

TINDALI

Medium Monstrous Humanoid

Hit Dice: 2d8+4 (13 hp)

Initiative: +4

Speed: 30 ft. (6 squares)

Armor Class: 16 (+2 natural, +4 Inertial Armor), touch 10, flat-footed 16

Base Attack/Grapple: +2/+5

Attack: Greatclub +5 melee (1d10+4) or masterwork composite

longbow (+3 Str bonus) +3 ranged (1d8+3/[TS]3)

Full Attack: Greatclub +5 melee (1d10+4) or masterwork composite

longbow (+3 Str bonus) +3 ranged (1d8+3/[TS]3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: All-around vision, darkvision 60 ft., sight vulnerability, true seeing

Saves: Fort +2, Ref +3, Will -2

Abilities: Str 17, Dex 11, Con 14, Int 14, Wis 15, Cha 12

Skills: Knowledge (psionics) +7, Knowledge (religion) +7, Search +11, Spot +11, Survival +2 (+4 following tracks)

Feats: Improved Initiative, Inertial Armor^B

Environment: Temperate woodlands and coasts

Organization: Solitary or clan (11–40)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Level Adjustment: +2

The tindali race is ancient beyond reckoning. Most tindali believe that their race is an earlier version of humanity that the gods deemed imperfect and discarded, though sages of other humanoid races hold that it is an aberrant offshoot of humankind.

A tindali might be able to pass for human were it not for the one hundred eyes scattered in a seemingly random pattern over its entire body. Although these unblinking eyes make a tindali seem hideous to most humanoids, they also grant the creature truly impressive powers of perception. Certainly, nothing can hide from a tindali without great effort.

COMBAT

Deeply xenophobic, the tindali prefer to hide from their enemies rather than engaging them. Since they have little experience with warfare, it is not surprising that they tend to approach combat in a very simplistic manner, employing only the most rudimentary tactics. When combat is inevitable, they typically use their psionics to scan the vicinity for enemies and to soften up their foes before charging with their greatclubs. Tindali hunters may use bows as well.

Psionics (Sp): At will—*detect psionics, elfsight, inkling*; 3/day—*object reading*. Effective manifester level 2nd. **Attack/Defense Modes:** At will—*ego whip, id insinuation, mind thrust/empty mind, mental barrier*.

All-Around Vision (Ex): A tindali's one hundred eyes allow it to see in all directions at once. As a result, it gains a +4 racial bonus on Search and Spot checks, and it cannot be flanked.

Sight Vulnerability (Ex): The tindali's eyes can be as much a curse as a benefit in certain circumstances. It takes a -4 penalty on any saving throw against a gaze attack.

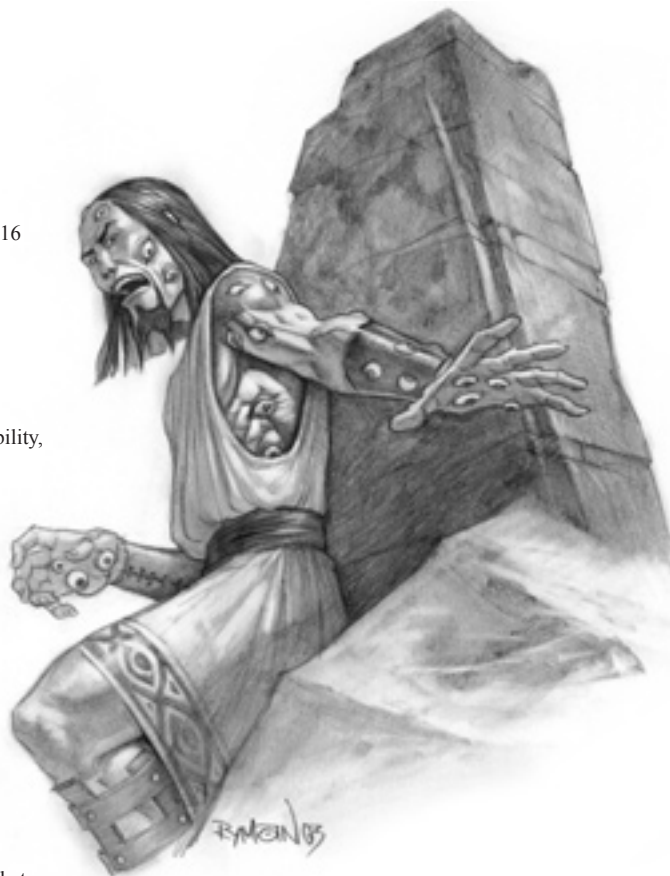
True Seeing (Su): A tindali functions at all times as if under the effect of a *true seeing* effect.

TINDALI SOCIETY

Tindali live beyond the fringes of civilization, usually in small, clan-based villages located in remote, out-of-the-way areas. Since a typical clan numbers less than fifty individuals, no tindali community has much impact on the local ecology.

In their remote villages, the tindali practice agriculture, hunt and fish, and develop their mental powers. In the center of each community is a stone amphitheater that serves as an atheistic school of philosophy. This structure and the philosophies taught there are central to each tindali's life. Raised from birth to believe that the gods discarded them, tindali hold that deities are inherently flawed. They espouse a particularly well-developed philosophy that embraces the development of mental abilities as life's primary goal. They spend hours of every day discussing the various problems with religions and gods and putting forth theories about how philosophy and psionics might be used to solve those problems.

