

ASAATTHI

THE ASAATTHI ARE AN ANCIENT RACE OF SERPENTINE, humanoid arcane warriors. It is said that their empire once extended across virtually the entire continent of Ghelspad. Now their settlements are found primarily in the region stretching from the swamps of Kan Thet to the vast Ukrudan Desert. Scattered ruins elsewhere hint at the extent of their ancient domains, but only isolated clans remain of the asaatthi themselves.

Clans and heritage are all-important to the asaatthi, with famous ancestral warriors and wizards revered as saints. Asaatthi are experts in warfare both magical and mundane. They generally prefer guerilla-style tactics due to their small numbers, but they are comfortable coordinating large-scale assaults as well (often directing their slaves against other humanoids). Given the choice, asaatthi will lay traps and ambush opponents, but they are not likely to back down from a direct confrontation; even so, they are far from stupid and all too aware of their own mortality. They will retreat and live to fight again if the battle turns against them and the opportunity presents itself.

Despite their delicate appearance, asaatthi are strong, fast, and resilient. They prefer loose robes and sashes and their unique light armor, known as “serpentmail,” so that they may have free range of movement, especially for their long, serrated tails. Asaatthi also tend to wear a great deal of jewelry. Like the snakes from which they were formed, they are able to sense nearby creatures by scent, using their forked tongues, rather than by sight.

ASAATTHI LORE

The following information about asaatthi can be obtained with a successful Nature check.

DC 15: The asaatthi’s slow decline resulted in two main cultures: swamp-dwelling and desert-dwelling asaatthi. The former live in their ancestors’ decaying cities and venture forth occasionally to strike at nearby humanoid settlements; the latter are semi-nomadic, visiting hereditary ruins and other secret locations while they hunt down racial enemies.

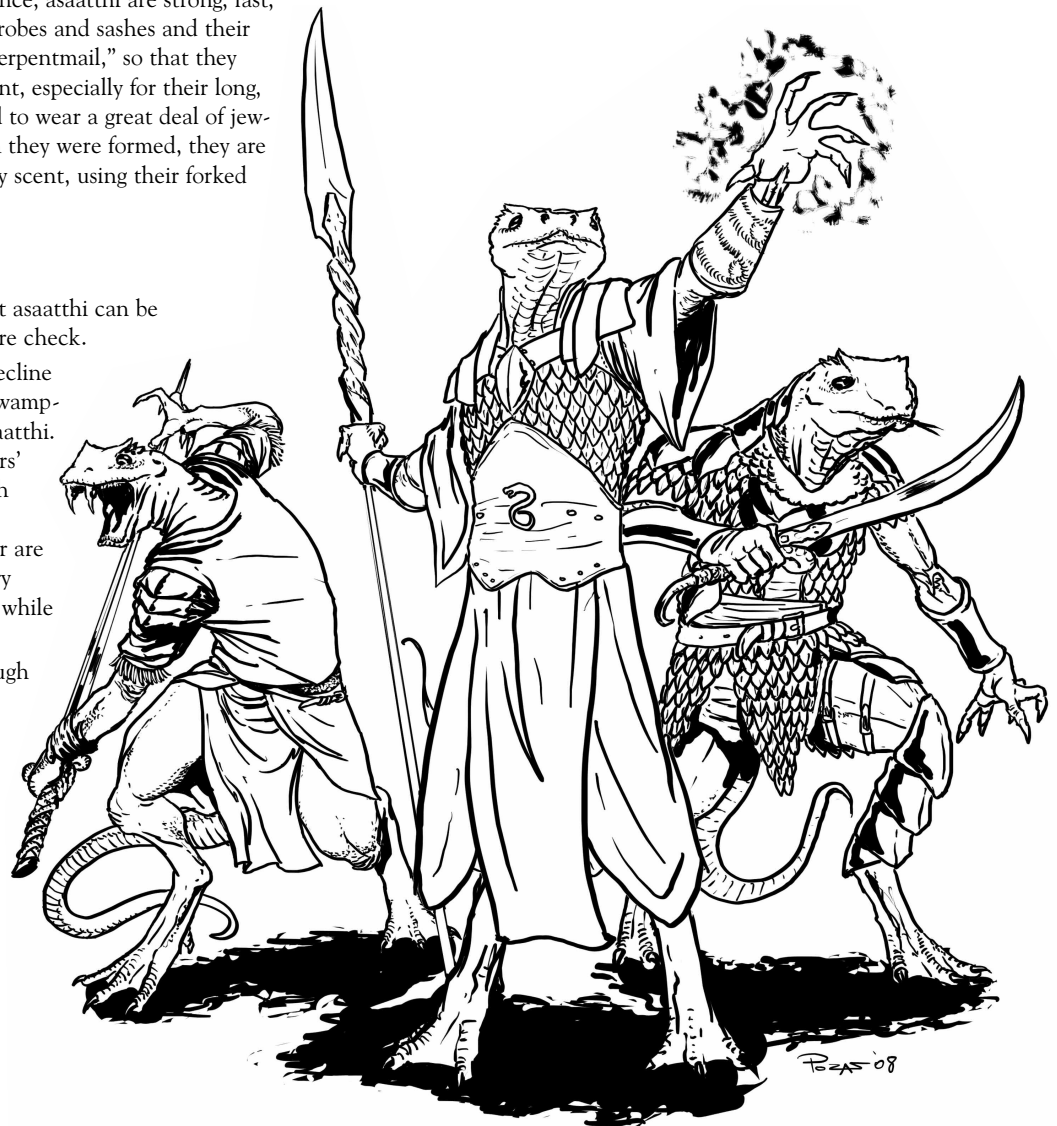
All asaatthi retain slaves, though not on the massive scale of ancient times. Other reptilian races such as lizardfolk and troglodytes serve as the primary labor force.

