



DARK SUN™

CAMPAIGN SETTING

Adventure

The Emissary

The Emissary

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Introduction

Foreword

The Emissary was originally designed back in the late 90's as an adventure for 2e Dark Sun, intended to give players an introduction to some of the new locations being introduced south of the Tablelands - the Dead Lands.

Because the game mechanics for 2e gameplay are very different from 3.5e and subsequent editions, and also because over the decades since the Dungeons & Dragons community has learned more about adventure writing and player agency, this has made this adventure a deceptively difficult conversion.

While we have made a few changes throughout to ensure good pacing and appropriate challenge levels for the intended party level, all changes have been carefully considered in order to preserve the spirit and feel of the original adventure. The Emissary was and still is a 2e adventure partially converted to 3.0e, abandoned for over a decade, and then finally resurrected and converted to 3.5e for release. Some elements of this adventure will feel decidedly like "old school" Dark Sun, but the adventure has been tested and is quite playable and enjoyable in 3.5e even for those who aren't a fan of those old style of adventures.

About the Emissary Adventure

The Emissary is an adventure designed for 4 player characters of 14th level. The party needs a good balance of character classes and abilities, including [psionics](#) and magic. Players should be well versed in their characters' abilities - where they are going, they will need to call on every one of them.

While the adventure is broken up into 4 parts, it is designed to run as three separate 4-hour blocks for ease of use/convention play. This assumes the following partitions: Part 1, Parts 2 & 3, Part 4.

The adventure was intentionally designed to be a brutal grind; it is assumed PCs are already well practiced with survival in hostile environments and know how to fight and travel conservatively for long periods without down-time. Due to time constraints or circumstances, there will be no chances to resting until fully healed in Part 1 or 2. Rest/healing must be accomplished en route with the resources the party has on-hand.

Also note in many sections of the adventure no consideration has been given as to how to keep the PCs from avoiding combat encounters or using Scrying/Teleportation/etc effects to circumvent challenges. This is by design - resourceful use of abilities or effects by

players is appropriate and desirable; efforts have been made only to keep the adventure on track, not to prevent PCs from avoiding specific challenges or encounters.

That being said, if the DM wishes to run the full adventure as written, the Emissary and his party **MUST** successfully arrive at Castle Krujar. In the event overpowered or lucky PCs manage to circumvent all of the countermeasures set up by the Emissary's caravan, the DM may need to implement extra measures to ensure the Emissary's caravan survives the trip to reach their destination.

The [PCs](#) can begin the adventure anywhere in the Tablelands. The representatives of two sorcerer-kings seek their services; wherever the adventurers happen to be, the agents will find them.

DM's Option - Scaling the Adventure

The Emissary is designed for a party of four 14th-level adventurers, but it can be modified easily to present an appropriate challenge for parties of different sizes or levels.

Consider adapting the adventure for PCs of average levels 12 to 16 by adding effective positive or negative levels to the creatures in each encounter to change their effective [Challenge Rating](#). A creature takes the following penalties/bonuses for each positive/negative level it has gained:

- +/-1 on all skill checks and ability checks.
- +/-1 on attack rolls and saving throws.
- +/-5 hit points.
- +/-1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).
- If the creature casts spells, she gains/loses one spell slot of her highest-level spells. (If she has more than one spell at her highest level, she chooses which she gains/loses.) In addition, when she next prepares spells or regains spell slots, she gets one more/less spell slot at her highest spell level. If the creature is a manifester, she gains/loses enough power points to manifest her highest-level power once.

What is Needed to Play this Adventure

To play *The Emissary*, you will need the Dark Sun 3.5 Edition rules, the Expanded Psionics Handbook, as well as 3rd edition revised *The Dungeon Master Guide*, *Player's Handbook* and *Monstrous Manual*. *Terrors of Athas* and *Terrors of the Dead Lands* are also indispensable for the [DM](#) who wishes to get the most out of this adventure. [DMs](#) will also find the *Secrets of the Dead Lands* and *Faces of the Dead Lands* supplements very helpful for providing additional details on the locations and NPCs mentioned herein.

This adventure details one portion of one of the humanoid undead kingdoms commonly known as the Dead Lands (Shadowmourn, specifically). There are many other humanoid undead domains in the Obsidian Plains south of the Tablelands, and other untold horrors further south as well (such as the Lands of the Bugdead). All the information on these lands needed for this adventure is provided within this adventure, principally in the text of events at Castle Krujar and in the [NPC](#) descriptions. The [DM](#) should thoroughly read the material included in these sections and can use Itinerant Beryessaa and/or the troll Knor'morhen to pass along as much or as little of this information as is suitable for adventure flavor and for the [DM's](#) campaign.

For [DM's](#) who would like to know more about the Dead Lands, you'll find full details in the upcoming books *Secrets of the Dead Lands* and *Faces of the Dead Lands*, both available soon through [Athas.org](#).

The adventure can start anywhere in the Tablelands using the scenario detailed in Part 1.

"The Emissary" in Dark Sun's Timeline - [DM's](#) Option

Depending on your Dark Sun campaign, the timeline for this adventure can be adjusted.

As written, the adventure is assumed to take place in Free Year 10, after reappearance (and re-entrapment) of Rajaat, the elimination of several Sorcerer Monarchs, the renewal of Dregoth's interest in the Tablelands and the events of the giants' Peninsula Rampage in Balic (See *The City by the Silt Sea* supplement for more information). At this point, many City States are in turmoil and the Cult of Dregoth the Savior is just becoming active in the Tablelands (especially in Raam). Balic, especially, is still recovering from its recent assault at the hands of the giants and the loss of its Sorcerer King, and all the trade houses are vying for positions of power in the Tablelands. Note that this is 2 years before the events of Dregoth Ascending (in FY 12).

That being said, there is no reason why this adventure couldn't be set much earlier (or later) - essentially any time after Dregoth's creation of the 2nd Generation Dray.

Only the initial description of "Balic, City Without a King" changes if the [DM](#) opts to set this adventure at a different time. In this scenario, Dregoth is a disconcerting unknown entity (the idea of an unheard-of Sorcerer King especially unsettles Haniana-Sut of Gulg and templar Shasees of Nibenay) and the agents of the Cult of Dregoth the Savior become mercenaries, magically and/or psionically dominated to the point of fanaticism. [DM's](#) will not need to make any further changes to the adventure to ensure a proper play experience for campaigns set before FY 10.

Plot Synopsis

The Emissary pits the heroes against a powerful servant of Dregoth in a race against time to a distant southern land. They must compete with other mercenaries as well as the agents of the sorcerer-king of New Giustenal to prevent an evil conspiracy.

For years, Dregoth, the undead sorcerer-king of New Giustenal, has been content to expand his power deep into the recesses of this underground domain. Dregoth is an undead sorcerer-king who once ruled the ancient city of Giustenal. He has returned to the surface of Athas after spending 2,000 years increasing his power, traveling through the planes and/or secluded in an underground domain beneath the Sea of Silt - New Giustenal. The rulers of the nearby cities are ever watchful for anything that suggests he may be about to increase his power or any indication he may wage war against them. The very thought of an active Dregoth strikes terror into the hearts of sorcerer-kings and commoners alike.

Agents from Gulg and Nibenay have discovered that Dregoth sent an emissary on a mission to the distant south and, through scrying magic, they learn that the mission is to reach an unknown civilization in a far, fabled land. Once there, the emissary is to negotiate and sign a treaty with the ruler. The anxious sorcerer-kings have decided that the best way to thwart this plan is to slay the emissary before he arrives at his destination, for such an alliance would alter the balance of power in the Tablelands forever. Toward that end a number of bounty hunters have been employed and some of these mercenaries approach the adventurers to join the expedition.

The [PCs](#) must follow the emissary's caravan far to the south - beyond the Tablelands South of Balic, the journey is a hard one: the [PCs](#) encounter nikaal tribes, battle seasoned bounty hunters, face barbed scorpions, and battle slig war bands. They also discover they are not the first adventurers to reach the distant outpost of Fort Sharprock in pursuit of the mysterious emissary. The [DM](#) should use these encounters to slow the party; in no case should they catch and stop the emissary before the Obsidian Plain.

It is at Fort Sharprock that they encounter the treachery of other bounty hunters, mercenaries who will either join their party or attack them outright. Either way, the emissary's caravan is already well into the Endless Sand Dunes and days ahead of them. The characters can take on a guide who has experience traveling in the desert, but the emissary has charmed him to lead them into an ambush. The clever emissary sets a trap and a number of illusions behind him to lead trackers astray. The tracks run all the way southeast through the Endless Sand Dunes to where the sands cascade off a mighty cliff into a great plain of black obsidian.

The magical and psionic divinations of Dregoth and his agents suggest that his emissary will encounter the fewest obstacles if the caravan enters the Dead Lands along the northeastern edge and traveling south from there. Dregoth has made no such predictions, however, about the Emissary's exit-- he is aware that his survival depends on his success.

Rumors

The heroes enter the Dead Lands, still in pursuit of the emissary, on the northern frontier of Shadowmourn. Here they discover the vast obsidian plain that is spread as far as the eye can see in all directions. They arrive at a frontier outpost to find the remnants of a battle between its garrison and the emissary's forces. The battle changes the otherwise quiet frontier into a cauldron of swarming undead. The PCs continue to pursue the emissary across the black obsidian, all the way to the outskirts of the capital city of Kushtan itself.

The PCs pursue the emissary to Castle Krujar, an isolated fortress where Qwith, the ruler of Shadowmourn, will negotiate with him. They can penetrate the castle's defenses, and inside will meet several undead who will help them against the emissary. The ambassador from Deshentu will seek to use them to advance his nation's and his own position with Qwith, while the Disciple Beryessaa will aid them for other reasons. From these two figures, and by eavesdropping on the major events Qwith has planned, they can learn many valuable hints about the nature of the Dead Lands.

The PCs' goal should be to kill the emissary, though in the Dead Lands it should be clear that few corpses lie inanimate for long. Determined PCs may realize this and attempt to completely destroy the emissary's body. Even if they are unsuccessful, however, the fact that living heroes were able to reach and cross the Obsidian Plain and penetrate the fortress of Krujar, is likely to convince Qwith that an alliance with Dregoth is not so desirable. After all, if the PCs are any guide, then Dregoth has enemies both motivated and powerful. The emissary, whether he survives or is reanimated, may have difficulty convincing Qwith to pursue the alliance if the PCs are able to successfully disrupt the negotiations in spectacular enough fashion.

No matter the outcome of the PCs' effort on the emissary's life, or the subsequent conclusion of the negotiations if applicable, the PCs will have to flee Castle Krujar once they have revealed themselves to Qwith. Once they have completed their quest or made an effort spectacular enough that further attempts are impossible, Beryessaa will assist the heroes in escaping Castle Krujar. He will lead them to Tectuktitlay's Stair, pursued by the armies of Shadowmourn. Ohl-numash the Deshentan ambassador will ensure that the Vizier has sufficient time to mobilize his own border forces against the putative incursion from Qwith, so these troops will also be abroad on the obsidian searching for the PCs. If the PCs are intelligent and fortunate, they should be able to escape up the Stair while the rival armies battle on the blackglass below, returning to the Tablelands with tales of terror and wonder.

The following rumors can help DM's answer questions the PCs might have or to foreshadow the emissary's caravan and lands far to the south. They are available via [Gather Information](#) check. The DC for these checks varies depending on where the PCs currently are: Balic & the Ivory Triangle region (no modifier), Tyr & Urik (add +5 to DC), Raam (no modifier), Draaj and the northern city-states (add +10 to DC).

- **DC 10:** A powerful wizard travels south with a small army at his side.
- **DC 15:** Travelers have been seen heading south to the Endless Sand Dunes or beyond...
- **DC 15:** The oasis village of Last Drink lies somewhere within the eastern portion of the Endless Sand Dunes.
- **DC 20:** The lands beyond the Endless Sand Dunes contain immense treasures of gold and metal.
- **DC 20:** The Endless Sand Dunes eventually give way to a steep drop in the land. At the bottom of sheer, jagged cliffs, a vast plain of blackest obsidian stretches beyond the limits of the known lands.
- **DC 25:** Beyond the Endless Sands Dunes lie the Dead Lands: a blacked and ruined region devoid of water or life.
- **DC 25:** No living creatures inhabit this desolate area. There's nothing to eat on the obsidian plain, little to drink, and few places to find shelter from the wind and sun. Now undead creatures of all descriptions roam the plains and canyons of ebon glass.



Part 1 - An Intriguing Message

A note is brought to the adventurers by a small human child who bears the tattoos and stripes of a local courier service. The tablet is light and brief, signed by Haniana-Sut of Gulg and the templar Shasees of Nibenay, and sealed with their signet rings. "Please meet with us at midday. Our business is most urgent." The message suggests a meeting place that is public and nearby, like an inn. The messenger does not wait for a reply, and he only knows that his master gave him this tablet to deliver.

A pair of conspirators is waiting when the heroes arrive. The first is a Gulgan noble hunter, nearly naked, bronzed by the Athasian sun. His war spears and the javelin across his back clack together as he stands. The second is a female templar of distant Nibenay, draped in robes and adorned in fine jewels, her head high. She remains seated at the spartan table, drumming long-nailed fingers on the scarred tabletop.

"You're late," protests the templar, turning her attention toward you. "Did our message not say our business is urgent?" She raises an eyebrow as if expecting a reply. "I apologize for my companion's temper," the Gulgan warrior counters, and the two exchange pointed glances. "We are pleased you could join us. Your reputation is known in Gulg, even to the Oba, who sent me to greet you." "And great Nibenay acknowledges you, as well," the templar adds with a wave of her hand. "Our need is urgent. The time is quickening. A new danger is rising."

The two appear anxious and hurried. The dust of their journey still marks their clothes, and neither of them looks like they've slept for a few days. The noble and the templar seem not to care for each other's company; they are teamed only because they have orders to cooperate.

They explain that the sorcerer-kings are anxious about confirmed rumors that Dregoth is trying to make contact with mysterious kings in the south, kings of realms previously thought to be myths. Their joint spy mission has tracked a large caravan of humans and dray. The party includes animals, servants, and wagons, all headed south. Such a large operation is unusual, and both envoys are frightened of the prospect of a new threat, someone bold enough to attempt to expand toward the city-states in the Tablelands.

The templars in both Gulg and Nibenay turned their most powerful scrying magic to discover the purpose and identity of the emissary, but the protection magic that blankets his true intentions is too strong, even for them. The best they can get is that he seeks an alliance with a legendary civilization in the distant south - just which civilization and

where it lies, cannot be determined. Some indications even imply there may be more than one.

Since that time, nearly a week ago, the pair lost track of the caravan's whereabouts. It is certain that Dregoth's templar has extensive agents among the unsavory denizens of the Tablelands, and they discovered his vast array of magical powers through the scrying attempts. The small caravan they seek is now lost to them, probably out of Balic by now, heading farther south.

The agents of the two sorcerer-kings seem suspicious of each other at this point, but their mistrust is but a product of the years of uneasy peace and occasional war between the two city-states.

They get right to the point. The sorcerer-kings cannot afford to wage war should Dregoth be successful. Save for Balic, Gulg and Nibenay, they point out, are the first city-states along the logical invasion route from the south. The few forts between them and the edge of the Endless Sand Dunes would not stop dedicated, large forces, particularly if others within the region aided those forces. In addition, they present the PCs with chilling images of the Tablelands under the tender mercies of Dregoth: scenes of death and the destruction of all that is good. Pictures of the innocent being led to slaughter, only to be raised to an evil undeath of servitude to a monster. The best way to head off this particular threat, they feel, is to track down the emissary and prevent an alliance from being joined. If necessary, they are prepared to have the emissary killed. They want the adventurers to take on the responsibility for executing their plans.

DM's Note: There is no conspiracy here; the two are who they say they are.

If the PCs use Sense Motive, Detect Thoughts, or otherwise delve further into their backgrounds, both agents are thoroughly loyal, thoroughly pragmatic, agents of the sorcerer king and queen they serve. They know what Dregoth is, was, and wants to be. They're strong minded, but know in the great scheme of things, they are disposable messengers and agents of their masters and are happy about the lot life has given them.

"What would it take to persuade you? The Oba is prepared to offer a handsome sum," says Haniana-Sut, coming closer to the characters and lowering his voice. "The generosity of Lalali-Puy is legendary, as legendary as the evil of Dregoth." Shasees smiles grimly, "For his part, the Great Nibenay is offering titles and estates in his city, the very stepping stones to power." She sits back, flashing her rings and placing her hands behind her head.

"The Oba will also grant you lands in the Great Forest for your successful service," Haniana-Sut says, not to be outdone. "If you accept you can have both, as you wish, plus enough in coin to maintain your estates for one year. But only if you return with the head of the emissary on the end of a pole or the ashes of his treaties!"

Shasees hesitates, nodding, then looks each of you in the eye. "Perhaps we do you an injustice? Is mere wealth not enough?" She leans forward, her voice drops, almost to a whisper, and then rises as she says "Remember then, what could happen if that rotting, walking corpse in New Giustenal succeeds - it could be your loved ones, by the Great Nibenay, it could be you, enslaved to unlife and Dregoth forever! No matter how much you may hate sorcerer-kings or how little you value riches, is that what you want?"

If the adventurers accept, the pair provides them with a piece of cloth bearing the waxen seals of Tabaros of Balic and Nibenay the Shadow King. They are to make their way south with it and present the cloth to an agent (a Nibenese templar named Furchessia) at the caravan stables in Balic. The sorcerer-kings have supplies and animals waiting at the stables for their journey to the deep South.

If the PCs are reluctant, point out to them that verdant estates in Gulg and Nibenay are valuable. Also remind them of Dregoth and the evil he could do with an army as evil as he, as dead as he. The possibilities for connections and further wealth are enormous, but so is the danger to the Tablelands and even to Athas. If necessary, sweeten the pot with coin up to 5,000 cp per adventurer and play on the consciences of good characters.

Haniana-Sut and Templar Shasees make it clear too, that the heroes are not the only adventurers or bounty hunters engaged for this mission. There are others, and some of them may have a head start. The unwritten code of bounty hunters is this: The party that retrieves the quarry gets the reward. Haniana-Sut and Shasees must leave quickly to seek additional agents elsewhere; they gather their things and leave as soon as they are finished talking to the heroes.

The entire conversation between the heroes and the two agents of the sorcerer-kings could be under observation by the seer Chujar in faraway Raam.

DM's Note: The PCs may have magical or psionics items or effects in use to prevent psionic scrying. If so, it may be appropriate to move on to "To Balic".

Note however, that Haniana-Sut and Templar Shasees do NOT have such protections in place, and they are the ones that Chujar scrys upon initially to observe this meeting.

PCs with an Intelligence score of 12+ have a chance to notice that they are being viewed. The DM should roll a DC 20 Intelligence check secretly for each character present. Those who succeed notice the psionic sensor in the corner of the room resembling a faded, blue-tinted image of a man. Neither Haniana-Sut nor Templar Shasees make their rolls. If any of the PCs use detect remote viewing, she must roll an opposed manifester level check vs the seer (DC 25). If she wins the opposed roll, a vision of a bronze-tanned dark bearded man wearing a gray hooded cloak in dark surroundings is revealed. The PCs also learn the distance and direction to the psion's location. Neither the adventurers nor the agents know who Chujar is; he is, in fact, a minor psion in the service of the

Cult of Dregoth the Savior. More information on the cult and their involvement with this adventure is given in the next section.

Should the PCs use magical or psionic means to transport themselves to Chujar's location, he will seek to escape from the basement of his home and out on the streets. From there, he will do his best to get lost in the crowds of the Raamin markets (let the PCs roll opposed Spot checks vs Chujar's Hide check result (DC 17). If he fails to escape and is captured alive, Chujar chuckles madly and rants about the coming of the Saviour and that while they are wasting their time on his pitiful being: "The wheels are turning, and the wagons are moving".

Chujar knows that a powerful servant of Dregoth is travelling to the distant South, and that several of his fellow cult members left Raam weeks ago to meet up with the expedition, but he doesn't know the rendezvous point. Chujar knows nothing about other members of the Cult of the Savior, his Cult contact, or anything else of interest to the PCs, and even what little he knows must be forced out of him somehow.

Chujar the Seer (EL 7)

Chujar: Human Male, Psi (seer) 7; CR 7; Medium-size Humanoid; 7 HD; hp 34; Init +1; Spd 35 ft.; AC 11 (touch 11, flat-footed 10); Atk: +2 melee (Dagger 1d4-1; 19-20/x2) or +3 melee touch (by power) or +3 ranged (Dagger 1d4-1; 19-20/x2); SQ: Psionic Focus (2x); SV Fort +3, Ref +3, Will +7; AL CN; Str 10, Dex 13, Con 12, Int 18, Wis 14, Cha 8

Skills and Feats: Concentration+14, Gather Information +3, Knowledge (Psionics) +14, Listen +12, Psicraft +14, Spot +12; Dodge, Extend Power (B), Psicrystal Affinity, Psionic Body, Psicrystal Containment, Speed of Thought (B).

Psion Powers: (Power Points: 60, DC 14 + power level) 4th - correspond, remote viewing; 3rd - danger sense, dispel psionics, ubiquitous vision; 2nd - clairvoyant sense, object reading, psionic identify, recall agony, thought shield; 1st - defensive precognition, detect psionics, inertial armor, know direction & location, mind thrust.

Possessions: Bone Dagger (x6), Crawling Tattoo of (Ego Whip), Eyes of the Eagle, Headband of Intellect +2, Power Stone (ML 1st: Force Screen, Missive x2, Precognition), Psionic Tattoo of (Psionic Levitate); 7 cp.

See Appendix for more information



To Balic

The PCs have to get from wherever they are to Balic. This should not be a problem for a group of adventurers in the 14th level range. During their preparations, subtly remind them that their final destination is unknown territory. An area that, according to rumor and legend, is home to unnamed monsters and vile undead, a land of no water, no food, and no refuge. Readyng means to defeat the undead and laying in additional

supplies of food and water now could help them save [hit points](#) and lives later.

Also impress upon them the need for water throughout this adventure. The Dead Lands are worse than the desert: there is *no* water in the Dead Lands. If they buy water on the way, it will be cheap. The farther south they get, the more expensive it will become (40 cp a quart at Fort Sharprock and 80 in Last Drink). In addition, entering unknown lands implies a need for translation – the undead of the Dead Lands speak a version of “Common” that is unintelligible to modern living Athasians, Ulyanese, the “Common” of the region south of the Tablelands during the Green Age. Though the [PCs](#) will not know this fact, they should realize that communicating with magical or [psionic](#) means would be a valuable capability in uncharted regions.

Intelligent [PCs](#) will realize that a land with little or no water implies that there will be little or no plant life, and in fact there is none. Arcane spellcasters should draw the appropriate conclusions and take as large a supply of spell components as possible, and as many magical items as possible. It is logically inferable that there will be little for them to use in powering spells, and the [DM](#) should encourage this belief.

One further concern arises if any of the [PCs](#) is a thri-kreen. The humanoid undead of the Dead Lands are pathological about insects and are likely to attack any kreen character on sight. While this may provide interesting opportunities for role-play, it will also significantly increase the difficulty of an already challenging adventure. The [DM](#) should consider this when determining whether to allow a kreen [PC](#) to participate in the quest.

The Cult of Dregoth the Savior

The [PCs](#) could learn of the cult in Raam known as Dregoth the Savior either on the way to Balic as the result of a successful [Gather Information](#) check (DC 25), or possibly from a freelance informant in the city willing to sell information. Cult members are largely (former) templars, nobles, and free citizens of the city of Raam who are convinced Dregoth is the ultimate ruler of Athas. Cult members across the Tablelands, aware of the emissary's journey far to the south, are on alert to help defend his "sacred mission." In the southern Tablelands, cult members have gathered to give aid and supplies to his advancing caravan, but all of this has already happened by the time the heroes become involved (though the informant doesn't know this).

The Cult of Dregoth the Savior has been monitoring the movements of Haniiana-Sut and Shasees, the agents of Gulg and Nibenay, since they left their cities, using both spies and [psionic](#) viewing to keep tabs on them. However, now that the adventurers are on the trail of the Emissary, the cult needs to stop them. Their members and agents watch the heroes' movements, send assassins to cut them down, and interfere with their caravan rendezvous in Balic. The cult has three levels of monitoring the adventurers on their way to Balic: [remote viewing](#), [beacon coin](#), and simple physical tracking.

One of the cult's members, a seer named Chujar, may have overheard their conversation with the [PCs](#). Chujar is a minor psion who is not otherwise involved in this adventure. If undetected or unchecked, the cult (through Chujar) watches the heroes' movements with [remote viewing](#) (from distant Raam). If, however, [psionic](#) viewing is somehow blocked, the cult will resort to less subtle means. First, they send a [rogue](#) to attempt to slip a [beacon coin](#) into the party's possession; he does so by slipping it into the change due from a transaction. Make an opposed [Pick Pocket check](#) for the rogue (+8 skill modifier) vs the character's [Spot check](#) if the [PC](#) is on guard, or simply a [Pick Pocket check DC 10](#) to slip the coin into the change if the [PC](#) is not on guard. If caught, the heroes easily subdue the [rogue](#), but he knows only that a robbed and hooded courier gave him the job. The [beacon coin](#) (see New Psionic Items in the appendix) allows the Cult to monitor the [PCs'](#) progress but does not let them learn anything about their powers, habits etc. that they could otherwise take advantage of. However, should the [beacon coin](#) plan fail, the cult sends a scout to physically track the adventurers across the Tablelands. All of this is just to keep track of the [PCs](#) so a cult assassin named Cadan can reach them and employ his talents. If the [PCs](#) manage to prevent physical tracking of their progress (though magic or psionics, for example), the scout and/or assassin will simply track the Emissary's caravan instead.

Starting the second day after leaving for Balic, roll 2d4 to determine the number of days the assassin needs to catch up with the adventurers. Add 1 day if they are blocking the [remote viewing](#) attempts, and the [beacon coin](#) is being used. If the [PCs](#) have discovered the [beacon coin](#) or caught the rogue trying to pass it into their possession, add 3 days rather than 1, as Cadan must rendezvous with a scout tracking the [PCs](#) – and then rely on his own tracking skills. If the party manages to prevent physical tracking of their path, add an additional 2 days due to the difficulty of reading the Emissary's older trail signs.

DM's Note: If the [PCs](#) arrive at the Dead Lands and Cadan still has not caught up to them, the encounters with the assassin may be skipped. This will likely be due to effective planning by the [PCs](#), and good gameplay deserves to be rewarded.

If Cadan has caught up to the party, he will continue to harass them until he either is successful in assassinating all the party members, or at least manages to slow the party down (i.e., until he makes all three attempts).

First Attempt: Cadan tries to penetrate camp when the party is sleeping, infiltrating the camp with standard skills. His goal is to gain access to their supplies and mix or insert a generous dose of ingested poison into the [PCs](#) food. Unchecked, each character has an 80% chance of eating tainted provisions at the next meal. If caught in the act, the assassin clasps a [dorje of psionic dimensional door](#) at his throat and teleports to a hidden point 200 yards away.

Second Attempt: Assuming some of the heroes survive the poisoning attempt, the assassin resorts to new tactics, selecting one PC and attempting to kill him in his sleep. Again, Cadan invades the camp using his stealth-related skills and his Elixirs of Sneaking and Hiding (an opposed Spot or Listen roll vs 1d20+22, modified for distance and if characters are asleep, can catch him), finds a sleeping character, and tries to cut his throat. Give the character a chance to wake and defend himself. If this attempt fails, Cadan will again try to escape using his *dorje of psionic dimensional door*, using its last charge.

Third Attempt: If the assassin survives to make another strike against the characters, he turns his attention to slowing their progress rather than killing them. The adventurers are likely to protect rations and check their food for poisons, but seldom will they take any precautions for their animals. The poison the assassin uses makes any standard caravan animals (crodlu, kanks, inix, and mekillots) ill; they cannot travel for three days, and then only at half speed for the next three days before recovering. If instead, the party is using the *mount* spell or their mounts do not eat often enough to poison them, Cadan will throw a *mindblade* at a likely target (a weak looking PC, for instance) during a surprise round, and *dimension door* away at his initiative.

Have Cadan make one attempt on the party every night after he finds them. If the cult assassin makes three attempts before the characters arrive in Balic, he reverts to the style of his second attempt and keeps at them. It is likely that the heroes kill or capture the assassin in the act.

Cult Assassin (EL 14)

Cadan Marhain, Cult Assassin: Human Male, Rng 2/Psy War 6/Soulknife 6; CR 14; Medium-size Humanoid; 14 HD; hp 97; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 14); Full Atk: +19/+19/+14 melee (Mindblade 1d6+10 plus 1d4; 17-20/x2); Atk: +21 melee (Mindblade 1d6+10 plus 1d4; 17-20/x2) or +17 ranged (Mindblade 1d6+10 plus 1d4; 30ft range; 17-20/x2); **SA:** Bladewind, Favored Enemy (Humans +2), Psychic Strike (move action, +1d8 dmg); SV Fort +12, Ref +11, Will +10; AL NE; Str 20, Dex 13, Con 14, Int 14, Wis 16, Cha 8.

Skills and Feats: Autohypnosis +8, Climb +12, Concentration +18, Heal +8, Hide +12, Jump +12, Knowledge (Psionics) +4, Listen +14, Move Silently +12, Search +13, Spot +14, Survival +8; Cleave, Great Cleave, Greater Psionic Weapon, Improved Initiative, Power Attack, Psionic Weapon (B), Speed of Thought, Track (B), Two-Weapon Fighting (B), Weapon Focus (Short Sword) (B), Weapon Specialization (Short Sword) (B).

Psi-Warrior Powers (ML 6th, PP: 11+10, DC 12 + power level): 2nd - *hustle*, *proWess*, *psionic lion's charge*; 1st - *elfsight*, *offensive precognition*, *offensive prescience*.

Possessions: Dorje of Psionic Dimensional Door (ML 7th, 3 charges), Elixir of Hiding x3, Elixir of Sneaking x3, Mindblades (Keen Psychokinetic Burst Shorts Sword +3) x2, Poison (EL: 14 Poison in the food. Ingested, onset 1d4+1 minutes, DC 23, 1d6 Constitution damage per round) x2. See Appendix for more information

Cadan is a fanatic and wears the dark brown robes of the Cult of Dregoth the Savior. He insists that the undead sorcerer-king will prevail, and rants about the weakness of the living that in fact he does not fear his own death.



The PCs may run into other desert beasts on the way to Balic; these are dangerous times for travelers: roll on the Dark Sun *Encounter Tables* in the *Monstrous Compendium, Appendix II; Terrors Beyond Tyr*, pages 5 through 7. The heroes will likely pass through Altaruk, Grak's Pool, and South Ledopolus on their way to the Balican peninsula, regardless of where they start. Acquaintances from previous adventures may provide information or shelter, but any who learn that they are heading to the far south will become suspicious and spiteful. As some put it, "there is naught but sand, fiends, and madmen down there, and the crazies're all dead."

Rendezvous in Balic, City without a King

Since the mysterious disappearance of Andropinis, there is no single leader in Balic, rather a variety of factions perform different functions, vying with each other for mastery of the city. From the point of view of the approaching heroes, the city is chaotic, and many of its surrounding fields still lie wasted, ravaged during the giants' Peninsula Rampage. The city is governed by three trade lords who make laws as they see fit.

The instructions the adventurers received from Haniiana-Sut and Shasees direct them to the stables of the Trade Lord Tabaros, although his granddaughter Tarrine operates these stables. They are to meet a Nibenese there by the name of Furchessia, a female templar with access to the provisions and animals promised by the Gulgan and Nibenese agents. But when the heroes arrive, Furchessia is nowhere to be found. The stable hands report that a Nibenese templar came in a few days earlier, but they haven't seen her since. The keepers of a nearby inn attest that a Nibenese woman stayed with them for three days, but she seems to have vanished.

Agents of the Dregoth the Savior cult beat the characters to Balic and murdered Furchessia. They have employed several street urchins to watch for the PCs; their scrying provided an accurate description of the heroes and where they were going. Unless the party takes precautions to go unnoticed or unidentified, the urchins do their work, passing the information on to the cult members. An ambush is imminent.

Before the ambush, however, the characters can talk to the slaves who work at the stables. One of these is the ancient lady Yuchia, who claims to have been part of a caravan that touched on a strange land in the distant south. Her story is

related in the accompanying volume, *Secrets of the Dead Lands*, in the chapter *Visions of a Dead Land*; *Legends by Locale* – Balic, and reproduced here.

"They ought to talk to Yuchia," one slave chides another, poking him in the ribs as the pair tightens the pack harness on an angry kank.

"Sure should." Says the other, stabbing back with his fingertips.

"Well, it's just that Yuchia talks of strange affairs in the far southern deserts. That's where you're going, isn't it?"

"Yeah, if you've got a few hours, she's around here somewhere."

Yuchia holds a wealth of stories and knows no compunction when it comes to sharing them with any who will listen. She is nearly blind now, living in a small chamber near the stables. Her skin is burnt dark and wrinkled, due as she says to years as a field slave for the templars in her youth. By the light of a kank-oil lamp she rambles her tales, and, if coaxed, recounts her part in the great southern expedition.

"The templars worked us hard, you see, when Andropinis was alive. The fields stretched all around the city, not like they do now, and we tended them year-round. But one day me and my brothers and sisters were taken out of the fields and chained to march in the back of this huge column. There were templar warriors all around, and a huge formation of crodlu lancers to the front and some to the rear. We lined up behind 10 huge mekillot wagons and in front of dozens of heavily laden inix. . . .

"We marched for days without stopping. Those who couldn't keep up were cut loose. Rumors flew through the ranks that we were going to be sacrificed to the dragon or given as gifts to the rulers of some unknown city. We stopped at one oasis long enough to water ourselves and then headed farther south. . . .

"After more than two weeks the column stopped. I looked up and saw the desert was gone and a great black land lay before us, glimmering in the sunlight. That's when I thought the dragon was going to have us for certain, that he'd already scorched the earth in front of us. But we turned, the captains of the lancers bringing the column to march along the edge of the abyss, and down a long wide road, all black, down to the black land.

"A few more days and we reached the bottom. It was black, shiny black, as far as the eye could see. We were all but out of food and water. The lancers were sacrificing a crodlu and inix nightly to feed themselves, while the rest of us slowly starved. Then one night there were screams all around. I was one of the few strong enough to stand and see. I swear, they were gigantic skeletons, dozens of 'em, all around us they were, crushing the lancers like they were bugs. They chained us, so we couldn't run.

"In the morning there was nothing left. Just about all of the lancers and templars were dead. The slaves who survived were still chained in place to die there, I suppose. Then one lancer, a good man, wounded as he was, unlocked those of us he could find, and we started back the way we'd come. I

don't know how long it took, but we finally made it back to the last oasis alive."

Careful inspection of the remaining templar records (if one can gain access to them) shows that Yuchia was a part of the expedition and that after her return to Balic she was placed once again as a templar field slave. Andropinis's southern expedition was a complete disaster, and only a few survivors stumbled back out of the desert to tell of it. The records are now kept in House Tromblador's estates.

There are cultists in Balic waiting to ambush any bounty hunters following Dregoth's emissary farther south. They have already eliminated most of the other assassins hired by the sorcerer-kings' agents, and the heroes' party and one other are the last. The other party, ahead of the PCs, managed to slip through Balic without attracting the attention of the cult.

The cultists are a band of thugs who have been weakened by their recent activities but have recruited some local street toughs to their cause. They may be no match for the PCs, but their planned ambush might slow them down and reinforce the fact that the emissary would rather be left alone.

If the PCs did not discover and eliminate the seer Chujar, then the cult has been keeping apprised of the thugs and the PCs activities and has sent mercenaries to assist with the elimination of the PCs. (If Chujar was eliminated, use the EL 13 encounter; otherwise use the EL 15 encounter) The mercenaries have no affiliation with the cult or the thugs and can only describe their hiring by a nondescript woman of indeterminate race or age.

Cult Thugs (EL 15) or (EL 13) 1

This encounter can be run one of two ways:

(EL 15: 3x Cult Thugs, 4x Street Toughs, 2x Mercenary Archer, 1x Mercenary Psion)

(EL 13: 3x Cult Thugs, 4x Street Toughs)

The two archers and psion are each on the rooftops of a two story building surrounding the courtyard (35 feet away from the party if they are in the position shown on the map when the encounter begins).

As you walk down the street, you notice a wall of rough-looking individuals moving towards you from the stables to the north. They flash cruel grins as they move towards you.

PCs that look around will see cutpurses brandishing daggers emerging from each of the surrounding alleys.

Cult Thugs (3): Human males and females, Bru 9; CR 9; Medium-size humanoid; 9 HD; hp 85; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16); Atk +19/+14 melee (Greatclub 1d10+7; 20/x3) or +15/+10 ranged (Javelin 1d6+4; 20/x2); SA: Rage; SV Fort +9, Ref +5, Will +4; AL CE; Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +15, Intimidate +11, Jump +15, Listen +13, Survival +13; Cleave, Improved Bull Rush, Power Attack, Quick Draw, Weapon Focus (Greatclub).

Possessions: Bone Greatclub +1, Chitin Armor +1, Javelin (x6), Psionic Tattoo of Offensive Precognition (ML 10th, +4 to hit) ✖2; 7 cp.

See appendix for more information.



Street Toughs (4): Human males and females, Rog 5: CR 5; Medium-size humanoid; 5 HD; hp 34; Init +3; Spd 30 ft.; AC 19 (touch 16, flat-footed 13); Atk +15 melee (Dagger 1d4+7; 19-20/x2); SA: Sneak Attack; SV Fort +4, Ref +13, Will +3; AL NE; Str 14, Dex 20, Con 14, Int 12, Wis 13, Cha 8.

Skills and Feats: Bluff +7, Climb +6, Escape Artist +13, Hide +13, Intimidate +7, Jump +6, Listen +9, Move Silently +13, Sleight of Hand +13, Spot +9, Tumble +13; Toughness, Weapon Finesse, Weapon Focus (Dagger).

Possessions: Feather Token (Whip), MW Dagger (+5 from tattoo), MW Studded Leather Armor, Potion Fruit of Cure Light Wounds (CL 1st), Psionic Tattoo of Animal Affinity (ML 8th; +4 Dex, +4 Con) ✖2, Psionic Tattoo of Metaphysical Weapon (ML 17th; +5) ✖2.

See appendix for more information.



Mercenary Archer (2): Human males and females, Ftr 10: CR 10; Medium-size humanoid; 10 HD; hp 65; Init +8; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +17 melee (Dagger 1d4+2; 19-20/x2) or +19/+19/+14 ranged (Composite Longbow 1d8+5; Range 165 ft; 19-20/x3); SV Fort +9, Ref +7, Will +3; AL NE; Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +15, Jump +15, Knowledge (Warcraft) +3, Listen +6, Spot +14; Far Shot, Greater Weapon Focus (Longbow) (B), Improved Critical (Longbow), Improved Initiative, Manyshot (B), Point Blank Shot, Precise Shot (B), Rapid Shot (B), Skill Focus (Spot), Weapon Focus (Longbow) (B), Weapon Specialization (Longbow) (B).

Possessions: Composite (+2 Str) Longbow +1, Eyes of the Eagle, Gloves of Dexterity +2, Lesser Bracers of Archery, MW Bone Dagger, Potion of Expeditious Retreat (CL 1st), Psionic Tattoo of Offensive Precognition (ML 10th, +4 to hit), Studded Leather Armor +1.

See appendix for more information.



Mercenary Psion: Human Female, Psi (Kineticist) 10; CR 10; Medium-size Humanoid; 10 HD; hp 71; Init +2; Spd 30 ft.; AC 24 (touch 12, flat-footed 22); Atk: +4 melee (Shortspear 1d6-1; 20/x2) or +5 melee touch (by power) or Ranged Touch +7 (by power) or +7 ranged (Shortspear 1d6-1; Range 20 ft; 20/x2); SQ: Psionic Focus; SV Fort +4, Ref +5, Will +7; AL NE; Str 8, Dex 14, Con 12, Int 15+1+4, Wis 10, Cha 14

Skills and Feats: Concentration +17, Intimidate +15, Knowledge (Psionics) +18, Knowledge (Warcraft) +18, Psicraft +18; Chain Power, Empower Power, Greater Psionic Endowment (B), Psicrystal Affinity, Psionic Body, Psionic Endowment, Psionic Meditation (B), Quicken Power (B).

Psion Powers: (Power Points: 109, DC 15 + power level) 5th - adapt body, energy current, power resistance, psychic crush; 4th - control body, correspond, energy ball, psionic dimension door; 3rd - dispel psionics, energy cone, solicit psicrystal, ubiquitous vision; 2nd - concealing amorphia, energy missile, energy stun, forced sense link; 1st - conceal thoughts, detect psionics, force screen, inertial armor, mind thrust.

Possessions: Headband of Intellect +4.

See Appendix for more information

Role-playing notes: These thugs are devoted followers of the Cult of Dregoth the Savior. However, their religious zeal often makes them careless. They would normally attack without much planning, but for the street toughs they have recruited. Familiar with Balic and experienced with setting up ambushes, the toughs have found an ideal spot to corner the PCs. Once they have lured them into the right place they will attack without warning and will not give any quarter to the heroes. These are cruel men and women and will act accordingly in their dealings with the party. The thugs do not fear death; their devotion to the cult is sincere, and they believe death is not the end of their existence; after all, Dregoth is the harbinger of death, and he reigns supreme.



With the death of the Nibenese templar Furchessia, neither their supplies nor animals are now available in Balic. If the PCs keep one of the thugs alive (and only the thugs - the street toughs and mercenaries do not know where the supplies are hidden) and question them, or use magical or psionic means, they can learn where the thugs hid the supplies and animals they took from the murdered templar. Failing that, the party has to purchase what reserves it can at local prices in order to continue.

Ambush In Balic



The well depicted on the map is not free, but run by a water seller in the market stall next to it. Note that if his stall was damaged in the fight, he will not be inclined to be generous in his pricing!

The original supplies intended for the journey are hidden on an abandoned farm just outside Balic's nearby west gate, inside a run-down storage shed: two weeks' worth of food rations and water (for a human) per PC. The animals are nowhere to be seen (they were simply sold off by the thugs rather than try to keep them hidden).

The PCs can choose to purchase supplies from the various traders in Balic if they wish to do so, but remind them that each hour spent not pursuing the caravan is an hour's head start for them.

DM's Note: It's worth reminding the players of the importance of bringing sufficient water for their journey. Any experienced Dark Sun player should know two weeks in the desert without proper preparations is a death sentence.

South from Balic

The road south of Balic runs southwest for 50 miles beyond the fork, winding through difficult, stony barrens. The terrain is sparsely populated, except for the occasional encampment of escaped slaves and infrequent wandering elves. Once the road passes the Siren's Song Inlet, it turns south past the Bleak Mountains at the tip of the silt. From there it is only a few short miles to Fort Sharprock (see From Balic to the Dead Lands map in Appendix). Past Sharprock, the road continues due south for 30 miles through unpopulated sandy wastes before turning again, this time running west to the ancient, ruined city of Celik.

The emissary's party is easy to track along the road; they came south from Ledopolus, bypassing Balic. It stopped at Fort Sharprock and where the road turned southwest to Celik, the emissary's caravan headed southeast - into the Endless Sand Dunes. The road is so rarely traveled that evidence of the caravan's passage is easily recognized, even for those untrained in Tracking ([Survival DC 5](#), does not require the Tracking feat). A tracker of even marginal skills will note the heavy footprints of inix and mekillots accompanied by dray and humans. Provided the PCs stick to the road, there is no chance of losing the emissary's trail - he's taken no precautions to hide his passage and he is at least two or three days ahead of the PCs.

In addition to the chance for normal wilderness encounters, each terrain type contains particular dangers, but along with them, some clues or information regarding the emissary's caravan can be found.

The Stony Barrens

The barrens along the northern edge of the Siren's Song Inlet are home to a number of nikaal tribes. These particular nomadic tribes wander the length of the inlet and all the way west to Lost Oasis and Kalidnay, but they consider the passage between the mountains and the road that runs along them as their ancestral territory.

Nikaal Tribe (EL 12)

Nikaal males and females (12-16): PW 4; CR 4; Medium-size humanoid; 4 HD; hp 28; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atk +8 melee (tkaesali, only at 10 ft, 1d10+3; 20/x3) or +7/+7/+2 melee (Claw/Claw/Bite 1d4+3/1d4+3/1d4+1) or +5 ranged (Spit Acid, 10 ft range, DC 11 reflex or 2d4 Acid); SV Fort +5, Ref +2, Will +4; SA: Spit Acid; AL CN; 16, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Climb +5, Concentration +8, Jump +5, Search +3; Dodge (B), Mobility (B), Teamwork, Weapon Focus (Tkaesali).

Psi-Warrior Powers: (ML 4th, PP: 10/11, DC 13 + power level): 1st - biofeedback, burst, inertial armor; 2nd - painful strike.

Possessions: 5 cp, tkaesali, obsidian dagger.

See appendix for more information.

Role-playing notes: The Nikaal in this tribe are shy, cautious and reserved. One does not survive in this blasted desert without being prudent. However, against a seemingly inferior foe, the nikaal will attack, trying to steal the heroes' supplies. If more than half of the nikaal warriors are incapacitated, the rest will flee to regroup and reconsider their attack.



The PCs encounter two separate tribes of nikaal along the road. The first, the Gwutch, are warlike and attack the party for plunder. The second, the Gatchers, are a group that encountered the emissary and paid for it.

The Gwutch launch an assault against the heroes in broad daylight, emerging from rocks and ridges along both sides of the road. They attack with 50 warriors.

Farther along the road, the characters come across more nikaal, but these, from the Gatchers tribe, flee at the sight of the heroes, hiding their faces, holding out bizarre wooden symbols, and shaking bone rattles at them. Have all characters roll a [Knowledge \(religion\) check \(DC 10\)](#) to recognize these as primitive attempts to turn undead. The adventurers can gain the Gatchers' confidence if they can convey that they, too, hate the creatures who shattered their tribe.

The Gatchers were devastated in an attack against the "caravan of death" just four days ago. The survivors have darkened their faces with ashes, mourning the fallen as their pyres smolder. The heroes are shown charcoal-on-leather drawings that document the tragedy and it's clear that they fought against both humans and dray, kalin-mounted dray, plus others who cast powerful magic, one of them much larger and more fierce than the others. The Gatchers cringe at the memory of the tragic battle.

If the adventurers make it clear that they are following the caravan in order to ravage it and take its leader, the Gatchers perform a ceremonial dance in their honor. They provide 3 days' worth of water and provisions from their meager supplies and 25 nikaal tribal warriors volunteer to come with them on a quest for revenge. The PCs can accept the company of these henchmen, but they are simple beings who will flee if they encounter undead or witness displays of magic that include impressive visual and auditory effects, regardless of whether they are cast by enemies or allies. If the PCs command magic or psionics and explain to the Gatchers how the sensory aspects of their powers work (possibly demonstrating the effect so the nikaal warriors are prepared for it later), they could convince the Gatchers to stand their ground in a fight where spells are cast. Also, if the PCs can provide the nikaal with magical or psionic protection, their spirits will be high and morale significantly better.

DM's Note: This encounter with the Gatchers tribe might be a good opportunity for a kind DM to provide extra provisions for a desperately under-provisioned party. A DC 15 Diplomacy check would see the nikaal providing an extra day's rations for each PC. In this case, for each 5 points by which the party beat the DC (20, 25, etc.), the Gatchers would provide an additional day's worth of rations.

One day's journey past the Nikaal, the heroes find another set of tracks joining the road from the north. A Search or Survival check DC 10 will reveal there are four pairs of bootprints. The party now follows two sets of tracks: the emissary's heavy caravan several days ahead, and the new prints that are but a day or two in front of them.

The Sandy Wastes

When the rocky barrens give way to the sandy wastes, the winds howl from the north. Much of the road is covered with blowing, swirling sand, making tracking difficult; if the emissary were taking precautions, there would be no trail. Windborne sand blocks much of the light, stings the eyes, and stabs at exposed flesh. The wind also obscures the traces of the Emissary's caravan and the other party, increasing the difficulty of tracking to DC 10.

These lands are infested with barbed scorpions. The heroes may have multiple encounters with the creatures as they continue.

Barbed Scorpions (EL 12)

Scorpion, Barbed (x10): CR 5; Large Vermin; 9 HD; hp 59; Init +0; Spd 50 ft.; AC 19 (touch 10, flat-footed 19); Atk +9/+9/+5 melee (2x Claw 1d6+5 and Sting 1d6+2 plus Poison); SA: Barbs, Improved Constrict (2d6+7), Improved Grab, Poison (DC 17, 1d4/1d4 Con); SQ: Darkvision 60 ft., Tremorsense 60

ft., Vermin Traits; AL N; SV Fort +8, Ref +3, Will +3; Str 20, Dex 11, Con 15, Int —, Wis 10, Cha 2

Skills and Feats: Climb +9, Hide +0, Spot +4; -.

Reference: See *Terrors of Athas* pg. 221 for more information.



On several occasions, the adventurers find remnants of defeated scorpions, half buried in the sand, crushed and smashed. On one such occasion they also find two dead dray, slain by barbed scorpions' poison. The presence of the lifeless dray tells the heroes that the emissary is not slowing his progress, not even to bury or reanimate his dead. Further examination reveals more.

The dray corpses wear accoutrements common to most warriors of their type: chitinous armor lashed together with thick leather strapping, adorned with red and orange markings. Their belts are hung with the scalps of a large number of kills, including a few that are unidentifiable. One has a pouch containing a number of strange copper coins from Giustenal; a successful check versus Bardic Knowledge DC 30, or Knowledge (history) DC 30 will reveal this fact.

Fort Sharprock

Huddled in the center of a field of broken stone, Fort Sharprock is a welcome promise of shade and water in the wastelands and a testament to House Shom's decadent incompetence.

For those in the know, Fort Sharprock is thought to be the result of a House Shom clerical error. Before the wellhouse was built, the Sharprock "oasis" was simply an upwelling of water located in the center of a field of razor-sharp broken shale, good for nothing but slashing boots and turning ankles. Fort Sharprock would have made an excellent fortification, but for two things. Firstly, the "fort" is laid out like an undefended ranch, with open pens in place of walls or defensible berms. Second, the oasis of Verdant Promise lies in a small scrub plain less than a day away to the south. Being just down the trade road, Verdant Promise would make it especially easy to lay siege to Fort Sharprock. The assumption made by most is that the breeding ranch was meant to be located at the Verdant Promise oasis and Fort Sharprock was to be an associated defensive fortification, but the plans were somehow miscommunicated and now a useless breeding ranch stands within a field of broken stone and a lush oasis stands disused.

Fort Sharprock is always well stocked with "breeding stock" - Crodlu and Inix stand in pens, well cared for but unable to graze due to the shale field. Mounts and supplies can be had for excellent prices as the traders simply pocket the payments and record the sales as losses - requisitioning replacements at House Shom's expense.

Fort Sharprock tends to collect misfits and ne're-dowells, being at the edge of the Tablelands (and therefore the edge of the known world). It usually only services caravans

to and from the reclaimed city of Celik or expeditions into the Endless Sand Dunes to the south.

Should a PC decide to question the locals, a successful [Gather Information check](#) reveals the following depending upon the check result.

DC 10: A caravan came through three days ago. It purchased large amounts of food and water, camped outside the fort, and then left for points south the next morning.

DC 15: The caravan was composed of strange people, humans in odd dress and brooding nikaal-like beings that some of the locals thought might be the legendary lizardfolk of local myth (the inhabitants of Fort Sharprock have never seen dray before).

DC 20: Another party has also been inquiring about the caravan.

DC 25: The other party is made up of four bounty hunters: two male humans, a female half-elf and a male mul.

Preparations for the Journey South

Word passes among the merchants of Fort Sharprock when the adventurers begin to purchase supplies for a journey to the south. Once that happens, prices take an upward turn. "What good is gold to madmen traveling south?" Unless the characters keep their intention and destination concealed, all supplies purchased in Fort Sharprock will cost twice those listed in the *PHB*. Water, however, is always charged at 40 cp a quart and there is no possibility of barter or argument. The merchants aren't fools, however, and will supply animals, water, food, and other goods to the party at the highest price the PCs will pay.

Finding henchmen to accompany the party on its journey south is, however, almost impossible. Should the characters seek guides or warriors for the journey, the answer is consistently "no." Word travels as fast among the caravan workers as it does among the merchants, and inquisitive PCs soon find that word of their intentions precedes them from stable to tavern. Brave and capable individuals want no part of a luckless trip off the southern edge of the world.

None, that is, but one.

The Guide

A ragged traveler catches up to your party at the end of the first long day looking for extra hands. "If you're looking to travel south, like they say, then I'm your man!" You have all had a discouraging day of mocking laughs and slammed doors. Here stands a filthy wretch, wrapped in the shawl and leggings of the northern elves, a dark and sunbaked human. "Name's Garek, and I've been out there, far into the Endless Desert, see!" Garek produces a tattered scroll from beneath his robes and holds it out. Its surface is scratched with a variety of writing tools, from purple quill inks to charcoal sticks, but it is a map. "The world doesn't end out there, you know," he continues. "It's just the beginning of the end."

At this point the characters must either entertain the traveler further or watch him disappear, slump shouldered, slinking back into Fort Sharprock's only tavern. If encouraged, Garek continues.

"I go out there all the time," he insists, stashing the scroll again beneath his robes, gesturing to the south. "The world's more ancient than we could ever guess, you know; never know what the shifting sands might uncover." Garek pulls a rusted metal sword of ancient craftsmanship half out of its scabbard for you to admire. "I can help you." Garek goes on, offering his services as a guide.

Garek can tell the PCs that he knows an expedition ventured south just a few days before; he knows because he followed them out into 'his' desert. He says he's traveled more than a week to the south before and he can find his way back to Fort Sharprock every time, offering his very existence as proof. He'll propose to work for the PCs for a silver piece a day but is willing to accept any price.

Garek is everything he says he is. A capable scout and warrior, he has traveled extensively in the Endless Desert Sand Dunes to the south - all the way to the walls of Celik. Garek has a well-established reputation at the fort, should the PCs decide to check him out first. He's eccentric and filthy but said to be a good man in a fight. Unfortunately, he's been *charmed*, part of an elaborate trap set by the emissary (which is why he will accept any price for his services, no matter how meager it is).

The emissary assumes more parties are following him but drawing them into a direct confrontation requires guile. He sought out the best guide into the southern deserts and found Garek. The emissary has established control over Garek's mind through the use of a [charm monster](#) spell. Garek will lead the characters into an ambush after two days' travel into the desert.

Only the most clever heroes catch on. Roll secret [Sense Motive checks](#) (DC 25) and inform characters who succeeded the check that Garek seems to be influenced by some form of enchantment, though Garek acts as sincerely as can be expected. Even he doesn't know there's going to be a bloody ambush, only that he's supposed to get the adventurers to a specific place on the open desert by nightfall, two days' hence.

Garek

Garek: Human male Rng 6/Bru 2; CR 8; Medium-size humanoid; 8 HD; hp 64; Init +6; Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atk +10/+5 melee (Greatclub 1d10+1; 20/x2) or +11/+6 ranged (Comp. Longbow 1d8+1; 110 ft range; 20/x3) or +7 ranged (Comp. Longbow w/Manyslot 1d8+1 plus 1d8+1; 30 ft range; 20/x3); **SA:** Animal Companion, Favored Terrain (Rocky Badlands +2, Sandy Wastes +4), Rage (1/day, +4 Str & Con/+2 Will/-2 AC, 5 rounds), Uncanny Dodge, Wild Empathy (+5); SV Fort +10, Ref +7, Will +4; AL N; Str 12, Dex 14, Con 16, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +1, Handle Animal +4, Heal +7, Hide +13, Jump +1, Knowledge (Nature) +1, Listen +10, Move Silently +13, Ride +10, Search +5, Spot +10, Survival +13; Endurance (B), Improved Initiative, Manyshot (B), Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot (B), Track (B).

Possessions: MW Composite (+3) Longbow, MW Bone Greatclub, MW Studded Leather Armor, MW Rusted (as Bone) Short Sword, map, 100 cp.
See appendix for more information.



Julian - Animal Companion: Medium Advanced Viper Snake male: CR -; Medium-size Animal; 4 HD; hp 22; Init +2; Spd 20 ft., Climb 20 ft.; AC 19 (touch 14, flat-footed 15); Atk +7 melee (Bite: 1d4-1 plus Poison; 20/x2); **SA:** Animal Companion (3rd lvl), Evasion, Link, Share Spells, Poison (DC 15, 1d6/1d6 Con); SV Fort +4, Ref +8, Will +2; AL N; Str 9, Dex 18, Con 12, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +6, Spot +6; Ability Focus (Poison), Weapon Finesse.
See appendix for more information.



The Rivals

The other party of adventurers, those the cult missed in Balic, have arrived ahead of the PCs. If the heroes had previously succeeded at a general [Gather Information check DC 20](#) (see Rumors, above), or they inquired specifically about other parties or bounty hunters, they are told that another party was asking questions about the caravan, and that they are gathering gear and preparing to move out. The PCs can catch up with them at the stables, where they are purchasing kanks.

The Rival Party (EL 15)

Gystra Straightarm, Human male, Clr 10: CR 10; Medium-size humanoid; 10 HD; hp 65; Init -1; Spd 30 ft.; AC 12 (touch 9, flat-footed 12); Atk +8/+3 melee (iron heavy mace 1d8; 20/x2); SA Turn undead, Spells; SV Fort +9, Ref +2, Will +11; AL NE; Str 10, Dex 8, Con 14, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +15(+4), Diplomacy +9, Heal +12, Knowledge (Religion) +17, Listen +4, Spellcraft +9; Combat Casting, Extra Turning, Extend Spell, Heighten Spell, Still Spell

Possessions: MW Studded Leather, MW Iron Heavy Mace, Elemental Symbol (Earth); 150 cp.

Cleric Spells (CL 10th, 6/5+d/5+d/4+d/4+d/2+d; DC 14 + spell level): 0 - create element, detect magic, detect poison, light mending, read magic; 1st - bless element, command, detect undead, endure elements, inflict light wounds, magic stone (d); 2nd - bear's endurance, cure moderate wounds, hold person, inflict moderate wounds, shatter, soften earth and stone (d); 3rd - cure serious wounds, dispel magic, inflict

serious wounds, meld into stone, secure shelter (d); 4th - cure critical wounds, elemental armor, elemental weapon, inflict critical wounds, spike stones (d); 5th - greater command, stoneskin (d), true seeing.

Domains: Earthen Embrace, Forged Stone.
See appendix for more information.



Antoinius: Human Male, Ftr 11; CR 11; Medium-size Humanoid; 11 HD; hp 71; Init +6; Spd 20 ft.; AC 21 (touch 12, flat-footed 19); Atk +18/+13/+8 melee (al Hulak 1d6+8; 19-20/x3) or +13/+8/+3 ranged (composite longbow 1d6+5; 20/x3), SV Fort +8, Ref +5, Will +3; AL CN; Str 19, Dex 14, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +15, Handle Animal +13, Jump +15, Spot +3; Blind-Fight, Combat Expertise, Combat Reflexes, Hidden Talent (Conceal Thoughts), Improved Critical (Alhulak), Improved Disarm, Improved Initiative, Teamwork, Quick Draw, Weapon Focus (Alhulak); Weapon Specialization (Alhulak)

Possessions: Alhulak +2, Belt of Giant's Strength +2, Composite (+5) Longbow, Large Wooden Shield +2, Scale Mail +1, Psionic Tattoo of Animal Affinity (ML 3rd) x2, Psionic Tattoo of Claws of the Vampire (ML 7th) x2, quiver with 24 arrows; 200 cp
See appendix for more information.



Rangewalker: Half-elf Female, Rng 6/Ass 6; CR 12; Medium-size Humanoid; 12 HD; hp 66; Init +8; Spd 30 ft.; AC 20 (touch 15, flat-footed 16); Atk +14/+14/+9/+9 melee (Wrist Razor 1d6+4; 18-20/x2) or +15/+10 ranged (Comp. Longbow 1d8+4; 110 ft; 20/x3); **SA:** Death Attack, Sneak Attack +3d6; **SQ:** Favored Enemy (Animals +2, Humans +4), Improved Uncanny Dodge (can't be flanked), Poison Use, +3 save vs poison; SV Fort +10, Ref +16, Will +6; AL NE; Str 16, Dex 18, Con 12, Int 16, Wis 11, Cha 10

Skills and Feats: Bluff +15, Climb +8, Concentration +10, Disguise +4 (+2), Handle Animal +11, Hide +19, Jump +8, Listen +16, Move Silently +19, Search +5, Spot +16, Survival +11; Blind Fight, Combat Reflexes, Improved Initiative, Improved Two-Weapon Fighting (B), Endurance (B), Track (B), Two-Weapon Fighting (B), Weapon Finesse, Weapon Focus (Wrist Razors).

Possessions: Composite (+3) Longbow +1, Studded Leather Armor +2, Wrist Razor +1, Belt of Strength +2, Gloves of Dexterity +2, Psionic Tattoo of Darkvision x2, Ring of Protection +1, Shard of Search +8 x2, Vest of Resistance +2; 870cp, 2 torches.
See appendix for more information.



Trechus: Mul Male, Gla 9; CR 10; Medium-size Humanoid; 9 HD; hp 76; Init +2; Spd 30 ft; AC 16 (touch 12, flatfooted 14); Atk +15/+10 melee (gouge 1d10+8; 20/x3) or +12/+7 ranged (Atlatl Javelin 1d6+5; 40 ft range; 20/x3); **SA:** Gladiatorial Performance, Improved Feint, Mercy, No Mercy; **SQ:** Arena Guile, Armor Optimization (+1 AC), Darkvision 30', Extended Activity, Tireless, SV Fort +9, Ref +9, Will +2; AL CN; Str 20, Dex 14, Con 14, Int 10, Wis 8, Cha 12

Skills and Feats: Bluff +11, Climb +6, Intimidate +11, Jump +6, Perform +12, Sense Motive +9, Tumble +7; Cleave, Deflect Arrows, Exotic Weapon Proficiency (Ko•, Lotulis, Wrist Razor) (B), Improved Feint (B), Improved Unarmed Strike (B), Power Attack, Quick Draw.

Possessions: Leather Armor +1, MW Dagger x2, Shocking Gouge +1, Javelin x20, Psionic Tattoo of Inflict Pain (ML 3rd) x3, Wrist Razor; [10 gp](#), [1 water pouch](#).

See appendix for more information.



The bounty hunters are making quick arrangements to get back on the trail of the emissary's caravan. Read or paraphrase the following to the players.

A coin tossed to the stable boy opens all the right gates until you come across a small group lashing casks and packs to the backs of restless kanks. The first human, bearing the scars of many battles across his face and shoulders, looks up and raps the mul on the shoulder. "What do you want?" he asks, as the other two stop what they're doing and come closer. "Do you plan to venture south? We. . . ." Starts the mul, but the warrior cuts him off. "Shut your mouth, fool," he spits. "Wait." Another human, wearing thick brown robes and a hood over the back of his head asks. "There is no harm. Perhaps we seek the same things. Would you like to join us for a quick drink?"

The bounty hunters are in a hurry to get back on the road. The cleric, Gystra Straightarm, speaks for the group and offers a compact. They've seen evidence on the road from Balic that leads them to believe the emissary is fairly powerful. Gystra offers to split any rewards, since he assumes the caravan is too strong for one party to destroy on its own.

If asked about the emissary's eventual destination, the group is divided in their opinions:

"There's a place in the distant south. . . ." Trechus, the mul begins, joining the conversation for the first time. His leader interrupts. "Not this again," Gystra Straightarm breaks in, and the others roll their eyes. "You heard them, too," the mul insists, rising to his feet. "You were there, all of you." "That doesn't mean we bought their goods," Rangewalker chortles, shifting her weight in her chair. "Another tall tale."

"Maybe," the mul insists. . . "Do you want to hear what I have to say or not?" he asks the adventurers.

"Oh, go ahead then, but be quick about it!" the cleric Gystra rises and paces while, satisfied, Trechus tells what he's heard. "We talked with a caravan master in Altaruk, an old man who says he used to work in the service of old Kalak of Tyr. Once he traveled far to the south, he says, and shuddered at the telling. Beyond the deserts the world turns black." The mul's eyes are as wide as ceramic bits when he says this, and it's clear he believes it.

"There's no more sand down there," he says; "he figures it must have fallen off the world or been blown away. If Dregoth is going there, does he mean to turn the whole world black?!"

The rest of his group writes off Trechus's rumor, and the PCs can heed it as they see fit.

Departure

Last Purchases

Allow the characters to purchase any equipment and supplies they still need for the journey. If Garek is accompanying them as their guide, he presents suggestions for more specialized items, like shovels and picks, in case they need to dig shelter or find something of value. Garek will also suggest items of possible trade value for use in obtaining water at Last Drink (see below), noting that this is an excellent last point of supply, even if the giants there like to fight before they trade. Garek is also able to negotiate slightly better prices on many articles, having personal relationships with many of the merchants.

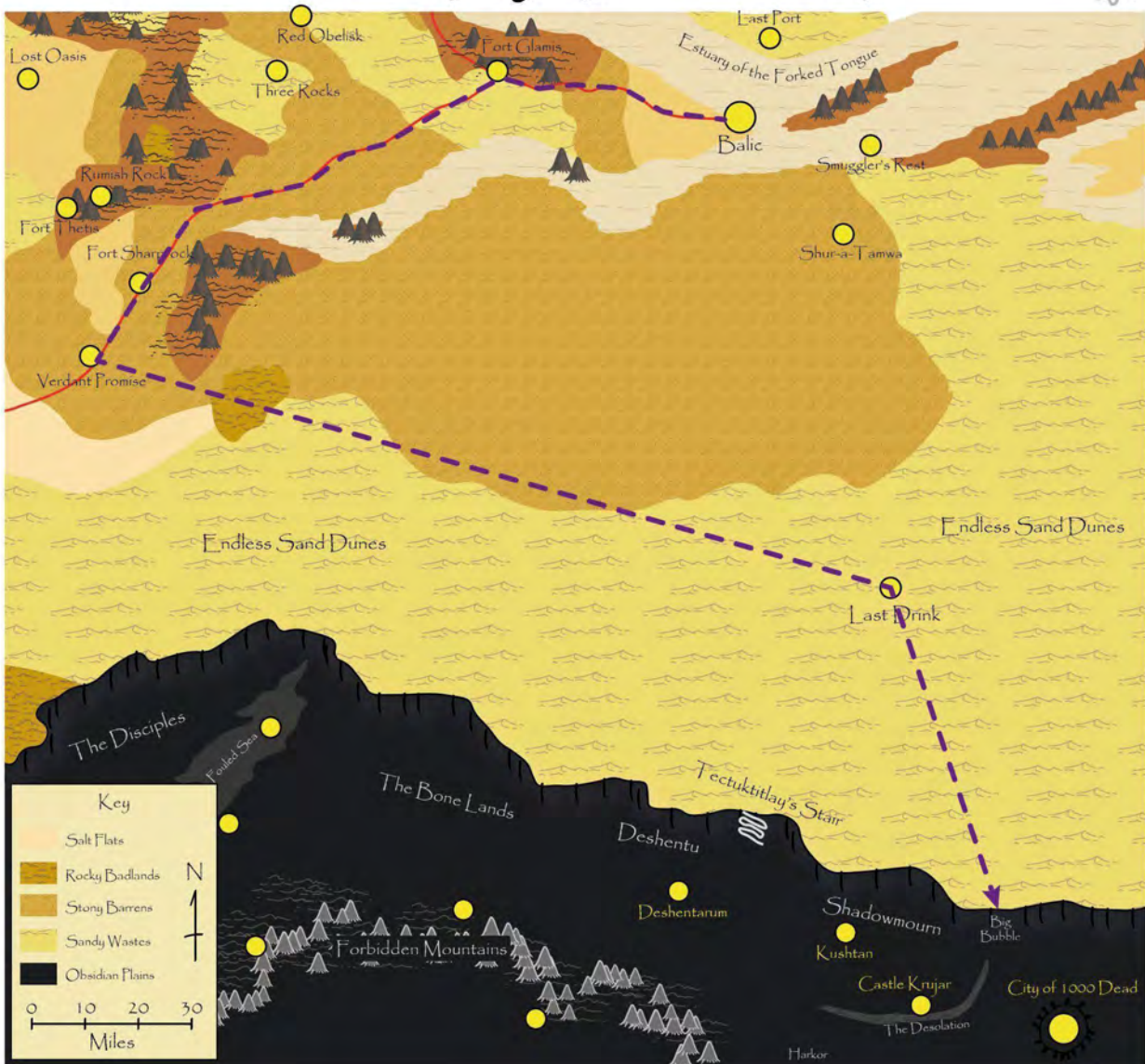
Chasing the Emissary

The swirling sands of the Endless Sand Dunes stretch out like slow golden waves for miles beyond count. Hot blasts of windborne sand greet them as they come to the south. There are no visible tracks or paths into the desert, only shifting dunes and the scorching sun.

Tracking the emissary requires a successful tracking attempt (Survival DC 16). If Garek accompanies the characters, he can pick up the trail, pointing out animal tracks in the sand, along with other, more minute traces of their passage; crodlu scuffs on a bit of sandstone, a discarded bit of bridle leather, and inix scale fragments.

The map below shows the route the emissary is taking from Balic through Verdant Promise all the way to the northern edge of the Dead Lands kingdom of Shadowmourn. The journey will take 15.5 days in total. If pursuing characters can track and keep to the trail, they will have several encounters.

EMISSARY ROUTE MAP



Note that the emissary's caravan is protected by potent magical and psionic defenses which prevent the PCs (or their employers, as noted above) from accurately scrying its location or composition (see Dregoth's Benevolence, in Appendix Two), with caravan members within 40 ft of the Emissary benefiting from *magic circle against good*, teleportation effects being prevented (as with *dimensional anchor*; does not hinder members of the caravan), and the Emissary protected by *remote viewing trap*. These effects should make it harder for the PCs to simply *teleport* into the emissary's camp and assassinate him en route.

The Emissary himself, in addition to Dregoth's Benevolence, is protected by a *psionic contingency* power. If the Emissary is reduced to 25% or less of his maximum hit

points, a *psionic dimension door* will activate, teleporting him 1200 ft to the South; afterwards, he will heal himself, gather any survivors of his caravan and continue his journey.

The emissary and his party are traveling quickly and lightly, trying their best not to be discovered. Rather than spending valuable time with physically hiding the expedition's trail, the emissary is leaving illusions to lead the characters astray and one trap to cut them down.

It is possible that fast PCs can catch up to the emissary's caravan while it's still in the Endless Sand Dunes. However, a battle on the open sands would be difficult for the PCs to win - the caravan is more than a match for the adventurers (see below). Even if there is a battle, the adventurers should be driven off. Whether they encounter the caravan on the sands

or not, the PCs end up following their trail through the desert until there is no more sand before them.

Relevant Map Distances by Location

The following distances have been provided to help visualize the distances on the map provided on the next page:

- 46 mi from Balic to Fort Glamis
- 87 mi from Fort Glamis to Fort Sharprock
- 17 mi from Fort Sharprock to Verdant Promise
- 156.6 mi Verdant Promise to Last Drink
- 63.7 mi Last Drink to Big Bubble
- 23 mi from Big Bubble to Castle Krujar
- 199.8 mi directly from Verdant Promise to Big Bubble
- 48 miles from Castle Krujar to Tek's Stair

Travel distances assuming a standard 24 mi/day travelled:

- 370.3 miles from Balic to Big Bubble by way of Verdant Promise and Last Drink, or 15.5 days.
- 349.8 miles from Balic to Big Bubble avoiding Last Drink, or 14.6 days.

The Emissary's Expedition (EL 20+)

See the appendix for full stats for the Emissary's expedition.

As it leaves Fort Sharprock, the expedition consists of 3 dray warlords, 25 dray warriors, 10 dray kalin riders, 1 half-elf cleric, and 19 human servants. With them are 12 crodlu, 12 kalin, 4 inix, and 2 mekillots packed with provisions. Treasure, intended to supply the emissary with gifts for the great southern emperors, strapped to the crodlu, contains: 2,000 sp; 10,000 gp; 45 gems (20 ornamental gems, 10 semiprecious gems, 6 fancy gems, 4 precious gems, 4 gem-quality gems, and 1 ruby classified as a jewel), total value 12,300 gp; three jeweled crowns worth 2,000 gp each; plus, three magical items – two of them from ancient time in the great city of Giustenal - a magnificent +1 dancing longsword, a staff of power, and an item created by Dregoth himself: a talisman of distant whispers (see New Magical Items in the appendix).

The Emissary's mekillots and inix are specially augmented to have the Scent ability. They have been subjected to an Awaken spell and taught to worship Dregoth as a god. They will contribute to the caravan's defense to the best of their ability, using Scent and their natural attacks as necessary.

Zhogirrat Dir-Neqnar of New Giustenal: 2nd Gen Male, Psi 9 (Telepath) / Tpl 10; CR 20; Medium-size Dragon; 19 HD; hp 86; Init +2; Spd 30 ft.; AC 29 (touch 12, flat-footed 27); Atk +13/+8/+3 (Mace 1d8+2; 20/x2) or ranged touch +13 (by power or spell); SA: Death Touch, Smite; SQ: Assume Domain, Darkvision 30 ft., Immunities, Less Water, Light Sensitivity, Low-Light Vision, Sigil, Rebuke Undead, Resistance to Fire 10;

SV Fort +16, Ref +13, Will +19; AL CE; Str 10, Dex 14, Con 12, Int 22, Wis 13, Cha 24.

Skills and Feats: Bluff +23, Concentration +23, Diplomacy +33, Gather Information +7, Heal +1, Intimidate +9, Knowledge (Arcana) +15, Knowledge (Psionics) +16, Knowledge (Religion) +20, Listen +3, Literacy (4), Psicraft +18, Sense Motive +23, Spellcraft +18, Spot +3; Alertness (B), Daylight Adaptation, Extend Power, Extend Spell, Greater Psionic Endowment (B), Inquisitor (B), Overchannel, Psicrystal Affinity (B), Psionic Endowment, Secular Authority (B), Talented.

Templar Spells (CL 10th, 6/6+2+d/6+2+d/6+2+d/5+1+d/3+1+d, DC 17 + spell level): see Dark Sun 3e Rules, pg 138 for Templar spell list; suggested spells: 0th - detect magic, detect poison, inflict minor wounds, light, mending, read magic; 1st - command, comprehend languages, divine favor, doom, endure elements, cause fear (d), hand of the sorcerer king, hide from undead, shield of faith; 2nd - battlefield healing, bear's endurance, cure moderate wounds, death knell (d), remove paralysis, resist energy, silence; 3rd - animate dead (d), cure serious wounds, dedication, dispel magic, lightning bolt, magic vestment, protection from energy, wind wall; 4th - cure critical wounds, death ward (d), freedom of movement, greater command, greater magic weapon, inflict critical wounds, neutralize poison, tongues; 5th - elemental strike, klar's heart, scrying, slay living (d), true seeing.

Psionic Powers (CL 9th, PP: 72+27-9, DC 16 + power level): 1st - psionic charm, conceal thoughts, inertial armor, mindlink, sense link; 2nd - concussion blast, inflict pain, read thoughts, psionic tongues, psionic suggestion, sustenance; 3rd - dispel psionics, energy burst; 4th - intellect fortress, mindwipe, psionic dominate, schism; 5th - mind probe, psionic crush.

Possessions: Amulet of Natural Armor +3, Cloak of Charisma +6, Dorje of Hostile Empathic Transfer (ML 5th, 26 charges), Dregoth's Benevolence, Gloves of Dexterity +4, Headband of Intelligence +6, Mace (+2), MW Light Shell Shield (+2), Ointment for True Seeing, Power Stone of Extended Psionic Contingency (ML 20th; If brought to 25% or less hp, Psionic Dimension Door 1200 ft to the South), Psionatrix of Telepathy, Ring of Evasion, Vest of Resistance +5.

See Appendix for more information



Warlord Sar'ach Dir-Dasso: 2nd generation Dray Male, Wiz 11 / Psi 4 (Telepath); CR 16; Medium-size Dragon; 15 HD; hp 67; Init +5; Spd 30 ft; AC 18 (touch 11, flatfooted 17); Atk +7/+2/+2 melee (Touch spell or Dagger 1d4; 19-20/x2 and Claw 1d4; 20/x2 and Bite 1d6; 20/x2) or +7/+2 ranged (Touch spell or Dagger 1d4; 19-20/x2); SQ: Darkvision 30 ft., Fire Resistance 10, Immunities, Less Water, Light Sensitivity, Low-Light Vision; SV Fort +10, Ref +9, Will +14; AL LE; Str 10, Dex 13, Con 14, Int 26, Wis 8, Cha 14

Skills and Feats: Bluff +20, Concentration +20, Diplomacy +6, Knowledge (Arcana) +25, Knowledge (Psionics) +25, Knowledge (Religion) +9, Psicraft +14, Sense Motive +6, Spellcraft +27; Daylight Adaptation, Empower Spell (B),

Enlarge Spell (B), Greater Spell Focus (Evocation), Improved Initiative, Overchannel (B), Quicken Spell, Scribe Scroll (B), Spell Focus (Evocation), Talented.