A strange fate awaits any cleric, druid, monk, paladin, or other recognizably religious individual who walks into a tindali village. The tindali immediately attempt to subdue the newcomer and place him or her in stocks (Escape Artist DC 29) in the middle of a "debating circle" in the school. Here the tindali use every cogent argument they can muster to convince the prisoner that the gods are petty and vain creatures that are not deserving of worship. The prisoner receives no food for as long as he or she rejects the tindalis' position, and a particularly obdurate individual who cannot escape may well starve to death. Should the prisoner claim to have seen the light, the tindali use their psionics to verify whether the "conversion" is genuine. If the prisoner is lying, the process of convincing continues. If not, they behead the prisoner, having successfully brought him or her enlightenment.



TINDALI CHARACTERS

A tindali's favored class is psion, and most tindali leaders are fighter/psions. No tindali ever takes levels in a divine spellcasting class—not only would such a choice be anathema to a tindali, but no god would accept one as a representative.

IN NARANJAN

The reality of divinity is such an accepted part of life in Naranjan that attempts to deny it are considered at best insanity and at worst villainy. Thus, any being in Sudarsha who worships the gods tries to avoid the tindali, knowing that they cannot be converted.

Under the dwarves, Sudarshan soldiers hunted down tindali and razed their villages. Vasudha has proven less dogmatic in his approach to the problem, which has led some to conclude that he may be employing tindali as agents for his regime. In any event, tindali villages are now exceptionally difficult to find. Most are located within the Mathant Mountains, whose peaks are impossible for any but the most skilled and determined climbers to ascend.

TORTURED

Medium Undead

Hit Dice: 10d12 (65 hp)

Initiative: +0

Speed: 30 ft. (6 squares), swim 20 ft.

Armor Class: 16 (+6 natural), touch 10, flat-footed 16

Base Attack/Grapple: +5/+9

Attack: +3 *unholy longsword* +8 melee (1d8+9 plus 2d6 unholy/19–20)

Full Attack: +3 *unholy longsword* +8 melee (1d8+9 plus 2d6 unholy/19–20)

Space/Reach: 5 ft./5 ft.

Special Attacks: Psionics

Special Qualities: Darkvision 60 ft., *detect good*, schism, *sense divine influence*, undead traits

Saves: Fort +3, Ref +3, Will +7

Abilities: Str 18, Dex 10, Con —, Int 15, Wis 11, Cha 18

Skills: Diplomacy +7, Hide +10, Knowledge (religion) +11, Listen +10, Move Silently +10, Spot +10, Swim +12

Feats: Blind-Fight, Cleave, Power Attack, Psionic Weapon

Environment: Any

Organization: Solitary, pair, pack (3–6), party (1–4 tortured with 2d20 undead, each with 8 or fewer HD)

Challenge Rating: 8

Treasure: One-half standard

Alignment: Often chaotic, always evil

Advancement: 11–15 HD (Medium)

Level Adjustment: —



The tortured are the remnants of paladins and good clerics who were murdered while dominated by evil psions. Unable to go on to their final rewards due to the cruel twist of fate that caught them committing acts against their natures at the moment of death, they believe themselves forsaken by their gods. Thus, they are intensely jealous of those who can still access the benefits of divine favor, and they particularly enjoy killing any clerics or paladins who cross their paths. They take special delight in killing worshipers of their own former deities, feeling that such individuals could have taken on quests to restore them to their former status.

The body of a tortured is subject to the natural process of decay. Thus, depending on the amount of time that has passed since its death, it can appear as anything from a horribly wounded humanoid to a rotting corpse with pieces missing to a mere skeleton. Still influenced by its past life, the tortured periodically replaces its decaying clothes with those of individuals it has slain. Thus, it often appears dressed in a paladin's armor or the vestments of a cleric.

A tortured can usually speak two to four languages.

COMBAT

Tortured use their *detect good* and *sense divine influence* abilities to select targets. They use extremely simple tactics, usually charging into physical battle and using their psionics to augment their attacks. Should a tortured manage to capture a paladin or cleric alive, it imprisons its captive and attempts to subject him or her to the same evil domination that brought the tortured to its present state.

Psionics (Sp): At will—*burst*, *control shadow*, *destiny dissonance*, *distract* (DC 1d20+4); 3/day—*domination* (DC 1d20+8), *recall pain* (DC 1d20+2), *spider climb* (DC 1d20+1); 1/day—*burning ray*, *invisibility* (DC 1d20+2). Effective manifester level 12th. *Attack/Defense Modes (Sp):* At will—all/all.

Detect Good (Sp): At will, the tortured can use *detect good* as the spell (caster level 4th).

Sense Divine Influence (Sp): At will, a tortured can use this psionic ability to sense paladins, clerics, druids, or any other intelligent beings that have the favor of a deity within 60 feet of it. This ability otherwise works like *detect evil* (caster level 12th).

Schism (Ex): A tortured continuously operates as though under the effect of the psionic power *schism* (manifester level 12th), which allows it to manifest its psionic abilities while engaged in physical battle.