







World-changing events such as the Cataclysm cannot be fought or escaped, as the residents of Izusa discovered through experience. When the meteor was sighted, they tried to move the entire city to the safety of the Ethereal Plane. The meteor hit while the great spell was still in progress, and its effects were unlike anything the city had prepared for. Instead of salvation, they were met with destruction; instead of freedom, they found a prison. Their spirits were trapped in a pocket plane and scrambled by the massive amounts of energy released by the Cataclysm. Nearly one hundred years later, these people finally regained their coherency. Shortly afterward, they starting reappearing on Abbadon. Calling themselves Uzamati, these people appear human, but hide a terrible secret: their bodies are falsehoods, constructs sculpted from the ambient Negative Energy. Alone among the races of Abbadon, the greatest threat to their existence is not the undead, but the living.

Before the Cataclysm, the city of Izusa was a city run on magic. Several prominent wizard universities were built there, and their influence touched every part of daily life. Almost everything, from the streetlights to the cooking pans, had some sort of enchantment on it. The divine arts were not forgotten either. Grand cathedrals to various gods stretched up into the sky and clerics roamed the city, providing care and support to those that needed it.

When the Necromantic Meteor was sighted, they of course turned to magic to save themselves. It was decided that the easiest way to escape would be to shift the entire city to the Ethereal Plane, avoiding the disaster entirely. The preparations took days and completely drained the stores of spell components, but it seemed like it was going to work. As the meteor struck Abbadon, the city shimmered and began to disappear.

The destructive forces released by the impact were like nothing the mages had predicted. They hadn't factored in the mass release of energy and spirits caused by the millions of deaths, nor had they realized that the planar trap would from. The city and all its inhabitants became trapped between the planes, far enough to escape the physical destruction, but not the rampant energies swirling around Abbadon. Everything caught within that storm of pain and chaos disintegrated and disappeared. When the survivors of the Pandemic investigated the spot were the city had stood, it seemed that it had simply been wiped away.

However, the people within the city survived, in a sense. While their bodies had been destroyed, their minds and spirits had merely been scrambled, overloaded by the intense power released by the impact. It took the better part of a century, but the energy in their pocket plane eventually calmed down to the point that they could perceive themselves again. They had no idea how long they had been removed from Abbadon or what was going on. The great mages who had worked the plane shift quickly discovered a way to craft synthetic bodies for the spirits out of the ambient Negative Energy, as well as a way to shift those bodies back to Abbadon. Unfortunately, it was likely a one-way trip. After much preparation and encouragement, the first 5 Uzamati stepped from their planar prison and back to Abbadon, manifesting at the site of their old city.

Nothing could have prepared them for what they found. While they had been scrambled, they didn't have any perception of time. They didn't know that decades had passed them by; to them, it felt like it had only been weeks since the Cataclysm. The original Uzamati emerged into a world changed by nearly a century of undead rule. Worse, they had no way to warn their fellows about the horrors that awaited them. As the days went by, more and more Uzamati manifested into this new hostile world. They grouped together for a short time, testing their abilities and what their new bodies allowed them to do. Once they discovered their ability to turn into pure Negative Energy, they also found that doing so brought them close enough to the pocket plane where they could speak with the inhabitants within. With this communications network discovered, the manifested ones went their separate ways to learn what has become of their world.

Since then, they have tried to hide in human settlements and blend in. As far as they know, there is no way for their race to propagate itself, so staying alive until they can establish a foothold is paramount. On the positive side, they don't seem to age, although the oldest Uzamati on Abbadon has only been around for five years, so it's too early to make a true judgement. As time goes on, the mages in the planar crack construct and send over more bodies. However, the process is slow and it will be a long time before they are numerous enough to really announce their presence to the established races.

personality

The Uzamati are disoriented. They don't remember their time floating in the planar crack, so they've gone from living in a prosperous city to wandering the blasted landscape of a world ruled by the undead, and they're still not entirely sure where everything went so horribly wrong. They also feel a tremendous amount of guilt for their situation. Not only did they avoid the horrors of the Cataclysm and the Pandemic of Ash, but they emerged from it with ageless bodies that are useless to the undead lords.

physical description

On cursory inspection, an Uzamati appears to be a normal human. If you look closely, you might notice a faint purple tinge or glow to their skin, which stands out more in the dark. The only easy-to-spot trait in their normal form is their eyes, which have purple irises.

