

## XATH HARBINGER

**Xath Harbinger** **Level 13 Skirmisher**  
Medium Natural Humanoid (xath)

**Initiative:** +14 **Perception** +13  
**HP** 130; **Bloodied** 65  
**AC** 27; **Fortitude** 26; **Reflex** 25; **Will** 25  
**Speed** 6, jump 6  
**Resist** 10 poison

### Traits

#### Unique Metabolism

If the Xath suffers poison damage which beats their resistance, they take ongoing 5 poison damage (save ends). When Xath suffer ongoing poison damage, it is not subject to their poison resistance..

### Standard Actions

#### ⊕ Superior Strike ✦ At-Will

*Attack:* Melee Basic 1 (one creature) +18 vs. AC  
*Hit:* 3d8+8 damage, and the target grants combat advantage to the next attack made against them, before the beginning of their next turn.

#### ⊖ Cull the Lesser ✦ At-Will

*Requirement:* The target must be granting combat advantage.  
*Effect:* The target becomes dazed until the end of the Xath Harbinger's current turn. The Xath Harbinger uses superior strike against them, then moves 3.

### Triggered Actions

#### Sheenstrength ✦ Encounter

*Trigger:* The Xath first becomes bloodied.  
*Effect(Free Action):* The Xath gains 16 temporary hit points. As long as any of these temporary hit points remain, the Xath does not count as bloodied. At the beginning of their next turn, any remaining temp hp fade, and if any remained to this point, the Xath can make one saving throw as a free action.

#### Punish Impudence ✦ Recharge ☼

*Trigger:* The Xath Harbinger is hit with an opportunity attack.  
*Target:* The attacking creature.  
*Attack(Free Action):* Melee Basic 1 (one creature) +18 vs. AC  
*Hit:* 1d8+8 damage, and any effect of the opportunity attack other than damage is negated.

**Skills** Acrobatics +17, Endurance +16 Athletics +16, Intimidate +14, Nature +13, Stealth +17  
**Str** 20(+11); **Dex** 22(+12); **Wis** 15(+8)  
**Con** 20(+11); **Int** 17(+9); **Cha** 17(+9)

**Alignment** Evil **Languages** Xath, Common

**Equipment** Xath Longsword, dagger, and mesh armor

The Xath Harbinger is an advanced scout from a powerful race that considers itself superior to all other forms of humanoid life. This arrogance is not without cause- on average, Xath are far stronger, faster, and more resilient than creatures of other races, capable of impressive feats of strength and agility, and able to endure wounds which would kill the average human, dwarf, or elf. Their physiology makes them hard to kill- often a wound that would doom a lesser creature won't even slow one of the Xath down, at least until blood loss begins to take it's toll. Only the most exceptional warriors can stand against a squad of Xath Harbingers, and even mighty heroes can be laid low by their ruthless and frenetic assaults.

The Xath have a regal and alien appearance. They are slightly taller and leaner than humans, uniformly possessed of a lean but muscular physique. Their skin is a metallic gold or bronze hue, and their straight, fine hair varies from pale white to a liquid black. Their features are human-like, but the similarities only emphasize the differences- their teeth and nails are silver and lightly pointed, and their eyes are concealed behind translucent silver plates which protect their eye sockets and mask their expressions.

Xath are deadly opponents, able to exploit even the smallest opening in their foe's defenses, to deliver crippling attacks. They stride around the battlefield like kings, punishing those who would block their way, and sending their victims sprawling with mighty looping blows of their blades. They are not arrogant- simply realistic, recognizing that there are few creatures that can match them with a blade, and fewer still that can defend from a group attack. For them, each battle, win or lose, simply probes the weakness of their foes, gathering knowledge for the distant empire who's designs they serve.

## Lore

History DC 18: All the info in the introduction, assuming this is not the first time the Xath have been encountered. If it is, then the pcs must learn of their new foes as they go.

History or Arcana DC 23: Tales and theories about the otherplanar empire the Xath come from, and assesments on the advanced methods used to forge the xath weapons and equipment.

