



## Nagpa (Homo vultures Immortem)

Humanoid	Nagpa
Type	Human
Climate/Terrain	Worldwide Vulture Peninsula)
Frequency	Rare
Organization	Single
Activity Cycle	Night
Diet	Omnivore
AL	any non good, mostly CN, CE
NA	10d6
Size	M; 55+ST inch
ST	2d6= (3-12)
Either IN/WI	8+1d10 = (9-18)
Other (IN/WI)	6+1d12 = (7-18)
DX	2d6 = (3-12)
CO	3d6-1= (3-17)
CH	2d4+1= (3-9)
Languages	special
Spellcaster Limits;	na
AC	3
AV	0
HD or Level	
HP	See table
MV	120/40'
THACO	by level
Attacks	1bite or weapon
Damage	1d8 or by weapon
Special Attacks;	Paralysis ability Corruption ability Create Fire ability Animate Dead ability
Special Defenses;	Phantasmal Force ability Darkness ability Polymorph Self ability
Immune to;	0
Extra Vulnerable to;	0
AM	See table
Save as; Thief	See table



A Nagpa resembles its previous human-like form, except its head is like vulture-like and its body is dry and withered like someone very old, leathery, dry and obscenely wrinkled. It is surrounded by a strange odor of Age, bird droppings, mustiness, dust, and spoiled magical things. Angry and bitter about their curse, Nagpa are irritable and hard to talk to. It is dressed in tattered mage clothes.

It is said that only a wish or a miracle can remove the Nagpa curse, and many napes roam the world searching for such magic or the means to advance their own powers enough to cast it themselves.

Most of them carry an old Nagpa staff of fused wood and metal. (Quarterstaff +1)'this quarterstaff is a mixture of iron and wood, as if the two substances were twisted together in a liquid form and then hardened. It functions as a ring of spell storing and a cold iron weapon. In the hands of a Nagpa it also has a +1 enchantment bonus, and as thus charges the user with +1 offensive magic (other creatures suffer +3 offensive magic charge.

### Combat

Napes are antisocial but not overtly hostile. If forced to fight they prefer long-range spells from their staffs, (either to drive away foes or kill them outright) so they don't need to get near other creatures, entering melee only as a last resort.

Nagpa cannot use armor, since their bodies are weak and the use of armor makes it difficult for them to effectively use their special combat spell effects. They lack the coordination and sense of balance to use a shield effectively. This is offset by their natural increase of Armor class, due to their magical nature.

They may use protective items, like rings, cloaks, bracers and the like. They can use only small, one-handed weapons like Short Swords, Daggers, or a weapon such as a Staff (which they use as a walking aid). They can use, Crossbow and Sling effectively, but have a -2 on their hit roll if using longbow or shortbow.

Nagpa will attempt to avoid physical combat and use their abilities or items instead. They prize magic which allows a rapid or instant method of escape from sticky situations (although the don't fear death itself, it's the pain of dying), such as potions of flying, flying carpets or some magical item which permits the use of a dimensional door or teleport effect. . Nagpa also seek out magical items of divination which allows them to Detect ... (magic, Evil, Good, Invisibility, Metals, etc.) things in the environment which they could ordinary not perceive.

Due to their highly magical nature, they have relative high saving throws as seen in the table.





A Nappa has a bite attack that is a natural attack, but even if fighting with a weapon instead of magic, a Nappa won't normally use its bite as a secondary attack. It deals 1d6 points of damage, but can't penetrate any AV of 4 or higher.

There are NO Nappa spellcasters of any kind. Napes cannot become cleric, mage, Wicca, shaman or any other spellcasting class. They can only be of their racial class.

**Spell-like Abilities:**



Napes have the following spell-like abilities, each useable three times per day, and as strong as a wizard of a level equal to the nappa's hit dice.

**Darkness**

This spell-like ability creates a sphere of 30' in diameter in 120' range for 6 Turns+1 Turn/level. If cast on an object such as a coin, the darkness will move with the object. It will block all sight except infravision. It will cancel a Light Spell if cast upon it (but may itself be cancelled by a Light Spell). If cast upon an opponent's eyes, it will cause blindness when the save fails until cancelled, or until the duration ends. A blinded creature attacks with a -6 on hit rolls, a -4 on all saves, +4 penalty to his AC for the duration of the blindness. His movement will be reduced to 1/3 normal if unguided, if guided to 2/3.

**Paralysis:**

Lawful (LE, LN, LG) creatures in 10' distance; save vs. Spells or paralyzed 1d4 rounds.

**Create Fire:**

One flammable object or creature within 60' bursts in flames for 1d3 rounds (and then extinguishes if still existing) if carried it causes 2d6 damage/round (Save vs. Spells halves).

**Phantasmal Force:**

This effect creates or changes appearances within a volume of 20' x 20' x 20' in 240' range. The Nappa should create the illusion of something he has seen. If not, there will be a bonus to saves against the spell's effects. If he doesn't use this spell to attack, the illusion will disappear when touched. If the spell is used to "create" a monster, it will be AC 9 and will disappear when hit. If the spell is used as an attack (a phantasmal Magic missile, collapsing wall, etc.), the victim may make a save vs. Spells: if successful, the victim is not affected, and realizes that the attack is an illusion. The phantasmal force will remain as long as he concentrates. If he takes any damage, fails any save, or moves more than 5'/round (unseen slow movement), the concentration is broken and the phantasm disappears. The spell will never inflict any real damage. Those "killed" by it will merely fall unconscious; those "turned to stone" will be paralyzed, and so forth. The effects wear off in 1d4 Turns. This spell can be made permanent only by another Spellcaster, due to the concentration to maintain this spell. From that moment on will this spell constantly be recreated after dispelled and will remain in sight permanent. A creature created in this way will appear as if real and act according as such. This illusion can be ordered to do anything the caster intended to do. This illusion will create all sounds, smells, and other natural effects belonging to such an original, as long as the caster has ever encountered this effect. Anything not mentioned by the caster while creating this illusion will not be done. So when the caster forgot to include an act against fire, then the illusion will not react to any fire, as if not existing. Such a spell will not be dispelled naturally and will remain intact until dispelled. Any illusionary creature can't move outside the 20' cube.





Nagpa				Saves					Abilities use per day										THACO		Languages (+IN adj.)		Skills (+IN adj.)	
Lvl	XP needed	HD	Hp	AC	DR	MW	TS	DB	SP	AM	Darkness	Paralysis	Create Fire	Phantasmal Fire	Corruption	Polymorph Self	Animate dead amount	Summon Tabi/Homunculous	THACO	THACO	Languages (+IN adj.)	Skills (+IN adj.)		
-10	-1,050,000	2	2d8	9	13	14	13	16	15		1								19	1	1			
-9	-1,000,000	3	3d8	9	13	14	13	16	15		2	1							17	1	2			
-8	-950,000	4	4d8	8	13	14	13	16	15		2	1	1						16	1	3			
-7	-900,000	5	5d8	8	13	14	13	16	15		2	2	1						15	1	4			
-6	-850,000	7	7d8	7	13	14	13	16	15		2	2	1						15	1	4			
-5	-800,000	6	6d8	7	13	14	13	16	15		3	3	2	1					14	1d2	4			
-4	-700,000	6	6d8	6	11	12	11	14	12		3	3	2	1					14	1d2	4			
-3	-600,000	7	7d8	6	11	12	11	14	12		3	3	3	1					13	1d2	4			
-2	-450,000	5	5d8	5	11	12	11	14	12		3	3	3	2					13	1d2	4			
-1	-300,000	8	8d8	5	11	12	11	14	12		3	3	3	2	1				12	1d3	4			
NM	0	9	9d8	4	11	12	11	14	12		3	3	3	3	2				11	1d3	5			
1	300,000	10	10d8	4	9	10	9	12	9	1%	3	3	3	3	2				10	+1	+1			
2	600,000			4	9	10	9	12	9	2%	3	3	3	3	3	1	2 hr		10	+2	+2			
3	900,000			4	9	10	9	12	9	3%	3	3	3	3	3	1	3 hr		9	+3	+3			
4	1,200,000	11	11d8	3	9	10	9	12	9	5%	3	3	3	3	3	1	4hr	4	9	+4	+4			
5	1,500,000			3	9	10	9	12	9	5%	3	3	3	3	3	1	5hr	5	9	+5	+5			
6	1,800,000	12	12d8	3	9	10	9	12	9	10%	3	3	3	3	3	1	6hr	6	9	+6	+6			
7	2,100,000			3	7	8	7	10	6	15%	3	3	3	3	3	1	7hr	7	9	+7	+7			
8	2,400,000	13	13d8	3	7	8	7	10	6	20%	3	3	3	3	3	1	8hr	8	9	+8	+8			
9	2,700,000	13	+2	2	7	8	7	10	6	20%	3	3	3	3	3	1	9hr	9	9	+9	+9			
10	3,000,000	13	+4	2	7	8	7	10	6	20%	3	3	3	3	3	1	10hr	10	9	+10	+10			
11	3,300,000	13	+6	2	7	8	7	10	6	20%	3	3	3	3	3	1	11hr	11	9	+11	+11			
12	3,600,000	13	+8	2	7	8	7	10	6	20%	3	3	3	3	3	1	12hr	12	9	+12	+12			
13	3,900,000	13	+10	2	7	8	7	10	6	20%	3	3	3	3	3	1	13hr	13	9	+13	+13			
14	4,200,000	13	+12	2	7	8	7	10	6	20%	3	3	3	3	3	1	14hr	14	9	+14	+14			
15	4,500,000	13	+14	2	7	8	7	10	6	20%	3	3	3	3	3	1	15hr	15	9	+15	+15			
16	4,800,000	13	+16	2	7	8	7	10	6	20%	3	3	3	3	3	1	16hr	16	8	+16	+16			
17	5,100,000	13	+18	2	7	8	7	10	6	20%	3	3	3	3	3	1	17hr	17	8	+17	+17			
18	5,400,000	13	+20	2	7	8	7	10	6	20%	3	3	3	3	3	1	18hr	18	8	+18	+18			
19	5,700,000	13	+22	2	7	8	7	10	6	20%	3	3	3	3	3	1	19hr	19	8	+19	+19			
20	6,000,000	13	+24	2	7	8	7	10	6	20%	3	3	3	3	3	1	20hr	20	8	+20	+20			
21	6,300,000	13	+26	2	7	8	7	10	6	20%	3	3	3	3	3	1	21hr	21	8	+21	+21			
22	6,600,000	13	+28	2	7	8	7	10	6	20%	3	3	3	3	3	1	22hr	22	9	+22	+22			
23	6,900,000	13	+30	2	7	8	7	10	6	20%	3	3	3	3	3	1	23hr	23	9	+23	+23			
24	7,200,000	13	+32	2	7	8	7	10	6	20%	3	3	3	3	3	1	24hr	24	9	+24	+24			
25	7,500,000	13	+34	2	7	8	7	10	6	20%	3	3	3	3	3	1	25hr	25	9	+25	+25			
26	7,800,000	13	+36	2	7	8	7	10	6	20%	3	3	3	3	3	1	26hr	26	9	+26	+26			

**Corruption:**

Directed at a single non-living object in 60' causing it to decay and rot into an unusable state. Magic items may be saved by the wearer at a Save vs. Spells. The object can't be more than 1 cubic yard.