However, when they phase out, all semblance of normalcy is lost. They melt into pure Negative Energy and become twisted by it. Their skin changes to a deep shade of purple and glows strongly and their bodies become slightly transparent. They get skeletally gaunt, their teeth sharpen, and their voices echo when they speak. Finally, their eyes erupt into dark flames, burning from the combination of the powerful will and unholy energies that keep them alive.

relations

Most people don't know that the Uzamati exist as a race. If one is found by the other races, it is assumed to be a freak occurrence. The Uzamati use this to their advantage to keep a low profile for the time being.

Unfortunately, the greatest threat to the Uzamati are the other living races of Abbadon. After all, they are made of the very energy that fuels the undead, and the initial assumption is that they are spies created by the undead lords to seek out and infiltrate living settlements. The Harrowed are more sympathetic toward their situation, but the Exalted are especially hateful. Some Exalted see the fact that such life exists as a sign that Abbadon has moved permanently away from the light and strive to eradicate the Uzamati whenever possible.

However, the undead pretty much leave the Uzamati alone. While undead are fueled by negative energy, none of them feed off of it directly, and their construct bodies don't provide any corpses or skeletons to animate. Killing them gives the undead no great benefit, so they are pretty much ignored. Some undead lords have captured an Uzamati to study their unique physiology, but most have much more pressing issues to give their attention to.

alignment

While the Uzamati were predominately Lawful Neutral before the Cataclysm, most that have returned to Abbadon have shifted to Chaotic Neutral. While they are working to bring their fellows back from the planar crack, they are pretty much alone and have become very protective of their own individuality.

uzamati Lands

On Abbadon, the Uzamati don't have any lands of their own. Instead, they hide within already established settlements, trying to act like average humans.

However, they do have a homeland, in a sense. Everyone who was in Izusa at the time of the plane shift was trapped in the planar crack, and while a relatively small amount of these people have returned to Abbadon, there are still millions of spirits remaining. Those within the crack live as unbound spirits in an empty void. They can't see anything happening in the Material Plane, but they can tell when a manifested Uzamati phases into Negative Energy. As soon as one phases, it is surrounded by thousands of the spirits, all hopeful to hear some news of the world they left behind.

religion

Before the Cataclysm, Izusa was a center for prayer and religious ceremony, and to the Uzamati, not much has changed. Alone among the inhabitants of Abbadon, they truly remember the old gods and still worship them with traditional prayers and customs. They try to honor the holy celebrations as well, but celebrating and keeping a low profile are often mutually exclusive, and when these two urges conflict, hiding always wins.



Language

As a civilization of humans, their main language was Common. However, due to the heavy magical influence, most of the population is also fluent in Draconic. In addition, the great magical influence means that conversations with otherworldly forces were common, and teachers for outsider languages were readily available.

names

As a race of ex-humans, their naming conventions are varied. However, the intellectual and magical culture of Izusa has influenced them, and many people have names from outsider languages or ones that mean "Wise" or "Intelligent."