DC 20: A combination of factors led to the eventual fragmentation of Asaii Tthul, the ancient asaath empire. The serpentfolk were masters at crafting magical items that they used to dominate other races and to further the agenda of their maker, Mormo the Serpentmother; individually,

though, the asaatthi focused almost exclusively on studying and practicing their arcane magics, leaving the administration of their empire to subjugated races. As well, other titanspawn came to see the asaatthi as anathema due to their willingness to delve into dangerous wizardry; the asaatthi eventually indulged in internecine conflicts with these other titan races, weakening their power further.

DC 25: Asaatthi are tireless in their search for any item, knowledge, or stratagem that might restore them to dominance. Individual researchers and war bands can be glimpsed in the furthest reaches of Ghelspad and even, some have reported, on other continents.

DC 30: Asaatthi runners are reputed to have ventured into the Hornsaw Forest to deliver new discoveries to a hidden conclave of asaatthi wizards, who are said to be hard at work trying to raise the Mother of Serpents.



(Left to right) asaatthi blade, asaatthi maleficent, asaatthi witchblade

Asaatthi Blade		Level 4 Minion	
Medium natural humanoid (reptile)		XP 44	
Initiative +4		Senses Perception +2; blindsight 1, low-light vision	
HP 1; a missed attack never damages a minion			
AC 16; Fortitude 15, Reflex 17, Will 15			
Speed 7			
⚔ Short Sword (standard; at-will) • Poison, Weapon			
+7 vs. AC; 4 damage, and the asaathli blade tries to bite the same target, making a secondary attack. <i>Secondary Attack</i> : +5 vs. Fortitude; ongoing 2 poison damage (save ends).			
🏹 Javelin (standard; at-will) • Weapon			
Ranged 10/20; +7 vs. AC; 4 damage.			
Asaatthi Evasion			
Asaatthi cannot be slowed. An immobilized asaathli is instead treated as if it had been slowed.			
Alignment Evil		Languages Common, Draconic	
Str 14 (+3)	Dex 16 (+4)	Wis 13 (+2)	
Con 13 (+2)	Int 10 (+1)	Cha 12 (+2)	
Equipment leather armor, short sword, 3 javelins			

Asaatthi Blade Tactics

Asaatthi blades always act on the commands of more powerful asaathli. While capable of independent thought, they have long been conditioned to heed their masters well.

Asaatthi Stalker		Level 4 Skirmisher	
Medium natural humanoid (reptile)		XP 175	
Initiative +7		Senses Perception +9; blindsight 1, low-light vision	
HP 53; Bloodied 26			
AC 18; Fortitude 15, Reflex 17, Will 16			
Resist 10 poison			
Speed 8			
⬇ Scimitar (standard; at-will) • Poison, Weapon			
+9 vs. AC; 1d8+1 damage (crit 2d8+1), and the asaathli stalker tries to bite the same target, making a secondary attack. Secondary Attack: +7 vs. Fortitude; 1d6+1 damage and ongoing 3 poison damage (save ends).			
⚡ Shortbow (standard; at-will) • Weapon			
Ranged 15/30; +9 vs. AC; 1d8+3 damage.			
Asaatthi Evasion			
Asaatthi cannot be slowed. An immobilized asaathli is instead treated as if it had been slowed.			
Chameleon			
The asaathli stalker gains concealment against any creature more than 6 squares away.			
Combat Advantage			
The asaathli stalker deals an extra 1d6 damage to any target it has combat advantage against.			
Mystic Leap (move; recharge ⚡ ⚡) • Arcane			
The asaathli stalker may fly up to 6 squares.			
Alignment Evil	Languages Common, Draconic		
Skills Acrobatics +10, Athletics +8, History +7, Stealth +10			
Str 12 (+3)	Dex 17 (+5)	Wis 14 (+4)	
Con 13 (+3)	Int 11 (+2)	Cha 13 (+3)	
Equipment hide armor, scimitar, shortbow, quiver with 20 arrows			

Asaatthi Stalker Tactics

Asaatthi stalkers tend to move in and out of combat a great deal, using their mystic leap ability whenever possible to keep away from tough melee opponents, while peppering enemies with arrows from concealment. Once they have weakened a foe with arrows from hiding, they close for the kill, using flanking tactics whenever possible.

