

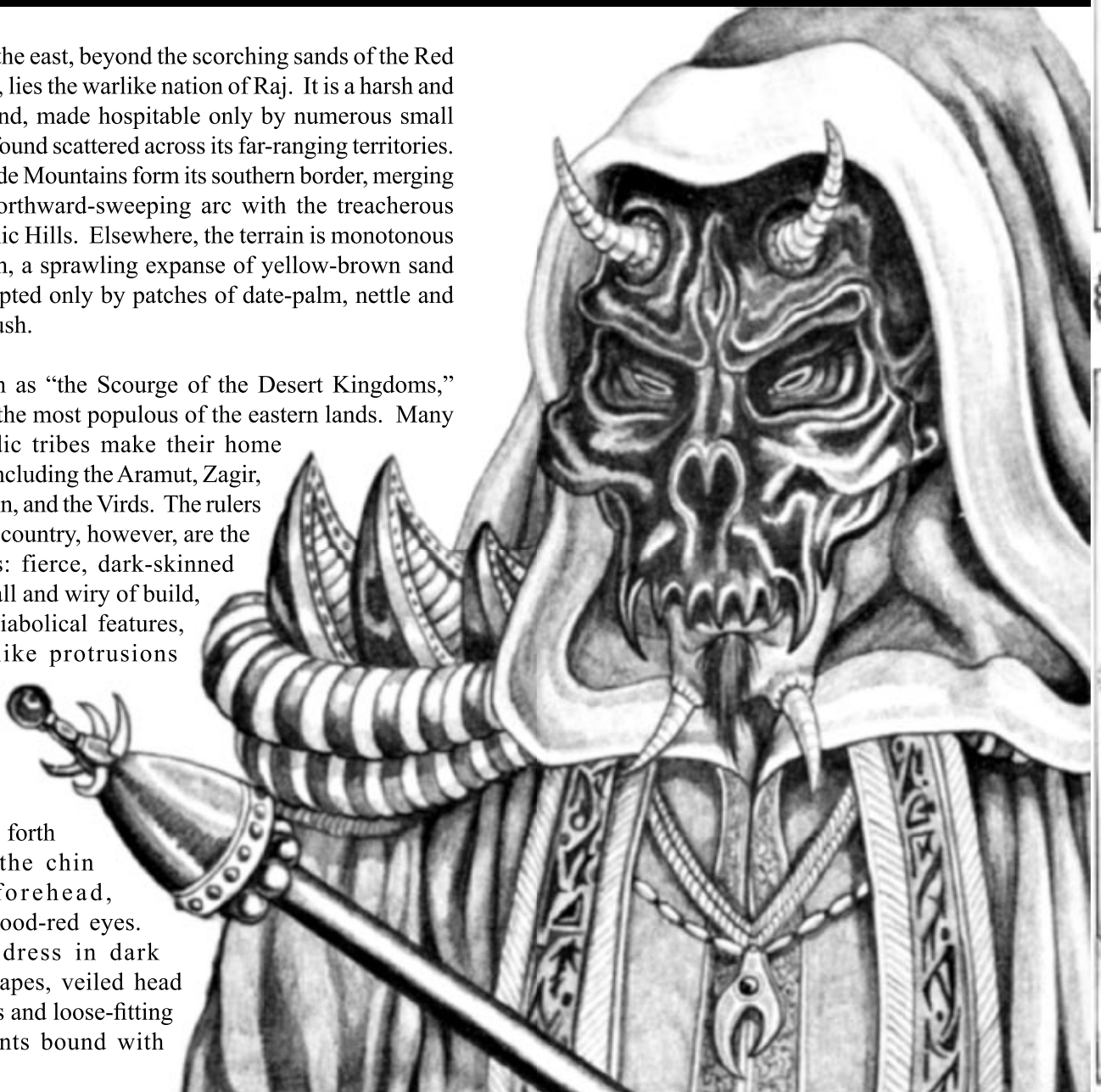


CHOSEN OF DEATH: THE RAJANS

Far to the east, beyond the scorching sands of the Red Desert, lies the warlike nation of Raj. It is a harsh and arid land, made hospitable only by numerous small oases found scattered across its far-ranging territories. The Jade Mountains form its southern border, merging in a northward-sweeping arc with the treacherous Volcanic Hills. Elsewhere, the terrain is monotonous in form, a sprawling expanse of yellow-brown sand interrupted only by patches of date-palm, nettle and briarbush.