Male: Adalrick, Eldred, Mordai, Tallis, Ustean

Female: Alisa, Alikah, Karasi, Ravyn, Vivika

adventurers

So far, only adventurers have been given bodies and been sent back to Abbadon. After the first groups went their separate ways, they have spread across the world to learn as much as they can about this new world. Along the way, they try to stay hidden and relay any and all history and magical lore they can find back to the mages in the planar crack.

uzamati racial traits

• Necromantic Energy Construct: Uzamati are a very unusual energy construct that is designed to imitate normal life. This gives them some very unique qualities:

- Low-light vision.
- Immunity to bleed, disease, death effects, necromancy effects, paralysis, poison, sleep effects, and stunning.
- Negative Energy (*such as an Inflict spell*) can heal a Uzamati. However, spells that would normally heal through the use of Positive Energy (*such as a Cure spell*) deal damage to a Uzamati.
- Unlike normal constructs, Uzamati can heal damage on its own.
- Uzamati have a Constitution score.
- Uzamati do make Fortitude saves.
- Uzamati are subject to ability damage, ability drain, fatigue, exhaustion and energy drain.
- Uzamati do not breathe or eat, but they do meditate nightly to stabilize their form. This functions like sleep for the purpose of preparing spells and recovering spell slots.
- Uzamati can be raised or resurrected.
- +2 to One Mental Ability Score: Uzamati characters get a +2 bonus to their choice of Intelligence, Wisdom,

or Charisma at creation to represent their highly educated background.

- Medium: Uzamati are Medium creatures and have no bonuses or penalties due to their size.
- Normal Speed: Uzamati's have a base speed is 30 feet.
- **Necromantic Phasing:** For a number of rounds per day equal to your character level plus the modifier of your chosen mental ability, you can melt into pure Negative Energy, becoming slightly incorporeal. Entering or exiting this state is a swift action. Necromantic Phasing has several effects, as follows:
 - You only take 1/4 (25%) damage from non-magical weapons. However, you take full damage from all magical weapons, spells, and spell-like abilities.
 - You can enter or pass through solid objects, but must remain adjacent to the object's exterior, and so cannot pass entirely through an object whose space is larger than your own. You can sense the presence of creatures or objects within a square adjacent to your current location, but enemies have total concealment (50% miss chance) from you. In order to see beyond the object you are in and attack normally, you must emerge. You have total cover while inside an object, but when you attack a creature outside the object you only have cover, so a creature outside with a readied action could strike at you as you attack. You cannot pass through a force effect.
 - If you hit with a touch attack or unarmed strike, you deal one point of Negative Energy damage. The damage from this ability cannot be used to heal yourself or any other Uzamati.
 - Your insubstantial feet and equipment make less noise as you move around. Anyone trying to use a Perception check to hear you takes a -2 penalty.
 - While phased out, you can take a +2 bonus on any Knowledge check. This represents you using the knowledge of the inhabitants of the planar crack to supplement your own. A Knowledge check taken with this bonus requires a full round action.
- Languages: Uzamati begin play speaking Common and Draconic. Uzamati with high Intelligence scores can choose from the following: Abyssal, Aquan, Auran, Celestial, Ignan, Infernal, Sylvan, Terran.

uzamati feats

amplish negative energy (uzawati]

The nature of your construct body amplifies any Negative Energy channeled through it.

Prerequisites: Uzamati, Ability to channel Negative Energy

When using your Channel Energy ability, you roll d8s instead of d6s.

extra phasing-luzamati]

You can stay phased out for longer than normal.

Prerequisites: Uzamati

You can be phased out for three additional rounds per day. You can take this feat multiple times. Its effects stack.

charged fists [uzawati]

You are adept at gathering energy into your hands, dealing extra damage with your unarmed strikes.

Prerequisites: Uzamati, Base Attack Bonus +4

The Negative Energy damage you gain while phased increases to 1d6.

walk through walls [uzawati]

With increased concentration, you can move completely through solid objects

Prerequisites: Uzamati, Will Save +5

While phasing, you can step through (*but not see through*) solid objects. For each 5 feet of solid material you walk through, there is a 50% chance that you become material. If this occurs, you are shunted off to the nearest open space and take 1d6 points of damage per 5 feet so traveled.

greater incorporability [uzamati]

Your body becomes more incorporeal when you are phased, reducing the damage that you take.

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Prerequisites: Uzamati, Will Save +8

You now take no damage from nonmagical attacks and only half damage from magical weapons and spells while phased out.

Written by William F. Phillips with Louis Porter Jr.





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