Wizard Spells (CL 11th, 4/4+2/4+2/4+2/3+2/2+1/1+1, DC 18 (+2 for Evocation spells E) + spell level): 0th - detect magic, disrupt undead, mage hand, message; 1st - detect undead, magic missile (E), obscuring mist, mage armor x2, shield; 2nd - acid arrow, darkness (E), invisibility, bear's endurance, protection from arrows, see invisibility; 3rd - dispel magic, empowered magic missile (E), haste, invisibility sphere x2, lightning bolt (E); 4th - arcane eye, empowered acid arrow, enlarged slow, stonesskin, wall of fire (E); 5th - empowered fireball (E), feeblemind, quickened shield; 6th - chain lightning (E), enlarged cone of cold (E).

Psionic Powers (CL 4th, PP: 25, DC 18 + power level): 1st - call to mind, conceal thoughts, mindlink, mindthrust, missive; 2nd - brain lock, read thoughts, psionic tongues, sustenance.

Possessions: Dagger x2, Headband of Intelligence +6, Potion-Orb of Shield of Faith (CL 6th, +3 Def), Scroll of Teleport (CL 9th), Wand of Lightning Bolt (CL 10th, 6 charges left), Wand of Magic Missile (CL 9th, 21 charges left), Vest of Resistance +4; 40cp

See Appendix for more information



Warlord Thrynn Dir-Nazaav: 2nd generation Dray Male, Wizard 15; CR 16; Medium-size Dragon; 15 HD; hp 67; Init +5; Spd 30 ft; AC 20 (touch 13, flatfooted 19); Atk +7/+7/2 melee (2x Claws 1d4; 20/x2 and Bite 1d6; 20/x2) or +8/+3 ranged (by spell); **SQ:** Darkvision 30 ft., Fire Resistance 10, Immunities, Less Water, Light Sensitivity, Low-Light Vision; SV Fort +10, Ref +9, Will +14; AL NE; Str 10, Dex 13, Con 14, Int 26, Wis 14, Cha 8

Skills and Feats: Bluff +17, Concentration +20, Knowledge (Arcana) +26, Knowledge (Religion) +23, Spellcraft +28; Daylight Adaptation, Extend Spell (B), Forge Ring, Greater Spell Focus (Necromancy), Improved Initiative, Maximize Spell (B), Quicken Spell (B), Scribe Scroll (B), Spell Focus (Necromancy), Weapon Focus (Ray).

Wizard Spells (CL 15th, 4/4+2/4+2/4+2/4+2/4+1/3+1/2+1/1+1, DC 18 (+2 for Necromancy spells (N)) + spell level): 0th - detect magic, disrupt undead, mage hand x2, message x2; 1st - detect undead, feather fall, magic missile, ray of enfeeblement (N) x2, shield; 2nd - blindness/deafness (N), extended mage armor, ghoul touch (N), mirror image, see invisibility, spectral hand (N); 3rd - boneclaw's cut (N), extended protection from arrows, fly, halt undead N, protection from elements, vampiric touch (N); 4th - animate dead, bestow curse (N), enervation (N), extended haste, maximized ray of enfeeblement (N), stonesskin; 5th - cloudkill, extended lesser globe of invulnerability, quickened magic missile, quickened shield, telekinesis; 6th - eyebite (N), flesh to stone, forceful hand, maximized vampiric touch (N); 7th - control undead (N), quickened fireball, spell turning; 8th - horrid wilting (N), mindblank.

Possessions: Headband of Intelligence +6, Ring of Protection +2, Wand of Maximized Ray of Enfeeblement (CL 7th, 7 charges left), Vest of Resistance +3; 60cp.

See Appendix for more information



Warlord Vex'al Dir-Hissak: 2nd generation Dray Female, Psychic Warrior 15; CR 16; Medium-size Dragon; 15 HD; hp 142; Init +2; AC 30 (touch 13, flatfooted 28); Atk +19/+14/+9/+11 melee (Scimitar 1d6+9; 15-20/x2 and Bite 1d6+2; 20/x2) or Longbow +13/+8/+3 (1d8; 20/x3); **SQ:** Darkvision 30 ft., Fire Resistance 10, Immunities, Less Water, Light Sensitivity, Low-Light Vision; SV Fort +14, Ref +7, Will +8; AL LN; Str 20, Dex 14, Con 20, Int 12, Wis 16, Cha 9.

Skills and Feats: Climb +23, Concentration +23, Jump +23; Cleave (B), Daylight Adaptation, Extend Power, Imprint Stone, Improved Critical (Scimitar) (B), Power Attack (B), Psionic Meditation, Psionic Weapon (B), Quick Draw, Sunder, Weapon Focus (Scimitar) (B), Weapon Specialization (Scimitar) (B).

Psionic Powers (CL 15th, PP: 67+22, DC 13 + power level): 1st - call weaponry, expansion, inertial armor, offensive precognition; 2nd - animal affinity, dissolving touch, hustle, psionic lion's charge, prowess; 3rd - greater concealing amorpha, vampiric blade; 4th - energy adaption, inertial barrier, psionic dimension door; 5th - psychofeedback.

Possessions: Amulet of Health +4, Belt of Giant's Strength +4, Gloves of Dexterity +2, Longbow, Heartening Large Wooden Shield +2, Iron Scimitar +2, Power Stone of Inertial Barrier (ML 7th) x2, Power Stone of Metaphysical Claw (ML 1st) x4, Power Stone of Vampiric Blade (ML 7th) x2, Phylactery of Wisdom +2, Ring of Protection +1; 5 cp.

See Appendix for more information



Arat: Half-Elf Male, Clr 11 (Silt); CR 11; Medium-size Humanoid; 11 HD; hp 60; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Atk +10/+5 or +8 melee (Alak 1d6+2; 20/x3 or by spell) or +11 ranged touch spell; **SA:** -; **SQ:** Rebuke Undead; SV Fort +8, Ref +6, Will +11; AL NE; Str 10, Dex 16, Con 13, Int 12, Wis 22, Cha 6.

Skills & Feats: Concentration +15(+4), Heal +15, Knowledge (Religion) +11, Listen +7, Search +2, Spellcraft +10, Spot +7, Survival +22; Brew Potion, Combat Casting, Enlarge Spell, Extra Turning, Still Spell.

Cleric Spells (CL 11th, 6/7+d/6+d/5+d/4+d/3+d/2+d, DC 16 + spell level): 0th - detect magic, guidance, inflict minor wounds, light, mending, read magic; 1st - bane, bless element, cooling canopy, divine favor, entropic shield, hide from undead, sanctuary, sand pit (d), shield of faith; 2nd - augury, desecrate, silence, sound burst x2, speak with dead (d), spiritual weapon; 3rd - contagion, cure serious wounds, ~~magic vestment~~, sand pit, sand spray (d), searing light, summon monster 2; 4th - cure critical wounds, death ward, ~~greater magic weapon~~, vampiric touch (d); 5th - elemental strike, greater command, sand flow (d), slay living; 6th - blade barrier (d), braxatskin, harm.

Domains: Broken Sands, Dead Heat

Possessions: MW Alak (with Greater Magic Weapon cast on it, +2), MW Light Wooden Shield (with Magic Vestment cast on it, +2), Studded Leather Armor +2, Psionic Tattoo of Read Thoughts (ML 3rd), Periapt of Wisdom +4, paraelemental symbol.

See Appendix for more information



Human Servants (19): Human Male and Female, Ftr 3; CR 2; Medium-size Humanoid; 3 HD 3d10+3; hp 22; Init +5; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +6 melee (Carrikal 1d8+2; 20/x3) or +4 ranged (Javelin 1d6+2; 30 ft; 20/x2); **SA:** -; **SQ:** -; SV Fort +5, Ref +2, Will +2; AL CN; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10; Skills and **Feats:** Climb +7, Handle Animal +6; Cleave, Dodge, Power Attack (B), Weapon Focus (Carrikal) (B).

Possessions: MW Carrikal, Javelin x5, Studded Leather Armor

See Appendix for more information



Dray Warriors (25): 2nd Gen Male and Female Dray, Ftr 5; CR 6; Medium-size Dragon; 5 HD; hp 42; Init +5; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +10 or +9/+9/+4 (Longspear 1d8+9; 10 ft reach; 20/x3 or 2x Claw 1d4+4; 20/x2 and Bite (1d6+4; 20/x2) or +6 ranged (Javelin 1d6+4; 30 ft range; 20/x2); **SA:** -; **SW:** Darkvision 30 ft., Fire Resistance 10, Immunities, Less Water, Light Sensitivity, Low-Light Vision; SV Fort +8, Ref +3, Will +2; AL NE; Str 18, Dex 13, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +12, Jump +12; Daylight Adaptation, Improved Initiative, Power Attack (B), Weapon Focus (Longspear) (B), Weapon Specialization (Longspear) (B).

Possessions: Longspear +1, Javelin x5, Potion-Orb of Shield of Faith (CL 1st) x3, Studded Leather Armor +1, Vest of Resistance +1.

See Appendix for more information



Kalin Riders (10): 2nd Gen Male and Female, Ftr 5 / Tpl 5; CR 11; Medium-size Dragon; 10 HD; hp 80; Init +7; Spd 20 ft.; AC 24 (touch 12, flat-footed 22); Atk +12/+7 (Lance 1d8+7; 20/x3) or +11/+11/+6 (2x Claw 1d4+3; 20/x2 and Bite 1d6+3; 20/x2) or +11/+6 Ranged (Javelin 1d6+3; 30 ft range; 20/x2); **SA:** Death Touch, Lance (10 ft reach, 2x dmg on mounted charge), Smite; **SQ:** Assume Domain, Darkvision 30 ft., Fire Resistance 10, Immunities, Less Water, Light Sensitivity, Low-Light Vision, Sigil, Rebuke Undead; SV Fort +12, Ref +5, Will +6; AL NE; Str 16, Dex 16, Con 16, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +13, Diplomacy +13(+2), Handle Animal +11, Ride +7; Daylight Adaptation, Improved Initiative, Mounted Combat, Power Attack (B), Secular

Authority (B), Weapon Focus (Lance) (B), Weapon Specialization (Lance) (B).

Possessions: Amulet of Natural Armor +1, Belt of Strength +2, Gloves of Dexterity +2, Lance +1, Light Wooden Shield +1, Javelin x5, Potion-Orb of Cure Moderate Wounds (CL 3rd) x2, Potion-Orb of Shield of Faith (CL 1st) x2, Shell Breastplate +1, Vest of Resistance +1.

See Appendix for more information



Kalin (12): CR 4; Large Aberration; 7 HD; Hp 45; Init +3; Spd 50 ft., Climb 30 ft.; AC 16 (touch 12, flat-footed 13); Atk +9/+6/+6 melee (Bite 2d6+4 and 2x Claws 1d6+2); **SA:** Improved Grab, Pounce, Web; **SQ:** Darkvision 60ft, Tremorsense 60 ft.; AL TN; SV Fort +4, Ref +5, Will +5; Str 18, Dex 16, Con 14, Int 2, Wis 10, Cha 4

Skills and Feats: Climb +13, Hide +8, Jump +20, Move Silently +11, Spot +6; Improved Natural Attack (Bite), Multiattack, Weapon Focus (Bite).

Reference: See *Terrors of the Athas*, pg 99 for the full stats.



Awakened Mekillot (2): CR 13; Huge Magical Beast; 18 HD; hp 207; Init +0; Spd 30 ft.; AC 21 (touch 8, flat-footed 21); Atk +23/+21 melee (Tongue Lash 2d6+11 and Bite 2d6+4); **SA:** Improved Grab, Swallow Whole, Trample; **SQ:** Low-Light Vision, Scent; AL NE; SV Fort +18, Ref +11, Will +6; Str 33, Dex 10, Con 25, Int 12, Wis 10, Cha 11

Skills and Feats: Listen +23, Spot +23; Alertness, Combat Reflexes, Improved Natural Attack (Tongue Lash), Multiattack, Toughness, Weapon Focus (Tongue Lash), Weapon Focus (Bite).

See Appendix for more information



Awakened Inix (4): CR 4; Large Magical Beast; 8 HD; hp 60; Init +2; Spd 40 ft.; AC 18 (touch 11, flat-footed 16); Atk +10/+5 melee (Bite 1d8+7; 20/x2 and Tail Slap 1d4+7; 20/x2); **SA:** Improved Grab, Swallow Whole; **SQ:** Low-Light Vision, Scent; AL NE; SV Fort +9, Ref +8, Will +3; Str 20, Dex 15, Con 16, Int 6, Wis 12, Cha 9

Skills and Feats: Listen +8, Spot +9; Alertness, Combat Reflexes, Improved Natural Armor.

See Appendix for more information



DM's Note: "What if the Emissary dies?"

It is possible that, even with all of his preparations and defenses, the PCs might catch up to and slay the Emissary. This is fine - it was the goal of the whole adventure, after all. Congratulate your players on their luck and skill.

It might be preferable for the adventure to continue, however: if so, then the Emissary's contingencies activate and teleport him 1200 ft to the South of his position, as before. Then, he reanimates as a Thinking Zombie at the following sunset. He then reanimates his retinue as best he can and continues on his journey.

The party could learn of the Emissary's return either through divinations of their own or through divinations performed when the PCs return to claim their reward from their patrons (Haniana-Sut of Gulg and Shasees of Nibenay). As he can travel non-stop as an undead, this delay should allow the Emissary enough time to make it into the Dead Lands and perhaps even to Castle Krujar before the party learns of it.

On the Road Encounters

While it is possible for the PCs to risk matching the Emissary's journey, they may find it difficult going that long without access to water. To add Last Drink onto their journey will make a huge difference to their ability to weather the journey, but it does add nearly 2 more days of travel.

There are no true civilizations anywhere in the Endless Sand Dunes, but there are a number of unintelligent dune dwellers that might make the heroes' journey more challenging. **Consult the random encounter tables provided on the next page for the various sections of the planned journey.**

Distribute these encounters throughout the 8.5 day (minimum) journey from Verdant Promise oasis to the northeastern entrance of the Dead Lands. The encounters should inflict some damage and weaken the party before they reach the Obsidian Plain.

Treachery

If the heroes accept the alliance with the bounty hunters, they waste no time in making plans to double-cross the adventurers. Gystra the cleric organizes an internal ambush, passing instructions between his followers with an ease that suggests they've had practice.

Antoinius and Trechus, unhappy with outright murder and uncertain whether the four of them can eliminate the party, suggest an alternative. They want to wait until the first night's rest outside of Fort Sharprock, when the PCs are in camp and asleep for the night, then slip out of the encampment taking the heroes' supplies and animals with them, stranding the party in the desert. Antoinius even volunteers to lay a false trail to insure their escape. If the PCs leave one of their own on watch, they can prevent the execution of this plot.

The player characters can prevent this in a number of ways. They can learn quite a bit through divination magic and psionics. Detect evil for instance will reveal two of the bounty hunters for what they are; Gystra Straightarm and Rangewalker are neutral evil, while Antoinius and Trechus are chaotic neutral. Casting detect thoughts may also reveal their plans. The surface thoughts of all four bounty hunters reek with betrayal. Of course, if any of the bounty hunters successfully saves against the spell, he or she could realize that one of the PCs tried to affect him/her with some kind of spell or psionic power, and warn his or her companions.

If the PCs are careful and prevent the stranding attempt, the bounty hunters make their move while still on the march near the end of the next day. They will maneuver themselves into the positions indicated; adjustments are possible if the PCs state that they are directing their own plans or are being especially cautious about the bounty hunters' movement. If the group has also taken on the services of the guide Garek, he will also be a target of the bounty hunters.

Combat tactics: Gystra and Rangewalker prefer planned combat to spontaneous battles. Trechus and Antoinius (despite his military background) seldom care for such activities as combat planning, for they know that the battlefield is chaotic and unruly once battles begin. Rangewalker prefers to maneuver into position and strike with her Death Attack before she gives the signal for the others to join the battle. Once Antoinius and Trechus have closed with their enemies and are engaged in melee, each with one opponent, Rangewalker will attempt to flank either of their opponents and use her Sneak Attack to best advantage. Gystra remains in the background, but not farther away than that he can cast spells such as [hold person](#) and [greater command](#) to limit the amount of enemies his partners have to face at a time. He will selfishly save spells such as [elemental armor](#), [stoneskin](#), [bear's endurance](#) and [endure elements](#) for use on himself, and preferably casts them ahead of battle.

The other bounty hunters do not hesitate to use their [psionic](#) and magical one-use items to gain an advantage in what they deem could be an even fight - though they will try to save at least some of their resources for the Emissary. They also know they can't afford to waste time activating [psionic tattoos](#) and eating potion fruits in the heat of battle, unless it is vital for their survival (Antoinius will not hesitate to withdraw to activate his [tattoo of claws of the vampire](#), should he suffer great injuries. He has acquired it for just this kind of situation).

Gystra will try to slip away or pretend to be tending to the bounty hunters' animals, so he can cast his spells without being seen. Attentive PCs can make a [Spot check DC 20](#) to notice Gystramaking some odd gestures and mumbling something to himself - experienced characters will probably realize what he is doing. Rangewalker will already be in position by now to use her Death Attack, and any sign of alarm will make her execute her readied attack, which is also the signal Antoinius and Trechus are waiting for. Unless the PCs have stated they are keeping watch for anything suspicious, they will all be surprised when the bounty hunters strike, except for those PCs who made their [Spot checks](#) and reacted to Gystra's "strange" behavior.

Desert Random Encounter Tables

Reference: ToA = Terror's of Athas; MM = Monster Manual

Stony Barrens Encounters		Sandy Wastes Encounters	
2D10	Encounter	2D10	Encounter
2	1 Cloud Ray (CR 13, ToA pg 31)	2	1d4 Locust Swarms, Athasian (CR 4, ToA pg 222)
3	1 Drake, Earth (CR 17, ToA pg 38)	3	1 Megapede (CR 20, MM2 pg 148)
4	1d4 Locust Swarms, Athasian (CR 4, ToA pg 222)	4	Drake, Earth (CR 17, ToA pg 38)
5	Id fiend (CR 5, ToA pg 90)	5	Sink worm (CR 10, ToA pg 155)
6	Ankheg (CR 3, MM pg 14)	6	Thrax (CR varies, ToA pg 172)
7	Plains giant, athasian (CR 12, ToA pg 66-67)	7	Scrab (CR 2, ToA pg 141)
8	B'rohg (CR 5, ToA pg 10)	8	Tagster (cat, psionic) (CR 2, ToA pg 27-28)
9	Kank, wild (CR 2, ToA pg 218-219)	9	B'rohg (CR 5, ToA pg 10)
10	Gith (CR 1/2, ToA pg 71)	10	Elves or Gith (CR 1/2, ToA pg 71)
11	Erdland (CR 1, ToA pg 190-191)	11	Silt runner (CR ½, ToA pg 150-151)
12	Monstrous Centipede, Gargantuan (CR 6, MM pg 286)	12	Monstrous Scorpion, huge (CR 7, MM pg 287)
13	Cha'thrang (CR 3, ToA pg 185-186) or flailer (CR 5, ToA pg 60-61)	13	Slaves
14	Baazrag (CR 2, ToA pg 11-12)	14	Sand cactus (CR 2, ToA pg 25-26)
15	Tembo (CR 5, ToA pg 171-172)	15	Desert giant, athasian (CR 10, ToA pg 66-68)
16	Braxat (CR 12, ToA pg 18)	16	Dune Freak (CR 2, ToA 48-49)
17	Zhackal (CR 1, ToA pg 209)	17	Cha'thrang (CR 3, ToA pg 185-186)
18	Nightmare beast (CR 15, MM2 pg 161-162)	18	T'chowb (CR 4, ToA pg 168)
19	Rampager (CR 12, MM2 pg 177)	19	Dune trapper (CR 8, MM pg 21-22)
20	Basilisk, Greater (CR 12, MM pg 24)	20	Dragonne (CR 7, MM pg 89)

Assuming the heroes can defeat the perfidious bounty hunters (and the bounty hunters are still alive), Gystra and Rangewalker are resentful to the last. It is, however, a good act to spare the lives of Antoinius and Trechus; they are sorry for having taken up arms against the heroes. If either of them survives the battle and is spared, they could become potent allies.

Eliminating the Competition

If the PCs decide not to work with the bounty hunters, Gystra accepts this and excuses his group. They make their way back to their animals, pack up, and leave town. However, the cunning cleric wants no competitors following them, and he believes killing the PCs will please the earth spirits, so he decides to set up an ambush just outside of town.

Gystra sets up his group over the top of a dune as the PCs come south from Fort Sharprock. The group's battle tactics are just as those described under Treachery above, except that Rangewalker will use a different tactic to get in position for using her Death Attack. She will use Bluff to appear gravely wounded and stagger slowly towards the PCs from atop the dune the other bounty hunters are hiding behind, while she in fact studies her victim and prepares to strike. PCs distrusting the female bounty hunter may ask the DM to roll a **Sense Motive check**. Make an opposed **Bluff check** (+15). If the PCs realize Rangewalker is faking her injury, the bounty hunters lose the advantage of surprise when they launch their attack.

Verdant Promise Oasis

The Verdant Promise oasis is just that, a promise of water, and that promise stands unfulfilled. Verdant Promise is a roughly circular stand of stunted trees and hardy bushes in a larger patch of scrubland, but it contains no visible oasis. The water here bubbles up deep under the soil and is quickly wicked away by the parched desert sands. Water can be found by those desperate or knowledgeable enough to dig down into the earth. In a pit at least 10 feet deep, water will slowly collect, but a digger must fight past tenacious roots for the moisture and the smell of water will bring predators from miles around.

Verdant Promise and the scrub plain to the east lie atop the same geological formation - a slightly concave shelf of bedrock. This depression traps the moisture from the underground spring at Verdant Promise and the sparse rain that falls on the leeward side of the Bleak Mountains to the east. The groundwater is close enough to the surface to support plant life, but too deep and meager to be of use to humanoid.

Bloodgrass and Poisonweed have occasionally been reported at Verdant Promise. Dangerous creatures of the desert are sometimes found in the area, both grazers drawn to the profuse foliage and those that would prey upon them. Sligs, however, rarely come this far west (see below).

The Emissary's First Illusion

The emissary's defilers have a handful of magical spells, and they are never at a loss for how to use them. Just past Verdant Promise, where the road turns, they have cast an *improved mirage arcana* spell to throw any surviving pursuers off the trail.

The trail appears to veer off to the southwest when, in fact, they continued southeast. The illusion is very thorough, including bits of debris and depressions in the ground; even animal hairs and wastes were added to the scene. The real trail is covered over with illusory undisturbed ground. The defilers have continued the illusion trail for about 100 feet to the southwest where it meets fresh dunes; any tracker might think the trail continues to the southwest beneath the newly drifted sand.

The DM must account for time spent following the illusion trail, and how long it takes the party to return to the real trail.

The Scrub Plains

As stated earlier, the road continues south past Fort Sharprock for 30 miles through unpopulated sandy wastes before turning again at the Verdant Promise oasis, this time running west to the ancient, ruined city of Celik. The emissary's party turned southeast at the oasis - towards the Endless Sand Dunes.

Extending east from Verdant Promise to the Bleak Mountains at the tip of the silt is a thin band of scrub plains. Compared to the sandy wastes, the low, tangled bushes of the scrub plains look like a veritable paradise. Thin grasses and shoots of prickly ground cover hold much of the arid soil in place. The adventurers can, for a time, leave the whipping wind of the deserts behind them. Here the trail again becomes easy to follow as the tracks of the emissary and the caravan are plain to see. A **Search** or **Survival check DC 5** reveals them; they lead off to the southeast.

Bands of sligs dominate the scrub plains. The wide-jawed creatures prey on each other and the sparse life in their scruffy homeland, but turn their differences aside for sweeter prey when they spot the dust of travelers on the road.

Sligs (EL 6)

Sligs (10-12); CR 2; Medium-size Humanoid; 4 HD; hp 14; Init +0; Spd 30 ft.; AC 14 (**touch 10, flat-footed 14**); Atk +4/+0 melee (Bone Longsword 1d8+1; 19-20/x2 and Bite 1d3+1); **SA**: Formation Attack; **SQ**: Telepathy (30 ft.); AL TN; SV Fort +3, Ref +1, Will +2; Str 14, Dex 11, Con 8, Int 10, Wis 12, Cha 6

Skills and Feats: Craft (Weaponmaking) +4, Listen +3, Spot +4, Survival +6(+10); Power Attack, Teamwork.

Reference: See Terrors of Athas, pg 156 for more information.



The Ruined Farmstead - Sidetrek

The heroes come across several slain Sligs along the side of the road, carrion birds picking at scraps on the rotting corpses (a total of 6 corpses). A cluster of three sets of remains reveals three separate pieces of information, provided the PCs look closely. First, the flesh beneath the fingernails of the corpses, ripped from the opponent that finally killed them, is rotted far more than should be possible a few days after the battle (**Search DC 25**); the fetid flesh must have been torn from an undead, perhaps a zombie (**Knowledge (Religion) DC 10**). Secondly, two of the corpses are dried, withered husks, as if all the life-giving properties had been sucked away; the adventurers could recognize this as the sign of a life-draining attack (**Knowledge - Religion DC 15**). Finally, strange,

shuffling tracks lead up from the south toward the battle site, and then return.

Should the **PCs** decide to track down what killed the sligs, they must roll a successful tracking check using **Survival (DC 17)**. The shuffling tracks lead south for about half-a-mile, and end in the ruins of a small settlement composed of four stone and clay huts, and a small scrap of agricultural land. The skeletal remains of several creatures lie strewn about, picked clean by kes'treks and desert vermin; among them lie smashed ceramic pots, sticks, stone and bone picks, and a broken lamp litter the ground—evidence of combat. An unfinished ditch (in fact a grave) can be found on the western side of the settlement. A successful **Heal check (DC 15)** will reveal that the skeletal remains are mostly human, and that two of the eight skeletons were but small children. The one non-human skeleton is the remains of some big-boned humanoid slightly taller than a human (a slig).

The shuffling tracks end in front of one of the huts. The inside of the hut has been sacked, and a decomposing corpse lies in one corner, shaded from the sun. The corpse is in fact a dead man named Uzen: now a venger, who leaves the hut every night to search for the particular group of sligs who plundered his home and murdered his family. So far, he has only found other groups of sligs, all of whom in turn are now dead. Uzen will continue to hunt the sligs that murdered his family, as his spirit will not rest until they are all dead.

During daylight hours, the venger lies quiescent, hiding from the light of the sun. If the **PCs** leave him alone, Uzen will continue to lie motionless and not bother them. However, should they touch him, the venger will lash out at them and try to kill the party.

Speaking with the venger results in him relating the tale of the tragic demise of his wife, their children, his brother, friends, and his mother at the hands of sligs, and how he will slaughter them all to avenge the death of his family. Uzen will accept the **PCs'** help should they offer it. He has a scrap of cloth from one of the sligs; if the **PCs** have appropriate powers that could help him locate the owner, he will be grateful.

Should the **PCs** attempt to restore the venger to life, he will become furious if the attempt fails, and try to kill the **PCs**, but if they succeed, he will be grateful to have his life restored to him. He still craves revenge but can be convinced to honor the memory of his family in some other way than outright bloodshed that might well get him killed again.

If Uzen's family is avenged or he is brought back to life and talked out of his bloodlust, he will direct the party to a parting gift: an Amulet of Health +4. As a betrothal gift from his wife and now useless in his undead state, Uzen hid it under the dirt of their ruined hut, as he could not bear the reminder of what he had lost.

Uzen the Venger (EL 9)

Uzen, Human male venger War 5/Exp 4: CR 9; Medium-size undead; 9 HD; hp 67; Init +5; Spd 50 ft.; AC 13 (touch 11, flat-footed 12); Atk +14 (Slam 1d8+6; 20/x2 or Touch (13d6 non-lethal and Fatigue)); **SA**: Ability Damage, Dehydrating Touch, Flesh Detonation, Greater Psionic Fist, Moan, Psionic Meditation, Reflect Physical Attacks, Vengeful Grasp; **SV** Fort

+5, Ref +3, Will +7; AL NE; Str 22, Dex 12, Con --, Int 10, Wis 14, Cha 14.

Skills and Feats: Climb +13, Handle Animal +9, Intimidate+9, Jump +13, Profession (Farmer) +10, Ride +8, Survival +15; Cleave, Greater Psionic Fist, Improved Initiative, Psionic Fist, Psionic Meditation, Reckless Offense.

Possessions: none.

See Appendix for more information



Into The Endless Sand Dunes

Farther southeast, beyond the scrublands, lies the Endless Sand Dunes. This land is aptly named, since few who venture into it ever return. This vast expanse of sun and scorpions is the southern edge of the world. Life stops where the Endless Sand Dunes begin.

The adventurers, however, must cross it, since they know the emissary went that way. The snippets of rumors they've collected all point south, and while the ultimate destination of the emissary is still uncertain, it must lie in or beyond the Endless Sand Dunes.

Navigating the Swirling Sands

Every day on the open dunes is an exercise in endurance and intelligence. The Endless Sand Dunes present two unique challenges to travelers: it is seldom visited, and its winds are harsh and unusual.

The deserts of the inhabited Tablelands are just as dry and forbidding as the Endless Sand Dunes. At first glance, there is no difference. But to an experienced desert rover there is a distinct lack of previous passage. Between Tyr and Balic, for instance, there are slave tribes, elf tribes, caravans, and other regular travelers. Even where there aren't tracks or roads, the frequenters of the desert leave behind markings of their travel. Anyone with tracking proficiency knows how to identify these signs and rely on them to keep from getting lost on the open sand, but when such small signs of passage are absent, they are sorely missed. In game terms all **Survival checks** have their **DCs** increased by 2. Any such checks mentioned in the adventure text have been adjusted to take this into consideration.

In addition, the winds on the Endless Sand Dunes are unlike any other winds on the harsh face of Athas. Whereas most other deserts suffer from hot, blasting winds that whip across the dunes from one direction to the other, the winds here twist and turn over short distances, as if they are as lost as the travelers they buffet. The bizarre gusts pick up speed quickly and inexplicably, turning after just a few feet, then turning again and vanishing. The wind can even come from overhead and with crushing force, enough to bring a weak man to his knees. Strange gusts of wind even spring up under

foot, whipping grains of sand into clothing, eyes, ears, and nostrils. One character might be getting sand flailed into his face while his companion, no more than an arm's length away, is being pushed along from behind and a third is in relative calm. The sand, lashed by these unpredictable gusts, stings the eyes and makes travel difficult. At least against a constant wind one can turn the head and tighten the hood, but that doesn't work here.

The swirling sands have several effects. Treat it as a constant *strong* wind (see the DMG page 88-89, wind effects). All ranged attacks are made at a -2 circumstance penalty, **Listen checks** are made with a -2 circumstance penalty, and unprotected flames are automatically extinguished. To cast spells or activate **psionic** powers, a **Concentration check** at DC 5 + spell/power level is required. Every hour there is a 1 in 20 chance that the winds escalate to a duststorm that lasts for 1d10 minutes. During a duststorm the wind becomes *severe*, doubling the penalties to ranged attacks and **Listen checks** to -4, and even protected flames have a 50% chance of being extinguished. To successfully cast a spell or activate a **psionic** power requires a **Concentration check** at DC 15 + spell/power level. Also, **Small** and **Medium-size** creatures must roll a **Fortitude save** DC 15 every round the storm lasts and they are without cover. If the save fails, **Small** creatures are knocked down, and **Medium-size** creatures are checked. When the duststorm clears, the trail of the emissary's caravan is covered by a layer of sand moved by the storm. Tracking using a DC 20 Survival check is required to pick up the trail again.

Ambush

Forty miles east of the oasis of Verdant Promise, the emissary has set up an ambush for pursuing adventurers. His plan is to lead the characters there, using the charmed guide Garek. If the characters did not hire Garek's services, they will still be following the tracks, and thus probably walk into the ambush.

The emissary has left one of his warlords, Sar'ach, in charge of preparing and executing the ambush. Sar'ach commands 2 kalin riders and 8 dray warriors. Between his casting of *arcane eye* and various other magical and psionic effects, the warlord has watched for pursuit. Upon sighting the PCs, Sar'ach ordered his dray footmen and the other kalin rider to form a small semicircle by a ravine at the foot of two tall dunes in which the caravan has recently passed through. He then casts *invisibility sphere* on the kalin rider to conceal them. Sar'ach and the other kalin rider have situated themselves on higher ground 20 feet behind the other dray, invisible as well through the use of a second *invisibility sphere* spell. Once the PCs appear on the horizon, Sa'rach casts *see invisibility* and *protection from arrows* on himself and *empowered bear's endurance* on the kalin rider standing by his side. Once the PCs are closing, he uses his potion-orb of *shield of faith*, casts *shield* and *haste* (which affects all the dray).

At about 90 feet of distance, Sar'ach casts an *empowered fireball* at the PCs, at the same time becoming visible. The *fireball* is the signal for the dray at the foot of the ravine to charge; they immediately come roaring towards the PCs, *still invisible*. The

last kalin rider and Sar'ach become visible with the casting of the *fireball*. The kalin rider's task is to protect the warlord should anyone try to engage him in melee combat or come closer, and to attract missile fire, spells and **psionics** that would otherwise be aimed at his master.

The charging dray single out one of the PCs, swarming them in the hopes of Flanking their target. The kalin rider leads the charge and whoever he attacks becomes the target of the swarming attack (if a half-giant is in the party, it will be the target). As the battle progresses, Sar'ach will support his men by reducing the capabilities of the PCs with spells such as *enlarged slow* and *feblemind*, and damage them directly with spells such as *magic missile*, *melf's acid arrow* and *lightning bolt*. He will make extensive use of his *wand of magic missiles*, if he is running out of prepared offensive spells. If his troops are losing, and his kalin rider protector falls, Sar'ach will use his scroll with *teleport* to escape alive rather than continue fighting a hopeless battle.

Ambush (EL 17)

Warlord Sar'ach Dir-Dasso: 2nd generation Dray Male, Wiz 11 / Psi 4 (Telepath); CR 16; Medium-size Dragon; 15 HD; hp 67; Init +5; Spd 30 ft; AC 18 (touch 11, flatfooted 17); Atk +7/+2/+2 melee (Touch spell or Dagger 1d4; 19-20/x2 and Claw 1d4; 20/x2 and Bite 1d6; 20/x2) or +7/+2 ranged (Touch spell or Dagger 1d4; 19-20/x2); **SQ:** Darkvision 30 ft., Fire Resistance 10, Immunities, Less Water, Light Sensitivity, Low-Light Vision; SV Fort +10, Ref +9, Will +14; AL LE; Str 10, Dex 13, Con 14, Int 26, Wis 8, Cha 14

Skills and Feats: Bluff +20, Concentration +20, Diplomacy +6, Knowledge (Arcana) +25, Knowledge (Psionics) +25, Knowledge (Religion) +9, Psicraft +14, Sense Motive +6, Spellcraft +27; Daylight Adaptation, Empower Spell (B), Enlarge Spell (B), Greater Spell Focus (Evocation), Improved Initiative, Overchannel (B), Quicken Spell, Scribe Scroll (B), Spell Focus (Evocation), Talented.

Wizard Spells (CL 11th, 4/4+2/4+2/4+2/3+2/2+1/1+1, DC 18 (+2 for Evocation spells E) + spell level): 0th - detect magic, disrupt undead, mage hand, message; 1st - detect undead, magic missile (E), obscuring mist, mage armor x2, shield; 2nd - darkness (E), invisibility, bear's endurance, melf's acid arrow, protection from arrows, see invisibility; 3rd - dispel magic, empowered magic missile (E), haste, invisibility sphere x2, lightning bolt (E); 4th - arcane eye, empowered bear's endurance, enlarged slow, stonewall, wall of fire (E); 5th - empowered fireball (E), feblemind, quickened shield; 6th - chain lightning (E), enlarged cone of cold (E).

Psion Powers (CL 4th, PP: 25, DC 18 + power level): 1st - call to mind, conceal thoughts, mindlink, mindthrust, missive; 2nd - brain lock, read thoughts, psionic tongues, sustenance.

Possessions: Dagger x2, Headband of Intelligence +6, Potion-Orb of Shield of Faith (CL 6th, +3 Def), Scroll of Teleport (CL 9th), Wand of Lightning Bolt (CL 10th, 6 charges left), Wand of Magic Missile (CL 9th, 21 charges left), Vest of Resistance +4; 40cp

See Appendix for more information



Kalin Riders (x2): 2nd Gen Male and Female, Ftr 5 / Tpl 5; CR 11; Medium-size Dragon; 10 HD; hp 80; Init +7; Spd 20 ft.; AC 24 (touch 12, flat-footed 22); Atk +12/+7 (Lance 1d8+7; 20/x3) or +11/+11/+6 (2x Claw 1d4+3; 20/x2 and Bite 1d6+3; 20/x2) or +11/+6 Ranged (Javelin 1d6+3; 30 ft range; 20/x2); **SA:** Death Touch, Lance (10 ft reach, 2x dmg on mounted charge), Smite; **SQ:** Assume Domain, Darkvision 30 ft., Immunities, Less Water, Light Sensitivity, Low-Light Vision, Sigil, Rebuke Undead; SV Fort +12, Ref +5, Will +6; AL NE; Str 16, Dex 16, Con 16, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +13, Diplomacy +13(+2), Handle Animal +11, Ride +7; Daylight Adaptation, Improved Initiative, Mounted Combat, Power Attack (B), Secular Authority (B), Weapon Focus (Lance) (B), Weapon Specialization (Lance) (B).

Possessions: Amulet of Natural Armor +1, Belt of Strength +2, Gloves of Dexterity +2, Lance +1, Light Wooden Shield +1, Javelin x5, Potion-Orb of Cure Moderate Wounds (CL 3rd) x2, Potion-Orb of Shield of Faith (CL 1st) x2, Shell Breastplate +1, Vest of Resistance +1.

See Appendix for more information



Kalin (x2): CR 4; Large Aberration; 7 HD; Hp 45; Init +3; Spd 50 ft., Climb 30 ft.; AC 16 (touch 12, flat-footed 13); Atk +9/+6/+6 melee (Bite 2d6+4 and 2x Claws 1d6+2); **SA:** Improved Grab, Pounce, Web; **SQ:** Darkvision 60ft, Tremorsense 60 ft.; AL TN; SV Fort +4, Ref +5, Will +5; Str 18, Dex 16, Con 14, Int 2, Wis 10, Cha 4

Skills and Feats: Climb +13, Hide +8, Jump +20, Move Silently +11, Spot +6; Improved Natural Attack (Bite), Multiattack, Weapon Focus (Bite).

Reference: See *Terrors of the Athas*, pg 99 for the full stats.



Dray Warriors (x8): 2nd Gen Male and Female Dray, Ftr 5; CR 6; Medium-size Dragon; 5 HD; hp 42; Init +5; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +10 or +9/+9/+4 (Longspear 1d8+9; 10 ft reach; 20/x3 or 2x Claw 1d4+4; 20/x2 and Bite (1d6+4; 20/x2) or +6 ranged (Javelin 1d6+4; 30 ft range; 20/x2); **SA:** -; **SW:** Darkvision 30 ft., Fire Resistance 10, Immunities, Less Water, Light Sensitivity, Low-Light Vision; SV Fort +8, Ref +3, Will +2; AL NE; Str 18, Dex 13, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +12, Jump +12; Daylight Adaptation, Improved Initiative, Power Attack (B), Weapon Focus (Longspear) (B), Weapon Specialization (Longspear) (B).

Possessions: Longspear +1, Javelin x5, Potion-Orb of Shield of Faith (CL 1st) x3, Studded Leather Armor +1, Vest of Resistance +1.

See Appendix for more information



The Emissary's Trap

Since the Emissary knows much depends on his success, he will go to great lengths to discourage or kill his pursuers. 60 miles southeast of the first illusion, he orders Arat, the human cleric from the Cult of Dregoth, to create a magical trap.

The PCs come across two fallen animals in the desert. The first is an inix, dead of exhaustion and dehydration. It has been picked clean of its burdens, though its leather harness straps lie ripped and torn in the nearby sand. The animal is half buried in shifting sands and has been there for a period equal to the lead the emissary still enjoys over the characters. There is nothing unusual about the first animal.

The second animal, however, is trapped with a *greater glyph of warding*, triggered when anything disturbs the carcass. This animal, a crodlu, is several hundred yards farther south than the inix, its torn and rapidly rotting carcass mostly buried in sand. Its cargo has also been removed, but there are still bags strapped to the corpse. The *glyph of warding* contains a *blade barrier* spell that activates if anyone goes within 10 feet of the crodlu, centered on the character who breeches this borderline. The blade barrier extends in a 30' radius and deals 11d6 points of damage to any creature caught within the radius for every round they remain in it. A successful Reflex save (DC 19) allows a character to escape unharmed.

The Emissary's Second Illusion

The second illusion along the trail is 35 miles of travel southeast of the dead animal trap. Here the defilers cast an *improved mirage arcana* spell to create a scene resembling the aftermath of a terrible battle on the open sands. The illusion is richly detailed.

The characters come over a rise to find the half-buried remains of dozens of thri-kreen corpses, battered and ruined in the shifting sands and stained with their own brown blood. Broken gythka and discarded chatkcha are strewn about the grim scene, some scorched black by intense fire, like many of the corpses. Occasional bodies of dray and humans can be spotted among the dead, but they make up but one tenth of the corpses. The illusionary thri-kreen bodies have no clutch or pack accouterments, since the emissary knows little of such things; a thri-kreen character must assume either they are from an unrelated thri-kreen civilization, which isn't out of the question this far from the Tablelands, or he may become suspicious. If asked, Garek knows of no thri-kreen civilizations on the Endless Sand Dunes, but can't rule out the possibility.

There are over 50 thri-kreen bodies in the illusion. The DM should point out the evidence to the PCs, if they don't catch on, that if the emissary's party can defeat this many mantis warriors, it can probably prevail against a handful of adventurers.

The Emissary's Third Illusion

As a last effort to thwart pursuit, the Emissary's defilers will leave another illusion 25 miles of travel farther south than the last. Again the defilers use an *improved mirage arcana* spell.

The illusion is of another battle sight, but this time the dead are dray and human warriors. There are also several animals, kanks and inix, who have been ripped open to reveal their intestines, and are marked by huge claw marks. Whatever struck the caravan struck fast and brutally. The wagons are gone, apparently dragged off to the west. Pieces of wood and canvas litter the trail. The true trail, leading further south, has been disguised by the magic of the emissary's defilers. Should the PCs follow the tracks of whatever apparently slaughtered the caravan, they will find what the emissary detected at a safe distance and made sure to avoid—a vast dark maw under a lip of stone in the lee of a massive sand dune. This yawning mouth is the entrance to a deep cave, and the fact that it is kept open despite the swirling sand should warn the PCs to steer clear of the obviously very powerful creature within. The cave is in fact the lair of an earth drake, and the mighty beast does not appreciate the PCs barging into its home territory.

Earth Drake (EL 17)

Drake, Earth; CR 17; Gargantuan Dragon (Earth, Psionic); 25 HD; hp 287; Init +2; Spd 30 ft, Burrow 10 ft; AC 21 (touch 4, flat-footed 21); Atk +25 melee (Bite 4d6+9 or Tail Slap 2d6+13) or +25/+23/+23/+23 (Bite 4d6+9 and 2x Claws 2d8+4 and Tail Slap 2d6+13); **SA:** Elemental Attack (Earth), Improved Grab, Swallow Whole; **SQ:** Darkvision 60 ft., Damage Reduction 15/metal, Dragon Traits, Low-Light Vision, Power Resistance 28; AL TN; SV Fort +13, Ref +12, Will +9; Str 29 Dex 7, Con 21, Int 4, Wis 11, Cha 12

Skills and Feats: Climb +17, Concentration +20, Jump +17, Listen +10, Move Silently +13, Psicraft +5, Spot +10, Survival +10; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (Claw), Improved Initiative, Improved Natural Armor, Multiattack, Power Attack.

Psi-Like Abilities: At will – concussion blast (2 additional targets, 5d6 damage*); 3/day – body adjustment (7d12*), compression (two size categories, 15 minute duration*), control object, dissolving touch (11d6 damage*), ectoplasmic form, expansion (manifest as swift action, 15 minute duration*), false sensory input (6 additional targets, DC 14), immovability (manifest as swift action*), inertial barrier, matter agitation, matter manipulation, precognition, sensitivity to psychic impressions, telekinetic force (500 lbs max*); ML15th. *Includes augmentation for earth drake's manifester level.

Reference: See *Terrors of Athas*, pg 38 for the full stats.



The emissary hopes that witnesses to this scene think his mission has failed, and abort their chase. He also hopes that if they want to make sure he is dead, they follow the false tracks

to the lair of an actual drake. Hopefully the drake will succeed where Sar'ach and his dray warriors failed.

Garek has never encountered any creature that could possibly have caused this kind of carnage in this particular part of the Endless Sand Dunes, and he does not want to find out what did it - strongly advising the PCs to turn back.

Beyond this point there are no other illusions or traps. The difficulties of traversing the harsh Endless Sand Dunes demand all of the emissary's magic and attention for the rest of the journey south.

Last Drink

DM's Note: Garak may or may not be with the party at this point (due to previous encounters, or their choosing not to travel with him, etc). You may need to alter the wording of the below text to accommodate his presence.

The oasis of Last Drink is located exactly where Garek said it would be, northwards off the track of the emissary's caravan. The PCs may need to resupply themselves with water there, and in such case Garek will have instructed them how to get there and what trade goods to bring. He will also have informed them of the unique negotiating style employed by the oasis's new boss, Ogflo the desert giant.

Squinting through the wind and whipping sand, you can barely make out a curious shadow on the ground ahead in the distance. Could this be the oasis that Garek called "Last Drink"? Surely the wind does seem less here, and he said to expect that, and the shadow makes no sense if there weren't a rock wall up ahead.

But the wall up ahead isn't rock, it's a massive berm of windblown sand. It rises nearly sheer, defying logic, and its top is lost in the swirling wind. You trudge around the outside of the slightly curving wall, determined to find the entrance that Garek mentioned. Huddling against the wall of gritty sand doesn't seem to help in abating the wind, but you take comfort in the thought that this is the only dune you have seen out here with such steep sides – perhaps it is the oasis.

There! The entrance is narrow, like a steeply-sided canyon, its path twisted to defeat the whistling wind. Indeed the wind does die as you march through. You emerge on the other side to an amazing sight – you are within an elliptical bowl of rock and sand, with walls more than 60' high. At its approximate center, the bowl is green with trees and shrubs, and between their gently moving leaves is the glitter of water!

Last Drink is a small oasis centered on a bubbling spring. Around it grow cedro and other trees, spinifex bushes, and nugus cactus. A small irrigated area, as much as the spring will support, lies on the far side of the natural oasis, screened

from the PCs' eyes by the trees. The rock walls around the oasis were built by the dwarves who lived here for many years – they used engineering skills similar to those employed by their brethren at Ledopolis and painstakingly positioned boulder after boulder to form a protective ring around the then-much-battered spring. The winds were gradually forced to go around the wall, and they in turn deposited the sand, which now reinforces and camouflages the boulders.

The labor of building the wall took generations – just hauling the stones in was a work of years! – but the dwarves were industrious and the family's focus never wavered. They had completed the job, and were beginning to build themselves a village with the excess stones, when the giants arrived. Ogflo and his tribe of desert giants had been watching the dwarves work for years, and Ogflo was wise enough to see what their intentions were. He allowed them to build his family the perfect home, and then he assaulted the place and took it for his own.

"Runts!"
"Thirsty!"
"Breakfast!"

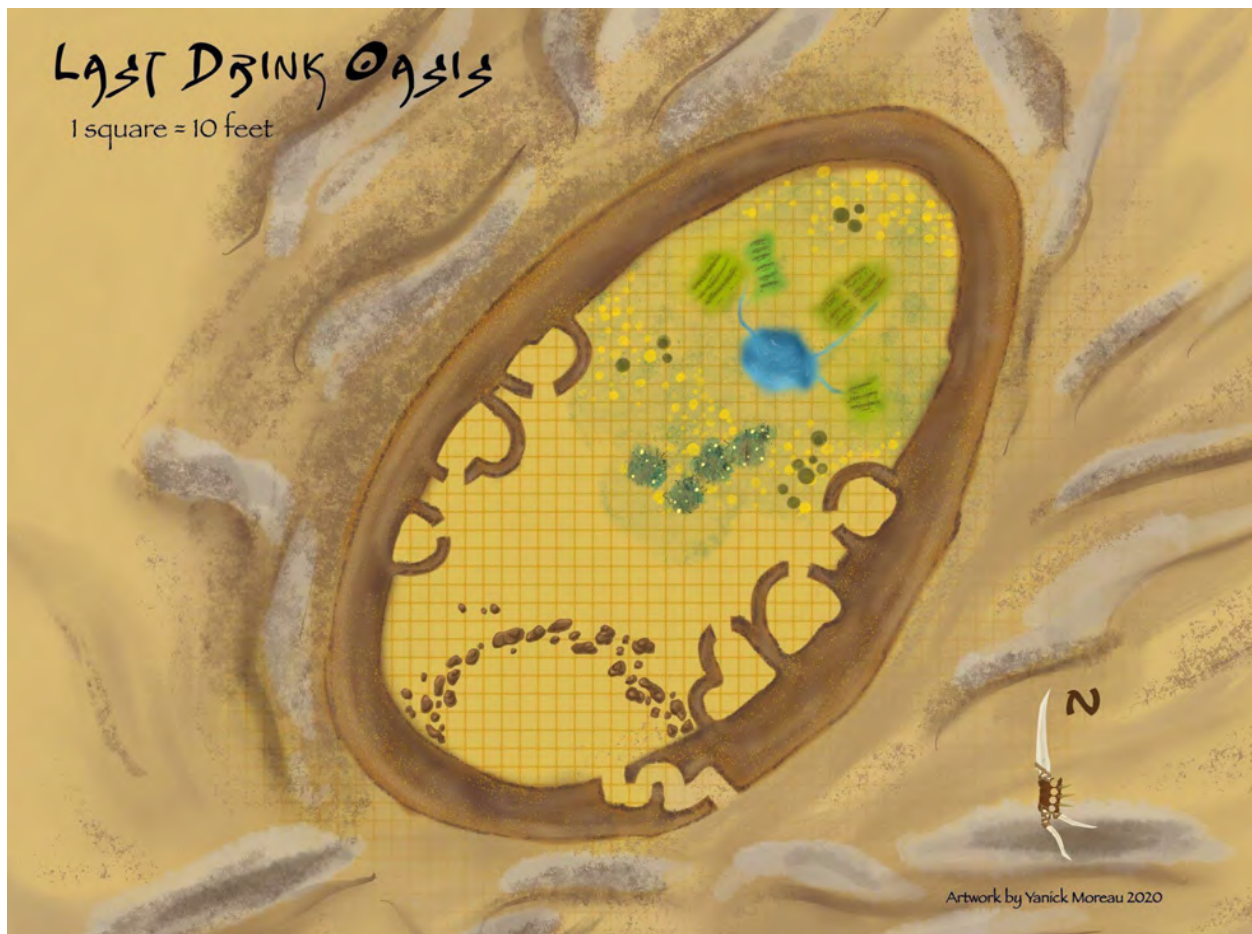
The shouts boom out across the bowl, amplified as they echo behind you. Charging out of the cave-like stone dwellings in the interior sides of the ringwall swarm a

dozen desert giants, their bare chests bronzed by the dark sun.

The giants are led by Ogflo, their tribal leader. They gather behind a rough low wall of boulders set between the entrance canyon and the oasis, hurling insults at the PCs. If the PCs do not immediately flee, the giants follow up with hurled boulders as well. They laugh and may even sing as they fight – they get very few visitors, and seeing some even in combat is an occasion worth enjoying from their point of view. The PCs may notice that a number of smaller giant faces – children – peek out periodically from the dwelling doors across the bowl, and that another small giant-child runs there from the oasis, where he was apparently on watch.

"Let it fly, da!" cries a giant-child from one of the windows.
"Hit him again!" yells another.
"Rocks for breakfast, runts! Break your bones, anyway!"
One of the larger male giants flings another boulder at you, grinning as he does – clearly the giants here find the combat at least as entertaining as it is dangerous.

If thrown boulders do not discourage the intruders, the giants will resort to melee combat, but only after all boulders are



exhausted. They also have large spears and Buglo, Ogflo's brother, has a massive set of cahulaks he can throw if desired. If even these missile weapons are expended, the giants are willing to engage the PCs with a mixture of stone and bone clubs, axes, and staves. The only noteworthy weapon among them is Ogflo's club, which appears to be a mekillot femur made of petrified bone. It is marvelous to look at, with swirls of red and green stone. Ogflo will proudly proclaim it as the Dragon's leg, of course.

If the PCs can survive the first 2d4 rounds of melee combat with the giants, or if any of the giants is slain or seriously wounded, Ogflo will call a truce to trade. He prefers to fight and then trade, as if he traded with everyone who staggered in half-dead from the Dunes he'd miss many an 'easy picking', but he does not want to lose any members of his own family in battle.

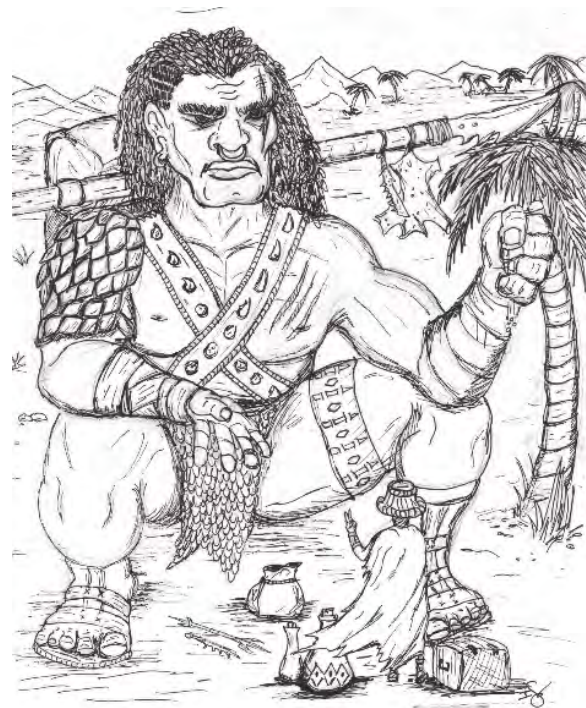
Ogflo is a shrewd but fair bargainer. It is true he has a resource that nearly every traveler is desperate for, but the giants also have many needs they cannot meet in Last Drink, and Ogflo realizes trade offers advantages when simple theft or killing have failed. The giants have water, of course, as well as a limited supply of oasis snails (each about the size of a human's head, very edible especially when baked in the shell) and cedro fruits ("berries" to the giants, as they are sized equivalent to a halfling's head). Of course they have all the giant-hair products anyone could want – ropes, carpets, blankets, etc.

The oasis snails and cedro fruits are both excellent choices for the PCs to obtain, for their journey into the Dead Lands. A single snail provides sufficient meat and water for a single Medium-sized creature for two days, and live snails can be taken from the oasis edge and kept in backpacks for weeks. They simply seal themselves into their shells with a waxy resin, living in hibernation. The wax can be broken and the snail eaten raw or baked at leisure. The cedro fruits dry well, and though fresh fruits are in season the giants have a considerable stock of dried ones to sell. A single fruit is heavy with water, and protected by a thin pecan-like shell. Even dried they retain considerable water, and are chewy and satisfying, with one being able to sustain a Medium-sized creature for a day, though other foods are required to maintain nutrient balance after a week of eating only cedro fruit.

In exchange for these products, the giants will eagerly trade for wooden weapons, wooden or ceramic household items, cords of bones for handicrafts or fuel, or even boulders. Unlike the dwarves, who developed an elaborate scheme for dragging boulders here for their construction efforts, the giants have only the most haphazard methods for finding new boulders, and they need more for weapons and to periodically repair their ringwall. Garek should have informed the PCs of the giants' preferred trade items back in Fort Sharrock, so they could prepare with appropriate giant-sized objects to trade.

The tribe at Last Drink is composed of 13 adult desert giants and 14 children of various ages, all led by Ogflo. See **Appendix for more information on these characters.**

Last Drink Giant Tribe (EL 20+)



Ogflo: Desert Giant Male, Bru 5 / Tra 5; CR 20; Huge Giant; 24 HD; hp 257; Init +4; Spd 50 ft; AC 28 (touch 12, flat-footed 24); Atk +26/+21/+16 melee (Greatclub 3d8+15; 20/x3) or +19/+14/+9 ranged (Rock 2d8+10; 140 ft range; 20/x2); **SA:** Reach 15 ft., Rage, Sneak Attack; **SQ:** Evasion, Low-Light Vision, Power Resistance 25, Trapfinding, Trap Sense (+2); SV Fort +21, Ref +13, Will +7; AL NE; Str 30, Dex 19, Con 23, Int 14, Wis 10, Cha 14

Skills and Feats: Appraise +14, Bluff +17, Climb +16, Diplomacy +17, Intimidate +20, Jump +16, Listen +15, Profession (Merchant) +2, Sense Motive +20, Spot +15, Survival +15; Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack, Spring Attack, Trader, Weapon Focus (Greatclub).

Possessions: Circlet of Persuasion, Gloves of Dexterity +4, MW Huge Petrified Bone Greatclub, Huge Studded Leather Armor +1.



Buglo: Desert Giant Male, Ftr 3 / Clr 6; CR 19; Huge Giant; 23 HD; hp 290; Init +6; Spd 40 ft; AC 27 (touch 10, flat-footed 25); Atk +25/+25/+20/+15/+10 melee (Double Spear 3d6+15; 19-20/x3) or +19/+14/+9 ranged (Rock 2d8+10; 140 ft range; 20/x2); **SA:** Reach 15 ft., Spells; **SQ:** Low-Light Vision, Power Resistance 24, Rebuke Undead; SV Fort +24, Ref +9, Will +13; AL NE; Str 31, Dex 15, Con 26, Int 10, Wis 18, Cha 9

Skills and Feats: Climb +14, Concentration +18, Jump +14, Listen +9, Spot +14, Survival +21; Cleave, Combat Reflexes, Exotic Weapon Proficiency (Double Spear) (B), Great Cleave, Improved Critical (Double Spear) (B), Improved Initiative, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Double Spear).

Cleric Spells (CL 6th, 5/4+d/4+d/3+d, DC 14 + spell level): 0 - create element, detect element, detect magic, detect poison, mending; 1st - bless, clear water (d), cure light wounds, divine favor, shield of faith; 2nd - augury, fog cloud (d), resist energy, silence, spiritual weapon; 3rd - cure serious wounds, curse of the choking sands (d), dispel magic, searing light.

Domains: Desert Mirage, Living Waters.

Possessions: Amulet of Health +4, MW/MW Huge Double Spear, Huge Studded Leather Armor +1; 100cp.



Nefla: Desert Giant Female, Wld 7; CR 17; Huge Giant; 21 HD; hp 213; Init +1; Spd 40 ft; AC 25 (touch 14, flat-footed 24); Atk +23/+18/+13 melee (Spear 2d8+12; 20/x3) or +15 ranged (Rock 2d8+8; 140 ft range; 20/x2); **SA:** Reach 15 ft., Surging Euphoria, Wild Surge (+3); **SQ:** Elude Touch, Low-Light Vision, Power Resistance 22, Psychic Elevation; SV Fort +17, Ref +7, Will +11; AL NE; Str 27, Dex 13, Con 22, Int 11, Wis 14, Cha 20

Skills and Feats: Bluff +5, Climb +10, Concentration +26, Intimidate +5, Jump +10, Listen +12, Psicraft+4, Spot +12, Survival +12; Cleave, Combat Reflexes, Empower Power, Great Cleave, Hidden Talent (Force Screen), Power Attack, Psionic Meditation, Weapon Focus (Spear).

Wilder Powers (ML 7th, PP: 46+17+2, DC 15 + power level): 1st: empty mind, force screen, mind thrust; 2nd: concussion blast; 3rd: energy wall.

Possessions: Cloak of Charisma +2, Cognizance Crystal (3/3 PP), Dorje of Concealing Amorphia (50 charges), MW Huge Spear, Huge Studded Leather Armor +1.



Desert Giant Male & Female; CR 10; Huge Giant; 14 HD; hp 119; Init +2; Spd 40 ft; AC 22 (touch 10, flatfooted 20); Atk +17/+12 melee (Spear 2d8+12; 20/x3) or +11 ranged (Rock 2d8+8; 140 ft range; 20/x2); **SA:** Reach 15 ft.; **SQ:** Low-Light Vision, Power Resistance 15; SV Fort +13, Ref +6, Will +5; AL NE; Str 27, Dex 15, Con 19, Int 7, Wis 12, Cha 11

Skills and Feats: Climb +9, Jump +9, Listen +6, Spot +6, Survival +6; Cleave, Combat Reflexes, Great Cleave, Power Attack, Weapon Focus (spear).

Possessions: none.

Reference: See *Terrors of Athas*, pg 66 for the full stats.



Desert Giant Children: Desert Giant Adolescent Male & Female; CR 8; Large Giant; 10 HD; hp 45; Init +3; Spd 35 ft; AC 24 (touch 12, flatfooted 21); Atk +10/+5 melee (Longspear 2d6+3; 20/x3) or +9/+4 ranged (Rock 1d10+2; 140 ft range; 20/x2); **SA:** Reach 10 ft. (15 ft. w/ Longspear); **SQ:** Low-Light Vision, Power Resistance 13; SV Fort +7, Ref +6, Will +4; AL NE; Str 14, Dex 17, Con 11, Int 7, Wis 12, Cha 11

Skills and Feats: Climb +9, Jump +9, Listen +6, Spot +6, Survival +6; Cleave, Combat Reflexes, Power Attack, Weapon Focus (Spear).

Possessions: none.



Racked Tribesmen - Optional Encounter (EL 15)

As the PCs approach the Dead Lands, if they avoided Last Drink and are still in the mood for a fight, the DM can opt one night to have the party visited by a group of racked spirits.

Echec was the charismatic leader of an ex-slave tribe in the southern Tablelands. Sure that a better life awaited his tribe in the Endless Sand Dunes, he convinced his tribe to follow him south to the edge of the world. Bereft of caravans to raid for supplies or oases to partake of, the tribe ran out of water quickly. When Echec accosted and killed a tribe member for a last drink of water, the others quickly beat him to death. After turning against his tribesmates he was sworn to care for and dying for it, Echec returned as a racked spirit. He drove the remaining tribe members to kill themselves or those they cared for the most, turning his tribe mates into racked spirits as well. Now they roam the Endless Sand Dunes as a pack, searching for other lives to ruin.

Racked Pack (EL 15)

Racked Tribesman (x5): Human Male & Female Racked Spirit Bru 6; CR 8; Medium-size Undead; 6 HD; hp 45; Init +2; Spd Fly 60 ft.; AC 16 (touch 16, flat-footed 14); Atk +8/+3 melee (Incorporeal Touch 1d6 plus Energy Drain; 20/x2); **SA:** Energy Drain, Whirling Frenzy; **SQ:** Darkvision 60 ft., Gray Toughness 1, Improved Uncanny Dodge, Undead Traits, Vulnerability to Raise Dead; SV Fort +5, Ref +2, Will +2; AL CE; Str --, Dex 14, Con --, Int 14, Wis 15, Cha 18.

Skills and Feats: Bluff +8, Diplomacy +6, Handle Animal +12, Intimidate +13, Listen +17, Search +8, Sense Motive +12, Spot +12, Survival +11; Dodge, Mobility, Spring Attack, Track.

Psi-Like Abilities: At will - aura sight*, empathy*, mindlink*, psionic dominate*; 3/day—recall agony*, telekinetic force*. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Spell-Like Abilities: At will - Deeper Darkness; CL = HD.

Possessions: none.



Echec: Human Male Racked Spirit Bru 10; CR 14; Medium-size Undead; 10 HD; hp 85; Init +2; Spd Fly 60 ft.; AC 18 (touch 18, flat-footed 16); Atk +13/+8 melee (Incorporeal Touch 1d6 plus Energy Drain; 20/x2); **SA:** Energy Drain, Whirling Frenzy; **SQ:** Darkvision 60 ft., Gray Toughness 1, Improved Uncanny Dodge, Undead Traits, Vulnerability to Raise Dead;

SV Fort +7, Ref +3, Will +4; AL CE; Str --, Dex 14, Con --, Int 14, Wis 16, Cha 18.

Skills and Feats: Bluff +12, Diplomacy +14, Handle Animal +18, Intimidate +21, Listen +22, Search +8, Sense Motive +13, Spot +15, Survival +16; Dodge, Mobility, Spring Attack, Track, Weapon Focus (Incorporeal Touch).

Psi-Like Abilities: At will - aura sight*, empathy*, mindlink*, psionic dominate*; 3/day—recall agony*, telekinetic force*. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Spell-Like Abilities: At will - Deeper Darkness; CL = HD.

Possessions: Cloak of Charisma +4.



Part 2 - The End of the World

Despite vague rumors and whispered remembrances of such a place, the emergence of the Dead Lands before them is a stirring sight. The swirling, scouring sands of the Endless Sand Dunes prevent the PCs from seeing the black ribbon that grows ever wider on the southern horizon. Their rendezvous with the obsidian plain is a sudden one, whether by day or by night.

Reaching the Edge by Day

The narrow slit in the cloth wrapped around your face affords you sparse vision, at best, but saves your eyes from the driving sands. If the accursed winds would just straighten out, even for a few minutes. . . . But the gusts here are like lost ghosts, taunting you and stinging you.

The soft sand beneath your feet slips and slides with each step, but for the last 100 yards it's been strewn with shards and stones. The desert seems to be giving way to stony barrens or rocky badlands; anything would be better than the stretch of sand you've plodded for more than two weeks.

Abruptly the desert gives way completely. The wind stiffens, but is now blowing cleanly into your face, hot as a drake's breath though without the foul smell. But more than this, you cannot see. Brilliant flashes of light explode in your eyes; the entire desertscape before you has been transformed and now is a sea of glittering light. You cannot look directly at it – the piercing flickers burn even your desert-accustomed eyes.

What strange desert formation is this? The winds still howl, but no longer swirl around you, diving particles into the seams of your clothing to seek out raw skin. Now it is hot, like a blast furnace in front of your face. If you undo the wrappings from your head, and crawl forwards slowly, you can see that the desert seems to simply fall away into the bands of burning light. Looking down, grains still swirl at your feet, but the ground below is solid and slick, black and gleaming in the sun. To either side stretches a black line where the sea of sand washes up on this strange, black shore precipice that lies before you.

It takes a moment for your eyes to adjust. The hot sun scorches down on the black ground, and you feel its heat through your sandals. If you kneel and scratch the smooth surface with a fingernail you discover that it's obsidian. Over the edge of the precipice, you can now make out, through squinting eyes, a gleaming black background to the flashing brilliance of the realms below. A vast plain of obsidian! Reflecting the dark sun, the land below indeed appears to be no more – and no less – than an endless expanse of glittering obsidian. In the distance, you can

barely make out obsidian rolling into black hills, scored with jagged edges of blistering black glass. Maybe this IS the end of the world.

Reaching the Edge by Night

The narrow slit in the cloth wrapped around your face affords you sparse vision, at best, but saves your eyes from the driving sands. Even at night the accursed winds refuse to straighten out, even for a few minutes. . . . But the gusts here are like lost ghosts, taunting you and stinging you.

The soft sand beneath your feet slips and slides with each step, and the struggle to keep walking consumes nearly all your energy. Choosing to travel at night has kept the heat off you, but the tradeoff is near-blindness. Even the dark-sighted among you can see little, for the blasting sand forces all alike to squint and face the ground as much as possible. For the last 100 yards you've noticed your feet striking shards and stones, though the objects are identifiable only by the feel of them against your feet. The desert seems to be giving way to stony barrens or rocky badlands; anything would be better than the stretch of sand you've plodded for more than two weeks.

During the day the PCs automatically detect the cliffs and avoid going over the lip of the precipice. However, if they are travelling by night – presumably using magical or psionic means to track the emissary – without taking extraordinary precautions against unexpected falls, the most likely way that the party will discover the cliffs is by hearing the point man's scream as he disappears over the brink. Have that character roll a [Reflex save DC 20](#) to avoid falling off the cliffs to the obsidian plains below and suffering [20d6](#) damage from the fall and impact with the ground. If the point man falls off the cliff or otherwise warns his companions, the other party members become aware of the danger ahead. If they approach with caution they will be treated to an incredible sight.

Before you spreads a panorama unlike any you have seen before. The land falls away, vanishing into depths only to be guessed at. Below, infinitely far below, the landscape glistens, it glows, it writhes as if alive. A rippling glowing haze rises from the distant plains, coruscating dimly from the far hills. It is unearthly, incomprehensible. What kind of land was so smooth, so bright? Could the land down there be alive? What kind of magic gave birth to such a blackish-purple radiation?

Garak

Garak would be pleased to map portions of the obsidian (and to be able to truthfully claim to have explored south past the "end of the world"), but his experience and usefulness as

a guide end where the obsidian begins. Garak can accompany the PCs into the Dead Lands, or not, per the DM's preference.

HAZARDS

Besides the lack of plant and animal life, PCs will quickly learn the Dead Lands can be quite an inhospitable place for living beings.

All of the following hazards must be taken into account while the PCs are on the blackglass:

Thirst and the Burning Blackglass: Under normal circumstances, a character can survive without water for 24 hours plus a number of hours equal to her constitution score. At the end of this time, the character must attempt a **Constitution check** each hour (DC 10, +1 for each previous check). On a failure the character suffers **1d6** points of **subdual damage** that cannot be recovered – even by *cure* spells, until the character gets water.

However, the blackglass reflects the heat of the sun even more intensely than other places, and all characters must increase their water intake by 50% to avoid dehydration.

See Appendix Two for more details on water requirements and dehydration rules

Scorching Terrain: The surface of the glass under the daytime sun climbs to scorching temperatures. Flesh exposed to these extremes, like feet in soleless shoes, burns at the rate of **1d3** points of damage per **round**. Characters or creatures falling on the broken obsidian, as a result of combat or clumsiness, have a 25% chance of taking **1d4** points of damage from the jagged edges.

Sleep Deprivation: The blackglass is unyielding. Characters sleeping on the obsidian will do so uncomfortably. The effect is similar to that of sleeping in armor (-2 **Str**, -2 **Dex**, can't charge or run).

means by which the emissary descended to the Obsidian Plain.

Big Bubble

Once you reach the edge here, it immediately becomes clear that the emissary passed down the cliffs at this and no other place. The obsidian is really no higher against the cliffs here than anywhere else you can see, but there is a huge bubble of blackglass flush against the cliff, reaching from the Obsidian Plain nearly to the very lip of the precipice. The bubble is translucent, black yet clear enough that you can see it is ridiculously thin glass. Scratch marks show where the sandal-shod humans and unshod claw-footed dray clambered down the two rough ledges to the top of the bubble, and then slid down. The glass would never support the mekillots or the wagons they pulled, and you see no evidence of these atop the cliff, so clearly the emissary used other means to transport them.

If the **PCs** are on the cliff face above Big Bubble at dawn or dusk, when the glare of the dark sun off the Obsidian Plain is least blinding, they will be able to clearly see the scratched ruts left by the emissary's mekillot-drawn wagons. Though there's no evidence atop the cliff that the emissary took his draft animals and wagons down with him, the ruts below show that he did. The marks made by footslogging humans and dray are invisible from the precipice, but the wagon scratches are immediately recognizable (no tracking checks are necessary from this point onward).

Unless the **PCs** have either a tremendous amount of mountaineering equipment, and the skills to match, descending the 2000' of sheer obsidian-coated cliffs is nearly suicidal. Magical or **psionic** means could bridge the (vertical) gulf, if the **PCs** have these on hand. Without one or another of these options, the **PCs** can always descend by the same way the emissary's human and dray retainers did – by sliding down the hemispheric surface of the bubble on their backs. Any pack animals they still have with them must almost certainly be left atop the precipice. To descend safely requires three **Dexterity checks** DC 15. Should a character fail a **Dexterity check**, she must roll a **Reflex save** DC 15 or descend uncontrolled off the bubble and to the obsidian floor below, sustaining **3d6** points of damage per **remaining Dexterity check** required to reach the ground safely. If the **Reflex save** succeeds, the character manages to keep her footing and may retry her **Dexterity check**.

The Great Cliffs

This is the **PCs'** first encounter with the Dead Lands and its vast Obsidian Plain. They now have to conform to the special conditions of traveling on the blackglass. More attentive searching around the edges of the cliff will reveal that the cliffs fall more than 2000' down before reaching the plain below, and that the cliff itself is largely, though not completely, covered in more of the glittering, slick obsidian. Particularly attentive **PCs** may note that the obsidian appears to have been "splashed on" the cliffs, leaving mekillot-sized beads and drops here and there. Climbing down would be virtually impossible, due to the height and to the smoothness of the cliff face. However, less than a quarter mile to the east of the point where the **PCs** reach the cliff, they can locate the

On the Obsidian Plain Below

Following the emissary's trail, they come onto the obsidian at the same spot he did. The marks of inix and crodlu claws, cracks and chips from passing mekillots and wagons are easy to spot and track. The trail extends as far as the eye can see southwards onto the obsidian. Though they don't know it yet, the **PCs** have come upon the furthest northeastern boundary of the land of Shadowmourn, ruled by the Grand Duchess

Qwith. Five miles over the horizon is one of her frontier fortresses, where the emissary has already had an unfriendly encounter with the Duchess's forces.

On the Glass

First Day on the Glass

At first it seems like a mercy. The blazing glare that made even looking down at this land does not appear from the ground level. Instead the land vanishes in the distance in a sea of shimmering waves, the visible heat that rises from the blackglass. The heat waves consume the horizon in the very near distance, in fact – visibility with unaided eyesight is little more than a quarter mile in any direction. The wind, though consistent in direction, is devastatingly hot, drying any exposed skin to cracking in minutes.

The Obsidian Plain is itself an easy terrain to cross – it is smooth, with little of the whipping sand that so plagued you in the Endless Sand Dunes above. Yet the very smoothness of the land causes your feet to slip with nearly every step. Though few breaks appear in the blackglass, those that do are filled with jagged shards that easily cut open the sturdiest leather boots. The glassy surface of the plain is incredibly hot to the touch – you have to keep moving, or your feet begin to scorch.

The plain is wide and nearly without relief – there are no patches of shade anywhere, nowhere to rest outside of the blazing sun. Of all the places you've been, even the Endless Sand Dunes, the Obsidian Plain is clearly the most inimical and hostile terrain you have ever encountered. No living things, plant or animal, are anywhere to be seen. Will you soon disappear as well, lost in the vast stretch of hideous glass, bodies reduced to dust between the ruts left by the emissary's wagons?

First Night on the Glass

Darkness is a good time to travel – or a better time to sleep. The Obsidian Plain is slippery and treacherous by night, its smooth surface difficult to navigate. Though the heat of day dissipates quickly on the blackglass, and the winds die down, another effect makes travel by night hazardous. What the obsidian surface does not keep as heat, it somehow retains as light. By night it releases the day's sunlight as a sickly purplish glow, imperceptibly emerging from the ground at your feet to form a gaudy fetid limn over the horizon. The putrid black-violet glow silhouettes all of you as well, reducing your features to shadowy pools of darkness amid the elusive light.

The night is cold, all the more so because of the lack of cover. The light wind that crosses the blackglass by night seems cold and penetrating, though it is not very strong. The wind has no effect on the unearthly, purple-black light that rises

imperceptibly from the obsidian's smoky-dark depths – though the light appears in peripheral vision like a sort of fog, the wind slithers through it as though it isn't there.

PCs are perhaps wisest to attempt to sleep during the coldly luminescent nights, though the unyielding surface of the obsidian makes sleeping uncomfortable. Unless the PCs have some means to make their sleeping conditions more comfortable, they will wake up fatigued (-2 Str, -2 Dex, can't charge or run).

Across the Blackglass

The emissary's trail is easy to follow. The heavy tracks of the mekillots and the wheels of the heavily laden wagons grind into the obsidian and leave crumbled impressions. The heroes can follow these into the Obsidian Plain, walking in the cracks and ravines of this sterile landscape, leaving the harsh but familiar dunes behind. There are no encounters on this stretch of glass. Divination magic reveals nothing.