Asaatthi Baneguard		Level 6 Soldier	
Medium natural humanoid (reptile)		XP 250	
Initiative +8		Senses Perception +9; blindsight 1, low-light vision	
HP 71; Bloodied 35; see also <i>poison spittle</i>			
AC 21; Fortitude 19, Reflex 18, Will 17			
Resist 10 poison			
Speed 7			
⬇ Scimitar (standard; at-will) • Weapon			
+13 vs. AC; 1d8+3 damage (crit 2d8+3), plus the target is marked until the end of the asaaththi baneguard's next turn.			
⬇ Bite (standard; at-will) • Poison			
+11 vs. Fortitude; 2d6+3 damage, and ongoing 5 poison damage (save ends).			
⬇ Double Attack (standard; encounter) • Poison, Weapon			
The asaaththi baneguard makes a scimitar attack and a bite attack.			
Asaatthi Evasion			
Asaatthi cannot be slowed. An immobilized asaaththi is instead treated as if it had been slowed.			
Poison Spittle (immediate interrupt, when a marked enemy moves or shifts; at-will) • Poison			
+11 vs. Reflex; 1d6+3 poison damage, and the target is blinded and takes ongoing 5 poison damage (save ends both).			
Willing Target (when an adjacent ally is marked; encounter)			
The asaaththi baneguard transfers the ally's marked condition to itself.			
Alignment Evil		Languages Common, Draconic	
Skills Athletics +11, History +8, Intimidate +10			
Str 16 (+6)		Dex 16 (+6)	Wis 12 (+4)
Con 15 (+5)		Int 10 (+3)	Cha 14 (+5)
Equipment scale armor, light shield, scimitar, 3 javelins			

Asaatthi Baneguard Tactics

An asaathli baneguard does everything in its power to keep its enemies from reaching its superiors, forming a living shield against mobile enemies. It uses its *poison spittle* ability to hamper marked enemies and, if possible, uses *willing target* to protect its leader.

Asaatthi Fang		Level 8 Minion	
Medium natural humanoid (reptile)		XP 88	
Initiative +7		Senses Perception +4; blindsight 1, low-light vision	
HP 1; a missed attack never damages a minion			
AC 20; Fortitude 20, Reflex 22, Will 19			
Speed 7			
⬇ Short Sword (standard; at-will) • Poison, Weapon			
+11 vs. AC; 5 damage, and the asaathli fang tries to bite the same target, making a secondary attack. <i>Secondary Attack</i> : +9 vs. Fortitude; ongoing 3 poison damage (save ends).			
⚡ Javelin (standard; at-will) • Weapon			
Ranged 10/20; +11 vs. AC; 5 damage.			
Asaatthi Evasion			
Asaatthi cannot be slowed. An immobilized asaathli is instead treated as if it had been slowed.			
Alignment Evil		Languages Common, Draconic	
Str 16 (+6)	Dex 18 (+7)	Wis 13 (+4)	
Con 13 (+4)	Int 10 (+3)	Cha 12 (+4)	
Equipment leather armor, short sword, 3 javelins			

Asaatthi Fang Tactics

Asaatthi fangs are capable warriors, though they always defer to their betters. They tend to use javelins as they close with enemies, and then swarm about foes with sword and fang.

Asaatthi Witchblade		Level 7 Controller
Medium natural humanoid (reptile)		XP 300
Initiative +6		Senses Perception +9; blindsight 1, low-light vision
HP 78; Bloodied 39		
AC 21; Fortitude 18, Reflex 19, Will 20		
Resist 10 poison		
Speed 7		
⚔ Serpentblade (standard; at-will) • Arcane, Poison, Weapon +12 vs. AC; 1d8+4 poison damage (crit 2d8+4), and ongoing 5 poison damage (save ends).		
⚡ Noxious Bolt (standard; at-will) • Arcane, Poison Ranged 5; +11 vs. Reflex; 1d10+4 poison damage, and the target is slowed (save ends).		
🐍 Viper Nest (standard; recharge 5-6) • Arcane, Conjunction, Zone Area burst 1 within 5 squares. The burst conjures a swarm of vipers that bite any creature in the area until the end of the encounter. Creatures that enter the zone or start their turns there take 1d6+4 poison damage and ongoing 5 poison damage (save ends) and are slowed until the end of their next turn.		
Asaatthi Evasion Asaatthi cannot be slowed. An immobilized asaaththi is instead treated as if it had been slowed.		
Alignment Evil		Languages Common, Draconic
Skills Arcana +12, Athletics +10, History +12, Intimidate +11		
Str 14 (+5)	Dex 16 (+6)	Wis 12 (+4)
Con 14 (+5)	Int 18 (+7)	Cha 17 (+6)
Equipment scale armor, scimitar		