Known as “the Scourge of the Desert Kingdoms,” Raj is the most populous of the eastern lands. Many nomadic tribes make their home here, including the Aramut, Zagir, Shadinn, and the Virds. The rulers of this country, however, are the Rajans: fierce, dark-skinned folk, tall and wiry of build, with diabolical features, horn-like protrusions

jutting forth from the chin and forehead, and blood-red eyes. They dress in dark grey capes, veiled head dresses and loose-fitting garments bound with



cords at the wrists, ankles, and waist. These cords, made of braided linen, are used for many practical purposes by the Rajans, including the strangling of enemies. It is the unfriendly custom of both the males and females to carry concealed weapons on their persons, curved daggers being considered especially elegant. The Aramut and Zagir are shorter in stature, and favor less elaborate attire, while the Shadinn are veritable giants, averaging nearly seven feet in height. The Virds, a mongrel people, are devoid of any single set of definable characteristics.

The Rajans are a race of fanatics, utterly devoted to the Khadun, absolute ruler of Raj and Necromancer-Priest of the Nihilist Cult (the official religion of the state). His followers claim that the Khadun is the earthly manifestation of the dread entity known as Death, and revere him as a demi-god. They believe that only by dying can they be one in spirit with their mystic ruler, and so are eager to sacrifice their lives for any cause that he endorses. Along the same line of reasoning, the Rajans claim that by killing non-believers, they convert them to their morbid and insane religion. Members of the cult are called the Followers of Urmaan.

A warlike and violent people, the Rajans long ago conquered and subjugated the other nomadic tribes of the region. Employing the vanquished peoples as slave labor, the Rajans built Irdan, a massive fortress constructed of stones hauled from the Jade Mountains. Irdan is the only permanent settlement in Raj, and serves as the country's capital. Untold thousands of troops -- "numerous as the desert sands," or so it is said -- are stationed in and around the fortress: mail-clad Rajan elite cavalry, Aramut lancers, Zagir archers, Shadinn armored land lizard units, and scimitar-wielding Vird infantry.

The Rajans have long coveted the lands which lie to the west, particularly the ore-rich sands of the Red Desert. Despite several attempts to wrest control of this region from Carantheum, the Rajans have never been able to accomplish this goal. Defeat has never swayed them from this cause, however; the Khadun has sworn to crush Carantheum if every man, woman and child in Raj must die in the attempt. As the Rajan generals are unfortunately renowned more for their fanatical obedience to the Khadun than their tactical abilities, outside observers have speculated that such a result is well within the realm of possibilities.

More effective are the Necromancers of the Nihilist Cult, who dwell within the Temple of Death in Irdan. They wear dark ritual vestments and skull-like, iron masks. Those of great power claim to be capable of manifesting a third eye in the center of the forehead, purportedly of use in detecting invisible or spirit presences.

The Necromancers protect the Khadun, and are responsible for training the elite corps of torturers and assassins known as the Torquar. Under the personal command of the Khadun, the Torquar export terrorism and subterfuge to many lands. Its members are known for their skill with various unusual weapons, including the Da-Khar (leather gauntlets equipped with retractable metal claws).



RAJAN

Medium Humanoid

Hit Dice: 1d8

Initiative: +1

Speed: 30 ft.

Armor Class: 17 (+1 Dex, +5 chain mail, +1 black iron shield)

Base Attack/Grapple: +1/+2

Attack: Scimitar (1d6 +1 / 18-20) or Da-Khar (1d6 / x2)

Full Attack: Scimitar (1d6 +1 / 18-20) or Da-Khar (1d6 / x2)

Space/Reach: 5 ft./5 ft.

Special Attacks: None

Special Qualities: Rajan traits, possible spellcasting

Saves: Fort +0, Ref +0, Will +2

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

Skills: Concentration +2, Intimidate +4, Ride +4

Feats: Weapon focus (scimitar), Order (necromancy) for Magicians

Environment: Raj, Wilderlands of Zaran, Faradun

Organization: Squad (2-4), Patrol (5-8 plus one 2nd level sergeant), band (20-50 plus 10% non-combatants, plus one 2nd level sergeant per 5 adults, plus 1d4 lieutenants of 4th level of ability, plus one commander of 8th level of ability)

Challenge Rating: 1

Treasure: Standard

Advancement: By character class

The Rajans are a dark-skinned folk, tall and wiry of build, with blood-red eyes, and horn-like protrusions jutting forth from their chins and foreheads. They dress in dark grey capes, veiled headdresses, and loose-fitting garments bound with cords at the wrists, ankles and waist. These same cords are used for many practical purposes by the Rajans, including the strangling of enemies.