DM's Note: The entire Dead Lands is essentially a Dead Magic zone-- there is no plant life from which to draw upon for spellcasting. From this point on, all preserver and defiler wizards can no longer draw energy from the land to cast spells. Unless they have access to an alternate source of spell energy, they will not be able to cast spells. Particularly intelligent PCs, or those with some experience with the Gray, may observe the undead rulers casting arcane spells and discover the source of their power as the Gray. Whether or not such PCs can mimic this "graycasting" method is entirely up to the DM.

Similarly, if PCs have experience before with dead magic zones, they may be aware of items which can store life energy for casting, and may actually have such an item on them.

One mile into the blackglass, the desert behind them is a ribbon of tan on the horizon of the forbidding cliffs, and after two miles, even that has disappeared in the hazy waves of reflected heat. The PCs find themselves on an endless sheet of cracked and broken obsidian where normal arcane magic cannot function. The intense heat reflecting off the glass, and tricks of light playing off and through it, is unsettling. After another mile the party finds themselves cresting a low rise of uneven obsidian, and beyond it observing a strange structure built on a low ridge.

The obsidian stretches out flat and barren before you, down the gentle slope to a jagged ravine. On the far side, atop a broken ridgeline, is an odd structure. The thing is roughly shaped like a pentagon. Two sides are piles of obsidian chunks, mounded high. The other three are manufactured

of square-cut obsidian blocks. Around all of these are sharp blades of black glass embedded in the ground, barbs pointing out like the quills of a prickly plant, and sending the same message - stay away.

At this distance, the structure appears to be about 200 yards across; there is no apparent sign of activity.

The adventurers have a mile and a half of featureless obsidian between them and the frontier outpost. There is nothing to take cover behind all the way to the bottom of the ravine. Within 100 yards they can see some of the destruction that lies ahead, or they can use magical or **psionic** means to survey the situation.

Two of the five walls of the outpost were not constructed of shattered obsidian; they were pulverized. Bodies lie strewn about the ruins and the obsidian surface below, some impaled on the pointed shards. The corpses lie still; no scavengers feast upon the remains.

Once the heroes get close to the outpost, they can assess the situation. The outpost guardians were zombies and skeletons, their remains smashed and scattered across the battle site. They were assaulted by dray and humans, many of whom are also dead on the blackglass. They can count 12 dray and 7 human corpses.

Further inspection of the fortress reveals that no living or undead inhabitants are remaining. There were 200 skeletons and zombies protecting the site; all of them were destroyed. Their equipment is obsidian, weapons and armor alike. None of their accouterments or insignia are familiar enough for identification by any of the **PCs**. The interior of the fortress contains no creature comforts, there are no mess halls or barracks.

The emissary's patrol ventured here no more than two days before. The undead manning the fortress have standing orders from the Duchess to attack anything that comes out of the north. The emissary approached and offered his friendship and gifts, but his only answers came in the form of challenges and arrows. The emissary tried to pass, but the garrison sent out sorties and engaged them in battle. He had no choice but to defend his mission and he wiped out the garrison in a pitched battle. In addition, to supplement his weakened forces, the emissary chose to reanimate and command 50 of the garrison skeletons, an act that particularly gains the ire of the Duchess.

The emissary's tracks lead away to the southwest.

The Fragrance of Flesh

Grand Duchess Qwith is furious that something with sufficient power to destroy one of her outposts has come from the deserts north into her land. Imagining an especially bold Cholite incursion, she puts an entire field legion on the move from Kushtan.

Kushtan is a mere 19.5 miles south of the destroyed outpost, but it is swarming with undead patrols. The heroes,

at this point, know nothing of the nature of the Dead Lands, its many kingdoms, and its political maneuvering. They are faced with enormous numbers of undead in a strange land of blackglass.

Every hour the **DM** should roll for an encounter with the approaching skeleton and zombie patrols and cohorts; there is a 1d4 chance of encountering one at a range of 100-300 yards. Each cohort contains 100 warriors with its fael centurion leader, while the patrols are 10 warriors, often with a thinking zombie or fallen leader.

Shadowmourn Undead Patrol - Optional Encounter (EL 14)

If the **DM** feels it appropriate (as far as pacing and challenge are concerned), the party may encounter a patrol. The patrol is sent to investigate who the **PCs** are, while the main body of the cohort continues on its way.

The undead patrol consists of fael warriors led by a fallen commander named Lagashar. From a distance the undead patrol is easily mistaken for living soldiers. As they approach the party, their undead nature becomes apparent.

Lagashar, leading the patrol, has a dessicated almost skeletal appearance. The bottom half of his jaw is missing, the result of a blow from a battle axe almost five hundred years ago. Without a jaw, Lagashar's voice is reduced to a dry whisper and often must rely on his psionics to communicate.

When they close to 100 ft., the faels are immediately overcome by the aroma of living flesh. They break ranks and charge mindlessly towards the **PCs**, attempting to tear them to pieces and devour them - flesh, blood, and bone. Lagashar will attempt to restrain his soldiers, hoping to capture the **PCs** and drag them before Qwith, but the faels will not listen to his commands. Lagashar must then attempt to salvage the situation by taking one of the **PCs** captive, but may have to fight off his own troops to prevent them from devouring the **PC**.

If he manages to capture a **PC**, or if the undead are routed, Lagashar will retreat and rejoin his cohort. He will then return in an hour, leading the entire cohort of undead back to the scene to search for the **PCs**. Later, Lagashar spreads word of the presence of the **PCs** and the alarm is raised. The **DM** should double the number of undead present in the random encounters later on at Castle Krujar.

Undead Patrol (EL 14)

Fael Warrior (x5): Human Male & Female Elite Warrior 7; CR 9; Medium-size Undead; 7 HD; hp 66; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +14 melee (Bite 3d6+6; 18-20/x3) or +13/+13 melee (Slam 1d6+6; 20/x2) and +12 melee (Bite 3d6+3; 18-20/x3); SA: Insanity; SQ: Darkvision 60 ft., Gray Toughness 3, Rebuke Undead, Undead Traits; SV Fort +5, Ref +3, Will +2; AL CE; Str 22, Dex 12, Con --, Int 10, Wis 11, Cha 12.

Skills and Feats: Climb +6, Intimidate +10, Jump +6, Listen +5, Search +4, Spot +7; Cleave, Multiattack, Power Attack, Weapon Focus (Bite).

Possessions: Shell Breastplate.



Lagashar: Human Male Fallen Psychic Warrior 11; CR 13; Medium-size Undead; 11 HD; hp 97; Init +1; Spd 45 ft.; AC 27 (touch 11, flat-footed 26); Atk +14/+9 melee (Longsword 1d8+6; 19-20/x2); SA: Create Spawn, Paralyzing Gaze; SQ: Code of Honor, Damage Reduction 5/magic, Darkvision 60 ft., Enhanced Ability (+10 ft. speed), Gray Toughness 2, Immunity to Turning; SV Fort +8, Ref +5, Will +6; AL LE; Str 22, Dex 12, Con —, Int 10, Wis 15, Cha 10.

Skills and Feats: Climb +11, Concentration +12, Jump +15, Listen +11, Search +11, Sense Motive +8, Spot +13; Cleave, Deep Impact, Greater Psionic Weapon, Mental Leap, Power Attack, Psionic Body, Psionic Meditation, Psionic Weapon, Speed of Thought, Weapon Focus (Longsword).

Psi-Like Abilities: At will - call weaponry*, death knell, deathwatch, mindlink*; 1/day - recall agony*. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Psychic Warrior Powers (ML 11th, PP: 46, DC 12 + power level): 1st - defensive precognition, expansion, offensive prescience; 2nd - dissolving weapon, psionic lion's charge, specified energy adaptation; 3rd - exhalation of the black dragon, greater concealing amorpha, hostile empathic transfer; 4th - psionic dimension door, weapon of energy.

Possessions: Belt of Strength +2, Chitin Armor of Quickness +2, Cloak of Resistance +1, Heavy Shell Shield +2, Obsidian Thundering Longsword +1 (called via call weaponry), Ring of Climbing; 20sp.



Into the Dead Lands

All that may save the PCs from further battles and a grisly fate is the first encounter between the emissary and the undead royalty he seeks. The heroes come over a rise to see before them a wide shallow bowl and hill of smooth obsidian, and behind it the distant walls of a massive city.

Even from a distance, the city is huge. Towers spiral up gracefully but asymmetrically from its polished and gleaming walls, the blackglass brightly reflecting the Dark Sun. The sharpest-eyed among you can make out a fosse or ditch before the walls, and indistinct banners whipping atop the walls in the hot breeze. Clearly this is a city as large as Balic or Nibenay, no doubt the capital of the undead realm you are crossing. Whoever rules there must be mighty indeed!

You can see movement on the battlements, and all around the single visible hulking gate there are hundreds of moving figures – soldiers racing to their posts, readying for battle. The city's ruler obviously invests heavily in defense, and isn't bashful about employing their troops. Fortunately the main force of the legions does not seem directed at you – instead, the reason for their fury lies before you.

PCs who employ psionic or magical scrying will find the city before them is named Kushtan, and it is the capital of the undead realm of Shadowmourn. Its walls and gates are impressive, though other undead the PCs meet later (Beryessaa, Ramlichavi, Naghak, and Knor'morhen, certainly) will scoff at them, noting that the City of a Thousand Dead puts Kushtan to shame. Within Kushtan dwell more than 30,000 humanoid undead; the twisting streets and warrens of blackglass structures teem with every kind of unliving being, many perhaps new to the PCs.

If the PCs display any interest in Kushtan, the DM should describe it as above, emphasizing the dangers of the city and the immense sorcerer-king-like power of its ruler. If the PCs are extremely inquisitive and proactive, they may be able to capture one of the small undead patrols before the battle (below) and recall of forces, in which case they can use magical or psionic means to learn the names of the realm, the city, and the ruler – Grand Duchess Qwith. The undead will be unable to tell them much more, except to describe the “endless” armies of skeletons, zombies, fallen, and other undead housed within, the enormity of Qwith's personal power, the thoroughness of Kushtan's internal police forces - it is no place for living men!

But something more immediate should quickly distract the PCs from the panorama of Kushtan – they are about to witness this event on a hillside more than a mile distant, between themselves and the mighty city of Kushtan. The hillside, and then the sky, are lit with unnatural light.

A Disturbance in the Way

In front of them, three cohorts of the legion dispatched from nearby Kushtan surround the emissary. Battle is joined on the bleak obsidian hillside, but Qwith, curious to learn who invades her lands from the normally secure north, psionically projects her will and consciousness to the battlefield. The emissary, desperate to make amends for destroying the outpost, encounters her consciousness with his own and, together, they seal an unholy pact.

The PCs have no way to stop it. In fact, it is a good thing at the moment that the union occurs, because Qwith then calls back the cohorts seeking to destroy the PCs.

The pounding of marching feet, bone on obsidian, rumbles beneath you and a crazed howling echoes in your ears. You beat one formation and have escaped with your lives, but now the obsidian seems crawling with undead, sniffing at the air, smelling out your flesh - their next meal. The pounding of their feet joins the hammering in your lungs and brain as you crest a low rise cautiously, perhaps to see the horizon for the last time.

On a distant hillside you see your quarry, the dray emissary of Dregoth, surrounded by native undead armies. Flights of arrows already whiz through the air and battle cries ring across the barren obsidian. The clouds above swirl with bizarre light, magical, but unfamiliar, a purplish glow undulating over the scene. The first unit of native skeletons

charges up the slope and slams into a wall of dray and humans; the crunch of bone beneath heavy weapons is audible even at this distance. Nevertheless, as the battle intensifies another glow, this one deep red, swirls upward to mingle with the purple. At first the two colors dance around one another, daring not to touch, while all out destruction is unleashed. And then, with a brilliant flash, the battle grows quiet.

The armies disengage and, after a few moments, the wagons gather and head south, diverting away from the main road to Kushtan. The surrounding cohorts of screaming undead also pull back, most marching south escorting the emissary while others gather before the walls of Kushtan. The small patrols which had been closing in on the PCs respond to their new orders and no longer search for the heroes. The obsidian plains are, for the moment, almost safe.

Languages in the Dead Lands

PCs will quickly discover that almost none of the inhabitants of the Dead Lands speak Common or any of the other languages the PCs are likely to know.

The dominant language of the Dead Lands is Ulyanese, a distant Green Age ancestor of modern Common and Tyrian, although many here also speak an antiquated version of Elven or Dwarvish or even Ancient Halfling.

Communication between the modern and ancient languages is possible, but it can be awkward. If any outsiders speak modern Common, they can make an Intelligence check DC 15 to understand 20-80% (2d4 x 10%) of what the speaker is saying or writing in Ulyanese. For Classic Elven, Dwarvish, or Ulyanese Giant, the percentage is 70-100% (1d4+6 x 100%), as these languages have evolved much more slowly over millennia. The read languages skill, comprehend languages, tongues, or similar spells or abilities would also work.

A Clear Trail South

The emissary's caravan picks up a large escort of skeleton warriors and changes direction, heading almost due south. The trail is easy to follow across the cracked obsidian. Castle Krujar, their destination, is 30 miles farther south across the barren black glass. The PCs have no idea where they're headed or how long it will take to get there.

They might have some low-level undead encounters on the obsidian. Shadowmourn is not unpopulated and there are many **skeleton** and **zombie** work crews traveling the glass plains. But the heroes have no significant encounters until they see the towers and battlements of the massive Castle Krujar on the horizon.



Part 3 - Castle Krujar

Gaining Entry

Grand Duchess Qwith's paranoia concerning invasions from the eastern kingdoms of Chol and Harkor, and from the bugdead further south, has driven her to construct a massive series of castles and fortifications on the frontier. Krujar is the crown jewel in this impressive line of defenses, flanked by endless trenches and battlements on the obsidian, and surrounded on the south and east by the Desolation - Qwith's final answer to those who would invade her kingdom from the east or southeast.

Located 18.5 miles southwest of Kushtan, Krujar is built on the top of a naturally formed, 100-foot tall obsidian hill. The walls and battlements are built to the edge of the hillside, taking full advantage of the natural terrain. In most places, the bases of the outer walls are constructed between 50 and 120 feet up a 45-degree slope of obsidian, shaved smooth or edged with razor-sharp ridges. Trenches lead away from the bottom of the hill; there are only two points where the trenches are connected to the main castle through tunnels cut into the obsidian, and these are guarded by patrols of the castle's garrison, the 7th Field Legion.

Evidence leads the PCs to Krujar in pursuit of the emissary and his caravan. It appears that the Grand Duchess, with her royal retinue and court, is on her way to the castle to meet with the emissary, and that an alliance may be formed that could catapult the undead sorcerer-king to absolute power over the other cities of the Tablelands. If the PCs wish to complete their mission, the only course of action is to penetrate the castle and prevent the meeting and alliance by silencing the emissary.

Gaining entrance to the fortifications is only the first step. Inside is the palace, which is well protected, with hundreds of undead soldiers guarding the entire structure and hundreds more namech and ioramh as servants within. The only thing the heroes have going for them is that no one believes that they are still alive; reports from overzealous patrols have assured the emissary and his hostess that the bounty hunters have all been destroyed.

The undead in the castle, like other life-deprived undead in the Dead Lands, can smell living flesh. Provided there is a clear expanse of air between them, an undead can sniff the air and detect the presence of living creatures up to 15 feet away. The ability does not extend to smelling through walls or doors, but they can smell the living even through more powerful odors such as wood smoke. Mindless undead cannot resist the smell of living flesh and attack; free-willed undead take more cautious action.

There are three obvious methods of gaining entry into the castle: over the walls, through the trenches, or by magical or psionic means.

Krujar is constructed of obsidian blocks; those of the outermost walls are 10-foot cubes, those of the inner are 20 feet thick. The Forecourt is the area that lies lowest on the hill, 10 feet below the Outer Fortress area, which is in turn 10 feet lower than the Upper Fortress.

The slopes leading up to the castle walls are made difficult to climb. The 45-degree slope requires some sort of climbing skill or expertise to manage (Climb check DC 15). Even then, much of the slope is cut with jagged, sharp ridges. Any character falling or sliding on the ridges, either voluntarily or by failing the climb check by 5 or more, is slashed for an additional 2d6 points of damage.

The walls themselves are smooth, but there are gaps between the blocks and natural cracks in the obsidian, making climbing possible (Climb check DC 20). The tops of all walls are patrolled by skeleton guards, walking their pickets one at a time, 20 to 30 feet apart; it takes them six minutes to cover their ground, so every minute there is a 1d6 chance that a skeleton picket is overhead. The skeletons lack motivation, but if one smells living beings coming up the walls he will attack without first warning his fellows.

The inner sides of the walls are cut with hand and foot holds every 10 feet (Climb check DC 10), though these are difficult to see in darkness. There are ladders at every intersection and right-angle on the walls. Also, there are interior tunnels at the points marked on the thicker, interior walls; these are just wide enough for one creature of Medium-size to climb down narrow stairs, coming out on the ground level beneath the point of entry.

Flying over the walls may be easier, but trained skeleton patrols watch the skies even more closely than the surrounding walls. Airborne Cholite raiders and swarms of bugdead clouds have ravaged Shadowmourn's defenses before, and with less warning than ground attack. Visible flyers are detected by a successful Spot check (DC 10) for the skeletons.

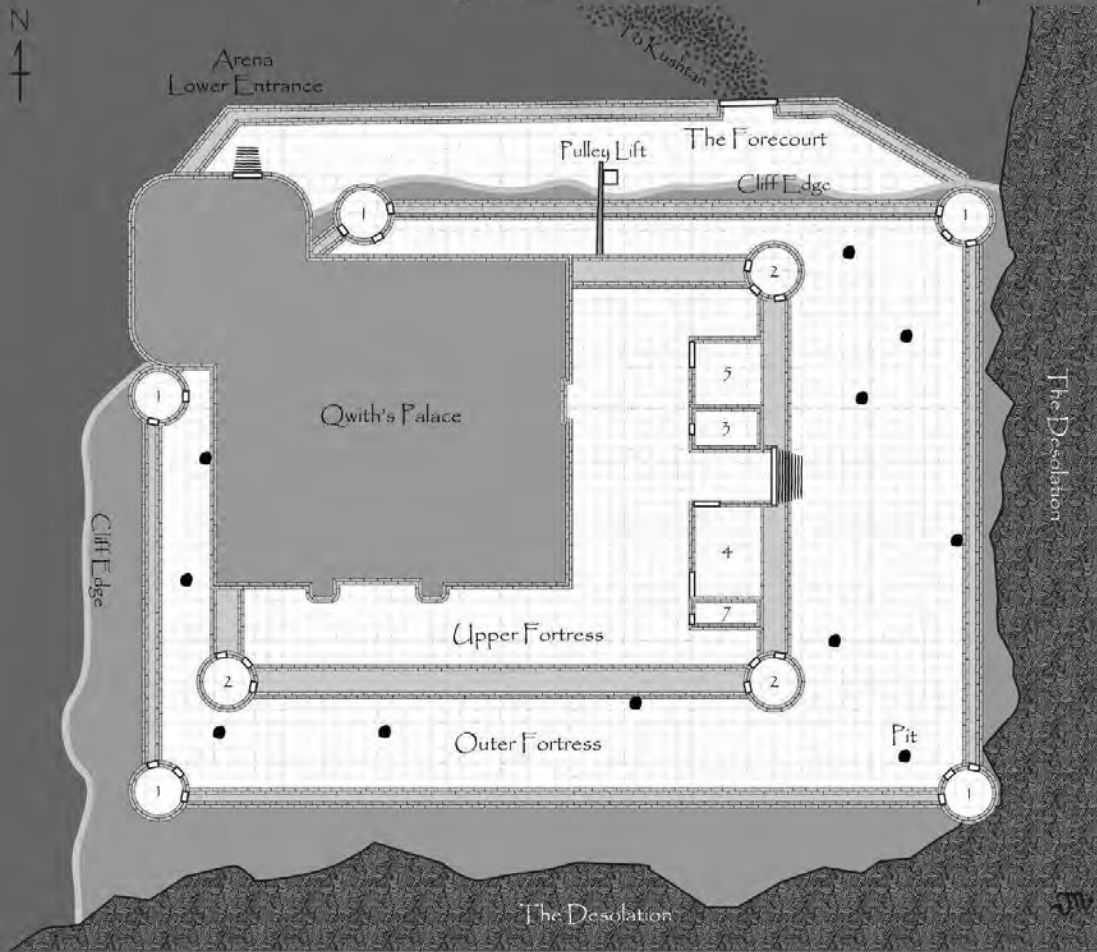
The adventurers can observe that skeleton and zombie patrols move through the trenches, yet none go overland to enter the castle. Careful observation and deduction should lead them to conclude there are tunnels connecting the trenches to Castle Krujar.

There are two connecting points in the trenches, one in the east and one in the west. Both zombies and skeletons patrol both sets of trenches. Each patrol has five undead on the lookout for western invaders. Thus those coming from the north have less chance of being spotted (-5 circumstance modifier to the undead patrol's opposed Spot and Listen checks vs the PCs' Move Silently and Hide checks) as they slip into the trench lines, provided they're taking standard precautions (Moving Silently and Hiding). The trenches are lined with twine connected to bone and chitin chimes; grabbing the string and pulling raises the alarm. Cutting the line defeats the primitive alarm for 30 feet in either direction. The trenches are more populated than the outer walls of the main fortress; there is a 1d4 chance each minute of encountering a patrol coming from one direction or the other.

Castle Krujar

Outer Fortress View

1 square = 10'



Outer Fortress View of Eastern Wall

The tunnels to the castle lie beneath trap doors. Each location is defended by 10 [skeletons](#) and a thinking zombie leader. The trap doors are thick slabs of obsidian weighing 300 pounds. The passage leads 10 feet straight down, then follows the path on the map, ending in a laddered passage going straight up. If the alarm is raised at either end of the tunnel, depressing a plate near the tunnel entrance sets the shifting slabs below the surface into motion, and seals the tunnel.

Castle Krujar Patrols

Undead Guard Patrol (EL 8)

1x Thinking Zombie Squad-Leader (CR 6)
20x Human Skeletons (CR ½); *Monster Manual I*, pg 227.

Troll Infantry Patrol (EL 10)

12x Troll Skeletons (CR 3); *Monster Manual I*, pg 227.



Ogre Infantry Patrol (EL 10)

12x Ogre Zombies (CR 3): hp 29; *Monster Manual I*, pg 267.

*Note that in the Dead Lands, normally Mindless zombies and skeletons have an Intelligence of 1, and are not "fearless," commanded to fight to the death, they do so.

Thinking Zombie Squad-Leader: Elf males and females, Rog 5; CR 6; Medium-size Undead; 5 HD; hp 42; Init +8; Spd 40ft.; AC 22 (touch 14, flat-footed 18); Atk +7/+7/+2 melee (2x Claw 1d4+3 and Bite 1d6+3) or +7 ranged (Comp. Longbow 1d8+4; 110 ft range; 20/x3); **SA:** Disease, Sneak Attack (+3d6); **SQ:** Evasion, *Nondetection*, Resist Cold & Electricity 10, Uncanny Dodge, Undead Traits, Vulnerable to Blessed Elements; SV Fort +1, Ref +8, Will +2; AL CE; Str 16, Dex 18, Con –, Int 16, Wis 12, Cha 15.

Possessions: Composite (+3) Longbow +1, Potion-Fruit of Mage Armor (CL 1st) x2, Potion-Fruit of Protection from Arrows (CL 3rd), Psionic Tattoo of Burst (ML 1st) x2, Psionic Tattoo of Call Weapon (ML 1st), Studded Leather Armor +1. See Appendix for more information



Magical or [psionic](#) methods and various teleportation or *dimension door* abilities can put the [PCs](#) inside the castle complex. If they've done some investigation through divination or clairsentience, they may have some idea where to go or how a given area is patrolled. Work with the players to pick a spot, based on the information their characters have gathered, and figure the chances they emerge facing some of the castle's inhabitants.

Once inside the castle's main walls, the [PCs](#) have to negotiate their way across the grounds to the main palace in the center of the inner bailey, in the upper fortress.

The Forecourt

The forecourt is the lowest portion of Castle Krujar, built along the northern edge of the hillside. A single outer wall that extends all the way along the northern side of the castle protects it from that direction. The forecourt area gives way to an obsidian cliff above which rises the northern outer wall and the main inner wall.

The Duchess's official business and some limited troop movements are accomplished through a gate along the northern wall. One entrance exits from the forecourt into the outer fortress area, and a heavy iron gate is set in the only outer bastion. The gate is small but can accommodate forces and supplies moving up through the bastion on a small but sturdy pulley system. The tunnel to the eastern trenches comes up in the bottom of the bastion through a heavy trap door. There are also stairs on the western end of the forecourt leading up to the servants and fighter's entrance for the Arena's lower rooms.

Two units of zombies are stationed in the forecourt; they patrol it and the eastern portion of the Cliff. Pursuing heroes will find the caravan's remaining animals and wagons in the forecourt, guarded by its garrison.

The Cliff

The steep slopes of jagged obsidian between the inner and outer walls, along the northern edge of Castle Krujar, are called the Cliff. The slope is difficult, but its face is set with sharp spikes and caltrop-like points. The Cliff is also oiled. Scaling the Cliff requires [Climb checks](#) (DC 20). It is not patrolled and is only watched by the [skeleton](#) patrols on the inner and outer walls.

Outer Fortress

The thicker, inner walls of the castle enclose the outer fortress. The perimeter is low, surrounding a 10-foot plateau. The only access to the inner fortress is at the top of wide steps cut into the obsidian that lead to a heavy, stone gate.

The inside perimeter is patrolled by 5 squads, each composed of 10 [skeletons](#) and 10 [zombies](#) led by a thinking zombie officer. Passing through the outer fortress unnoticed is virtually impossible.

The plateau is dug with dozens of low trenches and pits. The garrison uses these for protection in case they lose control of the walls to attackers. Three weapon pits are dug into the base of the low obsidian hill; each contains hundreds of extra arrows and spears.

Murder holes and arrow slits surround the steps; a frontal assault up those stairs would face a rain of missile fire. The stone gate at the top is made from 20-foot thick obsidian blocks, with all the working parts on the inner fortress side.

Mixed Undead Guard Patrol (EL 8)

1x Thinking Zombie Squad-Leader (CR 6)
10x Human Skeletons (CR ½); *Monster Manual I*, pg 227.
10x Human Zombies (CR ½); *Monster Manual I*, pg 267.



Upper Fortress

The main palace sits in the center of the upper fortress. The flooring is of flat obsidian, with no natural barriers or hiding places. The grounds are patrolled by 10 squads, each composed of 10 [skeletons](#) and 10 [zombies](#) led by a thinking zombie officer, as above.

Thick walls surround the entire area, set with additional buildings and bastions. The tunnel to the western trenches comes up in the western bastion on the inner wall.

1: Lookout Towers Watch towers have been placed at every corner of the Outer Fortress, providing a full view in all directions. The parapets and murder holes in the walls provide cover to archers in the tower firing at any angle. At any given time, there are no less than 5 undead soldiers inside these towers, with a maximum capacity of 20.

2: Bastions These three inner bastions look out from the upper fortress onto the outer fortress plain, and given their higher positioning allow for greater range with heavier weapons. The walls are cut with murder holes and arrow slits; 20 warriors of human size can fire down onto the outer fortress in time of siege. The interiors are spartan, set with torches in rough-cut sconces. Each has a heavy wooden door set on iron hinges that can be barred from the outside if overrun.

3: Prison Thick obsidian walls surround the open-air prison; inside are a dozen iron cages, seven occupied by rebellious zombie soldiers. The guards are also [zombies](#), armed only with clubs and daggers.

4: Weapons Stores This enclosed area is used to store weapons and ordnance; obsidian swords and spears, bows, thousands of arrows, and three ballistas. When deployed, the ballistas are placed on the tops of the two Eastern bastions and the Western bastion. Ten skeleton soldiers guard the stores.

5: Mason's Quarters This open-air structure houses the giant skeleton masons. Cables hoist obsidian blocks up the Cliff from the plains below to be smoothed and fitted for repair anywhere in the castle.

Giant Skeleton Masons: [Huge Skeletons](#) (4): hp 110; *Monster Manual I*, pg 227.

6: Guard House Castle patrols are sent from this enclosed bunker. The overseer of patrols is a fael centurion who is more concerned with his gluttonous needs than defending the castle. He always has a contingent of his guards seeking food (generally formerly undead scraps that are unfit for

reanimation); the guardhouse reeks of rotting scraps splattered on the walls and floor; [skeletons](#) and [zombies](#) roam in and out regularly.

Fael Centurion (EL 12)

Fael Centurion: Human Male Fael, Wiz 9 / Nec 1; CR 12; Medium-size Undead; 10 HD; hp 85; Init -1; Spd 30 ft.; AC 19 (touch 11, flat-footed 19); Atk +8/+8/+6 (2x Slam 1d6+4 and Bite 2d6+2; 18-20/x3); **SQ:** Curse, Damage reduction 5/magic, Enduring Focus, Immune to Turning, Immune to Spells (Web); SV Fort +3, Ref +2, Will +8; AL CE; Str 16, Dex 8, Con - , Int 18, Wis 12, Cha 15.

Skills and Feats: Bluff +9, Concentration +14(+4), Knowledge (Arcana) +15, Knowledge (Religion) +4, Knowledge (Warcraft) +9, Listen +5, Search +8, Sense Motive +5, Spellcraft +17, Spot +5; Combat Casting, Extend Spell (B), Iron Will, Multiattack, Scribe Scroll (B), Spell Penetration.

Wizard Spells (CL 10th, 4/5/4/4/2, DC 14 + spell level): 0th - detect magic, disrupt undead, mage hand, message; 1st - expeditious retreat, magic missile x3, mage armor, shocking grasp, true strike; 2nd - command undead, extended mage armor, scorching ray, web; 3rd - dispel magic, fireball, halt undead, slow; 4th - greater invisibility, ice storm, stonewall, wall of fire; 5th - cone of cold, wall of stone.

Possessions: Belt of Giant's Strength +2, Headband of Intelligence +2, Ring of Protection +2.

See Appendix for more information



7: Centurion's Quarters The fael centurion lives in a wallow of filth and decay. The rooms are slick with rotting flesh. His quarters hold nothing of particular value, though they are a good place to hide; even the undead stay clear of the grotesque accommodations of the fael centurion.

The Palace at Krugar

The Grand Palace dominates the grounds of the upper fortress. Like the rest of Castle Krugar, it is constructed of obsidian, but of much smaller and more finely crafted blocks than those of the outer walls. The seams between these blackglass pieces are hard to discern, and only a fine blade can slide between the cracks. Portions of the upper stories, such as over the temple, are built with sweeping arches of polished obsidian supported on thin, dark towers. The exterior is decorated with carved figures, some as free-standing statuary, others made as bas-reliefs or simply etched into the walls. The carvings depict demons and horrible dead beings wielding massive weapons. The place is polished smooth and kept clean; it gleams in the midday sun.

The exterior portions of the palace are only patrolled at the barbican and the old east gate by [skeletons](#) and thinking zombie leaders. The perimeter is patrolled by incorporeal

wraiths. Ioramh and Namech servants occasionally move about the palace, attending to various duties.

Moving about Castle Krujar

PCs moving about Castle Krujar have a 25% chance for an encounter once every hour. If an encounter occurs, roll 1d6:

1-2 - Wraith Patrol (x4), EL 10

3-4 - Ioramhs (x4), EL 7

5-6 - Namech Servants (x4) EL 11

The PCs may avoid or confront the undead as they wish, but each group they destroy will raise the chance for further encounters by +5%. Any undead that escape will raise an alarm, automatically triggering another encounter in 10 min with an Undead Guard Patrol (EL 8) - see above. Destroying an Undead Guard Patrol (EL 8) causes the next encounter to be with two Undead Guard Patrols (EL 8) led by a Fael Centurion (EL 12) - see above. Should this group be destroyed, a group twice as strong led by Chamberlain Ghonnain himself (see Appendix Two) is sent to hunt down the culprits. Successfully avoiding an encounter lowers the chance for further encounters by -10%. All changes to the % chance for encounters are cumulative.

Attacking static groups, such as the Clergy of Qwith (see below), affect further encounter chances similarly.

Palace Servants

Wraith, Athasian: CR 6; **Medium Undead (Incorporeal); 7 HD; hp 45; Init +8; Spd fly 60 ft. (good); AC 18 (touch 18, flat-footed 18); Atk +7 melee (Incorporeal touch 1d4 and 1 point of temp. Str drain) or by possessed creature; SA:** Animate object, Heart Grip, Possession, Strength Drain, Taint Weapon; **SQ:** Enduring Focus, Incorporeal, Temporary Corporeality, Vulnerability to Raise Dead; **AL CE; SV Fort +2, Ref +6, Will +7; Str -, Dex 18, Con -, Int 14, Wis 14, Cha 18**

Skills and Feats: Diplomacy +6, Hide +14, Intimidate +14, Listen +14, Search +12, Sense Motive +12, Spot +14; Alertness, Combat Reflexes, Improved Initiative.

Reference: See *Terrors of the Deadlands*, pg 41 for the full stats.

Just as the undead can smell the living beings that penetrate the castle, the wraiths emit a foul odor, like fetid ammonia. The PCs get fair warning when one is nearby, within 30 feet, provided there is a clear passage of open air between them. The smell is so intense that it can be detected through a closed doorway if the wraith is within 10 feet.



Ioramh: CR 3; Medium Undead; 3 HD; Hp 19; Init -4; Spd 30 ft.; AC 14 (touch 10, flat-footed 14); Atk +4 melee (2x Claws 1d4+2); **SA:** Despair, Telekinesis; **SQ:** Deaf, Death Wish, Immune to Cold and Electricity, Undead, Vulnerability to *Raise Dead*; **AL NE; SV Fort +1, Ref +1, Will +3; Str 14, Dex 10, Con -, Int 6, Wis 10, Cha 9**

Skills and Feats: Hide +6, Move Silently +6; Ability Focus (despair), Weapon Focus (Claws)

Reference: See *Terrors of the Deadlands*, pg 33 for the full stats.

Namech Servant: Human male and female, Ftr 5; CR 7; Medium-size Undead; 5 HD; hp 32; Init +2; Spd 30ft.; AC 16 (touch 12, flat-footed 14); Atk +10 melee (Dagger 1d4+5; 19-20/x2) or +7 ranged (Dagger 1d4+5; 19-20/x2); **SA:** Blinding Touch, Revulsion, Rotting Touch; **SQ:** Damage Reduction 5/magic, Spell Resistance 19, Spirit Master, Turn Submission; SV Fort +4, Ref +3, Will +2; AL LE; Str 20, Dex 14, Con -, Int 12, Wis 13, Cha 10

Skills and Feats: Climb +5, Diplomacy +3, Jump +5, Listen +16, Search +11, Sense Motive +13, Spot +13; Alertness, Improved Initiative (B), Negotiator, Skill Focus (Listen), Weapon Focus (Dagger) (B), Weapon Specialization (Dagger) (B).

See Appendix for more information



1: The Barbican This houses a contingent of 20 **skeleton** guards with two thinking zombie leaders to watch over them. At any one time, 10 of them patrol the walls above the heavy iron gate. Armed with bows, like all the mindless undead guards at the castle, there are arrow slits and crenellations behind which they can fire on any who assault the gate. The gate is heavy, operated by massive gears and counterweights hidden inside the walls. When open, it can accommodate a large animal, such as a mekillot, or wagons. This is the main point of entry to the palace.

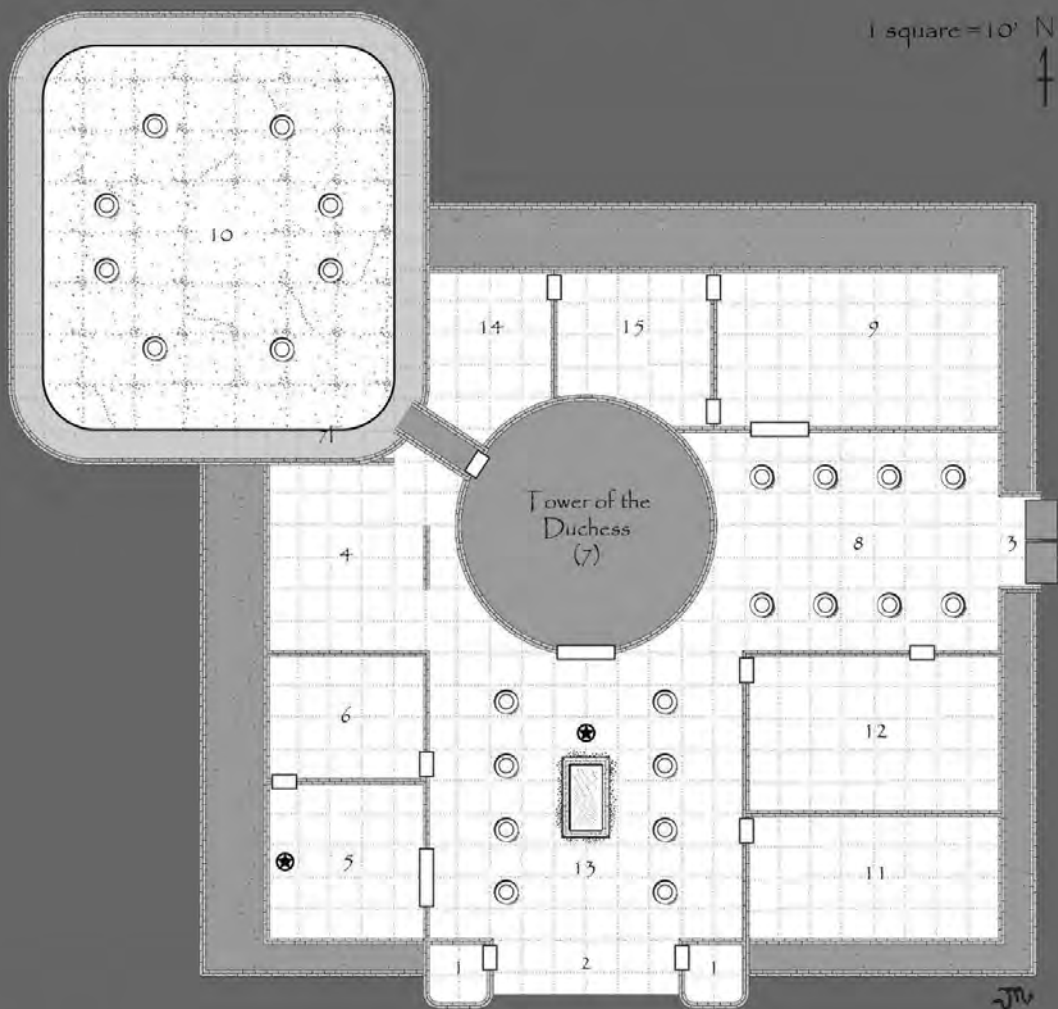
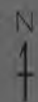
2: Inner North Gate The palace was much smaller when it was built. Since then, there have been many additions, including the barbican and the structures around it. Before the barbican, this was the main gate into the Grand Palace and it is still a defensible position. The gate is now open, its metal plundered to add to the new gate at the barbican, so there is no barrier preventing passage down the main hallway and into the interior. However, a unit of 10 **zombie** guards and a thinking zombie leader still mans this position. They check everyone who passes, though this is more ceremony than necessity since the construction of the main barbican.

3: Old East Gate This gate was sealed off soon after the completion of the palace; the gate is blocked by obsidian slabs as thick as the outer walls. The tops of the walls are crenellated, cut with arrow slits; 15 skeleton guards are stationed here with a thinking zombie officer, they have a clear field of fire at any besieging army coming from the east.

4: Ruined Temple Qwith built this as the temple of a mythical "god" of the Green Age. The temple was elaborate and richly decorated. However, the Grand Duchess's faith waned as her perception of her own place in the universe grew, and she ordered the temple destroyed a few King's Ages later. The job

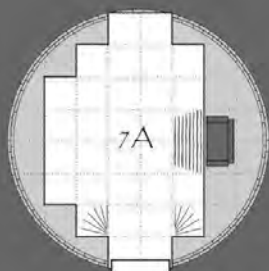
Qwith's Palace

1 square = 10'

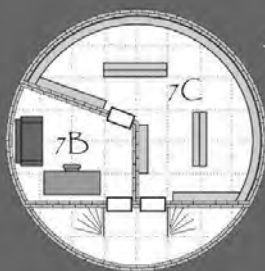


Tower of the Duchess

1 square = 10'



Level 1



Level 2



Level 3

is half completed. All icons and other symbols of the false god have been removed, leaving only impressions in the wall and empty daises where they stood. The rows of seating, the low walls, and even the pulpit, are chipped and ruined, abandoned and buried deep in fine blackglass dust. None of the undead of Castle Krujar visit this area; it is forbidden and, therefore, an ideal spot for PCs to hide.

5: The Temple of Qwith Qwith goes through phases where she believes herself a god, and it was at one of these times that she ordered the construction of a temple in her honor at the palace. The temple has a magnificent, cathedral ceiling inlaid with stained glass windows depicting valiant battle scenes - the glass, however, only shows in shades of purple and gray. When the sun is shining, the interior of the temple is brightly lit; beams of light focused through polished obsidian lenses create wondrous patterns in the dusty air, shining on different points to note the passage of the hours. Unlike the ruined temple, the Temple of Qwith swarms with undead; the free-willed undead are ordered to attend daily services in honor of their ultimate leader, and this rule is strictly enforced. Mindless undead are not mandated to attend, but the free-willed are judged by how many skeletons or zombies they bring with them.

6: Priests' Chambers The Grand Duchess's priests are racked spirits and thinking zombies devoted to the worship of Qwith. Their chambers lie to the east of the main temple. There are 5 priests and 25 apostles; they never leave their chambers or the temple area.

Clergy of Qwith (EL 17+)

Priest of Qwith (5): Racked Spirit Clr 8 (Sun); CR 11; Medium-size Undead; 8 HD; hp 60; Init +2; Spd Fly 50 ft. (perfect); AC 18 (touch 16, flat-footed 16); Atk +8 melee (Incorporeal Touch 1d4 plus Energy Drain) or +8 ranged (by spell); **SA:** Energy Drain, Fear Aura; **SQ:** Fire Resistance 8, Gray Toughness 1, Rebuke Undead, Undead Traits, Vulnerability to Raise Dead; SV Fort +7, Ref +5, Will +11; AL CE; Str --, Dex 14, Con --, Int 14, Wis 20, Cha 18.

Skills & Feats: Concentration +15, Diplomacy +15, Knowledge (Religion) +13, Listen +11, Search +8, Sense Motive +22, Spellcraft +13, Spot +11; Brew Potion, Dodge, Extend Spell, Mobility.

Psi-Like Abilities: At will - aura sight*, empathy*, mindlink*, psionic dominate*; 3/day - recall agony*, telekinetic force*. ML = HD. *Power can be augmented.

Spell-Like Abilities: At will - see invisibility; CL = HD.

Cleric Spells: (CL 8th, 6/6+d/4+d/4+d/3+d, DC 15 + spell level): 0th - detect magic, guidance, inflict minor wounds, light, mending, read magic; 1st - bane, bless, burning hands (d), divine favor, hide from undead, inflict light wounds, shield of faith; 2nd - augury, desecrate, make whole, spiritual weapon, zone of truth (d); 3rd - bestow curse, dispel magic, magic vestment, resist energy (d), searing light; 4th - discern lies (d), divination, extended magic vestment, inflict critical wounds.

Domains: Fiery Wrath, Light's Revelation.

Possessions: Cloak of Charisma +2, Periapt of Wisdom +2, Potion-Orb of Inflict Moderate Wounds (CL 3rd), Potion-Orb of Inflict Light Wounds (CL 1st) x2, Vest of Resistance +1. See Appendix for more information



Apostle of Qwith (25): Human Male and Female Thinking Zombie, Clr 5 (Magma); CR 8; Medium-size Undead; 5 HD; hp 37; Init +0; Spd 30 ft.; AC 22 (touch 10, flat-footed 22); Atk +8/+5/+5 (Heartpick 1d8+5; 20/x4 and Claw 1d4+2 and Bite 1d6+2) or +3 ranged (by spell); **SA:** Disease, Enhanced Spells, Taint Weapon, Transmit Curse; **SQ:** Change Shape, Gray Toughness 1, Rebuke Undead, Resist Cold & Electricity 10, Skills, Undead Traits, Vulnerability to Blessed Elements; SV Fort +4, Ref +1, Will +7; AL CE; Str 18, Dex 10, Con --, Int 14, Wis 16, Cha 15.

Skills & Feats: Concentration +10(+4), Disguise +5(+10), Heal +11, Intimidate +10, Knowledge (Religion) +10, Listen +7, Search +6, Sense Motive +7, Spellcraft +10, Spot +7; Combat Casting, Multiattack, Skill Focus (Disguise).

Cleric Spells (CL 5th, 5/4+d/3+d/2+d, DC 13 + spell level): 0th - detect magic, guidance, light, mending, read magic; 1st - comprehend languages, divine favor, shield of faith, heat lash, magic stone (d); 2nd - bull's strength, heat metal (d), spiritual weapon, summon monster ii; 3rd - dispel magic, searing light, pike stones (d).

Domains: Dead Heat, Mountain's Fury.

Possessions: Elixir of Hiding, Heartpick +1, Shell Half-Plate +1.

See Appendix for more information



The study chambers are filled with magical scrolls of priest spells. The PCs cannot read the ancient language of Qwith's priests, but with the aid of the *comprehend languages* and *read magic* spells, they can figure out what spells are on the scrolls, and divine casters can use them. There are shelves filled with vellum scrolls. Given the opportunity, each PC could steal as many as 20 scrolls. The spells are all divine spells from the standard cleric spell list, as well as the **Cleric Spells** and domains spells available to Magma and Sun clerics (see the *Dark Sun 3e Rules*, pg 131), maximum spell level 4th, 1d4 spells per scroll. The DM should determine which spells are on each scroll at random.

7: The Tower of the Duchess This is the tallest structure in the castle complex. The top of the wide squat three-story dungeon tower can be seen from miles away on the obsidian plain. This is where Qwith resides when she visits Krujar, and it is being readied for her occupation as the heroes prepare to infiltrate the fortress.

7a A small banquet hall dominates the first level of the tower. Most of the time an enormous blackglass table commands this room, large enough to seat 50 humanoid creatures, although it can be disassembled and cleared away. The Duchess's

throne is on the west end. The obsidian walls and ceiling are carved with faces and tiny winged beasts; the room's magical lighting shines through them, instilling a sense of motion and life. Winding staircases lead up on either side of the table to the level above.

The second story of the tower is divided into two separate rooms with a locked door between them.

7b The western room is a private study for the Duchess with an obsidian desk and couch, strewn with pillows and fineries unusual in the Dead Lands.

7c The eastern room is a library filled with shelf after shelf of tattered, ancient books. Again, the adventurers have no understanding of the ancient Ulyanese language, but a *comprehend languages* spell or similar *psionics* can help them understand the words. Many volumes speak in detail of the Green Age, though the stories in them must be fictitious from the point of view of modern Athasian PCs. There is also a *Book of Exalted Deeds* and a *Book of Vile Darkness*, both powerful magical works.

The tower's third level holds her bedchamber and an abbreviated temple to herself.

7d Qwith's bed is a simple slab of obsidian carved to fit her. Around it are hooks and stands for clothing and gems; a jeweled coif, worth 10,000 cp, remains on one of the stands from her last visit.

7e The temple consists of a simple obsidian dais recessed into the wall with an image of the duchess. There are two gouges for her knees; any non-evil character who takes a position at the altar takes an electrical jolt of energy, blasting him back across the room, inflicting 3d6 points of damage.

7f From this chamber a footbridge leads across a narrow gulf to the ducal viewing box in the arena, on the northwest side of the complex.

The servants dwell elsewhere in the castle. Two main butlers attend to the Duchess's needs when she's present and see to her chambers when she's gone. They command a large number of skeletons to clean the rooms.

Qwith's Butlers (CL 11)

Dhaot Butler (2): Human Male Dhaot, Wiz 6 / Nec 1; CR 9; Medium-size Undead; 6 HD; hp 32; Init +5; Spd Fly 30ft.; AC 19 (touch 15, flat-footed 18); Atk +3 melee or ranged (by spell); **SA:** Despair, Reflect Physical Attacks; **SQ:** Damage Reduction 5/magic, Enduring Focus, Graycasting, Spell Resistance 11, Temporary Corporeality, Undead Traits; SV Fort +1, Ref +2, Will +7; AL LE; Str -- (10), Dex 13, Con --, Int 16, Wis 12, Cha 18.

Skills & Feats: Bluff +12, Concentration +12(+4), Diplomacy +12, Knowledge (Arcana) +11, Knowledge (Religion) +11, Listen +9, Search +8, Sense Motive +5, Spellcraft +11, Spot +9; Alertness, Combat Casting, Extend Spell (B), Improved Initiative, Iron Will, Scribe Scroll (B).

Wizard Spells (CL 5th, 4/4/3/1, DC 13 + spell level): 0th - detect magic, disrupt undead, mage hand, message; 1st - magic missile x2, mage armor, shocking grasp; 2nd - extended mage armor x2, see invisibility; 3rd - dispel magic.

Possessions: none.

See Appendix for more information



8: The Grand Hallway The main entrance to the heart of the palace is lined with exotic works of art, most unearthed from beneath the obsidian but several newly wrought. Some are quite pathetic, paintings half ruined by their time under the glass, sculpture burned and melted in the Shining Tide. It may seem strange to the heroes that such ruined artefacts would be of significance to the Grand Duchess.

The Grand Hallway is well travelled. Player characters have to proceed under some guise or invisibly to avoid being seen, and their scent is difficult to mask in such an open space without the use of *undead unguent* (see New Alchemical Items in Appendix Two).

9: The Ballroom The duchess is obsessed with the grandeur of her station. Her existence is one of eccentric dances and balls held in her honor with "guests," mindless and free-willed, ordered to attend. These affairs can be quite lavish, so she built a large ballroom to accommodate them.

The enormous room has a high, vaulted ceiling slotted with thin glass windows that form a floral pattern. Chandeliers hang from the ceiling, exquisite designs of blown glass, lit with *permanent light*. Each of the four corners is set with a large stage, big enough for dancing or entertainers. The eastern half of the ballroom is overtaken with heavy obsidian tables and benches. There have been no significant functions held here in many years, but the attendants are busy cleaning the ballroom in anticipation of the Duchess's arrival.

10: The Arena Qwith is also absorbed with the idea of personal combat matches held in her honor. This was not a tradition during her lifetime; she picked up the notion reading some ancient texts in her library. Now it's her obsession.

The arena has benches along either side of the lowest, fighting level and elevated viewing is available in six tiers and several box seats. Her personal view is the best, a platform extends out from the wall until she is over the fighting. Important guests attend the contests with her.

Qwith enjoys personal combat between her undead minions, but she best loves the contests between her warriors and various undead beasts. Qwith pays top coin for exotic animals brought to her arena, especially bugdead. The cages for these animals are beneath the arena; there is a ramp to their level along the northern wall of the arena.

11: Guest Quarters These rooms are built around a huge mud bath pit. Qwith finds the baths soothing and assumes her guests do as well. The pit is only 3 feet deep, with benches along the edges below and filled with bubbling mud. The mud itself is not made of obsidian powder, but is actual soil – it is one of the most valuable items, per pound, in the palace. The Duchess calls upon the magic of her priests to keep the mud at a suitable steaming temperature.

The accommodations are spartan by the standards of the living, but not by those of the undead. A visiting unliving creature needs little more than a place to wait for the next

scheduled event, and this is what they get. The rooms are bare obsidian with resting slabs. Decorations are scarce, just a candle holder or a hanging picture here and there.

Zhogirrat and his remaining party are assigned the larger rooms at either end of the hexagonal mud bath. Living dray and humans don't leave their rooms unless forced and keep the doors barred against attack.

12: Court Offices When Qwith relocates to Castle Krujar, as she often does to supervise the labors of the Desolation, many members of her court follow her. They reside in these chambers, near the mud pit and the guest quarters, and continue to transact the business of the duchy here. The rooms are better furnished than the guest rooms, including desks and writing materials (obsidian styluses and thin tablets of polished obsidian), racks for formal clothing, and other amenities.

Among the current occupants of these chambers are Qwith's chamberlain Ghonnsein, the ambassador of Deshentu Ohl-numash, and the Disciple Beryessaa, along with the ambassadors and legates of other undead lands such as Naghak of Harkor, Las-ufar of the Kingdoms of Gretch, and Ramlchiavli, a meorty warrior representing the Defenders, one of the most powerful factions in the City of a Thousand Dead. In addition to these, the chambers house many lesser courtiers and servants associated with Qwith's personal retinue.

A Full Schedule

DM's Note: At this point, the adventure can become exposition heavy, and therefore possibly not suited to the tastes of some players. If necessary, feel free to skip or abbreviate encounters (The Disciple, The Banquet, etc.) as necessary to match the desired pacing of your game.

The Grand Duchess arrives at Castle Krujar well before the PCs penetrate its defenses, but before security is increased with the arrival of the emissary and his caravan. As this happens, the guards redouble their efforts and activity both inside and outside the palace escalates. The DM should make it clear that it's advisable for the heroes to hold up someplace and lay low during the activity.

Qwith retires to her tower, but she has already planned a number of events for the evening and the next day in honor of her guests. First, there is a banquet in their honor this evening, followed by a formal dance. In the morning, a series of gladiatorial contests is scheduled before a quiet, more secluded conversation planned for midday in the tower library.

Player characters can learn of these plans in a number of ways. First, simple observation reveals the preparations in the ballroom and the arena. They can also employ [scrying magic](#) or [psionics](#) to learn of these plans. Qwith has made all the servants and guards of the Palace aware of the itinerary, the better to serve her and her guests' needs. Best, however, and

perhaps critical to the PCs' success, is their "chance" meeting with Ohl-numash, the Deshentan ambassador.

The Vizier's Man

The PCs are likely to meet the ambassador of Deshentu in the passages of Castle Krujar, and not by accident. The ambassador, a t'liz named Ohl-numash, is on the prowl searching for the living. He hoped to meet the emissary or living members of the emissary's staff, and from them learn valuable information about their mission and purpose, but instead his magic leads him to the PCs. Ohl-numash is an experienced diplomat and spy, and he immediately recognizes that the PCs are not part of the emissary's retinue, but are instead the pursuers that he heard the guards claim to have slain.

"Well, what have we here?" The thin voice, almost whiny, comes down like an uncurling snake from the balcony above your hiding place. "No, don't be alarmed, my friends – you are not who I was looking for, but you'll do, oh yess you'll do."

Over the obsidian rail a face appears, that of a thin man with no hair and a nasty unhealed scar across his left temple. The man smiles, his teeth shades of black and yellow. "I mean you no harm," the sibilant voice continues. "Welcome to Krujar Castle, palace of Qwith, called," he sniffs, "the Grand Duchess. You have slain some of her servants, fear not they ssshall be reanimated soon, in whole or in part. I do not serve her – I am the Vizier's man in Shadowmourn."

Seeing the quizzical and still very suspicious looks on your faces, the strange man continues. "Of course, no, you do not know, my friends from beyond the glass. You stand in Shadowmourn, one of the smaller and less significant kingdomss of the north. To the west lies my master's realm, the great kingdom of Deshentu, and to the east the Cholite bandits and the great city, the City of a Thousand Dead. South.....we speak not of what teems and breeds in the south, do we not?"

The PCs should realize that they are being addressed by the ambassador of Deshentu, and that his behavior indicates that the undead of the Dead Lands do not form a unified empire but are in fact divided into many petty states, not unlike the Tablelands. He could be a valuable ally against Qwith, though they are unlikely to divine his true motives. Understanding this, they will hopefully choose to continue dealing with Ohl-numash.

"But come, my friends. This is an unwise place to remain, the guards will be increased shortly and the skeletons you have slain will alert the garrison. I can recommend a better hiding place, and I will be more than pleased to deflect suspicion over the duchess's fallen warriors upon the scale-faced emissary from the north."

Assuming the PCs accept Ohl-numash's offer, he descends from the balcony to emerge opposite them in the small chamber where they are hiding. He is careful to always maintain his distance from them, and does not allow any of them to get close behind him or out of his sight. Once he is certain that they have accepted his offer of assistance, he leads them to an abandoned storeroom behind the courtiers' offices, a dark room full of musty barrels of arrows and casks of oil, such as that used to slicken the obsidian slope of the Cliff.

"Of course, well of course I am helping you! If the emissary seals a pact with Qwith, will not my kingdom suffer as hers benefits? My loyalty to the Vizier demands that I prevent this treaty! And indeed, how could I not aid you? Shadowmourn is an accursed land of undead, like most of the kingdoms of the Obsidian Plain. Only Deshentu, led by the great Vizier, is a land of the living. It is a constant struggle to resist the corpse-armies of the other kingdoms, to say nothing of the bugs!"

Ohl-numash grimaces as he mentions the bugdead, but he has little to say in response to any questions the PCs ask about them. All he will say is that to the south lie terrifying realms of undead insects, of monstrous size and power, and that these frequently invade "the north" (as he calls the humanoid undead region) and devastate the inhabitants. He is adamant that he himself is alive, not undead, and that the entire population of Deshentu is still living as well. Attempts to *detect lies* will show Ohl-numash to be telling the truth, at least as he believes it, though it is obvious to the PCs that the ambassador is in fact no more alive than one of Qwith's skeletons.

The ambassador is also not telling the whole truth. He is an experienced diplomat and a skilled mindbender, so he chooses his words carefully in order to avoid being caught – either normally or *magically/psionically* – in a lie. In fact his plan is to use the PCs to slay the emissary, or at least disrupt the negotiations, while being prepared to betray them in their moment of success and aid Qwith in killing them. Thus he will successfully prevent the treaty being signed, while also gaining the personal thanks of Qwith and the praise of his own master, the Vizier of Deshentu (and, of course, eliminating all witnesses to his acts of treachery). To accomplish this, however, he must dupe not only the PCs but also one of the undead currently in the Duchess's retinue, and this is what he departs to do next.

"Now wait here, I will send you a friend, an undead but not like me. We in Deshentu have an especial alliance with the clerics of the glass; they like the living. He will be delighted to see you, oh yes, pleased to lay his undead eyes upon some living men of foreign lands! Wait here, I will arrange for him to come at about the seventh hour."

Before he goes, Ohl-numash coordinates for the PCs to recognize the knocking signal that his friend will employ. If any other undead come, the PCs can hide behind the casks and barrels (the room is large enough that they could keep 15'

between them and any undead), but given the musty and disused look of the chamber, the need for this seems unlikely.

The Disciple

The PCs can wait quietly until the appointed time; they will not be disturbed, and in fact any surreptitious efforts they make to monitor the passages nearby prove the truth of Ohl-numash's claim: this part of the castle is nearly deserted. The crates and casks in the storage room are full of crockery and serving ware, candlesticks, posts and fixtures, a whole variety of non-perishable objects, all of them made of obsidian. At the seventh hour the knock-pattern comes, and standing at the door is a strange figure.

The stranger is not tall, or short, or fat, or thin. Their face is lost in the hood of their coarse black robe, but as you open the door they nod their head in greeting. "May I enter?" The rasping female voice is low but clear. "Ohl-numash sent me."

Inside the storage room the robed woman waits for complete silence and then carefully lifts her hood.

"My name is Itinerant Beryessaa," she says, her aged emaciated undead face breaking out into a broad smile. "And you are indeed Imperfect! Praise the Sleeping God, it is a blessing to see such glorious Imperfects!" She beams at you, stepping around to look in each of your faces, delighting in the glint of eyes and the ruddiness of complexions. She gently, almost reverently, runs her fingers over the cheekbones and nose of those who permit her. She lingers longest on any half-giants, kreen, or other new races. "Oh, I am sorry, this is not really your custom, is it? The Disciples do not practice it either, normally – but, but, I have never been so blessed in all my Perfected existence."



Itinerant Beryessaa explains that she is a Disciple, a cleric of the Sleeping God. She is overjoyed to meet living people, as her religion teaches that the living, the Imperfect, are themselves greatly blessed, since they can produce children, which increases the population of the world until the day when the Sleeping God arises to grant all people the final and ultimate blessing of eternal undeath.

Beryessaa will be tentative in her approach to any kreen PCs, but her adoration of living beings will overcome her revulsion at their insect nature and she will welcome them as well – though she is unlikely to touch them, even if the offer is extended to her. Beryessaa will explain her reluctance with a comment about the bugdead threat that endangers all the humanoid undead, and excuse himself in that way. She will attempt not to treat the kreen PC any differently than the others, but the PCs will be able to see that this is difficult for her.

“Do you not see, my most wonderful Imperfects? The Sleeping God, He is all around us, He lies like a great cloud of glory, waiting for the magnificent day of Awakening when He shall rise again to envelope all the world. On that day the children you have begotten, and their children unto the uttermost generation, shall be lifted up from the doldrums of their Imperfect lives, or raised from their untimely rest, to walk again Perfected. All that is shall be overcome with the Sleeping God’s wrathful blessing, all shall be transfigured, made pure and new. Abominations, such as that which we stand within, shall be swept away and trouble the God no more!”

Though Beryessaa’s theology may be esoteric, or distasteful to the PCs, so long as they avoid mocking or denigrating her beliefs she is happy to help them. She does this because her faith demands respect and assistance to the living, so long as they are willing and able to produce children, either now or in the future. Any PCs who are female, particularly if they are pregnant, will especially be objects of her reverence. Itinerant Beryessaa will also lavish attention on any clerics in the party, hoping to convince them of the superiority of her faith. She does not differentiate between elemental clerics and templars; to Beryessaa these classes are identical. She will be persistent, but polite, as her respect for the PCs’ living flesh will prevent her from acting rude or violent.

“Yes, I have seen the other Imperfects. No, Ohl-numash is not Imperfect! Deshentu is a land of the dead, no different from any other kingdom on the Obsidian Plain, though many who dwell there persist in believing otherwise. But the others! They are unlike you, many of them – scaly creatures the likes of which I have never seen, Perfected or no. But I was not allowed to get close to them, or touch their sacred flesh – the Grand Duchess insists that they belong solely to her. Of course, she also persists in the desecration you see beyond these walls...” She sighs heavily. “The Desolation, she calls it, this hideous trench that runs across the face of the Sleeping God. I was sent by my order to convince her of the folly of such blasphemy,

to perform the Sacrament of the Kiln, but the Duchess has no respect for my message. She rejected my call to righteousness, and now she has no time for me at all. The other Imperfects – the ones you call dray – they consume all her hours.”

If asked, Beryessaa can inform the PCs of the entire schedule of events and meetings intended for Dregoth’s emissary – everyone in the castle seems to have been informed, so determined is Qwith to flaunt her importance. The fact that living beings, from beyond the world the undead know, are in her keep seeking a meeting with her has made Qwith even more proud of herself than usual. Beryessaa will also gladly explain how the Desolation, that huge long trench that Qwith intends as the ultimate border defense, is a sacrilege, a mutilation of the Sleeping God’s physical form. She will also explain how the Sacrament of the Kiln is a Disciples’ rite in which fragments of cut obsidian are gathered and reverently melted and the liquid poured back into the gashes in the obsidian surface, restoring it to pristine condition.

In fact Beryessaa, like all the other Disciples, is a cleric of Magma, but she does not realize this. She considers herself a “priest of Obsidian”, devoted to the Sleeping God. Any efforts PCs may make to convince him that obsidian is not an element or paraelement in its own right will be fruitless. The Disciples long ago developed their own view of the cosmology of the elements, placing obsidian first and greatest, and Beryessaa’s acceptance of this is unshakable. Nonetheless, unless the debate becomes personal and abusive, she will happily discuss the matter with any PCs who wishes to challenge her views.

“Well, of course I will help you. The Duchess is a great blasphemer, and despite my every effort she has spurned my mission. The Disciples have no quarrel with anyone, least of all the Perfected, and there is always the chance that she will receive the enlightenment of the faith. We Perfected, of course, have time beyond imagining – I hope still that the Duchess will join the growing numbers of the faithful. Yet until that grand apocatastasis, when all shall be Perfected and all the Perfected shall dwell in the glory of the Sleeping God, her perversity is mighty and grows daily. The scaled ones, if they intend to ally with her, must share in her wickedness. I will assist you in finding and slaying the leader of the scaled Imperfects – in his next animation, he may prove better able to see the darkness.”

Itinerant Beryessaa is able to arrange for the PCs to move about Castle Krujar to any of the events listed below. She will do this by walking ahead of them, making sure that corridors are clear before beckoning them onwards. She is herself not generally important enough to be missed at any of the functions, so her occasional absence or tardiness will not be noted by Qwith. She also has a small number of faithful of the religion of the Sleeping God among the servants in the castle, and she can use them to help her clear corridors. These believers will not know that they are assisting in smuggling

living beings, but will gladly perform in ignorance the small favors which Beryessaa may ask.

Beryessaa can also assist the **PCs** in their plans to strike the emissary. Prior to the banquet she can bring them a set of the loose black robes worn by most of Qwith's palace staff, under which they can conceal most of their weapons and equipment. These will help them move about Castle Krujar less obviously, though in some cases (such as the banquet servitors below) they may need to don other less voluminous robes. Further, Beryessaa can and will suggest the best times to attack the emissary, offering indirect aid if they adopt her recommendations. The **DM** should elicit as much of this from the **PCs** themselves as possible, but if they cannot develop a plan themselves the **DM** should use Beryessaa to suggest the plan described under "The Night Passes" (below).

In addition, Itinerant Beryessaa has another gift she can provide for the **PCs**. When Ohl-numash informed him of the presence of Imperfects, Beryessaa prepared an unguent that the **PCs** can use to mask the otherwise inescapable smell of their living flesh. The *undead unguent* (see New Alchemical Items in the Appendix) is a thick tarry alchemical substance, fetid smelling, similar in consistency to oily jelly. Beryessaa will not reveal its ingredients, or the processes of its manufacture, but he has a large jar of it for each **PC**. Each jar contains 6 one hour duration applications for medium-size creatures.

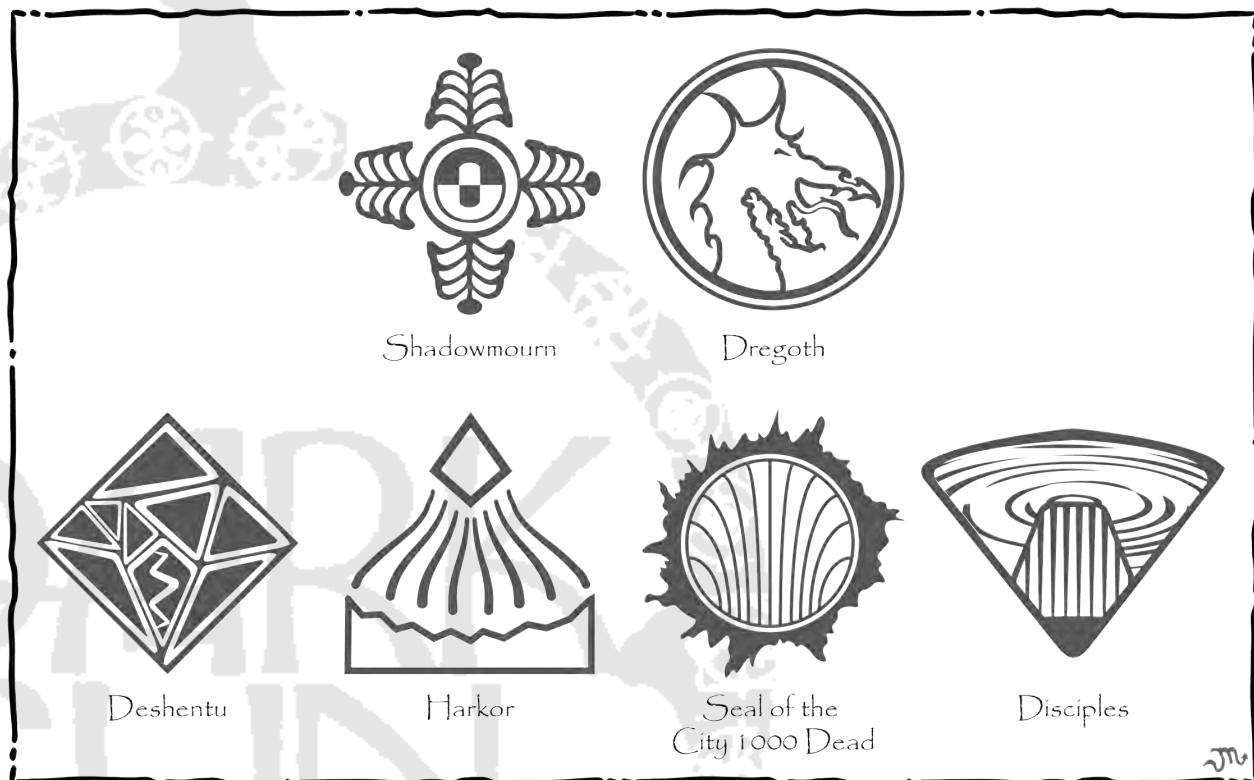
Finally, Beryessaa can (if requested) procure water for the party - 1 half-gallon per **PC** each day.

The Banquet

More than 300 undead attend the evening's banquet, held in honor of Zhogirrat and his master Dregoth. Guests are **skeletons** and **zombies**, involving many of Qwith's officers at the fortress, including thinking zombie leaders, fael centurions, and namech praetors. The Duchess takes her place at the head table with Zhogirrat at her side. Arrayed beside them are the senior members of her court and the ambassadors to Shadowmourn of the most important undead states, sitting on high-backed obsidian chairs.

Those undead not seated at the head table sit at a lower and much longer table, extending down the center of the room. Their tables and benches are, like those of Qwith herself, made of pure obsidian. The tableware is also wholly obsidian, the plates and bowls plain for the commoner undead but carved with swirling whirlpool patterns for the head table. The walls and ceiling of the room are covered in bas-relief tortured faces and twisted gargoyles, through whose mouths and eyes the room is lit with a soft yellow-orange glow. Exquisite blown blackglass chandeliers provide the remaining light, and through the floral-pattern windows a few stars can barely be seen.

Should they wish to, the **PCs** may be able to infiltrate the banquet in a number of ways. First, Beryessaa can help them get to the kitchens, where they can don the rags of the serving undead, and freely circulate through the room bearing plates and cups. Note that this will require them to divest themselves of most of their arms and equipment, as the livery of the servants is merely a thin and ragged black robe, much less loose than that which most troops wear and which Beryessaa provided for them before the banquet. The



servants' robes are so thin that most weapons and armor would be easily seen through them. Alternatively, Beryessaa can direct them up to one of several balconies on the mezzanine level, overlooking the banquet floor. From such a position they would be nearly invisible from below, while being able to observe all the activity.

The activity is curiously varied, for most of the undead banqueters are mindless zombies and skeletons with no need or inclination to eat. For them the servants bring forth empty plates, bowls, and cups, and the undead merely stare straight ahead or down at their bare tableware throughout the banquet. By contrast, some of the intelligent undead, particularly the faels, receive heaping plates, which they savagely devour. The fare is hideous – it consists almost entirely of the unreatimatable remains of zombies and skeletons fallen in battle. The remainder is simply unidentifiable – perhaps fragments scavenged from bugdead carcasses, perhaps not. PCs who elect to assume the role of servants may well be nauseated (Fort save, DC 15) by the appearance and stench of the carrion food.

Zhogirrat himself is seated at the head table. The remainder of his party, from warriors to defilers, living and undead, are seated at a special table about 20' away from the main table. The living among them seem disturbed by the vast numbers of undead all around them, and when the food is brought out they react with immediate disgust. One of the defilers, overcome by the sight and smell of it, vomits under the table. Undead servants wipe up the mess, delivering it to a hungry fael further down the hall.



Once all the places are set, most with bare plates but the remainder heaped with reeking offal, but before anyone is allowed to eat, glass chimes sound and all the undead – even the drooling, slobbering faels – turn to face the head table. Grand Duchess Qwith rises from her seat and motions for silence.

“Notables of Shadowmourn! Worthies of Krugar! Ambassadors to our mighty court! We gather this night to welcome to our midst the emissary of a great king of the north. I give you – Zhogirrat of New Giustenal!”

Thunderous applause shakes the banquet hall, the clatter of bones and dull thump of lifeless zombie hands contrasting notably with the perfunctory applause from the head table. Zhogirrat, encouraged by Qwith, stands stiffly to bow and acknowledge the ovation, but he sits again as quickly as decorum permits. The Grand Duchess waits for the extended applause to die down, then she imperiously surveys the room before continuing. Even the faels, visibly lusting for the carrion on their plates, sit rigidly still for her speech. In Shadowmourn the price of disrespect is worse than death.

Qwith begins by reciting epic poetry, recounting her heritage, exploits, and virtues in a stylized format that could only have been popular in the Green Age. Even in translation much of the material is difficult to understand, not only because it references obscure events with which you are unfamiliar but because it appears to be a memorized recitation, and Qwith is speaking quickly. “Loyal servant of the First Sorcerer” appears frequently in the early stanzas, then “mistress of the Navel, seeker of the gates of power.” One of the ambassadors at the head table, a tall fierce-looking meorty, scowls as Qwith recounts her exploits as “mistress of the Navel” and “governess of cleansed Ulyan.” His expression grows darker with her next stanza:

In invasion and war

Mighty did I slay the foes of righteousness
Knowledge exalted employ in knowledge's defense
Flash of power from the trees
Burning down brute enemies
Yet cursed foes
Unleashed the Shining Tide
Sweeping all away

In fact none of the ambassadors, save Zhogirrat, seem particularly pleased by these verses. Naghak, the ambassador from Harkor, shakes his head at Qwith's attribution of the “Shining Tide” to her enemies. From his expression it is clear he considers the event to be entirely her fault. Zhogirrat sits rapt, ignoring the irritation of the others at the head table as he attempts to capture in memory every word of Qwith's tale.

Awakened in a vitrous tomb

Qwith arose from her own glass womb
Queen in power and
Rallies the confused
Chooses Shadowmourn as her land and settles it with

righteous refugees

Though the commoner undead are totally attentive to the Grand Duchess's remarks, applauding appropriately as directed by the intelligent undead which the chamberlain

Ghonnsin circulates among them, it is clear those seated behind Qwith at the head table are not impressed. Only Zhogirrat remains focused on the speech; Ohl-numash and the other ambassadors clearly aren't paying much attention to the epic of Shadowmourn's founding, perhaps because they have similar legends concerning their own kingdoms on the blackglass.

The Duchess's recital continues with descriptions of the wars in which she led her intrepid subjects, defeating enemies great and small to establish her Grand Duchy and build the wonders that grace its land today. Of these, she makes particular mention of mysterious "fields of birth" in "deep glassy whorls" (subvitrine mines from which new corpses are exhumed to be reanimated as citizens) as well as the architectural marvels of her capital Kushtan and the ongoing herculean "labor of the Desolation, behind which our civilization endures." Beryessaa visibly winces at this last, though the intelligent undead at the long banquet table cheer spontaneously at this recognition of their part in the nation's great project.

Returning to the purpose of the evening's festivities, Qwith reverts to prose to conclude. She praises the wisdom of Zhogirrat and his master Dregoth – always avoiding the title "Dread King" – in seeking out the lands of the dead, and takes credit for having guided the emissary's journey to Shadowmourn. "Alone among the kingdoms on the blackglass, is Shadowmourn worthy to receive such a legate from beyond the world!"

The entire speech lasts more than an hour, ending with a thunderous ovation for Qwith and Zhogirrat alike. The dray and humans of the emissary's caravan join in the appreciation, the thud of their living hands sounding darkly against the bony clatter of the skeletons.

Once the Grand Duchess resumes her seat, Ghonnsin directs the head waiter to ring the chime and the meal begins. Almost immediately the faels tear through their repast, shattering the plates in their jaws and screaming for more. The servants hasten to bring out more platters piled high with twisted arms, decayed bones, and fetid offal. Many of the faels cast covetous eyes over to the table where the emissary's living and undead retinue are seated – the living at that table take notice, and fidget anxiously.

Note that Qwith has apparently forgotten who Dregoth is. She should know him, as in life she was contemporary with the final organization of Rajaan's Champions and the beginnings of the Cleansing Wars, but the undead who lived in those distant times have almost invariably suffered either loss or corruption of their memories, to a greater or lesser extent. It is possible that the undead rulers will rediscover Dregoth's name, or that of one or more of the other sorcerer-kings, in ancient records of the ruin of Ulyan, but these records were largely destroyed in the Shining Tide, so it is by no means certain that any of the ancient undead of the Dead Lands will learn the true identity of Dregoth or any other sorcerer-king, unless and until they meet face to face.