**Summon**

**Homunculus:**

Upon attaining 9<sup>th</sup> level, the Nagpa can summon a homunculus or Tabi to do its bidding and be its servant. The creature will be of the same alignment, which is almost always chaotic. It works as a Bind Tabi spell but also works on a Homunculus Ulzaq. This ability needs the eye fluid of an Undead beholder, and the sweat of an adult male and female Dragon, and hair from an archmage. However, the summoned creature does not turn up automatically, it takes time for it to come from its location. The secret of its summoning is jealously prized by the few who know it (usually high-level wizards). The Nagpa, will have to

find a source for the summoning ritual, along with the magical components need for it.

The Nagpa protect their homunculi and don't take them adventuring. If a homunculus is destroyed he will lose 1d4+1 hit points permanently (recovered only by a carefully worded Wish). A new ceremony enables the Nagpa to use the ability again, but does not regain the lost hit points. Permanent hp loss makes Nagpa very careful to keep their homunculi from harm. Good servants are so hard to find these days!

**Habitat/Society**

All Nagpa are highly studious creatures, given to much careful and objective study of primarily history. Perhaps the ignorance of their own origins has something to do with this urge towards learning. Many tales are told of the coming of Nagpa to this world. The most plausible, but most opinions have the claim that they came here, via a wormhole or gate, from an advanced and very learned culture on some far distant world of their own. The trauma of the voyage was such that they forgot their origins, and can only remember them only in hints and fragments, in half-glimpsed scenes in their dreams.





They are not only learned people. They regularly retire in the afternoon to engage in Kariwa. Most other species see this as a form of daydreaming, but to them it offers the chance to glimpse creative insights and also hints of their past lives. Nagpa are reincarnated. To them they are created by the Immortals as creatures so splendid that giving them a single lifetime would only cheapen it, so the Immortals gave it a lifetime such as their own. They love knowledge, the more arcane and obscure, and the better. No knowledge is useless, and the world is lessened if some fragment of Wisdom or learning is lost to it. Therefore the Nagpa collect books and manuscripts avidly. They build and maintain libraries where true scholars of the world may come and study. DM; the Nagpa is extremely similar to the Skeksis of The Jim Henson Movie; The Dark Crystal. And in this aspect when honor this respect by merging these two species (and story lines together as one.).

#### What is a Nagpa (what they tell to others)



Some Nagpa are flattered when asked about its people. They like to spend much time in libraries. Nagpa are according to themselves highly studious creatures, giving careful and objective study of history. Perhaps their ignorance of their own origins has something to do with this urge of learning. Many tales are told of the coming of Nagpa to this world. The most plausible, they tell other creatures) is that they came here, through a wormhole or a gate, from a far advanced and very learned culture on some far distant world of their own.

The trauma of the voyage was such that they forgot their own origins, and they can only remember them in hints and fragments, in half-glimpsed scenes of dreams.

They regularly retire in the afternoon to engage in Kariwa. Too many others believed to be nothing more than daydreaming, but it offers the Nagpa a chance to glimpse creative insights and also hints of their past lives. Nagpa are reincarnated creatures. After all, no immortal would create such a splendid creature only to cheapen it with a single lifetime, would it—not even with a long lifetime as the Nagpa.

While knowledge of any subject is valuable, they do not live in ivory towers, not unless built by themselves. Nagpa like to plan, and oversee the construction of architectural works of note. They tend to prefer tombs and mausoleums and that sort of thing. Nagpa are not given to frippery or frivolity, they are serious people.

There is also the fact of continuous reincarnation. Through Kariwa, they tend to recall much from their past lives, and thus they have seen much of life itself' to them life is very substandard and overrated. Some of the work done to certain immortals, mentioning no names, is just plain shoddy. Just look at the endless tracts of desert and pointless bare steppes and hills. The world to them is a disappointing place as being blessed with exceptional intelligence and wisdom. For this reason, a certain degree of healthy cynics and world-weariness is to be found in the thought and expression of most Nagpa. There are days when it is all such a bore that the only thing to do is to stay in bed and pull the wings off flies.

Therefore most Nagpa live solitary lives, they don't need (in fact they are incapable of) reproduction. Nagpa partnerships are rare indeed, for even if they could, the daunting prospect of spending some thirty years raising a single young brat, does not truly spark decisions to family hood upon them.





Nagpa usually have friends and servants to deal with the chores and tiresome dignities of everyday living, some have a homunculus, or other magical servant, like Golems, others have enchanted creatures like Tabi, which deal with the dusting and polishing and similar tiresomeness. Some of them also find uses for bodies of the departed when they have shuffled off the tedious mortal coil. No, they do not eat them. This all according to Napes themselves.

#### Nagpa's Hidden Truth



Napes are aware that many other creatures find Nagpa horrible to look at, and certain aspects of their race and culture might only make their horror deeper.

Nagpa dwell, in most cases, in gloomy subterranean crypts and mausoleums. They may indeed actually design them, and have them built—often by slave labor. They enjoy the atmosphere of corruption and death in such places and are very careful to keep such places very dry because of their prized books and tomes.

Nagpa will, in fact, eat carrion, but they usually have a more sinister use for humanoid corpses—animating them as skeletons or zombies, to serve as mindless guards and for menial work. They are careful to keep this fact secret if they are in anyway associated with humanoids.

While Nagpa do live solitary and isolated lives, some of them live and work with other creatures. Because Nagpa are not physically strong, and desire to spend all their time in thought and reverie, they need other creatures to work for them. They also need creatures to build the constructions they plan.

Some of this can be achieved with undead and slaves, but the access to libraries and learning may require Nagpa to use less coercive methods.

To disguise themselves, Nagpa place a very high value on magical items which obscure or alter their appearance. Nagpa of high level have the ability to polymorph self, enabling to pass as humans (or elves, or dwarves, etc., but humans preferred, as this was their original race). Their innate phantasmal force power further enables them to disguise their nature and actions.



#### Kariwa

The Kariwa of Nagpa is important. Nagpa must spend at least half an hour in reverie each afternoon. This means during the post-lunch adventuring day (about 16:00), which may certainly be inconvenient at times! If this is not done, the Nagpa must save vs., spells 8 hours later, at dawn the following day (about 04:00). Otherwise, the Nagpa falls in a deep slumber for 1d4 hours and cannot be awoken by any means. If the save is made, and no Kariwa is had the next day either, the Nagpa must save again the following dawn, this time at -2 or fall asleep for 1d4+1 hours, this saving throw penalty and extra hours of enforced sleep accumulate until either the Nagpa enters Kariwa or falls asleep. There is also a 5% cumulative chance each day without Kariwa that the Nagpa develops some form of insanity—extreme claustrophobia, fear of the dark, paranoia, etc.



#### Reincarnation:

Nagpa's don't breed; they're not born, but recreated every time they die. They do fall in love, if possible though. If a Nagpa dies it is reborn in the Vulture Peninsula, its ancestral home, emerging from a black cocoon in 1d4+4 months as an adult Nagpa much the same as it was before, though its memories are very fragmented and take much Kariwa to recover. This cycle of rebirth cannot end until the curse on the Nagpa people is lifted. The reborn Nagpa may take time to recollect all its old grudges and plots, and knowledges.

#### Sense Gossip

As part of their curse, napes instinctively know if they are being talked about anywhere within a 1 mile radius. They can track such gossipers as long as the speakers remain in range. A nagpa's ears suffer a burning sensation that grows hotter as the Nagpa gets closer to the individual who spoke about the race. This ability is divination magic cast as if by a sorcerer of a level equal to the nagpa's hit dice. It is always active and cannot be turned off. Those being sensed may make a save vs. magic -nagpa's intelligence adjustment to avoid detection, or use anti-divination magic.

#### Knowledge Skills

Nagpa gain the ability to learn additional skills for each level of experience they gain above normal monster status. This is in addition to any extra skills they have learned by virtue of their high intelligence. However it is not always as useful as it may seem. Nagpa prefer to learn knowledge skills if possible, since this aids them in their literary and scholastic pursuits. Also, skills of any sort are not just learned overnight just because a creature gains a level. The skill must be learned from careful study or by training with those capable off in that skill. (The DM may lay down whatever conditions he sees fit for this). Skills learning takes at least a year study if the basic requirement of having the extra level are met from the start. So it does not help in any way to try to study prior to gaining the level, a Nagpa will only learn it when he has gained a level, studied a year at least, made its Intelligence check (or it must study again for at least as many months as the check failed), and has a free skill slot.

A Nagpa starts with 6 basic skills instead of the normal 4, but these must be at least three knowledge skills. Thereafter, the Nagpa gains an additional knowledge skill each time it advances a level, starting at the beginning of their career. Nagpa may gain other non-knowledge skills, instead of a knowledge skill on 5<sup>th</sup>, 9<sup>th</sup>, 13<sup>th</sup>, 17<sup>th</sup>, 21<sup>st</sup>, 25<sup>th</sup> level, but can never learn combat related or spellcasting related skills. Skills requiring Strength, Dexterity, Charisma or Comeliness as its base aren't learned often since their corresponding abilities are often too low to gain use of the skill in question.

Compulsory skills; 3 knowledge skills.

Advised skills; Appraisal, Teaching, Storytelling.

#### Emotions

They cannot express emotions like laughter or sorrow. A Nagpa has a -8 penalty on skills like bluff, diplomacy, gather information, intimidate and similar (mostly charisma based) because of their inability to express emotions and inexperience at dealing with other creatures.





### Languages

A Nagpa speaks all languages (1d2+int adjustment) it knew before the transformation, plus Nag (pronounce; Nawg), a language consisting of squaws, caws, and shrieks. The language is hard to speak quietly and is harsh to the ears—definitely not for something well-suited for whispering or polite conversation.

Nagpa gain the ability to learn additional languages for each level of experience they gain above normal monster status. This is in addition to any extra languages they have learned by virtue of their high intelligence. However it is not always as useful as it may seem. Nagpa prefer to learn arcane and ancient languages if possible, since this aids them in their literary and scholastic pursuits. Also, languages of any sort are not just learned overnight just because a creature gains a level. The language must be learned from careful study or by conversing with those fluently in the language. (The DM may lay down whatever conditions he sees fit for this). Languages learning takes at least a year study if the basic requirement of having the extra level are met from the start. So it does not help in any way to try to study prior to gaining the level, a Nagpa will only learn it when he has gained a level, studied a year at least, made its Intelligence check (or it must study again for at least as many months as the check failed), and has a free language slot.

### Nagpa Player Characters

Nagpa are very chaotic. They tend to be cold, cynical creatures. Even those who are not actually evil are manipulative and have a strong sense of their own superiority. They seek to, crafty, caring little for anyone else's existence. Though they are not given to cruelty, deceit, and the like, they certainly aren't good guys either as they dominate those around them. Nagpa are also quite powerful. Their special abilities more than compensate for poor combat abilities and make them versatile and dangerous. **DM; Be most careful about allowing Nagpa Player characters in your campaign!** Try Nagpa player characters on an experimental basis before permitting them as regular player campaign fixtures. They have no classes other than their racial class as given here.