Certain Talislantan scholars believe that the Rajan races may be related to the Za, a theory which the Rajans themselves vehemently deny. Rajans prefer to believe that they are descended from the Torquarans, rulers of a dark empire that once spanned much of the Talislantan continent. The folk now known as the Rajans were once nomadic hunters, who eked out a meager existence in the harsh deserts of Raj. In 404 the Rajan tribes united under a chieftain called the Khadun, and conquered the other desert peoples of Raj.

The Rajans now live in the city of Irdan, a fortified enclave built into the side of a mountain. Their dwellings are made of bricks dried under the light of the twin suns, and hung with dark curtains and tapestries. Rugs woven in bold reds and blacks cover the earthen floors, and iron braziers provide illumination.

The Holy City of Irdan

Irdan is a walled fortress built into the lower slopes of the Jade Mountains. The massive citadel is the only major settlement in Raj, and serves as the country's capital. Aside from an occasional visit by Farad merchants, the city is closed to foreigners. Gold and lamp oil from the Jade Mountains is smelted into ingots in Irdan, then conveyed by caravan to Faradun, where it is traded for weapons and other goods.

COMBAT

Rajans are formidable in combat, largely due to their utter lack of fear. As worshippers of Death, the prospect of losing their life is welcomed rather than feared as it is by most other sentient creatures of Talislanta.

Rajans employ all types of weapons in combat but favor the use of the scimitar above other melee weapons. The Rajans themselves rarely employ missile weapons, preferring instead to rely upon their Zagir slaves as archers and crossbowmen. The elite Rajan military usually equip themselves with scimitars of the keenest black iron, black iron mail and are often mounted on Aht-Ra or Equis.

Rajan Traits (Ex): Rajans possess the following racial traits:

- ▶ +2 Wis, -1 Cha
- ▶ A Rajan's base speed is 30 feet.
- ▶ +2 racial bonus to Will saves
- ▶ **Weapon Proficiency:** Rajans are automatically proficient with the scimitar, Da-Khar and whip.
- ▶ +2 racial bonus on Survival (desert) and Knowledge (tactics) checks.
- ▶ **Automatic Languages:** Rajanin
- ▶ **Favored Class:** Warrior OR Magician (necromancy Order) (see below)
- ▶ **Spellcasting:** Rajan leaders are always Magicians with the Necromancy Order.

RAJAN SOCIETY

Rajan society is dominated by men. Women are totally subservient, and are forbidden to show their faces or any part of their bodies in public. Rajan men are allowed to take as many wives as they can support. Wives are "bought" from their fathers, usually at age thirteen, and are considered property; a man can banish an unwanted wife at any time. Children are raised by the wives, and are kept out of sight from the Rajan men, who have little patience for child-raising. At age thirteen, female children are sold off, and male children are given to priests of

the Nihilist Cult for training. Most will become warriors, others necromancer-priests, according to their abilities.

Fatalistic by nature, Rajans believe that the harsh circumstances of their existence are punishment for the sins of their ancestors. In essence, Rajans think the Talislanta world is Hell. For these people, death is the means of ascension to a better life in the next world – the Rajan version of Heaven, where the faithful will be rewarded by attaining revenge over their enemies, power, wealth, and the means to satiate all mortal desires.

It is the unfriendly custom of both male and female Rajans to carry concealed weapons on their persons, curved daggers being considered especially elegant. Rajans also favor kaj, a potent narcotic made from a combination of Farad k'tallah and the resinous buds of an hallucinogenic plant know as rajoum. Abuse of this substance is common in Raj.

The Khadun is the absolute ruler of Raj, and High Priest of the Nihilist Cult. A group of thirteen necromancer-priests known as the High Council are charged with

the administration of the Khadun's edicts. The Khadun is the ultimate authority in Raj; he passes judgement on individuals who have committed serious offenses. Under his iron rule, Raj is among the most repressive states in Talislanta. The punishment for most crimes is the removal of an appropriate body part: liars have their tongues cut off, thieves lose a hand, and voyeurs lose an eye. The penalty for adultery is especially grim. Individuals accused of treason or heresy are imprisoned in the Tower of Irdan, where the Torquar practice their arts.