Observant PCs, especially those on the mezzanine, will be able to notice (DC 15 Spot check) that one of the leading

undead at the head table appears more interested in the living dray than the others. All of them are clearly fascinated by the emissary's living retainers and guards – after all they have never seen dray, and cannot remember living beings – but one seems more obsessed than the others. The hulking figure of an undead human warrior, his oversized left arm clipped to his torso by a series of ring-clips running down the sleeve, constantly looks over at the Sar'ach and the other dray. If Beryessaa is later asked, she can identify this undead as Naghak of Harkor, the recently-arrived ambassador of the neighboring land of Harkor to Qwith's court in Shadowmourn.

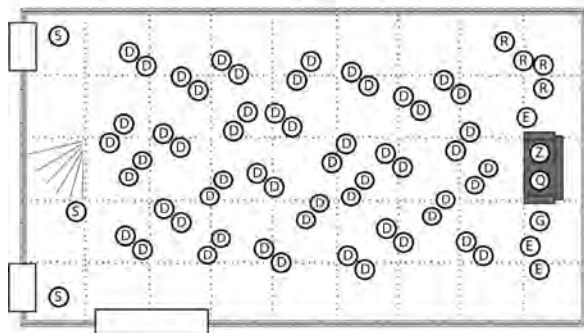
In fact Naghak was dispatched by Harkor (the eponymous ruler of the land of Harkor) to Shadowmourn specifically to verify the sensational rumor of living creatures. Harkor sent Naghak because Naghak is not only one of his most trusted and capable minions but also has a personal interest in living creatures – he has never found his family after the Shining Tide overwhelmed Ulyan and transformed it into the Dead Lands, and he harbors the glimmer of hope that this family may have escaped the devastation. If there truly are living lands, perhaps the inhabitants thereof can tell Naghak something of his family's fate.

Unknown to Ohl-numash or Beryessaa, Naghak has his own scheme underway. He is equipped with an *amulet of stasis*, *portable hole*, *air bottle*, and other equipment for use in capturing and transporting a living specimen from Krujar to his master Harkor's palace. To implement his plan, Naghak has paid off one of the many Cholite bands in western Chol to attack Castle Krujar the next day – the confusion of the battle should disrupt the emissary's negotiations with Qwith, and provide the cover Naghak needs to abduct one of the emissary's living retainers.

The heroes can choose to strike during the banquet. The fact that Zhogirrat is in one spot for a long period of time might make it easier to cast magic or use [psionics](#) on him, though he will usually be within an arm's reach of Qwith and thus the beneficiary of many of her protective magicks and [psionics](#). Ohl-numash will be seated down one side of the head table, close enough to occasionally take part in the conversation between Qwith and Zhogirrat. Ghonnsin, the Grand Duchess's chamberlain, periodically leaves her side during the banquet and moves about the room, chastising the supervisory servants for failures real or imagined.

Though the banquet as scheduled offers little opportunity for the [PCs](#) to attack the emissary, at least without facing the sudden and devastating wrath of hundreds of ravenous undead, it does provide them an opportunity to learn many hints about the nature of the Dead Lands. This is also true of the masque to follow. In addition, the [PCs](#) may be able to engineer an opportunity to strike Zhogirrat under more favorable circumstances – if the faels can somehow be induced to attack the emissary's living retinue, in lust for living flesh, the resulting chaos would likely mask the [PCs](#) from discovery or organized opposition, at least initially.

The Formal Masque Ball



- Q Qwith, Duchess of Shadowmourn
- G Ghonnsin, Chamberlain of Qwith
- Z Zhogirrat, the Emissary
- E Other Envoys
- R Zombie orchestra
- D Masked undead dancers
- S Servants

The Formal Masque

If the PCs wish to go to the formal dance or masque, Beryessaa can get them there by the means described above. The Disciple is herself not relevant enough to merit a seat at Qwith's table, nor is she required by protocol to join in the festivities; instead she is expected to merely float about the room during the appointed dance hours. She can therefore arrive late and leave early, as needed, to help the PCs negotiate the corridors of the castle. With or without Beryessaa's help, the PCs should be able to listen in on the conversation of the undead rulers – since nothing they are discussing is considered a secret by the undead, no precautions are being taken to prevent magical or psionic eavesdropping.

This formal masque takes place in the same room as the banquet, with most of the same undead in attendance. The only exception is the faels, who are either disinterested in an event without food or who were banned by Qwith or Ghonnsin due to the likelihood of their being unable to resist attacking the fresh meat represented by the emissary's retinue. The great tables and benches are moved to the edges of the room to make way for the revelry. A zombie orchestra provides music, rhythmic instrumentation, pounding on drums or bones, and chitin chimes. Qwith does not dance, nor does she expect Zhogirrat and his retinue to join in. The hundreds of mindless undead, proctored by a score or so of similarly masked undead (mostly thinking zombies), however, gather in a well-choreographed mass dance ritual.

The roots of the ceremony trace all the way back to the Green Age, so no modern Athasian has ever seen such a thing, and the alien setting is accented by the undead performing the dance. Rotting zombies clutch claws with grinning skeletons as they shamle through long-practiced steps. All the participants wear simple formal masks and flowing robes, behind which their features are indistinguishable. If the PCs are using some of the black ointment Beryessaa provided, they could with little difficulty assume the places of some of the undead dancers. They would be wise to choose to replace some of the minders, however, rather than the mindless dancers themselves, for the dance steps of the masque are completely unfamiliar to them and their ignorance would soon betray them as surely as their unaltered living odor. If the PCs successfully take the place of a number of the thinking zombie minders, they will be able to circulate freely around the room (except near the raised head table, where the proctors have no business going), just as the actual proctors are doing. The proctors are specifically charged with corralling any mindless undead which gets out of step or place, and guiding it back to position. The PCs can easily perform this simple task, since the mindless undead will resume dancing correctly once it is repositioned. They can even talk to one another in low tones without fear of being caught, since the pounding of the zombie percussionists reverberates off the obsidian walls until the entire scene is drowned in an awful din.

Ghonnsin, the chamberlain, is master of ceremonies for this event, leaving the head table to punctuate the various musical pieces with short comments praising specific dancers or musicians, or briefly complimenting the emissary or the Grand Duchess. Ohl-numash again sits as near to the two principals as his rank permits, which is very near indeed, and throughout the event he participates in as much of their conversation as he can, as do the other undead lords in attendance at the head table. Beryessaa can approach the raised table of the principals briefly, but no more than once or twice – by protocol she is merely a nuncia at large of the Disciples, not equal in rank to an ambassador, and in any case she represents a smaller nation far from Qwith's borders.

When Beryessaa does approach, as she may in an attempt to glean some information, she is quickly dismissed – Qwith was annoyed by her plea for her to cease work on the Desolation, and has taken a dislike to her personally as the messenger of news she did not want to hear.

The principals, mainly Qwith, Zhogirrat, Ohl-numash, and Ghonnsin, along with a small number of other high-ranking undead personages such as Naghak the ambassador from Harkor, Las-ufar of the Obsidian Tower (representing Gretch), and Ramlichavi the travelling meorty plenipotentiary from the Defenders of the City of a Thousand Dead, will spend the evening observing the ritual dance and discussing political issues. Normally these conversations revolve around recent border disputes among the humanoid undead realms or skirmishes with the bugdead, and these topics will surface periodically, but the presence of living

beings from the legendary north will dominate the discussion tonight, as it did at the banquet.

PCs who successfully eavesdrop will overhear many questions from the undead rulers about the lands of the north— how far are they, how populated, how ruled, how defended? Are indeed living beings predominant in these lands? The undead know little of the Tablelands— indeed they were essentially unaware of the existence of them until the

emissary's arrival, and Zhogirrat is careful in his answers. He reveals that the Tablelands are populated by the living, ruled in great cities by mighty kings, but emphasizes that the greatest of these is the Dread King Dregoth, an undead potentate of such power that he alone was able to dispatch an expedition into the Dead Lands. Qwith, who as hostess asks most of the questions, uses this point to comment on the obvious superiority of the undead to living beings.

DM's Option - Eavesdropping Rumors Table

In addition to the main information Qwith and her visiting dignitaries have to offer, attentive PCs may also find a plethora of knowledge of interesting happenings around the Dead Lands (and possible future adventure hooks). Roll 1d20 on the following table for possible rumours:

- 1) Several of Gretch's most powerful artifacts were taken by the bugdead of the Shale Lands! I wonder if those monsters could even use them...
- 2) Did you catch that last chariot race? How many bodies must the Vizier be throwing at keeping that incredible stadium of his running?
- 3) If you're looking for real entertainment, I hear Kiwk's gladiatorial games never fail to disappoint. If you're important or rich enough, you can even try your hand at controlling your own warrior.
- 4) Such a tragedy that Harkor's senior general lost his most prized talisman in a battle near Shumash.
- 5) Yes, I know visiting The Web is suicide. But imagine all that TREASURE!!!
- 6) So every Dead Lord is digging deep into the earth, yes? Then, what's keeping them from digging down under the Bone Lands?
- 7) So is it true there really is a god sleeping underneath the City 1000 Dead? And its heart sits in a catacomb?
- 8) I tell you, fragments of the world from before the Boiling Ruin do still exist in the world! Ceeryl has preserved a piece of it!
- 9) This blood is delicious! It was so kind of Ireylul to provide his best human stock. I do wonder where he gets them from...
- 10) Of course I'm scared of the Bugdead! You heard what they did to Shumash! No one even knows what happened to that city's leader Jush-Esgar ...
- 11) If only I could get my hands on one of those Cholite gliders...
- 12) I do miss the stimulating conversations I used to have with the troll warrior-sages of Nuubark.
- 13) Is it true that Qwith uses actual real mud in her baths? How extravagant!
- 14) I'm telling you, that wraith was a giant! Almost as big as the Nameless Shaman in the Forbidden Mountains!
- 15) Does Gretch even still exist? Nobody's been inside his tower or seen him in King's Ages. It doesn't help that he's surrounded by all his puppet kings, who still claim to be bossed around by him...
- 16) It's really not that easy to get into the City 1000 Dead. The continuous bugdead invasions have meant they're always on high alert, and they have magical and military defenses like nobody has ever seen since the Age of Magic.
- 17) Such a shame what happened to the Navel Scholars. I hear they call themselves the Descendants of the Chosen now, and they're all at each other's throats. A pity...they had created such incredible magical marvels!
- 18) Wait, are you seriously telling me those...those... monstrous bugdead THINGS actually have their own written language?
- 19) Now I KNOW you're lying to me! Orcs don't have children! Have you ever heard of a child in Ghash-Naarg?
- 20) DM's choice.

Qwith's comments:

"Of course Dregoth is the mightiest ruler in the living lands! Is he not undead? No living rulers had the vision to discover our empires here upon the glass, nor could their legates survive the journey!"

Ohl-numash grows visibly unsettled at this comment, prompting Qwith to turn to him. "Still think you're alive, my most esteemed ambassador? Breathe for me, just once!" Ghonnsin leads the others in understated laughter, while Ohl-numash squirms under the Grand Duchess's mockery. "Think what you like – I know the deluded Disciple over there does – but we know better. Death came for us, and could not claim us! Perhaps it is time for us to extend the gift to the north, as our new friend Dregoth urges?"

Ramlchiavli's dark eyes cloud at the Duchess's comments, but he hides his feelings from Qwith, who is still amusing herself by watching Ohl-numash's discomfort. Las-ufar, the delegate to Qwith's court from the Obsidian Tower, shifts in his seat but also says nothing. It is clear he finds the prospect of lands populated by the living exciting.

"My Duchess-" begins Zhogirrat.

"Grand Duchess," interrupts Ghonnsin, just returning from savaging the band master in the northwest corner.

"Of course," Zhogirrat soothes, "Grand Duchess, perhaps you and your court can acquaint me more with the lands of the obsidian realm, so that I may report more fully to the Dread King?" He is careful to use Dregoth's title, though the undead seem reluctant to do so.

"As you like," Qwith sniffs. "I have spoken to you already of Shadowmourn, first and greatest of the obsidian lands, whose great works you see all around you. I will speak also of Deshentu, the land on my western frontier, since the honorable ambassador is apparently out of sorts." She laughs, causing Ohl-numash to scowl. Clearly he would prefer to describe his country himself, rather than allowing its traditional rival to do so. But Qwith continues, pleased at her usurpation.

"Deshentu is a land of the dead, just like Shadowmourn.

"Qwith pauses for emphasis. "The Vizier is my good neighbor, his legions and mine discuss our border every year!" She smirks, nodding to Ohl-numash before continuing. "His troops are inferior to mine, of course, but it never hurts to have more bones in battle when the bugdead come. You will note," she nods placatingly to Ohl-numash, then knowingly to a frowning Naghak, "that I am digging my Desolation on the east and south, not the west. The threat seems greater there."

"There is no threat from Harkor," Naghak says stiffly. "My master rules his small realm and is content. But the bugdead, they are another matter."

"He doth protest too much," murmurs Ghonnsin, looking predatorily across the table at Naghak.

"Well does he deflect the blame," Qwith agrees, the corners of her mouth twitching, "yet we have more than enough legions for the Vizier and Harkor alike."

"And he speaks the truth," rumbles Ramlchiavli, his tangled hair shaking for emphasis. "Long ago would the

City have fallen to the clattering bugdead hordes, but for the valor of the Defenders and the miracle of the Sunflash."

"You forget the other inhabitants of the City, do you not?" asks Ohl-numash, recovered from his silence by the change of subject. "Daughters and Fugitives defend your high walls as well, and others besides."

"The Sunflash is a great asset," allows the tall meorty, "but the others are more of a burden than an aid. Still, we would prefer to see the sky by day, not only by night." Ramlchiavli grumbles under his breath, then grudgingly continues. "We Defenders appreciate the arms of Shadowmourn, and Deshentu and Harkor also, when the chittering swarms come north."

"I'll warrant you do," laughs Qwith, "as does our reticent friend here, Las-ufar. Have you nothing to say tonight, ambassador of the sage of the Obsidian Tower?"

"Your Grace is correct," says Las-ufar in measured tones.

"We in the Kingdoms of Gretch also thank the northern nations whose armies march to our aid when the insects invade." He politely inclines his head to Qwith and then, less deeply, to Ohl-numash and Naghak. "Praise the Shining Tide that we suffer fewer attacks than does our esteemed Defender."

"Praise whatever you like," snorts Ghonnsin lightly, "but here we praise the Grand Duchess."

"Of course, praise to the Grand Duchess!" echoes Zhogirrat, drawing a self-satisfied look from Qwith and grimaces from many of the other assembled worthies. "But what are these bugdead which so ravage your lands?"

All eyes turn to Qwith, the hostess. She waits a long moment, savoring the attention. "They come from the south, uncounted and uncultured, savage undead insects of every kind and size. They consume all they find, until we can push them back south again. They are led by hideous creatures, the scarlet wardens." Zhogirrat's brow knits, but he waits for her to continue rather than asking the obvious question.

Qwith waits long enough to assure herself of her guest's manners, then answers his unasked question. "A scarlet warden is a great bug, larger than several men, armed with clawlike mouthparts and sudden whips. It has magic and psionics alike, and commands the other bugdead. I have arranged for you to see one, in fact –" She pauses again as Naghak and Ramlchiavli gasp aloud, while the others suddenly attend her words more closely as well. "Tomorrow morning you shall see a scarlet warden, emissary of Dregoth of the North – in my arena!"

PCs who continue to eavesdrop will discover that the undead are very impressed that Qwith has a captive scarlet warden, since the savage creatures are virtually impossible to kill, let alone capture in battle. Naghak and Ramlchiavli are particularly displeased, discussing in hushed tones between themselves that such a dangerous monster should be slain immediately, not allowed to possibly escape in the confusion of arena combat. Possessing such a captive, and sacrificing it in honor of Zhogirrat, is clearly a stupendous event which will be long remembered, and which further underlines the importance Qwith attaches to her upcoming negotiations with

Dregoth's emissary. What Qwith does not mention is that she in fact has two scarlet wardens in her arena pens, and intends to celebrate the signing of the treaty with the emissary by games ending with the sacrifice of the second warden.

The conversation then returns to more questions by Qwith and the other undead leaders about the living lands of the Tablelands. They continue to express their amazement that such lands could exist, though they allow that Zhogirrat's unexpected arrival clearly proves the truth that some sort of mysterious and heretofore unknown land of living beings must lie in the distant north. The scarcity of obsidian in the Tablelands is a source of much amusement to the undead – they can little remember existence before the Shining Tide, though discussion of that distant event, and times prior, is shunned by one and all.

Like during the banquet, the PCs have another extended opportunity to strike during the masque, under cover of the commotion and noise. The emissary sits through nearly the entire dance ceremony, except only the official opening and closing rituals, during which he rises to join Qwith in the ceremonial acts that begin and end the festivities. Beyond the political discussions as noted above, Zhogirrat also exchanges occasional casual small talk with the Duchess and her retinue of ambassadors and officials, always at the head table. However, the head table is surrounded by the Grand Duchess's picked bodyguards and by a constantly changing constellation of wraith servants. Of course, any disturbance would also result in the immediate end of the masque as all the undead in the room hastened to fight whoever or whatever threatened their Grand Duchess.

The Night Passes

The formal dance lasts until well past midnight, when Qwith proclaims the evening's revelry done. She departs for her chambers in the tower while Zhogirrat and his minions return to their guest quarters. The other important undead, those that sat at the head table, also return to their rooms in the court chambers by the tower. Given the unique value of Zhogirrat and his retinue, and the many jealous undead nearby, the Duchess orders extra guards on all their quarters. Ghonnsin's spies have unearthed indications of Naghak's plan and the chamberlain has executed the Grand Duchess's orders by stationing two squads of 10 zombies and a thinking zombie leader each to stand guard over the guests, with the same positioned in the court office chambers and more on call.

It is during the night that the PCs see Beryessaa again, and receive from her a second gift. This time the undead cleric of obsidian brings them a set of necklaces, one for each of them, from each of which supports a heavy square plate of obsidian about 3" on a side. The plates are artfully inscribed with seals and glyphs, and attentive PCs will recognize them as identical to badges they have seen worn by the Grand Duchess's personal guards.

"No, I don't know how he got them," says Beryessaa as she passes out the pendant necklaces, the fine obsidian of the

chains and pendants clinking heavily. "Ohl-numash has been ambassador to Shadowmourn for years, he must have sources for many things in this castle. He asked me to bring them to you, so that perhaps you can use them to get close to the emissary."

The PCs can detect neither magical nor psionic effects or tampering with the pendant badges, and in fact there is none – these are intended simply as badges for the other guards to recognize, allowing the bearers to enter otherwise forbidden areas of the castle. They are in no way magically or psionically enchanted or empowered.

"Yes, I suppose you could try tonight, or tomorrow during the games, but I would suggest the negotiations themselves as the most propitious time," recommends Beryessaa. "My contacts in the stables won't be able to guarantee mounts until the afternoon, and I don't want to be responsible for your untimely Perfections. You have too few children to become martyrs for the Sleeping God."

The plan Beryessaa suggests (if the PCs have not thought of it first) is that the PCs strike when the emissary and Qwith are beginning their negotiations. They should be alone then, in the library of the tower, and the tokens Ohl-numash has provided should gain them entrance. Their attack will of course draw undead from all over the castle, but the PCs should be able to escape by using the footbridge from Qwith's tower quarters to the arena, where Beryessaa will be waiting with undead mounts pilfered from the stables. The Disciple won't be specific about where she will lead them, but she assures them that she knows a secret way up the cliffs and out of the Dead Lands.

"Oh yes, there was something else, Ohl-numash was very clear about," Beryessaa continues. "He said that within her tower Qwith keeps two Handmaidens, miserable Perfected creatures imprisoned in her library." The Disciple herself knows nothing of these mysterious Handmaidens, but she relays the following information from the Deshentan ambassador: "Ugly creatures, he says, wasted and palsied, but possessed of power Qwith needs. He says," here Beryessaa makes a skeptical face, "that if you can kill the Handmaidens, Qwith will flee."

Beryessaa shakes her head, her cowl unmoving around it. "Qwith is ancient, mighty, deadly. I know nothing of these Handmaidens, but I tell you to fight the emissary – Qwith will make no treaty with an underling, and if the emissary falls his mission dies with him. Ohl-numash may be right about these Handmaidens, but I beg you, lest you be Perfected, do not pursue Qwith."

Of course the PCs are welcome to reject this advice and attack during the night, or at any other time, in which case Beryessaa will meet them in one of the courtyards at a convenient place, and she will lead them on their escape as before – it is the DM's choice as to whether the Disciple will be able to procure

mounts, however. Furthermore, unless the escape is through the arena (which has its own gate, normally unguarded) it is certain that the PCs will have to fight their way out of at least one set of walls and gates to get out of the castle. Beryessaa can explain this to them.

If they choose to attack by night anyway, the tokens provided by Ohl-numash allow the PCs to approach the guards with surprise. The adventurers may overcome the guards and move in to attack. The difficulty with such an approach is that the castle's undead never sleep; they simply wait around until it's time to do something again. Thus, given Qwith's preoccupations with security for her honored guests, it is certain that dozens, then scores and hundreds, of additional zombies and skeletons would hasten to the guest quarters to participate in the defense of the area, should the PCs attack it.

The Games

The arena of Castle Krujar is a large ellipsoid built of obsidian blocks, six stories tall, adjacent to the northwestern side of Qwith's tower. PCs attentive to the art of fortification will note that the arena is itself the outer wall of the castle on this side, having been incorporated into the defenses during construction. The sun blasts down into its center, yet the usual flashing glare of the reflected sun is conspicuously absent. Sandy grains of crushed obsidian cover the roughly scratched surface, providing an ideal surface for combatants. The stepped-bench seating wraps all the way around the arena on all six levels, except where the seating is broken by entrances from the corridors beneath. These shaded corridors, with many niches and narrow stairways, provide places for the PCs to hide from the undead crowd and still observe the games.

The arena fills with spectators at first light, by order of the Duchess. All the castle's off-duty guards and servants appear, marching in long files to tramp up the steps and assume their places on the seating tiers. Their intelligent undead sergeants and overseers take all the best seats, since the mindless undead merely mimic the cheers of their betters. Important undead such as Ohl-numash, Beryessaa, and other ambassadors and legates, have reserved seating in lesser boxes. The emissary arrives somewhat later than the local crowd, taking his place in the large observation box opposite Qwith's. His retinue occupies the seats immediately surrounding his box. Qwith herself arrives last, crossing the footbridge from her quarters and taking her place of honor to the thunderous applause of the throng, her chamberlain Ghonnsein at her side.

Several contests are planned this morning, starting with five bone-on-bone skeleton match-ups. The combatants batter each other to pieces with a variety of stone, obsidian, and metal weapons, littering the arena floor with bony fragments and teeth. The clatter and howls of applause greet each clash, until the last battered skeleton strides or hobbles out of the ring. Next are the zombies: first zombies against skeletons, and then zombies against undead pulp bees and cave crickets. The undead swear and roar whenever a zombie falls and is gnawed apart by its bugdead foe, and the masters of ceremonies hastily unleash a skeleton or zombie champion to

rush into the ring to put an end to such an distasteful spectacle. The undead of Castle Krujar share the general Dead Lands hatred of all insects, and the cheers when the bugdead are slain echoes out to the Desolation.

The later contests feature giant skeletons against teams of lesser undead, culminating in the penultimate contest, in which an undead mekillot, raised after being slain in the emissary's caravan, is pitted against one unarmed skeleton at a time. Betting in this final grand event is on how many skeletons the undead mekillot can crush before they slay it. The finale itself, however, dwarfs even this immense display, for Qwith requisitioned from her capital one of the very few captive scarlet wardens kept there. This fearsome insect, almost certainly the largest and most terrifying the PCs have ever seen, is dragged into the arena by teams of scores of skeletons, using obsidian mantlets to protect themselves from its lashing whips and savage pedipalps.

The crowd, intelligent and mindless alike, rises to its feet in rage, cursing and flinging glass shards into the arena in its anger. Zhogirrat's face visibly darkens as the armored monster is brought to the center, its powerful jaws snapping fiercely and dripping hissing saliva. Selected defilers and mindbenders from Qwith's court, from their positions around the ellipse, bend their powers to keep the warden from using its own formidable magical and psionic strength to strike into the crowd. An entire platoon of skeletons marches in formation through the entry portal to face this monstrosity, only to be shattered into flinders in mere moments. The crowd oohs and ahhs as bone splinters fly, and then the next unit marches in. The cheers for the great bugdead's death throes shake the arena – even Qwith allows herself a smile.

There is a great deal of confusion during the events, especially the last two. The noise of battle is deafening, as is the roar of the appreciative, bloodthirsty crowd. Zhogirrat is isolated in his observation box, with only one way in - from behind and up a narrow passage set into the wall. The entrance is behind the main seating, and guarded by two dray warriors and a skeleton honor guard. The heroes might want to take advantage of this relative isolation in order to make their strike against the emissary, though as with the banquet and masque, the number of undead who would respond to any overt strike would be enormous.

The Negotiations

When the arena matches have ended, both Qwith and Zhogirrat leave with an armed escort and proceed to her tower - none of the emissary's minions are allowed to follow, nor are any of the undead ambassadors invited. Once there, they lock themselves into the library to negotiate a pact between Dregoth and the Kingdom of Shadowmourn - the event the sorcerer-kings of Gulg and Nibenay feared.

There are three possible routes into the Duchess's donjon. The first is the flying bridge which connects Qwith's box directly with her chambers, but this route is impossible for the PCs at this time as Qwith is proceeding that way and behind her it is fully guarded. The second route is down into the Upper Fortress past Qwith's temple and through the

courtyard, using the private entrance the priests and Qwith herself use during major religious events. The third is through the main hallway in the Upper Fortress to the tower's main gate.

The courtyard access is complicated by the ever-vigilant priests and apostles of Qwith's Temple. Several of these priests mill about in the courtyard, waiting to be summoned to bless the signed treaty should Qwith call them. Stealing past them is difficult but should not be impossible, however, if the PCs are using a means to mask their living scent and if they have the pendants Ohl-numash provided through Beryessaa. The small private entrance is guarded by half a dozen guards who answer to the priests. A resourceful party may be able to bluff their way past the Grand Duchess's tower guards without combat, if they bring food and claim that Qwith requested it for the emissary, for example.

If the party chooses to enter by the grand hallway and the donjon's main gate, they must pass the captain of Qwith's guard, a thinking zombie, and his guard force: a score of zombie and skeleton troops. The doors they guard are heavy and made of iron, but they are not locked and the captain of the guard will not remark on the PCs' entry, if they are wearing disguises and move in a manner that suggests they are servants performing some required task.

Both the main gate and the priests' private entrance, however, open onto a vestibule within, which is guarded by two obsidian golems. The golems have explicit instructions from Qwith herself to admit no one, and they are not swayed by the same sorts of lies that might convince the priests or the captain of the guard to pass the party forward. Resourceful PCs may use magical or psionic means to *silence* the melee and thus avoid alerting the priests and others further outside; if they do not employ such means, the chances are excellent that the entire castle will be alerted in short order, and escape will be far more difficult.

Obsidian Golem (EL 13)

Golem, Obsidian: CR 11; **Large Construct**; 15 HD; hp 112; Init -1; Spd 20 ft.; AC 28 (touch 8, flat-footed 28); Atk +16 melee (Slam 4d10+15; 20/x2); **SA:** 10 ft. Reach, Stun; **SQ:** Construct Traits, Damage Reduction 10/adamantine, Darkvision 60 ft., Immunity to Magic, Low-Light Vision; AL TN; SV Fort +5, Ref +4, Will +5; Str 30, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills and Feats: Hide -5*; -.

Reference: See Terrors of the Deadlands, pg 31 for the full stats.



Duchess and Emissary (EL 20+)

The PCs will find the Grand Duchess and Dregoth's emissary in the northern room on the second floor. Note that the PCs must maintain silence as they approach, searching rooms until they find the negotiating pair – if they make too much noise, Qwith and Zhogirrat will be long gone when they arrive, and

the castle's garrison will be converging on the tower. They will be prepared with magical and psionic defenses appropriate for the PCs levels (per their character descriptions – at the DM's discretion).

The chamber in Qwith's tower is a private study of some kind, its floor covered with a threadbare but obviously very old carpet and its walls with equally ancient tapestries. A table of finely carved obsidian sits in the center of the room, with a chair to either side. Thin sheets of obsidian lie on the table, seemingly waiting for the first scratch of a signing stylus. A scattering of color on the furnishings betray pillows, not new but far less antique than the tapestries and carpet. In the middle of the room, holding obsidian goblets, stand the Grand Duchess and Dregoth's emissary Zhogirrat. "I summoned no one," snorts Qwith, her face obviously irritated. "Begone, and have your centurion report to the chamberlain for decapitation."

Presumably, the PCs will attack at this point. They have a moment of surprise, during which to land a possibly-critical first blow, as Qwith is unwilling to believe (prior to the first blow) that enemies could penetrate her border, castle, and tower, and assault her in her very chambers. If the PCs do immediately attack, they receive the advantage of initial surprise. If the PCs have attempted to enter invisibly, they lose this advantage, as Qwith had a permanent *see invisibility* spell cast upon her King's Ages ago, and invisible intruders can only spell trouble. On the other hand, if the PCs enter disguised as servants or guards but then fail to exploit their initial advantage by striking immediately, Qwith will recognize that they are not acting as her servants should. She will lash out instantly, gaining a clear first blow against the PCs, should they fail to use their advantage. Zhogirrat gains no such advantage and must operate under normal initiative rules, as he is unfamiliar with the subtle behaviors of Qwith's servants and will be cueing his actions off Qwith's. In either case, whether the PCs or Qwith strike first, melee ensues.

Zhogirrat and Qwith move quickly to defend themselves, though it is clear that neither of them fully trusts the other nor have they worked together before.

The fact that neither Qwith nor Zhogirrat trusts the other offers the PCs their best opportunity to actually slay the emissary. Qwith herself is far too formidable for most PCs to directly attack, and in any case she simply cannot be killed on account of her *Enduring Focus* special quality. If Qwith she is struck down, the PC that struck her down will be afflicted with Bestow Curse (as if cast by a Contingency spell), and Qwith will reappear back in the castle in 1d100 days. But the critical fact is that the identity of the PCs, and their mission, is unknown to both Qwith and Zhogirrat – Qwith will not know, for example, whether the PCs are enemies of Dregoth sent to disrupt the alliance, or members of the emissary's own retinue intending to treacherously murder him or her, or agents of her undead enemies in Deshentu, Harkor, or farther afield. Nor will she know (at first) that they

are living beings and not undead (assuming the PCs are using *undead unguent* to camouflage the taint of living flesh). Zhogirrat will be similarly uncertain of the PCs' origin and intention, at least initially. These doubts will prevent the two powerful negotiators from working together to defend themselves – clever PCs may even be able to induce the two to attack one another. Furthermore, the assumption that the PCs are probably undead (this is the Dead Lands!) may cause Qwith and Zhogirrat to employ spells and powers against them that are likely to be ineffective against living foes. Note that these initial advantages of the PCs will rapidly evaporate, as Qwith and Zhogirrat realize that it is the emissary who is the primary target, and as Qwith (and possibly Zhogirrat) realize that the PCs are alive and not undead. The DM should have the two principals begin to take more appropriate defensive steps as they become aware of these facts – they will employ spells and powers more appropriate to living foes, and Qwith will exploit the fact that the PCs are more focused on engaging Zhogirrat. If the PCs have convinced Qwith and Zhogirrat to attack one another, the DM can have one or both of them realize their mistake at any point. Of course, if the PCs are **not** following this course of action, the undead will respond in whatever ways are most appropriate.

The PCs have an additional advantage as well, and it is in Qwith's psychology. The Grand Duchess has endured, in life and unlfe, for King's Ages beyond count since the time of the Cleansing Wars. Her powers are enormous, but she has rarely been faced with a determined attack on her very person, and she is likely to respond to the PCs with apparent fear. She may fail to bring her full abilities to bear, and will flee to the adjoining library if opportunity offers, where she has magical defenses prepared (in the form of the Handmaidens, see below), and she can still target the PCs with her spells and **psionics**. Nonetheless, her powers are equal to those of a Tablelands sorcerer-king, and the DM must ensure that as the battle goes on, Qwith's enormous magical and **psionic** power is brought more fully to bear – it should be increasingly clear to wise PCs that they cannot survive a long fight with the Grand Duchess.

Another important concern of the PCs, if they are wise, is that of Qwith's guards and servants. Foremost among these are the Handmaidens which Ohl-numash revealed to the PCs through Beryessaa. The Handmaidens are in the library, standing stock-still flanking one of the bookcases like two diseased caryatids. If Qwith retreats to this room, she will tap the magical energy of the Handmaidens for potent spells such as *greater spell resistance*. If the PCs have a means of disrupting this procedure, or killing the Handmaidens, Qwith's morale will suffer considerably, such that she may even retreat from her tower, appearing in Ghonnsin's office and demanding that he lead troops to drive out the intruders. Given Qwith's great personal power, having her opt out in this way would be a great benefit for the PCs.

Handmaidens of Qwith (EL 14 or 20+)

Handmaiden of Qwith: Zombie, Thinking Human Female, Wiz 11; CR 12; Medium-size Undead; 11 HD; hp 82; Init +1;

Spd 30ft.; AC 20 (touch 12, flat-footed 19); Atk +9 melee (Claw 1d4 or Bite 1d6 or by spell) or +6 ranged (by spell); **SA:** Despair, Disease; **SQ:** Darkvision 60 ft., Enhanced Senses, Gray Toughness, Immunity to Turning, Resistance to Cold & Electricity 10, Stench, Undead Traits, Vulnerability to Blessed Elements; SV Fort +3, Ref +4, Will +7; AL CE; Str 18, Dex 12, Con –, Int 22, Wis 14, Cha 12.

Skills and Feats: Bluff +14, Concentration +15(+4), Knowledge (Arcana) +20, Knowledge (Psionics) +20, Knowledge (Religion) +20, Listen +8, Sense Motive +12, Search +10, Spellcraft +22, Spot +8; Combat Casting, Craft Wand, Empower Spell B, Heighten Spell, Maximize Spell B, Scribe Scroll B, Silent Spell, Still Spell.

Wizard Spells (CL 11th, 4/4+2/4+2/4+1/3+1/2+1/1+1, DC 16 + spell level): 0th - detect magic, disrupt undead, mage hand, message; 1st - alarm, mage armor x2, magic missile, ray of enfeeblement, shocking grasp; 2nd - acid arrow, command undead, invisibility, levitate, resist elements, web; 3rd - dispel magic, displacement, halt undead, haste, slow; 4th - greater invisibility, maximized magic missile, resilient sphere, scrying, wall of fire; 5th - baleful polymorph, feeblemind, heightened command undead, maximized acid arrow; 6th - antimagic field, greater dispel magic.

Possessions: Headband of Intelligence +4, Ioun Stone (Dusty Rose Prism).

See Appendix for more information



However, beyond the Handmaidens the castle is full of Qwith's servants and troops. Wise PCs will take actions in advance to prevent magical or **psionic** distress calls from leaving the tower – if they do not, Qwith's summons for aid will be immediately answered by ever-increasing squads of troops. The longer the battle progresses, the more the likelihood that Qwith's repeated calls to her forces will be answered. The PCs have an unexpected ally in keeping Qwith's troops in the dark, however – Ohl-numash. The Deshentan ambassador is aware of the intended assassination attempt, and will stifle alarms for as long as possible – for his own ends, of course.

Finally, the PCs may or may not notice that Qwith's personal chambers are, unlike anywhere else in Castle Krujar, full of highly flammable materials such as carpet, tapestries, and pillows. Any fires ignited here will quickly turn the room into an inferno. The same will occur in the library, should the fighting progress in that direction. Wise PCs may infer that these flammable furnishings, being from the time prior to the Obsidian Wave, are of great antiquity and this of considerable value to Qwith – and they would be right. If the room catches fire, Qwith will be distracted by the desire to rescue her possessions (they were, after all, procured by painstaking mining in subvitrine chambers over thousands of years), especially if the PCs have already fled. Fighting the fire and evaluating her damaged treasures would be one reason why Qwith would be unlikely to pursue escaping PCs.

As the emissary falls [or even before, if the DM concludes that Qwith sees no point in helping defend the emissary from the PCs], Qwith retreats through the heavy door.

If one or more PCs pursue Qwith into the library they are in for a surprise. There are a number of magical wards contained within the library, placed there King's Ages before. In fact, this is one of several rooms where Qwith envisaged a final defense, and any attacks made on her person while she is inside the library will trigger a series of defensive mechanics. First, a *wall of force* springs up in the doorway, preventing further access to the room. Second, two obsidian statues facing each other on either side of the doorway come alive and attack anyone who attempts to harm Qwith. They are in fact obsidian golems. Third, an obsidian obelisk decorated with mysterious arcane runes in the center of the room is activated. The runes start to glow and a crimson red ball lightning darts from the obelisk towards anyone who targets Qwith with *psionics* or magic that affect a number of creatures or a specific creature (area-effect spells such as *fireball* do not trigger the obelisk). The ball lightning inflicts 8d6 points of fire damage. A Reflex save DC 20 reduces the damage by 1/2. The obelisk can be destroyed with a *shatter* spell – it has no trigger that makes it respond to attacks against itself. However, if the PCs are lucky, they will not have to deal with these magical defense mechanisms. A ranged attack on Qwith after she has retreated into the library will trigger the defenses and the *wall of force* will spring into place, effectively separating the PCs and most probably Zhogirrat from Qwith. In either case Qwith will flee using a *teleport* spell if she loses more than half her hit points. Should a character use *dimensional anchor* or some other means to prevent her from escaping, she will attempt to dispel the effect and then escape, leaving any PC(s) in the library to fight her obsidian golems. The *wall of force* has a duration of 20 minutes, more than enough time for Qwith to summon her finest troops to deal with the PCs, should they happen to be trapped inside the library with no means of escape.

If the PCs have succeeded in driving Qwith into the library and triggered the *wall of force*, Qwith will teleport away. They now have options – depending on their situation. If Zhogirrat is dead, their mission objective is completed and they should focus on escaping from Castle Krujar as soon as possible. If Zhogirrat is still alive and fighting the PCs, now is their chance to finish him off. However, if Zhogirrat was able to retreat with Qwith into the library, and the PCs activated the *wall of force* using ranged attacks, so none of them are inside the library – Zhogirrat is safe from them at the moment (if the PCs can become ethereal, teleport or use other means to enter library, he is not safe for long). Zhogirrat, realizing there is no way out, will use what powers and items he has to be as well prepared as possible should the PCs find a way to enter the library.

Note that neither the obsidian obelisk nor the golems will react to either Zhogirrat nor the PCs' presence, unless either of them have attacked Qwith – in which case the golems will attack those who attacked Qwith. In either scenario the PCs must act quickly. After Qwith escapes, the PCs have 4d6 rounds before Qwith's chamberlain Ghonnsin and Ohl-numash arrive on the scene with an entire battalion of

skeletons and zombies, fael centurions, thinking zombie overseers and other undead officers right behind them.

If and/or when Qwith is brought below half of her hit point total, the DM should now bring in Ghonnsin and Ohl-numash. The Deshentan ambassador has been playing the game as close as he could, trying to give the PCs enough time to slay Zhogirrat and menace Qwith, but not enough time to seriously endanger her. In fact, Qwith is herself more flustered than in any real danger, but Ohl-numash is unaware of the full extent of her power and imagines that the PCs pose a real threat to her – a belief the PCs will likely share, as Qwith reacts to their threat with anger, but also fear, as attacks on her person are extremely rare and very disconcerting.

With a shout, two figures burst into the tower. You recognize them as Ghonnsin the chamberlain and Ohl-numash the Deshentan ambassador. Brandishing their weapons, the two undead blast at you with spells and *psionics* and rush to shield Qwith with their bodies.

The PCs may be shocked to see Ohl-numash ranged against them, shouting and cursing as he strikes at them. He betrays in no way that he knows them, and will ignore any effort they make to communicate with him, instead being as fanatic as possible in defending Qwith. In addition, Ohl-numash will employ a special attack which he has prepared, especially intended to defeat living foes – a *horrid wilting* spell. The PCs should realize, at this point, that Ohl-numash has betrayed them, and that there is no longer any safety for them in the castle hideaways. They may realize the extent of his scheme on their own, or piece it together with Beryessaa as they flee across the blackglass.

The PCs, if they value their lives, should retreat.



Part 4 - Escaping the Dead Lands

Through the Arena

The PCs (presumably) escape up the tower's main steps to the footbridge, crossing it from Qwith's personal quarters over to the top level of the arena. The scene which greets them is chaotic, for Naghak's scheme has come to fruition and Cholite raiders from the Blacktooth Maw tribe are attacking Castle Krujar.

Gasps and screams fill the air as you charge across the flying bridge from Qwith's personal chambers to the arena. Arrows whine by and skip against the polished obsidian walls – but no one seems to be shooting at you. In fact, the castle's defenders are fully engaged battling teams of shrieking skeletons. The skeletons do not wear Qwith's livery, but you notice that all their teeth and lower jaws are gleaming black. The small groups of invaders are everywhere throughout the palace – a shadow whisking high overhead explains how they entered.

The massive glider tacks back around the tower, tattered cloth or skin forming black wings pulled over the bone frame. The skeleton piloting the glider probably didn't even notice you.

Naghak's instructions to the Blacktooths were to cause maximum chaos, a result the raiders have certainly achieved. The Cholites know well that they can neither take the castle, nor hold it if they could take it – nor do they intend to sacrifice themselves just for Naghak's coin. Even as the PCs sprint across the bridge into the comparative quiet of the arena (there are no Blacktooths there, as the arena is essentially deserted after major games, and thus there is no opportunity for creating chaos there), they see one of the massive Cholite gliders, smitten with a blast of fire, plummet disastrously to the ground in the Outer Fortress.

The PCs emerge into Qwith's sumptuously decorated personal viewing box, perched elegantly on the sixth and highest level of the arena. They can then race down the steps to the ground level, and cross the arena's freshly raked obsidian sands to the gate on the opposite side, where Beryessaa is waiting with undead crodlus.

Naghak's Gambit - Optional Encounter (EL 19+)

If the DM feels the PCs have found things too easy, they can insert the following encounter as the PCs cross the arena. In this case, Naghak is fuming about the lack of opportunities to penetrate the security around the emissary's retinue. After thoroughly questioning the servants and sneaking around the castle, Naghak has stomped out to the empty arena to blow off some steam. Serendipitously, he has found PCs and has decided that abducting one or more of them would be easiest. Naghak will therefore appear in the arena just as the PCs pass through, sprinting down from the southwest end of the ellipse to cut them off from Beryessaa.

"You! Stop in the name of Harkor!" shouts Naghak, the heavysset ambassador of Harkor. His left arm has broken free of its restraining clips and now swings widely, his great club a fearsome weapon.

Naghak will attempt to use *acid fog* and *inflict moderate wounds* (spontaneously converting other spells to *inflict* spells as necessary) on the PCs to weaken them, and will employ *silence* to preclude PC spellcasters from countering his efforts. His goal will be to incapacitate or otherwise capture at least one of the PCs, stuffing his captive into his *portable hole* and making as quick a getaway as he can. However, Naghak is under intense time pressure, as the Blacktooth Maw tribe is nearing the end of its time to attack – if they remain much longer, they will be decisively engaged and unable to escape Qwith's troops.

If the PCs have any difficulty, Beryessaa will tie the undead crodlus to a convenient post and hurry to help them. Naghak is unlikely to have noticed the Disciple, since he was completely focused on the PCs, but even so he is more than a match for the cleric of the Sleeping God. Beryessaa will take only a few blows before realizing this, and will retreat, yelling to the PCs.

"Fear not, my Imperfects! Just hold him off, I'll bring something that will stop the infidel!" Beryessaa flees down the ramp at the north wall of the arena, her robes fluttering behind her. Is she going for help, or going to hide?

Naghak, Harkorese Ambassador to Shadowmourn: Zhen Human Male, Bru 3/Clr 16; CR 19; Medium-size Undead; 19 HD; hp 142; Init -1; Spd 40ft.; AC 27 (touch 9, flat-footed 27); Atk +28/+23/+18 melee (Great Club 1d10+16 plus 1d6 Cold plus 1d6 Electricity plus 1d6 Fire; 20/x2) or +19/+14/+9 melee (Slam 1d8+8; 20/x2) or +11/+6 ranged (Comp. Longbow 1d8+8; 20/x3); **SA:** Rage, Taint Weapon; **SQ:** Damage Reduction, Darkvision 60 ft., Gray Toughness, Low-Light Vision, Rebuke Undead, Uncanny Dodge, Undead Traits; SV Fort +10, Ref +14, Will +25; AL NE; Str 26, Dex 8, Con -, Int 11, Wis 25, Cha 18.

Skills and Feats: Climb +13, Concentration +23(+4), Diplomacy +26, Heal +9, Intimidate +12, Jump +7, Knowledge (Arcana) +4, Knowledge (Planes) +5, Knowledge (Religion) 10, Listen +18, Search +12, Sense Motive +23, Spellcraft +7, Spot +19; Cleave, Combat Casting, Extend Spell, Power Attack, Silent Spell, Still Spell, Weapon Focus (Great Club).

Cleric Spells (CL 16th, 6/8/8/8/6/6/5/5/3, DC 17 + spell level): 0 - detect magic, guidance, inflict minor wounds, read magic, resistance, virtue; 1st - bane, channel stench (d), command, curse element, entropic shield, invisibility from undead, magical stone, shield of faith; 2nd - desecrate, enthrall, heat metal (d), inflict moderate wounds, silence x2, spiritual weapon, zone of truth; 3rd - bestow curse, breeze lore (d), cure serious wounds x2, dispel magic, glyph of warding, obscure object, protection from energy; 4th - dimensional anchor, discern lies, extended magic vestment, freedom of movement, oil spray (d), tongues; 5th - cloudkill (d), elemental strike, extended greater magic weapon, greater command, righteous might, unhallow; 6th - acid fog (d), blade barrier, braxatskin, summon monster IV, word of recall; 7th - destruction, earthquake, mass inflict serious wounds, poison gale (d), unliving identity; 8th - antimagic field, elemental storm, magma tunnel (d).

Possessions: Belt of Giant Strength +6, Circlet of Persuasion, Cloak of Charisma +4, Crystal Mask of Discernment, MW Chitin Armor (+4), * Flaming Frost Shock Psychokinetic Great Club +1 (+4), MW Composite (+8)

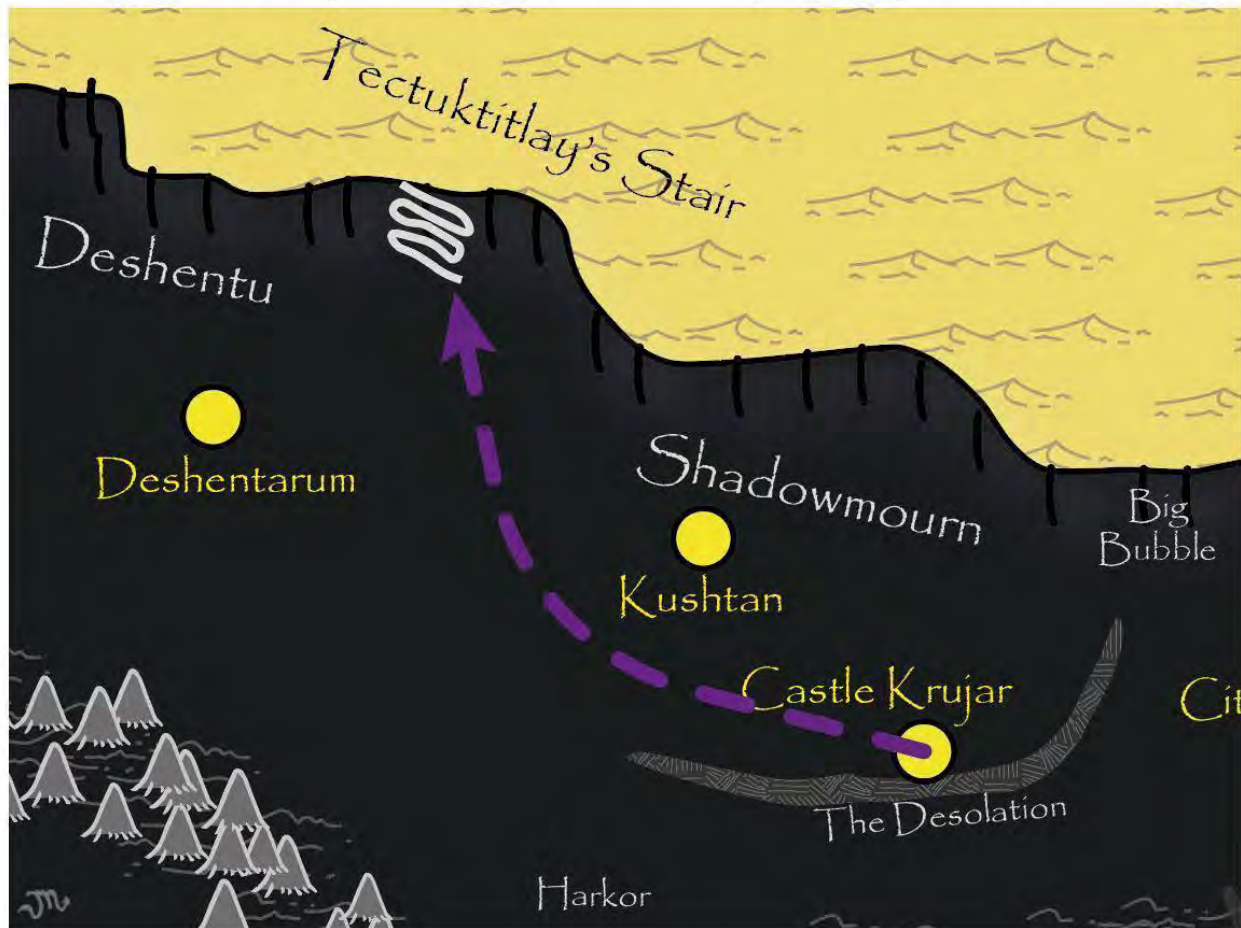
Longbow, Potion-Orb of Cause Moderate Wounds (CL 3rd) x2, Periapt of Wisdom +6, Vest of Resistance +5.
See Appendix for more information



If the PCs survive another 1d4 rounds (or more), during which time the Blacktooths are still fighting (in the background) as they try to disengage from the castle's defenders and flee back to the east, Beryessaa's aid does in fact arrive.

DM's Note: The difficulty of this encounter can be adjusted to accommodate differing party strengths, depending on how long it takes for Beryessaa to release the Scarlet Warden. The party could defeat Naghak and then face the Scarlet Warden, fight both at the same time, or be rescued from Naghak after only a few rounds by the Scarlet Warden's arrival. Read or paraphrase the following when the Scarlet Warden appears.

≡ SCAPING THE DEAD LANDS ≡



A grinding sound suddenly starts off to the northeast end of the arena's ellipse. The ground shakes slightly – is this some trick of the Duchess, or of the cleric? Then you see the trapdoor drop out at the north end, and hear Naghak's shriek of rage and hate – and fear.

"Lashbug!" screams the undead warrior, his taurine face a mask of anger and fear. For an instant he is torn, between battling you and facing the dreaded bugdead monster now rising on the trapdoor from its pen below the arena. Then he spits in anger and turns to deal with the monster and its glowing red eyes. The bug's black whips, curl menacingly above it, and Naghak squares his shoulders for the challenge.

Naghak will fight the scarlet warden to the death, if need be, though it is likely the Duchess's troops will congregate to aid him eventually, once the Blacktooths have been repelled and dispersed. The PCs can use the time to escape out the arena gate, joining Beryessaa who returns at a sprint from up the ramp. She had her contact in the stables below release the bug and send it up the trapdoor, and will explain this to the PCs as they cut loose the crodlus and race out onto the Obsidian Plain.

Escaping Castle Krujar

Pursuit, initially, will be scant. Qwith's troops will be busy pursuing the Blacktooths eastwards across the Desolation, and also battling the escaped scarlet warden. Many of the senior military officers will find themselves dismembered by Ghonnsin or Qwith for their incompetence. Naghak, depending on how plausible his tale, may flee and have to be accounted for, or he may emerge as a hero for having found the escaped lashbug and contained its terrifying fury until regular troops could arrive. Ghonnsin's spies may or may not be able to piece together the disparate schemes of Ohl-numash, Beryessaa, and Nghak, and the PCs will have to be accounted for somehow.

Ohl-numash will be trying to show just how solicitous of Qwith's health and injured pride he is, to improve his position at her court (and to judge just how powerful she is, as determined by how severe the PCs wounded her), and will not follow the PCs. The chamberlain Ghonnsin, the other powerful undead on the scene, will likewise be more concerned with demonstrating his loyalty to Qwith, and besides he will not willingly leave his Grand Duchess alone in the hands of the wily ambassador from Deshentu. Due to this, neither Qwith nor Ghonnsin will immediately lead pursuit or issue clear orders to the castle's troops to pursue. Instead there will be much confusion, as the other courtiers and undead diplomats seek to find out what has occurred, and the living and undead members of Zhogirrat's retinue are placed under close guard by enraged local troops.

The PCs and Beryessaa can thus make their escape fairly easily, if they flee immediately, departing via the arena gate and racing northwest across the Obsidian Plain. If they delay, however, they will undoubtedly face the wrath of hundreds if not thousands of undead, as the palace servants will join the

7th Field Legion in hunting any PCs remaining in Castle Krujar or its environs.

If the PCs do not wish to flee with Beryessaa, or wish to depart from her company en route to their unknown destination, have her remind them that: they are in unknown territory, they do not know what horrors await them, and troops from two nations are actively looking for them.

Beryessaa did not know how much water the PCs require and has only managed to pack 2 gallons per character.

Flight over the Blackglass

"There are few patrols in this direction," Beryessaa explains as you race across the blackglass. "Krujar is at the southeast corner of Qwith's realm, with the Desolation, that cursed scar upon the Sleeping God, spreading out along the borders behind us. This way we'll avoid having to cross it, and we should avoid most of the border troops. As for where we're going, it's rather a secret... No, no, I do know where I am going! Itinerants of the Disciples spend years exploring the wonders of the Sleeping God's rest, seeking always the hidden secrets He reveals only to His anointed. Several years ago, I was traveling in the far north, in the very shadow of the cliffs, where the fall of the Sleeping God plunged this part of the world below the rest, when I found it."

Beryessaa pauses for a moment, her head canted upwards as she refreshes the memory. "When I found her, actually," she continues. "In that secret place I found her, her name was Knor'morhen, and she was very old, a mighty sage I am certain. She lives up there alone, hidden in tunnels in the very flesh of the God. None know of her but me, and I am sworn to her secrecy as to exactly where and how I found her. Indeed, I am sworn to never return thence, alone or in company, but with you Imperfects I must bear this sin and take you there – any other route takes us to the Winding Way, and that is much too far away."

"The Winding Way? Yes, it is the old path, that was first cut in the cliffs, before the Manifestation of the Sleeping God. Great armies trod it then, and could still now, it has survived by the grace of obsidian. But it is far to the west, much too distant for us to reach. Imperfects have a difficult time on the face of the Sleeping God, without water or food. When you are Perfected these ailments will trouble you not, which is of course the great wisdom of the Sleeping God, that Imperfects like you are intended to dwell in the imperfect northern lands until the day of final victory, when all shall be Perfected, land and men alike."

If asked about the sin she willingly bears for taking them to the mysterious Knor'morhen and the Stair that Knor'morhen guards, or asked to more closely describe the Stair, Beryessaa willingly does so.

"I swore on the blackglass that I would never return to that place or trouble Knor'morhen again, and that I would never reveal anything of her to anyone. It grieves me to do so-- she is a wise and powerful Perfected, and I wished I could have had the time to bring her into the beautiful worship of the Sleeping God, but she was adamant so I swore. But I have no choice but to break my oath and deliver you to her. Your survival, and the lives of your countless descendants, depend upon it. These greater goods demand I take upon my soul the sin of breaking my oath. You understand, of course, that had I sworn by the Sleeping God Himself, and not by the blackglass, His mere flesh, I could never have willingly broken my vow."

Beryessaa knots her brow for a moment, considering. "It is possible that Knor'morhen will refuse you passage, through her Stair, on account of my transgression. She would be right to do so. When the time comes I shall take upon myself her wrath, in hopes of your success. You must be courteous to her, she is a very old and great Perfected, and was mighty in the land before the Manifestation. I think you would call her a 'troll', though such distinctions are passing indifferent to us. It is a blessing of the Sleeping God that, once Perfected, we are all as one, and it matters not what form our Imperfection took."

"The Stair? Well, I haven't really been up its steps myself, Knor'morhen would not let me pass there. But she told me it was her solace to climb it, and see the sky from its peak, atop the cliffs. She lacks proper appreciation for the divine effervescence that lights our nights here on the bosom of the Sleeping God, though perhaps in time she will come to delight in it as I do. She would not let me ascend, though, said none but she and hers have been there in many a King's Age. Secrecy, she appreciates that, I doubt either the Vizier or the Duchess knows she's even there, up on their northern border."

Beryessaa can provide little more information on the Stair, nor will she reveal anything more about the location of its base. She is confident she can lead them to it, however, and states that if she doesn't actually tell them where they're going then her sin for oath-breaking will be less. But the journey will not be easy – Beryessaa is certain that by now at least the Shadowmourner army is on the move in pursuit, and perhaps that of Deshentu as well.

"Of course, Qwith cannot endure that any foes invaded her keep, assaulted her very person, and escaped to tell the tale." Beryessaa nods as he speaks, and chuckles under what would have been his breath. "That you are Imperfects will agitate her even more. But I expect that she will reconsider her alliance with that Dregoth, now that she's seen how Dregoth has enemies as well."

If asked about what forces might be in pursuit, Beryessaa can offer opinions only – she is not a military expert, though she has fought in Dead Lands battles before.

"I would guess Qwith will send the 4th Field Legion, they're the main force always encamped outside Kushtan. She won't want to send troops of the 7th, from Krujar, that would weaken her border, and Kushtan's just as close in any case. She probably thinks I'm trying to take you to our land, the Land of the Disciples. You'd be honored there, as Imperfects, and your children cherished, but it's too far, almost as far as the Winding Way. So it'll be troops from Kushtan. I don't know what Perfected commands them now, but all of Qwith's generals are powerful."

Itinerant Beryessaa pauses before continuing. "The Vizier, I know less about his forces, but I'd expect at least a few hundred troops. Any large Shadowmourner force near his borders is going to force the Vizier to send troops. I haven't had the displeasure of fighting either of their armies – why should the Disciples fight those whom we would enlighten? The only true death is for a Perfected to be slain beyond reanimation, to be shattered and remain unrestored, unable to partake of the glorious Perfection that Awakening will bring. We Disciples deplore such a fate for nonbelievers, though of course for us it is the greatest of martyrdoms."

"I have fought only in the crusade against the Shale Landers. You have not heard of the Shale Lands? South and west lie those lands, as a buffer between the Kingdoms of Gretch and the unknown realms of the bugdead. Bugdead indeed dwell in the Shale Lands, ruled by a great scarlet warden. He is a great blasphemer – not a savage like most of his kind, but he tortures the body of the Sleeping God by quarrying great blocks of his flesh to build mounds. Fiercely we fought, but just as the bugdead farther south, they were simply too many for us." She shakes her head at the memory. "Many of the faithful were slain, and consumed by the bugs, martyrs we shall not see at the Awakening."

Due to the certainty of pursuit, Beryessaa urges the PCs to move as quickly as possible in their march northwestwards. She believes that Qwith has power enough to track them, and that hiding on the undulating Obsidian Plain offers little hope. Instead she pushes them to struggle onwards, towards the Stair which she has never seen.

The Glass Storm

The blazing sun punishes the PCs as they struggle on their forced march, exhausting them and increasing the risk of heat stroke and the demands for water. Their eyes ache from the constant glare of the dark sun off the blackglass, and the mirages and heat waves in the distance offer no chance to gauge their progress toward the cliffs. Three days into the race northwestwards, however, Beryessaa calls a halt.

"Wait, my friends – the voice of the Sleeping God brings news." Beryessaa pauses, her hand uplifted and her head cocked. She pulls her hood from her head, her bony brows knotted as she listens to the whispering wind. After several minutes she pulls her hood back over her head and turns to you.

“Over the face of the Sleeping God pass His breath, the swift gentle winds. We Disciples learn to heed their call – for their news brings understanding of the God himself. Swiftly now, we must find such shelter as the God sees fit to provide, for something wonderful comes.”

Swiftly, Beryessaa searches the surrounding obsidian dunes, seeking the most sheltered spot. She carefully chooses a slight hollow in a tall dune slightly to the north. The dune slides mostly east-west, and the hollow is little protected from the hot wind which blows from the east. PCs may ask Beryessaa why they are hunkering down, and once everyone is secure in the hollow she found she will be happy to answer them.

“A great gift comes, O Imperfects, a gift such as no Imperfect has yet seen! The winds tell that a fleshstorm comes, and I must prepare for it. It is a sacred duty of we Disciples that we gather the shards of the Sleeping God, especially when such are brought to us by his voice, and return to him the shards of his flesh. In my Perfection I have experienced eight times this blessing – surely this comes to me now for your sakes, that you might see the Sleeping God’s glory augmented!”

Beryessaa pauses a moment, considering. “But you cannot fully share this blessing with me, as you are Imperfects. The flesh of the Sleeping God is awesome and powerful thing, fit only for the Perfected believers. You must remain here, in this niche, while the power and the glory of the God are revealed. I will offer such protections as I can, but even so, you should avert your eyes and cover yourselves, for the present flesh of the Sleeping God is a terrible sight to behold, and dreadful to unbelievers. Perfected unbelievers, of course, but so great is the God that you might become Perfected, were you to join me in his adoration.”

The PCs should understand that the “flesh” of Beryessaa’s god is obsidian, and that obsidian coming on the wind is likely to be in the form of small jagged pieces – the “shards of flesh” that Beryessaa mentions. Any protection they can contrive for themselves would be beneficial. Astute PCs may note that the wind is blowing from the east, and that their hollow is exposed to winds from that direction. If they bring this discrepancy to Beryessaa’s attention, she hastens to allay their concerns.

The robed Itinerant looks up and laughs. “Of course! Do you take me for a novice? The wind blows from the east now, but in an hour it shall shift, and bring the fleshstorm from the south. Surely the winds would not lie? And consider, my friends, the blessing of this: even now the fleshstorm rages in the south, scattering the armies that pursue us – is this not indeed the great providence of the Sleeping God?”

Once your concerns are resolved, Beryessaa returns to the open dune out in front of the hollow where you are sheltering. She invites any clerics in the party to approach her and observe closely her prayer to the Sleeping God, as she chants

a spell she calls *birthfurnace*. The spell transforms a small pot she places on the obsidian plains into a large square oven, black and glossy but with a glint of unexpected hardness.

If anyone is interested, Beryessaa explains the spell *birthfurnace*.

“Complete? No, it’s not complete,” replies the cleric. “Only when the flesh comes, and is gathered, will I complete the casting, and kindle the heat within the furnace. Then I can melt the shards of flesh and restore them to the body of the Sleeping God. The furnace? Yes, it also will return to the Sleeping God. It is indeed a great gift of the God that he allows us to take of his flesh to make such a blasphemy, even briefly. We ask not how he makes the furnace to be harder than the flesh shards we melt within it, yet it is so – the shards melt in the heat within, yet the obsidian furnace itself takes no harm, until the Sacrament is complete.”

Suddenly the wind shifts, blowing harshly from the south, hotter than before. “To your shelter, O my Imperfects!” shouts Beryessaa, “Behold the blessing of the Sleeping God!” Scarcely have you reached the scant shelter of the obsidian hollow when the wind lashes all around you, hotter than a bronzesmith’s forge. Clicking and shattering sounds begin to drum upon the obsidian plain, their echoes lost in the howl of the storm. Chips and shards prick your face, flying by too quickly to see. The air is dark with whirling fragments of glittering glass, black and shining, whipping around the proud figure of the Disciple, lashing his robes out behind him like a Balican silt schooner in a Tyr-storm. Bits of glass catch in your clothes, cutting into fabric and skin alike. Your last view, before you avert your eyes to keep them from being gouged out by flying glass, is the surface of the Obsidian Plain, now covered with hundreds, thousands of blackglass shards.

The glass storm lasts more than an hour. The most exposed PCs are likely to take **4d6** damage from the lashing obsidian shards, while those huddling behind them take half as much damage. The DM can adjust the damage in either direction to reflect any special precautions or defenses the PCs might have, whether magical, psionic, or mundane, or lack thereof. Note that in the chaos of the wind and glass, casting spells and activating psionic powers is almost impossible (**Concentration check DC 40**). If any PCs are so foolish as to leave the shelter of the lee of the dune, they suffer an immediate **4d6** damage per round from flying glass, and are likely to be checked or thrown to the obsidian ground by the force of the wind (**Fortitude DC 18** as per *windstorm* p. 87 in the *DMG*). Those knocked over suffer an additional **2d6** points of damage from the glass fragments piled on the ground.

"Praise to the Sleeping God, Perfection be ever his gift!" Beryessaa's shout shakes you from the reverie of your lee in the dune. You realize that the clatter and slash of the flying glass has indeed passed, and you can again open your eyes. The scene that greets you is incredible, like something from a templar's torture chamber. For as far as your abused eyes can see, the Obsidian Plain is covered with a blanket of glass shards - crushed blackglass, slivers, fragments, oddly-shaped chunks with raw razor-sharp edges. The furnace Beryessaa raised with his prayer remains undamaged, and beside it stands the priest himself, arms uplifted as he praises his god. The vortex of flying glass, surely deadly to any being, seems not to have harmed or even touched him. His emaciated face breaks into a rictus grin.

"Praise indeed, that he has vouchsafed my companions in their Imperfection!" Itinerant Beryessaa gestures expansively with her robed arms. "Behold the bounty and glory of the Sleeping God, scourge of his foes, gift and blessing to his friends!" She pauses a moment for emphasis, gleeful that her god has spared you. "Come forth, come forth! I need your help! We must gather in the flesh shards and return them to the body of the Sleeping God, whence all comes and all will return!"

You look down at your hands and see dozens, if not scores, or minute nicks and cuts left by flying glass. Your clothes, what little was left of them before, are now sliced-up rags, left in strips by the fury of the wind's glass. Your companions all suffered the same, with lines of scabs marking the deeper cuts left by the storm. Surely the Disciple cannot intend for you to gather up all the shards? The fields of scattered glass reach for miles in every direction!

Indeed Beryessaa does not intend them to gather up all the shards themselves - she has a spell to do most of the work, as this is a well-known if not often-practiced Disciple ritual. As the PCs emerge back into the full glare of the dark sun, their feet crunching on the glass scattered everywhere, she explains what he needs done.

"Fear not, my friends, all yonder flesh will come to me, I have but to pray for the mercies of the Sleeping God. But the God prefers that his faithful gather up the flesh shards near the kiln themselves - ingathering of the shards will not place the shards of flesh within the kiln. I need your help, so we can complete the Sacrament of the Kiln as swiftly as due reverence allows, and resume our escape."

Beryessaa then uses the spell *Ingathering of the Shards* to collect all the far off scattered obsidian pieces into piles next to the kiln. The shards within a 200' circle of Beryessaa are intentionally undisturbed by the spell, as they are to be ritually gathered by hand. Note that the shards are very sharp and careless or impatient PCs will most certainly cut their hands. Only by picking up the shards at a slow deliberate pace can the PCs avoid damage.

The ritual will require 10 man-hours to complete - Beryessaa and four PCs can complete it in approximately 2 hours (for larger parties with more PCs, the DM should keep the required time the same by increasing the number of shards which must be cleared). The PCs may attempt to rush the task if they so wish, allowing the individual PCs to pick up twice as many shards in the same amount of time. However, each PC wishing to do so must make a DC 20 Reflex save to avoid suffering 1d4 Dexterity damage - any form of damage reduction will negate the need for the Reflex save.

If the PCs refuse to cooperate and help Beryessaa, she will become irritated at being forced to perform the task on her own, taking almost 5 hours to complete the ritual (she can safely hurry due to her damage reduction).

"I need your help because we must make haste! We cannot leave here until the Sacrament of the Kiln is complete, and if I perform the labor alone it will take much more time. If I had other Disciples here to help me, we could move more quickly, but as it is I have something even better - the sanctified hands of Imperfects, greater in value than even the hands of believers! Aid me by gathering in the flesh here, while I begin to feed the flesh into the kiln. If I can begin these prayers now, we shall be even more swiftly on our way!"

Reverently Beryessaa finishes the *birthfurnace* spell by awakening the heat within it, and then she begins to feed the shards in. Soon she is handling gobs of molten obsidian, removing them by hand and gently placing them out on the scoured surface of the Obsidian Plain, offering ritual prayers as he performs each task. The globs of liquid obsidian do not burn the priest's hands, but they will do serious damage to the PCs. Beryessaa will warn the PCs to avoid the areas where the globs are spreading out on the ground, eventually becoming nearly indistinguishable from the surrounding glass, except that they are noticeably fresh, and without blemish or scratch.

"This is the new skin of the Sleeping God," Beryessaa explains, pointing to the fresh clean obsidian. "The Sleeping God chose this place for his renewal, and thus the flesh storm came to us here. We Disciples pray for the opportunity to minister to the Sleeping God's needs so swiftly, but it is rare for the storms to come exactly to where we are. Praise be the Sleeping God!"

Once all the glass shards have been melted and returned to the Obsidian Plain, Beryessaa says a final prayer over her kiln and watches as it melts back into the surface of the plain. Soon no trace of it remains. She completes one more short series of prayers over the area of restored obsidian, and then urges the PCs to renew their march northwest.

Battle of the Hunters

Naturally, no sooner did Ohl-numash receive his thanks from Qwith than he hastened to his quarters in the courtiers'

offices and used magical or [psionic](#) means to update his master in Deshentu of the recent turn of events at Castle Krugar. The ambassador is unaware of exactly where the Disciple is leading his living charges – he probably imagines Beryessaa is trying to reach the land of the Disciples in the far northwest of the Dead Lands – but he does realize that Qwith is sending her forces in pursuit to the northwest, and so informs the Vizier.

The Vizier of Deshentu, unsurprisingly, desires to capture and entertain the [PCs](#) himself, and would order his troops in pursuit even if the Grand Duchess's forces did not present a threat to his borders. By the time the [PCs](#) have completed the Sacrament of the Kiln with Beryessaa, formidable armies from both Kushtan and Deshentu have recovered from the storm's effects and are again on the march hunting them.

"Where are we going? I've told you, I don't know exactly," says Beryessaa, her brow knit with irritation. "I know you can ascend the cliffs there, and that the master of the Stair is a reasonable and wise Perfected, though he does not yet accept the truth of the Sleeping God. But before we get there we must cross into the disputed borderlands, for the Stair is at the very northern tip of the border between Shadowmourn and Deshentu. I know where the fortresses are, but patrols from the two sides will be harder to avoid."

Remember the rules for sleep deprivation and thirst. Beryessaa does not know how much water the [PCs](#) require and has packed only 2 gallons per character. Unless the [PCs](#) have their own supply or command magic or other means to produce water, they could run out of a necessity. Also, the [PCs'](#) pursuers do not require sleep. If the [PCs](#) want to stay ahead, they might have to sacrifice some sleep.

Beryessaa emerges from meditation, her undead face unusually haggard. "We must hasten, my glorious Imperfects," she says wearily. "The Sleeping God feels the tramp of many marching feet, and his words are ever truth. I fear the armies of the Grand Duchess and the Vizier alike pursue us. I pray the providence of the Sleeping God upon us, that in his dreams he may save us from ruin and allow me to deliver you safely back to the Imperfect lands of the north!"

The Disciple leads the [PCs](#) over the next several rises, but [PCs](#) are soon aware of the closeness of pursuit. ([Listen check DC 15](#)).

Now you can all hear the clatter of bones and the clink of metal. The shouts of commanders echo across the blackglass, and the tramp of marching feet mixes with the scratching as hundreds of bony feet hasten to obey. From before and behind the armies approach. Beryessaa kneels and plants her ear to the smooth obsidian at your feet, shushing you to silence. For long seconds her eyes close as she heeds the wisdom of the Sleeping God.

Suddenly she leaps to her feet, her black robe flapping in the wind. "Follow me!" she shouts, "This way!" The emaciated corpse-cleric sprints to the top of the next rise, then pulls you forward to the next dune of polished blackglass. "Swiftly, blessed Imperfects!" Beryessaa cries, "Over here!" You reach the top of the wavy glass dune and look down on a terrifying sight. Thousands of zombie and skeleton troops stand arrayed opposite one another on the Obsidian Plain. On the left you recognize the banners of Shadowmourn, the same black ensigns that float over Castle Krugar. On the right, snapping in the hot wind, unfamiliar gray and orange banners whip back and forth. "Praise be to the Sleeping God!" exults Beryessaa. "Just are his mercies!"

"Shameless swords of a shameless hussy!" shouts a mounted champion riding forth, his battered armor garishly painted gray and orange. The massed ranks of the Deshentan army part before him, so he can continue his challenge. "The Vizier, great master of mighty Deshentu, requires you rabble begone from this his land. Make haste, ye heathens, else we begin this year's battles here and now, and to your death!" A rumble of agreement, more clacking than throaty, rises from the Deshentan army as their general finishes his speech.

With a bray of trumpets the army of black-bannered Shadowmourn parts also, to reveal a tall figure in rich black robes, mounted on an undead crodlu. Haughtily the figure casts back the glossy hood of its robe, letting shiny black hair cascade down her back. "You speak to Charhain, filthy lackey of woebegotten Deshentu! Your master and his upstart kingdom own not this glass! Nor have you any claim on those the Grand Duchess hunts, here on her own land! Flee and survive to fight again!" The Duchess's troops clash their spears and shields in rage as their defiler captain raises her fist to the Deshentans.

With a hail of arrows the Deshentans charge, their general melting back into his horde as they pass. Charhain the defiler looses a blazing fireball into the charging ranks, before allowing her own troops to surge forward into melee. In an instant the din of battle drowns out all other sounds, as the masses of undead strike one another like two crashing storms. Beryessaa looks on with satisfaction. "Such was the dream of the Sleeping God, guiding me here, that the foes of his providence might perish against one another. Gather your strength, and let us get away from here whilst these our misguided foes batter one another into chips."

Once the [PCs](#) are ready, Beryessaa leads them away from the battle site, continuing towards the spot in the cliffs where she believes the Stair to be. She cannot describe the location to the [PCs](#), as she swore silence to its sole inhabitant, so if they attempt to reach it without her their chances are extremely

slim. If this becomes a topic of discussion, Beryessaa will apologize profusely but pleads their understanding; she cannot break her oath.

Though the main bodies of both armies remain engaged, maneuvering around one another in the borderlands, both commanders are aware that their rulers want them to find the fugitives from Castle Krujar. Therefore, the **PCs** are likely to meet at least one patrol from either of the armies. The **DM** is encouraged to match the party's capabilities against the threat, employing one or more strong patrols against a powerful party, while perhaps permitting a weaker party to discover merely the traces of a patrol's recent passage.

Fallen Patrol (EL 13)

Fallen Patrol Members (8): Fallen Human Male & Female, Ftr 6; CR 7; Medium-size Undead; 6 HD; hp 51; Init +2; Spd 30ft.; AC 25 (touch 13, flat-footed 23); Atk +13/+8 melee (Heavy Mace 1d8+8; 20/x2) or +11/+6 melee (Dagger 1d4+5; 19-20/x2) or +10/+5 ranged (Comp. Longbow 1d8+5; 20/x3); **SA:** Create Spawn, Despair; **SQ:** Code of Honor, Damage Reduction, Darkvision 60 ft., Gray Toughness, Low-Light Vision, Skills, Undead Traits; SV Fort +6, Ref +5, Will +6; AL LE; Str 20, Dex 14, Con –, Int 10, Wis 13, Cha 12.

Skills and Feats: Climb +13, Intimidate +10, Jump +13, Listen +7, Search +6, Sense Motive +7, Spot +7; Cleave (B), Iron Will, Power Attack (B), Psionic Meditation (B), Psionic Weapon (B), Quick Draw, Weapon Focus (Heavy Mace), Weapon Specialization (Heavy Mace).

Possessions: Chitin Armor +1, MW Dagger, MW Composite (+5) Longbow, Heavy Mace +1, Heavy Shield +1, Potion-Orb of Shield of Faith (CL 1st) x4, Vest of Resistance +1.

See Appendix for more information



The Troll under the Stair

Beryessaa leads the **PCs** away from the battle site and to the very feet of the obsidian cliffs.