For use with the 4th Edition

**DUNGEONS & DRAGONS**  
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook,<sup>®</sup> Monster Manual,<sup>®</sup> and Dungeon Master's Guide<sup>®</sup> Player's Handbook<sup>®</sup> 2, Monster Manual<sup>®</sup> 2, Adventurer's Vault<sup>™</sup> core rulebooks, available from Wizards of the Coast, LLC

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NOW YOU KNOW HOW GOBLINS FEEL.

## TACTICS

Xath Harbingers are elite scouts sent to study a realm in preparation for it's invasion by the Xath. Harbingers try to avoid attention, but if they are exposed, they're only too happy to fight, reveling in battle, treating their foes with contempt. And this contempt may be warranted- Xath are extremely hard to kill, highly mobile, and very, very well trained. Battles against the xath can be fatal for even seasoned warriors, for while the creatures seem to be comparable to any other humanoid, their physiology gives them advantages which their foes are often not prepared for.

However, they can meet their match against an opponent with a flawless defense, or a team of heroes able to work closely together. Their arrogance means they rarely move with stealth and finesse in battle, preferring to put as much force as they can into their attacks, relying on their superior reflexes and training to see them through. In addition, while the Xath are extremely resilient, they are unfamiliar with the often bizarre and esoteric magical traditions of the world, and may run afoul of the stranger curses and afflictions that a hero of mystic might could place upon them.

Xath Harbingers tend to fight in a unit, and are unlikely to ally with any but their own people. They fight a fluid, flexible battle, picking their foes off one by one, and withdrawing if they face excessive risk. They excel when flanking their foes, using even the slightest flaw in their enemy's defenses to deliver ruthless punishment. Xath are often happy to withdraw once they have taken the measure of their foes, which tends to mean leaving at least a few of them bleeding out on the ground- but they are more than willing to finish the fight, if their targets display sufficient audacity

Xath in these formations deliberately use simple tactics, focused on fast movement, aggression, and improvisation, in order to avoid giving potential enemies any information about the combat doctrines of their armies. Likewise, when infiltrating an area the xath will often use weapons and other gear similar to those native to the area, rather than risk their own formidable arsenal falling into their hands of their enemies. However, the gear is rarely local in origin- instead being fabricated by the xath using their own exotic methods, and trained with specifically for the mission.

## The Xath Imperium

The Xath Imperium is an empire that rose up on an alien plane centuries ago. As it became more advanced and spread it's borders, it encountered other creatures of other races, and found that while these other creatures lacked some of the hereditary weaknesses of the Xath, they also lacked their strength, resilience, cunning, and the drive their short life spans had imparted to them. The Xath took this as a sign of their superiority, and their destiny as rulers of their world. It would seem their faith in destiny was well placed.

The Xath quickly conquered the other humanoid races native to their home plane, using the slave labour and resources they gained to improve the lives of the Xath in ways that lesser races could not comprehend. Importantly, conquest gave the Xath access to the magical resources needed to prolong their life-span, short by the standards of most races. As their life spans extended, so did their empire. The empire waged war on it's world for generations, but soon there were no lands not under it's banner, and at that point, the Xath turned their eyes to further horizons. Using magics plundered from their subjects, combined with their own formidable arts of arcane empowerment, they created gates and travel devices that took them beyond the sky, opening a multiverse of planes and worlds to their conquest. And so it is the Xath have come to this land. The conquer, to enslave, to bring peace to a land of lesser creatures, ripe for the taking.

The Xath are exceptional in many ways, but their most impressive trait is the sheen. The sheen is a tough silvery membrane which acts as a second skeleton, shielding the xath from injury, and giving their musculature far greater leverage than that of a normal humanoid form. This hard, low friction silver material breaks the skin in places- the xath's teeth, nails, and eye shields are all part of their sheen- but is usually beneath the skin, under a thin layer of flesh and muscle. A severe enough wound can even reveal the sheen beneath the skin, and unless the sheen is cracked, the Xath are unlikely to sustain serious injury, even though they may appear to. The sheen is highly resistant to damage, although it does not protect the entire body equally, being thickest on areas where the body does not need to flex, like their forearms, shins, skull, and notably, the face. Xath facial expressions and understated and subtle, and other races can interpret this as a cold and callous demeanor- a belief that is often not far from the mark.

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