

asi magwr

Sheathed in fragrant wrappings and armored by magic and sheer age, the undead emperor Asi Magnor conquered the world before, and after, his death. He radiates power and malevolence, the desire to rule and the power to clutch the world in his claw-like hands or crush it beneath his sandaled feet.

background

Asi Magnor was born into a long and unbroken line of kings in the desert Kingdom of Shaan. The Shaan were known, before the cataclysm, as a peaceful and cosmopolitan people with ornate and elaborate death rituals, but in the time of Asi Magnor, some three thousand years before the cataclysm, they were a war-like people with advanced cities, agriculture and great command of magic.

When Asi Magnor ascended to the throne of the Shaan Empire he levied an enormous army from their Mountain cities and set out to conquer new lands to add to the Empire. Magnor was an immensely powerful warrior-priest and a talented, if brutish, commander. Land after land fell to the Shaan until the known world was almost universally held within the Shaan dominion.

Client states were bled dry, slaves were taken in enormous numbers and Asi Magnor's harem swelled to thousands of concubines and wives who gave him an enormous number of heirs, interbred with the many peoples of the world and returned – once they grew – to their 'native' lands to act as rulers in Asi Magnor's stead.

Asi Magnor sought ways to conquer the only thing left to him, death itself. The Shaan had long had elaborate death rituals and had raised the undead as guardians of their fabulous necropolis. This was not enough for him though, to return as some husk did not appeal to him, he wanted to live forever and bent his will towards accomplishing that goal, rejecting undeath and seeking for some other path.

He failed, time and again and, in his bitterness as he approached his death he took his legions with him into the grandest necropolis ever built. None returned, all had been interred with him as he died, legions of the dead to protect the greatest and richest tomb ever conceived.

When the cataclysm occurred and the great meteor fell from the sky, Asi Magnor, who had rejected undeath for himself, rose from his grave. As did the other warrior kings that had been interred in the other necropolis, their servants, their soldiers, their wives and concubines, their horses and everything else that had once been alive in the tombs. Their sacred geometry enhanced the energy of the meteor and the legions of the dead poured out of their tombs under the command of Asi Magnor and wiped out the living Shaan, who had grown weak and scholarly in the intervening millennia, raising them to swell the ranks of their armies. Asi Magnor, once dismissive of undeath, now embraced it and reveled in the enormous power that he felt surging through his dry and creaking flesh. He raised his sword and pointed it out at the world, unleashing his legions on a world that was battered and half destroyed already, overrunning nation after nation and slaughtering anyone and everyone he saw, seeking to claim the world in a new empire as he had held it in life.

Resistance was weak and futile to start with but, eventually, Calix Sabinus and an alliance of other parties managed to get organized and to stand against Magnor's legions under the vampire lich's leadership. Asi Magnor was frustrated over and again in his battles, though he was slowly grinding down his enemies. Then everything changed, Calix Sabinus came to his full power and the counterattack began, fuelled by arcane magic and an embrace of undeath, both of which Asi Magnor could not fully comprehend, rooted in the divine as he was and still not fully accepting, in his heart of hearts, of his status as undead.

Asi Magnor was defeated in his necropolis city in a final battle that also saw the breaking of the angel Zebadiah and his humiliating use as a battle standard. Asi Magnor was struck down, cut into pieces and burned, his ashes scattered to the winds.

Since Asi Magnor's death a succession of ancient warrior kings, wives and concubines have squabbled over the wreckage of his mountain kingdom, but there are rumors that he was not completely destroyed, that the ash is reforming, that there are rituals, that his withered organs in their jars still beat and pulse and that the great priest-king may yet return to reclaim his empire with a fresh army and a new appreciation of death and the power it can bring.

Meanwhile, cults amongst the dead seek to find the truth of the rumors, either to find a way to exercise power over his spirit and his remains or to find a way to prevent his rise, should it turn out to be true.

In the ruins of Shaan Saa Halaan, the once-and-again first concubine of Asi Magnor, appears to be gaining the upper hand in claiming his legacy and so, despite the breaking of the Empire, The Shaan lands and mountains may rise to be a threat once again...

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Male Human Mummy, CR 5, Cleric 10, Fighter 15 LE Medium Undead

Init +0; Senses Darkvision 60 ft., Eyes of Darkness; Perception +20

defense

AC 25, Touch 10, Flat Footed 25 (+10 Natural, Scale Mail +5)

Save Fort +28, Ref +10, Will +23

DR 5/-, Immune: Undead Traits

Defensive Abilities Undead Traits (Ex) Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Weaknesses vulnerable to fire

offense

Speed 25 ft.

Melee Severance +38/+41 (2d4+10/13) or slam +38 (1d8+9 + Mummy rot)

Special Attacks Touch of Darkness, Touch of Evil, Scythe Special features of Evil, Despair (DC 36), Mummy Rot (DC 36)

Cleric Spells Known (CL 10, +20 ranged touch)

Domains: Darkness, Evil

5th – Flame Strike, Insect Plague, Mass Inflict Light Wounds, (Summon Monster V).