"It should be right near here. You see the twisted cap formation over there, on the cliff? That's what drew me here in the first place, you don't see many shapes like that in the glory of the Sleeping God. I was right in this area, at about this time of day too, with the sun starting to set..."

"YOU! Stupid deluded glass priest!" The voice booms out across the obsidian, coming from nowhere you can find. "Your word is worth as little as your ragged little robe!"

Without warning, Beryessaa flies up into the air, robes flapping. With a muffled shriek she rockets 30' to crash with a clang onto the blackglass. Where she stood you can now see, appearing from thin air, a tall figure, with gnarled stonelike skin dark gray-black in color. Its long arms, and long fingers, are still extended from its throw, and its mouth

is open, revealing sharp yellow teeth as it yells. "You swore to never return, and here you are! And look at these waifs with you! I should never have let you live! But I can fix that right now!"

The massive figure, taller and broader than a tarek, stomps furiously toward Beryessaa. Without so much as a glance in your direction it points at you dismissively, and simply says "Stay".

"Can't believe I thought I could trust you!" growls the hulking troll as it closes on Beryessaa. "Should've known no latter-day corpse-cleric could keep his sworn word!"

"Knor'morhen! I apologize!" Beryessaa struggles to her feet, shaking her head and quickly continuing, "I know I swore, but I had to come – I need your help! No, they need your help!" The Disciple points at you, his expression frantic with fear.

"Them?" snorts Knor'morhen, snapping her face back to you for a moment, her eyes burning blue-black in her fury. "I'll deal with your followers soon enough, false priest. What's a few more rotting carcasses torn up on the plain?" "No no!" shouts Beryessaa, backing away from the raging troll. "They're not Perfected! They're, uh, alive! I'm trying to take them home!"

Knor'morhen pauses, one gangly arm uplifted menacingly. Her black lips are twisted as she turns back at you. "Alive? Lemme see." For a moment you feel the troll's gaze and formidable psionics probing you, examining you for beating hearts and thumping lungs. "So they are," she says a moment later, almost disappointed, turning grimly back to the Disciple, who at last stands firm to face her. "But you're still a lying namech and I'm going to dismember you right here and now!" With a fierce backhand, the troll knocks Beryessaa backwards across the blackglass.

"Kill me if you must, but help them!" Beryessaa yells, pointing at you. "The Vizier and the Duchess have armies after them!" She starts to rise from her crumpled heap. "Armies?!?" roars Knor'morhen, her undead face purpling with rage as she sweeps her gaze back over you. "I have lived here for King's Ages uncounted and you bring armies to find me?"

"I'll lead them away!" Beryessaa stands up straight for the first time, facing the troll. "Let me live. I shall never come back, you can mindwipe me if you want to, I don't care – I'll go back and face the patrols and perish the true death – just promise me you'll let my Imperfects return to the lands atop the cliff!"

Knor'morhen spits, the brownish saliva hissing on the scorching blackglass before him. "Spare you, so I can save your precious 'Imperfects'? Don't they know they'll all die in the end? Ruin and doom are all that await any of us, ignorant priest!" She glares, a look that could split stone. But she seems to come to a decision, flexing her clawed hands angrily but not lashing out at the stubborn priest. "You can go die, priest," the troll says, her voice dripping with venom. "I'll rely on the armies of the ignorant to put you out of my misery."

Her face contorted in disgust, the massive troll turns back to you. "Promise me, you'll take care of my Imperfects!"

shouts Beryessaa, obviously relieved but still determined to fulfill her religious obligations. "I must know they'll get up—"

"One more word!" barks Knor'morhen, spinning savagely and pointing a bony claw at the Disciple. "Speak again and I'll leave you for the wasps myself! Now go, and die your martyr's death, and lead those patrols away from here, or your precious Imperfects will be as dead as you!"

Beryessaa shuts up, mouth open in reply but before she speaks she catches herself. She draws herself up fully and makes a formal bow. Silently, with a surprising dignity, she turns and marches off across the glass, determined to lead the pursuers away from her friends and her foe alike. Knor'morhen watches impassively, then turns to wave in derision over her shoulder. "Spare me from prophets and false priests," she grumbles, shaking her head.

For a long moment she just stares at you, her face inscrutable, her lips set hard over her long teeth. With a muffled hhhmmph, she waves for you to follow her. You feel the binding grips of immobility fall away, and are free to follow.

Attentive **PCs** will have noticed that Knor'morhen made no promise to Beryessaa concerning their fate – she never actually promised to help them up the Stair. If they follow the troll, however, she will lead them over several blackglass dunes before pausing on an otherwise unremarkable section of obsidian. Motioning them over, the troll will reveal a trapdoor that the **PCs** could never have detected by themselves.



"Well, are you coming or not?" asks Knor'morhen brusquely. "You came all this way, and now you're not so sure? Your friend the deluded priest is out there martyring herself, the least you can do is come inside."

If the **PCs** ask whether Knor'morhen is actually going to help them up the cliff, the troll pauses.

The tall troll looks down at you in a mixture of pity and contempt. "You can climb the Stair if you like, strangers. I don't care. It won't matter – you'll die in the end, sooner or later, here or there – I don't know why you care so much. But yes, I'll show you the Stair and you can climb it to your heart's content. Now, are you coming?"

Knor'morhen doesn't care whether the **PCs** come down into her home or not, though for practical reasons she wants them to go with her – if they wander the obsidian they could be found, and reveal her hiding place. If they decline to come with her, she will politely ask them to submit to her wiping all memory of her from their minds. Most likely the **PCs** are too weak at this point to effectively resist; if they are sensible they will instead accept the troll's invitation and enter her abode – if not, they risk not only the hazards of the dark sun and the Obsidian Plain but also the searching patrols of the Vizier's and Grand Duchess's armies. Knor'morhen will, in her usual cynical way, explain this to them.

"You're safe enough from the soldiers here," grumbles Knor'morhen indifferently, gesturing to the trapdoor. "I am strong enough to keep their searching minds at bay – how do you think I've survived up here, in secret, since before the Black Tide? You've been out on the glass too long, not thinking things through. Too young, anyway, too hasty – that's what you get, being living – youth, foolishness, haste – and hope." She chuckles at her joke, and waves you into the dark maw of her home.

If the **PCs** decline, they either die resisting the mindwipe or accept the mindwipe and most likely perish on the Obsidian Plain, either of exposure or from the assaults of successive patrols. The **DM** should encourage them to accept the invitation of the surly old troll.

Knor'morhen's home starts with a long passageway, gently sloping into the side of a glassy dune. Soon the obsidian's increasing thickness causes the walls and eventually the ceiling to darken from smoky gray to dark charcoal gray, then purplish-brown, then finally black. At length, the corridor slopes more steeply, then seems to hit a layer of what looks like real stone. The first subvitrine chamber has a stone floor, with niches and passages off to the sides. The walls and extra-high ceiling (perfect for the troll) are glass, swirling and almost hypnotic, carved with surprising smoothness and blessedly cool to the touch.

"You can sleep here," gestures Knor'morhen indifferently, in the main chamber, "or in any of the other rooms on this level, there are three other chambers, nothing much in any of them, not that would interest you." She pauses a minute, then seems to remember something. "Except, you might be interested in this, not being dead and all." She leads you over to a set of wide shallow steps, leading down into the stone.

Down the well-worn steps is more darkness, and a sound – a sound such as you have not heard in weeks, months perhaps. The sound of dripping water! "I didn't build this," comments Knor'morhen gruffly, waving dismissively at the catch basin, "it just started pooling here, after I dug out the house. It's just the wind, blowing down the Stair, and when it gets here it condenses. Not that I have much use for it, take all you like." The catch basin is more than 3' across, and at least 2' deep, with a steady drip of cool clear water descending from the ceiling.

The water is pure and clean, and refreshingly cool. It drips steadily day and night, and will provide enough water for the PCs to refill all their containers and still drink all they like. In fact, the PCs are more likely to get themselves water-drunk, or water-sick, at this point in the adventure, than they are to suffer further dehydration. Should this happen, Knor'morhen will have a variety of caustic comments for them, but will take no action – they will recover on their own, or not, and she has no particular interest in their health or lack thereof.

"You can come down here, and drink all you like, but the rest of this level is mine. It's enough that you're occupying the top level, and you'll be in this room, but don't bother me in my chambers. Demonstrate that you've got common courtesy, anyway." Knor'morhen gives you a look that makes it clear that she greatly values common courtesy.

"Don't worry about sleeping. Living people like you, you'll want to sleep, well don't worry about the neighbors. I've got more defenses in this place than Gretch in his Grey Tower, and that's saying something. No one will be able to find you here, or to get in even if they do find you – which they won't. No need to stay up all night guarding anything, but some don't try to go outside for fresh air – we got plenty right here, through the Stair, and you can't force the exits from inside any more than enemies can force them from outside."

Seeing some disbelief on your faces, the troll continues. "Even if that fool Beryessaa gets himself caught and his mind pried open, no matter, they'll never find this place. So sleep – I got plenty of smooth glass floors, use them. Just don't collapse in the walkways, you're runts, and I'd hate to stomp on you by accident."

Knor'morhen has no interest in talking to the PCs, not this first night, nor are they likely to desire much conversation (attempts to converse with her fail as she simply ignores the PCs efforts - further attempts receive the response: "Please, be quiet. I've used up all my words for this century!"). As night comes, Knor'morhen retires to her chambers, and the PCs are probably best served by drinking and resting above. The

walls will glow purplish through the night, peaking not long after midnight, though this should not bother anyone. The swirling patterns in the obsidian come into sharp relief in the fetid purplish light, thereby actually providing a very restful effect.

The next morning, the PCs find that Knor'morhen is already up and about when the first of them awakens. She is pleased to find them more rested, and perhaps more cognizant, and offers them what little food she can provide, created via magical/psionic means. She shrugs this off, as of no matter, "merely common courtesy", but observant PCs will guess that the troll has no need of spells that create food for living beings, and that therefore she probably spent most of the preceding night finding ways to create food – which is exactly what occurred, hunting amongst her things for a nearly lost item to do so.

"That's all I've got for you, apologies in the old long form, which you don't know so I won't recite," rumbles the troll as she offers the light fare she has on hand. There's little furniture in the caverns, so you have to sit on the smooth obsidian floor and eat. The entire scene is surreal – you are guests of a powerful undead, a member of an extinct race, sleeping in a womb of pure obsidian, breathing all the cool air and drinking all the cool water you want. No one in the Seven Cities will believe the tale you have to tell.

Nor are the PCs likely to believe the tales that Knor'morhen can tell. She was in the fullness of her long life when the armies of Rajaat entered Ulyan to begin the Cleansing Wars. She negotiated with Myron the Troll-scorcher, fought against the Champion's army, and watched her race and kingdom destroyed. She criss-crossed the cleansed lands of Ulyan after the Champions departed, seeing Gretch in his Grey Tower and the Navel under Qwith's leadership. She fervently believes that evil and ruin are inevitable and inexorable, and that death and destruction are all that any being, living or undead, can expect from the fullness of time. The DM can have Knor'morhen be as forthcoming as he likes in imparting information about the Dead Lands and their history – the troll knows, in general or in detail, all the information presented in this module, including the material in the NPC descriptions.

The DM can allow the PCs to remain in Knor'morhen's abode for as long as a week, before the troll's gruff and cynical nature prompts her to send them on their way (give each PC a DC 15 Sense Motive check to note they've reached the limit of Knor'morhen's hospitality). She will tell them as much as the DM likes, or as little, and in return will gladly receive tidings of the PCs' adventures in Castle Krugar. She will also inform them of Tectuktitlay's Stair, and allow them to take all the food and water that they can carry. She is unlikely to climb the Stair with them, though the DM can have her do this if desired. The troll will extract from the PCs an oath to keep her existence a secret, though at the DM's discretion she may allow them to return if they wish.



Tectuktitlay's Stair

After the siege of Nagarvos', Tectuktitlay reached the cliffs of Ulyan and was eager to leave without having to travel up the Winding Way many days further to the west. So, at great cost to his forces, he carved his own way up into the very cliffs themselves. Tec's Stair (as it is sometimes called), is a narrow

way that spirals its way straight up through the cliffs of what is now northern Deshentu.

The stair itself took many months and countless lives to dig and reinforce. The Stair was made just large enough for Tectuktitlay's own crodlu chariots to pass through without difficulty, with a suitably shallow slope to ensure this was actually possible, but it's many shallow equestrian-style steps are difficult for wagons. Tectuktitlay never informed the other Champions the reason for his prolonged encampment in Ulyan's north, and the rest of Ulyan was too distracted by

the ongoing Cleansing Wars themselves to notice his construction project. When at last his troops had made it to the top, Tec sealed the Stair with a granite slab and abandoned it.

The Stair remained hidden and relatively unknown for many generations. When the Obsidian Wave came the lower portions of the Stair were flooded and splashes of liquid obsidian reached even the uppermost windows. Some windows were sealed by the blackglass, and some portions of the Stair suffered partial cave-ins under the immense weight of the Black Tide. Nonetheless, the Stair is theoretically still passable, at least for those determined few with some familiarity with climbing equipment.

Knor'morhen leads you back down to the water catchment chamber, where she gestures to the cool water. "Take as much as you like, prolong your lives, death will still be waiting," she grumbles. "There's not much water up the Stair, and on top there's a desert – but you probably know that, don't you? Well, it's your own business where you want to leave your bones."

The troll will allow the PCs to fill their water containers to the brim, and drink all they like, before proceeding. She also offers them the last of the food she created for them.

The old troll snorts with amusement as she hands you the wrapped packets of hard cheese and bread. "I don't need it, do I? Take it, and go die far from here." Once you've packed everything, she nods with approval and leads you to a chamber behind the water catchment basin. A sturdy door of shaped stone wings opens easily at her touch, though it must weigh as much as a mekilot.

The room behind the massive door feels stuffy and a thin black dust seems to hang in the dark still air. It's also warmer here than in the rest of Knor'morhen's home, and from somewhere above the dimmest whisper of natural light filters down. Before you, a large arch beckons, and the first of many wide shallow steps leads into the darkness.

"This is the Stair, Tektukeelai's Stair they called it, because he built it I suppose," Knor'morhen explains. "From the ruin of Nagarvos' this Tektukeelai and his army came here, and dug this. Didn't know it at the time, don't reckon most anyone did, as all the other armies left Nagarvos' and started attacking every kingdom they could reach, so it stayed secret until I found it, a King's Age later. The Wave flooded out the bottom, but when you're dead you have nothing but time, so I dug out the choked up part and it's passable now."

The troll waves aside a drifting strand of cobweb and continues. "There's spiders on the Stair, and a couple of soldiers this Tektukeelai person left behind – they'll probably want to talk to you, watch for 'em. Enjoy the view from the windows – dead black glass as far as the eye can see. It goes on forever, you know – the priest you had with you, he's stupid, but he's right that death and evil will take everything someday, so enjoy the view, it's the future!" Her grin, grim and sarcastic, warns clearly that she is altogether serious. "Now get out," snorts the troll, waving once at the

stairs ahead of you. "I need to shut this door before any of the spiders try to sneak through. And don't try to get back in. Damn vermin."

Knor'morhen will accept, most graciously, any thanks the PCs offer for her hospitality. In fact, as an educated troll of high Time of Magic era society, she expects such thanks, preferably with a proffered gift of appreciation. Most likely, the troll will have little need for any gift the PCs can offer, and she will return it with his thanks. It's the gesture that she values, in any case. If the PCs fail to offer thanks, or a gift, the troll will be far less forthcoming, should they ever return her way. Once the PCs start up the steps, or before if they delay, Knor'morhen will stomp back out through her door and close it firmly behind her. She is unlikely to open it again, and she seals it with negative energy. To open it PCs must make a turning check that would have affected a 20 Hit Dice undead creature. Knor'morhen was telling nothing less than the truth when she warned them on their arrival that her entrances were effectively impregnable. The PCs can climb the steps as they like.

The Stair is wide, and the steps shallow. The walls are more than 20' apart, and the steps are no more than 6" high each. Clearly this Stair was built to accommodate mounted warriors, though on exactly what beasts is hard to guess. It is extremely old, for the living stone of which it was carved is now pitted and worn. The marks of the troll's pickaxe are clear in places, and traces of obsidian still lie in some of the crevices and corners. The ceiling is vaulted, at least 15' high, with thin stone tube stalagmites forming here and there.

The air inside is less stuffy, in fact there's a slight downward flow of warm air from the Stair above. Bits of cobweb drift down with it, along with specks of dust and the occasional shaft of shadowed light. Small cracks appear occasionally in the walls and ceiling, and also in the floor, and niches are cut periodically in the rockside wall – these niches allow you to keep from becoming confused in the spirals, and make it easy to keep aware of the difference between cliffside and rockside. The Stair climbs gradually but steadily, slowly spiralling upwards. Footfalls echo softly in the dimness, rising into the gloom.

Astute PCs (Spot DC 20) will pick up on the cobwebs, and realize that Knor'morhen's warning about spiders was more than accurate. They may also imagine that Tektuktitlay's Stair is normally silent, and that their footsteps are alerting all the residents of the area to their presence. Unless they mask the sounds of their coming, the spiders and the undead will prepare readied actions against the approaching PCs.

The DM should regularly remind the PCs of the constants of the Stair – the cobwebs, the dust, the cracks (larger and smaller), and the occasional niches. In general, these are unimportant details, but repeating them often allows the DM to provide background noise in which the PCs are more likely to miss serious details such as the cracks in which the huge spiders live near the top of the Stair. In addition, the DM can add as many additional windows, spiders, and floor pits as

desired, to make the Stair more appropriate to the PCs' capabilities.

Note that the walking time from the base of the Stair to the top is 48 hours at a normal walking speed, but that the PCs are likely to stop several times to engage in battle, talk to the undead, sleep, eat, and so forth. The DM should pay particular attention to what time of day the PCs begin their climb, as this will allow him to inform the PCs as to whether they see daylight or moon light when they reach the windows and look down from the Stair.

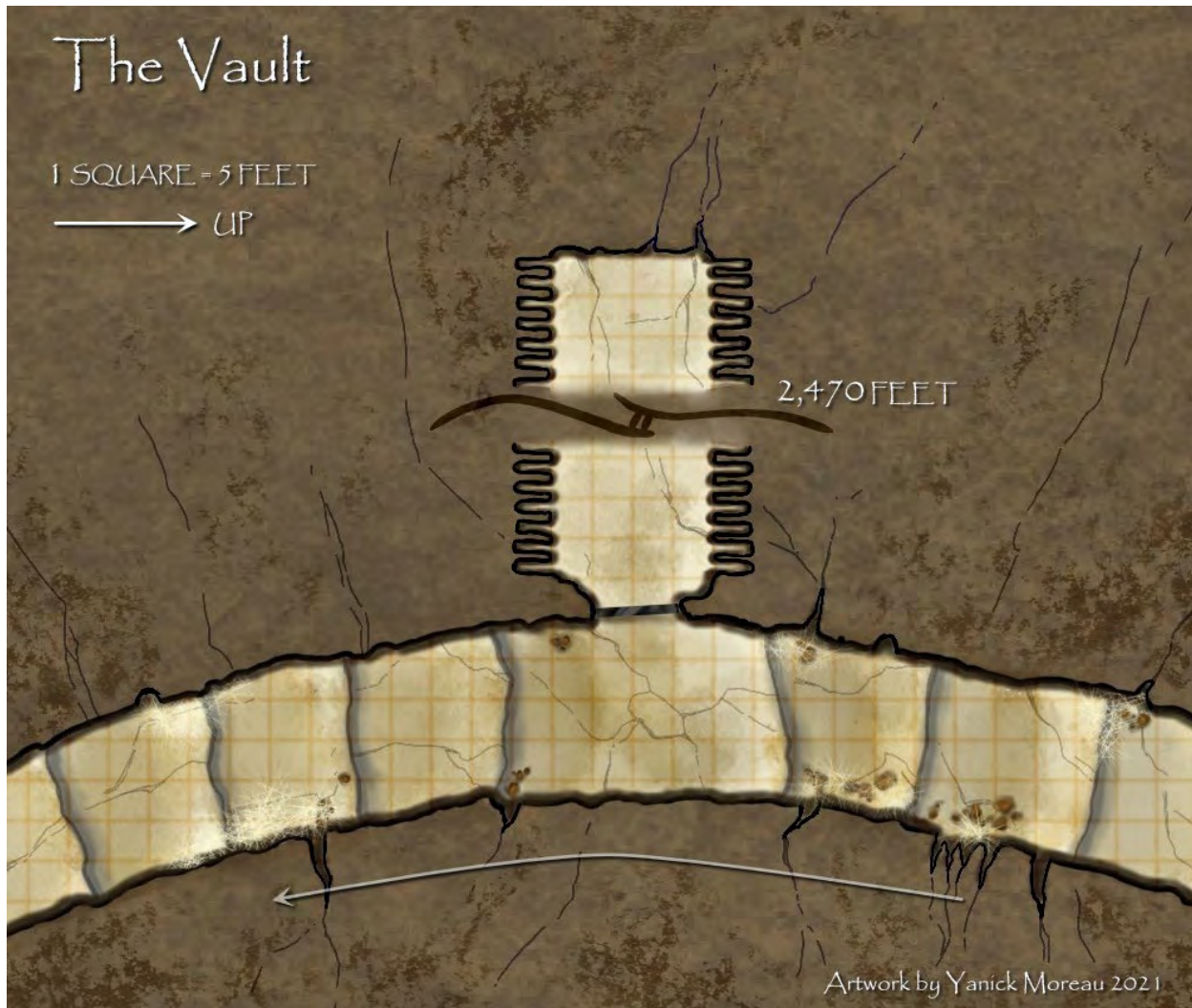
The Vault

Six hours into the climb, the PCs encounter their first surprise.

Tiny spiders, most no larger than a fingernail, scuttle quickly into the shadows as you approach. Cobwebs lie thick in the corners, strands hanging down across the steps. The musty air tastes stale and dry in your mouth. You have gone up for about an hour when the wall up ahead rockside looks different – there's a break in the spiral curve, and the straight portion is not stone.

In fact the straight wall is a heavy metal door, the sealing door to the catacombs Tectuktitlay had dug to inter those of his soldiers who died digging the Stair. The iron doors are black with age, and the glyphs which once both proclaimed their purpose and protected against forced entry have long since rusted away. More than 2000 men, women, and children (since camp followers also died during the construction effort, in the camp at the foot of the cliff) lie within. If the PCs disturb the doors in any way, the manifestation below occurs.

As your hand glides across the age-blackened iron, you feel an exhalation from whatever lies within. A greyish mist sublimes forth from the invisible crack between door and floor. Swiftly, yet unhurriedly, the mist coalesces into a manlike shape. It assumes the form of a warrior, dressed in strange garb, with a long spear in his hand. He casts his mustachioed glance over you, shrugging the hardened leather shield across his back before he speaks. "...You are not the troll."



Tlatnaloc and Guardian Wraiths (EL 10)

Wraith, Athasian (6): CR 6; **Medium Undead (Incorporeal);** 7 HD; Hp 45; Init +8; Spd fly 60 ft. (good); AC 18 (touch 18, flat-footed 18); Atk +7 melee (Incorporeal touch 1d4 and 1 point of temp. Str drain) or by possessed creature; **SA:** Animate object, Heart Grip, Possession, Strength Drain, Taint Weapon; **SQ:** Enduring Focus, Incorporeal, Temporary Corporeality, Vulnerability to Raise Dead; **AL CE; SV Fort +2, Ref +6, Will +7; Str -, Dex 18, Con -, Int 14, Wis 14, Cha 18**

Skills and Feats: Diplomacy +6, Hide +14, Intimidate +14, Listen +14, Search +12, Sense Motive +12, Spot +14; Alertness, Combat Reflexes, Improved Initiative.

Reference: See *Terrors of the Deadlands*, pg 41 for the full stats.



If the **PCs** attack, Tlatnaloc the wraith defends himself to the utmost of his ability. If he is hard pressed, he flees through the door and reforms within, preparing to defend the crypt (along with 4 other athasian wraiths) from the inside if the **PCs** break in (hardness 8; hp 60; break DC 25). The purpose to which the wraiths are bound is to defend the peaceful rest of the dead, and they will perish before allowing their crypt to be desecrated; for the same reason, Tlatnaloc will not pursue the **PCs** if they do not force the doors and simply leave the tomb undisturbed. Tlatnaloc's life story is located in the **NPC** section at the end of the adventure.

If the **PCs** do not attack, instead talking to the shade, or simply standing there waiting for him to continue, he does so.

"The troll is an infrequent visitor, but living guests are even less common. Did Tectuktitlay send you? I have waited so long." The shade leans on his spear, the chariot-wheel motif on his boiled leather breastplate shifting as he eases his stance. "I am Tlatnaloc, condemned to guard my fallen comrades beyond yon doors, until the Mighty One himself come to release me from my service. I thought he had won his triumph when the glass came, but the troll, when he dug the Stair out, said he'd never heard of Mighty and Omnipotent Tectuktitlay! So the struggle goes on, and the armies have not yet triumphed, after all?"

Tlatnaloc still believes that the Cleansing Wars are ongoing. He, like many in the armies of the Champions, knew little of Rajaan or Rajaan's master plan, but understood very well that his job, as a warrior in Tectuktitlay's army, was to obey his superiors and kill wemics. So long as none of the **PCs** is a wemic, Tlatnaloc will have no issue with their racial background. In life, Tlatnaloc was but one of many charioteers in the army of King Tectuktitlay. He fought at Tforkatch River, and during the investment of Nagarvos', but during the siege he and his fellow charioteers had little part to play. Chariots were unsuited to siege warfare, and in any case there were no wemics in the great city, so Tlatnaloc and his fellows found sport instead in patrolling the rear of the siege

ring, hunting goblin traders and any others foolish enough to approach.

When Nagarvos' fell, Tlatnaloc and his peers were unable to reach the burning city before it had already been thoroughly looted. He is extremely bitter about this, and will angrily condemn the troops of the other Champions, particularly those of Lalali-Puy and Myron of Yorum, for having taken all the best loot. Tectuktitlay led his men northwestwards from Nagarvos', their forced marches carrying them to the base of the cliffs of Ulyan at this very spot. Then he ordered them to dig. Upwards.

Tlatnaloc can describe the digging of the Stair in great detail. He and his fellow charioteers were appointed as overseers, as the common spearmen and archers were put to labor digging. Originally, Tectuktitlay simply cast the corpses of those who died in the spoil pits, but the troops became restive at this, so the Champion had a catacomb dug in the lower levels of the Stair. The fallen were interred there, and Tlatnaloc was eventually killed to become their guardian, magically bound to serve in this role until Tectuktitlay's final conquest of the world.

If the **PCs** talk to Tlatnaloc, he can impart all the above information to them, as well as what is discussed in his **NPC** description. He will pump them for news on the modern world, and will be particularly delighted with descriptions of the glories of Draj. However, he will not believe anything they have to say concerning the existence and power of other city-states, nor will he accept any ill spoken of Tectuktitlay. Despite his own enforced servitude in undeath, Tlatnaloc remains absolutely loyal to his former master.

Should the **PCs** return with the remains of Mixtlatl and his cohort (see below), they will have a difficult time convincing Tlatnaloc that great Tectuktitlay would have abandoned the bodies of his warriors in a refuse pit rather than inter them within the tomb. He will allow the party to lay the remains to rest within the vault with a Diplomacy check (DC 20).

However the **PCs** enter into the vault, they discover the following scene inside.

The crypt is hundreds of feet long, and scores wide. Niches line the walls, each filled with a single long-buried corpse. Whatever shrouds once wrapped the bodies are long gone, crumbled like the bones which now lie in heaps in the niches. Most of the niches once held warriors – the bronze spearheads and daggers which lie next to the dusty bones testify to that. Dust rises silently with your every footfall, obscuring the distant end of the vault. There must be thousands of niches.

There are over 2000 grave-niches in the catacomb, more than half of them including bronze items (mostly spearpoints, arrowheads, and daggers, but also swords, armbands, fibulae, and rings). About 20 grave-niches contain iron items instead. It will take 4d4 hours to search the niches and desecrate the graves to obtain this loot, however, and Tlatnaloc and the other wraiths will not stand for it.

Spiders

Three hours further up the Stair, during which time the **PCs** will see more tiny spiders and cobwebs, and the usual dust, the **PCs** encounter an area where a slick obsidian wash covers the floor. It didn't bother him, so Knor'morhen never bothered to clean it up. **PCs** who fail Balance checks (**DC 15**) are likely to slip and fall, for **1d4** damage. An hour of travel up from this 30' slick patch, the **PCs** first encounter the Stair's dangerous spiders.

Four undead spiders will venture out from the shadows to attack the **PCs** and will fight to the death. There are a dozen spiders total in the nest.

Undead Spiders (EL 7)

Large Bugdead (Zombie) Spider (x4); CR 3; 4 HD; hp 32, Init +3; Spd 30ft., Climb 20ft., AC 14 (touch 12, flat-footed 11); Atk +6melee (Bite 1d8+5 plus Poison); **SA**: Poison, Web; **SQ**: Damage Reduction 3/metal, Fire Resistance 5, Immune to Weapon Damage, Immunity to Cold & Electricity, Tremorsense 60 ft., Undead Traits; SV Fort +1, Ref +4, Will +4; AL NE; Str 17, Dex 17, Con -, Int -, Wis 10, Cha 1.



Two hours past the spiders, the **PCs** see an unusual glow of light ahead. The **DM** should check and see whether it is day or night (take whatever time the **PCs** started at the bottom, and add twelve hours travel time, plus whatever time the **PCs** have spent fighting or resting). If it is daytime outside, the light is normal Athasian daylight; if it is night, the glow will be the fetid purple-black of the Obsidian Plains by night. The Obsidian Plain lies about 500' below the window, though this will be more difficult to determine by night than by day, unless magical or **psionic** means are employed.

As you approach, it is clear that the source of the light is in fact a window. Cut in the wall is a squarish hole, about 3' on a side. The view outside shows that you are now about 400' above the surface of the Obsidian Plain below. After hours in the Stair, the light outside seems almost blinding. It is clear that the obsidian splashed through the window opening, leaving splatters of cooled obsidian all over the interior walls, ceiling, and floor.

Seven hours past the first open window, the **PCs** encounter another window, but this one is still sealed with obsidian, and its light is therefore much more muted. If the **PCs** break the blackglass, or use other means to peer beyond it, they will see that the Obsidian Plain lies about 750' below.



The window up ahead is similar in most respects to the first one you saw, except that this window remains covered by a film of solid obsidian. The smokey-grey blackglass makes the light that enters the Stair dim and gloomy, but even so it is a pleasant relief from the dull dusty darkness of the unilluminated areas. In the wan light, the cobwebs and drifting dust are much more obvious.

The Pit

Three hours further upwards, the floor of the Stair is riven with a deep jagged pit. The pit, formed by the shock wave of the Shining Tide striking the cliffside, stretches for more than 30' along the entire width of the Stair.

The floor of the Stair abruptly falls away ahead of you. The walls are cracked around the gap in the floor, and the ceiling betrays fissures as well. The floor itself breaks deep, with rough rubble about 10' down. The damage stretches for more than 30' along the upward path of the Stair, and from one wall across to another.

It is possible for the **PCs** to simply climb down the 10' onto the rubble floor, and scramble across the chunks of broken stone until they reach the other side. Getting back up onto the floor on the other side requires climbing about 20' up a rough surface. The rubble in the pit is unstable, and Balance checks (**DC 15**) are required to negotiate it without falling.



Spider Cracks

An hour and a half further upwards, the PCs encounter a second group of the Stair's spiders. These spiders emerge from cracks in the walls, which were formed by the same shock waves that broke the floor below. The spiders dwell in the cracks, the openings to which they have cleverly covered with thick webs. The webs in turn are covered with bits of stone, stuck on with adhesive webbing, camouflaging them (-5 penalty to Spot checks). Four undead spiders and four undead spider swarms will venture out from the shadows to attack the PCs and will fight to the death. There are a dozen spiders and a dozen spiders swarms total nesting in the cracks.

Spiders and Swarms (EL 8)

Large Bugdead (Zombie) Spider (x4); CR 3; 4 HD; hp 32, Init +3; Spd 30ft., Climb 20ft., AC 14 (touch 12, flat-footed 11)); Atk +6melee (Bite 1d8+5 plus Poison); **SA:** Poison, Web; **SQ:** Damage Reduction 3/metal, Fire Resistance 5, Immune to Weapon Damage, Immunity to Cold & Electricity, Tremorsense 60 ft., Undead Traits; SV Fort +1, Ref +4, Will +4; AL NE; Str 17, Dex 17, Con -, Int -, Wis 10, Cha 1.



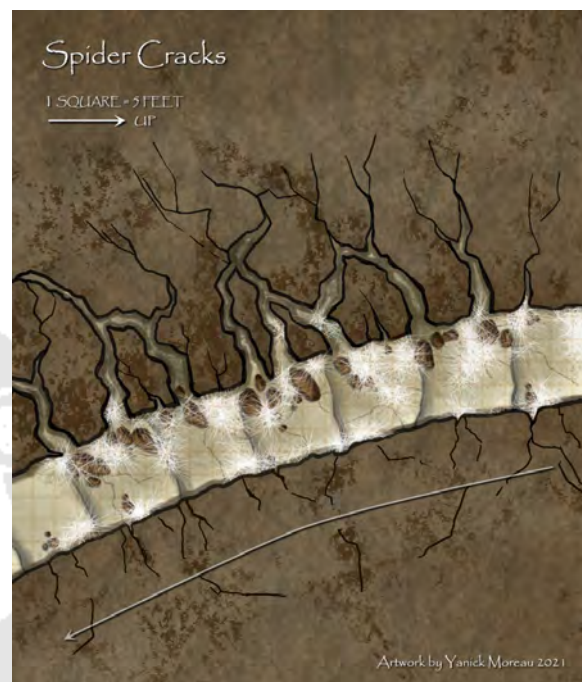
Bugdead (Zombie) Spider Swarm (x4); CR 2; 2 HD; hp 13, Init +3; Spd 20ft., Climb 20ft., AC 17 (touch 17, flat-footed 14); Atk Swarm (1d6 and Poison); **SA:** Distraction, Poison; **SQ:** Damage Reduction 3/metal, Darkvision 60 ft., Fire Resistance

5, Immune to Weapon Damage, Immunity to Cold & Electricity, Swarm Traits, Tremorsense 30 ft., Undead Traits; SV Fort +0, Ref +0, Will +3; AL NE; Str 3, Dex 17, Con -, Int -, Wis 10, Cha 1.



The spiders will attack as the PCs pass, and continue attacking until they are all dead. The swarms of smaller undead spiders will attempt to crawl all over the PCs, getting into armor and biting ferociously. The cracks are all obviously on the rockside of the Stair. PCs can explore the cracks, if they desire, though negotiating the cracks requires a **Balance check** (DC 15). Close-quarters fighting is required in order to fight effectively in the cracks. In any event, the cracks become difficult for **Medium-sized PCs** after only 20-30'; after another 20', they become difficult for **Small PCs** and impossible for **Medium-sized PCs** to negotiate; and after another 20' they are too narrow for even **Small PCs**. Note that the spiders have flexible bodies, and can squeeze through even further into the rock. If they are somehow driven back into the cracks, however, they will not emerge to pursue the PCs.

Two and a half hours up, the PCs will discover another window sealed with obsidian. It is in all respects similar to the sealed window the PCs saw before, though as before the DM should check the hours of travel since departure to determine whether the PCs see filtered daylight or filtered purplish Dead Lands nightlight outside. The Obsidian Plain lies over 1000' below this window.



Ghostly Soldiers

An hour past the second sealed window, the PCs reach the lair of Mixtlatl the dhaot.

In the dim light you suddenly perceive before you a shape, manlike, staring. "You are just who I've been waiting for," says the voice of a young man.

The light reveals the speaker as a young man, ghostly pale, wearing a loincloth and a headfeather. A bow is strapped across his back and he holds a trowel in one hand. He looks, nods in apparent satisfaction, and continues. "I am Mixtlatl, archer in the service of Mighty Tectuktitlay. Long have the bones of my cohort and I lain here, in yon pit. Short may now our wait be for final rest and peace!" As Mixtlatl finishes his pronouncement, several similarly outfitted young men fade into view behind him.

Mixtlatl and his cohort were archers in the army of Tectuktitlay, laboring to dig the Stair. They died just as the project was finished, and their bodies were dumped in a pit off to the side of the passage. Mixtlatl's primary desire is to have their remains interred in the catacomb at the bottom of the Stair, which Tlatnoloc guards. Of course, he was incapable of forcing Knor'morhen to attend to his demands, but the PCs don't appear so intimidating. They will use all their powers to convince the PCs to perform this task for them, even if they have to kill or otherwise incapacitate one or more PCs. Should it come to combat, Mixtlatl and the others will take to the upper portion of the stairs, firing down on the PCs. If all else fails, Mixtlatl will offer to incorporeally scout the rockfall (reducing the time to clear it by half) higher up the Staircase (see below), after the PCs lay his remains to rest. If violence is not necessary to secure the party's aid, Mixtlatl will tell the PCs of his greatest treasure: a shiny bead (actually a 8000cp blue diamond) on a leather bracelet that was abandoned in the pit along with his body.

Laying the dhaot's remains to rest will require the PCs to go back down the Stair (nearly all the way to the bottom) and negotiate with Tlatnoloc to accept the remains. PCs traversing the Stair will also encounter both nests of undead spiders again, both on the way down and the return trip back up.

Mixtlatl and Cohort (EL 14)

Mixtlatl and Cohort (6): Human Male Dhaot, Ftr 6; CR 9; Medium-size Undead; 6 HD; hp 39; Init +9; Spd 30 ft.; AC 23 (touch 19, flat-footed 18); Atk +6/+6 melee (2x Claw 1d6; 20/x2) or +13/+8 ranged (Longbow 1d8+2; range 150 ft; 20/x3); **SA:** Insanity, **Spell-Like Abilities:** **SQ:** Damage Reduction, Darkvision 60 ft., Enduring Focus, Fly 30 ft. (perfect), Incorporeal, Spell Resistance, Temporary Corporeality, Undead Traits; SV Fort +5, Ref +7, Will +3; AL CE; Str - (10), Dex 20, Con -, Int 12, Wis 13, Cha 18.

Skills & Feats: Climb +9, Diplomacy +14, Jump +9, Knowledge (Warcraft) +10, Listen +5, Ride +14, Search +5; Far Shot, Improved Initiative, Mounted Combat (B), Point Blank

Shot, Precise Shot, Weapon Focus (Longbow) (B), Weapon Specialization (Longbow) (B).

Spell-Like Abilities: At will — cat's grace, dream, hallucinatory terrain, invisibility, mage armor, major image, nightmare; The save DCs are Charisma-based; CL = HD.

Possessions: MW Longbow.

See Appendix for more information



Mixtlatl was not the dhaot's original name; nor can he recall what his name at birth once was. In fact he was one of the human plainsmen recruited by Gretch's agents during the years before the invasion of Ulyan. Like many of his kin, he flocked to Rajaat's banners at the grand encampment at the Grey Tower, where the Champions divided the recruits among themselves and began training them. Mixtlatl received a new name in Tectuktitlay's service, and suffered under that Champion's brutal training regimen. He was still a squire-slave, tending the chariot beasts of his betters, during the Battle of Tforkatch River.

By the time of the Siege of Nagarvos', Mixtlatl had been promoted and was serving as an archer. He delighted in the opportunity to scour the plains behind the siege ring, riding in a chariot and hunting the itinerant goblin traders and other suspicious and dangerous people who roamed the grasslands. He was excited at the prospect of seeing the hated "wemics" that the older original soldiers in Tectuktitlay's army described, and so bore the difficulties of the forced marches and digging with equanimity. He died before the Stair was opened, however, and remains today a disappointed dhaot, seeking desperately to be reunited with his fallen comrades.

Three hours after the area of Mixtlatl, find another open window, similar to the one before in all respects. Below this window the Obsidian Plain is visible about 1200' down.

Seven hours past the second open window, the PCs will encounter a major rockfall that blocks the passage upwards.

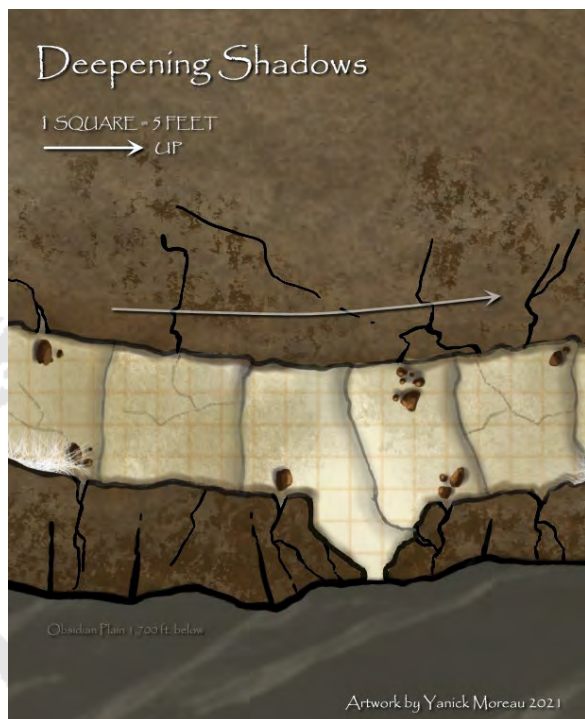
Ahead of you the light fades, and as you approach you can see why. The passage head is completely blocked by tumbled rocks and boulders, greyish in the musty air. The boulders fill the Stair entirely, obscuring its ceiling, obviously having been dislodged from the cracked roof above.

The rockfall blocks the passage for about 10', and can be negotiated with relative ease if the PCs are willing to spend the time shifting boulders. If any of the PCs has the **Profession (Miner)** skill or **Knowledge (Architecture and Engineering)** skill, she can roll a skill **check DC 15**. If successful, she learns that the left side of the blockage is more stable than the right, and would be the easiest and safest place to dig through. Digging a passage suitable for **Medium-sized PCs** there will take **2d4** hours, with no risk of collapse if the PCs exercise due care. If the PCs are reckless, using **disintegrate** spells for example, the **DM** can assess risks of collapse as appropriate. Digging on the right side of the rockfall will take **3d4** hours for a comparable passage, and will entail a 20% risk of collapse

even if care is taken. Any attempt to dig through in the center of the Stair is doomed to failure, unless magical or **psionic** means are employed to keep the upper boulders from collapsing. Knor'morhen knew about this rockfall, but as he uses **psionic** means to pass through (as the **PCs** can, if they possess **psionic** or magical means of travel through solid masses), he forgot to mention it to the **PCs**. Should the passage collapse, **PCs** digging will suffer **10d8** points of damage from falling rocks, half that amount if a **Reflex save DC 25** is made. The **PCs** will also have to start their tunneling work over again, but this time there is no chance for a collapse.

Deepening Shadows

Nine hours further up the Stair past the rockfall, the **PCs** reach an area inhabited by a psi-shadow and its undead shadow spawn. Long trapped within the borders of the Endless Sand Dunes, these creatures stay near another open window, using the gloom around the window to sustain the psi-shadow's existence. This window is no different from the open windows lower on the Stair, except that from its portal the **PCs** can see that they are at least **1700'** above the Obsidian Plain, obviously quite close to the top. The undead shadows aggressively defend the psi-shadow, and they all fight to the death..



Shadows (EL 8)

Psi-Shadow (1): CR 5; Small Outsider; 6 HD; hp 39; Init +7; Spd 50ft.; AC 18 (touch 14, flat-footed 15); Atk +9 melee (Touch 2 Constitution drain); **SA:** Constitution Drain, Create Spawn; **SQ:** Change Shape, Control Light, Control Shadows, Darkvision 60 ft., Immunity to Cold & Mind-Affecting and

Sleep Effects, Spell Resistance, Vulnerability to Fire and Light; SV Fort +7, Ref +8, Will +6; AL CE; Str 10, Dex 16, Con 15, Int 12, Wis 12, Cha 18.

Skills & Feats: Bluff +13, Disguise +13(+10), Hide +24, Intimidate +13, Listen +10, Move Silently +12, Search +10, Spot +10, Survival +10(+2); Alertness, Combat Reflexes, Improved Initiative, Weapon Finesse (B).

Reference: See *Terrors of Athas*, pg 130 for the full stats.



Shadow (4): CR 3; Medium Undead; 3 HD; hp 19; Init +2; Spd Fly 40ft. (good); AC 13 (touch 13, flat-footed 11); Atk +3 melee (Incorporeal Touch 1d6 Strength damage); **SA:** Create Spawn, Strength Damage; **SQ:** Darkvision 60 ft., Incorporeal, Turn Resistance, Undead Traits; SV Fort +1, Ref +3, Will +4; AL CE; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills & Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Reference: See *Monster Manual*, pg 221 for the full stats.



Two hours past this last window, the **PCs** reach the top of Tectuktitlay's Stair. The top, as Knor'morhen probably described to them, is a slab of stone cut from the Stair itself.

The ceiling of the Stair ends abruptly, with the steps rising to meet the roof vault. From below it is clear there is a heavy slab of stone, perhaps 20' square, forming the last segment of the ceiling. Small drifts of sand are evident along the side walls and the upper steps, and the temperature seems slightly warmer than the lower levels of the Stair. The counterweight is off to the left side, a simple lever with a heavy stone weight attached.

The lever is easy to move, as Knor'morhen keeps it in good repair. As it tilts downwards, the slab rises, and a cascade of sand drifts in, marginally increasing the small drifts along the side walls and the upper steps. The **DM** should be prepared with the appropriate time of day, so the **PCs** emerge into either the glare of the dark sun or the familiar true dark of the Tablelands. The flash of hot air, and twisting wind, from the Endless Sand Dunes should come as a nasty yet welcome proof that they have returned to the lands of the living.



Concluding the Adventure

After crossing Shadowmourn and ascending the Stair, the adventurers still have to struggle across the Endless Sand Dunes to reach safety. The desert is forbidding, and supplies of food and water are likely to be low at this time. The journey back will not be as difficult as the chase, as there are no ambushes arranged or illusions cast to waylay them, but the PCs may be much less healthy than on the outward journey, and the dangers of the Endless Sand Dunes remain as deadly as ever. The DM should calibrate encounters to ensure that the PCs never let their guards down.

If the adventurers have succeeded in slaying the emissary, but without completely eliminating his corpse, it is certain that he will rise as an undead. Though Qwith will probably continue to discuss the living north with Zhogirrat, she is unlikely to sign any treaty. After all, if Dregoth's emissary was followed by such powerful foes as were able to infiltrate her castle and kill him, then Dregoth himself must not be as powerful and potent as Qwith imagined – not worthy of her alliance. Instead she will likely torture the emissary for information about the living lands, and perhaps sell the unwanted, least valuable, members of his retinue to other undead rulers for them to interrogate as well.

Dregoth will be aware of the failure of his emissary, but he has no particular concern for Zhogirrat and will probably write off the entire caravan. He will then move on and continue to plan, biding his time; it is unlikely that the Dread King will spare the time or effort to send another expedition south.

The above outcome will probably apply as well should the PCs try any credible assault upon the emissary, especially if they seriously wound him or greatly disrupt Qwith's activities in Castle Krujar. However, the DM may also elect to follow the outcome below in this case, whichever is more fitting for his or her campaign.

If the negotiations go off as planned, Zhogirrat returns to the north with his treaties and promises of an enormous army of undead, should Dregoth require it. However, nothing more can be accomplished for the next two years. Dregoth must complete his planning and train new forces and Qwith will have her hands full warring against the jealous kingdoms of the obsidian - having heard of her alliance, they all want a piece of the lands to the north. An stable alliance between the undead sorcerer-king Dregoth and major powers in the Dead Lands could mean the heroes would find themselves fighting for the very survival of the Tablelands for King's Ages to come.

Regardless of the outcome, the tale of living beings from the unknown north spreads quickly among the humanoid undead rulers of the northern Dead Lands, breeding plots, sparking debates about the nature of the world, and eventually sending a few expeditions and spies northwards. Qwith in particular will be fascinated with the strange

prospect of living cities, and will begin her research into ways to augment her power in the north both magically and politically - after all, "Empress Qwith" has a delightful ring to it . . .



Appendix One - NPCs and Encounters By Area

Organised first in order of adventure encounter, then alphabetically.

An Intriguing Message

Chujar

Chujar: Human Male, Psi (seer) 7; CR7; Medium-size Humanoid; HD 7d4+17; hp 34; Init +1; Spd 35 ft.; AC 11 (touch 11, flat-footed 10); Atk: +2 melee (1d4-1/19-20x2; bone dagger) or +3 melee touch (by power) or +3 ranged (1d4-1/19-20; bone dagger); **SQ:** Psionic Focus (2x); SV Fort +3, Ref +3, Will +7; AL CN; Str 10, Dex 13, Con 12, Int 18, Wis 14, Cha 8

Skills and Feats: Concentration+14, Gather Information +3, Knowledge (Psionics) +14, Listen +12, Psicraft +14, Spot +12; Dodge, Extend Power (B), Psicrystal Affinity, Psionic Body, Psicrystal Containment, Speed of Thought (B).

Psion Powers: (Power Points: 60, DC 14 + power level) 4th - correspond, remote viewing; 3rd - danger sense, dispel psionics, ubiquitous vision; 2nd - clairvoyant sense, object reading, psionic identify, recall agony, thought shield; 1st - defensive precognition, detect psionics, inertial armor, know direction & location, mind thrust.

Possessions: Bone Dagger (x6), Crawling Tattoo of (Ego Whip), Eyes of the Eagle, Headband of Intellect +2, Power Stone (ML 1st: Force Screen, Missive x2, Precognition), Psionic Tattoo of (Psionic Levitate); 7 cp

Chujar CR 7

Male Human Psion 7 (Seer)

CN Medium Humanoid (Human)

Init: +1; Listen +12, Search +4, Spot +12

Aura -

Languages: Common, Elven, Gith, Rammish

AC: 11; touch 11, flat-footed 10 (+1 Dex)

hp 34 (7 HD; 7d4+7+10)

Saves: Fort +3, Ref +3, Will +7

Speed: 30+5 ft.

Attack: Dagger +2 (1d4-1) or Touch +13 (by power)

Ranged: Dart +4 (1d4) or Ranged Touch +4 (by power)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +3; Grapple: +3

Special Actions: / Combat Options: Extend Power, Psionic Focus (2x)

Combat Gear: Bone Dagger (-1/-1), Darts (6x)

Psion Powers (ML 7th, PP: 46+14, DC 14 + power level):

4th: correspond, remote viewing.

3rd: danger sense, dispel psionics, ubiquitous vision.

2nd: clairvoyant sense, object reading, psionic identify, recall agony, thought shield.

1st: defensive precognition, detect psionics, inertial armor, know direction & location, mind thrust.

Abilities: Str 10, Dex 13, Con 12, Int 18, Wis 14, Cha 8

SQ: Psicrystal (ML 7th, Single-minded).

Feats: Dodge, Extend Power ^B, Psicrystal Affinity, Psionic Body, Psicrystal Containment, Speed of Thought ^B.

Skills: Concentration+1+10+3, Gather Information -1+4, Knowledge (Psionics) +4+10, Listen +2+10, Psicraft +4+10, Spot +2+10.

Possessions: 7,200cp or Combat Gear plus: Crawling Tattoo of (Ego Whip), Eyes of the Eagle, Headband of Intellect +2, Power Stone (ML 1st: Force Screen, Missive x2, Precognition), Psionic Tattoo of (Psionic Levitate).



Abandoned Farmstead

Uzen

Uzen: Human male venger War 5/Exp 4: CR 9; Medium-size undead; 9 HD; hp 67; Init +5; Spd 50 ft.; AC 13 (touch 11, flat-footed 12); Atk +14 (Slam 1d8+6; 20/x2 or Touch (13d6 non-lethal and Fatigue)); **SA:** Ability Damage, Dehydrating Touch, Flesh Detonation, Greater Psionic Fist, Moan, Psionic Meditation, Reflect Physical Attacks, Vengeful Grasp; SV Fort +5, Ref +3, Will +7; AL NE; Str 22, Dex 12, Con --, Int 10, Wis 14, Cha 14.

Skills and Feats: Climb +13, Handle Animal +9, Intimidate+9, Jump +13, Profession (Farmer) +10, Ride +8, Survival +15; Cleave, Greater Psionic Fist, Improved Initiative, Psionic Fist, Psionic Meditation, Reckless Offense.

Possessions: none.

Uzen CR 13

Male Human Venger Warrior 5 / Expert 4

NE Medium Undead (Augmented Humanoid, Human, Psionic)

Init: +5; **Senses:** Listen +2, Search +0, Spot +2

Aura -
Languages: Common

AC: 13; touch 11, flat-footed 12
(+1 Dex, +2 nat)
hp 67 (9 HD; 9d12+9)
Immunities: Undead Traits; **Weakness:** Phobia
Saves: Fort +5, Ref +3, Will +7

Speed: 30 ft.
Melee: Slam +14 (1d8+6; 20/x2) or Touch +14 (Dehydrating Touch)
Full Melee: 2x Slam +14 (1d8+6; 20/x2)
Space: 5 ft.; **Reach:** 5 ft.
Base Attack: +8/+3; **Grapple:** +14
Special Actions: / Combat Options: Ability Damage (DC 16, 1d6 Cha dmg), Dehydrating Touch (DC 16, 13d6 non-lethal and Fatigued), Flesh Detonation (DC 16, 5d6 dmg), Greater Psionic Fist (+4d6), Moan (< 9 HD, DC 16, Shaken), Psionic Meditation (move action), Reckless Offense (+2 to hit, -4 AC), Reflect Physical Attacks (1/round), Vengeful Grasp

Psi-Like Abilities: At will - body equilibrium, inflict pain*; 1/day - energy adaptation*, recall agony*. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Abilities: Str 22, Dex 12, Con --, Int 10, Wis 14, Cha 14
SQ: Enduring Focus, Grey Toughness, Skills, Undead Traits.
Feats: Cleave, Greater Psionic Fist, Improved Initiative, Psionic Fist, Psionic Meditation, Reckless Offense.
Skills: Climb +6+7=13, Handle Animal +2+7=9, Intimidate+2+7=9, Jump +6+7=13, Profession (Farmer) +2+8=10, Ride +1+7=8, Survival +2+9+4=15.
Possessions: Amulet of Health +4.

Ability Damage (Su): Living creatures hit by the undead's natural attacks must succeed on a Fortitude save or take 1d6 points of ability damage. On each such successful attack, the undead gains 5 temporary hit points. The ability damaged varies by undead.

Dehydrating Touch (Su): The undead can drain the moisture from a living creature (except for creatures that do not require water to survive). As a standard action, the undead makes a touch attack that does not provoke an attack of opportunity. If it hits, the victim suffers 1d6 points of nonlethal damage per CR (adjusted by special abilities and weaknesses) and becomes fatigued. A creature that makes a Fortitude save reduces the damage by half. The nonlethal damage cannot be recovered until the creature drinks its daily requirement of water.

Enduring Focus (Su): A venger's life force is tied to a focus, its revenge against the one who wronged it. As long as that person lives, a venger reforms 1d6 days after its apparent death. A venger is permanently destroyed when it slays its target or is slain by that target. Killing a venger by other means only temporarily reduces it to a putrid mass of flesh.

Flesh Detonation (Ex): When a venger's quarry destroys the venger, the venger's body explodes in fearsome rage, spraying flesh and bone fragments in a 30-ft. radius. The fragments deal 5d6 points of piercing damage to anything within the radius (Reflex save half). The supernatural explosion deals double damage to the individual that slew the venger, if within range.

Moan (Su): A venger moans and wails in its anguish, especially when it senses living beings. Creatures with fewer HD than the cursed dead who hear it moan must make a Will save or be shaken as long as they can hear it. Whether or not the save is successful, that creature cannot be affected again by the same venger's moan ability for 24 hours. The moans are autonomic and can barely be suppressed enough for the venger to speak. The creature cannot master its pain and hatred enough to cast spells with verbal components.

Phobia (Ex): The undead is terrified of a particular object or creature and flees from it as though affected by the aversion power. If the object of the phobia is an individual or a physical object, the undead prefers not to approach within 30 feet of it. If it is a word, the undead tries not to utter it; if it is an action, the undead does not willingly attempt to perform it; and if it is an event, the undead does not willingly attend it. The undead takes reasonable steps to avoid the object of its aversion, but will not put itself in jeopardy by doing so. If the undead is forced into taking an action it has an aversion to, it takes a -2 penalty on any attack rolls, ability checks, or skill checks involved.

Reflect Physical Attacks (Su): The undead can reflect a melee or ranged attack back on the attacker. Once per round, the undead takes no damage from an attack and instead makes an attack roll against the attacker. The undead uses its own base attack bonus plus any modifiers from the attacker's weapon.

Special Undead Abilities:

- **SA:** Ability Damage +1 CR, Dehydrating Touch +1 CR.
- **SQ:** Reflect Physical Attacks +1 CR
- **Weaknesses:** Phobia (sunlight - Uzen's family was murdered just before the mid-day meal; now, he can't feel the sun's heat upon his undead flesh without experiencing flashbacks of the day his family was murdered) -1/3 CR.

Vengeful Grasp (Su): When a venger fights the being that wronged it, it attempts a vengeful grasp. As a standard action that doesn't provoke attacks of opportunity, the venger initiates a grapple. Each round the grapple is maintained, the venger's prey must make a Fortitude save or die. If it makes the save, the victim still suffers the venger's slam damage. The save DC is Strengthbased.



Balic

Cadan Marhain, Cult Assassin

Cadan Marhain: Human Male, Rng 2/Psy War6/Soulknife 6; CR 14; Medium-size Humanoid; 14 HD; hp 97; Init +5; Spd 30 ft.; AC 14 (touch 11, flat-footed 14); Full Atk: +19/+19/+14 melee (Mindblade 1d6+10 plus 1d4; 17-20/x2); Atk: +21 melee (Mindblade 1d6+10 plus 1d4; 17-20/x2) or +17 ranged (1d6+10 plus 1d4; 30ft range; 17-20/x2); **SA:** Bladewind, Favored Enemy (Humans +2), Psychic Strike (move action, +1d8 dmg); SV Fort +12, Ref +11, Will +10; AL NE; Str 20, Dex 13, Con 14, Int 14, Wis 16, Cha 8.

Skills and Feats: Autohypnosis +8, Climb +12, Concentration +18, Heal +8, Hide +12, Jump +12, Knowledge (Psionics) +4, Listen +14, Move Silently +12, Search +13, Spot +14, Survival +8; Cleave, Great Cleave, Greater Psionic Weapon, Improved Initiative, Power Attack, Psionic Weapon (B), Speed of Thought, Track (B), Two-Weapon Fighting (B), Weapon Focus (Short Sword) (B), Weapon Specialization (Short Sword) (B).

Psi-Warrior Powers (ML 6th, PP: 11+10, DC 12 + power level): 2nd - *hustle, prowess, psionic lion's charge*; 1st - *elfsight, offensive precognition, offensive prescience*.

Possessions: Dorje of Psionic Dimensional Door (ML 7th, 2 charges), Elixir of Hiding x2, Elixir of Sneaking x2, Mindblades (Keen Psychokinetic Burst Shorts Sword +3) x2, Poison Ingested-type) x2

Cadan is a powerful leader in his own right and holds a high position within the cult. He could have delegated this assignment, but Cadan knows that the only way to get a "job done right is to do it yourself." He will not stop until the PCs make him - one way or the other.

Cadan Marhain, Cult Assassin CR 14

Male Human Ranger 2 / Psi-Warrior 6 / Soulknife (PrC) 6
NE Medium Humanoid (Human, Psionic)

Init: +5; **Senses:** Listen +14, Search +13, Spot +14
Aura -

Languages: Common, Elven, Gith

AC: 14; touch 11, flat-footed 14
(+1 Dex, +3 armor)

hp 97 (14 HD; 8d8+6d10+28)

Saves: Fort +12, Ref +11, Will +10

Speed: 30+5 ft.

Melee: Mindblade +21 (1dd+10 plus 1d4; 17-20/x2)

Full Melee: Mindblade +19/+19/+14 (1dd+10 plus 1d4; 17-20/x2)

Ranged: Mindblade +17 (1dd+10 plus 1d4; 30ft range; 17-20/x2)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +12/+7/+2; Grapple: +17

Special Actions: / **Combat Options:** Bladewind, Favored Enemy (Humans +2), Great Cleave, Greater Psionic Weapon* (+4d6 dmg), Power Attack, Psychic Strike (move action, +1d8 dmg). * Requires expending Psionic Focus.

Combat Gear: Dorje of Psionic Dimensional Door (ML 7th, 2 charges), 2x Mindblades (Keen Psychokinetic Burst Shorts Sword +3), Dark Reaper Poison (Ingested, DC 18, Initial: 2d6 Con damage, Secondary: 1d6 Con + 1d6 Str damage) x5.

Psi-Warrior Powers (ML 6th, PP: 11+10, DC 12 + power level):
2nd: *hustle, prowess, psionic lion's charge*.

1st: *elfsight, offensive precognition, offensive prescience*.

Abilities: Str 20, Dex 13, Con 14, Int 14, Wis 16, Cha 8

SQ: Combat Style (Two-Weapon), Mindblade (+3, free action), Mindblade Enhancement (+2), Shape Mindblade, Throw Mindblade, Wild Empathy (+2+ Cha).

Feats: Cleave, Great Cleave, Greater Psionic Weapon, Improved Initiative, Power Attack, Psionic Weapon^B, Speed of Thought, Track^B, Two-Weapon Fighting^B, Weapon Focus (Short Sword)^B, Weapon Specialization (Short Sword)^B.

Skills: Autohypnosis +3+5=8, Climb +5+7=12, Concentration +2+16=18, Heal +3+5=8, Hide +1+11=12, Jump +5+7=12, Knowledge (Psionics) +0+4=4, Listen +3+11=14, Move Silently +1+11=12, Search +2+11=13, Spot +3+11=14, Survival +3+5=8.

Possessions: 45,000cp or Combat Gear plus: Amulet of Health +4, Belt of Strength +4, Bracers of Armor +3, Elixir of Hiding x2, Elixir of Sneaking x2, Periapt of Wisdom +2.

Bladewind (Su): At 6th level, a soulknife gains the ability to momentarily fragment his mind blade into numerous identical blades, each of which strikes at a nearby opponent. As a full attack, when wielding his mind blade, a soulknife can give up his regular attacks and instead fragment his mind blade to make one melee attack at his full base attack bonus against each opponent within reach. Each fragment functions identically to the soulknife's regular mind blade. When using bladewind, a soulknife forfeits any bonus or extra attacks granted by other feats or abilities (such as the Cleave feat or the haste spell). The mind blade immediately reverts to its previous form after the bladewind attack.

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Psychic Strike (Su): As a move action, a soulknife of 3rd level or higher can imbue his mind blade with destructive psychic energy. This effect deals an extra 1d8 points of damage to the next ~~living, nonmindless~~ target he successfully hits with a melee attack (or ranged attack, if he is using the throw mind blade ability). Creatures immune to mind-affecting effects are immune to psychic strike damage. (Unlike the rogue's sneak attack, the psychic strike is not precision damage and can affect creatures otherwise immune to extra damage from critical hits or more than 30 feet away, provided they are ~~living, nonmindless creatures~~ not immune to mind-affecting

effects.). At 7th level, the extra damage from a soulknife's psychic strike increases to 2d8.

A mind blade deals this extra damage only once when this ability is called upon, but a soulknife can imbue his mind blade with psychic energy again by taking another move action. Once a soulknife has prepared his blade for a psychic strike, it holds the extra energy until it is used. Even if the soulknife drops the mind blade (or it otherwise dissipates, such as when it is thrown and misses), it is still imbued with psychic energy when the soulknife next materializes it.

Cadan is a powerful leader in his own right and holds a high position within the cult. He could have delegated this assignment, but Cadan knows that the only way to get a "job done right is to do it yourself." He will not stop until the PCs make him - one way or the other.



Cult Thug

Cult Thug: Human males and females, Bru 9; CR 9; Medium-size humanoid; 9 HD; hp 85; Init +2; Spd 40 ft.; AC 18 (touch 12, flat-footed 16); Atk +14/+9 melee (Greatclub 1d12+6; 20/x3) or +11/+6 ranged (Javelin 1d6+4; 20/x2); SV Fort +9, Ref +5, Will +4; AL CE; Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Climb +15, Intimidate +11, Jump +15, Listen +13, Survival +13; Cleave, Improved Bull Rush, Power Attack, Quick Draw, Weapon Focus (Greatclub).

Possessions: Bone Greatclub +1, Chitin Armor +1, Javelin (x6), Psionic Tattoo of Offensive Precognition (ML 10th, +4 to hit) x2; 7 cp.

Cult Thug CR 9

Human Barbarian (Brute) 9

CE Medium Humanoid (Human)

Init: +2; **Senses:** Listen +13, Search +0, Spot +1

Aura -

Languages: Common

AC: 18; touch 12, flat-footed 16; Improved Uncanny Dodge (+2 Dex, +5 armor)

hp 85 (9 HD; 9d12+27)

Damage Reduction: 1/-

Saves: Fort +9, Ref +5, Will +4

Speed: 40 ft.

Melee: Greatclub +14 (1d12+6; 20/x3)

Full Melee: Greatclub +14/+9 (1d12+6; 20/x3)

Ranged: Javelin +11 (1d6+4; 20/x2)

Full Ranged: Javelin +11/+6 (1d6+4; 20/x2)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +9/+4; Grapple: +13

Special Actions: / Combat Options: Rage (3/day, +4 Str & Con/+2 Will/-2 AC, 5 rounds)

Combat Gear: Bone Greatclub +1, Chitin Armor +1, Javelin (x6)

Abilities: Str 18, Dex 14, Con 16, Int 10, Wis 12, Cha 8

SQ: Damage Reduction, Fast Movement, Illiteracy, Improved Uncanny Dodge, Trap Sense (+3).

Feats: Cleave, Improved Bull Rush, Power Attack, Quick Draw, Weapon Focus (Greatclub).

Skills: Climb +4+12-1=15, Intimidate -1+12=11, Jump +4+12-1=15, Listen +1+12=13, Survival +1+12=13.

Possessions: 12,000cp or Combat Gear plus: Amulet of Health +2, Gauntlets of Ogre Strength +2, Psionic Tattoo of Offensive Precognition (ML 10th, +4 to hit) x2; 7cp

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.



Mercenary Archer

Mercenary Archer: Human males and females, Ftr 10; CR 10; Medium-size humanoid; 10 HD; hp 65; Init +8; Spd 30 ft.; AC 17 (touch 14, flat-footed 13); Atk +13 melee (Dagger 1d4+2; 19-20/x2) or +15/+15/+10 ranged (Composite Longbow 1d8+5; Range 165 ft; 19-20/x3); SV Fort +9, Ref +7, Will +3; AL NE; Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 8.

Skills and Feats: Climb +15, Jump +15, Knowledge (Warcraft) +3, Listen +6, Spot +14; Far Shot, Greater Weapon Focus (Longbow) (B), Improved Critical (Longbow), Improved Initiative, Manyshot (B), Point Blank Shot, Precise Shot (B), Rapid Shot (B), Skill Focus (Spot), Weapon Focus (Longbow) (B), Weapon Specialization (Longbow) (B).

Possessions: Composite (+2 Str) Longbow +1, Eyes of the Eagle, Gloves of Dexterity +2, Lesser Bracers of Archery, MW Bone Dagger, Potion of Expeditious Retreat (CL 1st), Psionic Tattoo of Offensive Precognition (ML 10th, +4 to hit), Studded Leather Armor +1.

See appendix for more information.

Mercenary Archer CR 10

Human Fighter 10
NE Medium Humanoid (Human)
Init: +8; **Senses:** Darkvision 60ft.; Listen +6, Search +1, Spot +14
Aura -
Languages: Common, Elven

AC: 17; touch 14, flat-footed 13
(+4 Dex, +3 armor)
hp 65 (10 HD; 10d10)
Saves: Fort +9, Ref +7, Will +3

Speed: 30 ft.
Melee: Dagger +13 (1d4+2; 19-20/x2)
Ranged: Comp. Longbow +17 (1d8+5; Range 165 ft; 19-20/x3)
Full **Ranged:** Comp. Longbow +17/+12 (1d8+5; Range 165 ft;
19-20/x3) or Comp. Longbow +15/+15/+10 (1d8+5; Range 165
ft; 19-20/x3)
Space: 5 ft.; Reach: 5 ft.
Base Attack: +10/+5; Grapple: +12
Special Actions: / Combat Options: Manyshot, Point Blank
Shot, Rapid Shot
Combat Gear: Composite (+2 Str) Longbow +1, MW Bone
Dagger, Studded Leather Armor +1

Abilities: Str 14, Dex 18, Con 14, Int 12, Wis 10, Cha 8
SQ: -
Feats: Far Shot, Greater Weapon Focus (Longbow) ^B,
Improved Critical (Longbow), Improved Initiative, Manyshot
^B, Point Blank Shot, Precise Shot ^B, Rapid Shot ^B, Skill Focus
(Spot), Weapon Focus (Longbow) ^B, Weapon Specialization
(Longbow) ^B.
Skills: Climb +2+13, Handle Animal +0+0, Intimidate +0+0,
Jump +2+13, Knowledge (Warcraft) +1+2, Listen +0+(12/2),
Spot +0+(12/2)+5+3.
Possessions: 16,000cp or Combat Gear plus: Eyes of the Eagle,
Gloves of Dexterity +2, Lesser Bracers of Archery, Potion of
Expeditious Retreat (CL 1st), Psionic Tattoo of Offensive
Precognition (ML 10th, +4 to hit).



Mercenary Psion

Mercenary Psion: Human Female, Psi (Kineticist) 10; CR 10;
Medium-size Humanoid; 10 HD; hp 71; Init +2; Spd 30 ft.; AC
12 (touch 12, flat-footed 10); Atk: +4 melee (Shortspear 1d6-1;
20/x2) or +5 melee touch (by power) or Ranged Touch +7 (by
power) or +7 ranged (Shortspear 1d6-1; Range 20 ft; 20/x2);
SQ: Psionic Focus; SV Fort +4, Ref +5, Will +7; AL NE; Str 8,
Dex 14, Con 12, Int 15+1+4, Wis 10, Cha 14
Skills and Feats: Concentration +17, Intimidate +15,
Knowledge (Psionics) +18, Knowledge (Warcraft) +18, Psicraft
+18; Chain Power, Empower Power, Greater Psionic
Endowment (B), Psycrystal Affinity, Psionic Body, Psionic
Endowment, Psionic Meditation (B), Quicken Power (B).
Psion Powers: (**Power Points:** 113, DC 15 + power level) 5th -
adapt body, energy current, power resistance, psychic crush;

4th - control body, correspond, energy ball, psionic dimension
door; 3rd - dispel psionics, energy cone, solicit psycrystal,
ubiquitous vision; 2nd - concealing amorphia, energy missile,
energy stun, forced sense link; 1st - conceal thoughts, detect
psionics, force screen, inertial armor, mind thrust.
Possessions: Headband of Intellect +4.
See Appendix for more information

Mercenary Psion CR 10

Female Human Psion (Kineticist) 10
NE Medium Humanoid (Human)
Init: +2; Listen +0, Search +5, Spot +0
Aura -
Languages: Balican, Common, Elven, Giantish

AC: 12; touch 12, flat-footed 10
(+2 Dex)
hp 71 (10 HD; 10d4+10+16)
Saves: Fort +4, Ref +5, Will +7

Speed: 30 ft.
Attack: Shortspear +4 (1d6-1; 20/x2) or Touch +5 (by power)
Ranged: Shortspear +7 (1d6-1; Range 20 ft; 20/x2) or Ranged
Touch +7 (by power)
Space: 5 ft.; Reach: 5 ft.
Base Attack: +5; Grapple: +5
Special Actions: / Combat Options: Greater Psionic
Endowment (+2 DC, spend Focus), Psionic Meditation (Move
action),
Combat Gear: Shortspear (3x)

Psion Powers (ML 10th, PP: 88+25, DC 15 + power level):
5th: adapt body, energy current, power resistance, psychic
crush.
4th: control body, correspond, energy ball, psionic dimension
door.
3rd: dispel psionics, energy cone, solicit psycrystal, ubiquitous
vision.
2nd: concealing amorphia, energy missile, energy stun, forced
sense link.
1st: conceal thoughts, detect psionics, force screen, inertial
armor, mind thrust.

Abilities: Str 8, Dex 14, Con 12, Int 15+1+4, Wis 10, Cha 14
SQ: Psycrystal (ML 10th, Single-minded).
Feats: Chain Power, Empower Power, Greater Psionic
Endowment ^B, Psycrystal Affinity, Psionic Body, Psionic
Endowment, Psionic Meditation ^B, Quicken Power ^B.
Skills: Concentration +1+13+3, Intimidate +2+13, Knowledge
(Psionics) +5+13, Knowledge (Warcraft) +5+13, Psicraft +5+13.
Possessions: 16,000cp or Combat Gear plus: Headband of
Intellect +4.



Street Tough

Street Tough: Human males and females, Rog 5: CR 5; Medium-size humanoid; 5 HD; hp 24; Init +3; Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +8 melee (Dagger 1d4+2; 19-20/x2); SV Fort +2, Ref +11, Will +3; AL NE; Str 14, Dex 16, Con 10, Int 12, Wis 13, Cha 8.

Skills and Feats: Bluff +7, Climb +6, Escape Artist +11, Hide +11, Intimidate +7, Jump +6, Listen +9, Move Silently +11, Sleight of Hand +11, Spot +9, Tumble +11; Toughness, Weapon Finesse, Weapon Focus (Dagger).

Possessions: Feather Token (Whip), MW Dagger, MW Studded Leather Armor, Potion Fruit of Cure Light Wounds (CL 1st), Psionic Tattoo of Animal Affinity (ML 8th; +4 Dex, +4 Con) x2, Psionic Tattoo of Metaphysical Weapon (ML 17th; +5) x2.

See appendix for more information.

Street Tough CR 5

Human Rogue 5

NE Medium Humanoid (Human)

Init: +3; **Senses:** Darkvision 60ft.; Listen +9, Search +1, Spot +9
Aura -

Languages: Common, Elven

AC: 16; touch 13, flat-footed 13; Uncanny Dodge

(+3 Dex, +3 armor)

hp 24 (6 HD; 6d6+3)

Saves: Fort +2, Ref +11, Will +3; Evasion

Speed: 30 ft.

Melee: Dagger +8 (1d4+2; 19-20/x2)

Ranged: Dagger +8 (1d4+2; 19-20/x2)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +3; Grapple: +5

Special Actions: / Combat Options: Sneak Attack (+3d6)

Combat Gear: MW Dagger, MW Studded Leather Armor

Abilities: Str 14, Dex 16, Con 10, Int 12, Wis 13, Cha 8

SQ: Evasion, Trapfinding, Trap Sense (+1), Uncanny Dodge.

Feats: Toughness, Weapon Finesse, Weapon Focus (Dagger).

Skills: Bluff -1+8, Climb +2+4, Escape Artist +3+8, Hide +3+8,

Intimidate -1+8, Jump +2+4, Listen +1+8, Move Silently +3+8,

Sleight of Hand +3+8, Spot +1+8, Tumble +3+8.

Possessions: 4,300cp or Combat Gear plus: Feather Token (Whip), Potion Fruit of Cure Light Wounds (CL 1st), Psionic Tattoo of Animal Affinity (ML 8th; +4 Dex, +4 Con) x2, Psionic Tattoo of Metaphysical Weapon (ML 17th; +5) x2.



South From Balic

Nikaal Tribe Members

Nikaal Tribe Members: Nikaal males and females, PW 4: CR 4; Medium-size humanoid; 4 HD; hp 28; Init +1; Spd 30 ft.; AC 18 (touch 11, flat-footed 17); Atk +8 melee (tkaesali, only at 10 ft, 1d10+3; 20/x3) or +7/+7/+2 melee (Claw/Claw/Bite 1d4+3/1d4+3/1d4+1) or +5 Spit Acid (10 ft range, DC 11 reflex or 2d4 Acid); SV Fort +5, Ref +2, Will +4; SA: Spit Acid; AL CN; 16, Dex 13, Con 12, Int 10, Wis 16, Cha 8.

Skills and Feats: Climb +5, Concentration +8, Jump +5, Search +3; Dodge (B), Mobility (B), Teamwork, Weapon Focus (Tkaesali).

Psi-Warrior Powers: (ML 4th, PP: 10/11, DC 13 + power level): 2nd: painful strike; 1st: biofeedback, burst, inertial armor.

Possessions: 5 cp, tkaesali, obsidian dagger.

