

## NAMELESS WARRIOR

**Nameless Warrior** **Level 26 Lurker**  
Medium Natural Humanoid (nameless)

**Initiative:** +26      **Perception** +26  
**HP** 186; **Bloodied** 93  
**AC** 40; **Fortitude** 37; **Reflex** 38; **Will** 39  
**Speed** 6

### Traits

#### Ultimate Outcast

The nameless warrior cannot be affected by their allies' beneficial powers, aura, or zones, and does not flank with their allies.

#### Nameless

The nameless warrior begins combat with total concealment against all their enemies. If they attack an enemy, or an enemy attacks them, any concealment they have against the enemy due to their powers ends after the attack is resolved.

### Standard Actions

#### Ⓣ Strike From Oblivion ✦ At-Will

*Attack:* Melee Basic 1 (one creature) +31 vs. AC

*Hit:* 5d8+12 damage.

*Miss:* Half damage.

*Effect:* The target takes ongoing damage (save ends) of +5 points (cumulative) for each of the following conditions:

\*The attack hit.

\*The nameless has concealment against the target.

\*The nameless has total concealment against the target.

\*The nameless is hidden from the target.

#### Slipping Away ✦ At-Will

*Effect:* The Nameless Warrior shifts their speed, gains total concealment against all their enemies, gains a +5 bonus on stealth checks until the end of their next turn.

### Minor Actions

#### Forgotten Foe ✦ At-Will

*Effect:* The Nameless Warrior gains partial concealment against all non-adjacent enemies.

#### True-Name-Less ✦ At-Will

*Effect:* The Nameless Warrior ends one effect on them that a save can end, or makes a saving throw to end an effect that would not normally allow a save.

**Skills** History +24, Insight +26, Intimidate +25, Stealth +27  
**Str** 24(+20); **Dex** 29(+22); **Wis** 26(+21)  
**Con** 24(+20); **Int** 23(+19); **Cha** 24(+20)

**Alignment** unaligned      **Languages** Common-

The Nameless Warrior is a cursed creature who has lost their True Name- the keystone of their identity and their link to the history and memories of the world. While most so cursed simply vanish into oblivion, this warrior has managed to endure, and even turn their curse into a sort of power.

They are a terrible foe- their enemies struggle to remain focused on them, their memories faltering even as they fend off the nameless warrior's attacks, barely even able to see him as he fades in and out of their perceptions, vanishing from their mind, then leaping as if from nowhere to attack.

The Nameless Warrior is a fearsome fighter who's legend once struck terror into the hearts of lesser men- a grandmaster of blades, a conquering warlord, folk hero or something else entirely, none can say.

For reasons now only known to him, he was stripped of his true name by powerful supernatural forces- it may have been the work of a deity against whom the warrior committed some great blasphemy, or powerful sorcerer who stood as his nemesis. Whatever the cause, through cruel fate and ill luck, the warrior's true name was revealed to their foes, and erased, seemingly for all time. That, it would seem, should have been the end of the once-great figure, now not even a memory.

And yet, the nameless warrior endures, stalking the shadows of the world in his bloody vendetta against the entities who stole his life- and the nations who deny his legacy.

## Lore

Arcana of Religion DC 26: All the info in the intro. Note, that rather than knowing the tales or lore of such a being, this represents the PCs deducing it's nature from the impressions and glimpses they can recall.

History DC 31: Armed with the theory above, a skilled student of history could deduce where such a figure and their achievements may have been erased from the roll of ages.

For use with the 4th Edition

**DUNGEONS & DRAGONS**  
ROLEPLAYING GAME

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

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NOTE TO SELF: REMEMBER TO PUT A GOOFY JOKE HERE ABOUT FORGETTING THINGS

## TACTICS

The Nameless Warrior is a unique foe. While foes are able to recognize his presence on the battlefield, they aren't sure who, what, or even where he is. It's not that the nameless warrior is invisible in the conventional sense- it's that the memories of him fade from moment to moment, even if he's standing right in front of his opponent. This effect fades when the nameless warrior attacks, or if his foe can pursue him- the result is a frenzied exchange of blows that is as vivid and dangerous as any, but who's memory crumbles barely a heart-beat later. The nameless warrior has learned to capitalize on this effect.

Timing his attacks, stepping away to lash out at a foe who is not aware of him, he dances through the battle as his foes call out to one another in confusion, trying to grasp the very real threat that seems to slip from their minds even as it spills their blood. The key to the nameless warrior's power- in addition to his formidable martial skills- is that he can disengage from an opponent, slip away, and then assault them again moments later- an endless series of surprise attacks, every thrust an ambush, every stroke, a shock.

The Nameless Warrior has no allies, but they can easily turn any battle to their advantage. By taking one side, they ensure that the only people likely to even notice them are the ones being slain, and in this way, they defeat powerful groups of foes, and further their agenda. As a result the nameless warrior can fight 'with' any possible group of 'allies', although he cannot cooperate with them in the conventional sense, he is more than capable of exploiting the damage they deal, to finish off those he chooses to oppose.

The Nameless Warrior can best exploit allies that can lock down his foes and split them up- soldiers and controllers make good pawns., as do large, rampaging beasts and hordes of weaker creatures. The nameless bides his time in battle, slipping away into virtual invisibility if too much attention is drawn to him, then cutting back in suddenly if a foe presents themselves. They tend to focus on taking one foe down at a time, but they can withdraw if need be, and choose another target.

Those fighting them, if they survive long enough rapidly realize that something very strange is going on and that they are being stalked by some kind of unreal, memory-eating creature. Often the best way to deal with the threat is to level the entire area- indiscriminate area attacks can catch the nameless by surprise, after all- mindless destruction needs no target, and has no memory. .

## Encounters

Of all the dire fates, fell dooms, and fouls curses that can be inflicted upon a creature, perhaps the most terrible is the loss of one's true name. Many creatures may be ignorant of their true name, or find themselves subjected to coercion by other who has discovered it- but few creatures have the greater misfortune of having their true name torn from them, and erased forevermore from the book of life.

Such wretched creatures are known as the unnamed. Most of them do not survive this assault on their very being- instead spiraling away into oblivion, vanishing out of reality, memory, and even history. For to lose one's true name is to lose one's link to the stories of the world, to be swept from those pages, erased, as if one had never lived.

But there are some, a few, who manage to cling to some shred of their existence, even as their most vital link to reality is severed. Maintaining their place in the cosmos through an act of sheer will, these forgotten pariahs stalk the shadows of the world, waging war against their loss of self, and the powers which inflicted it upon them.

The nameless define themselves by the struggle to regain what they have lost- no matter how impossible it may seem. They are sustained by this quest, and it defines them- more than an obsession, it is their purpose, their nature, that which fills the void left by the loss of their true name.

Unable to interact with the world in any but the most brutal and cunning of ways, the nameless manipulate events in the world around them, destroying any obstacles to their plans, and striking from the shadows to protect their unwitting pawns. In time, they hope, their grand designs will return their true names to them- no matter what the cost.

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