- 4th Divine Power, Giant Vermin, Unholy Blight, (Shadow *Conjuration*).
- 3rd Animate Dead, Bestow Curse, Prayer, (Deeper Darkness).
- 2nd Bull's Strength, Death Knell, Desecrate, Eagle's Splendor, (Align Weapon).
- 1st Bane, Bless, Command, Divine Favor, Doom, (Obscuring Mist).

0th – Detect Magic, Guidance, Read Magic, Resistance.

-statistics

Str 29, Dex 11, Con -, Int 10, Wis 20, Cha 30

Base Attack: +28/+23/+18/+13/+8/+3 CMB +37 CMD 38 Feats Alignment Channel (Evil), Alignment Channel (Law), Bleeding Critical, Blind-Fight, Blinding Critical, Channel Smite, Cleave, Command Undead, Critical Focus, Critical Mastery, Deafening Critical, Exhausting Critical, Fleet, Great Cleave, Greater Vital Strike, Improved Vital Strike, Leadership, Power Attack, Quick Draw, Sickening Critical, Skill Focus (Perception), Staggering Critical, Stunning Critical, Tiring Critical, Toughness, Vital Strike, Weapon Focus (slam).

Skills Appraise +4, Climb +19, Diplomacy +14, Handle Animal +25, Heal +9, Intimidate +25, Knowledge (*history*) +4, Knowledge (nobility) +4, Knowledge (planes) +4, Knowledge (religion) +10, Perception +20, Ride +15, Sense Motive +9, Spellcraft +4, Stealth +11, Survival +15, Swim +19.

Languages Common, Celestial, Abyssal.

SO Eves of Darkness (Su): At 8th level, your vision is not impaired by lighting conditions, even in absolute darkness and magic darkness. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

class seatures:

- Aura (ex): Asi Magnor has a Lawful-Evil aura.
- Channel Energy (su): Asi Magnor can channel up to 5d6 of negative energy to harm living creatures or to heal undead, as well as for other purposes.
- Bravery +4 (ex): Asi Magnor receives a +4 bonus to Will saves against fear effects.
- Armor Training 4 (ex): Asi Magnor offsets the Armor Check Penalty of armor by 4 and increases the maximum Dex bonus of armor by the same amount.
- Weapon Training 3 (ex): Asi Magnor receives a +3 bonus to hit with heavy blades, a + 2 bonus with light blades and a + 1 bonus with axes.

- Proficient with natural weapons.
- Undead do not breathe, eat, or sleep.
- Touch of Darkness (Sp): As a melee touch attack Asi Magnor can cause a creature's vision to be fraught with shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for five rounds. Asi MAgnor may use this ability eight times per day.
- Touch of Evil (Sp): Asi Magnor can cause a creature to become sickened as a melee touch attack. Creatures sickened by this touch count as 'good' for the purposes of spells with the 'evil' descriptor. This ability lasts for five rounds. Asi Magnor can use this ability eight times per day.
- Scythe of Evil (Su): Asi Magnor can give a weapon touched the unholy special weapon quality for five rounds. He can use this ability once per day.
- Despair (Su): All creatures within a 30-foot radius that see Asi Magnor must make a DC 36 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by Asi Magnor's depair ability for 24 hours. This is a paralysis and a mind-affecting fear affect.
- Mummy Rot (Su): Curse and disease—slam; save Fort DC 16; onset 1 minute; frequency 1 day; effect 1d6 Con and 1d6 Cha; cure —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (*healing*) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns

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to dust and cannot be raised without a resurrection or greater magic.

weaknesses

• Asi Magnor is vulnerable to fire.

equipment

- Severance: A great, two handed sword in the shape of a crescent moon, almost like an enormous sickle. The blade is made of a magical bronze and was once wielded in the service of the Shaan sun god, though it has now been corrupted to the service of the Night Serpent Who Bounds the Void. The blade counts as a +1 weapon in normal circumstances but as a +4 weapon against other-worldly creatures such as ghosts or those from other planes. It is said to cut your well as your body, slaying you in two
 - well as your body, slaying you in two worlds and those killed by it cannot be resurrected or raised as undead.
- Flail of Plenty: A wand in the shape of a farmer's flail, though much

smaller, this wand was once wielded by the rulers of the Shaan to bless their people and their crops. As with Severance the wand has been perverted and now hurls bolts of Magic Missile (*Caster level 9th, 50 charges, 1 charge per use*).

• Crook of Rule: Once a symbol of life and justice the crook has become a staff of evil, channeling magic to raise the dead as warriors and to swell the wielder to grotesque proportions. (50 charges, Create Undead 1 charge, Righteous Might 5 charges).

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