Nikaal Tribe Members CR 4

Nikaal Psi-Warrior 4

CN Medium Humanoid (Psionic, Reptilian)

Init: +1; **Senses:** Listen +3, Search +3, Spot +3

Aura -

Languages: Common, Nikaal

AC: 18; touch 11, flat-footed 17; Dodge, Mobility

(+1 Dex, +3 Nat, +4 armor)

hp 22 (4 HD; 4d8+4)

Saves: Fort +5, Ref +2, Will +4

Speed: 30 ft.

Full Melee: 2x Claw +7 (1d4+3) and Bite +2 (1d4+1)

Melee: Tkaesali +8 (1d10+3; at 10 ft only; 20/x2) or Claw +7 (1d4+3)

Ranged: Spit +5 (1d4 Acid; 15 ft; 20/x2)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +4; Grapple: +7

Special Actions: / Combat Options: Acid Spit (5/day, DC 11), Teamwork.

Combat Gear: Tkaesali

Psi-Warrior Powers (ML 4th, PP: 5+6-1, DC 13 + power level):

2nd: painful strike.

1st: biofeedback, burst, inertial armor.

Abilities: Str 16, Dex 13, Con 12, Int 10, Wis 16, Cha 8

SQ: Heat Tolerance.

Feats: Dodge ^B, Mobility ^B, Teamwork, Weapon Focus (Tkaesali).

Skills: Climb +3+2=5, Concentration +1+7=8, Jump +3+2=5, Search +0+3=3

Possessions: -

Acid Spit (Ex): As a standard action, a nikaal can spit a glob of acid at one target within 15 feet, doing 2d4 points of acid damage. The target can make a Reflex save (DC 11) for half

damage. The nikaal can spit acid once every three rounds, up to five times per day. The save DC is Constitution-based.

Heat Tolerance (Ex): A nikaal's scales regulate the body's temperature in the hot sun. Nikaals need only half the water humans need and are not as troubled by heat dangers. They treat very hot temperatures as normal and extreme heat as though it were only very hot. Abysmal heat affects them normally, however, and wearing armor of any kind except shields negates this ability.



Fort Sharprock

Garek

Garek: Human male Rng 6/Bru 2: CR 8; Medium-size humanoid; 8 HD; hp 64; Init +6; Spd 40 ft.; AC 15 (touch 12, flat-footed 13); Atk +10/+5 melee (Greatclub 1d10+1; 20/x2) or +11/+6 ranged (Comp. Longbow 1d8+1; 110 ft range; 20/x3) or +7 ranged (Comp. Longbow w/Manyslot 1d8+1 plus 1d8+1; 30 ft range; 20/x3); **SA:** Animal Companion, Favored Terrain (Rocky Badlands +2, Sandy Wastes +4), Rage (1/day, +4 Str & Con/+2 Will/-2 AC, 5 rounds), Uncanny Dodge, Wild Empathy (+5); SV Fort +10, Ref +7, Will +4; AL N; Str 12, Dex 14, Con 16, Int 10, Wis 14, Cha 8.

Skills and Feats: Climb +1, Handle Animal +4, Heal +7, Hide +13, Jump +1, Knowledge (Nature) +1, Listen +10, Move Silently +13, Ride +10, Search +5, Spot +10, Survival +13; Endurance (B), Improved Initiative, Manyslot (B), Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot (B), Track (B).

Possessions: MW Composite (+3) Longbow, MW Bone Greatclub, MW Studded Leather Armor, MW Rusted (as Bone) Short Sword, map, 100 cp.

Julian - Animal Companion, Medium Advanced Viper Snake male: CR -; Medium-size Animal; 4 HD; hp 22; Init +2; Spd 20 ft., Climb 20 ft.; AC 19 (touch 14, flat-footed 15); Atk +7 melee (Bite: 1d4-1 plus Poison; 20/x2); **SA:** Animal Companion (3rd lvl), Evasion, Link, Share Spells, Poison (DC 15, 1d6/1d6 Con); SV Fort +4, Ref +8, Will +2; AL N; Str 9, Dex 18, Con 12, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +6, Spot +6; Ability Focus (Poison), Weapon Finesse.

Garek CR 8

Male Human Ranger 6 / Barbarian (Brute) 2

TN Medium Humanoid (Human)

Init: +6; **Senses:** Listen +10, Search +5, Spot +10

Aura -

Languages: Common

AC: 15; touch 12, flat-footed 13; Uncanny Dodge

(+2 Dex, +3 armor)

hp 64 (8 HD; 6d8+2d12+24)

Saves: Fort +10, Ref +7, Will +4

Speed: 40 ft.

Melee: Greatclub +10 (1d10+1; 20/x2) or Short Sword +9 (1d6+0; 19-20/x2)

Full Melee: Greatclub +10/+5 (1d10+1; 20/x2)

Ranged: Comp. Longbow +11 (1d8+1; 110 ft range; 20/x3) or Manyslot +7 (1d8+1 plus 1d8+1; 30 ft range; 20/x3)

Full Ranged: Comp. Longbow +11/+6 (1d8+1; 110 ft range; 20/x3)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +8/+3; Grapple: +9

Special Actions: / Combat Options: Manyslot, Point Blank Shot, Precise Shot, Rage (1/day, +4 Str & Con/+2 Will/-2 AC, 5 rounds).

Combat Gear: MW Composite (+3) Longbow, MW Bone Greatclub, MW Studded Leather Armor, MW Rusted (as Bone) Short Sword.

Ranger Spells (CL 3rd, DC 12 + power level): 1st: detect poison, endure elements.

Abilities: Str 12, Dex 14, Con 16, Int 10, Wis 14, Cha 8

SQ: Animal Companion (3rd lvl, Snake named Julian), Combat Style (Ranged), Fast Movement, Favored Terrain (Rocky Badlands +2, Sandy Wastes +4), Improved Combat Style, Uncanny Dodge, Wild Empathy (+5).

Feats: Endurance ^B, Improved Initiative, Manyslot ^B, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot ^B, Track ^B.

Skills: Climb +1+0=1, Handle Animal -1+5=4, Heal +2+5=7, Hide +2+11=13, Jump +1+0=1, Knowledge (Nature) +0+1=1, Listen +2+8=10, Move Silently +2+11=13, Ride +2+3=10, Search +0+5=5, Spot +2+8=10, Survival +2+11=13.

Possessions: map, 100 cp.

Favored Terrain (Ex): At any time when you could normally select a favored enemy, you may instead choose to select a favored terrain. You receive a bonus to Hide, Knowledge (nature), Move Silently, Spot and Survival checks made within your favored terrain.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.



THE RIVAL PARTY

Antoinius

Antoinius: Human Male, Ftr 11; CR 11; Medium-size Humanoid; 11 HD; hp 71; Init +6; Spd 20 ft; AC 21 (touch 12, flat-footed 19); Atk +18/+13/+8 melee (al Hulak 1d6+8; 19-20/x3) or +13/+8/+3 ranged (composite longbow 1d6+5; 20/x3), SV Fort +8, Ref +5, Will +3; AL CN; Str 19, Dex 14, Con 12, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +15, Handle Animal +13, Jump +15, Spot +3; Blind-Fight, Combat Expertise, Combat Reflexes, Hidden Talent (Conceal Thoughts), Improved Critical (Al Hulak), Improved Disarm, Improved Initiative, Teamwork, Quick Draw, Weapon Focus (Al Hulak); Weapon Specialization (Al Hulak)

Possessions: Al Hulak +2, Belt of Giant's Strength +2, Composite (+5) Longbow, Large Wooden Shield +2, Scale Mail +1, Psionic Tattoo of Animal Affinity (ML 3rd) x2, Psionic Tattoo of Claws of the Vampire (ML 7th) x2, quiver with 24 arrows; 200 cp

Antoinius CR 11

Male Human Fighter 11

CN Medium Humanoid (Human, Psionic)

Init: +6; **Senses:** Darkvision 60ft.; Listen +0, Search +1, Spot +3
Aura -

Languages: Balican, Common

AC: 21; touch 12, flat-footed 19

(+2 Dex, +5 armor, +4 shield)

hp 71 (11 HD; 11d10+11)

Saves: Fort +8, Ref +5, Will +3

Speed: 20 (Base 30 ft.)

Melee: Al Hulak +18 (1d6+8; 19-20/x3)

Ranged: Comp. Longbow +13 (1d8+5; 100 ft range; 20/x3)

Space: 5 ft.; Reach: 5 ft. (10 ft w/ Al Hulak)

Base Attack: +11/+6/+1; Grapple: +15

Special Actions: / Combat Options: Combat Expertise, Combat Reflexes (3/round), Improved Disarm (+4, +6 w/ Al Hulak),

Combat Gear: Al Hulak +2, Composite (+5) Longbow, Large Wooden Shield +2, Scale Mail +1

Psion Powers (CL 1st, PP: 2, DC 9 + power level): 1st - conceal thoughts.

Abilities: Str 19, Dex 14, Con 12, Int 13, Wis 10, Cha 8

SQ: -

Feats: Blind-Fight, Combat Expertise ^B, Combat Reflexes ^B, Hidden Talent (Conceal Thoughts), Improved Critical (Al Hulak) ^B, Improved Disarm ^B, Improved Initiative ^B, Teamwork, Quick Draw, Weapon Focus (Al Hulak), Weapon Specialization (Al Hulak) ^B.

Skills: Climb +4+14-3, Craft +0+0, Handle Animal -1+14, Intimidate -1+0, Jump +4+14-3, Ride +2+8-3, Spot +0+(6/2).

Possessions: 21,000cp or Combat Gear plus: Belt of Giant's Strength +2, Psionic Tattoo of Animal Affinity (ML 3rd) x2, Psionic Tattoo of Claws of the Vampire (ML 7th) x2; 200cp

Antoinius hails from Balic, and was once an officer in that city's army. He fled Balic during the riots following the disappearance of the Dictator Andropinis, when slaves and freemen alike stormed the Dictator's palace. Antoinius is a soldier and to some extent a man of honor. He is an even-tempered and trustworthy character at least compared to his companions, whom he met by chance after escaping the riots in Balic. On a well-traversed caravan road, Antoinius was attacked by a band of gith. Gystra Straightarm, Rangewalker and Trechus came to his assistance, and after the battle offered him to join their ranks as bounty hunters, seeing he had slain more than half a dozen gith by himself before they intervened. Antoinius bears many scars from battles fought against gith, giants and other creatures inhabiting the Estuary of the Forked Tongue. He is extremely muscular for a human, stands 6'9 tall and has hands big enough that they could crush a man's skull. He still wears the decorated hatori scale mail, crimson cape and olive-colored sash that made up his army uniform, even though they are worn and tattered from life on the desert roads, hunting men and beasts. His weapon is as impressive as the man – a magical chitin al Hulak that does not show a single chip or dent. Antoinius also carries a composite longbow and quiver on his back.



Gystra Straightarm

Gystra Straightarm: Human male, Clr10; CR 10; Medium-size humanoid; 10 HD; hp 65; Init -1; Spd 30 ft.; AC 12 (touch 9, flat-footed 12); Atk +8/+3 melee (iron heavy mace 1d8; 20/x2); SA Turn undead, Spells; SV Fort +9, Ref +2, Will +11; AL NE; Str 10, Dex 8, Con 14, Int 14, Wis 18, Cha 12.

Skills and Feats: Concentration +15(+4), Diplomacy +9, Heal +12, Knowledge (Religion) +17, Listen +4, Spellcraft +9; Combat Casting, Extra Turning, Extend Spell, Heighten Spell, Still Spell

Possessions: MW Studded Leather, MW Iron Heavy Mace, Elemental Symbol (Earth); 150 cp.

Cleric Spells (CL 10th, 6/5+d/5+d/4+d/4+d/2+d; DC 14 + spell level): 0 - create element, detect magic, detect poison, light mending, read magic; 1st - bless element, command, detect undead, endure elements, inflict light wounds, magic stone (d); 2nd - bear's endurance, cure moderate wounds, hold person, inflict moderate wounds, shatter, soften earth and stone (d); 3rd - cure serious wounds, dispel magic, inflict serious wounds, meld into stone, secure shelter (d); 4th - cure critical wounds, elemental armor, elemental weapon, inflict critical wounds, spike stones (d); 5th - greater command, stonewalk (d), true seeing.

Domains: Earthen Embrace, Forged Stone.

Gystra Straightarm CR 10

Human Cleric (Earth) 10
NE Medium Humanoid (Human)
Init: -1; **Senses:** Listen +4, Search +2, Spot +4
Aura -
Languages: Common, Dwarven, Tarek

AC: 12; touch 9, flat-footed 12
(-1 Dex, +3 armor)
hp 65 (10 HD; 10d8+20)
Resistances: Acid 10
Saves: Fort +9, Ref +2, Will +11

Speed: 30 ft.
Melee: Mace +8 (1d8; 20/x2)
Full Melee: Mace +8/+3 (1d8; 20/x2)
Ranged: Touch +7 (by spell)
Space: 5 ft.; Reach: 5 ft.
Base Attack: +7/+2; Grapple: +7
Special Actions: / Combat Options: -
Combat Gear: MW Studded Leather, MW Iron Heavy Mace, Elemental Symbol (Earth)

Spells prepared (6/5/5/4/4/3; base DC = 14 + spell level): 0 know direction, ; 1st -

Cleric Spells (CL 10th, 6/5+d/5+d/4+d/4+d/2+d; DC 14 + spell level):
5th: greater command, stoneskin (d), true seeing.
4th: cure critical wounds, elemental armor, elemental weapon, inflict critical wounds, spike stones (d).
3rd: cure serious wounds, dispel magic, inflict serious wounds, meld into stone, secure shelter (d).
2nd: bear's endurance, cure moderate wounds, hold person, inflict moderate wounds, shatter, soften earth and stone (d).
1st: bless element, command, detect undead, endure elements, inflict light wounds, magic stone (d).
0th: create element, detect magic, detect poison, light mending, read magic.

Abilities: Str 10, Dex 8, Con 14, Int 14, Wis 18, Cha 12
SQ: Domains, Turn Undead (8/day).
Feats: Combat Casting, Extra Turning, Extend Spell, Heighten Spell, Still Spell.
Skills: Concentration +2+13(4)=15(+4), Diplomacy +1+8=9, Heal +4+8=12, Knowledge (Religion) +3+13=17, Listen +4+0, Spellcraft +1+8=9.
Possessions: 5,800cp or Combat Gear plus: Periapt of Wisdom +2; 65gp

Domains: (Earth)
- Earthen Embrace: Class Skill: Survival; Weapon: Bolas; Granted Power: You can use your Survival ability to assess your depth underground (DC 15); You gain your cleric level in acid resistance.
- Forged Stone: Class Skill: Search; Weapon: Maul; Granted Power: You gain the stonecunning ability.

Gystra Straightarm is a cautious and selfish man with no moral conscience. Gystra's parents died while he was very young, and he was sent to live with a cruel relative who treated him badly. Despite the harsh treatment, Gystra developed a keen intellect and instincts. He realized on his own that the elements of nature could bestow magical powers, and soon he forged a pact with the elemental powers of Earth, whom he deemed stronger than the other elements. Just think of all the sand and mountains that exist, Gystra figured. However, Gystra had also developed selfishness and hate from the upbringing by his cruel relative. Armed with his newly acquired powers, Gystra slew the elder, and claimed his death in the name of the Earth. Through the killing of men, Gystra believes he is avenging the powers of the Earth and contributing to the renewal of Athas, since his victims will slowly transform into new earth – and was it not the races of Athas that ravaged the planet to the barren wasteland it is today? To Gystra killing makes perfect sense – others would claim him to be quite mad. Thus he keeps his true motivations hidden, and conceals his agenda through bounty hunting. That way he also legalizes his activities and also generates a fair income. He has even acquired competent helpers – the unruly Rangewalker, and the more loyal Antoinius and the mul Trechus.

Gystra is a tall, broad-shouldered and somewhat handsome dark-bearded man. His rank posture and good physique could make one mistake him for a warrior. He wears a hooded brown travelling cloak over a suit of studded leather armor. He carries a most impressive weapon, an iron mace, and the fact that he does proves that he is capable of defending himself with it.



Rangewalker

Rangewalker: Half-elf Female, Rng 6/Ass 6; CR 12; Medium-size Humanoid; 12 HD; hp 66; Init +8; Spd 30 ft; AC 20 (touch 15, flat-footed 16); Atk +14/+14/+9/+9 melee (Wrist Razor 1d6+4; 18-20/x2) or +15/+10 ranged (Comp. Longbow 1d8+4; 110 ft; 20/x3); **SA:** Death Attack, Sneak Attack +3d6; **SQ:** Favored Enemy (Animals +2, Humans +4), Improved Uncanny Dodge (can't be flanked), Poison Use, +3 save vs poison; SV Fort +10, Ref +16, Will +6; AL NE; Str 16, Dex 18, Con 12, Int 16, Wis 11, Cha 10

Skills and Feats: Bluff +15, Climb +8, Concentration +10, Disguise +4 (+2), Handle Animal +11, Hide +19, Jump +8, Listen +16, Move Silently +19, Search +5, Spot +16, Survival +11; Blind Fight, Combat Reflexes, Improved Initiative, Improved Two-Weapon Fighting (B), Endurance (B), Track (B), Two-Weapon Fighting (B), Weapon Finesse, Weapon Focus (Wrist Razors).

Possessions: Composite (+3) Longbow +1, Studded Leather Armor +2, Wrist Razor +1, Belt of Strength +2, Gloves of Dexterity +2, Psionic Tattoo of Darkvision x2, Ring of Protection +1, Shard of Search +8 x2, Vest of Resistance +2; 870cp, 2 torches

Rangewalker CR 12

Female Half-Elf Ranger 6 / Assassin 6

NE Medium Humanoid (Elf)

Init: +8; **Senses:** Low-Light Vision; Listen +16, Search +5, Spot +16

Aura -

Languages: Common, Elven, Giant, Kreen

AC: 20; touch 15, flat-footed 16; Improved Uncanny Dodge (+4 Dex, +5 armor, +1 Def)

hp 66 (12 HD; 6d10+6d6+12)

Saves: Fort +10, Ref +16, Will +6

Speed: 30 ft.

Melee: Wrist Razor +16 (1d6+4; 18-20/x2)

Full Melee: 2x Wrist Razor +14/+9 (1d6+4; 18-20/x2)

Ranged: Comp. Longbow +15 (1d8+4; 110 ft range; 20/x3)

Full Ranged: Comp. Longbow +15/+10 (1d8+4; 110 ft range; 20/x3)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +10/+5; Grapple: +13

Special Actions: / Combat Options: Combat Reflexes (4/round), Death Attack (DC 19), Favored Enemy (Animals +2, Humans +4), Sneak Attack (+3d6).

Combat Gear: Composite (+3) Longbow +1, Studded Leather Armor +2, Wrist Razor +1 x2.

Assassin Powers (ML 6th, 3+1/3+1/1+1; DC 13 + spell level):

3rd: deeper darkness, false life, nondetection.

2nd: alter self, darkness, invisibility, pass without trace, spider climb.

1st: detect poison, obscuring mist, sleep, true strike .

Ranger Spells (CL 3rd, DC 10 + spell level): 1st - pass without trace.

Abilities: Str 16, Dex 18, Con 12, Int 16, Wis 11, Cha 10

SQ: Animal Companion (none), Combat Style (Two-Weapon), Half-Elf Traits, Improved Combat Style, Improved Uncanny Dodge, Low-Light Vision, Poison Use, Saves Against Poison (+3), Uncanny Dodge, Wild Empathy (+2).

Feats: Blind Fight, Combat Reflexes, Improved Initiative, Improved Two-Weapon Fighting ^B, Endurance ^B, Track ^B, Two-Weapon Fighting ^B, Weapon Finesse, Weapon Focus (Wrist Razors).

Skills: Bluff +15, Climb +8, Concentration +10, Disguise +4(+2), Handle Animal +11, Hide +19, Jump +8, Listen +16, Move Silently +19, Search +5, Spot +16, Survival +11.

Possessions: 27,000cp or Combat Gear plus: Belt of Strength +2, Gloves of Dexterity +2, Psionic Tattoo of Darkvision x2, Ring of Protection +1, Shard of Search +8 x2, Vest of Resistance +2; 870cp.

Death Attack: If an assassin studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, the assassin can undertake other actions so long as his attention stays focused

on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + the assassin's class level + the assassin's Int modifier) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per level of the assassin. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before he can attempt another death attack.

Favored Enemy (Ex): At 1st level, a ranger may select a type of creature from among those given on Table: Ranger Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Half-Elf Traits:

- Half-elves gain a +2 racial bonus to Disguise checks when impersonating elves or humans.
- A +1 racial bonus on Listen, Search and Spot checks. Half-elves have keen senses, but not as keen as those of an elf.
- A +2 racial bonus on all Survival and Handle Animal checks. Half-elves spend a lot of time in the wilds of the tablelands.
- Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.

Poison Use (Ex): Assassins are trained in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade

Little is known about the mysterious Rangewalker. None of her companions know her true name. How she came to work with Gystra Straightarm is unknown to Antoinius and Trechus, and the truth would perhaps unsettle them. In fact she tried to murder him and steal his crodlu while he was asleep, but did not anticipate the magical wards he had placed about his camp. The two fought a battle that taxed them both greatly, and they realized that even if one of them would finish the other, the victor would not likely survive for long in the brutal Athasian wilderness. Thus they settled for a truce, and Gystra extended her an offer to join him as a manhunter, for she was indeed a formidable warrior. Rangewalker is a cautious and treacherous half-elf woman, but she accepted the proposal and has apparently honored her agreement with Gystra to this day.

Rangewalker is tall, well trained and very agile. Her dark brown hair is unruly and gathered in a knot supported by some kind of bone, tied at her neck. The half-elf female is slim

and stands about 6' tall. She moves with the grace of a jazst and the speed of an elf. She wears dark leather pants, a worn khaki-colored tunic and a light grey overtunic. While travelling, she covers her face with a tattered brown scarf. Rangewalker has a shortbow and quiver on her back, flung across her shoulder, but she obviously fancies her obsidian wrist razors, which she wears at all times.



Trechus

Trechus: Mul Male, Gla 9; CR 10; Medium-size Humanoid; 9 HD; hp 76; Init +2; Spd 30 ft; AC 16 (touch 12, flatfooted 14); Atk +15/+10 melee (gouge 1d10+8; 20/x3) or +12/+7 ranged (Atlatl Javelin 1d6+5; 40 ft range; 20/x3); **SA:** Gladiatorial Performance, Improved Feint, Mercy, No Mercy; **SQ:** Arena Guile, Armor Optimization (+1 AC), Darkvision 30', Extended Activity, Tireless, SV Fort +9, Ref +9, Will +2; AL CN; Str 20, Dex 14, Con 14, Int 10, Wis 8, Cha 12

Skills and Feats: Bluff +11, Climb +6, Intimidate +11, Jump +6, Perform +12, Sense Motive +9, Tumble +7; Cleave, Deflect Arrows, Exotic Weapon Proficiency (Ko•, Lotulis, Wrist Razor) (B), Improved Feint (B), Improved Unarmed Strike (B), Power Attack, Quick Draw.

Possessions: Leather Armor +1, MW Dagger x2, Shocking Gouge +1, Javelin x20, Psionic Tattoo of Inflict Pain (ML 3rd) x3, Wrist Razor; [10 gp](#), [1 water pouch](#).

Trechus CR 9

Male Mul Gladiator 9

CN Medium Humanoid (Dwarf)

Init: +2; **Senses:** Darkvision 30ft.; Listen -1, Search +0, Spot -1
Aura -

Languages: Common

AC: 16; touch 12, flat-footed 14; Improved Uncanny Dodge (+2 Dex, +4 armor)

hp 76 (9 HD; 9d12+18)

Damage Reduction: 1/- (non-lethal)

Saves: Fort +9, Ref +9, Will +2

Speed: 30 ft.

Melee: Gouge +15 (1d10+8 plus 1d6 Electricity; 20/x3) or Wrist Razor +14 (1d6+5; 18-20/x2) or Dagger +15 (1d4+5; 19-20/x2)

Ranged: Atlatl Javelin +12 (1d6+5; 40 ft.; 20/x3)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +9/+4; Grapple: +14

Special Actions: / Combat Options: Gladiatorial Performance, Improved Feint (Move action), Mercy, No Mercy.

Combat Gear: Leather Armor +1, MW Dagger x2, Shocking Gouge +1, Javelin x20, Wrist Razor

Abilities: Str 20, Dex 14, Con 14, Int 10, Wis 8, Cha 12

SQ: Arena Guile (+4), Armor Optimization (+1 AC), Improved Uncanny Dodge, Mul Traits, Uncanny Dodge.

Feats: Cleave, Deflect Arrows, Exotic Weapon Proficiency (Ko•, Lotulis, Wrist Razor) ^B, Improved Feint ^B, Improved Unarmed Strike ^B, Power Attack, Quick Draw.

Skills: Bluff +11, Climb +6, Intimidate +11, Jump +6, Perform +12, Sense Motive +9, Tumble +7.

Possessions: 12,000cp or Combat Gear plus: Psionic Tattoo of Inflict Pain (ML 3rd) x3; 100 cp

Mul Traits:

- **Tireless:** Muls get a +4 racial bonus to checks for performing a physical action that extends over a period of time (running, swimming, holding breath, and so on). This bonus stacks with the Endurance feat. This bonus may also be applied to savings throws against spells and magical effects that cause weakness, fatigue, exhaustion or enfeeblement.
- **Extended Activity:** Muls may engage in up to 12hours of hard labor or forced marching without suffering from fatigue.
- **Dwarven Blood:** For all effects related to race, a mul is considered a dwarf. Muls, for example, are just as vulnerable to effects that affect dwarves as their dwarf ancestors are, and they can use magic items that are only usable by dwarves.
- **Nonlethal Damage Resistance 1/-.** Muls are difficult to subdue, and do not notice minor bruises, scrapes, and other discomforts that pain creatures of other races.

Trechus the mul was born a slave and trained from an early age to become a gladiator. He never knew his parents, and learnt discipline through the whip. His owners, Nibenese nobles, sent the young mul to be trained in the gladiatorial arts at the famous gladiatorial school of House Jarko, and Trechus excelled in every class. He quickly became a favorite in the arena of Nibenay, and eventually was granted his freedom after killing a braxat in single combat. It did not take long before Trechus met Gystra Straightarm, who extended an offer to the mul to join him and his half-elf partner, known only as Rangewalker. Trechus gladly accepted. Though spirited at times, Trechus is loyal and competent – and he expects nothing less from his companions.

Trechus stands 5'8 tall, and is extremely well trained. His leather armor bulges from the huge muscles constrained within it, and the mul's gouge looks particularly vicious. The mul's eyes watch your every step, as if he is waiting for something to happen. His arms and chest are covered with tattoos, detailing his life in the gladiatorial arenas, every foe fought and overcome is documented on his arms and chest, and judging from them you can tell he is an experienced warrior. One cannot help but notice the decorated pair of bone daggers in Trechus' belt, and how close the mul keeps at least one of his hands near one of them at all times.



THE EMISSARY'S EXPEDITION

Zhogirrat Dir-Neqnar, the Emissary - see The Banquet

Arat

Arat: Half-Elf Male, Clr 11 (Silt); CR 11; Medium-size Humanoid; 11 HD; hp 60; Init +3; Spd 30 ft.; AC 21 (touch 13, flat-footed 18); Atk +10/+5 or +8 melee (Alak 1d6+2; 20/x3 or by spell) or +11 ranged touch spell; **SA:** -; **SQ:** Rebuke Undead; SV Fort +8, Ref +6, Will +11; AL NE; Str 10, Dex 16, Con 13, Int 12, Wis 22, Cha 6.

Skills & Feats: Concentration +15(+4), Heal +15, Knowledge (Religion) +11, Listen +7, Search +2, Spellcraft +10, Spot +7, Survival +22; Brew Potion, Combat Casting, Enlarge Spell, Extra Turning, Still Spell.

Cleric Spells (CL 11th, 6/7+d/6+d/5+d/4+d/3+d/2+d, DC 16 + spell level): 0th - detect magic, guidance, inflict minor wounds, light, mending, read magic; 1st - bane, bless element, cooling canopy, divine favor, entropic shield, hide from undead, sanctuary, sand pit (d), shield of faith; 2nd - augury, desecrate, silence, sound burst x2, speak with dead (d), spiritual weapon; 3rd - contagion, cure serious wounds, ~~magic vestment~~, sand pit, sand spray (d), searing light, summon monster 2; 4th - cure critical wounds, death ward, ~~greater magic weapon~~, vampiric touch (d); 5th - elemental strike, greater command, sand flow (d), slay living; 6th - blade barrier (d), braxatskin, harm.

Domains: Broken Sands, Dead Heat

Possessions: MW Alak (with Greater Magic Weapon cast on it, +2), MW Light Wooden Shield (with Magic Vestment cast on it, +2), Studded Leather Armor +2, Psionic Tattoo of Read Thoughts (ML 3rd), Periapt of Wisdom +4, paraelemental symbol.

Arat CR 11

Male Half-Elf Cleric (Silt) 11
NE Medium Humanoid (Elf)

Init: +3; **Senses:** Low-Light Vision; Listen +7, Search +2, Spot +7

Aura: -

Languages: Common, Elven, Gith

AC: 21; touch 13, flat-footed 18
(+3 Dex, +5 armor, +1+2 shield)
hp 60 (11 HD; 11d8+11)

Saves: Fort +8, Ref +6, Will +11

Speed: 30 ft.; Pass Without Trace

Melee: Alak +10 (1d6+2; 20/x3) or Touch +8 (by spell)

Ranged: Ranged Touch +11 (by spell)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +8/+3; Grapple: +8

Special Actions: / Combat Options: -

Combat Gear: MW Alak (+2), MW Light Wooden Shield (+2), Studded Leather Armor +2.

Cleric Spells (CL 11th, 6/7+d/6+d/5+d/4+d/3+d/2+d, DC 16 + spell level):

6th: blade barrier (d), braxatskin, harm.

5th: elemental strike, greater command, sand flow (d), slay living.

4th: cure critical wounds, death ward, ~~greater magic weapon~~, vampiric touch (d).

3rd: contagion, cure serious wounds, ~~magic vestment~~, sand pit, sand spray (d), searing light, summon monster 2.

2nd: augury, desecrate, silence, sound burst x2, speak with dead (d), spiritual weapon.

1st: bane, bless element, cooling canopy, divine favor, entropic shield, hide from undead, sanctuary, sand pit (d), shield of faith.

0th: detect magic, guidance, inflict minor wounds, light, mending, read magic.

Abilities: Str 10, Dex 16, Con 13, Int 12, Wis 22, Cha 6

SQ: Domains, Half-Elf Traits, Low-Light Vision, Rebuke Undead (5/day).

Feats: Brew Potion, Combat Casting, Enlarge Spell, Extra Turning, Still Spell.

Skills: Concentration +1+14(+4), Heal +6+9, Knowledge (Religion) +1+10, Listen +6+0+1, Search +1+0+1, Spellcraft +1+9, Spot +6+0+1, Survival +6+14+2.

Possessions: 21,000cp or Combat Gear plus: Psionic Tattoo of Read Thoughts (ML 3rd), Periapt of Wisdom +4; 100cp.

Domains:

- Broken Sands - Class Skill: Survival; Weapon: Alak; Granted Power: You continually use *pass without trace* as the spell. This is a supernatural ability.
- Dead Heat - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.

Half-Elf Traits:

- Half-elves gain a +2 racial bonus to Disguise checks when impersonating elves or humans.
- A +1 racial bonus on Listen, Search and Spot checks. Half-elves have keen senses, but not as keen as those of an elf.
- A +2 racial bonus on all Survival and Handle Animal checks. Half-elves spend a lot of time in the wilds of the tablelands.
- Elven Blood: For all effects related to race, a half-elf is considered an elf. Half-elves, for example, are just as vulnerable to effects that affect elves as their elf ancestors are, and they can use magic items that are only usable by elves.



Awakened Mekillot

Awakened Mekillot: CR 13; Huge Magical Beast; 18 HD; hp 207; Init +0; Spd 30 ft.; AC 21 (touch 8, flat-footed 21); Atk +23/+21 melee (Tongue Lash 2d6+11 and Bite 2d6+4); **SA:** Improved Grab, Swallow Whole, Trample; **SQ:** Low-Light Vision, Scent; AL NE; SV Fort +18, Ref +11, Will +6; Str 33, Dex 10, Con 25, Int 12, Wis 10, Cha 11

Skills and Feats: Listen +23, Spot +23; Alertness, Combat Reflexes, Improved Natural Attack (Tongue Lash), Multiattack, Toughness, Weapon Focus (Tongue Lash), Weapon Focus (Bite).

Reference: See *Terrors of Athas*, pg 201 for the full stats.

Awakened Mekillot CR 13

Awakened Mekillot

NE Huge Magical Beast (Augmented Animal)

Init: +0; **Senses:** Low-Light Vision, Scent; Listen +23, Search +1, Spot +23

Aura -

Languages: none (understands Giustenal)

AC: 21; touch 8, flat-footed 21
(-2 size, +13 Nat)

hp 207 (18 HD; 16d8+126)

Saves: Fort +18, Ref +11, Will +6

Speed: 30 ft.

Melee: Tongue Lash +23 (2d6+11; 20/x2) or Bite +23 (2d8+11; 20/x2)

Full Melee: Tongue Lash +23 (2d6+11; 20/x2) and Bite +21 (2d8+5; 20/x2)

Space: 15 ft.; Reach: 15 ft. (20 ft w/ Tongue Lash)

Base Attack: +13; Grapple: +32

Special Actions: / Combat Options: Combat Reflexes (2/round), Improved Grab, Swallow Whole, Trample (DC 30, 2d8+16).

Abilities: Str 33, Dex 10, Con 25, Int 12, Wis 10, Cha 11

SQ: Low-Light Vision, Scent.

Feats: Alertness, Combat Reflexes, Improved Natural Attack (Tongue Lash), Multiattack, Toughness, Weapon Focus (Tongue Lash), Weapon Focus (Bite).

Skills: Bluff +0+21, Listen +0+21+2, Spot +0+21+2.

The Emissary's mounts are specially augmented to have the Scent ability. They have been subjected to an *Awaken* spell and taught to worship Dregoth as a god. They will contribute to the caravan's defense to the best of their ability, using Scent and their natural attacks as necessary.



Awakened Inix

Awakened Inix: CR 4; Large Magical Beast; 8 HD; hp 60; Init +2; Spd 40 ft.; AC 18 (touch 11, flat-footed 16); Atk +10/+5 melee (Bite 1d8+7; 20/x2 and Tail Slap 1d4+7; 20/x2); **SA:** Improved Grab, Swallow Whole; **SQ:** Low-Light Vision, Scent; AL NE; SV Fort +9, Ref +8, Will +3; Str 20, Dex 15, Con 16, Int 6, Wis 12, Cha 9

Skills and Feats: Listen +8, Spot +9; Alertness, Combat Reflexes, Improved Natural Armor.

Reference: See *Terrors of Athas*, pg 193 for the full stats.

Awakened Inix CR 4

Awakened Inix

NE Large Magical Beast (Augmented Animal)

Init: +2; **Senses:** Low-Light Vision, Scent; Listen +8, Search -2, Spot +9

Aura -

Languages: -

AC: 18; touch 11, flat-footed 16
(-1 size, +2 Dex, +7 Nat)

hp 60 (8 HD; 8d8+24)

Saves: Fort +9, Ref +8, Will +3

Speed: 40 ft.

Melee: Bite +10 (1d8+7; 20/x2) or Tail Slap +10 1d4+7; 20/x2)

Full Melee: Bite +10 (1d8+7; 20/x2) and Tail Slap +5 (1d4+2; 20/x2)

Space: 10 ft.; Reach: 5 ft. (10 ft w/ Tail)

Base Attack: +6; Grapple: +14

Special Actions: / Combat Options: Combat Reflexes (4/round), Improved Grab, Swallow Whole

Abilities: Str 20, Dex 15, Con 16, Int 6, Wis 12, Cha 9

SQ: Improved Carrying Capacity, Low-Light Vision, Scent

Feats: Alertness, Combat Reflexes, Improved Natural Armor.

Skills: Listen +1+5+2, Spot +1+6+2.

The Emissary's mounts are specially augmented to have the Scent ability. They have been subjected to an *Awaken* spell and taught to worship Dregoth as a god. They will contribute to the caravan's defense to the best of their ability, using Scent and their natural attacks as necessary.



Dray Warriors

Dray Warriors: 2nd Gen Male and Female Dray, Ftr 5; CR 6; Medium-size Dragon; 5 HD; hp 42; Init +5; Spd 30 ft.; AC 19 (touch 12, flat-footed 17); Atk +10 or +9/+9/+4 (Longspear 1d8+9; 10 ft reach; 20/x3 or 2x Claw 1d4+4; 20/x2 and Bite (1d6+4; 20/x2) or +6 ranged (Javelin 1d6+4; 30 ft range; 20/x2); **SA:** -; **SW:** Darkvision 30 ft., Fire Resistance 10, Immunities, Less Water, Light Sensitivity, Low-Light Vision; SV Fort +8,

Ref +3, Will +2; AL NE; Str 18, Dex 13, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +12, Jump +12; Daylight Adaptation, Improved Initiative, Power Attack (B), Weapon Focus (Longspear) (B), Weapon Specialization (Longspear) (B).

Possessions: Longspear +1, Javelin x5, Potion-Orb of Shield of Faith (CL 1st) x3, Studded Leather Armor +1, Vest of Resistance +1.

Dray Warriors CR 6

Dray (2nd Gen.) Fighter 5
NE Medium Dragon

Init: +5; **Senses:** Darkvision 30 ft., Low-Light Vision; Listen +0, Search +0, Spot +0

Aura -

Languages: Giustenal

AC: 19; touch 12, flat-footed 17

(+2 Dex, +4 armor, +3 Nat)

hp 42 (5 HD; 5d10+15)

Resistances: Fire 10

Immunities: Sleep & Paralysis; **Weaknesses:** Light Sensitivity

Saves: Fort +8, Ref +3, Will +2

Speed: 30 ft.

Melee: Longspear +10 (1d8+9 10 ft reach; 20/x3) or Claw +9 (1d4+4; 20/x2) or Bite +9 (1d6+4; 20/x2)

Full **Melee:** 2x Claw +9 (1d4+4; 20/x2) and Bite +4 (1d6+2; 20/x2)

Ranged: Javelin +6 (1d6+4; 30 ft range; 20/x2)

Space: 5 ft.; Reach: 5 ft. (10 ft w/ Longspear)

Base Attack: +5; Grapple: +9

Special Actions: / Combat Options: Power Attack.

Combat Gear: Longspear +1, Javelin x5, Studded Leather Armor +1

Abilities: Str 18, Dex 13, Con 16, Int 10, Wis 10, Cha 10

SQ: Dark Vision 30 ft., Immunities, Less Water, Light Sensitivity, Low-Light Vision, Resistances.

Feats: Daylight Adaptation, Improved Initiative, Power Attack^B, Weapon Focus (Longspear)^B, Weapon Specialization (Longspear)^B

Skills: Climb +4+8, Jump +4+8.

Possessions: 4,300cp or Combat Gear plus: Potion-Orb of Shield of Faith (CL 1st) x3, Vest of Resistance +1.

Immunities (Ex): Dray are immune to magic sleep effects and paralysis effects.

Less Water (Ex): Dray only need 1/2 as much of the normal water requirement for their size category when active, and only 1/4 the requirement when they are Inactive.

Light Sensitivity (Ex): Dray are dazzled in bright sunlight or within the radius of a daylight spell.



Human Servants

Human Servants: Human Male and Female, Ftr 3; CR 2; Medium-size Humanoid; 3 HD; hp 22; Init +5; Spd 30 ft.; AC 15 (touch 12, flat-footed 13); Atk +6 melee (Carrikal 1d8+2; 20/x3) or +4 ranged (Javelin 1d6+2; 30 ft; 20/x2); **SA:** -; **SQ:** -; SV Fort +5, Ref +2, Will +2; AL CN; Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10; **Skills and Feats:** Climb +7, Handle Animal +6; Cleave, Dodge, Power Attack (B), Weapon Focus (Carrikal) (B).

Possessions: MW Carrikal, Javelin x5, Studded Leather Armor

Human Servants CR 3

Human Fighter 3

CN Medium Humanoid (Human)

Init: +5; **Senses:** Listen +1, Search -1, Spot +1

Aura -

Languages: Common

AC: 15; touch 12, flat-footed 13; Dodge

(+2 Dex, +3 armor)

hp 22 (3 HD; 3d10+6)

Saves: Fort +5, Ref +2, Will +2

Speed: 30 ft.

Melee: Carrikal +6 (1d8+2; 20/x3)

Ranged: Javelin +4 (1d6+2; 30 ft range; 20/x2)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +3; Grapple: +5

Special Actions: / Combat Options: Cleave, Power Attack.

Combat Gear: MW Carrikal, Javelin x5, Studded Leather Armor

Abilities: Str 15, Dex 13, Con 14, Int 8, Wis 12, Cha 10

SQ: -

Feats: Cleave, Dodge, Improved Initiative, Power Attack^B, Weapon Focus (Carrikal)^B.

Skills: Climb +2+6-1, Handle Animal +0+6.

Possessions: none (-1 CR)



Kalin

Kalin: CR 4; Large Aberration; 7 HD; Hp 45; Init +3; Spd 50 ft., Climb 30 ft.; AC 16 (touch 12, flat-footed 13); Atk +9/+6/+6 melee (Bite 2d6+4 and 2x Claws 1d6+2); **SA:** Improved Grab, Pounce, Web; **SQ:** Darkvision 60ft, Tremorsense 60 ft.; AL TN; SV Fort +4, Ref +5, Will +5; Str 18, Dex 16, Con 14, Int 2, Wis 10, Cha 4

Skills and Feats: Climb +13, Hide +8, Jump +20, Move Silently +11, Spot +6; Improved Natural Attack (Bite), Multiattack, Weapon Focus (Bite).

Reference: See *Terrors of Athas*, pg 99 for the full stats.



Kalin Riders

Kalin Riders: 2nd Gen Male and Female, Ftr 5 / Tpl 5; CR 11; Medium-size Dragon; 10 HD; hp 80; Init +7; Spd 20 ft.; AC 24 (touch 12, flat-footed 22); Atk +12/+7 (Lance 1d8+7; 20/x3) or +11/+11/+6 (2x Claw 1d4+3; 20/x2 and Bite 1d6+3; 20/x2) or +11/+6 Ranged (Javelin 1d6+3; 30 ft range; 20/x2); **SA:** Death Touch, Lance (10 ft reach, 2x dmg on mounted charge), Smite; **SQ:** Assume Domain, Darkvision 30 ft., Fire Resistance 10, Immunities, Less Water, Light Sensitivity, Low-Light Vision, Sigil, Rebuke Undead; SV Fort +12, Ref +5, Will +6; AL NE; Str 16, Dex 16, Con 16, Int 10, Wis 10, Cha 16.

Skills and Feats: Concentration +13, Diplomacy +13(+2), Handle Animal +11, Ride +7; Daylight Adaptation, Improved Initiative, Mounted Combat, Power Attack (B), Secular Authority (B), Weapon Focus (Lance) (B), Weapon Specialization (Lance) (B).

Possessions: Amulet of Natural Armor +1, Belt of Strength +2, Gloves of Dexterity +2, Lance +1, Light Wooden Shield +1, Javelin x5, Potion-Orb of Cure Moderate Wounds (CL 3rd) x2, Potion-Orb of Shield of Faith (CL 1st) x2, Shell Breastplate +1, Vest of Resistance +1.

Kalin Riders CR 11

Dray (2nd Gen.) Fighter 5 / Templar 5

NE Medium Dragon

Init: +7; **Senses:** Darkvision 30 ft., Low-Light Vision; Listen +0, Search +0, Spot +0

Aura -

Languages: Giustenal

AC: 24; touch 12, flat-footed 22
(+2 Dex, +6 armor, +3+1 Nat, +2 shield)
hp 80 (10 HD; 5d10+5d8+30)

Resistances: Fire 10

Immunities: Sleep & Paralysis; **Weaknesses:** Light Sensitivity

Saves: Fort +12, Ref +5, Will +6

Speed: 20 ft. (base 30 ft)

Melee: Lance +12 (1d8+7; 10 ft reach, 2x dmg on mounted charge; 20/x3) or Claw +11 (1d4+3; 20/x2) or Bite +11 (1d6+3; 20/x2)

Full Melee: Lance +12/+7 (1d8+7; 10 ft reach, 2x dmg on mounted charge; 20/x3) or 2x Claw +11 (1d4+3; 20/x2) and Bite +6 (1d6+3; 20/x2)

Ranged: Javelin +11 (1d6+3; 30 ft range; 20/x2)

Full Ranged: Javelin +11/+6 (1d6+3; 30 ft range; 20/x2)

Space: 5 ft.; Reach: 5 ft. (10 ft w/ Longspear)

Base Attack: +8/+3; Grapple: +11

Special Actions: / Combat Options: Death Touch (5d6), Elemental Might (+3 Acid dmg), Power Attack, Smite (1/day, +4 to hit/+5 dmg).

Combat Gear: Lance +1, Light Wooden Shield +1, Javelin x5, Shell Breastplate +1

Templar Spells (CL 5th, 6/7+d/5+d, DC 13 + spell level): see *Dark Sun 3e Rules*, pg 138 for Templar spell list; suggested spells:

2nd: bear's endurance, death knell (d), cure moderate wounds, remove paralysis, resist energy, silence.

1st: command, comprehend languages, divine favor, doom, endure elements, cause fear (d), hand of the sorcerer king, shield of faith.

0th: detect magic, detect poison, guidance, inflict minor wounds, light, mending, read magic.

Abilities: Str 16, Dex 16, Con 16, Int 10, Wis 10, Cha 16

SQ: Assume Domain, Darkvision 30 ft., Immunities, Less Water, Light Sensitivity, Low-Light Vision, Secular Authority (5/day), Sigil, Rebuke Undead (6/day), Resistances.

Feats: Daylight Adaptation, Improved Initiative, Mounted Combat, Power Attack ^B, Secular Authority ^B, Weapon Focus (Lance) ^B, Weapon Specialization (Lance) ^B.

Skills: Concentration +3+10, Diplomacy +3+10(+2), Handle Animal +3+8, Ride +2+8-3.

Possessions: 16,000cp or Combat Gear plus: Amulet of Natural Armor +1, Belt of Strength +2, Gloves of Dexterity +2, Potion-Orb of Cure Moderate Wounds (CL 3rd) x2, Potion-Orb of Shield of Faith (CL 1st) x2, Vest of Resistance +1.

Domains:

- **Death** - You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).
- **Destruction** - You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

Elemental Might: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus as energy damage to your weapon for 1 full round. The type of damage dealt must match your patron element's descriptor.

Immunities (Ex): Dray are immune to magic sleep effects and paralysis effects.

Less Water (Ex): Dray only need 1/2 as much of the normal water requirement for their size category when active, and only 1/4 the requirement when they are inactive.

Light Sensitivity (Ex): Dray are dazzled in bright sunlight or within the radius of a daylight spell.

Secular Aptitude (Ex): At 1st level, you gain Secular Authority as a bonus feat. In addition, you receive a competence bonus to Secular Authority checks equal to half your class level.

Sigil (Sp): Every templar receives a sigil that is the sign of their rank and station as a templar within their city's templarate. The form of the sigil is unique to each city-state, but is always unmistakable for what it is. The sigil serves as your divine focus, and also allows you to use the spell-like powers arcane mark, purify food and drink, and slave scent a combined total of times equal to 3 + your Cha modifier. These spell-like powers do not count against your total of spells per day.



Warlord Sar'ach Dir-Dasso

Warlord Sar'ach Dir-Dasso: 2nd generation Dray Male, Wiz 11 / Psi 4 (Telepath); CR 16; Medium-size Dragon; 15 HD; hp 67; Init +5; Spd 30 ft; AC 18 (touch 11, flatfooted 17); Atk +7/+2/+2 melee (Touch spell or Dagger 1d4; 19-20/x2 and Claw 1d4; 20/x2 and Bite 1d6; 20/x2) or +7/+2 ranged (Touch spell or Dagger 1d4; 19-20/x2); **SQ:** Darkvision 30 ft., Fire Resistance 10, Immunities, Less Water, Light Sensitivity, Low-Light Vision; SV Fort +10, Ref +9, Will +14; AL LE; Str 10, Dex 13, Con 14, Int 26, Wis 8, Cha 14

Skills and Feats: Bluff +20, Concentration +20, Diplomacy +6, Knowledge (Arcana) +25, Knowledge (Psionics) +25, Knowledge (Religion) +9, Psicraft +14, Sense Motive +6, Spellcraft +27; Daylight Adaptation, Empower Spell (B), Enlarge Spell (B), Greater Spell Focus (Evocation), Improved Initiative, Overchannel (B), Quicken Spell, Scribe Scroll (B), Spell Focus (Evocation), Talented.

Wizard Spells (CL 11th, 4/4+2/4+2/4+2/3+2/2+1/1+1, DC 18 (+2 for Evocation spells E) + spell level): 0th - detect magic, disrupt undead, mage hand, message; 1st - detect undead, magic missile (E), obscuring mist, mage armor x2, shield; 2nd - acid arrow, darkness (E), invisibility, bear's endurance, protection from arrows, see invisibility; 3rd - dispel magic, empowered magic missile (E), haste, invisibility sphere x2, lightning bolt (E); 4th - arcane eye, empowered acid arrow, enlarged slow, stonemind, quickened shield; 5th - empowered fireball (E), feeblemind, quickened shield; 6th - chain lightning (E), enlarged cone of cold (E).

Psion Powers (CL 4th, PP: 25, DC 18 + power level): 1st - call to mind, conceal thoughts, mindlink, mindthrust, missive; 2nd - brain lock, read thoughts, psionic tongues, sustenance.

Possessions: Dagger x2, Headband of Intelligence +6, Potion-Orb of Shield of Faith (CL 6th, +3 Def), Scroll of Teleport (CL 9th), Wand of Lightning Bolt (CL 10th, 6 charges left), Wand of Magic Missile (CL 9th, 21 charges left), Vest of Resistance +4; 40cp

Warlord Sar'ach Dir-Dasso CR 16

Dray (2nd Gen.) Wizard 11 / Psion (Telepath) 4
LE Medium Dragon

Init: +5; **Senses:** Darkvision 30 ft., Low-Light Vision; Listen -1, Search +8, Spot -1

Aura -

Languages: Common, Giant, Giustenal, Terran

AC: 18; touch 11, flat-footed 17

(+1 Dex, +4 armor, +3 Nat)

hp 67 (15 HD; 15d4+30)

Resistances: Fire 10

Immunities: Sleep & Paralysis; **Weaknesses:** Light Sensitivity

Saves: Fort +10, Ref +9, Will +14

Speed: 30 ft.

Melee: Dagger +7 (1d4; 19-20/x2) or Claw +7 (1d4; 20/x2) or Bite +7 (1d6; 20/x2) or Touch +7 (by spell)

Full Melee: Dagger +7 (1d4; 19-20/x2) and Claw +2 (1d4; 20/x2) and Bite +2 (1d6; 20/x2)

Ranged: Ranged Touch +8 (by spell)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +7/+2; Grapple: +7

Special Actions: / Combat Options: Talented (+1 ML, expend Psionic Focus)

Combat Gear: Dagger x2

Psion Powers (CL 4th, PP: 25, DC 18 + power level):

2nd: brain lock, read thoughts, psionic tongues, sustenance.

1st: call to mind, conceal thoughts, mindlink, mindthrust, missive.

Wizard Spells (CL 11th, 4/4+2/4+2/4+2/3+2/2+1/1+1, DC 18 (+2 for Evocation spells E) + spell level):

6th: chain lightning E, enlarged cone of cold E.

5th: empowered fireball E, feeblemind, quickened shield.

4th: arcane eye, empowered acid arrow, enlarged slow, stonemind, wall of fire E.

3rd: dispel magic, empowered magic missile E, haste, invisibility sphere x2, lightning bolt E.

2nd: acid arrow, darkness E, invisibility, bear's endurance, protection from arrows, see invisibility.

1st: detect undead, magic missile E, obscuring mist, mage armor x2, shield.

0th: detect magic, disrupt undead, mage hand, message.

Spellbook: (add extra Known spell up to limit)

6th: chain lightning E.

5th: feeblemind.

4th: arcane eye, stonemind, wall of fire.

3rd: dispel magic, fireball E, haste, invisibility sphere, lightning bolt E, slow.

2nd: darkness, invisibility, melf's acid arrow, protection from arrows, see invisibility, shatter.

1st: detect undead, mage armor, magic missile, obscuring mist, shield.

0th: detect magic, disrupt undead, mage hand, message.

Abilities: Str 10, Dex 13, Con 14, Int 26, Wis 8, Cha 14

SQ: Darkvision 30 ft., Immunities, Less Water, Light Sensitivity, Low-Light Vision, Resistances.

Feats: Daylight Adaptation, Empower Spell ^B, Enlarge Spell ^B, Greater Spell Focus (Evocation), Improved Initiative, Overchannel ^B, Quicken Spell, Scribe Scroll ^B, Spell Focus (Evocation), Talented.

Skills: Bluff +2+18, Concentration +2+18, Diplomacy +2+0+2+2, Gather Information +2+0, Knowledge (Arcana) +7+18, Knowledge (Psionics) +7+18, Knowledge (Religion) +7+2, Psicraft +7+7, Sense Motive -1+7, Spellcraft +7+18+2.

Possessions: 59,000cp or Combat Gear plus: Headband of Intelligence +6, Rope of Climbing, Scroll of Teleport (CL 9th), Wand of Magic Missile (CL 9th, 21 charges left), Vest of Resistance +4; 40cp.

Sar'ach is of medium height and build for a dray, with gray scales and black eyes, not unlike those of a snake. He wears red patternless capes, and conceals his face under a hood. Strapped within a holster on his right arm is an obsidian dagger, it's paired twin is fastened to his opposite thigh. A wand made from bone decorated with sigils and runes and an obsidian crown is fastened to his belt.



Warlord Thrynn Dir-Nazaav

Warlord Thrynn Dir-Nazaav: 2nd generation Dray Male, Wizard 15; CR 16; Medium-size Dragon; 15 HD; hp 67; Init +5; Spd 30 ft; AC 20 (touch 13, flatfooted 19); Atk +7/+7/2 melee (2x Claws 1d4; 20/x2 and Bite 1d6; 20/x2) or +8/+3 ranged (by spell); **SQ:** Darkvision 30 ft., Fire Resistance 10, Immunities, Less Water, Light Sensitivity, Low-Light Vision; SV Fort +10, Ref +9, Will +14; AL NE; Str 10, Dex 13, Con 14, Int 26, Wis 14, Cha 8

Skills and Feats: Bluff +17, Concentration +20, Knowledge (Arcana) +26, Knowledge (Religion) +23, Spellcraft +28; Daylight Adaptation, Extend Spell (B), Forge Ring, Greater Spell Focus (Necromancy), Improved Initiative, Maximize Spell (B), Quicken Spell (B), Scribe Scroll (B), Spell Focus (Necromancy), Weapon Focus (Ray).

Wizard Spells (CL 15th, 4/4+2/4+2/4+2/4+1/3+1/2+1/1+1, DC 18 (+2 for Necromancy spells (N)) + spell level): 0th - detect magic, disrupt undead, mage hand x2, message x2; 1st - detect undead, feather fall, magic missile, ray of enfeeblement (N) x2, shield; 2nd - blindness/deafness (N), extended mage armor, ghoulish touch (N), mirror image, see invisibility, spectral hand (N); 3rd - boneclaw's cut (N), extended protection from arrows, fly, halt undead N, protection from elements, vampiric touch (N); 4th - animate dead, bestow curse (N), enervation (N), extended haste, maximized ray of enfeeblement (N), stonework; 5th - cloudkill, extended lesser globe of invulnerability, quickened magic missile, quickened shield, telekinesis; 6th - eyebite (N), flesh to stone, forceful hand, maximized vampiric touch (N); 7th - control undead (N), quickened fireball, spell turning; 8th - horrid wilting (N), mindblank.

Possessions: Headband of Intelligence +6, Ring of Protection +2, Wand of Maximized Ray of Enfeeblement (CL 7th, 7 charges left), Vest of Resistance +3; 60cp.

Warlord Thrynn Dir-Nazaav CR 16

Male Dray (2nd Gen.) Wizard 15

NE Medium Dragon

Init: +5; **Senses:** Darkvision 30 ft., Low-Light Vision; Listen +2, Search +8, Spot +2

Aura -

Languages: Common, Dwarven, Elven, Giustenal

AC: 20; touch 13, flat-footed 19

(+1 Dex, +4 armor, +3 Nat, +2 Def)

hp 67 (15 HD; 15d4+30)

Resistances: Fire 10

Immunities: Sleep & Paralysis; **Weaknesses:** Light Sensitivity

Saves: Fort +10, Ref +9, Will +14

Speed: 30 ft.

Melee: Claw +7 (1d4; 20/x2) or Bite +7 (1d6; 20/x2) or Touch +7 (by spell)

Full Melee: 2x Claw +2 (1d4; 20/x2) and Bite +2 (1d6; 20/x2)

Ranged: Ranged Touch +8 (by spell) or Ray +9 (by spell)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +7/+2; Grapple: +7

Special Actions: / Combat Options: -

Combat Gear: -

Wizard Spells (CL 15th, 4/4+2/4+2/4+2/4+1/3+1/2+1/1+1, DC 18 (+2 for Necromancy spells ^N) + spell level):

8th: horrid wilting ^N, mindblank.

7th: control undead ^N, quickened fireball, spell turning.

6th: eyebite ^N, flesh to stone, forceful hand, maximized vampiric touch ^N.

5th: cloudkill, extended lesser globe of invulnerability, quickened magic missile, quickened shield, telekinesis.

4th: animate dead, bestow curse ^N, enervation ^N, extended haste, maximized ray of enfeeblement ^N, stonework.

3rd: boneclaw's cut ^N, extended protection from arrows, fly, halt undead ^N, protection from elements, vampiric touch ^N.

2nd: blindness/deafness ^N, extended mage armor, ghoulish touch ^N, mirror image, see invisibility, spectral hand ^N.

1st: detect undead, feather fall, magic missile, ray of enfeeblement ^N x2, shield.

0th: detect magic, disrupt undead, mage hand x2, message x2.

Spellbook: (add extra Known spell up to limit)

8th: horrid wilting, mindblank.

7th: control undead, spell turning.

6th: eyebite, flesh to stone, forceful hand.

5th: cloudkill, telekinesis.

4th: animate dead, bestow curse, enervation, lesser globe of invulnerability, stonework.

3rd: boneclaw's cut, fireball, fly, halt undead, haste, protection from elements, vampiric touch.

2nd: blindness/deafness, ghoulish touch, mirror image, protection from arrows, see invisibility, spectral hand.

1st: detect undead, feather fall, magic missile, ray of enfeeblement, shield.

0th: detect magic, disrupt undead, mage hand x2, message x2.

Abilities: Str 10, Dex 13, Con 14, Int 26, Wis 14, Cha 8

SQ: Darkvision 30 ft., Immunities, Less Water, Light Sensitivity, Low-Light Vision, Resistances.

Feats: Daylight Adaptation, Extend Spell ^B, Forge Ring, Greater Spell Focus (Necromancy), Improved Initiative, Maximize Spell ^B, Quicken Spell ^B, Scribe Scroll ^B, Spell Focus (Necromancy), Weapon Focus (Ray).

Skills: Bluff -1+18, Concentration +2+18, Knowledge (Arcana) +8+18, Knowledge (Religion) +8+15, Spellcraft +8+18+2.

Possessions: 59,000cp or Combat Gear plus: Headband of Intelligence +6, Ring of Protection +2, Scroll of Persistent Mirage Arcana (see Appendix 2) x4, Wand of *Maximized Ray of Enfeeblement* (CL 7th, 7 charges left), Vest of Resistance +3; 60cp.

Thrynn is short of height and does not share the powerful frame of many of his dray peers. However, he has a supreme intellect, as his high forehead would suggest. The warlord wears a dark gray cloak with intricate arcane patterns woven in red thread. His scales are dark reddish brown, and his eyes are as red glowing embers. His portfolio of spells centers around necromancy and protective spells designed to keep him from harm.



Warlord Vex'al Dir-Hissakt

Warlord Vex'al Dir-Hissakt: 2nd generation Dray Female, Psychic Warrior 15; CR 16: Medium-size Dragon; 15 HD; hp 142; Init +2; AC 30 (touch 13, flatfooted 28); Atk +19/+14/+9/+11 melee (Scimitar 1d6+9; 15-20/x2 and Bite 1d6+2; 20/x2) or Longbow +13/+8/+3 (1d8; 20/x3); **SQ:** Darkvision 30 ft., Fire Resistance 10, **Immunities**, **Less Water**, **Light Sensitivity**, **Low-Light Vision**; SV Fort +14, Ref +7, Will +8; AL LN; Str 20, Dex 14, Con 20, Int 12, Wis 16, Cha 9.

Skills and Feats: Climb +23, Concentration +23, Jump +23; Cleave (B), Daylight Adaptation, Extend Power, Imprint Stone, Improved Critical (Scimitar) (B), Power Attack (B), Psionic Meditation, Psionic Weapon (B), Quick Draw, Sunder, Weapon Focus (Scimitar) (B), Weapon Specialization (Scimitar) (B).

Psion Powers (CL 15th, PP: 67+22, DC 13 + power level): 1st - call weaponry, expansion, inertial armor, offensive precognition; 2nd - animal affinity, dissolving touch, hustle, psionic lion's charge, prowess; 3rd - greater concealing amorpha, vampiric blade; 4th - energy adaption, inertial barrier, psionic dimension door; 5th - psychofeedback.

Possessions: Amulet of Health +4, Belt of Giant's Strength +4, Gloves of Dexterity +2, Longbow, Heartening Large Wooden Shield +2, Iron Scimitar +2, Power Stone of Inertial Barrier (ML 7th) x2, Power Stone of Metaphysical

Claw (ML 1st) x4, Power Stone of Vampiric Blade (ML 7th) x2, Phylactery of Wisdom +2, Ring of Protection +1; 5 cp.

Warlord Vex'al Dir-Hissak CR 16

Dray (2nd Gen.) Psi-Warrior 15

LN Medium Dragon

Init: +2; **Senses:** Darkvision 30 ft., Low-Light Vision; Listen +3, Search +1, Spot +3

Aura -

Languages: Common, Giustenal

AC: 30; touch 13, flat-footed 28

(+2 Dex, +10 armor, +3 Nat, +4 shield, +1 Def)

hp 142 (15 HD; 15d8+75)

Resistances: Fire 10

Immunities: Sleep & Paralysis; **Weaknesses:** Light Sensitivity

Saves: Fort +14, Ref +7, Will +8

Speed: 30 ft.

Melee: Scimitar +19 (1d6+9; 15-20/x2) or Claw +16 (1d4+5; 20/x2) or Bite +16 (1d6+5; 20/x2) or Touch +16 (by spell)

Full Melee: Scimitar +19 (1d6+9; 15-20/x2) and Bite +11 (1d6+5; 20/x2)

Ranged: Longbow +13 (1d8; 20/x3)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +11/+6/+1; Grapple: +16

Special Actions: / Combat Options: Psionic Meditation (Move action)

Combat Gear: Longbow, Heartening Large Wooden Shield +2, Iron Scimitar +2

Psion Powers (CL 15th, PP: 67+22, DC 13 + power level):

5th: psychofeedback.

4th: energy adaption, inertial barrier, psionic dimension door.

3rd: greater concealing amorpha, vampiric blade.

2nd: animal affinity, dissolving touch, hustle, psionic lion's charge, prowess.

1st: call weaponry, expansion, inertial armor, offensive precognition.

Abilities: Str 20, Dex 14, Con 20, Int 12, Wis 16, Cha 9

SQ: Darkvision 30 ft., Immunities, Less Water, Light Sensitivity, Low-Light Vision, Resistances.

Feats: Cleave ^B, Daylight Adaptation, Extend Power, Imprint Stone, Improved Critical (Scimitar) ^B, Power Attack ^B, Psionic Meditation, Psionic Weapon ^B, Quick Draw, Sunder, Weapon Focus (Scimitar) ^B, Weapon Specialization (Scimitar) ^B.

Skills: Climb +5+18, Concentration +5+18, Jump +5+18.

Possessions: 59,000cp or Combat Gear plus: Amulet of Health +4, Belt of Giant's Strength +4, Gloves of Dexterity +2, Power Stone of Inertial Barrier (ML 7th) x2, Power Stone of Metaphysical Claw (ML 1st) x4, Power Stone of Vampiric Blade (ML 7th) x2, Phylactery of Wisdom +2, Ring of Protection +1; 5cp.

Vex'al activates *extended* inertial armor (-15 PP, +10 AC, lasts 30 hrs) each morning.



Into the Endless Sand Dunes

Earth Drake

Drake, Earth; CR 17; Gargantuan Dragon (Earth, Psionic); 25 HD; hp 287; Init +2; Spd 30 ft, Burrow 10 ft; AC 21 (-4 size, -2 Dex, +17 natural); Atk +25 melee (Bite 4d6+9 or Tail Slap 2d6+13) or +25/+23/+23/+23 (Bite 4d6+9 and 2x Claws 2d8+4 and Tail Slap 2d6+13); **SA:** Elemental Attack (Earth), Improved Grab, Psionics, Swallow Whole; **SQ:** Darkvision 60 ft., Damage Reduction 15/metal, Dragon Traits, Low-Light Vision, PR/SR 28; AL Always Neutral; SV Fort +13, Ref +12, Will +9; Str 29 Dex 7, Con 21, Int 4, Wis 11, Cha 12

Skills and Feats: Climb +17, Concentration +20, Jump +17, Listen +10, Move Silently +13, Psicraft +5, Spot +10, Survival +10; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claw), Improved Initiative, Improved Natural Armor, Multiattack, Power Attack.

Psi-Like Abilities: At will – concussion blast (2 additional targets, 5d6 damage*); 3/day - body adjustment (7d12*), compression (two size categories, 15 minute duration*), control object, dissolving touch (11d6 damage*), ectoplasmic form, expansion (manifest as swift action, 15 minute duration*), false sensory input (6 additional targets, DC 14), immovability (manifest as swift action*), inertial barrier, matter agitation, matter manipulation, precognition, sensitivity to psychic impressions, telekinetic force (500 lbs max*); ML15th. *Includes augmentation for earth drake's manifester level.

Reference: See *Terrors of Athas*, pg 38 for the full stats.



Last Drink

Buglo

Buglo: Desert Giant Male, Ftr 3 / Clr 6; CR 19; Huge Giant; 23 HD; hp 290; Init +6; Spd 40 ft; AC 27 (touch 10, flat-footed 25); Atk +25/+25/+20/+15/+10 melee (Double Spear 3d6+15; 19-20/x3) or +19/+14/+9 ranged (Rock 2d8+10; 140 ft range; 20/x2); **SA:** Reach 15 ft., Spells; **SQ:** Low-Light Vision, Power Resistance 24, Rebuke Undead; SV Fort +24, Ref +9, Will +13; AL NE; Str 31, Dex 15, Con 26, Int 10, Wis 18, Cha 9

Skills and Feats: Climb +14, Concentration +18, Jump +14, Listen +9, Spot +14, Survival +21; Cleave, Combat Reflexes, Exotic Weapon Proficiency (Double Spear) (B), Great Cleave, Improved Critical (Double Spear) (B), Improved Initiative,

Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Double Spear).

Possessions: Amulet of Health +4, MW/MW Huge Double Spear, Huge Studded Leather Armor +1; 100cp.

Cleric Spells (CL 6th, 5/4+d/4+d/3+d, DC 14 + spell level): 0 - create element, detect element, detect magic, detect poison, mending; 1st - bless, clear water (d), cure light wounds, divine favor, shield of faith; 2nd - augury, fog cloud (d), resist energy, silence, spiritual weapon; 3rd - cure serious wounds, curse of the choking sands (d), dispel magic, searing light.

Domains: Desert Mirage, Living Waters.

Buglo CR 19

Desert Giant Fighter 3 / (Water) Cleric 6
NE Huge Giant

Init: +6; **Senses:** Low-Light Vision; Listen +6, Search -2, Spot +6

Aura -

Languages: (Desert) Giant

AC: 27; touch 10, flat-footed 25
(-2 size, +2 Dex, +12 Nat, +4 armor, +1 shield)

hp 290 (23 HD; 20d8+3d10+184)

Power Resistance: 24

Saves: Fort +24, Ref +9, Will +13

Speed: 40 ft.

Attack: Double Spear +27 (3d6+15; 19-20/x3) or Slam +25 (1d8+10)

Full Attack: Double Spear +25/+25/+20/+15/+10 (3d6+15; 19-20/x3) or 2x Slam +25 (1d8+10)

Ranged: Rock +19 (2d8+8; 140 ft range; 20/x2)

Full Ranged: Rock +19/+14/+9 (2d8+10; 140 ft range; 20/x2)

Space: 15 ft.; Reach: 15 ft.

Base Attack: +17/+12/+7/+2; Grapple: +35

Special Actions: / Combat Options: Cleave, Combat Reflexes (3/round), Great Cleave, Power Attack, Rock Throwing

Combat Gear: MW/MW Huge Double Spear, Huge Studded Leather Armor +1

Cleric Spells (CL 6th, 5/4+d/4+d/3+d, DC 14 + spell level): 3rd: cure serious wounds, curse of the choking sands (d), dispel magic, searing light.

2nd: augury, fog cloud (d), resist energy, silence, spiritual weapon.

1st: bless, clear water (d), cure light wounds, divine favor, shield of faith

0th: create element, detect element, detect magic, detect poison, mending.

Abilities: Str 31, Dex 15, Con 26, Int 10, Wis 18, Cha 9

SQ: Low-Light Vision, Power Resistance, Rebuke Undead (2/day), Rock Catching.

Feats: Cleave, Combat Reflexes, Exotic Weapon Proficiency (Double Spear) ^B, Great Cleave, Improved Critical (Double Spear) ^B, Improved Initiative, Power Attack, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Double Spear).

Skills: Climb +14, Concentration +18, Jump +14, Listen +9, Spot +14, Survival +21.

Possessions: 12,000+5,800cp or Combat Gear plus: Amulet of Health +4; 100cp

Cleric Domains:

- Desert Mirage - Class Skill: Search; Weapon: Alhulak; Granted Power: You can use a turn attempt to dispel a figment or glamor. Make a caster level check against DC 11 + illusion's caster level (as if you cast dispel magic). If you are successful, then the illusion is dispelled.
- Living Waters - Class Skill: Swim; Weapon: Trident; Granted Power: Once per day you can stabilize all dying creatures within a 60 ft. radius centered on you. This granted power is a supernatural ability.



Desert Giant Children

Desert Giant Children: Desert Giant Adolescent Male & Female; CR 8; Large Giant; 10 HD; hp 45; Init +3; Spd 35 ft; AC 24 (touch 12, flatfooted 21); Atk +10/+5 melee (Longspear 2d6+3; 20/x3) or +9/+4 ranged (Rock 1d10+2; 140 ft range; 20/x2); **SA:** Reach 10 ft. (15 ft. w/ Longspear); **SQ:** Low-Light Vision, Power Resistance 13; SV Fort +7, Ref +6, Will +4; AL NE; Str 14, Dex 17, Con 11, Int 7, Wis 12, Cha 11

Skills and Feats: Climb +9, Jump +9, Listen +6, Spot +6, Survival +6; Cleave, Combat Reflexes, Power Attack, Weapon Focus (Spear).

Possessions: none.

Desert Giant Children CR 8

Adolescent Desert Giant

NE Large Giant

Init: +3; **Senses:** Low-Light Vision; Listen +6, Search -2, Spot +6

Aura -

Languages: (Desert) Giant

AC: 24; touch 12, flat-footed 21

(-1 size, +3 Dex, +12 Nat)

hp 45 (10 HD; 10d8)

Power Resistance: 13

Saves: Fort +7, Ref +6, Will +4

Speed: 35 ft.

Attack: Longspear +10 (2d6+3; 20/x3) or Slam +9 (1d6+2)

Full Attack: Longspear +10/+5 (2d6+3; 20/x3) or 2x Slam +9 (1d6+2)

Ranged: Rock +9 (1d10+2)

Full **Ranged:** Rock +9/4 (1d10+2)

Space: 10 ft.; Reach: 10 ft. (15ft w/ Longspear)

Base Attack: +7/+2; Grapple: +13

Special Actions: / Combat Options: Cleave, Combat Reflexes (4/round), Power Attack, Rock Throwing

Abilities: Str 14, Dex 17, Con 11, Int 7, Wis 12, Cha 11

SQ: Low-Light Vision, Power Resistance, Rock Catching.

Feats: Cleave, Combat Reflexes, Power Attack, Weapon Focus (Spear).

Skills: Climb +9, Jump +9, Listen +6, Spot +6, Survival +6.



Nefla

Nefla: Desert Giant Female, Wld 7; CR 17; Huge Giant; 21 HD; hp 213; Init +1; Spd 40 ft; AC 25 (touch 14, flat-footed 24); Atk +23/+18/+13 melee (Spear 2d8+12; 20/x3) or +15 ranged (Rock 2d8+8; 140 ft range; 20/x2); **SA:** Reach 15 ft., Surging Euphoria, Wild Surge (+3); **SQ:** Elude Touch, Low-Light Vision, Power Resistance 22, Psychic Enervation; SV Fort +17, Ref +7, Will +11; AL NE; Str 27, Dex 13, Con 22, Int 11, Wis 14, Cha 20

Skills and Feats: Bluff +5, Climb +10, Concentration +26, Intimidate +5, Jump +10, Listen +12, Psicraft+4, Spot +12, Survival +12; Cleave, Combat Reflexes, Empower Power, Great Cleave, Hidden Talent (Force Screen), Power Attack, Psionic Meditation, Weapon Focus (Spear).

Wilder Powers (ML 7th, PP: 46+17+2, DC 15 + power level): 1st: empty mind, force screen, mind thrust; 2nd: concussion blast; 3rd: energy wall.

Possessions: Cloak of Charisma +2, Cognizance Crystal (3/3 PP), Dorje of Concealing Amorpha (50 charges), MW Huge Spear, Huge Studded Leather Armor +1.

Nefla CR 17

Desert Giant Wilder 7

NE Huge Giant (Psionic)

Init: +1; **Senses:** Low-Light Vision; Listen +12, Search +0, Spot +12

Aura -

Languages: (Desert) Giant

AC: 25; touch 14, flat-footed 24; Elude Touch

(-2 size, +1 Dex, +12 Nat, +4 armor)

hp 213 (21 HD; 14d8+7d6+126)

Power Resistance: 22

Weakness: Psychic Enervation

Saves: Fort +17, Ref +7, Will +11

Speed: 40 ft.

Attack: Spear +23 (2d8+12; 20/x3) or Slam +21 (1d8+8)

Full Attack: Spear +23/+18/+13 (2d8+12; 20/x3) or 2x Slam +21 (1d8+8)

Ranged: Rock +15 (2d8+8)

Space: 15 ft.; Reach: 15 ft.

Base Attack: +15/+10/+5; Grapple: +31

Special Actions: / Combat Options: Cleave, Combat Reflexes (2/round), Empower Power (+2 PP, +50%), Great Cleave, Power Attack, Psionic Meditation (move action), Surging Euphoria, Rock Throwing, Wild Surge (+3)

Combat Gear: Dorje of Concealing Amorpha (50 charges), MW Huge Spear, Huge Studded Leather Armor +1

Wilder Powers (ML 7th, PP: 46+17+2, DC 15 + power level):
3rd: energy wall.
2nd: concussion blast.
1st: empty mind, force screen, mind thrust.

Abilities: Str 27, Dex 13, Con 22, Int 11, Wis 14, Cha 20

SQ: Elude Touch, Low-Light Vision, Power Resistance, Psychic Enervation, Rock Catching.

Feats: Cleave, Combat Reflexes, Empower Power, Great Cleave, Hidden Talent (Force Screen), Power Attack, Psionic Meditation, Weapon Focus (Spear).

Skills: Bluff +5, Climb +10, Concentration +26, Intimidate +5, Jump +10, Listen +12, Psicraft+4, Spot +12, Survival +12.

Possessions: 7,200+5,800cp or Combat Gear plus: Cloak of Charisma +2, Cognizance Crystal (3/3 PP)

Elude Touch (Ex): Starting at 2nd level, a wilder's intuition supersedes her intellect, alerting her to danger from touch attacks (including rays). She gains a bonus to Armor Class against all touch attacks equal to her Charisma bonus; however, her touch AC can never exceed her Armor Class against normal attacks.