### Nagpa Curse

A Nagpa is the result of an immortal curse placed on selfish and reclusive mages. The curse makes the victim hideous and disfigured, forcing him or her in permanent social isolation.

Nagpas are so ashamed of their curse that they usually hunt down any creature with knowledge of their race, using their locate creatures ability to track down such offenders. Because of this and their tendency to work alone, only a handful of creatures in the world know the reason for their curse—most merely believe they are rare animal-headed spellcasters.

### **From the Journals of Haldemar of Haaken. Lord-Admiral of the Mightiest Empire Alpathia, Captain of the ever-victorious Princess Ark, Imperial Explorer, etc, etc.**

#### Episode 5: as they fed upon a nation so were they cursed

Cyprimir 10, 1965AY: We have now reached the region called the Vulture Peninsula. It is a complete desert, where occasional sand dunes alternate with desolate rocky wasteland. According to the stars, we have sailed well south of the Meridional Tropics, and the winds regularly blow from the west. Despite the presence of the sea, very little vegetation grows here at all. Temperatures are similar to that of southern Alpathia in summertime. The very poor quality of the soil and extremely dry winds coming from the land contribute to this infertile wilderness.

Cyprimir 16, 1965AY: A large plateau can be seen on the peninsula, no more than a few miles from the coast, forming sandstone cliffs falling into the sea. The plateau reaches 600' in average height. So far, no sign of civilization has been encountered in this region. This place deserves its name, for the whole peninsula has the shape of a vulture's head, and vultures slowly circle underneath the ship. The refuse dumped overboard has attracted these clumsy birds. A lucky bird sometimes succeeds in catching some falling garbage, but most of them manage only to get splattered with smelly waste. If nothing else, the vultures offer the crew some amusement, making easy targets for the antiquated crossbows on board. At dawn I shall order a southern course to cross the peninsula's widest section.

Cyprimir 18, 1965AY: The vultures are getting bolder. They seem to have figured out our dining hours and know when to expect waste to come falling down. I caught one indolently perched on the railing next to my door. Another ruffled its filthy feathers while observing the ship boy scrubbing the deck—hungrily observing, I imagined. That's when a blood-curdling shriek from starboard literally froze everybody in place. It was Lady Abovombe. The scene that greeted our hasty arrival was certainly a striking one. Lady Abovombe had been taking her daybreak stroll when one of the vultures perched in the riggings managed to soil her favorite décolleté dress. Furious, the ambadress seized a boat hook and swung it at the bird, impaling the "criminal" —but further splattering her with its blood. Then she sought out the watch on duty, screaming at the top her lungs as to why such a slovenly creature could be permitted to remain on board, and she gave the watch a solid punch in the mouth. It is the first time I've noticed that Lady Abovombe has a hot temper, but she is extraordinarily pretty when her cheeks turn rosy.

Cyprimir 19, 1965AY: In the morning, the lookout called out a discovery on the ground below. At first we saw nothing, but after a few minutes we made out what must have been a road, centuries old—now merely a narrow band of a color different from the soil. Then I saw several other ancient roads. They converged to the east, and we followed them—and there it was. A ruined city! From the ground it would have been nearly impossible to see, but we were high enough to distinguish its shape. Streets, walls, and buildings—we could see the outlines of them all, but barely even the walls remained now. The city must have been raised in the depths of times past. It had been built on a group of several small hills, with one larger hill, tapered on top, in the center. I decided to investigate this myself, and I ordered Xerdon and a squad of boltmen with me.

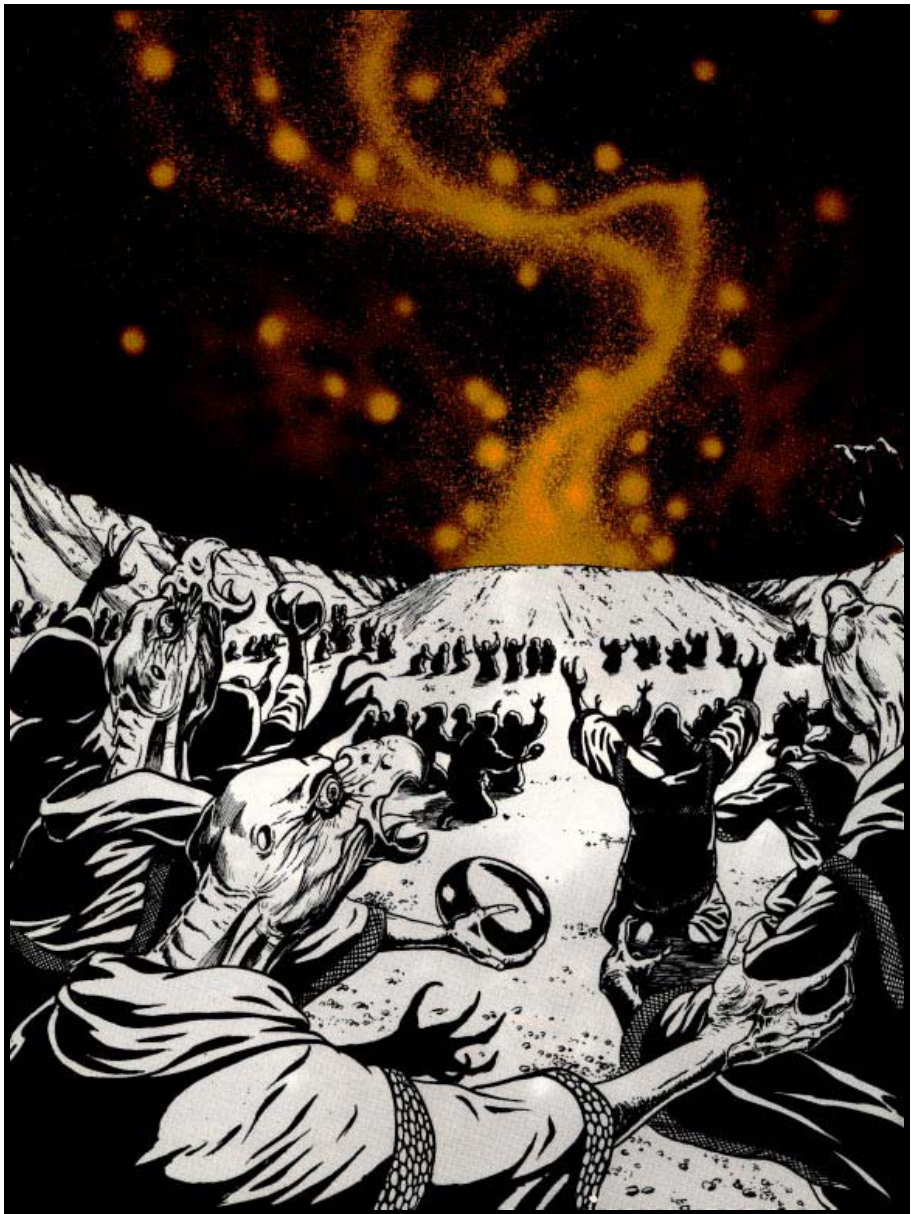
Cyprimir 20, 1965AY: There was very little to see on the surface—mostly dust and rocks. We climbed the peaked central hill and discovered the ruins of an old temple. The men started digging and sifting through rubble, in search of archaeological clues. We found plenty. There was indeed an advanced civilization here. It appears that at the time of its' splendor, the city was surrounded by fertile plains, lush forests, and several rivers and lakes. Then, following the death of a great king, the king's two sons fought for the throne, dividing the nation in a bloody civil war. No other clues were unveiled as to the outcome of the struggle. It was getting late, and I ordered the team back to the ship for the night. We'll remain in this area and explore a bit more tomorrow at our leisure.





Cyprimir 21, 1965AY: Soon after sunset last night, a sentry interrupted my rest with news of movement down below. I had him order total silence aboard the ship while I took out my crystal ball for a little investigative work. A strange creature was slowly walking by, hunched under the weight of a bag. It looked like an old man with the head of a vulture. Another hint at vultures! This could no longer be a coincidence. I decided to let the creature go its way, so I could quietly observe it. The creature never showed any awareness of the ship above the temple; it marched away and kept going for hours along one of the nearly invisible roads to the east. Before sunrise, it crawled into a niche under a large rock and closed the entrance with a dusty blanket. It then went to sleep—and shortly thereafter, so did I, canceling our planned foray into the ruins. Since this creature was the only apparent inhabitant we have met in this desert so far, I've decided to follow its slow journey from a safe distance, observing it through the magical sphere again this evening. More later.

Cyprimir 24, 1965AY: It has been days now since I first saw the vulture-man. I discovered a fitting description of it in the ship's library. It is a Nagpa, a creature found in other parts of the world and said to dabble in necromancy (how fitting). As usual, our specimen crawled out of its shelter after sundown and kept moving to the east. Its journey's end was at hand, however. Much later in the night, it reached the edge of a depression in the desert. Hundreds of other Napes were walking down the slopes to the bottom, toward a large



volcanic-like mound. They encircled it, then one after the other they climbed to the top of the mound to drop some jewelry into the dark opening thereon. Meanwhile, the other Napes chanted a sad but powerful psalmody. The wind picked up, and the Napes knelt down facing the mound, waiting. Many long minutes, perhaps an hour, passed. Then faint lights appeared above the Napes—at first only a few flickering auras, then hundreds and soon thousands of them, filling the sky above the depression. The scene was frightening. These illuminated shapes were undoubtedly the ghostly images of the people who once populated this region. These ghosts slowly reenacted scenes of battle and carnage involving a level of violence that I have never before witnessed. Then a huge, ugly Shadow rose from the opening of the mound when the horrifying war scenes reached their paroxysm. This Shadow was, for me, the embodiment of fear and destruction. Even from this ship, stationed miles from the site, I could sense the evil of that grotesque being. Inexplicably, the apparition and the ghosts suddenly faded in the dark. The Napes began searching the site, picking up round, black cocoons from the sand that had not been there before. Within the hour, most had left, headed in various directions. Our little Nagpa is coming back toward the ship. It is time to know the truth.

Cyprimir 26, 1965AY: I decided to meet our specimen personally late last night, so I prepared myself and waited along the road for it. It was not surprised when it saw me. "You saw," it said somberly (its words translated by my spells). It obviously knew I had been observing it all along. "Our" Nagpa goes by the name of Abatu of Varelyya. It told me of its tormented existence. There was indeed a vast nation here once, and a brutal war. One of the two princes conjured a powerful monster from the Sphere of Entropy to destroy his rival. He clearly was unable to control the Immortal avatar, and when it had accomplished its crime, it turned on its summoner and obliterated his entire land. He and all his people would be cursed to live, die, and forever return as Napes—feeders on carrion as they had once fed on each other in war.