Raj is rich in gold and oil, both of which are obtained by slave labor and transported by caravan from the Jade Mountains to the fortress-city of Irdan. The Rajans use their resources to purchase weapons, slaves, and narcotic herbs from Faradun, the only nation with whom the Rajans have formal trade ties. No other business is done in Irdan, as the Rajans do not fancy foreign merchants in their country. Flax from the desert thistle is woven into fabrics of various types, died black and adorned with skull motifs, but is only sold domestically. The Rajans mint their own gold, silver, and copper lumens, each bearing the image of a Rajan death mask. This currency is mainly used in Raj, and is not honored in Carantheum, the Seven Kingdoms, or Aaman.

Under the auspices of their assassin-mages, Raj exports terrorism across the continent. The Khadun seeks to foment rebellion and anarchy in other lands, hoping thereby to weaken and confuse his enemies. Prejudice towards Rajans is prevalent throughout Talislanta, especially in Carantheum, where the term, "son of a Rajan", is a grave insult. Given the Kang Empire's history of expansion and conquest, Raj may also have some reason for concern in this direction

Rajans worship the Khadun, whom they say is the earthly manifestation of the dread entity known as Death. More accurately, the Khadun is the central figure of a cult of personality that exists primarily to further his own goals. In this way the Nihilists are similar to the Torquaran wizards, a cult of black magicians whose only religion was the pursuit of power.

The Nihilist Cult operates out of the Temple of Death, in the city of Irdan. Here, the Khadun resides within his sanctum, protected by his legions of fanatical followers. Priests of the Nihilist Cult are said to consort with the spirits of the deceased, hoping to exhume lost magical secrets of the Forgotten Age.



SUB-RACES

Several other nomadic tribes, referred to collectively as the Virds, make their homes in tent settlements scattered across Raj. They include the Vird, Aramut, the Zagir, and the giant Shadinn. All originate from the same root stock as the Rajans, and have similar cultures. They share a common language, homeland, and nomadic background. Conquered by the Rajans long ago, they have been assimilated into the ranks of Rajan society. None have any talent for magic.

SHADINN

Medium Humanoid

Hit Dice: 4d8 +10 (28 hp)

Initiative: -1

Speed: 30 ft.

Armor Class: 14 (+4 land lizard hide)

Base Attack/Grapple: +3/+12

Attack: Shadinn Great Axe (1d12 +5 / x3) or claws (1d4 +5)

Full Attack: Shadinn Great Axe (1d12 +8 / x3) AND claws (1d4 +5)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: —

Special Qualities: None

Saves:

Abilities: Str 21, Dex 10, Con 15, Int 9, Wis 10, Cha 7

Skills: Climb +5, Ride +3

Feats: Mounted Combat

Environment: Raj, Wilderlands of Zaran, Faradun

Organization: Solitary, Gang (3-4)

Challenge Rating: 3

Treasure: Standard

Advancement: Per character class

The Shadinn hail from Shadinnar in southern Raj and are the largest and strongest of the Rajan races. Shadinn stand 6'8"-7'4" tall and weigh between 300-450 lbs. They usually have dark brown skin, black hair, blood-red eyes, horn-like protrusions from their chins and foreheads, and they have clawed hands and feet.