Psychic Enervation (Ex): Pushing oneself by invoking a wild surge is dangerous. Immediately following each wild surge, a wilder may be overcome by the strain of her effort. The chance of suffering psychic enervation is equal to 5% per manifester level added with the wild surge.

A wilder who is overcome by psychic enervation is dazed until the end of her next turn and loses a number of power points equal to her wilder level.

Surging Euphoria (Ex): Starting at 4th level, when a wilder uses her wild surge ability, she gains a +1 morale bonus on attack rolls, damage rolls, and saving throws for a number of rounds equal to the intensity of her wild surge.

If a wilder is overcome by psychic enervation following her wild surge, she does not gain the morale bonus for this use of her wild surge ability.

At 12th level, the morale bonus on a wilder's attack rolls, damage rolls, and saving throws increases to +2. At 20th level, the bonus increases to +3.

Wild Surge (Su): A wilder can let her passion and emotion rise to the surface in a wild surge when she manifests a power. During a wild surge, a wilder gains phenomenal psionic strength, but may harm herself by the reckless use of her power (see Psychic Enervation, below).

A wilder can choose to invoke a wild surge whenever she manifests a power. When she does so, she gains +1 to her manifester level with that manifestation of the power. The

manifester level boost gives her the ability to augment her powers to a higher degree than she otherwise could; however, she pays no extra power point for this wild surge. Instead, the additional 1 power point that would normally be required to augment the power is effectively supplied by the wild surge. Level-dependent power effects are also improved, depending on the power a wilder manifests with her wild surge.

This improvement in manifester level does not grant her any other benefits (psicrystal abilities do not advance, she does not gain higher-level class abilities, and so on).

She cannot use the Overchannel psionic feat and invoke her wild surge at the same time.

At 3rd level, a wilder can choose to boost her manifester level by two instead of one. At 7th level, she can boost her manifester level by up to three; at 11th level, by up to four; at 15th level, by up to five; and at 19th level, by up to six.

In all cases, the wild surge effectively pays the extra power point cost that is normally required to augment the power; only the unaugmented power point cost is subtracted from the wilder's power point reserve.



Ogflo

Ogflo: Desert Giant Male, Bru 5 / Tra 5; CR 20; Huge Giant; 24 HD; hp 257; Init +4; Spd 50 ft; AC 28 (touch 12, flatfooted 24); Atk +26/+21/+16 melee (Greatclub 3d8+15; 20/x3) or +19/+14/+9 ranged (Rock 2d8+10; 140 ft range; 20/x2); SA: Reach 15 ft., Rage, Sneak Attack; SQ: Evasion, Low-Light Vision, Power Resistance 25, Trapfinding, Trap Sense (+2); SV Fort +21, Ref

+13, Will +7; AL NE; Str 30, Dex 19, Con 23, Int 14, Wis 10, Cha 14

Skills and Feats: Appraise +14, Bluff +17, Climb +16, Diplomacy +17, Intimidate +20, Jump +16, Listen +15, Profession (Merchant) +2, Sense Motive +20, Spot +15, Survival +15; Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack, Spring Attack, Trader, Weapon Focus (Greatclub).

Possessions: Circlet of Persuasion, Gloves of Dexterity +4, MW Huge Petrified Bone Greatclub, Huge Studded Leather Armor +1.

Ogflo CR 20

Desert Giant Brute 5 / Rogue (Trader) 5
NE Huge Giant

Init: +4; **Senses:** Low-Light Vision; Listen +15, Search +2, Spot +15

Aura -

Languages: Common, (Desert) Giant

AC: 28; touch 12, flat-footed 24; Dodge, Improved Uncanny Dodge, Mobility

(-2 size, +4 Dex, +12 Nat, +4 armor)

hp 257 (24 HD; 14d8+5d12+5d6+144)

Power Resistance: 25

Saves: Fort +21, Ref +13, Will +7; Evasion

Speed: 50 ft.

Attack: Greatclub +26 (3d8+15; 20/x3) or Spear +26 (2d8+15; 20/x3) or Slam +25 (1d8+10)

Full Attack: Greatclub +26/+21/+16 (3d8+15; 20/x3) or 2x Slams +25 (1d8+10)

Ranged: Rock +19 (2d8+10; range 140 ft; 20/x2)

Full Ranged: Rock +19/+14/+9 (2d8+10; range 140 ft; 20/x2)

Space: 15 ft.; Reach: 15 ft.

Base Attack: +17/+12/+7; Grapple: +35

Special Actions: / Combat Options: Cleave, Combat Reflexes (3/round), Great Cleave, Power Attack, Rage (2/day; +4 Str, +4 Con, +2 Will, -2 AC; 12 rounds), Rock Throwing, Sneak Attack (+3d6), Spring Attack

Combat Gear: MW Huge Petrified Bone Greatclub, Huge Studded Leather Armor +1

Abilities: Str 30, Dex 19, Con 23, Int 14, Wis 10, Cha 14

SQ: Evasion, Low-Light Vision, Power Resistance, Rock Catching, Trapfinding, Trap Sense (+2).

Feats: Cleave, Combat Reflexes, Dodge, Great Cleave, Mobility, Power Attack, Spring Attack, Trader, Weapon Focus (Greatclub).

Skills: Appraise +14, Bluff +17, Climb +16, Diplomacy +17, Intimidate +20, Jump +16, Listen +15, Profession (Merchant) +2, Sense Motive +20, Spot +15, Survival +15.

Possessions: 16,000+5,800cp or Combat Gear plus: Circlet of Persuasion, Gloves of Dexterity +4.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a

rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Trap Sense (Ex): Starting at 3rd level, a barbarian gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise by +1 every three barbarian levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.



OPTIONAL ENCOUNTERS

Echec

Echec: Human Male Racked Spirit Bru 10; CR 14; Medium-size Undead; 10 HD; hp 85; Init +2; Spd Fly 60 ft.; AC 18 (touch 18, flat-footed 16); Atk +13/+8 melee (Incorporeal Touch 1d6 plus Energy Drain; 20/x2); **SA:** Energy Drain, Whirling Frenzy; **SQ:** Darkvision 60 ft., Gray Toughness 1, Improved Uncanny Dodge, Undead Traits, Vulnerability to Raise Dead; SV Fort +7, Ref +3, Will +4; AL CE; Str --, Dex 14, Con --, Int 14, Wis 16, Cha 18.

Skills and Feats: Bluff +12, Diplomacy +14, Handle Animal +18, Intimidate +21, Listen +22, Search +8, Sense Motive +13, Spot +15, Survival +16; Dodge, Mobility, Spring Attack, Track, Weapon Focus (Incorporeal Touch).

Psi-Like Abilities: At will - aura sight*, empathy*, mindlink*, psionic dominate*; 3/day—recall agony*, telekinetic force*. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Spell-Like Abilities: At will - Deeper Darkness; CL = HD.

Possessions: Cloak of Charisma +4.

Echec CR 14

Human Racked Spirit Brute (Barbarian) 10
CE Medium Undead (Augmented Humanoid, Human, Psionic)

Init: +2; **Senses:** Darkvision 60ft.; Listen +22, Search +8, Spot +15

Aura -

Languages: Common, Elven, Gith

AC: 18; touch 18, flat-footed 16; Dodge, Improved Uncanny Dodge, Incorporeal, Mobility

(+2 Dex, +6 Def)
hp 85 (10 HD; 10d12+20)

Damage Reduction: 2/-

Immune: Undead Traits; Weakness: Vulnerability to *Raise Dead*

Saves: Fort +7, Ref +3, Will +4

Speed: Fly 60 ft.

Melee: Incorporeal Touch +13 (1d6 plus Energy Drain)

Full Melee: Incorporeal Touch +13/+8 (1d6 plus Energy Drain)
Ranged: -

Space: 5 ft.; Reach: 5 ft.

Base Attack: +10/+5; Grapple: -

Special Actions: / Combat Options: Energy Drain (DC 21), Spring Attack, Whirling Frenzy (3/day, 1 extra attack/-2 to hit/+2 Reflex/+2 AC, 7 rounds)

Combat Gear: -

Psi-Like Abilities: At will - aura sight*, empathy*, mindlink*, psionic dominate*; 3/day—recall agony*, telekinetic force*. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Spell-Like Abilities: At will - Deeper Darkness; CL = HD.

Abilities: Str --, Dex 14, Con --, Int 14, Wis 16, Cha 22

SQ: Damage Reduction, Darkvision 60 ft., Fast Movement, Gray Toughness 1, Illiteracy, Improved Uncanny Dodge, Skills, Trap Sense (+3), Uncanny Dodge, Undead Traits, Vulnerability to *Raise Dead*.

Feats: Dodge, Mobility, Spring Attack, Track, Weapon Focus (Incorporeal Touch).

Skills: Bluff +12, Diplomacy +14, Handle Animal +18, Intimidate +21, Listen +22, Search +8, Sense Motive +13, Spot +15, Survival +16.

Skills: Bluff +6+(12/2), Diplomacy +6+(8/2)+2+2, Handle Animal +6+12, Intimidate +6+13+2, Listen +3+13+6, Search +2+0+6, Sense Motive +3+(8/2)+6, Spot +3+(12/2)+6, Survival +3+13.

Possessions: 16,000cp or Combat Gear plus: Cloak of Charisma +4.

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his

Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Whirling Frenzy (Rage Variant): A barbarian with this variant form of rage doesn't gain the normal bonuses when he enters a rage. Instead, when a barbarian with whirling frenzy enters a rage, he temporarily gains a +4 bonus to Strength and a +2 dodge bonus to Armor Class and on Reflex saves. While in a whirling frenzy, the barbarian may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the barbarian might make before his next action.

Whirling frenzy is otherwise identical to the standard barbarian rage in all other ways. At 11th level (when a standard barbarian gains greater rage), the Strength bonus increases to +6, and the dodge bonus to Armor Class and on Reflex saves increases to +3. At 20th level (when a standard barbarian gains mighty rage), the Strength bonus increases to +8, and the dodge bonus to Armor Class and on Reflex saves increases to +4.

Special Undead Abilities:

- **SA:** Curse +1/3 CR, Deeper Darkness +1/3 CR.
- **SQ:** Flight (60 ft) +0 CR, Grey Toughness (again) +1/3 CR, Immunity to Turning +1/3 CR
- Weaknesses: -



Racked Tribesman

Racked Tribesman: Human Male & Female Racked Spirit Bru 6; CR 8; Medium-size Undead; 6 HD; hp 45; Init +2; Spd Fly 60 ft.; AC 16 (touch 16, flat-footed 14); Atk +8/+3 melee (Incorporeal Touch 1d6 plus Energy Drain; 20/x2); **SA:** Energy Drain, Whirling Frenzy; **SQ:** Darkvision 60 ft., Gray Toughness 1, Improved Uncanny Dodge, Undead Traits, Vulnerability to *Raise Dead*; SV Fort +5, Ref +2, Will +2; AL CE; Str --, Dex 14, Con --, Int 14, Wis 15, Cha 18.

Skills and Feats: Bluff +8, Diplomacy +6, Handle Animal +12, Intimidate +13, Listen +17, Search +8, Sense Motive +12, Spot +12, Survival +11; Dodge, Mobility, Spring Attack, Track.

Psi-Like Abilities: At will - aura sight*, empathy*, mindlink*, psionic dominate*; 3/day—recall agony*, telekinetic force*. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Spell-Like Abilities: At will - Deeper Darkness; CL = HD.
Possessions: none.

Racked Tribesman CR 8

Human Racked Spirit Brute (Barbarian) 6

CE Medium Undead (Augmented Humanoid, Human, Psionic)

Init: +2; **Senses:** Darkvision 60ft.; Listen +17, Search +8, Spot +12

Aura -

Languages: Common, Elven, Gith

AC: 16; touch 16, flat-footed 14; Dodge, Improved Uncanny Dodge, Incorporeal, Mobility

(+2 Dex, +4 Def)

hp 45 (6 HD; 6d12+6)

Immune: Undead Traits; **Weakness:** Vulnerability to *Raise Dead*

Saves: Fort +5, Ref +2, Will +2

Speed: Fly 60 ft.

Melee: Incorporeal Touch +8 (1d6 plus Energy Drain)

Full Melee: Incorporeal Touch +8/+3 (1d6 plus Energy Drain)

Ranged: -

Space: 5 ft.; Reach: 5 ft.

Base Attack: +6/+1; Grapple: -

Special Actions: / Combat Options: Energy Drain (DC 17), Spring Attack, Whirling Frenzy (2/day, 1 extra attack/-2 to hit/+2 Reflex/+2 AC, 7 rounds)

Combat Gear: -

Psi-Like Abilities: At will - aura sight*, empathy*, mindlink*, psionic dominate*; 3/day—recall agony*, telekinetic force*. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Spell-Like Abilities: At will - Deeper Darkness; CL = HD.

Abilities: Str --, Dex 14, Con --, Int 14, Wis 15, Cha 18

SQ: Darkvision 60 ft., Fast Movement, Gray Toughness 1, Illiteracy, Improved Uncanny Dodge, Skills, Trap Sense (+2), Uncanny Dodge, Undead Traits, Vulnerability to *Raise Dead*.

Feats: Dodge, Mobility, Spring Attack, Track.

Skills: Bluff +8, Diplomacy +6, Handle Animal +12, Intimidate +13, Listen +17, Search +8, Sense Motive +12, Spot +12, Survival +11.

Skills: Bluff +4+(8/2), Diplomacy +4+(4/2), Handle Animal +4+8, Intimidate +4+9, Listen +2+9+6, Search +2+0+6, Sense Motive +2+(8/2)+6, Spot +2+(8/2)+6, Survival +2+9.

Possessions: none (-1 CR)

Improved Uncanny Dodge (Ex): At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Special Undead Abilities:

- **SA:** Curse +½ CR, Deeper Darkness +½ CR..

- **SQ:** Flight (60 ft) +0 CR, Immunity to Turning +½ CR

- Weaknesses: -

Uncanny Dodge (Ex): At 2nd level, a barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

Whirling Frenzy (Rage Variant): A barbarian with this variant form of rage doesn't gain the normal bonuses when he enters a rage. Instead, when a barbarian with whirling frenzy enters a rage, he temporarily gains a +4 bonus to Strength and a +2 dodge bonus to Armor Class and on Reflex saves. While in a whirling frenzy, the barbarian may make one extra attack in a round at his highest base attack bonus, but this attack takes a -2 penalty, as does each other attack made that round. This penalty applies for 1 round, so it also affects attacks of opportunity the barbarian might make before his next action.

Whirling frenzy is otherwise identical to the standard barbarian rage in all other ways. At 11th level (when a standard barbarian gains greater rage), the Strength bonus increases to +6, and the dodge bonus to Armor Class and on Reflex saves increases to +3. At 20th level (when a standard barbarian gains mighty rage), the Strength bonus increases to +8, and the dodge bonus to Armor Class and on Reflex saves increases to +4.



Feal Warrior (x5): Human Male & Female Elite Warrior 7; CR 9; Medium-size Undead; 7 HD; hp 66; Init +1; Spd 20 ft.; AC 20 (touch 11, flat-footed 19); Atk +14 melee (Bite 3d6+6; 18-20/x3) or +13/+13 melee (Slam 1d6+6; 20/x2) and +12 melee (Bite 3d6+3; 18-20/x3); **SA:** Insanity; **SQ:** Darkvision 60 ft., Gray Toughness 3, Rebuke Undead, Undead Traits; SV Fort +5, Ref +3, Will +2; AL CE; Str 22, Dex 12, Con --, Int 10, Wis 11, Cha 12.

Skills and Feats: Climb +6, Intimidate +10, Jump +6, Listen +5, Search +4, Spot +7; Cleave, Multiattack, Power Attack, Weapon Focus (Bite).

Possessions: Shell Breastplate.

Feal Warrior CR 9

Human Feal Elite Warrior 7

CE Medium Undead (Augmented Humanoid)

Init: +1; Senses: Darkvision 60ft.; Listen +5, Search +4, Spot +7

Aura -

Languages: Uylanese

AC: 20; touch 11, flat-footed 19

(+1 Dex, +4 Nat, +5 armor)

hp 66 (7 HD; 7d12+21)

Damage Reduction: 5/magic
Immune: Undead Traits; Weakness: -
Saves: Fort +5, Ref +3, Will +2

Speed: 20 ft.
Attack: Bite +14 (3d6+6; 18-20/x3) or Slam +13 (1d6+6; 20/x2)
Full Attack: 2x Slam +13 (1d6+6; 20/x2) and Bite +12 (3d6+3; 18-20/x3)
Space: 5 ft.; Reach: 5 ft.
Base Attack: +7/+2; Grapple: +13
Special Actions: / Combat Options: Cleave, Insanity (DC 14), Power Attack,
Combat Gear: Shell Breastplate

Abilities: Str 22, Dex 12, Con --, Int 10, Wis 11, Cha 12
SQ: Damage Reduction, Darkvision 60 ft., Gray Toughness 3, Maw, Rebuke Undead (CL 7th, 4/day), Skills.
Feats: Cleave, Multiattack, Power Attack, Weapon Focus (Bite).
Skills: Climb +6+4-4, Intimidate +1+9, Jump +6+4-4, Listen +1+0+4, Search +0+0+4, Spot +1+(4/2)+4.
Possessions: none (-1 CR)

Insanity (Su): The undead's natural attacks afflict its victim with temporary insanity. If the creature fails a Will save, it is confused for 2d10 minutes. The victim has no sense of right or wrong and behaves unpredictably.

Maw (Ex): A fael has an incredibly strong jaw and can extend its jaw by as much as a foot, taking a huge bite out of its victim. The bite's natural threat range and critical multiplier is 18-20/x3.

Special Undead Qualities: (as per Terrors of the Dead Lands)

- SA: Fangs +½ CR, Insanity +1 CR
- SQ: Gray Toughness (+1) +½ CR, Rebuke Undead +½ CR
- Weaknesses: -



Lagashar: Human Male Fallen Psychic Warrior 11; CR 13; Medium-size Undead; 11 HD; hp 97; Init +1; Spd 45 ft.; AC 27 (touch 11, flat-footed 26); Atk +14/+9 melee (Longsword 1d8+6; 19-20/x2); SA: Create Spawn, Paralyzing Gaze; SQ: Code of Honor, Damage Reduction 5/magic, Darkvision 60 ft., Enhanced Ability (+10 ft. speed), Gray Toughness 2, Immunity to Turning; SV Fort +8, Ref +5, Will +6; AL LE; Str 22, Dex 12, Con --, Int 10, Wis 15, Cha 10.

Skills and Feats: Climb +11, Concentration +12, Jump +15, Listen +11, Search +11, Sense Motive +8, Spot +13; Cleave, Deep Impact, Greater Psionic Weapon, Mental Leap, Power Attack, Psionic Body, Psionic Meditation, Psionic Weapon, Speed of Thought, Weapon Focus (Longsword).

Psi-Like Abilities: At will - call weaponry*, death knell, deathwatch, mindlink*; 1/day - recall agony*. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Psychic Warrior Powers (ML 11th, PP: 46, DC 12 + power level): 1st - defensive precognition, expansion, offensive

prescience; 2nd - dissolving weapon, psionic lion's charge, specified energy adaptation; 3rd - exhalation of the black dragon, greater concealing amorpha, hostile empathic transfer; 4th - psionic dimension door, weapon of energy.

Possessions: Belt of Strength +2, Chitin Armor of Quickness +2, Cloak of Resistance +1, Heavy Shell Shield +2, Obsidian Thundering Longsword +1 (called via call weaponry), Ring of Climbing; 20sp.

Lagashar CR 13

Male Human Fallen Psychic Warrior 11
NE Medium Undead (Augmented Humanoid, (Psionic)
Init: +1; Senses: Darkvision 60ft.; Listen +11, Spot +13
Aura Despair (10 ft., DC 15)
Languages: Uylanese

AC: 27; touch 11, flat-footed 26
(+1 Dex, +6 Nat, +6 armor, +4 shield)
hp 97 (11 HD; 11d12+22+14)
Damage Reduction: 5/magic
Immune: Turning, Undead Traits; Weakness: Code of Honor
Saves: Fort +8, Ref +5, Will +6

Speed: 45+10 ft.(Speed of Thought)
Attack: Longsword +14 (1d8+6; 19-20/x2)
Full Attack: Longsword +14/+9 (1d8+6; 19-20/x2)
Space: 5 ft.; Reach: 5 ft.
Base Attack: +8/+3; Grapple: +14
Special Actions: / Combat Options: Cleave, Create Spawn, Deep Impact, Greater Psionic Weapon (+4d6), Paralyzing Gaze (DC 15), Power Attack, Psionic Meditation (Move action)
Combat Gear: Chitin Armor of Quickness +2, Heavy Shell Shield +2, Obsidian Thundering Longsword +1 (called via *call weaponry*)

Psi-Like Abilities: At will - call weaponry*, death knell, deathwatch, mindlink*; 1/day - recall agony*. As the power or spell. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Psychic Warrior Powers (ML 11th, PP: 46, DC 12 + power level):

4th - psionic dimension door, weapon of energy
3rd - exhalation of the black dragon, greater concealing amorpha, hostile empathic transfer
2nd - dissolving weapon, psionic lion's charge, specified energy adaptation
1st - defensive precognition, expansion, offensive prescience

Abilities: Str 22, Dex 12, Con --, Int 10, Wis 15, Cha 10
SQ: Code of Honor, Damage Reduction, Darkvision 60 ft., Enhanced Ability (+10 ft. speed), Gray Toughness 2, Immunity to Turning, Skills.

Feats: Cleave ^B, Deep Impact, Greater Psionic Weapon ^B, Mental Leap, Power Attack ^B, Psionic Body, Psionic

Meditation ^B, Psionic Weapon ^B, Speed of Thought, Weapon Focus (Longsword).

Skills: Climb +11, Concentration +12, Jump +15(+10), Listen +11, Search +11, Sense Motive +8, Spot +13.

Possessions: 21,000cp or Combat Gear plus: Belt of Strength +2, Cloak of Resistance +1, Ring of Climbing, 20sp

Code of Honor (Ex): Fallen are bound to follow a code of honor reflecting idealized rules of war. Evil fallen attempt to break or twist codes to avoid getting killed.

Paralyzing Gaze (Su): The undead's gaze attack paralyzes creatures within 30 ft. for 2d6 rounds unless they make a Fortitude save.

Special Undead Qualities: (as per Terrors of the Dead Lands)

- SA: Paralyzing Gaze +1 CR
- SQ: Enhanced Ability (+10 ft. speed) + $\frac{1}{3}$ CR, Immunity to Turning + $\frac{1}{3}$ CR
- Weaknesses: -



Castle Krugar

Athasian Wraith

Wraith, Athasian: CR 6; Medium Undead (Incorporeal); 7 HD; hp 45; Init +8; Spd fly 60 ft. (good); AC 18 (touch 18, flat-footed 18); Atk +7 melee (Incorporeal touch 1d4 and 1 point of temp. Str drain) or by possessed creature; SA: Animate object, Heart Grip, Possession, Strength Drain, Taint Weapon; SQ: Enduring Focus, Incorporeal, Temporary Corporeality, Vulnerability to Raise Dead; AL CE; SV Fort +2, Ref +6, Will +7; Str -, Dex 18, Con -, Int 14, Wis 14, Cha 18

Skills and Feats: Diplomacy +6, Hide +14, Intimidate +14, Listen +14, Search +12, Sense Motive +12, Spot +14; Alertness, Combat Reflexes, Improved Initiative.

Reference: See *Terrors of the Deadlands*, pg 41 for the full stats.



Fael Centurion

Fael Centurion: Human Male Fael, Wiz 9 / Nec 1; CR 12; Medium-size Undead; 10 HD; hp 85; Init -1; Spd 30 ft.; AC 19 (touch 11, flat-footed 19); Atk +8/+8/+6 (2x Slam 1d6+4 and Bite 2d6+2; 18-20/x3); SQ: Curse, Damage reduction 5/magic, Enduring Focus, Immune to Turning, Immune to Spells (Web); SV Fort +3, Ref +2, Will +8; AL CE; Str 16, Dex 8, Con -, Int 18, Wis 12, Cha 15.

Skills and Feats: Bluff +9, Concentration +14(+4), Knowledge (Arcana) +15, Knowledge (Religion) +4, Knowledge (Warcraft) +9, Listen +5, Search +8, Sense Motive

+5, Spellcraft +17, Spot +5; Combat Casting, Extend Spell (B), Iron Will, Multiattack, Scribe Scroll (B), Spell Penetration.

Wizard Spells (CL 10th, 4/5/4/4/2, DC 14 + spell level):
0th - detect magic, disrupt undead, mage hand, message; 1st - expeditious retreat, magic missile x3, mage armor, shocking grasp, true strike; 2nd - command undead, extended mage armor, scorching ray, web; 3rd - dispel magic, fireball, halt undead, slow; 4th - greater invisibility, ice storm, stonemage, wall of fire; 5th - cone of cold, wall of stone.

Possessions: Belt of Giant's Strength +2, Headband of Intelligence +2, Ring of Protection +2.

Fael Centurion CR 11

Fael Human Wizard 9 / Necromant 1

CE Medium Undead (Augmented Humanoid, Human)

Init: -1; **Senses:** Darkvision 60 ft.; Listen +5, Search +8, Spot +5
Aura -

Languages: Classic Elven, Classic Tanysh, Ulyanese Giant, Ulyanese

AC: 19; touch 11, flat-footed 19

(-1 Dex, +4 Nat, +4 armor, +2 Def)

hp 85 (10 HD; 10d12+20)

Damage Reduction: 5/magic

Immune: Turning, Undead Traits, Spells (Web); Weakness: -

Saves: Fort +3, Ref +2, Will +8

Speed: 30 ft.

Melee: Slam +8 (1d6+4) or Bite +8 (2d6+4; 18-20/x3) or Touch +8 (by spell)

Full Melee: 2x Slam +8 (1d6+4) and Bite +6 (2d6+2; 18-20/x3)

Ranged: Ranged Touch +3 (by spell)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +4; Grapple: +8

Special Actions: / Combat Options: Curse (DC 17).

Combat Gear:

Spell-Like Abilities: At will - deeper darkness; CL = HD.

Wizard Spells (CL 10th (11th vs. SR), DC 14 + spell level):

5th: cone of cold, wall of stone.

4th: greater invisibility, ice storm, stonemage, wall of fire.

3rd: dispel magic, fireball, halt undead, slow.

2nd: command undead, ~~extended mage armor~~, scorching ray, web.

1st: expeditious retreat, magic missile x3, mage armor, shocking grasp, true strike.

0th: detect magic, disrupt undead, mage hand, message.

Spellbook: (add extra Known spell up to limit)

5th: cone of cold, telekinesis, transmute rock to mud, wall of stone.

4th: greater invisibility, ice storm, stonemage, wall of fire.

3rd: dispel magic, fireball, halt undead, slow.

2nd: command undead, scorching ray, see invisibility, web.

1st: expeditious retreat, mage armor, magic missile, ray of enfeeblement, shield, shocking grasp, true strike.

0th: detect magic, disrupt undead, mage hand, message.

Abilities: Str 18, Dex 8, Con --, Int 18, Wis 12, Cha 15
SQ: Damage Reduction, Darkvision 60 ft., Deeper Darkness, Enduring Focus, Gray Toughness 2, Graycasting, Immunity to Turning, Maw, Skills, Spell Immunity (Web), Undead Traits.
Feats: Combat Casting, Extend Spell ^B, Iron Will, Multiattack, Scribe Scroll ^B, Spell Penetration.
Skills: Bluff +2+7, Concentration +2+12(+4), Knowledge (Arcana) +3+12, Knowledge (Religion) +3+1, Knowledge (Warcraft) +3+6, Listen +1+0+4, Search +4+0+4, Sense Motive +1+0+4, Spellcraft +3+12+2, Spot +1+0+4.
Possessions: 16,000cp or Combat Gear plus: Belt of Giant's Strength +2, Headband of Intelligence +2, Ring of Protection +2.

Curse (Su): The undead can curse an individual when it is destroyed. As the final blow is made that kills the creature, the undead can curse its destroyer, as the *bestow curse* spell.

Enduring Focus (Su): The undead's life force is tied to a focus, either an object or an unfulfilled task. As long as this object (usually called a phylactery) is intact or the task unfinished, the undead cannot be permanently killed; it reforms 1d100 days after its apparent death. The phylactery has the hardness and hit points of a normal object of its kind. Killing the undead in the Gray prevents it from returning from destruction.

This Fael's Focus is his regret and shame. His hedonism drove his family away in life and his constant hunger is an attempt to fill the void left by his need to make amends with his loved ones. Until he can apologize to them (either as an undead or as a spirit from the Gray), he will continue to rise after being destroyed.

Maw (Ex): A fael has an incredibly strong jaw and can extend its jaw by as much as a foot, taking a huge bite out of its victim. The bite's natural threat range and critical multiplier is 18-20/x3.

Special Undead Qualities: (as per Terrors of the Dead Lands)

- SA: Curse +½ CR, Deeper Darkness +½ CR.
- SQ: Enduring Focus +½ CR, Immunity to Turning +½ CR, Spell Immunity (Web)+½ CR
- Weaknesses: -



Thinking Zombie Squad-Leader

Thinking Zombie Squad-Leader (5): Elf males and females, Rog 5; CR 6; Medium-size Undead; 5 HD; hp 42; Init +8; Spd 40 ft.; AC 22 (touch 14, flat-footed 18); Atk +7/+7/+2 melee (2x Claw 1d4+3 and Bite 1d6+3) or +7 ranged (Comp. Longbow 1d8+4; 110 ft range; 20/x3); SA: Disease, Sneak Attack (+3d6); SQ: Evasion, *Nondetection*, Resist Cold & Electricity 10, Uncanny Dodge, Undead Traits, Vulnerable to **Blessed Elements**; SV Fort +1, Ref +8, Will +2; AL CE; Str 16, Dex 18, Con --, Int 16, Wis 12, Cha 15.

Possessions: Composite (+3) Longbow +1, Potion-Fruit of Mage Armor (CL 1st) x2, Potion-Fruit of Protection from Arrows (CL 3rd), Psionic Tattoo of Burst (ML 1st) x2, Psionic Tattoo of Call Weapon (ML 1st), Studded Leather Armor +1

Thinking Zombie Squad-Leader CR 6

Elf Thinking Zombie Rogue 5
 CE Medium Undead (Augmented Humanoid, Elf)
Init: +8; **Senses:** Darkvision 60ft., Low-Light Vision; Listen +15, Search +17, Spot +15
 Aura -
Languages: Classic Elven, Classic Tanysh, Ulyanese Giant, Ulyanese, Remaan

AC: 22; touch 14, flat-footed 18; Uncanny Dodge (+4 Dex, +4 Nat, +4 armor)
 hp 42 (5 HD; 5d12+10)
 Resistances: Cold 10, Electricity 10
Immune: Undead Traits; Weakness: Vulnerability to Blessed Elements
Saves: Fort +1, Ref +8, Will +2; Evasion

Speed: 40 ft.
Melee: Claw +7 (1d4+3) or Bite +7 (1d6+3)
Full Melee: Claw +7 (1d4+3) and Bite +2 (1d6+1)
Ranged: Comp. Longbow +8 (1d8+4; range 110 ft; 20/x3)
Space: 5 ft.; Reach: 5 ft.
Base Attack: +3; Grapple: +6
Special Actions: / Combat Options: Disease (DC 14), *Nondetection* (DC 15), Sneak Attack (+3d6)
Combat Gear: Composite (+3) Longbow +1, Studded Leather Armor +1

Abilities: Str 16, Dex 18, Con --, Int 16, Wis 12, Cha 15
SQ: Darkvision 60 ft., Evasion, Gray Toughness II, Low-Light Vision, *Nondetection*, Resistances, Skills, Trap Sense (+1), Trapfinding, Uncanny Dodge, Undead Traits, Vulnerability to Blessed Elements.
Feats: Improved Initiative, Weapon Finesse.
Skills: Bluff +2+8, Climb +3+8, Diplomacy +2+8, Hide +4+8, Intimidate +2+8, Jump +3+8, Listen +1+8+4+2, Move Silently +4+8, Search +3+8+4+2, Sense Motive +1+8+4, Spot +1+8+4+2.
Possessions: 4,300cp or Combat Gear plus: Potion-Fruit of Mage Armor (CL 1st) x2, Potion-Fruit of Protection from Arrows (CL 3rd), Psionic Tattoo of Burst (ML 1st) x2, Psionic Tattoo of Call Weapon (ML 1st).

Disease (Su): A thinking zombie's bite delivers one of the following diseases (50% chance of either). The save DC is 10 + ½ thinking zombie's HD + thinking zombie's Cha modifier.
 - Filth fever - bite, Fortitude save, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.
 - Red ache - bite, Fortitude save, incubation period 1d3 days, damage 1d6 Str.

Elf Traits:
 - Proficient with all bows.

- Weapon Familiarity: Elven longblade. All elves treat the elven longblade (page 115) as a martial weapon.
 - a +2 racial bonus to Listen, Perform, Search and Spot checks.
 Elves have keen senses.

Nondetection (Su): The undead is difficult to detect using divination spells, as though it were protected by the *nondetection* spell. The DC to detect the undead equals 10 + HD.

Special Undead Qualities: (as per Terrors of the Dead Lands)

- SA: -
- SQ: Grey Toughness +½ CR, Nondetection +½ CR
- Weaknesses: -

Vulnerability to Blessed Elements: Thinking zombie takes half again as much (+50%) damage as normal from blessed elements.



Qwith's Palace at Castle Krujar

Apostle of Qwith

Apostle of Qwith: Human Male and Female Thinking Zombie, Clr 5 (Magma); CR 8; Medium-size Undead; 5 HD; hp 37; Init +0; Spd 30 ft.; AC 22 (touch 10, flat-footed 22); Atk +8/+5/+5 (Heartpick 1d8+5; 20/x4 and Claw 1d4+2 and Bite 1d6+2) or +3 ranged (by spell); **SA:** Disease, Enhanced Spells, Taint Weapon, Transmit Curse; **SQ:** Change Shape, Gray Toughness 1, Rebuke Undead, Resist Cold & Electricity 10, Skills, Undead Traits, Vulnerability to Blessed Elements; SV Fort +4, Ref +1, Will +7; AL CE; Str 18, Dex 10, Con –, Int 14, Wis 16, Cha 15.

Skills & Feats: Concentration +109+4, Disguise +5(+10), Heal +11, Intimidate +10, Knowledge (Religion) +10, Listen +7, Search +6, Sense Motive +7, Spellcraft +10, Spot +7; Combat Casting, Multiattack, Skill Focus (Disguise).

Cleric Spells (CL 5th, 5/4+d/3+d/2+d, DC 13 + spell level):
 0th - detect magic, guidance, light, mending, read magic; 1st - comprehend languages, divine favor, shield of faith, heat lash, magic stone (d); 2nd - bull's strength, heat metal (d), spiritual weapon, summon monster ii; 3rd - dispel magic, searing light, spike stones (d).

Domains: Dead Heat, Mountain's Fury.

Possessions: Elixir of Hiding, Heartpick +1, Shell Half-Plate +1.

Apostle of Qwith CR 8

Human Thinking Zombie Cleric (Magma) 5

CE Medium Undead (Augmented Humanoid, Human)

Init: +0; **Senses:** Darkvision 60ft.; Listen +7, Search +6, Spot +7
 Aura -

Languages: Classic Tanysh, Ulyanese, Remaan

AC: 22; touch 10, flat-footed 22

(+0 Dex, +4 Nat, +8 armor)

hp 37 (5 HD; 5d12+5)

Resistances: Cold 10, Electricity 10

Immune: Undead Traits; **Weakness:** Vulnerability to Blessed Elements

Saves: Fort +4, Ref +1, Will +17

Speed: 30 ft.

Melee: Claw +7 (1d4+4) or Bite +7 (1d6+4) or Heartpick +8 (1d8+5; 20/x4)

Full Melee: Heartpick +8 (1d8+5; 20/x4) and Claw +5 (1d4+2) and Bite +5 (1d6+2)

Ranged: Touch +3 (by spell)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack: +3; **Grapple:** +7

Special Actions: / **Combat Options:** Disease (DC 14), Enhanced Spells (+1 dmg/die), Taint Weapon, Transmit Curse (DC 14).

Combat Gear: Heartpick +1, Shell Half-Plate +1

Cleric Spells (CL 5th, 5/4+d/3+d/2+d, DC 13 + spell level):

3rd: dispel magic, searing light, spike stones (d).

2nd: bull's strength, heat metal (d), spiritual weapon, summon monster ii.

1st: comprehend languages, divine favor, shield of faith, heat lash, magic stone (d).

0th: detect magic, guidance, light, mending, read magic.

Abilities: Str 18, Dex 10, Con –, Int 14, Wis 16, Cha 15

SQ: Change Shape, Darkvision 60 ft., Gray Toughness 1, Rebuke Undead (5/day), Resistances, Skills, Undead Traits, Vulnerability to Blessed Elements.

Feats: Combat Casting, Multiattack, Skill Focus (Disguise).

Skills: Concentration +2+8(+4), Disguise +2+0+3(+10), Heal +3+8, Intimidate +2+8, Knowledge (Religion) +2+8, Listen +3+0+4, Search +2+0+4, Sense Motive +3+0+4, Spellcraft +2+8, Spot +3+0+4.

Possessions: 4,300cp or Combat Gear plus: Elixir of Hiding.

Change Shape (Su): Only corporeal undead can have this ability. The undead can mimic the voice and appearance of any humanoid creature of the same size. In humanoid form, the undead loses its natural attacks. It can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but the undead reverts to its natural form when killed. The undead gains a +10 circumstance bonus on Disguise checks while in another form. A true seeing spell or ability reveals its natural form.

Disease (Su): A thinking zombie's bite delivers one of the following diseases (50% chance of either). The save DC is 10 + ½ thinking zombie's HD + thinking zombie's Cha modifier.

- Filth fever - bite, Fortitude save, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

- Red ache - bite, Fortitude save, incubation period 1d3 days, damage 1d6 Str.

Domains:

- **Dead Heat** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.
- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric rebukes undead.

Enhanced Spells (Su): Any damage-dealing spell cast by the undead inflicts +1 damage per die. The spell's defiling radius increases by 5 ft.

Special Undead Abilities:

- **SA:** Taint Weapon +1 CR, Transmit Curse (Elixir of Hiding) +½ CR.
- **SQ:** Change Shape +½ CR, Enhanced Spells +½ CR.
- Weaknesses: -

Taint Weapon (Su): The undead can taint magic and psionic weapons by touching them. It makes a touch attack against the weapon. The touch does not provoke an attack of opportunity. If the undead hits, the weapon or its wielder must make a Will save. Failure means the weapon permanently loses one point of its enhancement bonus. A weapon drained to a +0 enhancement bonus loses all other magic and psionic properties.

Transmit Curse (Su): The undead carries particular objects of some value (magical or monetary) that carry on its curse after death. A creature taking these objects after the undead's death must make a Will save every 24 hours they remain in its possession. Once the creature fails a save, it becomes compelled to carry out the task previously belonging to the undead. The compulsion is so strong that over a period of 2d10 days the victim abandons his current pursuits to fulfill the undead's task. A remove curse spell breaks the curse any time after the creature picks up the objects.

Vulnerability to Blessed Elements: Thinking zombie takes half again as much (+50%) damage as normal from blessed elements.



Dhaot Butler

Dhaot Butler: Human Male Dhaot, Wiz 6 / Nec 1; CR 9; Medium-size Undead; 6 HD; hp 32; Init +5; Spd Fly 30 ft.; AC 19 (touch 15, flat-footed 18); Atk +3 melee or ranged (by spell);

SA: Despair, Reflect Physical Attacks; **SQ:** Damage Reduction 5/magic, Enduring Focus, Graycasting, Spell Resistance 11, Temporary Corporeality, Undead Traits; SV Fort +1, Ref +2, Will +7; AL LE; Str -- (10), Dex 13, Con --, Int 16, Wis 12, Cha 18.

Skills & Feats: Bluff +12, Concentration +12(+4), Diplomacy +12, Knowledge (Arcana) +11, Knowledge (Religion) +11, Listen +9, Search +8, Sense Motive +5, Spellcraft +11, Spot +9; Alertness, Combat Casting, Extend Spell (B), Improved Initiative, Iron Will, Scribe Scroll (B).

Wizard Spells (CL 5th, 4/4/3/1, DC 13 + spell level): 0th - detect magic, disrupt undead, mage hand, message; 1st - magic missile x2, mage armor, shocking grasp; 2nd - extended mage armor x2, see invisibility; 3rd - dispel magic.

Possessions: none.

Dhaot Butler of Qwith CR 9

Dhaot Human Wizard 5 / Necromant 1

NE Medium Undead (Augmented Humanoid, Human)

Init: +5; **Senses:** Darkvision 60 ft.; Listen +9, Search +8, Spot +9

Aura -

Languages: Ancient Halfling, Classic Tanysh, Ulyanese, Remaan

AC: 19; touch 15, flat-footed 18

(+1 Dex, +4 armor, +4 Def)

hp 32 (5 HD; 5d12)

Damage Reduction: 5/magic; Spell Resistance: 11

Immune: Undead Traits; Weakness: -

Saves: Fort +1, Ref +2, Will +7

Speed: Fly 30 ft. (perfect)

Melee: Touch +4 (by spell)

Ranged: Ranged Touch +4 (by spell)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +2; Grapple: -- (+2)

Special Actions: / Combat Options: Despair (DC 16), Reflect Physical Attacks (1/round).

Combat Gear: -

Spell-Like Abilities: At will - dream, hallucinatory terrain, invisibility, major image, nightmare; 3/day - charm person CL = HD; The save DCs are Charisma-based.

Wizard Spells (CL 5th, DC 13 + spell level):

3rd: dispel magic.

2nd: extended mage armor ~~x2~~, see invisibility.

1st: magic missile x2, mage armor, shocking grasp.

0th: detect magic, disrupt undead, mage hand, message.

Spellbook: (add extra Known spell up to limit)

3rd: dispel magic, slow.

2nd: command undead, scorching ray, see invisibility, web.

1st: expeditious retreat, mage armor, magic missile, ray of enfeeblement, shield, shocking grasp.

0th: detect magic, disrupt undead, mage hand, message.

Abilities: Str -- (10), Dex 13, Con --, Int 16, Wis 12, Cha 18

SQ: Damage Reduction, Darkvision 60 ft., Enduring Focus, Graycasting, Skills, Spell Resistance, Temporary Corporeality, Undead Traits.

Feats: Alertness, Combat Casting, Extend Spell ^B, Improved Initiative, Iron Will, Scribe Scroll ^B.

Skills: Bluff +4+8, Concentration +4+8(+4), Diplomacy +2+0+10, Knowledge (Arcana) +3+8, Knowledge (Religion) +3+8, Listen +1+0+4+2+2, Search +4+0+4, Sense Motive +1+0+4, Spellcraft +3+8, Spot +1+0+4+2+2.

Possessions: none (-1 CR).

Despair (Su): At the mere sight of the undead, the viewer must succeed on Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same undead's despair ability for 24 hours.

Enduring Focus (Su): dhaot's life force is tied to its mortal remains. As long as the dhaot's remains have not been returned to its home, the undead cannot be permanently killed; it reforms 1d12 days after its apparent death. Killing the undead in the Gray prevents it from returning to life.

Reflect Physical Attacks (Su): The undead can reflect a melee or ranged attack back on the attacker. Once per round, the undead takes no damage from an attack and instead makes an attack roll against the attacker. The undead uses its own base attack bonus plus any modifiers from the attacker's weapon.

Special Undead Abilities:

- **SA:** Charm Person +1/3 CR, Despair +1/3 CR.
- **SQ:** Enhanced Senses +1/3 CR, Reflect Physical Attacks +1 CR
- Weaknesses: -

Temporary Corporeality (Su): A dhaot can become corporeal as a standard action, seemingly becoming flesh and blood. In corporeal form, it loses the incorporeal subtype, its deflection bonus to armor class becomes a natural armor bonus, and it has a Strength score equal to the base creature's Strength in life. A corporeal dhaot makes 2 claw attacks (adjusted by its Strength). It can grapple creatures and manipulate objects. The undead can become incorporeal again as a standard action. In the Gray, dhaots are forced into corporeal form; they cannot exist there in incorporeal form.



Fallen Patrol Members

Fallen Patrol Members: Fallen Human Male & Female, Ftr 6; CR 7; Medium-size Undead; 6 HD; hp 51; Init +2; Spd 30 ft.; AC 25 (touch 13, flat-footed 23); Atk +13/+8 melee (Heavy Mace 1d8+8; 20/x2) or +11/+6 melee (Dagger 1d4+5; 19-20/x2) or +10/+5 ranged (Comp. Longbow 1d8+5; 20/x3); **SA:** Create Spawn, Despair; **SQ:** Code of Honor, Damage Reduction, Darkvision 60 ft., Gray Toughness, Low-Light Vision, Skills,

Undead Traits; SV Fort +6, Ref +5, Will +6; AL LE; Str 20, Dex 14, Con --, Int 10, Wis 13, Cha 12.

Skills and Feats: Climb +13, Intimidate +10, Jump +13, Listen +7, Search +6, Sense Motive +7, Spot +7; Cleave (B), Iron Will, Power Attack (B), Psionic Meditation (B), Psionic Weapon (B), Quick Draw, Weapon Focus (Heavy Mace), Weapon Specialization (Heavy Mace).

Possessions: Chitin Armor +1, MW Dagger, MW Composite (+5) Longbow, Heavy Mace +1, Heavy Shield +1, Potion-Orb of Shield of Faith (CL 1st) x4, Vest of Resistance +1.

Fallen Patrol Members CR 7

Human Fallen Fighter 6

LE Medium Undead (Augmented Humanoid, Human)

Init: +2; **Senses:** Darkvision 60ft., Low-Light Vision; Listen +7, Search +6, Spot +7

Aura Despair (10ft, DC 14)

Languages: Ulyanese

AC: 25; touch 13, flat-footed 23

(+2 Dex, +6 Nat, +4 armor, +3 shield)

hp 51 (6 HD; 6d12+12)

Damage Reduction: 5/magic

Immune: Undead Traits; **Weakness:** Code of Honor

Saves: Fort +6, Ref +5, Will +6

Speed: 30 ft.

Melee: Heavy Mace +13 (1d8+8; 20/x2) or Dagger +11 (1d4+5; 19-20/x2)

Full Melee: Heavy Mace +13/+8 (1d8+8; 20/x2) or Dagger +11/+6 (1d4+5; 19-20/x2)

Ranged: Comp. Longbow +10 (1d8+5; 20/x3)

Full Ranged: Comp. Longbow +10/+5 (1d8+5; 20/x3)

Space: 5 ft.; **Reach:** 5 ft.

Base Attack: +6/+1; **Grapple:** +11

Special Actions: / **Combat Options:** Cleave, Create Spawn, Power Attack, Psionic Meditation (Move action), Psionic Weapon (+2d6).

Combat Gear: Chitin Armor +1, MW Dagger, MW Composite (+5) Longbow, Heavy Mace +1, Heavy Shield +1.

Psi-Like Abilities: At will—call weaponry*, death knell, deathwatch, mindlink*; 1/day—recall agony*. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Abilities: Str 20, Dex 14, Con --, Int 10, Wis 13, Cha 12

SQ: Code of Honor, Damage Reduction, Darkvision 60 ft., Gray Toughness, Low-Light Vision, Skills, undead traits.

Feats: Cleave ^B, Iron Will, Power Attack ^B, Psionic Meditation ^B, Psionic Weapon ^B, Quick Draw, Weapon Focus (Heavy Mace), Weapon Specialization (Heavy Mace).

Skills: Climb +5+9-1, Intimidate +1+9, Jump +5+9-1, Listen +1+0+6, Ride +3+0, Search +0+0+6, Sense Motive +1+0+6, Spot +1+0+6.

Possessions: 5,600cp or Combat Gear plus: Potion-Orb of Shield of Faith (CL 1st) x4, Vest of Resistance +1.

Code of Honor (Ex): Fallen are bound to follow a code of honor reflecting idealized rules of war. Evil fallen attempt to break or twist codes to avoid getting killed.

Create Spawn (Su): A giant, humanoid, or monstrous humanoid slain by a fallen's death knell power rises as fallen after 1d4 rounds. A fallen can have spawn with Hit Dice totaling twice its own.

Despair (Su): Fallen radiate an aura of doom and hopelessness, causing creatures within 10 ft. to make a Will save (DC 10 + ½ fallen's HD + fallen's Cha modifier). Creatures that fail are shaken. Whether or not the save is successful, that creature cannot be affected again by the same undead's aura for 24 hours. Fallen can suppress or reactivate this ability as a standard action in order to achieve surprise in close quarters.



Handmaiden of Qwith

Handmaiden of Qwith: Zombie, Thinking Human Female, Wiz 11; CR 12; Medium-size Undead; 11 HD; hp 82; Init +1; Spd 30 ft.; AC 20 (touch 12, flat-footed 19); Atk +9 melee (Claw 1d4 or Bite 1d6 or by spell) or +6 ranged (by spell); **SA:** Despair, Disease; **SQ:** Darkvision 60 ft., Enhanced Senses, Gray Toughness, Immunity to Turning, Resistance to Cold & Electricity 10, Stench, Undead Traits, Vulnerability to Blessed Elements; SV Fort +3, Ref +4, Will +7; AL CE; Str 18, Dex 12, Con –, Int 22, Wis 14, Cha 12.

Skills and Feats: Bluff +14, Concentration +15(+4), Knowledge (Arcana) +20, Knowledge (Psionics) +20, Knowledge (Religion) +20, Listen +8, Sense Motive +12, Search +10, Spellcraft +22, Spot +8; Combat Casting, Craft Wand, Empower Spell B, Heighten Spell, Maximize Spell B, Scribe Scroll B, Silent Spell, Still Spell.

Wizard Spells (CL 11th, 4/4+2/4+2/4+1/3+1/2+1/1+1, DC 16 + spell level): 0th - detect magic, disrupt undead, mage hand, message; 1st - alarm, mage armor x2, magic missile, ray of enfeeblement, shocking grasp; 2nd - acid arrow, command undead, invisibility, levitate, resist elements, web; 3rd - dispel magic, displacement, halt undead, haste, slow; 4th - greater invisibility, maximized magic missile, resilient sphere, scrying, wall of fire; 5th - baleful polymorph, feeblemind, heightened command undead, maximized acid arrow; 6th - antimagic field, greater dispel magic.

Possessions: Headband of Intelligence +4, Ioun Stone (Dusty Rose Prism).

Handmaiden of Qwith CR 13

Human Thinking Zombie Wizard 11
CE Medium Undead (Augmented Humanoid, Human)

Init: +1; **Senses:** Darkvision 60 ft., Low-Light Vision; Listen +8, Search +10, Spot +8
Aura -

Languages: Ancient Halfling, Classic Tanysh, Ulyanese, Remaan

AC: 20; touch 12, flat-footed 19
(+1 Dex, +4 armor, +4 Nat, +1 insight)
hp 82 (11 HD; 11d12+11)

Resistances: Cold 10, Electricity 10

Immune: Turning, Undead Traits; **Weakness:** Stench, Vulnerability to Blessed Elements

Saves: Fort +3, Ref +4, Will +9

Speed: 30 ft.

Melee: Claw +9 (1d4; 20/x2) or Bite +9 (1d6; 20/x2) or Touch +9 (by spell)

Ranged: Ranged Touch +6 (by spell)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +5; Grapple: +9

Special Actions: / Combat Options: Despair (DC 16), Disease (DC 16)

Combat Gear: -

Wizard Spells (CL 11th, 4/4+2/4+2/4+1/3+1/2+1/1+1, DC 16 + spell level):

6th: antimagic field, greater dispel magic.

5th: baleful polymorph, feeblemind, *heightened* command undead, *maximized* acid arrow.

4th: greater invisibility, *maximized* magic missile, resilient sphere, scrying, wall of fire.

3rd: dispel magic, displacement, halt undead, haste, slow.

2nd: acid arrow, command undead, invisibility, levitate, resist elements, web.

1st: alarm, mage armor x2, magic missile, ray of enfeeblement, shocking grasp.

0th: detect magic, disrupt undead, mage hand, message.

Spellbook: (add extra Known spell up to limit)

6th: antimagic field, greater dispel magic.

5th: baleful polymorph, feeblemind.

4th: greater invisibility, resilient sphere, scrying, wall of fire.

3rd: dispel magic, displacement, halt undead, haste, slow.

2nd: acid arrow, command undead, invisibility, levitate, resist elements, web.

1st: alarm, mage armor, magic missile, ray of enfeeblement, shocking grasp.

0th: detect magic, disrupt undead, mage hand, message.

Abilities: Str 18, Dex 12, Con –, Int 22, Wis 14, Cha 12

SQ: Darkvision 60 ft., Enhanced Senses, Gray Toughness, Immunity to Turning, Resistances, Skills, Stench, Undead Traits, Vulnerability to Blessed Elements.

Feats: Combat Casting, Craft Wand, Empower Spell B, Heighten Spell, Maximize Spell B, Scribe Scroll B, Silent Spell, Still Spell.

Skills: Bluff +1+13, Concentration +1+14(+4), Knowledge (Arcana) +6+14, Knowledge (Psionics) +6+14, Knowledge (Religion) +6+14, Listen +2+0+4+2, Sense Motive +2+(12/2)+4, Search +6+0+4, Spellcraft +6+14+2, Spot +2+0+4+2.

Possessions: 21,000cp or Combat Gear plus: Headband of Intelligence +4, Ioun Stone (Dusty Rose Prism).

Despair (Su): At the mere sight of the undead, the viewer must succeed on a Will save (DC 10 + 1/2 the base creature's HD + the base creature's Cha modifier) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same undead's despair ability for 24 hours.

Disease (Su): A thinking zombie's bite delivers one of the following diseases (50% chance of either). The save DC is 10 + 1/2 thinking zombie's HD + thinking zombie's Cha modifier.

- Filth fever - bite, Fortitude save, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con.

- Red ache - bite, Fortitude save, incubation period 1d3 days, damage 1d6 Str.

Special Undead Abilities:

- **SA:** Despair +1/3 CR.
- **SQ:** Enhanced Senses +1/3 CR, Immunity to Turning +1/3 CR
- **Weaknesses:** Stench -1/3 CR.

Vulnerability to Blessed Elements: Thinking zombie takes half again as much (+50%) damage as normal from blessed elements.

Qwith's Handmaidens are horribly disfigured thinking zombies, with drooping eyes and sagging flesh. They exude a rotten stench, much more than a normal decomposing body does. The Handmaidens rarely leave Qwith's tower, and so are rarely seen. They serve Qwith with fierce devotion, providing her with defensive help should anything threaten Qwith. They also serve as spies, scribing on visitors to find whatever information they can.



Namech Servant

Namech Servant: Human male and female, Ftr 5; CR 7; Medium-size Undead; 5 HD; hp 32; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +10 melee (Dagger 1d4+5; 19-20/x2) or +7 ranged (Dagger 1d4+5; 19-20/x2); **SA:** Blinding Touch, Revulsion, Rotting Touch; **SQ:** Damage Reduction 5/magic, Spell Resistance 19, Spirit Master, Turn Submission; SV Fort +4, Ref +3, Will +2; AL LE; Str 20, Dex 14, Con --, Int 12, Wis 13, Cha 10

Skills and Feats: Climb +5, Diplomacy +3, Jump +5, Listen +16, Search +11, Sense Motive +13, Spot +13; Alertness, Improved Initiative (B), Negotiator, Skill Focus (Listen), Weapon Focus (Dagger) (B), Weapon Specialization (Dagger) (B).

Possessions: none.

Namech Servant CR 7

Namech Human Fighter 5

LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init: +2; **Senses:** Darkvision 60 ft.; Listen +16, Search +13, Spot +13

Aura Revulsion (30 ft, DC 12 or nauseated)

Languages: Classic Tanysh, Ulyanese

AC: 16; touch 12, flat-footed 14

(+2 Dex, +4 Nat)

hp 32 (5 HD; 5d12)

Damage Reduction: 5/magic; Spell Resistance: 19

Immune: Undead Traits; **Weakness:** Turn Submission -4 (as 1 HD)

Saves: Fort +4, Ref 3, Will +2

Speed: 30 ft.

Melee: Claw +10 (1d6+5) or Bite +10 (1d4+5) or Dagger +10 (1d4+5; 19-20/x2)

Ranged: Dagger +7 (1d4+5; 19-20/x2)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +5; Grapple: +10

Special Actions: / **Combat Options:** Blinding Touch (DC 12 or Blinded), Rotting Touch (DC 12)

Combat Gear: Obsidian Dagger

Psi-Like Abilities: 1/day - precognition; ML = HD.

Abilities: Str 20, Dex 14, Con --, Int 12, Wis 13, Cha 10

SQ: Damage Reduction, Darkvision 60 ft., Revulsion, Spell Resistance, Spirit Master, Turn Submission (-4).

Feats: Alertness, Improved Initiative^B, Negotiator, Skill Focus (Listen), Weapon Focus (Dagger)^B, Weapon Specialization (Dagger)^B.

Skills: Climb +5, Diplomacy +3, Jump +5, Listen +16, Search +11, Sense Motive +13, Spot +13.

Possessions: none (-1 CR).

Blinding Touch (Su): The undead can make a touch attack as a standard action that doesn't provoke an attack of opportunity. The touch causes blindness in the victim for 2d4 rounds. A Fortitude save negates the effect.

Revulsion (Su): A powerful aura of revulsion surrounds a namech. Any creature within 30 ft. that fails a Fortitude save (DC of 10 + 1/2 namech's HD + namech's Cha modifier) becomes nauseated for 1d6 rounds. Whether or not the save is successful, that creature cannot be affected again by the same namech's aura for 24 hours.

Rotting Touch (Su): The creature's touch turns living plants into a useless, rotting mess. Within hours of the undead's touch, plants wither and die, fruits become inedible, and water even becomes sulfurous, dealing a creature that drinks it 1d4 points of nonlethal damage per gallon. The undead can make a touch attack against a plant creature, dealing 1d4 points of damage per CR (adjusted by special abilities and weaknesses).

Special Undead **Abilities:**

- **SA:** Blinding Touch +1/3 CR, Rotting Touch +1/3 CR.
- **SQ:** Spell Resistance +1 CR, Spirit Master +1/3 CR.
- **Weaknesses:** -

Spirit Master (Su): Only undead under the control of another can have this power. The master psychically offers knowledge and advice, allowing the creature to use *precognition* once per day.



Obsidian Golem

Golem, Obsidian: CR 11; **Large Construct**; 15 HD; hp 112; **Init -1**; Spd 20 ft.; **AC 28** (touch 8, flat-footed 28); Atk +16 melee (Slam 4d10+15; 20/x2); **SA:** 10 ft. Reach, Stun; **SQ:** Construct Traits, Damage Reduction 10/adamantine, Darkvision 60 ft., Immunity to Magic, Low-Light Vision; **AL TN**; **SV Fort +5, Ref +4, Will +5; Str 30, Dex 9, Con —, Int —, Wis 11, Cha 1**

Skills and Feats: Hide -5*; -.

Reference: See *Terrors of the Deadlands*, pg 31 for the full stats.



Priest of Qwith

Priest of Qwith: Racked Spirit Clr 8 (Sun); CR 11; Medium-size Undead; 8 HD; hp 60; **Init +2**; Spd Fly 50 ft. (perfect); **AC 18** (touch 16, flat-footed 16); Atk +8 melee (Incorporeal Touch 1d4 plus Energy Drain) or +8 ranged (by spell); **SA:** Energy Drain, Fear Aura; **SQ:** Fire Resistance 8, Gray Toughness 1, Rebuke Undead, Undead Traits, Vulnerability to Raise Dead; **SV Fort +7, Ref +5, Will +11; AL CE; Str —, Dex 14, Con —, Int 14, Wis 20, Cha 18.**

Skills & Feats: Concentration +15, Diplomacy +15, Knowledge (Religion) +13, Listen +11, Search +8, Sense Motive +22, Spellcraft +13, Spot +11; Brew Potion, Dodge, Extend Spell, Mobility.

Psi-Like Abilities: At will - aura sight*, empathy*, mindlink*, psionic dominate*; 3/day - recall agony*, telekinetic force*. ML = HD. *Power can be augmented.

Spell-Like Abilities: At will - see invisibility; CL = HD.

Cleric Spells: (CL 8th, 6/6+d/4+d/4+d/3+d, DC 15 + spell level): 0th - detect magic, guidance, inflict minor wounds, light, mending, read magic; 1st - bane, bless, burning hands (d), divine favor, hide from undead, inflict light wounds, shield of faith; 2nd - augury, desecrate, make whole, spiritual weapon, zone of truth (d); 3rd - bestow curse, dispel magic, magic vestment, resist energy (d), searing light; 4th - discern lies (d), divination, extended magic vestment, inflict critical wounds.

Domains: Fiery Wrath, Light's Revelation.

Possessions: Cloak of Charisma +2, Periapt of Wisdom +2, Potion-Orb of Inflict Moderate Wounds (CL 3rd), Potion-Orb of Inflict Light Wounds (CL 1st) x2, Vest of Resistance +1.

Priest of Qwith CR 11

Human Racked Spirit Cleric (Sun) 8

CE Medium Undead (Augmented Humanoid, Human, Incorporeal, Psionic)

Init: +2; **Senses:** Darkvision 60ft.; Listen +11, Search +8, Spot +11

Aura Fear (<5 HD, 60 ft radius, DC 17 or Shaken)

Languages: Ancient Halfling, Classic Tanysh, Ulyanese

AC: 18; touch 16, flat-footed 16; Dodge, Incorporeal, Mobility (+2 Dex, +4 Def, armor +2)

hp 60 (8 HD; 8d12+8)

Resistance: Fire 8

Immune: Spell Immunity (bestow curse), Undead Traits; Weakness: Vulnerability to Raise Dead

Saves: Fort +7, Ref +5, Will +11

Speed: Fly 50ft. (perfect)

Melee: Touch +8 (1d6)

Ranged: Ranged Touch +8 (by spell)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +6/+1; Grapple: - (+8)

Special Actions: / Combat Options: Energy Drain (DC 17)

Combat Gear: -

Psi-Like Abilities: At will - aura sight*, empathy*, mindlink*, psionic dominate*; 3/day - recall agony*, telekinetic force*. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Spell-Like Abilities: At will - see invisibility; CL = HD.

Cleric Spells (CL 8th, DC 15 + spell level):

4th: discern lies (d), divination, ~~extended magic vestment~~, inflict critical wounds.

3rd: bestow curse, dispel magic, magic vestment, resist energy (d), searing light.

2nd: augury, desecrate, make whole, spiritual weapon, zone of truth (d).

1st: bane, bless, burning hands (d), divine favor, hide from undead, inflict light wounds, shield of faith.

0th: detect magic, guidance, inflict minor wounds, light, mending, read magic.

Abilities: Str —, Dex 14, Con —, Int 14, Wis 20, Cha 18

SQ: Darkvision 60 ft., Fear Aura, Gray Toughness 1, Rebuke Undead (6/day), Skills, Undead Traits, Vulnerability to Raise Dead.

Feats: Brew Potion, Dodge, Extend Spell, Mobility.

Skills: Concentration +4+11, Diplomacy +4+11, Knowledge (Religion) +2+11, Listen +5+0+6, Search +2+0+6, Sense Motive +5+11+6, Spellcraft +2+11, Spot +5+0+6.

Possessions: 9,400cp or Combat Gear plus: Cloak of Charisma +2, Periapt of Wisdom +2, Potion-Orb of Inflict Moderate Wounds (CL 3rd), Potion-Orb of Inflict Light Wounds (CL 1st) x2, Vest of Resistance +1.

Domains:

- Fiery Wrath - Class Skill: Intimidate; Weapon: Flail; Granted Power: You gain your cleric level in fire resistance.

- Light's Revelation - Class Skill: Sense Motive; Weapon: Warhammer; Granted Power: Once per day as a standard action you can burn all creatures within 30 ft. who intentionally tell a lie (it must be a falsehood, not a half-truth or incomplete information), dealing 1d6 fire damage/3 cleric levels. This power lasts for 1 minute. Each creature can only be damaged once, regardless of how many lies they tell. This granted power is a supernatural ability.

Fear Aura (Su): The undead is shrouded in a dreadful aura of death and evil. Creatures in a 60-foot radius that look at the undead must make a Will save. Creatures with fewer than 5 HD that fail their save become panicked. Creatures with fewer HD than the undead that fail their save become shaken. Whether or not the save is successful, that creature cannot be affected again by the same undead's aura for 24 hours.

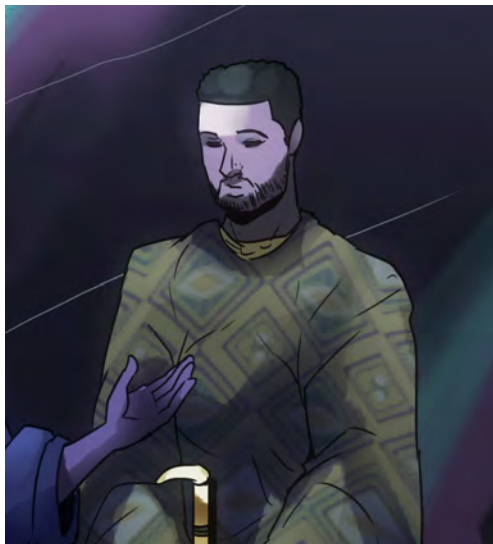
Special Undead Abilities:

- **SA:** Fear Aura +1/3 CR, **Spell-Like Abilities** +(1) 1/3 CR.
- **SQ:** Spell Immunity (bestow curse) +1/3 CR.
- Weaknesses: -

Vulnerability to Raise Dead (Ex): A spellcaster can target a racked spirit with a raise dead spell, destroying the creature with a successful touch attack unless the racked spirit makes a Will save. On a successful save, the racked spirit still takes 6d6 points of damage.



The Banquet



Ghonnnsín, Chamberlain to Qwith

Ghonnnsin, Chamberlain to Qwith: Human Male Zhen, Psi 12 (Kineticist) / Wiz 6 / Nec 1; CR 23; Medium-size Undead; 19 HD; hp 162; Init +3; Spd 40 ft.; AC 22 (touch 13, flat-footed 19); Atk +13/+8 melee (Dagger 1d4+3; 19-20/x2) or +12/+7 (Slam 1d8+3; 20/x2 or by spell) or ranged +12 (by spell); **SA:** Create Spawn; **SQ:** Climb 30ft., Code of Honor, Damage Reduction, Darkvision 60 ft., Enhanced Ability (+10 ft speed), Gray Toughness 1, Low-Light Vision, Rebuke Undead, Undead Traits, Vulnerability to Mind-Affecting Effects, Vulnerability to Obsidian; SV Fort +10, Ref +14, Will +23; AL NE; Str 16, Dex 16, Con -, Int 26, Wis 16, Cha 16.

Skills & Feats: Autohypnosis +15, Bluff +21, Concentration +28, Diplomacy +3, Intimidate +21, Knowledge (Arcana) +26, Knowledge (Psionics) +26, Knowledge (Religion) +11, Listen +9, Profession +18, Psicraft +26, Search +20, Sense Motive +9, Spellcraft +19, Spot +18; Craft Dorje (B), Greater Psionic Endowment, Imprint Stone (B), Maximize Power (B), Psicrystal Affinity, Psicrystal Containment, Psionic Body, Psionic Endowment, Psionic Meditation, Scribe Scroll (B), Skill Focus (Concentration), Still Spell (B), Quicken Power.

Psion Powers (ML 12th, PP: 126+48, DC 18 (or 19 for *) + power level): 1st - control object*, crystal shard, detect psionics, distract, far hand*, missile; 2nd - concealing amorpha, control air*, energy missile*, psionic tongues; 3rd - dispel psionics, energy bolt*, energy cone*, mental barrier, psionic blast; 4th - control body*, death urge, energy ball*, inertial barrier*, intellect fortress; 5th - energy current*, psionic crush; 6th - dispelling buffer*, psionic disintegrate.

Wizard Spells (CL 7th, 4/4+2/3+2/2+1+2, DC 18 + spell level): 0th - detect magic, disrupt undead, mage hand, message; 1st - burning hands, color spray, comprehend languages, magic missile, shield, ray of enfeeblement; 2nd - backlash, blur, command undead, shatter, mirror image; 3rd - dispel magic, death whip, halt undead, haste; 4th - animate dead, greater invisibility, scrying.

Possessions: Amulet of Natural Armor +1, Bracers of Armor +8, Cloak of Resistance +5, Gloves of Dexterity +4, Headband of Intellect +6, MW Dagger, Psionatrix of Psychokinesis, Psicrown of Evader; 200cp.

Ghonnnsín, Chamberlain to Qwith CR23

Human Male Zhen Psion (Kineticist) 12 / Wizard 6/ Necromant 1
NE Medium Undead (Augmented Humanoid, Human, Psionic)

Init: +3; **Senses:** Darkvision 60ft., Low-Light Vision; Listen +9, Search +20, Spot +18

Aura -

Languages: Ancient Halfling, Classic Tanysh, Ulyanese Giant, Ulyanese

AC: 22; touch 13, flat-footed 19**
(+3 Dex, +8 armor, +10+1 Nat)
hp 162 (19d12+19+20); Fast Healing 3
Damage Reduction: 5/magic

Immune: Undead Traits; **Weakness:** Vulnerability to Mind-Affecting Effects, Vulnerability to Obsidian

Saves: Fort +10, Ref +14, Will +23

Speed: 40 ft.; Obsidian Climb

Melee: Slam +12 (1d8+3; 20/x2) or Dagger +13 (1d4+3; 19-20/x2) or Touch +12 (by spell/power)

Ranged: Ranged Touch +12 (by spell/power)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +9/+4; Grapple: +12

Special Actions: / Combat Options: Create Spawn, Greater Psionic Endowment (+2 DC, spend Psionic Focus), Psicrystal Containment (2x Psionic Foci), Psionic Meditation (Move action)

Combat Gear: MW Dagger.

Psi-Like Abilities: At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision*. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Spell-Like Abilities: 3/day - globe of invulnerability, transformation; CL = HD.

Psion Powers (ML 12th, PP: 126+48, DC 18 (or 19 for *) + power level):

6th: dispelling buffer*, psionic disintegrate.

5th: energy current*, psionic crush.

4th: control body*, death urge, energy ball*, inertial barrier*, intellect fortress.

3rd: dispel psionics, energy bolt*, energy cone*, mental barrier, psionic blast.

2nd: concealing amorpha, control air*, energy missile*, psionic tongues.

1st: control object*, crystal shard, detect psionics, distract, far hand*, missive.

Wizard Spells (CL 7th, 4/4+2/3+2/2+2/1+2, DC 18 + spell level):

4th: animate dead, greater invisibility, scrying.

3rd: dispel magic, death whip, halt undead, haste.

2nd: backlash, blur, command undead, shatter, mirror image.

1st: burning hands, color spray, comprehend languages, magic missile, shield, ray of enfeeblement.

0th: detect magic, disrupt undead, mage hand, message.

Abilities: Str 16, Dex 16, Con -, Int 26, Wis 16, Cha 16

SQ: Code of Honor, Damage Reduction, Darkvision 60 ft., Enhanced Ability (+10 ft speed), Gray Toughness 1, Low-Light Vision, Psicrystal (ML 12th, Observant; holds a Psionic Focus), Rebuke Undead (6/day), Skills, Undead Traits, Vulnerability to Mind-Affecting Effects, Vulnerability to Obsidian.

Feats: Craft Dorje ^B, Greater Psionic Endowment, Imprint Stone ^B, Maximize Power ^B, Psicrystal Affinity, Psicrystal Containment, Psionic Body, Psionic Endowment, Psionic Meditation, Scribe Scroll ^B, Skill Focus (Concentration), Still Spell ^B, Quicken Power.

Skills: Autohypnosis +15, Bluff +21, Concentration +28, Diplomacy +3, Intimidate +21, Knowledge (Arcana) +26, Knowledge (Psionics) +26, Knowledge (Religion) +11, Listen

+9, Profession +18, Psicraft +26, Search +20, Sense Motive +9, Spellcraft +19, Spot +18.

Possessions: 170,000cp or Combat Gear plus: Amulet of Natural Armor +1, Bracers of Armor +8, Cloak of Resistance +5, Gloves of Dexterity +4, Headband of Intellect +6, Psionatrix of Psychokinesis, Psicrown of Evader; small bag of onyx gems worth 200cp.

Special Qualities (descriptions)

As per Zhen special qualities list in Terrors of the Dead Lands. In addition:

Special Undead Abilities:

- **SA:** Create Spawn + $\frac{1}{3}$ CR.
- **SQ:** Enhanced Ability (+10 ft to speed), Unique (Spell-Like Ability: Globe of Invulnerability, 3/day) +1 CR, Tap the Gray +1 CR
- **Weaknesses:** Code of Honor - $\frac{1}{3}$ CR, Vulnerability to Obsidian - $\frac{1}{3}$ CR.

Enhanced Senses (Su): Elfsight and ubiquitous vision continually grant the zhen a +6 bonus on Spot and Search checks. The zhen also has low-light vision, can detect secret doors without actively searching, and retains its Dexterity bonus when flat-footed. *

Psicrown of Evader: 400 PP; it allows use of the following powers: Catfall, Hustle, Psionic Fly, Psionic Freedom of Movement, Wall Walker.

Tap the Gray (Sp): Up to three times per day, the undead can tap the Gray for energy when threatened, mimicking a *transformation* spell at a caster level equal to the undead's Hit Dice.

Vulnerability to Mind-Affecting Effects (Ex): Unlike most undead, zhen's can be affected by mind-affecting effects if the base creature could be.

Ghonnsin stands at 5'9", with perfectly maintained short hair, and the typically zhen glossy obsidian-sheened skin. He is perfectly dressed as a courtesan of Shadowmourn, wearing the jewellery befitting his station.

He also has three jagged bands of putrescent, luminous flesh encircle his body, the uppermost sliding down from his left shoulder across his chest and under his right arm, and the other two parallel below it, like claw marks of a fearsome beast. The semi-translucent, phosphorescent bands occasionally reveal unwelcome glimpses of the charred flesh beneath the obsidian coating. Ghonnsin suspects this difference is due to Ulyan's spells, cast at Ruusar-agak. The markings follow the pattern of the wounds he suffered at Small Home, which should have faded.

Despite his skin, and the rings of flesh around him, Ghonnsin still cuts a fairly dashing figure, marred only by two missing fingers from his right hand. Well-spoken and very circumspect, Ghonnsin has an uncanny ability to measure people in a conversation, to more easily ingratiate himself with them.

Ghonnsin is primarily a psion, and uses telepathic powers to control the minds of living enemies susceptible to his influence, and other powers to pummel foes who are not. An experienced soldier, Ghonnsin enjoys the thrill of personal combat, but will not put personal enjoyment above victory - he did so once, and it cost him dearly. Unless the situation demands it, he will hang back and use his psionic powers to support the other troops with him, thinking tactically and targeting enemy casters or other specialists, but will flush enemies out of cover, bolster a flank, or exploit an opportunity to make a cluster of enemy troops pay for their formation. Similarly, Ghonnsin will order tactical retreats to minimize losses and will prevent his troops from chasing enemies too far, unless he can verify that they won't run into a trap or get themselves flanked.

Ghonnsin's magic is a back-up to him, something he falls back on when his psionics do not offer a suitable solution or they are exhausted. While he's interested in learning more, he has no real combat experience with his magic, and tends to use it for more utilitarian needs, as he did as a researcher in the Navel.

As the Chamberlain of Shadowmourn, Ghonnsin is Qwith's right-hand man, her second in command and general. Since there is little need for the basic sundries living creatures require, a much larger portion of Shadowmourn's population is devoted to fighting, but that is hardly unique. Overseeing the city's defense, Ghonnsin puts the tactics he learned as an officer in Wyan's army to good use, delighting in the familiar rush of war, though the thrill of slaughtering other undead is less satisfying, somehow.

Born into a well-to-do family in the city of Celik during the Time of Magic, Ghonnsin's parents spent a significant sum of their family wealth on their child's education. While he enjoyed the life his family's wealth afforded, Ghonnsin felt greater loyalty to his academic peers than the family he rarely saw. Even with the rights his station afforded him, Ghonnsin desired faster advancement and recognition, impatient with the slow pace of Celik's society.

Ghonnsin poured himself into the mysteries of the Way, quickly developing his mindbender talents. Despite his skill, Celik's customs and laws stymied Ghonnsin's ambitions - family patriarchs received rewards, not younger talents, even if the youth did all the work. When the armies of the Champions marched south toward Ulyan, Ghonnsin acted, repudiating his family and joining Champion Wyan of Bodach. It was after Ghonnsin received his commission as an officer that he first witnessed the terrible power of defiling magic.