Every year for centuries, the accursed people of Varellyya return to the site of the ancient conjuration and sacrifice jewels, precious metals, magical items, books, knowledge, food, anything that may have any value to them, seeking atonement and an end to their wretchedness. Death itself will not break the curse. When death befalls, the souls of the Varellyans return to the mound. Every year at the same time, the ghosts fight their wars all over again, then materialize as embryos inside the black cocoons. Over time—I don't know how long—they grow to adult size and breach the cocoons. Many Napes wander the far reaches of the world, but they always return to Varellyya in soul or in body. Abatu pulled one of those black spheres from his robes and said, "You see, wizard, this is my father Skek So.

He was the King of Varellyya, and I was one of his sons. Such is the—sentence for my crime. Perhaps one day the Immortals will forgive us, but until then we must go on. Feel free to plunder the mound, wizard, but beware of the risks." I bade him farewell. As the ship continued its course to the south, I burned the map of the site and all notes on its whereabouts, then scattered them in the nocturnal wind.

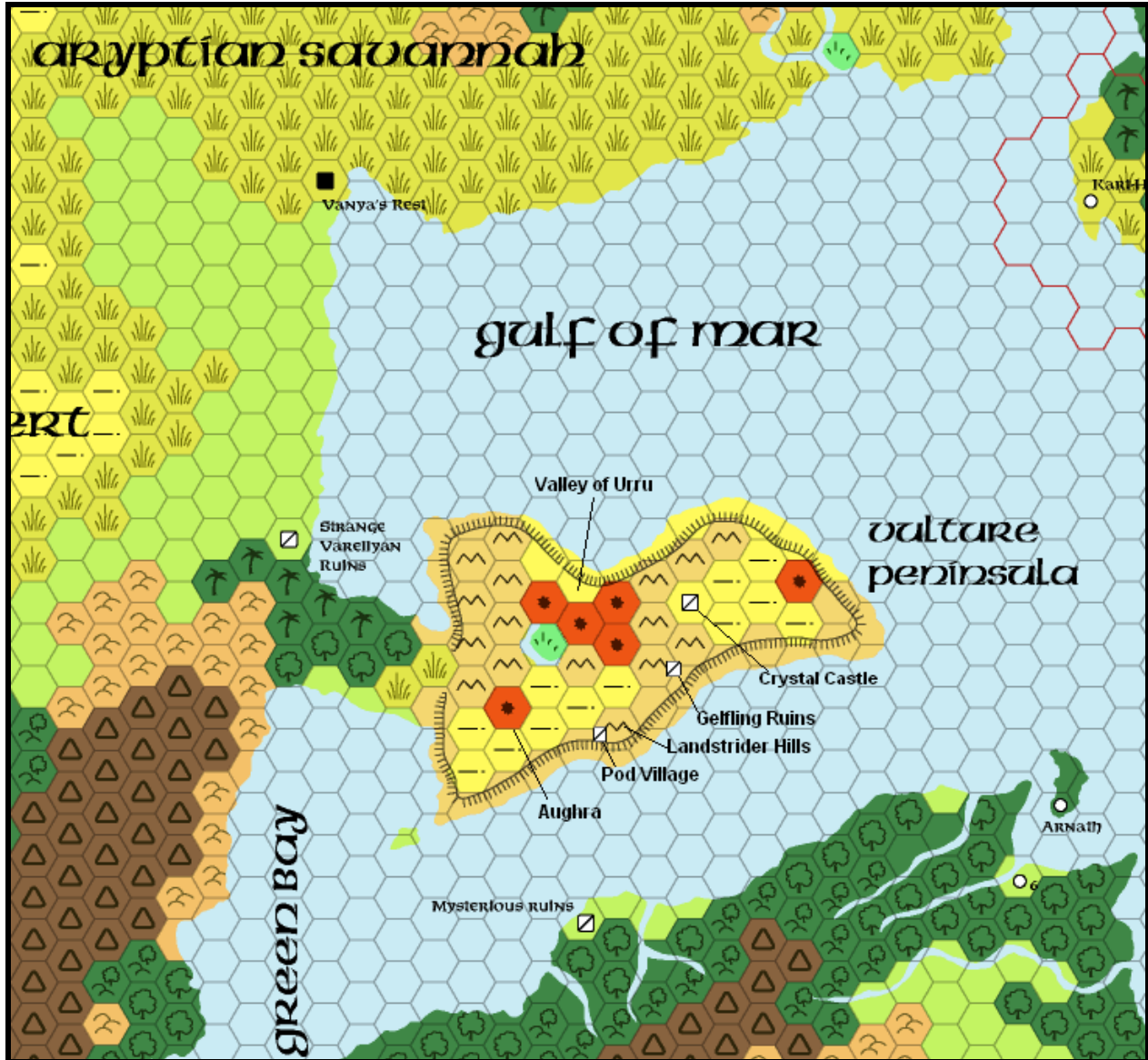
The given dates AY means after Alpathian Landfall, which is 1000BC. So 1965 AY means 965 AC.

### **Abatu of Varellyya, Nagpa.**

Abatu was a Human being back in 565 BC (435 AY) and was the Crown Prince of Varellyya. The king wasn't dead when Abatu claimed the throne; Abatu had merely had the old man abducted and declared dead. Abatu had a twin brother, Lothir, who was Abatu's accomplice in the king's abduction but who challenged Abatu's right to the crown. Their morbid rivalry caused the total destruction of Varellyya and the curse that turned all Varellyans into Napes. Since then, Abatu has already died and been reincarnated three times. Abatu's goal is to break the four-century-old curse that afflicts him and his people. Since the catastrophe, Abatu has discovered that he must find his brother and come to terms with him in order to break the curse. He knows—but ignores—where Lothir is. Abatu has visited many places in the world, including Alpathia, Thyatis, and the far reaches of Sind. He commonly travels with the Flying City of Serraine, a fabulous Gnomish creation that roams the world. Abatu has a ring of Teleportation, the only item of value he has never dropped into the mound. He uses it to get aboard the Flying City. Abatu has avoided dealing with the fact that his brother is kept prisoner deep beneath the volcanic-like mound, where he nourishes an eternal hate toward Abatu. The Keeper is a Nightwalker that can only be dismissed back to the Sphere of Entropy by a voluntary and simultaneous wish (not as a spell) on the part of the twins. If an outside party ever managed to defeat the Nightwalker, it would reform within a day and return from the Sphere of Entropy.

If Lothir (himself a Nagpa, identical to his brother in statistics) was taken away from the mound, the Nightwalker would stalk him forever, seeking to bring him back. Once the Nightwalker is properly dismissed, the twins disintegrate and the curse is broken; the Varellyan Napes would continue their normal lives as Napes, but their deaths afterward are final and forever, they would then be able to reproduce as normal creatures however. If they think about it, or their race would soon become extinct, as they exist only a few thousand Napes worldwide and widespread and solitary. They will not gain any sensation or knowledge when the curse is lifted unless seen themselves or told about (believing is something else). The land remains a desert. The Immortal who caused the Varellyan calamity has long forgotten about the whole affair and is neither reachable nor interested. Abatu keeps his true identity a secret, fearing that his people might interfere with his goals or torture him. Death is no concern, since he would reincarnate within a year—but he fears the loss of his magical ring. Abatu loathes the thought of entering the mound in search of his brother, and he generally would prefer staying out of Varellyya. Abatu is a conniving, treacherous being who stops at nothing to reach his goals. Abatu senses when a kin dies, and he returns to Varellyya for the cocoon to place it in a local cavern or dungeon later on. They speak their own tongue, Varellyan, and often another language or two (Glantrian, Sindish, etc.) depending on where they live. A reincarnated Nagpa takes 4+1d4 months to breach a cocoon, then emerges as an adult with all its memories of its previous lives intact, but only accessible by Kariwa.





What we have is of the Movie Dark Crystal that fits just easily within the Mystara campaign on the Vulture peninsula: There are only minor differences. At first the UrRu and the skeksis are not two sides of the same creatures, the urskek come from another plane and are just evil visitors. Obviously attracted by the evil magic of the Nagpa. Further there are mainly name differences as explained here.

- |                 |   |
|-----------------|---|
| Skeksis/ UrRu:  | Nagpa   |
| Gelflings:      | Halfings  |
| Landstriders:   | Landstriders (UrRu creations-see biological constructs)   |
| Garthim;        | Umber Hulks (Nagpa bred and trained)  |
| Podlings:       | Swamp Brownies  |
| Aughra:         | an immortal avatar, of the creator of the Beastmen, and in this form having all beastmen genes.   |
| Crystal Bats:   | Nagpa construct (depicted further)  |
| Crystal castle; | A dark brown/purple crystal castle constructed solely out of crystals like amethyst, some clear crystal exist within used as windows to the outside or as magical links to the crystal bats. It is inhabited by the most evil Skek (Nagpa lords). |







**Other Well known Nagpa**

**Heydrech of Serraine**

**Appearance**

Heydrech is a 5' 11" tall—unusually tall for a Nagpa—and he holds himself high, again unusual for one of his race. He has fine slate-grey feathering about his head and neck, and his hands are long-fingered and strong. His eyes are unblinking, grey and cold, punctuating his continual sneer.

**Personality**

Cold, Shrewd, and very evil. Heydrech is a power-crazed minster. His research experiments are purely from the point of view of achieving greater mastery and power. He is shrewd and manipulative, but polite and apparently friendly, even charismatic. Even so, he secretly despises others and avoids personal interactions whenever possible. First, Heydrech always makes sure that his sidekicks protect him as much as possible—his homunculus, Hellhound, golems, and Taras Firehand the gnome, not to mention the undead in the basement.

Second; Heydrech's gauntlet and staff make him deadly in melee (total adjusted THAC0 5, DM 1d6+4 or better) and he doesn't hesitate to use charges from the staff to blind or injure others. He prefers to stay behind guards and use his special abilities, but can slug it out if he must. If pressed, Heydrech always flees. In staging any fight with him, he really should escape. He has his potion of gaseous form and the ring of spell storage to provide him with fast getaway routes, and his scroll can create a delay (e.g. tunnel-filling pit) to frustrate pursuers

Third, Heydrech has additional magical items in his home, which should be taken into account in any battle there. Finally he has two special magical items—the lamp of the shroud and the meistercloak—which are of particular importance to him.



**Notes;** AC-2 (ring Protection +2), HD 13+4\*\*, HP 86, AT 1 weapon, DM by weapon, THAC0 9melee/7 missile, MV 120'/40', SV MU13+4, ML 9, ALCE, ST9, IN 16, WI 16, DX 16, CO 13, CH 14, XP 3050  
Animate dead 1/day, antimagic 20%, corruption 3/day, create fire 3/day, corruption 3/day, paralyze lawful creatures 10'radius 3/ day, polymorph self 10 hr/dy.

Languages; Nag, Skyccommon, Thyatian, Alpathian.

Skills; alertness(DX), Appraisal (IN), History; Alpathia, Serraine,

Thyatis (IN), Knowledge Alternate magics, extra planar monsters, theology, undead lore (IN)

Amulet of spell storing; Dimension door x2, Fly, Gauntlets of ogre power (ST 18) Girdle of fire resistance Ring of protection +2, Ring of quickness (haste self 1/dy 1 Turn, Staff of harming (18 charges), Potions gaseous form, super healing.