Asaatthi Witchblade Tactics

Asaatthi witchblades are equally at home in melee combat or at short range. They try position themselves so that they may target any of their enemies, and they then support their allies by using *viper nest* and *noxious bolt* to hamper opponents' ability to move about the battlefield.

ENCOUNTER GROUPS

Asaatthi typically use lizardfolk and other reptilian races as slave troops. They sometimes keep drakes, mock dragons, or other reptilian beasts as pets and steeds.

Level 4 Encounter (XP 875)

- 3 asaaththi stalkers (level 4 skirmisher)
- 2 greenscale hunters (level 4 skirmisher)

Level 6 Encounter (XP 1,220)

- 5 asaaththi blades (level 4 minion)
- 4 asaaththi stalkers (level 4 skirmisher)
- 1 asaaththi witchblade (level 7 controller)

Level 7 Encounter (XP 1,600)

- 2 asaaththi baneguards (level 6 soldier)
- 2 troglodyte maulers (level 6 soldier)
- 2 asaaththi witchblades (level 7 controller)

Level 10 Encounter (XP 2,440)

- 2 asaaththi witchblades (level 7 controller)
- 5 asaaththi fangs (level 8 minion)
- 1 mock dragon (level 9 brute)
- 1 asaaththi maleficent (level 10 elite artillery)

Asaatthi Maleficent		Level 10 Elite Artillery (Leader)	
Medium natural humanoid (reptile)		XP 1,000	
Initiative +8		Senses Perception +11; blindsight 1, low-light vision	
Maleficent Aura aura 10; allies in the aura gain resist 20 poison			
HP 160; Bloodied 80; see also <i>arcane interposition</i>			
AC 22; Fortitude 21, Reflex 22, Will 24; see also <i>arcane interposition</i>			
Resist 20 poison			
Saving Throws +2			
Speed 7			
Action Points 1			
⚔ Serpentblade (standard; at-will) • Poison, Weapon			
+17 vs. AC; 2d6+2 poison damage, and ongoing 10 poison damage (save ends).			
⚡ Caustic Bolt (standard; at-will) • Acid, Arcane			
Ranged 10; +15 vs. Reflex; 2d6+5 acid damage.			
🐍 Coils of the Great Serpent (standard; encounter) • Arcane, Conjunction			
Ranged 10; +15 vs. Reflex; 3d6+5 damage, and target is restrained and takes ongoing 10 damage (save ends both). <i>Aftereffect:</i> The target is immobilized (save ends).			
👁 Malice Field (standard; recharge ☞ ☞) • Arcane, Poison			
Close burst 2; targets enemies; +13 vs. Fortitude; 3d6+5 poison damage, and the target is blinded (save ends).			
🐍 Venom Gout (standard; recharge ☞ ☞) • Arcane, Poison			
Area burst 2 within 10 squares; +13 vs. Reflex; 1d10+5 poison damage, and ongoing 5 poison damage (save ends). <i>Miss:</i> Half damage, and no ongoing damage.			
Asaatthi Evasion			
Asaatthi cannot be slowed. An immobilized asaaththi is instead treated as if it had been slowed.			
Arcane Interposition (immediate interrupt, usable only when bloodied; recharge ☞ ☞) • Arcane, Teleportation			
When the asaaththi maleficent would be hit by a melee attack, it may trade spaces with any asaathth ally of its level or lower within 5 squares. The asaathth that now occupies the asaaththi maleficent's former space becomes the target of the melee attack that triggered this ability.			
Alignment Evil		Languages Common, Draconic	
Skills Arcana +15, Athletics +12, History +15, Intimidate +14			
Str 14 (+7)		Dex 17 (+8)	Wis 12 (+6)
Con 14 (+7)		Int 21 (+10)	Cha 19 (+9)
Equipment scale armor, glaive			

Asaatthi Maleficent Tactics

Asaatthi maleficents usually command from the rear, though they can be fearsome melee opponents when pressed - but pressing a maleficent is difficult due to *arcane interposition*. A maleficent always uses *venom gout* when closely pursued, if that ability is charged, and it usually reserves *coils of the great serpent* for a heavily armored foe.

Note that the maleficent's aura allows it to blast enemies with relative impunity using either *malice field* or *venom gout*, even if allies are within the area.