

Champion of Rajaat



The following template requires the *Player's Handbook v3.5*, and the *Monster Manual v3.5*, as well as the Dark Sun 3.5 rules available from <http://athas.org/releases/ds3/>.

This is a preview release, please post comment on the Dark Sun message boards at <http://boards1.wizards.com/forumdisplay.php?f=290>.

Champion of Rajaat

Thousands of years ago, the First Sorcerer of Athas, a twisted pyreen known as Rajaat, brought his fifteen greatest students together at the Pristine Tower. With the power of that ancient place and an artifact known as the Dark Lens, Rajaat channeled the very energies of the sun itself and transformed these students into immortal beings of terrible power: his Champions. So great were the eldritch forces unleashed in this transformation, that the sun withered from a golden orb and became a smoldering crimson furnace, forever altering the course of Athas' history. This change signaled the beginning of a time of blood and death of unprecedented magnitude. It signaled the start of the Cleansing Wars.

Already powerful defilers and mindbenders, Rajaat's newly formed Champions, humans all, were to wage a genocidal campaign against the non-human races of Athas, utterly eradicating them from the face of the world. Many were successful, wiping out races such as the orcs, ogres, gnomes and wemics. At the last, however, Rajaat's Champions discovered that their master planned to betray them in turn, for even humans would not be spared in his insane drive for purity. The Champions turned on their creator and imprisoned him in the Hollow. Those Champions that endured this time of destruction and treachery went on to become Athas' first sorcerer-kings.

A Champion of Rajaat appears to be a normal human, but is imbued with a number of potent abilities that lend him an air of supreme confidence. One of the foremost of these is the ability to draw magical energy from living creatures through the use of obsidian orbs. A Champion's skin feels steely hard to the touch and he can shrug off injuries that would fell mortals.

Champions of Rajaat speak Common plus any other languages they knew before their transformation.

Creating a Champion of Rajaat

"Champion of Rajaat" is an acquired template that can be added to any human creature (referred to hereafter as the base creature), provided that it can access and use the powers of the Pristine Tower and the Dark Lens. Note that it is possible that, with the imprisonment of Rajaat, the knowledge no longer exists on how to effect such a transformation and, even if it were possible, the Athasian sun may no longer possess sufficient energy to allow the transformation to be carried out.

A champion of Rajaat has all the base creature's statistics and special abilities, except as noted here.

Hit Dice: A champion of Rajaat always has maximum hit points.

Special Attacks: A champion of Rajaat retains all the base creature's special attacks and gains those described below. Save DCs are equal to 10 + ½ champion of Rajaat's HD + champion of Rajaat's Cha modifier unless otherwise noted.

Genocidal Focus (Su): Each champion of Rajaat is created to slay all members of a designated race. Spells and powers that deal damage do +4d6 bonus damage against members of the designated race. Any weapon that a champion of Rajaat wields in combat is considered a *dread* weapon against members of that designated race. The weapon loses this dread ability if the champion of Rajaat ceases to wield it. Against members of the champion of Rajaat's designated race, the weapon's effective enhancement bonus is +4 better than its normal enhancement bonus and it deals +4d6 points of bonus damage.

Signature Spells (Sp): A champion of Rajaat chooses one spell of each level 1st through 9th. These chosen spells become that champion of Rajaat's signature spells. The champion of Rajaat can channel stored spell

energy into signature spells that the champion of Rajaat did not prepare ahead of time. The champion of Rajaat can “lose” any prepared spell in order to cast one of these signature spells that is of the same spell level as the prepared spell or lower (just like a cleric can lose prepared spells in order to cast cure spells of the same level or lower.)

Special Qualities: A champion of Rajaat retains all the base creature’s special qualities and gains those described below.

Damage Reduction (Su): A champion of Rajaat has damage reduction 10/epic.

Energy Storing (Su): Champions of Rajaat can store life energy from nearby creatures in psionically enchanted obsidian orbs. Gathering and storing energy is a full-round action that provokes an attack of opportunity. Creatures within 10 feet x ½ the champion of Rajaat’s HD gain one negative level each round the champion of Rajaat uses energy storing. For more information on energy storing and obsidian orbs, see the section “Orb of Energy Storing”.

Immortality (Ex): All champions of Rajaat are naturally immortal and cannot die from natural causes. Champions of Rajaat do not age, and they do not need to eat, sleep, or breathe. The only way for a champion of Rajaat to die is through special circumstances, usually by being slain in magical or physical combat.

Immunities (Ex): Champions of Rajaat are immune to disease and poison, stunning, sleep, paralysis, death effects, disintegration, energy drain, ability drain, ability damage, polymorphing, petrification, or any other attack that alters its form. Immunities can voluntarily be lowered.

Regeneration (Ex): A champion of Rajaat has regeneration 10. Cold and sonic effects deal normal damage to a champion of Rajaat. If a champion of Rajaat loses a limb or body part, the lost portion regrows in 3d6 minutes. The champion of Rajaat can reattach the severed member instantly by holding it to the stump.

Resistances (Ex): A champion of Rajaat has both spell resistance and power resistance 32.

Abilities: Increase from the base creature as follows: Str +4, Con +4, Int +4, Wis +4, Cha +4.

Challenge Rating: Same as the base creature +6

Treasure: Standard coins; standard goods; double items.

Advancement: By character class.

Level Adjustment: Same as the base creature +8

Orb of Energy Storing

While masters of the Way have used spheres of obsidian for centuries, champions of Rajaat have learned a darker use for these orbs. They can drain and store the life force of sentient creatures within them for purposes of fueling their epic spells later.

Physical Description: A perfect sphere of obsidian that varies in size from one inch to several feet in diameter. The orb has an AC of 7, hp equal to 5 + 1/inch diameter, a hardness of 8, and a break DC of 16.

Activation: Champions of Rajaat drain and store HD of sentient races inside the orbs, using the Energy Storing ability from the champion of Rajaat template. The stored HD can be used to replace XP costs tied to casting and manifesting non-epic and epic spells and psionic powers (including XP burn costs), and item creation, at a rate of 5 XP/HD. An orb can store up to 200 HD/inch of diameter. Only a character with the Energy Storing ability may use the orbs to replace the XP cost of casting and manifesting non-epic and epic spells and psionic powers.

Moderate telepathy; ML 7th; Craft Universal Item, power leech; Price: 2,000 Cp/inch diameter.