**At home;**

Short sword +4 envenomed

**Lamp of the shroud.**

The lamp of the shroud has several powers depending upon the level of the character employing it and the fuel used to feed it. Use of this evil magical item is a very, very very, chaotic act. Its powers include;

- 1 5<sup>th</sup> level + burn the lamp once a day for one turn to animate dead. One HD of undead per level of the character are created. The undead remain animate for 12+4d6 hours before becoming lifeless again.
- 2 7<sup>th</sup> level + as 1, but no need of bodies, they are magically summoned. However a half pint of humanoid corpse fat is needed as fuel in the lamp.
- 3 9<sup>th</sup> level + can burn the lamp for 6 turns, once a day, requiring a pint of oil rendered from human fat, and summon 2d4 shadows or 1d3 wraiths which remain until the next sunrise.
- 4 11<sup>th</sup> level + can burn the lamp 6 turns to summon 1d4+1 spectres or 1d2 vampires, which remain until the next sunrise. However this requires the use of a pint of human corpse oil and special fetid incense which has been cursed by a cleric.
- 5 Any undead created or magically summoned will automatically be loyal to the creating character; their relation is as an undead liege. If an attempt to turn these undead, they are allowed a saving throw vs. spells at the level of their summoner with a -2 penalty if they have 4HD or lower. There is an additional penalty of -2 to this roll if the usual result of this turning attempt would result in destruction (D).
- 6 The powers above are simply those which Heydrech knows about. He is certain there are more, and at higher levels the lamp can summon or create horrors like spirits, phantoms or worse. This is left to the DM to detail further.

**Meistercloak**

A humanoid wearer of this cloak acts in all respects as a 10<sup>th</sup> level thief fore up to six turns per day. Skills, attacks from behind, moving silently, etc. are performed as by a thief of 10<sup>th</sup> level, but the character's Hp, HD, AC, THAC0 remain normal, but the +4 bonus when attacking from behind applies as normal for a thief of 10<sup>th</sup> level. If the wearer is a thief of 10<sup>th</sup> level or higher the cloak grants a +5% (or 25%) to all thief skills for the duration of its effect.

Heydrech uses this for sneaking and spying when abroad on 'front business and polymorphed to avoid recognition.

The following are all lords (Skek in Varellyan) of the former reign and are utterly chaotic and evil.



### Skek Zok the Ritual-Master

Skek Zok the Ritual-Master thought to hold all control of the life of the court in his own hands. He had the ear of the emperor, whose wishes were absolute; none could hope for success save through skekZol. The other Nagpa sought to control through the prophecies he invented, the false apparitions he conjured. Too late he found that the Emperor raised favorites only to enjoy the pleasure of their fall, caring for them not at all; and that the other Nagpa all practiced their own secret divinations, which they trusted above his.

Size 5'2", ST 7, IN 15, WI11, DX6, CO15, CH8, Animate dead 1/day, antimagic 20%, corruption 3/day, create fire 3/day, corruption 3/day, paralyze lawful creatures 10'radius 3/day, polymorph self 10 hr/dy. Level 19, HD13+22, hp 101, Att 1 weapon, DM by weapon, THACO 9, MV 120'/40', SV MU13+4, ML 9, ALCE

Languages:22 Nag, Varellyan, Thyatian, Alphatian, Milenian, Hin, N'Djatwa, Heldann. Skills 27; alertness, Appraisal, History; Varellyya, Knowledge Alternate magics, extra planar monsters, Astrology, Astronomy, theology,



### Skek Ung the Garthim-Master



Strongest of all for brute force, after the Emperor, was skek Ung the Garthim-Master. Torment was his pleasure, though his original form had been a healer and continued so in his current form. Hidden in that tall, shining urSkeks was one who, ages later, could find pleasure in tearing apart the flesh from bones. The should driven by strong forces is weak, and the soul without strength is helpless. Wisdom and compassion have their roots in the same soil as violence and hate; the strong being allows them to fight within him, to recognize that his strength of will must control the evil he could do. That is how Skek Ung thinks.

Size 7', ST 12, IN16, WI16, DX11, CO10, CH4, Animate dead 1/day, antimagic 20%, corruption 3/day, create fire 3/day, corruption 3/day, paralyze lawful creatures 10'radius 3/day, polymorph self 10 hr/dy. Level 22, HD13+28, hp 107, Att 1 weapon, DM by weapon, THACO 9, MV 90'/30', SV MU13+4, ML 9, ALCE

Languages26; Nag, Varellyan, Thyatian, Alphatian, Hin. Skills29; alertness, Train Umber Hulks, History; Varellyya, Knowledge Umber Hulks, Hookhorror, monster lore, Dragon lore, military tactics.

### Skek Tektih the Scientist

To betray is to break the circle of trust. The Nagpa came to betray all friendship, without reason, without need. The end of my friendship with skek Tek the Scientist is still bitter to me. Before the division, TekTih of all urSkeks became Alchemist and Scientist alike. When the urSkeks first came to our World he taught them all the movements of the skies and designed the great Observatory. Aughra gave him all her knowledge of the rocks, even to the secrets of the metals.

Skek Tek kept some real power of thought, but in truth he had become only a juggler of ideas, of memories from his previous life. Then he had studied the light of the Crystal and used it for the Division; now he studied the wounded Crystal, and by that light he saw his ways to acts of darkness. Two great evils are charged against him. First, that he learned to make beams of light from the Dark Crystal, which he burned into people's eyes to make them living zombies, obedient but solid, his perfect slaves. After the light had struck them no light lived in their eyes, but they obeyed; that was all.

And the second worse evil was to use dark light to draw the essence of life, to drain it from the living to make a drink for the Skeksis, above all for the Emperor. This essence gave them back their youth and vigor for a while, only for a little; but many Gelfings were victims forever.

Size 6' ST 5, IN16, WI13, DX12, CO6, CH6, Animate dead 1/day, antimagic 20%, corruption 3/day, create fire 3/day, corruption 3/day, paralyze lawful creatures 10'radius 3/day, polymorph self 10 hr/dy.

Level 26, HD13+36, hp 112, Att 1 weapon, DM by weapon, THACO 9, MV 90'/30', SV MU13+4, ML 9, ALCE

Languages29; Nag, Varellyan, Thyatian, Alphatian, Hin. Skills33; alertness(DX), Train Umber Hulks, History; Varellyya, Knowledge Umber Hulks, Hookhorror, monster lore, Dragon lore, Instrument building, Knowledge air currents, Knowledge Outer Space, Knowledge Mystara/Patera/Matera locations and movements., Planar Geography. Geography, Mineralogy, Metallurgy



### Skek Sil the Chamberlain

Between skek Ung the Garthim-Master and skek Sil the Chamberlain there was bitter rivalry, for skek Sil hoped his smiling poison and suspicious craft would lead him, not skek Ung, to succeed to the Emperor's glory. Both were deceived.

Size 6'2', ST7, IN9, WI12, DX11, CO13, CH5, Animate dead 1/day, antimagic 20%, corruption 3/day, create fire 3/day, corruption 3/day, paralyze lawful creatures 10'radius 3/day, polymorph self 10 hr/dy.

Level 26, HD13+36, hp 110, Att 1 weapon, DM by weapon, THACO 9, MV 90'/30', SV MU13+4, ML 9, ALCE

Languages29; Nag, Varellyan, Thyatian, Alphatian, Hin. Skills33; alertness, Train Umber Hulks, History; Varellyya, Knowledge Umber Hulks, Hookhorror, monster lore, Dragon lore, military tactics, Magic lore, Animal Lore, Groveling, Knowledge history (8 countries)





**Skek Ayuk the Gourmand**

Nor did the feasts prepared by skek Ayuk the Gourmand and his teams of harassed slaves satisfy any appetite for long. Hot spices, sweet liquors, cream-rich sauces, were his delight; and he boasted he had a different menu for every feast.

Size 5'11", ST4, IN10, WI15, DX8, CO17, CH8, Animate dead 1/day, antimagic 20%, corruption 3/day, create fire 3/day, corruption 3/day, paralyze lawful creatures 10'radius 3/day, polymorph self 10 hr/dy. Level 18, HD13+36, hp 110, Att 1 weapon, DM by weapon, THACO 9, MV 90'/30', ML 9, ALCE

Languages21; Nag, Varellyan, Thyatian, Alphatian, Hin. Skills26; alertness, Food Tasting, Drinking, Poison making, Alchemy, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varellya, Knowledge Umber Hulks, Hookhorror, monster lore, Dragon lore, Magic lore, Knowledge Savage Coast. Knowledge Cinnabryl, Cooking, Military Cooking, Foraging, Hunting, Butcher.



**Skek Na the Slave-Master**

Between meals the Nagga went to skek Na the Slave-Master for scraps to appease the raging hunger they always felt. Skek Na was purely and openly evil from the beginning, but without him the work of the castle would never have been done.

Size 6'4", ST9, IN 12, WI9, DX7, CO8, CH8, Animate dead 1/day, antimagic 20%, corruption 3/day, create fire 3/day, corruption 3/day, paralyze lawful creatures 10'radius 3/day, polymorph self 10 hr/dy. Level 18, HD13+36, hp 110, Att 1 weapon, DM by weapon, THACO 9, MV 90'/30', SV MU13+4, ML 9, ALCE

Languages21; Nag, Varellyan, Thyatian, Alphatian, Hin. Skills26; alertness, Poison making, Alchemy, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varellya, Knowledge Umber Hulks, Hookhorror, Torture, Anatomy, Healing,

**Skek Shod the Treasurer**

Skek Shod the Treasurer counted gifts, not time. None dared approach him without some offering; yet his desires were so inordinate and his powers of speech so limited that he knew no other way to get his will other than extravagant bribery.

Size 6'2", ST7, IN13, WI13, DX6, CO 8, CH7, Animate dead 1/day, antimagic 20%, corruption 3/day, create fire 3/day, corruption 3/day, paralyze lawful creatures 10'radius 3/day, polymorph self 10 hr/dy. Level 20, HD13+36, hp 110, Att 1 weapon, DM by weapon, THACO 9, MV 90'/30', SV MU13+4, ML 9, ALCE

Languages21; Nag, Varellyan, Thyatian, Alphatian, Hin. Skills26; alertness(DX), Food Tasting, Drinking (CO), Poison making, Alchemy, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varellya, Knowledge Umber Hulks, Hookhorror, monster lore, Dragon lore, Magic lore, Knowledge Savage Coast. Knowledge Cinnabryl, Coinage, Jewelry, Mining, Bookkeeping,



**Skek Ok the Scroll-Keeper**



Skek Ok the Scroll-Keeper kept the record of the Nagga; he was the smallest, finest-featured, and least honest of them all. He wrote and rewrote his accounts, and kept changing them to please one or another of his shifting allies. The truth was soon lost.

