



THE KUKULKANI

The Children of Kukulcan are an alien warhost in service to the Coatl, a space-faring species with godlike power that tour galaxies in search of planets rich in life to invade. The Kukulcani would be sent to the planet to reap bio-energy from its inhabitants, leaving behind a ruined rock when they are done. Ages ago Attr was targeted and invaded in this way, but the early Dragyri and their Alteghran masters miraculously managed to turn away the Kukulcani – seemingly for good.

Thousands of years later, the Kukulcani have returned. Homing in on the bio-energy signatures from the CORE's entropic cells, the aliens have returned to Attr. When they arrived their scans showed their old rivals, the Dragyri, had flourished while they were gone – and now it is time for revenge. The Kukulcani have sent their ziggurat starships to the surface, have immediately begun terraforming the landing site to make their long crusade comfortable, and are sending their warriors into the wastes in search of life to fuel their war efforts.

Not everything about their coming went as planned, however. In the hours after nestling their enormous stone-alloy ship in the southeast hills, several internal detonations collapsed thousands of tons of bedrock onto, and into, entire sections of the ziggurat vessel. Parts of the Kukulcani warhost were trapped behind piles of stone and earth and while efforts were being taken to open them up, the crusade must go on.

The Kukulcani crusaders are organized into sects of concentric circles, divided by the different aspects of the Coatl they worship. At the center of these circular sects are the Supreme Commanders, High Crusaders, High Priests, and Artificer Lords. Their commands

are taken as the voice of the Coatl, and their followers listen to them with as much belief as any Forsaken zealot holds dear the tenets of the Creator.

The de facto leader of the invasion of Samaria is Quetzol, Supreme Commander and High Emissary of the Sun Lord, who leads his people into the wastes beyond the expanding terraformed jungle. His warriors are devoted and skilled, ready to give their lives if they must to the crusade, but he also maintains a large number of unliving shells powered by the spirits of those too badly injured to continue – those who are unwilling to cease their efforts completely.

The Sun Crusader is joined by the recently unearthed Ixchel, the High Priestess of the Moon Goddess – and rightful head of the planetary crusade. Where the Kukulcani have powerful ways to wield siphoned bio-energy in the form of pseudo-magical technomancy, the Nocturnal Mother and her cult are masters of it. They are the shepherds of the mighty Coatlai flying serpents, the readers of the Doom Seer's prophetic visions, and they pull the strings of so many advanced war machines that it is a wonder why more of the Kukulcani do not flock to her sigil.

The Kukulcani have come to Attr with grandiose, bloody goals. They seek revenge on a species that does not even remember their first clash, they plan to cover the planet in the dense and choking jungles of their homeworld, and they must fill their ships with the stolen life energies of all they encounter.

How else can the Void Road be opened and the Coatl be urged to come and dine upon Samaria?