NEW WEAPONS

SHADINN GREAT AXE

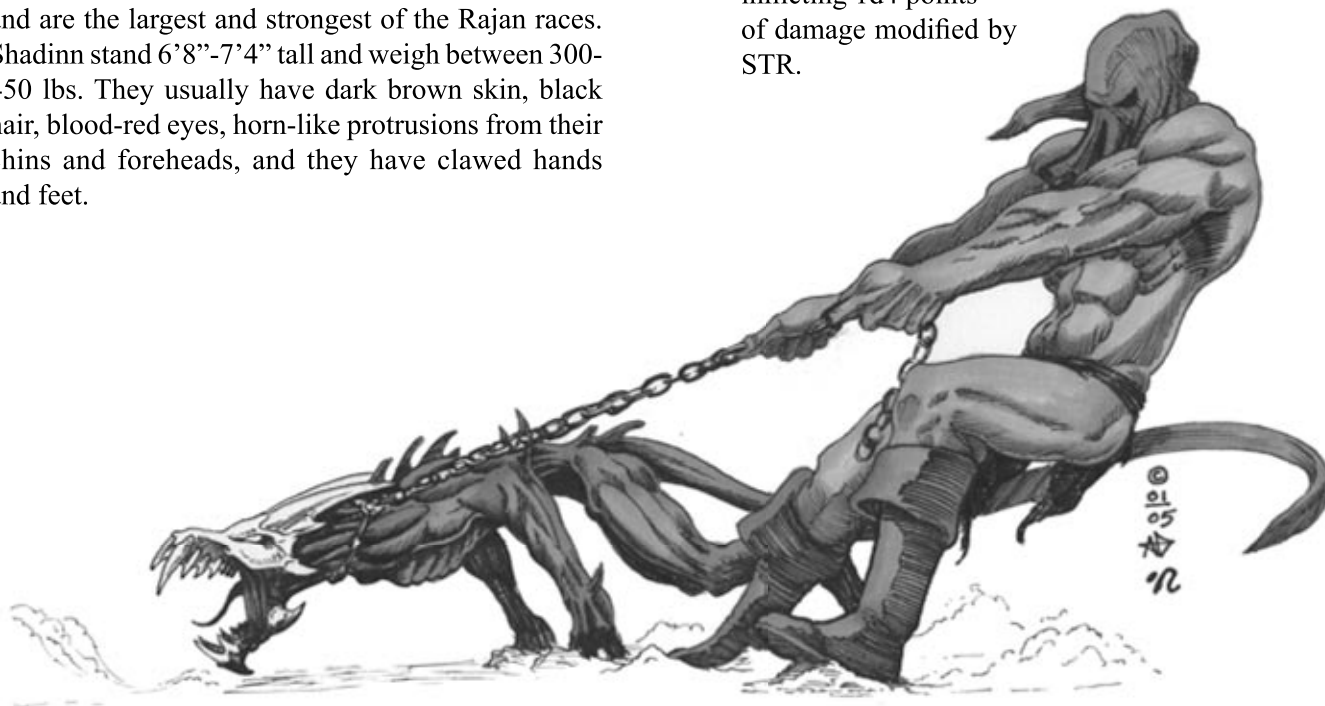
The Shadinn favor these massive axes both in combat and in their role as executioners for the Rajan.

	Cost	Dmg (s)	Dmg (m)	Crit	Wgt	Type
Great Axe	20 gl	1d10	1d12	x3	12 lbs.	Slashing

Once rulers of the southern deserts, they are now subjects of the Rajan Empire. The past is gone. The Shadinn serve the Rajans, and are now devout followers of their dark god, Death. The Shadinn are used primarily in the Khadun's army, as guards and as executioners. Specialists in heavy cavalry, Shadinn troops love nothing more than riding their massive Land Lizard steeds, wielding great war axes and trampling the enemies of the Khadun.

Shadinn Traits (Ex):

- ▶ +4 Strength, -2 Charisma, -2 Intelligence
- ▶ Medium Size
- ▶ A Shadinn's base move is 30 feet.
- ▶ Shadinn receive a +2 racial bonus to all Ride (Land Lizard) and Intimidate checks.
- ▶ A Shadinn may use his natural claws as a weapon inflicting 1d4 points of damage modified by STR.



Vird

Medium Humanoid

Hit Dice: 1d8 +2 (6hp)

Initiative: +1

Speed: 30 ft.

Armor Class: 15 (+1 Dex, +3 Studded Leather, +1 black iron shield)

Base Attack/Grapple: +1/+2

Attack: Scimitar +2 (1d8+1 / 19-20) or javelin +2 (1d6 +1) or claws (1d4)

Full Attack: Scimitar +2 melee (1d8+1 / 19-20) or javelin +2 (1d6 +1) AND claws (1d4)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: —

Special Qualities: None

Saves: Fort +4, Ref +1, Will -1

Abilities: Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 8

Skills: Hide +3, Listen +2, Move Silently +2, Survival (desert) +4

Feats: Faith (Nihilist Cult)

Environment: Raj, Wilderlands of Zaran, Faradun

Organization: Gang (4-9), Band 10-100 plus 50% non-combatants, plus 1 3rd level sergeant per 15 adults and 1 captain of 4th to 6th level of ability, warband (10-40 plus one captain).