Size 6'3", ST8, IN13, WI9, DX11, CO11, CH11, Animate dead 1/day, antimagic 20%, corruption 3/day, create fire 3/day, corruption 3/day, paralyze lawful creatures 10'radius 3/day, polymorph self 10 hr/dy. Level 18, HD13+36, hp 110, Att 1 weapon, DM by weapon, THACO 9, MV 90'/30', SV MU13+4, ML 9, ALCE

Languages21; Nag, Varellyan, Thyatian, Alphatian, Hin. Skills26; alertness(DX), Food Tasting, Drinking (CO), Poison making, Alchemy, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varellya, Knowledge Umber Hulks, Hookhorror, monster lore, Dragon lore, Magic lore, Knowledge Savage Coast. Knowledge Cinnabryl' spell lore,

**Skek Ekt the Ornamentalist**

And skek Ekt the Ornamentalist made clothes, above all for himself, rich fabrics that dripped jewels, the death of a hundred birds for one cloak. He first discovered the art of anointing the skin with a paste of clotted blood and diamond powder, to restore the sparkle of youth.

Size 6'3", ST8, IN15, WI15, DX12, CO13, CH9, Animate dead 1/day, antimagic 20%, corruption 3/day, create fire 3/day, corruption 3/day, paralyze lawful creatures 10'radius 3/day, polymorph self 10 hr/dy. Level 18, HD13+36, hp 110, Att 1 weapon, DM by weapon, THACO 9, MV 90'/30', SV MU13+4, ML 9, ALCE

Languages21; Nag, Varellyan, Thyatian, Alphatian, Hin. Skills26; alertness(DX), Food Tasting, Drinking (CO), Poison making, Alchemy, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varellya, Knowledge Umber Hulks, Hookhorror, monster lore, Dragon lore, Magic lore, Knowledge Savage Coast. Knowledge Cinnabryl. Knowledge Art, Cloth making, Tanning





**The Mythological items of the Nagpa**



**The rejuvenation chart of the Skeksis.**

The inscription in the upper-right hand quadrant reads: "Now is the power of the Crystal seen. New life will flow from darkened light, not darkest stone. The Black Stone will no more deceive our hopes, no more receive our worship. This is the sole item that partially explains the curse. It is depicted on a ruined wall near the well of souls. (Just behind the crystal castle).

**The Nagpa Aggression Symbol**

The Nagpa aggression symbol, the essence of the Garthim, appears time and again in their regalia. The symbol represents an outwardly spiraling version of the abiranariba serpent, with an enormously enlarged mouth, seeking to swallow not its own tail but the entire world.



**The Nagpa Crystal Bats**

Bat	Normal
Climate/Terrain	Any Land
Frequency	Common
Organization	solitary
Size	2"
Wingspan	1'
Activity Cycle	Nocturnal/Twilight
Diet	none
AL	N
NA:	1d4 (2500 exist)
IN	1
AC;	6
AV;	0
HD;	1
Hp	1
MV;	9(3')
FL	240(80)
MF	3B
THACO;	20
Att.;	nil
Damage	0
Special Attacks;	nil
Special Defenses;	View link to cystal castle
Immune to;	Darkness Blindness
Extra Vulnerable to;	0
MR;	0
Save as;	NM
ML;	6
XP;	5
Weight	5cn
Tt;	Nil



They bred the Crystal Bats to carry lenses of artificial crystal that sent images of all they saw back to the Crystals in the Skeksis' castle. At first the bats flew only in the dark, after the manner of their kind; but the Nagpa bred from the bolder and hardier strains, till no corner of the Vulture peninsula was unknown to them. And when the Nagpa could direct the Garthim with their all-seeing crystal eyes, they made an end to the Gelfling.

The beasts that carried the spying crystals through the air were xahgniathanor; "skin-singed night-fliers"; "crystal bats" is a convenient approximation.

They have normal bat statistics, but each bat is linked with a larger crystal in which is depicted anything in view of the crystal bat. So these constructs are created solely to spy upon those near the crystal castle and are thus used as a way of defense. The wander all over the vulture peninsula, but cannot fly above water nor further than 300 miles from the castle. In either case the construct will destroy instantly. As these constructs are taught of this they will not continue any 'prey' followed beyond these borders. As thus these creatures can only be found on the vulture peninsula. They are linked with the powers of the curse and as thus no other creature could create a crystal bat.

**Garthim (Umber Hulks (see there)**

Then the Nagpa conjured the Garthim from the memories of sea creatures in their first world, quickened by the light of the Dark Crystal, through the

skill of skek Tektih the Scientist, and the power of skek Ung the Garthim-Master. The strength of the Garthim was unbelievable, their stupidity incalculable. Their sole purpose was to destroy all they found. The Gelfling understood this and lived in fear of them; the Pod People never understood this, never realized they had any connection with the castle from which no Pod slaves returned to tell their story. The Garthim are summoned Umber Hulks under control of the Nagpa through ritualistic bound magic to these creatures.

As soon as the Garthim appeared, the creatures of the World turned against them. Foremost among the enemies of the Garthim were the Landstriders (see there), beasts of swift passage for the Gelfling that allowed them to be tamed to be ridden and subjected to the will of their rider. These creatures were a local variant of giraffe and carry all their statistics Destruction of the Garthim became their fiercest joy; their speed, their slashing blows, would leave a Garthim crippled before it knew it had been attacked.

But not even the Landstriders could prevail against the multitudinous strength of the Garthim guided by the pitiless intelligence of the Skeksis.







**UrRu Mystics (Homo Vultures Mortals)**

Humano id	urR u nagpa
Type	Human
Climate/Terrain	Vulture Peninsula
Frequency	very rare
Organization	community
Activity Cycle	day
Diet	Omnivore
AL	LG
NA	1d10 (only 10 still exist)
Size	M; 55+ST inch
Languages	special
Spellcaster Limits;	CL12
AC	3
AV	0
HD or Level	See character
HP	See character
MV	60'/20'
THACO	by level
Attacks	1bite or weapon
Damage	1d8 or by weapon
Special Attacks;	Clerical Spellcasting Paladin abilities
Special Defenses;	Phantasmal Force ability Detect Evil ability Darkness ability Polymorph Self ability
Immune to;	Fear, Charm, Illusion,
Extra Vulnerable to;	0
AM	See character
Save as;	See character
ML	9
XP	See character
TT	1
Body Weight	Size x ST/4



Four-armed soft minded Nagpa. These were further from the source, and held their own magic. They have four arms (of which they keep two mostly hidden within their clothings), their mouth is more fleshy and is not a beak, they seem to be old, but not corrupted. They are lawful good aligned.

Before the change these creatures were all Paladins, and as thus were affected differently than the rest of the population of Varellya. Their bond with their lawful immortals partially protected them from the evil transformation of the immortal curse. The curse did make these creatures near to immortal; they do not die by age, nor disease, but will die by wound or magic.

They are slow in action and movement, and lost all combat abilities they owned before the change. They however, kept their clerical casting abilities, their corporeal and mental statistics, except dexterity which dropped to 2d6). Their other abilities like Detect evil, permanently grew in their knowledge of astronomy and seeing in the future.

Like the other Nagpa, they have magical abilities, but these are not as evil or destructive as the true Nagpa. Instead of Darkness, they may create light (even offensively); instead of paralysis they have kept their lay on hands power. Instead of Create fire they may shed a power that functions like a bless spell, but it also removes any fear, and gives a relaxing feeling to those affected (the range is 120' from the caster). They have no corruption ability, nor can they animate dead or summon a Tabi or homunculus. They can (but rarely do, as there is no need to do this as they rarely leave the valley) polymorph. All these abilities are attained at the corresponding levels, but all UrRu Nagpa are all above 9<sup>th</sup> level, and as thus all have these abilities.

The see in the future has given the UrRu another ability, but this can only be used once a month; they may reroll one dice for saving throws or skill rolls, and choose the best roll.





The UrRu (Varelyyan for holy Paladin) made their way to the Valley of the Stones. There they could shelter and meditate concealed. They chose the twisting valley, home of mists, for that it resembled the world before the great transformation; water flowed from abundant springs, caves filled the rocky slopes. They made it fit for their use. Aughra helped choose stones and guided the stones to allow themselves to be shaped. There the UrRu made stone circles of power, the framework of the valley, everlasting protection, and source of the spell which bound their souls to the most evil Nagpa.



The valley of the UrRu contains rocks and cascading pools, trees, berry bushes, flowers, and grasses. Its boundaries are surrounded by the outer Standing Stones. There is a spiral path which runs halfway up a cliff past eighteen caves.

The bottom of the valley is called the thalweg. Standing Stones form a triangle with one in the center that lays flat. When the wind is in a certain quarter, it blows down the spiral path; and filling tunnels and passing the mouths of caves, it resounds through the valley like a reed pipe. The UrRu would arrange their own bodies to stop some of the cave mouths so that the pitch of the wind is modulated.



On the shoulder of the valley, at its highest point, are another line of Standing Stones. They are tall and narrow, shooting up from the ground like needles. They mark the boundary of the valley. They have carvings similar to those on the stones that form the triangle in the valley road. Apart from the Standing Stones, nothing at all in the valley can ever represent a threat to the empirical tyranny of the Nagpa. The valley of the UrRu is an enclave of notions, the province of clouds, nothing more. There is a spiral ramp leading out of the center of the valley.

The valley, itself a spiral of powerfully shaped stones, is so decorated and transformed during the centuries of UrRu occupation that it is hard to say where the natural structures end and the sculpture begins.

Over the centuries, the stones of the valley were worn away by wind and rain, blasted by lightning, covered with lichen, until only traces of their original patterns could be seen. The soft sandstone pillars have been eroded to a fraction of their original size; the complexities of their initial patterns can be guessed at from their design.





**Detection suite**

An UrRu can Detect Evil (as per Cleric spell, but this version also gives the target's approximate piety level) as often as once per round, simply by concentrating. (range 120'). The UrRu can't use this ability and attack, speak, cast spells, use items or anything else in the same round.

**Turn Undead ability**

An UrRu can Turn Undead (not Devils), as if he were a Cleric of one-third of his actual level of experience. (round fractions down), if he strongly presents his Holy Symbol. This ability will instantly be revoked, when the character misbehaves, and loses more than 10 Piety points in a week. The character can still become a Paladin, but he must, more than before atone, and proof he is worthy of the task and responsibilities.



**Call to Arms**

An UrRu must assist anyone who asks for help—with two exceptions: He doesn't have to help evil characters or achieve evil goals, and if the UrRu is on a mission for a higher authority (such as a Quest, serving a Duke, etc.), he can offer only a small amount of help (such as sheltering or advising the person in need of aid), along with an explanation of his refusal. Assistance never involves donations of money or items, but only service for a short period of time. An UrRu is further free to go forth on the world, as long as he behaves according to his chosen faith. Therefore he can go adventuring, solve major political problems, or even become a land ruler.

**Visitation Right**

An UrRu may visit any allied Temple, any castle, and request sanctuary. The castle owner must, by the customs of land, give the UrRu a place to stay for up to three days, along with food and drink. The UrRu cannot challenge or attack his host or members of his host's court or family, either. Should he do so, his sanctuary is at an end, and his host is now free to punish him.) In campaigns modeled after medieval Europe, this custom is nearly universal, but the DM is free to indicate that the custom is not present if his nations are not similar to Europe's.

**Lay on Hands**

The UrRu may cast a Cure Light Wounds spell (as per spell) on touch with an open exposed hand, at double the normal casting time (1hp cured per round segment). This ability may only be used on those belonging to the paladin's faith, or those somehow important to it (DM!!). The UrRu can do this 3 times a day, restoring this ability by the Morning Prayer rituals.

**The Mythological items of the Mystics**

**The Death Blanket of the UrRu**



The death blanket of the UrRu, laid over the bodies of the dying: Its blend of somber and vivid colors and the rigid geometrical patterns symbolize the end of life and constrained the wanderings of the departed soul. Alone among the UrRu artifacts it bears no spirals, for its wearer's dreams were beyond further control. The Great conjunction symbol lies at its heart; three conjunctions guard the corners. When this blanket is laid on any corpse, less than 1 month dead, the soul will literally fade away (even in Limbo), and those soul bound with it will wither away and die. The blanket is a conduit for the magical powers of the stone circles and works solely within 300 miles of the valley of the stones, even if its effective soul destroying power spreads beyond the planar borders. The last UrRu each have a death blanket with them at all times. And one of the first things they say to trusted persons is that this is a part of

their faith and that when they die they need to be covered with that piece of decorated cloth.

**The UrRu Coat**

A fully displayed UrRu coat: The majesty and complexity of the dream spirals are consistent with its being in possession of uRSu the Master. The overly shows more clearly and safely than words the dependence of both these structures on the master time spiral, that enigmatic system which is the finest dream etching yet produced. This coat works as a clerical vestment, giving the wearer and up to 20 aligned people of the same faith a magical armor value of 4 like chain mail (this is not cumulative with any other worn armor or magical power).





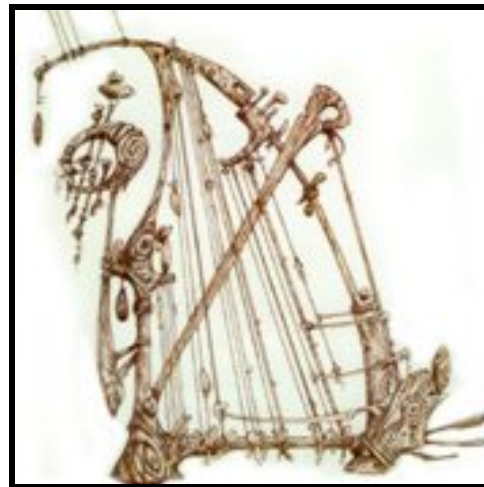
**The UrRu Tail**

The tail, to the UrRu, symbolizes balance and responsibility. The tail covering, the most finely crafted portion of the coat, terminates in a symmetric knot that invokes and represents these qualities. This item protects the wearer from detections of magic, Alignment, piety, Identity, location, scrying, and as thus fro determining its exact location. It is worn on the tail of the UrRu and is made to size, so can't be used by other creatures. If an Evil, creature with a tail would try, the UrRu Tail would literally burn itself through the flesh, destroying itself and the owner's tail in extreme pain for at least a turn. Both tail and UrRu tail will be permanently destroyed. Only the UrRu can make these tails and the refuse to make fore others.



**The Harp of urSol the Chanter**

The UrRu have an almost Celtic veneration for the harp, since it incorporates the principles of both the triangle and the woven cords. Tuning is performed not by pegs, but by increasing or decreasing the number of weighted amulets attached to the cords. The attached prayer stick gives added resonance. The harp is used to generate spells above the limit the paladin normally could cast, by using the harp he is able to cast spells (within 1 hour of using the harp) as if he was 8 levels higher.



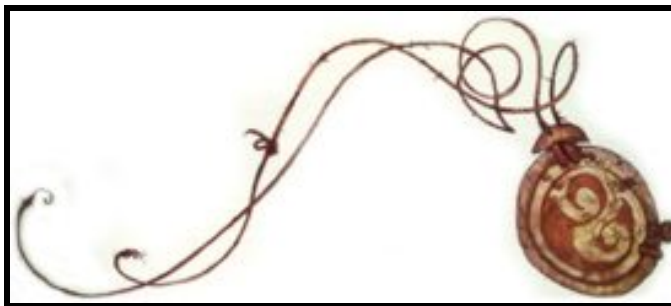
**The UrRu Prayer Sticks**



UrRu prayer sticks and walking staffs are invariably made of three different kinds of metal and wood, carved and decorated with amulets of different kinds of stone. Oddly, many incorporate the Nagpa symbol of aggression, usually with its points bound or constrained in an attempt at pacification. Only the staff of urZah, the Ritual Master disdains this precaution. The apparent grain marks and weather grooves on these staffs reveal that these pieces of wood are, in fact, made from a Tree of Life. These sticks are actually the holy symbols of the UrRu and as thus they reveal the Elvish origin of the immortal the paladins are aligned to.

**The UrRu Amulets**

Weighted carved amulets of the UrRu incorporating simplified spiral elements, the "curves of restoration." All the spiral structures of the UrRu both express order and bring it about; these amulets are designed to assist in ceremonies of healing by imposing internal harmony on disease (or disorder), as the older generation of our physicians still call it). They also serve as weights in the favorite UrRu treatment of minor ailments, which are cured by spending several days in the hot mineral springs that abound in the valley. The weights prevent the UrRu from floating away as they sleep in the water. These amulets function as a staff of healing with 16 charges, but are rechargeable by following the correct (1 Hr) rituals to the immortal.



**The UrRu Cooking Implements**



A selection of the implements employed by urAmaj the Cook and urNol the Herbalist. UrRu cuisine relied entirely on the stirring together and blending of ingredients, and on protracted simmering. The technique of grinding in great bowls was used for herbal preparations. Note the presence of spiral paths traced out by the spoons and pestles. These implements remove any poison or irritant within the food prepared, and further make the food slightly magical by mimicking the magical honey of the giant bees

(curing 1d3 hit points).





### The Mystics

Eight UrRu found death, seeing in foretold in their sand paintings and whirling stones, they saw their death as a means to battle the mystics. And secretly bound their souls to the corrupt corpses of Mystic Leaders. Whenever an UrRu died in the Valley, a Nagpa died in the castle, for their souls were linked. Ten are now left, the number of stability and completeness needed to sustain the council of the urRu. But even this will fall when the last UrRu finally dies and take with them their linked Nagpa's. The Nagpa's are fully unaware that some of their (most evil) kind have already truly died, and will never return. And even when they find out they can't do anything against it. As killing the UrRu would certainly slay unknown members of their own kind, and when died they can't be raised, reincarnated or anyway reinstated in life, as both souls are fully destroyed. The UrRu know this and thus have no fear of death. The UrRu will not commit suicide to accomplish this goal, as they know that by this selfish deed they will break the link and as thus only condemn themselves, and secondary it will disturb the fragile alliances between the different immortals. Only when the time is ripe, and an enemy of them (almost always a Nagpa or something send by a Nagpa) will slay them and as thus cause a timely demise upon his own kin. They have chosen the most powerful and evil Nagpa lords (Skek) to be linked to and any Nagpa will be very sorry when these person die. The UrRu tried to link themselves with Abatu and his brother but this didn't succeed, apparently due to the fabrics of the curse itself, and that it were these creatures that were linked to dispel the curse.

### **urZah the Ritual-Guardian**



urZah the Ritual Guardian had another wisdom. His mind was like a deep pool stirred by profound currents. Very slow to move, to speak; as wise as the silent stars. He made the sand paintings of prophecy for the UrRu, pouring out the colored sands while the others chanted; combining and brushing the sands of amethyst, opal, agate, onyx, and chalcedony; building the forms of spiral energy, himself a spiral, and at the moment of completion and revelation sweeping all away with his tail. He spoke more freely than the other UrRu, but in riddles for choice. Long nights of meditation had left thought spirals not only on the skin of his face, as on the faces of the other UrRu, but all across his body. Of this he would not speak.

Size 6'11", ST16, IN15, WI15, DX12, CO13, CH12,, antimagic 20%, UrRu Bless 3/day, Create light 3/day, lay on hands 3/ day, polymorph self 10 hr/dy. Level 26, HD13+36, hp 112, Att 1 weapon, DM by weapon, THACO 9, MV 60'/20', ML 9, AL LG

Languages21; Nag, Varelyyan, Thyatian, Alphatian, Hin. Skills26; alertness, Food Tasting, Drinking, Honor Immortals, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varelyya, Knowledge Umber Hulks, Hookhorror,

monster lore, Dragon lore, Magic lore. Knowledge Art, Cloth making, Tanning, Astronomy, Astrology, Planar Geography, Immortals. Theology, standing stones magic/lore  
This UrRu is magically linked to the soul of Skek Ekt the Ornamentalist.

### **urIm the Healer**

To the eyes of urIm the Healer, the corona that had flared around the heads of the urSkeks also flickered over the UrRu. His amulets, his baths, his acupuncture, were designed to restore balance to the corona. With his right hands he made patterns in the air to restore the fires of the soul; with his left hands he made patterns in water to reduce them. He knew the art of the death trance; all other music he neglected.

Size 6'4", ST9, IN15, WI17, DX9, CO11, CH11, antimagic 20%, UrRu Bless 3/day, Create light 3/day, lay on hands 3/ day, polymorph self 10 hr/dy Level 26, HD13+36, hp 110, Att 1 weapon, DM by weapon, THACO 9, MV 60'/20', ML 9, AL LG

Languages21; Nag, Varelyyan, Thyatian, Alphatian, Hin. Skills26; Healing, Tribal Healing, Apothecary, Music, Honor Immortals, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varelyya, Knowledge Umber Hulks, Hookhorror, monster lore, Dragon lore, Magic lore. Knowledge Art, Cloth making, Astronomy, Astrology, Planar Geography, Immortals. Theology, standing stones magic/lore

This UrRu is magically linked to the soul of Skek Ok the Scroll Keeper.



### **urSol the Chanter**



UrSol the Chanter had two voices: one light and gentle for speech, one deep and resonate for song that could calm thunder or make waterfalls still. Music, he said, is the most ephemeral form of sculpture and therefore the most powerful. He wore his hair tied in a club; the knots it formed were varied for each chant and loosened at lesser conjunctions. He had the art to sing one note that made all the different stones of the valley tremble.

Size 6'7", ST12, IN10, WI13, DX10, CO16, CH15, antimagic 20%, UrRu Bless 3/day, Create light 3/day, lay on hands 3/ day, polymorph self 10 hr/dy. Level 18, HD13+36, hp 110, Att 1 weapon, DM by weapon, THACO 9, MV 60'/20', ML 9, AL LG

Languages21; Nag, Varelyyan, Thyatian, Alphatian, Hin. Skills26; Music, musical instruments, singing, Honor Immortals, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varelyya, Knowledge Umber Hulks, Hookhorror, monster lore, Dragon lore, Magic lore. Knowledge Art, Cloth making, Tanning, Astronomy, Astrology, Planar Geography, Immortals. Theology, standing stones magic/lore

This UrRu is magically linked to the soul of Skek Shod the Treasurer.