Challenge Rating: 1/2

Treasure: Standard

Advancement: Per character class

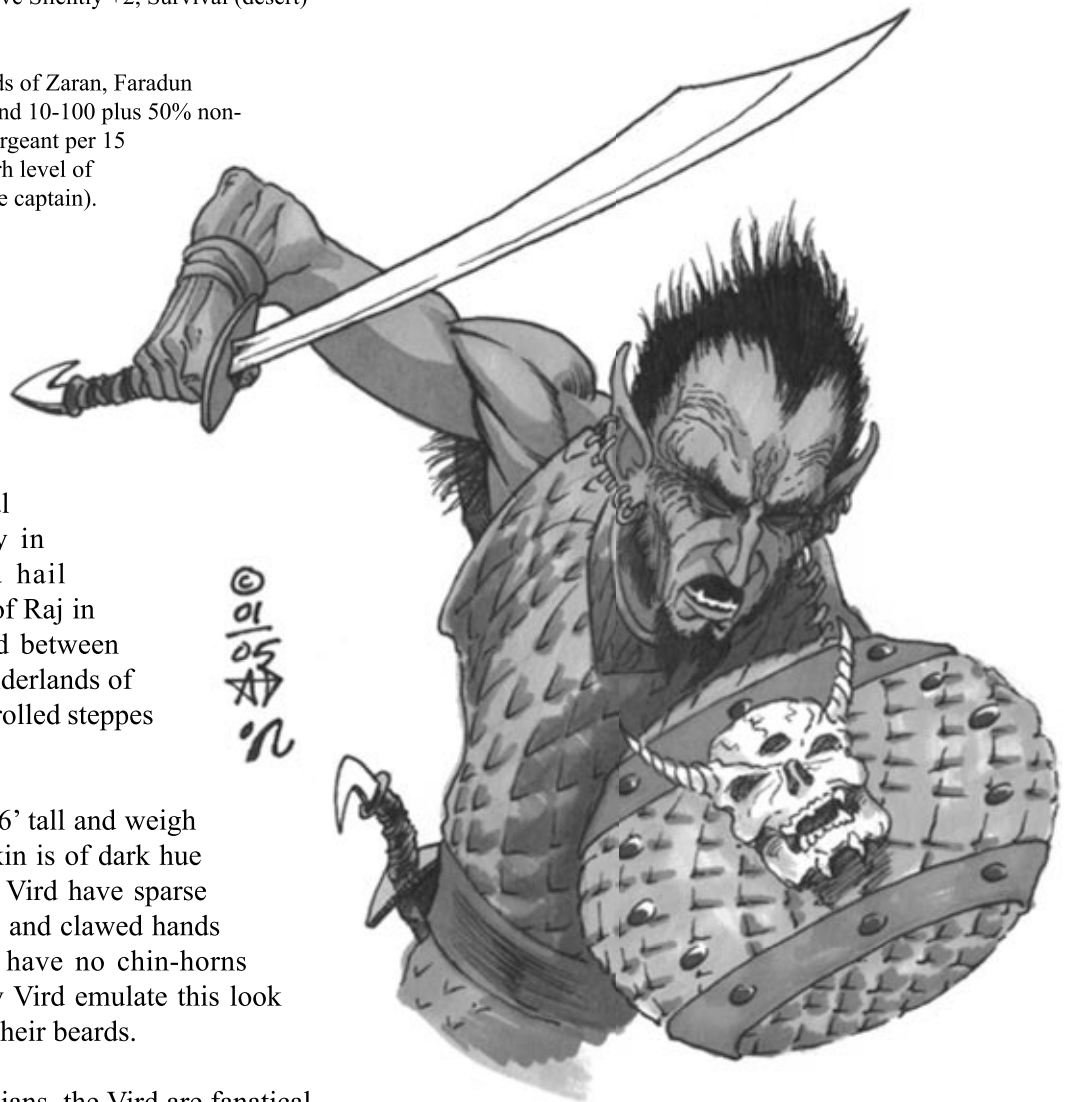
Vird Traits (Ex):

- ▶ +2 Constitution, -2 Charisma,
- ▶ Medium Size
- ▶ A Vird's base move is 30 feet.
- ▶ Vird receive a +2 racial bonus to all Survival (desert) checks.
- ▶ A Vird may use his natural claws as a weapon inflicting 1d4-1 points of damage modified by STR.

The Vird were the first tribe conquered by the Rajans who now use them primarily as menial servants and as infantry in their armies. The Vird hail originally from the north of Raj in an area of desert pinched between the banditlands of the Wilderlands of Zaran and the heavily patrolled steppes of the Kang Empire.

Vird average between 5'-6' tall and weigh from 90-160 lbs. Their skin is of dark hue and is lined and creased. Vird have sparse dark hair, blood-red eyes, and clawed hands and feet. Although they have no chin-horns as the Rajans have, many Vird emulate this look through the grooming of their beards.

More so even than the Rajans, the Vird are fanatical followers of Death. They live only to serve Death and his mortal representative, the Khadun. Vird are terrified of Death and will obey any command from the Khadun in an attempt to remain on Death's "good side".



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