**urTik the Alchemist**

UrTik the Alchemist was forever lost in his experimentations. He would seek to change the forms of things, solids into liquids, liquids into solids again. With humility did he approach his work, bearing in mind the knowledge that he could not make or create anything that was Nature's work.

Size 6'3", ST8, IN18, WI12, DX8, CO11, CH12, antimagic 20%, UrRu Bless 3/day, Create light 3/day, lay on hands 3/ day, polymorph self 10 hr/dy. Level 26, HD13+36, hp 110, Att 1 weapon, DM by weapon, THAC0 9, MV 60'/20', ML 9, AL LG Languages21; Nag, Varellyan, Thyatian, Alphatian, Hin. Skills26; Alchemy, Honor Immortals, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varellya, Magic lore. Knowledge Art, Cloth making, Tanning, Astronomy, Astrology, Planar Geography, Immortals. Theology, standing stones magic/lore  
This UrRu is magically linked to the soul of Skek Na the Slave Master.



**urAmaj the Cook**

The closest together among the UrRu were urAmaj the cook and urNol the herbalist. They attended to the greater and lesser balances of the body and spirits of their companions. Over much time urAmaj would blend the flavors and textures of fruit and root and grain and spice, sour and sweet, salt and aromatic, smooth and granular and fibrous, till the dish had the desired properties to sooth the UrRu.

Size 6'9", ST16, IN11, WI12, DX14, CO18, CH11, antimagic 20%, UrRu Bless 3/day, Create light 3/day, lay on hands 3/ day, polymorph self 10 hr/dy. Level 18, HD13+36, hp 110, Att 1 weapon, DM by weapon, THAC0 9, MV 60'/20', ML 9, AL LG Languages21; Nag, Varellyan, Thyatian, Alphatian, Hin. Skills26; alertness, Food Tasting, Drinking, Cooking, Military Cooking, Foraging, Hunting, Butcher. Honor Immortals, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varellya, Knowledge UMBER Hulks, Hookhorror, monster lore, Dragon lore, Magic lore. Knowledge Art, Cloth making, Tanning, Astronomy, Astrology, Planar

Geography, Immortals. Theology, standing stones magic/lore  
This UrRu is magically linked to the soul of Skek Ayuk the Gourmand.

**urNol the Herbalist**

UrNol's herbs were taken for adjustment in the time between meals; he also made use of birds' feathers, and in particular the mosses and lichens that grew on the Standing Stones, where he had his favorite gardens.

Size 6'11", ST11, IN12, WI18, DX9, CO16, CH10, antimagic 20%, UrRu Bless 3/day, Create light 3/day, lay on hands 3/ day, polymorph self 10 hr/dy. Level 20, HD13+36, hp 110, Att 1 weapon, DM by weapon, THAC0 9, MV 60'/20', ML 9, AL LG Languages21; Nag, Varellyan, Thyatian, Alphatian, Hin. Skills26; alertness, Food Tasting, Drinking, Herbalogy, Foraging, Honor Immortals, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varellya, Knowledge UMBER Hulks, Hookhorror, monster lore, Dragon lore, Magic lore. Knowledge Art, Cloth making, Tanning, Astronomy, Astrology, Planar Geography, Immortals. Theology, standing stones magic/lore, Fungi, Slimes, Oozes  
This UrRu is magically linked to the soul of Skek Sil the Chamberlain.



**urAc the Scribe**

UrAc the Scribe wrote the simpler thoughts of his comrades on unwound cloth spirals. This they called writing in rays of sunlight. Thoughts that he judged deeper and worthy of growth he wound into spirals to bring out their richness. Also he made the prayer sticks and composed their prayers.

Size 6'5", ST11, IN16, WI12, DX17, CO14, CH10, antimagic 20%, UrRu Bless 3/day, Create light 3/day, lay on hands 3/ day, polymorph self 10 hr/dy. Level 18, HD13+36, hp 110, Att 1 weapon, DM by weapon, THAC0 9, MV 60'/20', ML 9, AL LG Languages21; Nag, Varellyan, Thyatian, Alphatian, Hin. Skills26; alertness, Food Tasting, Drinking, Honor Immortals, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varellya, Knowledge UMBER Hulks, Hookhorror, monster lore, Dragon lore, Magic lore. Knowledge Art, Cloth making, Tanning, Astronomy, Astrology, Planar Geography, Immortals. Theology, standing stones magic/lore

This UrRu is magically linked to the soul of Skek Tektih the scientist.





**UrYod the Numerologist**



UrYod the Numerologist kept track of time with moving strings of stones. I read his stars in secret; once we exchanged concordances. Before the division he aided me with the Observatory.

Size 6'3", ST8, IN15, WI15, DX12, CO13, CH9, antimagic 20%, UrRu Bless 3/day, Create light 3/day, lay on hands 3/ day, polymorph self 10 hr/dy. Level 18, HD13+36, hp 110, Att 1 weapon, DM by weapon, THAC0 9, MV 60'/20', ML 9, AL LG Languages21; Nag, Varelyyan, Thyatian, Alphatian, Hin. Skills26; alertness, Food Tasting, Drinking, Honor Immortals, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varelyya, Knowledge Umber Hulks, Hookhorror, monster lore, Dragon lore, Magic lore. Knowledge Art, Cloth making, Tanning, Astronomy, Astrology, Planar Geography, Immortals. Theology, standing stones magic/lore

This UrRu is magically linked to the soul of Skek Ung the Garthim Master.

**UrUtt the Weaver**

The blanket coats of all the UrRu were made by urUtt the Weaver. Such delicate work from such thick fingers! Each coat was a record of its wearer's thought and fate, with spirals that were also a comment on his past life and that controlled his dreams. At an urRu's last breath, the coat became as delicate and transparent as gossamer, then collapsed as the body beneath it vanished and the thoughts within its weaving were released. The UrRu die, said urYod, because they can no longer join their future with their past."

Size 6'3", ST8, IN15, WI15, DX12, CO13, CH9, antimagic 20%, UrRu Bless 3/day, Create light 3/day, lay on hands 3/ day, polymorph self 10 hr/dy. Level 18, HD13+36, hp 110, Att 1 weapon, DM by weapon, THAC0 9, MV 60'/20', ML 9, AL LG

Languages21; Nag, Varelyyan, Thyatian, Alphatian, Hin. Skills26; alertness, Food Tasting, Drinking, Honor Immortals, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varelyya, Knowledge Umber Hulks, Hookhorror, monster lore, Dragon lore, Magic lore. Knowledge Art, Cloth making, Tanning, Astronomy, Astrology, Planar Geography, Immortals. Theology, standing stones magic/lore This UrRu is magically linked to the soul of Skek Zok the Ritual Master.



**UrEttika The traveler.**

This UrRu travels around the world trying to locate any Nagpa and their goals (knowledge). He informs his immortal of this knowledge and knows that it will ultimately (when needed) be diverted to his others UrRu. He mostly appears as a normal human paladin, and as thus utterly behaves like it. His true appearance he keeps extremely secret and the magical items he has help therein. He has accumulated now about 85% of all nagpa's and their knowledge and already has determined that these vile creatures never will be able to break their curse. They are all very selfish, egocentric and often asocial and destructive. He returns home at least once a 6 months, to follow the rituals.

Size 6'3", ST8, IN15, WI15, DX12, CO13, CH9, antimagic 20%, UrRu Bless 3/day, Create light 3/day, lay on hands 3/ day, polymorph self 10 hr/dy. Level 18, HD13+36, hp 110, Att 1 weapon, DM by weapon, THAC0 9, MV 60'/20', ML 9, AL LG

Languages21; Nag, Varelyyan, Thyatian, Alphatian, Hin. Skills26; alertness, Food Tasting, Drinking, Honor Immortals, Knowledge of Plants, Knowledge of Fungi, Knowledge of Minerals. History; Varelyya, Knowledge Umber Hulks, Hookhorror, monster lore, Dragon lore, Magic lore. Knowledge Art, Cloth making, Tanning, Astronomy, Astrology, Planar Geography, Immortals. Theology, standing stones magic/lore.

He has linked himself to Skek So, the king, an Nagpa that often lives in the Sind Desert and seemingly helps the master of the desert nomads in his evil conquerous plans. He is willing to die for it, but knows that that moment must offer itself or disturb the fabric of immortal alliances.



**The Nagpa**

The Nagpa joined nothing except to make new combinations of evil. Skek So the King (father of Abatu) in the first days of their glory proclaimed otherwise; he held court not only over the Nagpa but over many Gelfling that went to serve in the castle. They shone in his glory; they carved and sang and painted and danced from the pleasure of the court. On all the days of feasting the King led the processions and the dances of life and pleasure; his voice heard above a multitude; and always in the tournaments he bore down all rivals. His power he kept till the end; no other Nagpa held ascendancy other than through skek So's favor, easily withdrawn. But his vigor lessened, his suspicions grew, his sight weakened, ulcers burst from his skin. He sought elixirs and enchantments to restore his rotting body, never more than a few days success. All awaited his death; his courage never failed. But even he was doomed to return to life, until Ur Ettika dies.



**Extra information important to the Nagpa.  
Aughra**



Aughra embodies all races, all genders, and is the very essence of the world of Mystara itself. Aughra is wise and experienced enough to know the joy of the world before the takeover by the Nagpa race. Aughra is an immortal avatar, of the creator of the Beastmen, and in this form having all beastmen genes, and lots of immortal knowledge. It is rumored this immortal is responsible for the curse of the Nagpa, but the avatar Aughra disagrees with this rumor, true or not,

**The Angle of Eternity**



Aughra's device representing the Great Conjunction. The simplicity of the conjunction symbol gives no clue to the complexity of its manufacture. The enamel inlays display the critical constellation of the conjunction.



**Nagpa recent History**

When (false) prophecies revealed that the Nagpa tyranny would end when the missing shard of the Dark Crystal is one day found and restored by the Gelfling people, the evil Nagpa race took the Gelfling tribe by force. With the help of their tribe of Garthim warriors they manage to capture all but two survivors, Jen and Kira. The Nagpa placed several copies of the missing shard all over the mountain of Thra, in hopes that the Gelfling would never be able to restore the natural order of their world and the Nagpa rule would last for all eternity. A few of the wicked Nagpa live off of the essence of others, which they try to obtain by capturing Gelflings.

**UrSkeks**

The UrSkeks, a race of 18 strong vastly intelligent, and chaotic creatures (CN, CE) from another world, which came to Mystara through a portal opened by the crystal during the activation of the curse and the summoning of a nightwalker. Under the impression that burning light given off by the crystals in the nagpa's periodic rituals would cleanse them from inherent flaws, the UrSkeks set up an intricate network of mirrors to await the entering of the light.

Their plan quickly backfired, resulting in a blast that killed them, leaving them only as ghosts, and further strengthened the curse and increased the conflict of anything against the Nagpa. The conflict between the two tribes of Nagpa resulted in the breaking of the Crystal and the soul linking curse of the UrRu.



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