Ghonnsin spent months learning defiling magic and listening to Wyan's propaganda in the long Grey Tower bivouac. An apt pupil, his experience with Celik's politics made him a valuable advisor, and the senior officers remarked on his talents and promised him the advancement he craved. At the time, Celik knew next to nothing of Rajaat, or even the genocidal goals the First Sorcerer schemed, only the sanitized picture of prosperity and authority Wyan promised under human rule.

Like other low-ranking officers, the assault at Tforkatch River took Ghonnsin by surprise, as he was busy honing his

talents against Evriapoasos (a trusted friend). Ghonnsin raced to battle alongside the other students, eager and determined, arriving at the fight well after the first assaults. Among the last of Wyan's officers to reach combat, Ghonnsin distinguished himself as he waded into a fierce melee with several ogres.

After Tforkatch, Wyan's army marched eastwards, Ghonnsin along with it. Nagarvos awaited, and Ghonnsin volunteered to lead the assault on its well-defended walls, eager for experience and recognition. Determined to outshine fellow officers such as Ryalas and Aszhaki, Ghonnsin discovered enthusiasm was a poor weapon against spans of thick stone, suffering heavy casualties as waves of attackers broke against a veritable mountain. Despite his failure, none of Wyan's assaults proved sufficient, so Ghonnsin's punishment was relatively lenient. Ultimately, the ineffectiveness of frontal assaults led Rajaat to order a siege.

Ghonnsin seized many opportunities for glory during the Siege of Nagarvos, more than redeeming his earlier humiliation in his superior's eyes. Receiving commendations from his commander Evriapoasos on multiple occasions, Ghonnsin was honored with Wyan's personal congratulations. Treasuring this memory like few others, Ghonnsin will guard the bronze medal the Champion awarded him with his (un)life, if he can ever find it, a search that uses up most of his tiny amount of spare time.

When the Champions' armies finally breached Nagarvos, Ghonnsin joined the first wave of troops sacking the city. He followed his orders eagerly, pitilessly massacring all within - men, women, and children. Unlike the more bloodthirsty soldiers, Ghonnsin focused as much on pillage as slaughter, ducking from house to house, seizing a considerable number of valuable items, including psionic and magical items.

Ghonnsin continued leveraging his position for plunder during days subsequent to the initial conquest. Deputized by Evriapoasos, Ghonnsin commanded a section of Wyan's territory in the ruin, hunting down hiding inhabitants and continuing the search for plunder. Ghonnsin marched back west considerably richer than when he arrived, setting out the day after the Champions and Rajaat finished their conference in the smoking ruins.

Unmitigated violence marked Wyan's march west. With their true purpose revealed, the army murdered any non-humans it swept over. Wyan sacked Small Home, not even deviating from the main trade road on his march to the hilltop of his victims' town. When he left, thick plumes from smoking trees marked his passing, as his soldiers torched the orchards left after his defiler's glut, leaving the god-trees and farms reduced to cinders and ash.

Unlike Nagarvos, Small Home's citizens expected no mercy. Fleeing behind fortification walls, Wyan expected an easy victory after the fortress, but the town's defenders sold their lives dearly, knowing what awaited their families if they failed. Expecting a slaughter, Wyan's troops met a fierce and desperate defense, and what began as a route devolved into bloody urban battle, the invaders falling to ambushes, misdirection, and traps set on unfamiliar streets and ominous buildings hiding unfriendly eyes. None of this deterred Ghonnsin, eager as ever for glory. Leading his men forward with growing recklessness, he cleaned out several houses and

burned one of the beloved god-trees, before stumbling into a disastrous ambush which cost him most of his force. Seriously injured himself, only Ryalas' arrival, with a large number of troops, saved Ghonnsin from an excruciating execution that day. One of Ghonnsin's rivals, Ryalas locked the wounded Ghonnsin and his remaining men under guard in a small house, under the pretense of "healing", while Ryalas claimed glory of his own.

After Lingering on in intense pain for two days, Ghonnsin finally reached Wyan's camp. The delay nearly cost Ghonnsin his life, the festering wounds demanding considerable recuperation. Forced to watch his loathsome rival Ryalas receive commendations for saving his life, Ghonnsin developed sheer hatred for the man as Wyan led the army westward, up the Winding Way, without him. Left behind, Ghonnsin joined the small number of men deemed valuable enough to leave recuperating in Ruusar-agak, north of the Grey Tower's hills.

A number of the healers also served the wizard, Gretch, as senior lieutenants. Ghonnsin only knew the curious-looking wizard by his reputation for necromancy, but Ghonnsin paid little heed to rumors, and spared little thought for the spells a healer named Ulyyachk cast to speed his recovery. Battle, revenge, and plunder dominated Ghonnsin's thoughts, unconcerned of the magic which would manifest in years to come. With Wyan's armies many miles from Ulyan by the time Ghonnsin healed, he was stuck in Ulyan, abandoned, and forced to focus on the work offered in the tower. Ghonnsin would find another way to win glory, on or off the battlefield.

Fortunately, recruiters canvassing Ulyan needed psionicists and defilers, and Ghonnsin was always ready to seize a new opportunity. A new research compound under construction, on the Arkolak of Nagarnos, needed mindbenders and wizards. The compound, called the Navel, offered operations which reported directly to Rajaat, and Ghonnsin quickly accepted an offer for defiler training.

For a time, Ghonnsin's service at the Navel pleased him. With access to superbe defiling training and an orchard of trees of life to power spells, gave him plenty of opportunity to excel. While it was odd that the seventh tree, an enormous magical plant created by Rajaat himself, was off-limits except with the explicit permission of Qwith, the Navel's director, Ghonnsin focused on rapidly climbing up the ladder of the Navel's hierarchy, supported by his rapidly growing magical talents. The life extension magic, while novel, seemed of little consequence, but a useful perk. If Ghonnsin could not outshine and humiliate Ryalas, he would outlive him.

By the time Ghonnsin could begin to notice the ambition-neutering magics Rajaat wove over the Navel's administrators and top researchers, it was too late. Subject to the same will-sapping magic shackling Qwith, Ghonnsin also lost interest in advancement and power, transformed into a blindly loyal devoted servant of Qwith.

Ghonnsin's various duties included procuring rare spell components. Originally part of Kulrath's duties, it fell to Ghonnsin when an especially harsh winter distracted the elder defiler's attention with the base logistics of food. The distraction of the abnormally long, bone-chilling winter actually seemed to irritate the researchers a little, but they

adapted. Even after the famine, Ghonnsin retained responsibility for organizing annual caravans from the farthest corners of Ulyan, delivering the rarest herbs and reagents.

In fact, Ghonnsin had just finished saddling his kank near the head of one such caravan when a bright red gleam pulsed sinisterly against the orange predawn. Looking to catch the sun's first rays, his eastern view instead caught a red glow growing across the ground. Even as he waved for his men to mount up, the red glow rushed towards them. Ghonnsin realized the danger far too late; with nowhere to run and no way to flee the obsidian tide, Ghonnsin had only a few terrified moments of reflection before the flesh-melting heat and crushing tide claimed him in a second of agony.

Consciousness returned slowly, with black glass entombing Ghonnsin. Providentially buried near the surface, shimmering purplish-black swirls of obsidian-tinged sunlight pierced the black glass. Clawing to the surface, he emerged onto undulating hills of black glass where grass and trees once stood. Horrified by his glassy black skin and sucker-pierced palms, Ghonnsin realized he was undead. A feeling he'd lost for decades returned - determination to return to the Navel and seek out his mistress Qwith.

The long eastward journey to the Navel proved arduous, as Ghonnsin slowly learned how undead flesh moved. Even if he had some knowledge of necromancy or undead, his obsidian rebirth as a zhen defied the knowledge of the Green Age. However, Ghonnsin is unusual, even for a zhen.

Specifically, three jagged bands of putrescent, luminous flesh encircle his body; the uppermost sliding down from his left shoulder across his chest and under his right arm, and the other two parallel below it, like claw marks of a fearsome beast. The semi-translucent, phosphorescent bands occasionally reveal unwelcome glimpses of the charred flesh beneath the obsidian coating. Ghonnsin suspects this difference is due to Ulyan's spells, cast at Ruusar-agak. The markings follow the pattern of the wounds he suffered at Small Home, which should have faded.

Originally a serious concern for him - Ghonnsin hated the mocking name "Scarskin" - until he discovered their unique advantage. The bands power a sphere of invulnerability several times per day, requiring only a few moments of concentration from Ghonnsin himself. With no other outlet for his deep hatred of Ryalas, those who'd mocked "Scarskin" either ended up in true death or employed very far away.

Before these revelations and revenge, Ghonnsin first arrived to find Nagarnos reborn where the Navel once stood. While the cyclopean city walls were now built with massive obsidian blocks, not granite, in all other respects the city looked exactly like the Wonder of the South he'd sacked so many years ago. With wide-open gates, Ghonnsin slipped quietly inside, looking for any leads on Qwith or remnants of the Navel. Sneaking through the crudely rebuilt city harrowed Ghonnsin, who felt a growing sense of dread, a sense he was unwelcome and the city itself might turn on him at any moment.

Finding evidence of neither Qwith nor the Navel anywhere amid the jumble of competing and unplanned

quarters and compounds, Ghonnsin avoided the meorty bands and other patrolling undead. The Arkolak had been partially rebuilt, and a few other large buildings loomed over him, but different factions of undead controlled each city section. The meorties mostly seemed interested in rebuilding the city, regarding the other groups as irritating interlopers impeding their work. Eventually, the former defiler discovered that he couldn't avoid attracting notice forever, running afoul of a different undead faction, the Champions' Daughters.

The all female zhen, marked by self-mutilation in life, wore masks similar to those they wore during the original siege and sacking of the city. After capturing Ghonnsin, they tortured him, demanding information about the other undead running amok in what was rapidly becoming known as the City of a Thousand Dead.

Ghonnsin knew nothing of "Pandruj" or "G'dranav", and the Daughters gave him nothing about Qwith. They demanded answers about the other factions' plans, and where his deformities came from, rewarding his ignorance with fresh pain, but Ghonnsin knew nothing about either. The Daughters severed two fingers before he could trick the Daughters into giving him an opportunity to use wizardry. Thinking him only a psion, the Daughters were unprepared for the subsequent magics, giving Ghonnsin an opportunity to make good his escape.

After several years, Ghonnsin found Qwith and resumed his service to her. Her unquestioning acceptance, despite his deformities, only deepened his loyalty to her. Since then, Ghonnsin serves as a field commander in Qwith's wars following Shadowmourn's founding and against the savage bugdead invaders threatening to overwhelm the new state. After reaching the exalted rank he now occupies, Ghonnsin serves as Qwith's chamberlain, and is her right hand in all things.



Itinerant Beryessaa, Nuncia of the Disciples

Itinerant Beryessaa, Nuncia of the Disciples: Human Female Zhen, Clr18 (Magma); CR 20; Medium-size Undead; HD 16d12+0; hp 135; Init +0; Spd 30 ft.; AC 25 (touch 10, flat-footed 25); Atk +23 melee (Spear 1d8+9; 20/x3) or +18 melee (Slam 1d8+5; 20/x2) or ranged +13 (by spell); **SA:** Create Spawn, Enhanced Spells; **SQ:** Damage Reduction, Darkvision 60 ft., Enhanced Spells, Gray Toughness 1, Low-Light Vision, Rebuke Undead, Undead Traits; SV Fort +16, Ref +12, Will +24; AL LE; Str 20, Dex 10, Con -, Int 14, Wis 26, Cha 20.

Skills & Feats: Climb +5, Concentration +29, Diplomacy +29, Heal +15, Knowledge (Arcana) +9, Knowledge (Planes) +9, Knowledge (Religion) +23, Listen +14, Search +14, Sense Motive +14, Spellcraft +23, Spot +20; Enlarge Spell, Extra Turning, Forge Ring, Heighten Spell, Lightning Reflexes, Maximize Spell, Quicken Spell, Weapon Focus (Spear).

Psi-Like Abilities: At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Cleric Spells (CL 18th, 6/7+d/7+d/7+d/7+d/5+d/5+d/4+d/4+d/2+d, DC 18 + spell level):
 0 - detect magic, guidance, inflict minor wounds, read magic, resistance, virtue; 1st - command, curse element, endure elements x2, heat lash, hide from undead, magical stone (d), shield of faith; 2nd - desecrate, enthrall, heat metal (d), inflict moderate wounds, resist elements, silence x2, spiritual weapon; 3rd - animate dead, bestow curse, deeper darkness, magic vestment, searing light, speak with dead, spike stones (d), wind wall; 4th - birthfurnace, elemental armor, enlarged searing light, greater magic weapon, heightened hide from undead, inflict critical wounds, tongues, vampiric touch (d); 5th - cleansing flame, elemental strike, greater command, quickened shield of faith, unhallow, unliving identity (d); 6th - braxatskin, flesh to stone (d), forbiddance, harm, ingathering the shards, word of recall; 7th - earthquake (d), elemental chariot, enlarged blade barrier, quickened dimensional anchor, revulsion, sands of time; 8th - antimagic field, elemental storm, gray rift (d), maximized elemental strike, summon monster VIII; 9th - fissure (d), greater elemental chariot, heartseeker.

Domains: Dead Heart, Mountain's Fury.

Possessions: Cirlet of Persuasion, Cloak of Charisma +4, Fire Resistance Leather Armor +1 (+4), Periapt of Wisdom +6, Spear (+4), Ring of Evasion, Vest of Resistance +5, Wand of Inflict Serious Wounds (CL 5th, 28 charges); 200cp.

Itinerant Beryessaa, Nuncia of the Disciples

CR 20

Human Female Zhen Cleric (Magma) 18
 LE Medium Undead (Augmented Humanoid, Human, Psionic)

Init: +0; **Senses:** Darkvision 60ft., Low-Light Vision; Listen +14, Search +14, Spot +20

Aura -

Languages: Ignan, Ulyanese, Ulyanese Giant

AC: 25; touch 10, flat-footed 25*
(+0 Dex, +1+4 armor, +10 Nat)
hp 135 (18d12+18); Fast Healing 3
Damage Reduction: 5/magic; Resistance: Fire 10
Immune: Undead Traits; Weakness: Distractible, Vulnerability to Mind-Affecting Effects
Saves: Fort +16, Ref +12, Will +24; Evasion

Speed: 30 ft.
Melee: Spear +23 (1d8+9; 20/x3) or Slam +18 (1d8+5; 20/x2)
Ranged: Comp. Longbow +13 (by spell)
Space: 5 ft.; Reach: 5 ft.
Base Attack: +13/+8/+3; Grapple: +18
Special Actions: / Combat Options: Create Spawn, Enhanced Spells (+1 dmg)
Combat Gear: Fire Resistance Leather Armor +1 (+4), Spear (+4).

Psi-Like Abilities: At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Cleric	Spells	(CL	18th,
		6/5+2+d/5+2+d/5+2+d/4+1+d/4+1+d/3+1+d/3+1+d/2+d,	
		DC 18 + spell level):	
		9th - fissure (d), greater elemental chariot, heartseeker.	
		8th - antimagic field, elemental storm, gray rift (d), <i>maximized</i> elemental strike, summon monster VIII.	
		7th - earthquake (d), elemental chariot, enlarged blade barrier, <i>quicken</i> ed dimensional anchor, revulsion, sands of time.	
		6th - braxatskin, flesh to stone (d), forbiddance, harm, ingathering the shards, word of recall;	
		5th - cleansing flame, elemental strike, greater command, <i>quicken</i> ed shield of faith, unhallow, unliving identity (d);	
		4th - birthfurnace, elemental armor, <i>enlarged</i> searing light, greater magic weapon , <i>heightened</i> hide from undead, inflict critical wounds, tongues, vampiric touch (d);	
		3rd - animate dead, bestow curse, deeper darkness, magic vestment , searing light, speak with dead, spike stones (d), wind wall;	
		2nd - desecrate, enthrall, heat metal (d), inflict moderate wounds, resist elements, silence x2, spiritual weapon.	
		1st - command, curse element, endure elements x2, heat lash, hide from undead, magical stone (d), shield of faith;	
		0 - detect magic, guidance, inflict minor wounds, read magic, resistance, virtue;	

Abilities: Str 20, Dex 10, Con -, Int 14, Wis 26, Cha 20
SQ: Damage Reduction, Darkvision 60 ft., Enhanced Spells, Gray Toughness 1, Low-Light Vision, Rebuke Undead (8/day), Skills, Undead Traits.
Feats: Enlarge Spell, Extra Turning, Forge Ring, Heighten Spell, Lightning Reflexes, Maximize Spell, Quicken Spell, Weapon Focus (Spear).
Skills: Climb +5+0, Concentration +5+21+3, Diplomacy +5+21+3, Heal +8+7, Knowledge (Arcana) +2+7, Knowledge (Planes) +2+7, Knowledge (Religion) +2+21, Listen +8+0+6,

Search +2+0+6+6, Sense Motive +8+0+6, Spellcraft +2+21, Spot +8+0+6+6.

Possessions: 130,000cp or Combat Gear plus: Circlet of Persuasion, Cloak of Charisma +4, Periapt of Wisdom +6, Ring of Evasion, Vest of Resistance +5, Wand of Inflict Serious Wounds (CL 5th, 28 charges); 200cp.

Special Qualities (descriptions)

As per Zhen special qualities list in Terrors of the Dead Lands. In addition:

Special Undead Qualities (as per Terrors of the Dead Lands):

- **SA:** Create Spawn +½ CR.
- **SQ:** Enhanced Spells +½ CR
- **Weaknesses:** Distractible -½ CR, Vulnerability to Material (Wood) -½ CR.

Cleric Domains:

- **Dead Heart** - Class Skill: Intimidate; Weapon: Impaler; Granted Power: When dealing with undead, You get a +4 bonus on interaction checks (such as Bluff, Diplomacy, Intimidate, and Sense Motive). You also gain a +4 bonus on turn or rebuke attempts against undead.
- **Mountain's Fury** - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric rebukes undead.

Create Spawn: Beryessaa can perform a short ritual over a helpless humanoid as a full-round action. The ritual involves a coup de grace, and if the creature dies, it rises after 48 hours as a namech under Beryessaa's control. At any one time, she can have namech spawn with total HD equal to her own.

Distractible (Ex): Beryessaa is easily distracted by threats to those sacred to the Obsidian God (worshippers and the Unperfected - living) such that it aggravates her to the point of rage. In combat, she rids herself of the distraction, eliminating the threat even before dealing with more personal threats.

Enhanced Spells (Su): Any damage-dealing spell cast by the undead inflicts +1 damage per die. The spell's defiling radius increases by 5 ft.

Enhanced Senses (Su): Elfsight and ubiquitous vision continually grant the zhen a +6 bonus on Spot and Search checks. The zhen also has low-light vision, can detect secret doors without actively searching, and retains its Dexterity bonus when flat-footed. *

Vulnerability to Mind-Affecting Effects (Ex): Unlike most undead, zhens can be affected by mind-affecting effects if the base creature could be.

Underneath her heavy and coarse black robes, which always seem to be in motion, Beryessaa is a typical Zhen,

looking like an aged, emaciated walking corpse about one and a half meters tall, with iridescent dark purple flesh, palm-suckers, and piercing solid black eyes. Like most Disciples, she long-ago removed any surviving hair on her head, and still wears the embroidered clerical stole of a Mathargos. She is immensely proud of her blessed nature as a Zhen, openly displaying her purple-hued flesh and palm-suckers for all to see.

Beryessaa is a true believer in the doctrine of the Disciples, and is willing to become a Martyr if the Black God wills it. While earnest and dedicated to spreading her faith, she generally acts with honesty and reason: despite her ideals she is quite aware of the physical realities of the Dead Lands. She unapologetically works to advance the aims of her faith through action rather than word, and cannot by any means be convinced the Disciples' reverence of the Blackglass is nothing more than a particularly unorthodox offshoot of the Paraelemental Cult of Magma.

A born persuader and manipulator, Beryessa prefers to push feelings of shame and guilt upon those blasphemous enough to threaten her, rather than fight. She is perfectly capable of defending herself, however, commanding undead and bringing her full psionic and magical power on anyone who dares make her look small before her god.

Beryessaa was born into a family of subsistence farmers in northwestern Ulyan, several generations after Myron's Cleansing of the Sageocracy. She sometimes fished on the shores of Glass Lake, but was wary of the tales her friends told of haunted Nolak Island, and the evil Water spirits which consumed trespassers. Her trips to the Lake were few, however, as Beryessaa had responsibilities at home: they had to produce enough grain to meet the demands of the Navel's confiscation agents, and still somehow grow enough food for themselves; in cleansed Ulyan, life was hard for farmers tilling the defiled soil.

In her youth, Beryessaa knew little of the Navel, other than that its demands for her community's grain were both insatiable and undeniable. The tax collectors came, sometimes accompanied by warriors and fearsome robed strangers whose fingers spat fire and death when yields were particularly lean. Knowledge of magic was widespread, of course, but practitioners were few in northwestern Ulyan: Beryessaa came to hate the Navel and its defiling arts, which has forced her poverty-stricken family to scabble out a living in the ruined soil for generations.

On the fateful day when all life in Ulyan ended, Beryessaa was out in the fields, pulling tares from the rows and sifting the furrows for rocks. She had been working for three hours in the late afternoon, since the growing season in Ulyan was always short, and the daylight was needed for more pressing chores. She probably would not have noticed the silent wave of roiling black liquid from the east, had it not been for the sudden westward scattering of birds, which normally clustered over the fields, looking for stray seeds or grubs. Beryessaa look east in the direction of the commotion, and saw a glittering line eclipsing the setting sun, along the horizon, stretching north to south across the plains of the old

Sageocracy, as far as eye could see. The line grew closer and closer with what appeared to be tedious slowness, but in truth moved with hideous speed, soon becoming a deep black ribbon covering the eastern sky. Beryessaa yelled for her family, but her father and brothers were working other fields, while their mother and younger sister were making porridge for breakfast in the sod house.

The Shining Tide rose till it seemed to fill the sky, and Beryessaa screamed, and screamed again, running for the house, but was no more than halfway there when the obsidian surged over her, the house, the fields, everything. Eventually Beryessaa returned to consciousness, believing that she had had a terrible dream: for in the humdrum life of post-cleansing Ulyan, such a fantastical disaster as the Shining Tide was simply incomprehensible. But she found she could not wake up from her nightmare, trapped as she was in a cyst of hissing blackglass.

Eventually Beryessaa was able to claw her way up out of the blackglass, and what she found confirmed her worst fears: there were no longer any farms or fields, and even Glass Lake was gone, all replaced by a slippery sea of shiny black glass. Likewise, she had also been changed, no less radically – her sun-reddened skin was now smooth and black, glittering in the harsh daylight, and her hands now bore mouthlike suction cups. As she noticed no breath escaped her lungs, she wished to simply drift back into unconsciousness and let the this nightmare go on without her. But deep down, she knew it was no dream.

Beryessaa wandered the Obsidian Plain for weeks before meeting another sapient being: Naswangg, formerly a tradesman from the town of Deshentarium, who had also become a Zhen. From him she learned that the black glass that had overwhelmed their world was a mineral called obsidian. Together the two trekked across the plains, concluding that the obsidian had consumed everything, and were amazed when they found an entire tribe of other undead camped out on the obsidian.

The strangers, nearly all Zhen, had come to believe that the Shining Tide was an act of God – specifically an act of the Black God of elemental obsidian. At first, they had believed that this god's enormous power had swept over all of Athas, but survivors from farther north claimed that the blackglass had not reached over the cliffs of Ulyan, and that bare earth still cascaded down from the rim – to them, clearly the obsidian god's power had been bounded by the basin of Ulyan.

Beryessaa watched in awe, as the leaders among these Zhen – undead who in life had been far more educated than the simple farm girl from east of Glass Lake – debated the meaning of these tidings. They christened themselves the "Gleaming Tribunal" and decided that clearly the obsidian god, whom they referred to as the Black God or Sleeping God, was in repose, that it had overwhelmed Ulyan as its chosen holy land, and that when the time was right, it would Awaken and consume the remainder of Athas in what they called the "Emergence." The Sleeping God's gift was undeath, perfect and eternal, and so they called themselves the "Perfected."

Hazy memories of the onrushing obsidian stretching across the horizon led Beryessaa to an inescapable conclusion: that indeed this had to be a divine event – nothing, not even the

Navel's Defilers, could accomplish such a feat themselves. She embraced the new religion, and became a novice of the fledgling faith, proudly adopting the moniker of "Disciple." For countless years, she simply helped her superiors scout out the northwestern region of what had been Ulyan, converting other undead she encountered there, and discovering a series of subvitrine caves formed by air pockets within the cooling obsidian, which the disciples took as their home. For a King's Age they were secreted away in their subvitrine grotto, consolidating their theology into its familiar form. Their lands and the other northwestern regions such as the Bone Lands were spared from the first Bugdead invasion: however, tens of thousands of humanoid undead from the Kingdoms of Gretch fled northwest to the relative safety of their territory. The Disciples sent numerous missions to these refugees' makeshift camps, but most refused to convert to their faith. Barring a few incidents involving overzealous Disciples, the cult did not press the issue: after all, was not one of the benefits of the Sleeping God's gift an eternity of unlife? To the Disciples, their wayward siblings had all the time in the world to accept the truth.

After the first Bugdead invasion receded, most of the refugees abandoned their camps to return to the Kingdoms of Gretch and other ravaged territories: the Disciples' missionaries followed them to spread their faith to the other undead nations. The Gleaming Tribunal also sent missionaries south to contact the Bugdead's mysterious masters, but they never returned, leading the Tribunal to abandon such efforts within a King's Age. Beryessa was fortunate enough to not be among those sent south- she realized the Bugdead had no interest in religion, and instead took assignments to the region that would become known as Dshenturum and Shadowmourn, preaching the faith to the tribal and warlords, including Yisia of the Unholy lands and Xaksiis Goldgleam of Ehessos. The ex-military leaders were not impressed, and repeatedly drove her and her peers out of their territory.

Several King's Ages passed, during which Beryessa was granted the role of Narthguk, overseeing various Parishes, until word from the south galvanized her and her fellow clerics: on the northern edge of Bigdead territory, at the place known as the Shale Land, a renegade lashbug was quarrying great mounds of God's flesh into idolatrous monuments and exposing the naked earth of ancient Ulyan. After the missionaries sent south never returned, the Disciples felt they had no other option but to launch a crusade to avenge the maiming of God's face and convert or bring true death to the Bugdead. Beryessa heeded the call to arms, but between the seemingly inexhaustible supply of Bugdead and the Tribunal's less-than-sound grasp of military tactics, soon found herself in a rout. The Mathargoi assigned to the crusade ordered fanatical charges that sent entire legions of Disciples to the true death, and Beryessa found herself among a surviving battalion besieged atop a massive shale mound, surrounded by a sea of bugdead. Then, by the will of the Black God, the renegade Scarlet Warden, Anthyarka, granted them safe passage home, and proved true to its word. As she and her fellow survivors wandered back north past Small Home, she ruminated on the disaster and concluded that the Black God yet guided them in mysterious ways.

In the following King's Ages, Beryessa was finally ascended to the role of a Mathargos: when the Gleaming Tribunal declared a second crusade, this time against the City of a Thousand Dead, she ferociously argued against it, and was subsequently censured and sequestered in her role as Mathargos. Unsurprisingly, the new Crusade crumbled against the power of the Sunflash, and the ascendancy of a reformist faction among the Gleaming Tribunal saw Beryessa freed of her censure. She became a strong advocate of reform to avoid another wasteful crusade, and was reinstated as a missionary to the northern Dead Lands. She enacted a great pilgrimage across the lands, tasked with surveying any damage to the face of God and serving as an ambassador between the Disciples and northern undead nations. On her journeys she uncovered many secrets, conveying them back to the Tribunal via the allies she made among the nations. She had long ago tempered her expectations for the Awakening, and came to believe during her travels that the Black God might be deliberately delaying its emergence to allow its followers more time to convert the stubborn undead of the Dead Lands.

The one secret which Beryessa did not pass on to her superiors was the presence of an undead troll of the Sageocracy in the cliffs north of Dshentu and Shadowmourn. Knor-morhen the troll had spared Beryessa's life, on the condition of her sworn secrecy, and Beryessa had no intention of breaking her word. However, the discovery of Imperfects from beyond the cliff rim has suddenly sparked Beryessa's hopes that the Emergence might yet be imminent. In her fervor, she is willing to sacrifice anything and everything, including her own unlife, to hasten the Black God's awakening.



Las-ufar, Ambassador of Gretch to Shadowmourn

Las-ufar, Ambassador of Gretch to Shadowmourn: Human Male Morg, Psi 9 (nomad) / Rog 7; CR 22; Medium-size Undead; 16 HD; hp 136; Init +8; Spd 40 ft.; AC 22 (touch 14, flat-footed 18); Atk +17/+12 (Dagger 1d4; 19-20/x2) and +10 melee (Tongue 1d4+6 plus Energy Drain; 20/x2) or ranged +13 (by power); SA: Constrict, Create Spawn, Death Gaze, Energy Drain, Fear Aura, Improved Grab, Sneak Attack, Teleport Victim; SQ: Cold Resistance, Damage Reduction, Darkvision 60 ft., Evasion, Fast Healing, Light Sensitivity, Spell Immunity, Trapfinding, Trap Sense, Undead Traits, Vulnerable to Sunlight, Uncanny Dodge; SV Fort +7, Ref +14, Will +12; AL NE; Str 22, Dex 18, Con -, Int 27, Wis 15, Cha 12.

Skills & Feats: Balance +11, Bluff +11, Climb +10, Concentration +20(+4), Diplomacy +11, Escape Artist +11, Gather Information +8, Hide +19, Jump +11(+10), Knowledge (Psionics) +24, Listen +18, Move Silently +21, Open Lock +11, Pick Pocket +11, Psicraft +24, Search +24, Sense Motive +18(+10), Spot +18, Tumble +11; **Feats:** Combat Manifestation, Improved Initiative, Greater Psionic Weapon, Inquisitor (B), Mental Leap (B), Psionic Meditation, Psionic Weapon, Speed of Thought, Weapon Focus (Dagger).

Psion Powers: (CL 9th, PP: 108, DC 18 + power level): 1st - burst, cat fall, detect psionics, inertial armor, missile; 2nd - dimension swap, energy push, hustle, psionic levitate; 3rd - body adjustment, dispel psionics, energy bolt, time hop; 4th - correspond, psionic dimensional anchor, power leech, psionic fly; 5th - baleful teleport, psionic teleport, psionic true seeing, psychic crush.

Possessions: Belt of Giant Strength +4, Cloak of Elvenkind, Dagger +1, Gloves of Dexterity +4, Headband of Intelligence +6, Vest of Resistance +2; 50cp.

Las-ufar, Ambassador of Gretch to Shadowmourn CR 22

Human Male Morg, Psion 9 (nomad) / Rogue 7
NE Medium Undead (Augmented Humanoid, Human, Psionic)

Init: +8; **Senses:** Darkvision 60ft.; Listen +18, Search +24, Spot +18

Aura Fear (<5 HD, 60 ft, DC 19)

Languages: Classic Dwarven, Ancient Halfling, Ulyanese Giant, Ulyanese

AC: 22; touch 14, flat-footed 18; Uncanny Dodge (+4 Dex, +4 armor, +4 Nat)

hp 136 (16d12+32); Fast Healing: 1

Damage Reduction: 10/magic; Resistance: Cold 10

Immune: Spells (Resilient Sphere, Wind Wall), Undead Traits; Weakness: Light Sensitivity, Vulnerability to Sunlight

Saves: Fort +7, Ref +14, Will +12; Evasion

Speed: 40 ft.

Melee: Dagger +17 (1d4+7; 19-20/x2) or Tongue +15 (1d4+6 plus Energy Drain; 20/x2)

Full Melee: Dagger +17/+12 (1d4+7; 19-20/x2) and Tongue +10 (1d4+3 plus Energy Drain; 20/x2)

Ranged: Ranged Touch +13 (by power)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +9/+4; Grapple: +15

Special Actions: / Combat Options: Constrict, Create Spawn, Death Gaze (2/day, 30 ft, DC 19, 3d6+16, Energy Drain (DC 19), Improved Grab, Psionic Meditation (Move action), Sneak Attack (+4d6), Teleport Victim (DC 19)

Combat Gear: Dagger +1.

Psion Powers (CL 9th, PP: 72+36, DC 18 + power level):

5th: baleful teleport, psionic teleport, psionic true seeing, psychic crush.

4th: correspond, psionic dimensional anchor, power leech, psionic fly.

3rd: body adjustment, dispel psionics, energy bolt, time hop.

2nd: dimension swap, energy push, hustle, psionic levitate.

1st: burst, cat fall, detect psionics, inertial armor, missile.

Abilities: Str 22, Dex 18, Con -, Int 27, Wis 15, Cha 12

SQ: Damage Reduction, Darkvision 60 ft., Evasion, Fast Healing, Grey Toughness 2, Light Sensitivity, Resistances, Skills, Spell Immunity (Resilient Sphere, Wind Wall),

Trapfinding, Trap Sense (+2), Uncanny Dodge, Undead Traits, Vulnerability to Sunlight.

Feats: Combat Manifestation, Improved Initiative, Greater Psionic Weapon, Inquisitor, Mental Leap, Psionic Meditation, Psionic Weapon, Speed of Thought, Weapon Focus (Dagger).

Skills: Balance +4+7, Bluff +1+10, Climb +6+4, Concentration +1+19(+4), Diplomacy +1+10, Escape Artist +4+7, Gather Information +1+7, Hide +4+10+5, Jump +6+5(+10), Knowledge (Psionics) +8+16, Listen +2+10+6, Move Silently +4+7+10, Open Lock +4+7, Pick Pocket +4+7, Psicraft +8+16, Search +8+10+6, Sense Motive +2+10+6(+10), Spot +2+10+6, Tumble +4+7.

Possessions: 77,000cp or Combat Gear plus: Belt of Giant Strength +4, Cloak of Elvenkind, Gloves of Dexterity +4, Headband of Intelligence +6, Vest of Resistance +2; 50cp.

Special Qualities (descriptions)

As per Morg special qualities list in Terrors of the Dead Lands. In addition:

Special Undead Abilities:

- **SA:** Death Gaze +2 CR, Teleport Victim +1 CR.
- **SQ:** Spell Immunity (Resilient Sphere, Wind Wall) + $\frac{1}{3}$ CR
- **Weaknesses:** Vulnerability to Sunlight - $\frac{1}{3}$ CR

Constrict (Ex): An undead that successfully grapples with its tongue attack deals automatic tongue damage.

Death Gaze (Su): The undead can kill lesser beings with a single gaze. Twice per day as a standard action, the undead can stare at a creature within 30 ft., killing the creature if it fails a Fortitude save. This is similar to a gaze attack, except that those merely looking at it are not affected. On a successful save, the creature suffers 3d6 points of damage plus 1 point per HD of the undead.

Light Sensitivity (Ex): Morgs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Teleport Victim (Sp): The undead can grab hold of a creature and teleport it into its lair. This ability functions just like the greater teleport spell, except unwilling creatures can be teleported if they fail a Will save. The undead can use this attack three times per day.

Vulnerability to Sunlight (Ex): Direct sunlight deals the undead 1d6 points of damage each round. The bright light of the dark sun reminds the creature of its former life; the creature cannot stand the brightness of the sun when compared to its eternal existence of pain and hunger.

Las-ufar is a normal-sized human morg, his body perfectly preserved by the process of morgbirth. He was reasonably attractive in life, and remains so today, though several scars (at least one from his encounter with the lashbug prior to the first bugdead invasion) mark his otherwise genial visage. Las-ufar is a potent user of the Way, and skilled in the arts of the street thief and rogue which he learned in his youth. He has for King's Ages been one of the three remaining Uncrowned, the elite inner circle of Gretch's subordinates,

serving alternately as an ambassador and agent provocateur across the humanoid Dead Lands.

Las-ufar was born in the city of Qusalaax, across what is now the Silt Sea, in the Time of Magic. He grew up in the secretive underbelly of the city's sewers and alleys, finding his way as a young rake. The social system of Qusalaax did not reward the unlettered sons of prostitutes, and Las-ufar's mother cared little for him either. He became a cutpurse and sneakthief, and learned how to climb the stone cupolas which dotted Qusalaax's elegant skyline, the better to raid the temple fiscs within. For obvious reasons he grew up comfortably atheistic, believing in nothing and no one.

From his youth as a tough on the streets of Qusalaax, Las-ufar was "rescued" by the unlikely means of the Hasru'r, the enforcers of the Regent of the Waves, and impressed as a sailor on one of the merchant-warships of the realm. He had no way to escape from the *Pride of Zillart*, but he chafed at his enforced service on board for more than a year. He tried to jump ship in several ports, but the ship's master, a burly half-elf named Rawydr, was a potent mindbender and successfully hunted him down each time, rousting him out of his dockside hideouts and dragging him back to the *Pride of Zillart*.

His closest escape came at the city of Tar-elon, an outpost of one of the most powerful Tablelands cultures. Las-ufar cared little for any Tablelands culture, but Tar-elon was a mostly human society, and among its plazas in the shadow of its one great obelisk he thought he could find refuge. In fact he did gain temporary refuge in one of the city's many temples, where the robed priests salved his wounds with honey and offered him shade among the hypostyle columns. But Las-ufar reckoned without Rawydr's determination, or his psionic skill; a team of his fellow crewmen drove off the temple's guardian baboons and drug him screaming back to the *Pride of Zillart*.

The lashings left permanent scars on mind and body, awakening psionic talents Las-ufar had previously never known. He cultivated his new abilities, combining them with the skills of his youth on the streets to survive. He passed up several escape opportunities, feigning obedience to Rawydr until the *Pride of Zillart* docked in the elvish port of Arkhold. By this time, Las-ufar had developed a foolproof escape plan, and he implemented it with skill. He jumped ship, caught a caravan south out of town, and was halfway to the inland trading station of Tolrazis before Rawydr started searching for him. As Las-ufar had correctly judged, his hunter could not stray far from the ship, and he was finally free.

Las-ufar wanted to make sure he put enough distance between himself and the sea to ensure that Rawydr never again was near enough to sense him and hunt him down, however, so he continued on the trade route, taking work as a bitumen bearer. He disliked the elves he worked with – the experience with Rawydr left him with bitter memories of elves – but endured their company to the cliffs of Ulyan. Certainly no ship captain was likely to travel down into the great inland basin! He descended by the series of ledges and pulleycarts known as Nowaer's Ladder arriving at the elvish city of Elsavos.

The way to escape the taint of elves lay westwards, across the lizardman-infested swamps of Sagramog, and Las-ufar wasted no time in taking this route. On the far side of

Sagramog he took residence in the thriving metropolis of Nagarnos', the Queen of Ulyan and the Wonder of the South. For several years, Las-ufar lived in the great city, among the gnomes, humans, ogres, elves, and others who called its spires and domes their own, but he never fit in. He worked odd jobs, saving his meager wages to purchase additional psionic instruction.

Gradually, Las-ufar acquired enough psionic power to advance from wage labor to petty crime, and ultimately to a grisly murder. The dead gnomes were soon found, however, and Las-ufar knew that his own psionic abilities were still too limited for his identity to remain hidden in the face of the potent mindbenders who ruled Nagarnos'. So once again he fled, and again went westwards, taking the loot from his crimes with him out onto the plains.

That is where Gretch found him. The Grey Tower was newly-built in those days, and the mighty wizard Gretch was eager for loyal servants. He took in the fugitive Las-ufar, granting the young man sanctuary from the pursuing constabulary and agreeing to teach him the Unseen Way. Under Gretch's tutelage, Las-ufar progressed quickly, far faster than he had with his occasional lessons in Nagarnos'. Within a few years he was a powerful psion, and one of Gretch's most trusted and devoted lieutenants, fully the equal of other Uncrowned such as Fnuthaar or Uzhgabr.

Las-ufar was present that night at the Grey Tower when Rajaat came. Neither he nor any of Gretch's other staff could escape hearing the exchange in the upper chamber – Rajaat wanted them to hear, and made sure his words were understood by all. The First Sorcerer reminded Gretch that he was a student, and Rajaat the master, and the master took unkindly to wayward students who fled from his side. Las-ufar and the others heard Gretch's quaking reply, his subservience, and knew that resistance to the First Sorcerer was futile.

Rajaat's instructions to Gretch were simple, and after the First Sorcerer's departure Gretch executed them precisely. Not that he appreciated being once again in Rajaat's service, but he had no desire to draw the angry attention of the First Sorcerer by failing to carry out his directions. Las-ufar was one of the first that Gretch sent out to proselytize among the human plainsmen of Ulyan, preaching the new gospel of human superiority and the coming "restoration" of the world.

Las-ufar had felt the power of Rajaat, that night in the Grey Tower, and his own experiences in life had taught him to prefer his own kind over nonhumans. He undertook the task of proselytization with energy, travelling far and wide with the nomadic human herders of central Ulyan, bringing them the prophecies of human superiority and the wickedness of the nonhumans. He pointed out the hard bargains driven by the gnomish and elven factors who bought their livestock, the cheating of roaming goblin bands, the raids by orcs and kobolds, and the wealth of nonhuman-dominated cities such as Nagarnos' and Nuubark of the Spires as proof of the vast nonhuman conspiracy against simple, pure humans.

His message was well received. Las-ufar used his formidable psionic talents to overawe nomad chieftains and defeat tribal shamans who resented his encroachment upon their prerogatives and purviews, and many times left in his wake new chieftains whose minds had been forcibly

converted. Las-ufar was untroubled by his methods – not that he himself was a true believer, but he saw nothing but advantage to himself in serving as a small cog in the machine of such a powerful being as Rajaat. Who knew- perhaps when Rajaat came to reap what Las-ufar and his brethren were sowing, the former sailor and petty criminal could become a larger cog...

For years uncounted, Las-ufar passed back and forth across Ulyan, preaching to the human nomads and evading the goblins, kobolds, and others who did in fact prey on travelers and herders. He also worked subtly among the nonhuman traders who purchased livestock and sold supplies to the human herders, using his psionic and criminal talents to help them extract the sharpest deals possible from the humans, thereby increasing the bitterness of the herders and making his own prophecies of nonhuman perfidy come true.

Las-ufar's efforts made him one of Gretch's most reliable and effective agents. He frequently had the honor of additional psionic training from Gretch, and the opportunity to use his skills abroad in Ulyan. Twice he was sent on dangerous missions to proselytize for Rajaat's coming in the powerful troll-dominated Sagocracy, in northwestern Ulyan, and each time he evaded the skilled mindbenders the trollish philosopher-king employed to keep Gretch's minions out of his demesnes. Only about twenty years prior to his emergence into undeath, Gretch sent Las-ufar to the villages of Small Home to battle a potent sprite chieftain who was obstructing Gretch's work, and the ensuing psychic challenge passed into local legend.

But age was creeping up on Las-ufar, and death was not a barrier on which Gretch wanted one of his most prized servants to wreck. The old necromancer convinced Las-ufar to endure morgbirth, and so remain active in the world. Las-ufar was daunted by the pain associated with morgbirth – he had sworn many times, on the deck of the *Pride of Zillart*, to avoid all pain, and he had seen Uzhgabr's anguish in the change – but he felt that death would cheat him of the rewards he knew were his due for his services to Gretch's and Rajaat's cause. He accepted.

Las-ufar was newly undead when the grand army of Rajaat marched down the Winding Way and arrived on the plains of Ulyan. Gretch had lied! The pain of morgbirth could have been avoided! But Las-ufar had no time to dwell on this betrayal (assuming Gretch had in fact known that Rajaat's arrival was impending), for he had to serve Gretch in a manner that would gain him an opportunity to impress Rajaat. The chance came when the grand army arrived at the Grey Tower and encamped there, and the human herders began to arrive.

The moment that Las-ufar had waited long years for had come, and he found himself relegated to a minor and unsung role. It was his mission to travel to the farthest edges of Ulyan and bring the human believers there the news of Rajaat's coming. He performed this task with skill and dedication, and when he had completed it he hastened back to the Grey Tower, offering his services in the division of the recruits among the Champions' armies. They rebuffed him.

Las-ufar was more than irritated when he was denied the chance to help distribute "his" recruits among the Champions, but he recognized that the Champions were far more

powerful than he, and that they were clearly Rajaat's favored servants. So instead, Las-ufar found ways of assisting by procuring provisions to support the great bivouac, and offering what information he had about the nonhuman races and realms of Ulyan. Gretch, observing his minion seeking to ingratiate himself, let it go – Las-ufar's efforts reflected well on Gretch, making him look more cooperative than he intended to be, and besides, Gretch had enough experience with Rajaat's "gratitude" that he realized Las-ufar was unlikely to ever achieve the reward he desired.

However, Gretch did insist that Las-ufar remain with him, in the Grey Tower, when the Champions and their armies surged out of the great encampment to fight the Battle of Tforkatch River. Las-ufar had hoped to take up the invitation of Gallard, the most friendly of the Champions, to fight in his vanguard, but Gretch forbade it, fearing that Gallard's intent was to ensure Las-ufar's death in combat. Instead, after the battle, Gretch placed Las-ufar in charge of the recovery of the heaped corpses from the left side of the battlefield, and gave him responsibility for Charnalhouse, the largest of the "reanimation factories" where the corpses were revived to serve Gretch.

Las-ufar chafed at these tasks, but excelled, convincing himself that he could still impress Rajaat if he appeared at the Siege of Nagarvos' in command of an army of undead equal in numbers and power to the armies of Rajaat's Champions. Such was also Gretch's vision, and it was Gretch who in fact did lead that army eastwards. But Rajaat rejected his subordinate's offer of assistance, denying that undead leaders were or could ever be equal in influence to his beloved Champions. Angrily, Gretch led his legions of undead back to the Grey Tower, and brooded.

Las-ufar was never the kind to brood. When Gretch marched away, Las-ufar procured his permission to remain behind at the Siege. He briefly joined Gallard's staff, providing all the information he remembered about the gnomes of Nagarvos', but his knowledge was little greater than that of spies Gallard already had in place, and the Gnomebane soon released him. Las-ufar sought to attach himself to several other Champions, always in the hope of distinguishing himself in battle and procuring thereby Rajaat's favor, but he was everywhere rejected.

Nowhere was Las-ufar refused more humiliatingly than in the tents of Albeorn the Elf-Slayer. He had hoped the experiences of his youth might endear him to this Champion in particular, but Albeorn had no time for the morg mindbender. He mocked the undead before all his captains and cast him out of his encampment. Such was Las-ufar's shame that he even briefly considered seeking out the headquarters of Keltis, in Sagromog below the city, to offer his services, but at length he concluded that he would not descend the escarpment and leave the Siege only to obtain yet another rejection.

Instead Las-ufar remained at the Siege of Nagarvos', not fighting but watching incognito and hoping for an opportunity to prove wrong those who had told him he had nothing to offer. No such opportunity came, until the armies broke into Nagarvos' and the sack began. Las-ufar crept into the burning city and observed the massacres of the population, human and nonhuman alike. He felt little regret

– Nagavos’ hadn’t been that good to him in life – but was amazed at what a tremendous harvest of undeath awaited, if only Gretch knew and could organize the effort!

At the Grey Tower, Las-ufar found his message of hope fell on deaf ears. Gretch had other spies, minions more dedicated to him and less to themselves, such as Fnuthaar, who had already reported to him on the mountains of corpses in smoking Nagavos’. Las-ufar could only watch with distant satisfaction as his master Gretch traveled to Nagavos’, to Rajaat’s grand council, only to again be rejected in his bid to form an undead army to march alongside the Champions.

In fact, Rajaat forbade Gretch from raising any of the thousands of nonhuman dead to undeath, and the Champions echoed this demand, insisting that their own fallen warriors be left undisturbed. It was a matter of morale in the armies – soldiers who knew they would likely be reanimated as mindless slaves would be less eager to risk death in battle. So Gretch was left with little opportunity to mine the riches of ruined Nagavos’ – at least until the Champions’ armies left. But they marched away only days after the council, and thus Gretch was able to dispatch his minions, including Las-ufar, to harvest as many of the corpses as possible.

There were still risks involved, not from the Champions but from Rajaat himself. Not long after he launched his Champions from Nagavos’ onto the world, he summoned a cadre of defilers, mindbenders, and priests to the still-smoking ruins of Nagavos’. Las-ufar was not there to see their charter, or the construction of their research facility upon the ruins of the Queen of Ulyan, but when he returned from Charnalhouse for more corpses he was careful to avoid the Navel’s fine buildings, shaded by sweet-smelling *trees of life*.

Qwith, the leading researcher at the Navel, ordered most of the remaining corpses in Nagavos’ burned, and her pet Fire clerics were quick about the task. Las-ufar found himself an embittered and lonely undead, his opportunity for great advancement well and truly gone. He reluctantly returned to Gretch’s service, where his self-absorbed exploits had lost him status compared to Gretch’s other more loyal lieutenants, such as the Uncrowned Fnuthaar, Col’raorz, and Uzhgabr. He was relegated to minor roles, such as the exploration of such cleansed realms as Arludas of the gnomes, or Nuubark of the Stone Spires, capital of the Sagocracy. In the darkness of the ruined kobold kingdom of Aagnikh, Las-ufar met, and fled from, the terrible psionic power of the Hermit Majesty.

Las-ufar gradually returned to full obedience, and thus to Gretch’s favor. He served as one of the leaders when Gretch ordered his minions to stockpile spell components and other supplies, constructing vast warehouses inside the keep of the Grey Tower. These storehouses were meticulously sealed, both by magical and mundane means, and since Gretch had to compete with Qwith’s supply demands (the Navel’s daily requirements were so huge that caravan routes were established to locales as far away as Glass Lake) the labor of stocking took years.

Neither Las-ufar nor any of his peers understood the purpose behind Gretch’s demand for stockpiles, though rumors ran wildly – Rajaat was coming to cleanse the undead, Gretch intended to conquer the Navel, some great catastrophe loomed. Gretch himself confirmed none of these rumors, but was often abroad in the mindscape for long periods,

supposedly spying on his hated rival Qwith. Las-ufar shared the belief, first suggested by Col’raorz, that Gretch had coveted for himself the position Rajaat had given Qwith, and that some great project for her overthrow was in process.

Certainly Las-ufar was one of the hundreds of Gretch’s subordinates summoned into the inner chambers of the Grey Tower one dark night, sealed within the high chambers of the tower. He felt more than saw the Obsidian Wave that shook the reinforced stone walls around him, and shuddered under the force of the undead power which suddenly surrounded them all. The next day, Gretch came among them and announced that “the day had come” – they must hasten out to see “the new world” in which undeath ruled all.

From their hunkered down position inside the sealed tower, Las-ufar and the other servants of Gretch emerged to find the Obsidian Plain sprawling before them. Gretch’s preparations were suddenly of great value; the powerful necromancer sent patrols to reconnoiter in all directions staking claims, and assigned others to dig up corpses for reanimation or to rebuild his tower. Las-ufar drew the task of building a new fortress for Gretch, and on this monumental labor he spent the next three years.

By the time Las-ufar was once again active in the Dead Lands, the Obsidian Tower was but the strongest of many new powers on the Obsidian Plain. The City of a Thousand Dead was, within its walls, riven by factional fighting, while bands of marauding undead crisscrossed the blackglass in search of booty to claim or corpses to reanimate. Las-ufar heard of many of these things, but saw few, for his task from Gretch was to go further afield, into the unknown lands of the deep South.

During the Time of Magic and before, a great cliff or sheet of ice, known as the Hoarwall, had marked the edge of known Ulyan, the southern edge of the world. None knew what lay beyond it, nor did many seek to discover it – when the earliest explorers sought to penetrate the Hoarwall, their disappearances passed into legend and the people of Ulyan left the ice wall alone. What use could there be for lands beyond the line of permanent summer ice?

But the Shining Tide of molten obsidian had changed the world, and Gretch realized that the Hoarwall might no longer form a barrier to exploration and exploitation. He sent Las-ufar to search the southern lands, beyond Olnak and Shumash, the southernmost of the Kingdoms of Gretch, and discover whether there was anything worth claiming there. Gretch sent a competing team south, under Fnuthaar, to the southeastwards – nothing has ever been heard of their fate.

With his company of skeletons and namech, Las-ufar undertook the arduous journey. He stopped briefly in Olnak, concealing his allegiance to Gretch from its ruler Tol’tak, and then continued south into uncharted lands. The undulating blackglass of the Obsidian Plain rolled relentlessly forward, as did Las-ufar’s band. That is, until they reached a place he later named Lashbug Pit. There Las-ufar’s band was attacked by a creature that neither he nor any other humanoid had ever yet seen, a creature that was to become a symbol of horror throughout the humanoid undead lands for King’s Ages after.

The monstrous creature was huge, a massive specimen nearly the size of a mekillot, with three savagely lashing whips. Its multifaceted eyes glowed red as it lurched into

view, then surged forward at Las-ufar's party. The psionic power of the monster overwhelmed the initial defenses Las-ufar established, and its three whips brought down two of his skeletons in its first assault. Two other skeletons were bowled over by its charge, crushed underfoot and then pulverized in the scarlet warden's pedipalps.

Fortunately, Las-ufar had been approaching the end of the day's march and had sighted a small bubble-formed cave in the blackglass nearby. With all the skeletons and namech he could, Las-ufar sprinted for this hole, leaving the slowest to the monster insect. For the next three months he remained in the shallow cave, using his minions to keep the creature at bay, until only he was left. Las-ufar had used the time bought him by the sacrifice of his subordinates well, however, and he now knew enough about the lashbug to keep it warded from the entrance to his prison.

Las-ufar remained in his small shallow prison for years, able to hold the lashbug off but unable to overcome it and escape. His salvation came in the form of a vast army of similar creatures, not only lashbugs but also every other form of undead insect imaginable. The massive legions of carapaced bugdead overwhelmed the ravaging lashbug that had so single-mindedly tormented Las-ufar, and then they continued their march northwards, having not even noticed him.

Las-ufar's ordeal had ended with his escape, not his capture, by the bugdead army, only because he had expended nearly the entirety of his psionic skills and strength to avoid detection. It was months before he was ready to slip away, moving slowly northwards, always slipping from one possible hideout to the next, taking care to avoid bugdead patrols. He was in no rush to get back to Gretch and report what he had seen – the bugdead army would have preceded him anyway, and he had no doubt his master had received their message.

In fact, Las-ufar found that Olnak and several others of the southernmost Kingdoms of Gretch had utterly vanished, their inhabitants consumed by the bugdead horde as it passed. But the Obsidian Tower itself had survived – it was yet embattled, besieged by the chattering swarm. Las-ufar worked his way around the bugdead and hid in a fissure at the edge of the Forbidden Mountains until the bugdead retreated, their armies defeated further east around the City of a Thousand Dead.

Since the day when he returned, exhausted and feigning many wounds, to Gretch in the Obsidian Tower, Las-ufar has been a loyal servant to Gretch. His fear of the bugdead has never left him, and he considers Gretch's rule over all humanoid undead as the best way to defend them against the insect hordes. He has been energetic in politicking for Gretch, seeking alliances and supporting coups which bring rulers sympathetic to Gretch to power. In fact, rumors, thus far unconfirmed, credit Las-ufar with a major role in the coup which brought the Vizier to power in Deshentu many King's Ages ago.



Naghak, Harkorese Ambassador to Shadowmourn

Naghak, Harkorese Ambassador to Shadowmourn: Zhen Human Female, Bru 3/Clr 16; CR 19; Medium-size Undead; 19 HD; hp 142; Init -1; Spd 40ft.; AC 27 (touch 9, flat-footed 27); Atk +28/+23/+18 melee (Great Club 1d10+16 plus 1d6 Cold plus 1d6 Electricity plus 1d6 Fire; 20/x2) or +19/+14/+9 melee (Slam 1d8+8; 20/x2) or +11/+6 ranged (Comp. Longbow 1d8+8; 20/x3); **SA:** Rage, Taint Weapon; **SQ:** Damage Reduction, Darkvision 60 ft., Gray Toughness, Low-Light Vision, Rebuke Undead, Uncanny Dodge, Undead Traits; SV Fort +10, Ref +14, Will +25; AL NE; Str 26, Dex 8, Con -, Int 11, Wis 25, Cha 18.

Skills and Feats: Climb +13, Concentration +23(+4), Diplomacy +26, Heal +9, Intimidate +12, Jump +7, Knowledge (Arcana) +4, Knowledge (Planes) +5, Knowledge (Religion) 10, Listen +18, Search +12, Sense Motive +23, Spellcraft +7, Spot +19; Cleave, Combat Casting, Extend Spell, Power Attack, Silent Spell, Still Spell, Weapon Focus (Great Club).

Cleric Spells (CL 16th, 6/8/8/8/6/6/5/5/3, DC 17 + spell level): 0 - detect magic, guidance, inflict minor wounds, read magic, resistance, virtue; 1st - bane, channel stench (d), command, curse element, entropic shield, invisibility from undead, magical stone, shield of faith; 2nd - desecrate, enthrall, heat metal (d), inflict moderate wounds, silence x2, spiritual weapon, zone of truth; 3rd - bestow curse, breeze lore (d), cure serious wounds x2, dispel magic, glyph of warding, obscure object, protection from energy; 4th - dimensional anchor, discern lies, extended magic vestment, freedom of movement, oil spray (d), tongues; 5th - cloudkill (d), elemental strike, extended greater magic weapon, greater command, righteous might, unhallow; 6th - acid fog (d), blade barrier, braxatskin, summon monster IV, word of recall; 7th - destruction, earthquake, mass inflict serious wounds, poison gale (d), unliving identity; 8th - antimagic field, elemental storm, magma tunnel (d).

Possessions: Belt of Giant Strength +6, Circlet of Persuasion, Cloak of Charisma +4, Crystal Mask of Discernment, MW Chitin Armor (+4), * Flaming Frost Shock Psychokinetic Great Club +1 (+4), MW Composite (+8) Longbow, Potion-Orb of Cause Moderate Wounds (CL 3rd) x2, Periapt of Wisdom +6, Vest of Resistance +5.

Naghak, Harkorese Ambassador to Shadowmourn CR 22

Human Male Zhen Brute 3/Cleric 16 (Magma)
NE Medium Undead (Augmented Humanoid, Human, Psionic)

Init: -1; **Senses:** Darkvision 60ft., Low-Light Vision; Listen +6, Search +6, Spot +6

Aura -

Languages: Classic Dwarven, Classic Elven, Ulyanese, Ulyanese Giant

AC: 27; touch 9, flat-footed 27; Uncanny Dodge (-1 Dex, +4+4 armor, +10 Nat)

hp 142 (19d12+19); Fast Healing 3
Damage Reduction: 5/magic
Immune: Undead Traits; Weakness: Cast No Shadow, Deterioration, Vulnerability to Mind-Affecting Effects
Saves: Fort +10, Ref +14, Will +25

Speed: 40 ft.

Melee: Great Club +28 (1d10+16 plus *see below; 20/x2) or Slam +19 (1d8+8; 20/x2)

Full Melee: Great Club +28/+23/+18 (1d10+16 plus *see below; 20/x2) or Slam +19/+14/+9 (1d8+8; 20/x2)

Ranged: Comp. Longbow +11 (1d8+8; 20/x3)

Full Ranged: Comp. Longbow +11/+6 (1d8+8; 20/x3)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +11/+6/+1; Grapple: +19

Special Actions: / Combat Options: Cleave, Power Attack, Rage (1/day, +4 Str/+2 Will/-2 AC, 7 rounds), Taint Weapon (DC 23)

Combat Gear: MW Chitin Armor (+4), * Flaming Frost Shock Psychokinetic Great Club +1 (+4), MW Composite (+8) Longbow.

Psi-Like Abilities: At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Spell-Like Abilities: 3/day - charm person DC 15); 1/day - animate dead, create greater undead, create undead; CL = HD.

Cleric	Spells	(CL	16th,
6/5+2+d/5+2+d/5+2+d/4+1+d/4+1+d/3+1+d/3+1+d/2+d, <td></td> <td></td> <td>DC 17 + spell level):</td>			DC 17 + spell level):
8th	- antimagic field, elemental storm, magma tunnel (d).		
7th	- destruction, earthquake, mass inflict serious wounds, poison gale (d), unliving identity.		
6th	- acid fog (d), blade barrier, braxatskin, summon monster IV, word of recall;		
5th	- cloudkill (d), elemental strike, extended greater magic weapon , greater command, righteous might, unhallow;		
4th	- dimensional anchor, discern lies, extended magic vestment , freedom of movement, oil spray (d), tongues;		
3rd	- bestow curse, breeze lore (d), cure serious wounds x2, dispel magic, glyph of warding, obscure object, protection from energy;		
2nd	- desecrate, enthrall, heat metal (d), inflict moderate wounds, silence x2, spiritual weapon, zone of truth;		
1st	- bane, channel stench (d), command, curse element, entropic shield, invisibility from undead, magical stone, shield of faith;		
0	- detect magic, guidance, inflict minor wounds, read magic, resistance, virtue;		

Abilities: Str 26, Dex 8, Con -, Int 11, Wis 25, Cha 18

SQ: Damage Reduction, Darkvision 60 ft., Gray Toughness, Low-Light Vision, Rebuke Undead (7/day), Skills, Uncanny Dodge, Undead Traits.

Feats: Cleave, Combat Casting, Extend Spell, Power Attack, Silent Spell, Still Spell, Weapon Focus (Great Club).

Skills: Climb +8+5, Concentration +4+19(+4), Diplomacy +4+19+3, Heal +7+2, Intimidate +4+5+3, Jump +8+0-1, Knowledge (Arcana) +0+4, Knowledge (Planes) +0+5, Knowledge (Religion) +0+10, Listen +7+5+6, Search +0+0+6+6, Sense Motive +7+0+6+10, Spellcraft +0+7, Spot +7+0+6+6.

Possessions: 170,000cp or Combat Gear plus: Belt of Giant Strength +6, Cirklet of Persuasion, Cloak of Charisma +4, Crystal Mask of Discernment, Potion-Orb of Cause Moderate Wounds (CL 3rd) x2, Periapt of Wisdom +6, Vest of Resistance +5.

Special Qualities (descriptions)

As per Zhen special qualities list in Terrors of the Dead Lands. In addition:

Special Undead Abilities:

- **SA:** Charm Person +½ CR, Taint Weapon +1 CR.
- **SQ:** Create Undead +½ CR
- **Weaknesses:** Cast No Shadow -½ CR, Deterioration -½ CR.

Cleric Domains:

- Ill Winds - Class Skill: Craft (alchemy); Weapon: Splashbow; Granted Power: You get a +4 bonus to Fortitude saves against poison.
- Mountain's Fury - Class Skill: Climb; Weapon: Heartpick; Granted Power: You do not suffer armor check penalties and encumbrance penalties to Climb checks. You may use a turn attempt to rebuke, commands, or bolster earth creatures as an evil cleric rebukes undead.

Deterioration (Ex): Only corporeal undead may have this weakness. The undead's body deteriorates rapidly unless the undead applies special preserving oils. Without this oil, its skin becomes dry and flaky, and its bones snap with heavy exertion. Each day the undead fails to apply one ounce of the oil, it takes a cumulative -2 penalty to Dexterity. At 0 Dexterity, the undead becomes paralyzed. For each day it receives oil thereafter, it regains 2 points of Dexterity. This oil costs the undead 100 Cp per ounce.

Enhanced Senses (Su): Elfsight and ubiquitous vision continually grant the zhen a +6 bonus on Spot and Search checks. The zhen also has low-light vision, can detect secret doors without actively searching, and retains its Dexterity bonus when flat-footed. *

Taint Weapon (Su): The undead can taint magic and psionic weapons by touching them. It makes a touch attack against the weapon. The touch does not provoke an attack of opportunity. If the undead hits, the weapon or its wielder must make a Will save. Failure means the weapon permanently loses one point of its enhancement bonus. A weapon drained to a +0 enhancement bonus loses all other magic and psionic properties.

Vulnerability to Mind-Affecting Effects (Ex): Unlike most undead, zhen can be affected by mind-affecting effects if the base creature could be.

Naghak is a zhen, a child of the Shining Tide whose shiny-black skin seems to glisten in the light. He is casually graceful, moving quickly without appearing to do so. His hands are marked with the curious suction cups which all zhen wear, and his eyes are bright. Naghak typically wears finely crafted brown armor and excellent weapons, all of which are always kept spotlessly clean and polished. His usually polite speech is occasionally marred by crude and pithy mannerisms more appropriate to barracks than political negotiations.

Aside from Naghak's imposingly taurine face – surprisingly noble even twisted in undeath – his most striking feature is his left arm. In fact the burly arm, notably more muscular than his correctly-proportioned right arm, is not Naghak's own. It was grafted onto him after he lost his own left arm in the first bugdead invasion, and he has never quite mastered its quirks. Frequently, Naghak wears garments with several small hooks along his left sleeve, thereby securing his occasionally wayward arm to his jacket. He affects not to notice its twitches.

In life, Naghak was a warrior serving on the caravan routes from the Navel to Glass Lake in the west. He was born in cleansed Ulyan, and grew up considering the occasional burnt ruin or heap of bleached bones a common feature of life – creatures other than humans were a fable, monsters of legend, whose remains he used as toys. His family was attached to Qwith's research effort at the Navel, but was not important enough to be stationed at the Navel itself. Instead, Naghak grew up in a small village, on the caravan route west, just north of the eastern edge of the hills which have since become the Forbidden Mountains.

Naghak grew up a tough kid in a tough world. His family scabbled out a bare subsistence farming their small plot, and the young man sought to escape this life by enlisting more directly in the service of the Navel – he enrolled as a guard on the caravans Qwith sent west, enforcing the Navel's demands for foodstuffs, leather goods, and slave labor on the villages that lined the route from the Navel to the Glass Lake in far northwestern Ulyan. Naghak was an apt pupil, and he soon rose in the ranks, but his background as a farmer's son prevented him from ever receiving the rank he felt his increased skills entitled him to.

Late in life, as a senior sergeant in Qwith's service, Naghak met the charismatic priest Harkor, and became enamored of the cleric's forthright honesty and apparent care for the people in his charge. He moved his family to the town of Ehessos, where Harkor preached, and became a faithful follower of Earth. Moreover, from Harkor's connections to the actual researchers at the Navel, Naghak learned more about the actual purpose of the labors there. He was amazed to discover that the nonhuman degenerates were still at large in lands north of Ulyan, and sought in vain to join one of the armies that were still engaged in eliminating these freaks.

Unfortunately, there were no direct links between the effort to breach the planes at the Navel and the armies of the

Champions in lands north of Ulyan – Rajaat had intended for Qwith's effort to be isolated, and the lines of command he established reinforced the loneliness of geography. Rebuffed in his idealistic effort to join the assault in the north, Naghak instead began to devote himself to the study of magic. His lowly birth prevented him from gaining the instruction offered at the Navel itself, but there were clerics in Ehessos, and Harkor arranged for the sergeant to become a novice of Earth.

Naghak was overwhelmed by the Obsidian Wave and entombed in the cooling obsidian. He initially thought that he had somehow not died, but once he clawed his way to the new land surface he realized that he had indeed changed, and surmised that he was undead. Naghak was never able to find his wife and children after the Shining Tide, though he searched desperately. In misery he returned to the environs of Ehessos and there renewed his allegiance to Harkor. At the time Harkor was rallying the newborn undead and seeking to establish a nation dedicated to Fire, and Naghak became one of his most reliable lieutenants.

However, Harkor found that as a raag his affinity to Fire had failed to survive the transition to undeath, and in rage he ordered the temples and icons that he had recently dedicated to Earth to be cast down and smashed. Naghak was no less furious than Harkor at the apparent betrayal of the elements, but at least he had his military skills to fall back on. In Harkor's name he undertook the arduous journey to where the Navel had stood in search of answers.

What Naghak found amazed him. Massive walls, built of cyclopean blocks of magically-hardened obsidian, encircled an area much larger than the Navel had ever been. Hundreds of meorties contended in the half-finished streets with zhen, t'liz, and many other forms of undead for mastery in what was already becoming known as the City of a Thousand Dead. Naghak saw several of the mighty undead of the City, including Pandruj the head of the Fugitives and a mysterious masked female zhen who commanded the Daughters. The story Pandruj told of the birth of the Obsidian Wave seemed far fetched to Naghak, but he dutifully recorded the tale for Harkor's benefit.

Naghak had not traveled homeward more than four miles from the City of a Thousand Dead when they came. A thundering sound, the glass throbbing, it was like a stampeding caravan larger than any caravan that ever actually existed on Athas, came from the south. Hundreds, thousands, tens of thousands – massive legions of black-glittery bugdead appeared over the shiny glass, swarming north. Naghak and his company were swept apart in the massive assault, and Naghak found himself fighting for his life against a monstrous whip-lashing undead insect.

The zhen warrior survived because the bugdead swarm was on the move, and left the combatants engaged as they swept on in search of more prey. Naghak battled the scarlet warden for his unlife, and emerged victorious – but without his left arm. The hideous creature had caught his arm in its pedipalps and bit it off. After he slew the creature, Naghak pried open the pedipalps and found his arm inside – crushed to pulp. He staggered westwards, determined to reach his master Harkor and warn him of the threat.

It took Naghak almost a month to find Harkor – the bugdead hordes had overrun everything in their path, leaving nothing but bone splinters and indigestible bits of metal in their wake. The news from the City of a Thousand Dead was all but forgotten as Naghak fought alongside Harkor and his remaining bodyguards against marauding bands of voracious bugdead. Twice he personally rescued Harkor from the fearsome pedipalps and lashing whips of the insatiable bugs, earning the raaig’s undying appreciation.

Naghak survived the first bugdead invasion, with the eternal loyalty of his sovereign and without his left arm. Harkor, however, could do something about Naghak’s missing arm. He had his men troll the heaps of carcasses for the remains of other great champions, and grafted onto Naghak’s shoulder the left arm of a heroic bodyguard named Kehgi. Naghak had never liked Kehgi, and the graft was, though a precise match (Kehgi was about Naghak’s size, and of course human), imprecisely performed. The art of melding reanimated remains together, so well-developed in the Dead Lands today, was then in its infancy.

At first Naghak was impressed with his replacement limb – it was strong, and quicker even than his natural limbs. Kehgi may have been an obnoxious rival, but he had always been fast with a blade. Too fast, in fact, as it turned out. The new left arm had an annoying habit of drawing a sword or dagger and lashing out at passersby. Eventually, through harsh mental conditioning, Naghak gained near-complete control over the limb, but even today, after King’s Ages upon King’s Ages, it will twitch or jerk for no reason, and has been known to strike those nearby. The small hook fasteners that Naghak uses to keep his arm in check are strong enough to restrain its twitches, but weak enough to allow him to tear the arm free immediately should he need to fight.

Naghak has remained, in the King’s Ages since the Shining Tide and the first bugdead assault, a close confidant of Harkor himself. He has served as his ruler’s personal representative on many important missions, from leading armies in battle to overseeing the construction of many of the most impressive tomb monuments in the land. He rarely leaves the territory of Harkor for long, and usually stays close to the person of his master.

The most important mission Naghak ever undertook, in his own opinion at least, and the task which took him away from his master’s side for the longest time, was the delivery of the obsidian block on which Harkor scratched the final text of the Bugdead Accords from one humanoid ruler to another, collecting their signatures. Naghak and his replacement arm were a visual reminder to the other humanoid undead rulers, as if any were required, of the hideous and unrelenting threat the bugdead posed, and he considered it an honor and a privilege to supervise the transportation of the Accords from court to court. Naghak actually believes in the spirit of the Accords, ignoring the many instances of violations (even by Harkor himself) to concentrate on the essential fact that the humanoid undead must unite in the face of the terrifying hordes of invading insects.

The discovery of living creatures from abroad has prompted Naghak’s most recent mission. When Harkor heard of the amazing and quite frankly unbelievable appearance of living beings, he immediately dispatched

Naghak to fill the vacant ambassador’s post in Shadowmourn, at least for as long as the living creatures were on display. Naghak considers it his bounden duty not only to report every fact he can uncover about the mysterious strangers to his master, but to procure one or more of them for Harkor to interrogate at leisure. Hence his scheme to abduct one of the emissary’s retainers, or one of the PCs. He also has a personal concern – perhaps the living beings can tell him something about his wife and children, who vanished in the Shining Tide and have never been seen since.



Ohl-numash, Deshentan Ambassador to Shadowmourn

Ohl-numash, Deshentan Ambassador to Shadowmourn:

Human Male T'liz, Wiz18; CR21; Medium-size Undead; 18 HD; hp 153; Init +0; Spd 30 ft.; AC 24 (touch 13, flat-footed 24); Atk +13/+8 (Dagger 1d4+3; 19-20/x2) or +12/+7 (Slam 1d6+3; 20/x2) or ranged touch +9 (by spell); **SA:** Create Spawn, Energy Drain, Fear Aura, Guilt Gaze; **SQ:** Cast No Shadow, Damage Reduction 15/+1, Darkvision 60 ft., Fast Healing 2, Immunity to Piercing, Light Blindness, Rebuke Undead, Resistance to Cold 10 & Electricity 10, Unnatural Aura, Vulnerability to Raise Dead; SV Fort +9, Ref +9, Will +16; AL LE; Str 16, Dex 11, Con -, Int 26, Wis 15, Cha 23.

Skills and Feats: Bluff +27, Concentration +27(+4), Decipher Script +29, Diplomacy +18, Gather Information +16, Knowledge (Arcana) +29, Knowledge (Psionics) +29, Knowledge (Religion) +29, Listen +8, Move Silently +10, Search +14, Sense Motive +15, Spellcraft +31, Spot +8; Brew Potion (B), Combat Casting, Craft Wondrous Item (B), Empower Spell, Forge Ring, Greater Spell Penetration, Heighten Spell, Maximize Spell, Negotiator, Quicken Spell (B), Scribe Scroll (B), Spell Penetration.

Wizard Spells (CL 18th (+2 vs. SR); 4/6/6/6/6/5/5/4/4/2; DC = 18 + spell level): 0 - dancing lights, detect magic, ghost sound, mage hand; 1st - comprehend languages, grease, hold portal, magic missile x2, shield; 2nd - alter self, blur, command undead x2, mirror image, invisibility; 3rd - arcane sight, clairvoyance/clairaudience, halt undead x2, slow, tongues; 4th - black tentacles, dimensional door, fire shield, greater invisibility, maximized magic missile, resilient sphere; 5th - empowered lightning bolt, prying eyes, quickened shield, teleport, wall of force; 6th - chain lightning, forceful hand, greater dispel magic, maximized lightning bolt, true seeing; 7th - control undead, greater teleport, heightened telekinesis, sequester; 8th - binding, demand, discern location, quickened dimensional door; 9th - mage’s disjunction, time stop.

Possessions: Bracers of Armor +6, Cloak of Charisma +4, Headband of Intelligence +6, Masterwork Dagger, Potion-Orb of cause moderate wounds (CL 3rd) x2, Ring of Protection +3, Third Eye - Gather, Vest of Resistance +3, Wand of Magic Missile (CL 9th, 37 charges); 5p.

Ohl-numash, Deshentan Ambassador to Shadowmourn CR 21

hp 153 (18d12 +36); fast healing 2; **DR** 15/magic
Human Male T'liz Wizard 18
Lawful Evil Medium Undead (Augmented Human)
Init +0; **Senses** Darkvision 60 ft.; Listen +8, Spot +8
Aura Fear (60 ft., < 5 HD, DC 25), Unnatural (30 ft.)
Languages Antiquated Dwarvish, Classic Elven, Ulyanese, Ulyanese Giant

AC 24, touch 13, flat-footed 24
(+6 bracers, +5 natural, +3 Def)
Immune Piercing; Undead Traits
Resist cold 10 electricity 10; **PR** -, **SR** -
Fort +9, **Ref** +9, **Will** +16
Weakness Light Blindness, Raise Dead
Speed 30 ft (6 squares)
Melee Dagger +13 (1d4+3; 19-20/x2) or Slam +12 (1d6+3; 20/x2)
Full Melee Dagger +13/+8 (1d4+3; 19-20/x2) or Slam +12/+7 (1d6+3; 20/x2)
Ranged Ranged Touch +9 (by spell)
Space 5 ft.; **Reach** 5 ft.
Base Atk +9/+4; Grp +12
Atk Options Melee attack, slam
Special Actions Create Spawn, Energy Drain (DC 25), Guilt Gaze (DC 25)
Combat Gear Masterwork dagger,

Wizard Spells (CL 18th (+2 vs. SR); 4/4+2/4+2/4+2/4+1/4+1/3+1/3+1/2; DC = 18 + spell level):
0 - dancing lights, detect magic, ghost sound, mage hand;
1st - comprehend languages, grease, hold portal, magic missile x2, shield;
2nd - alter self, blur, command undead x2, mirror image, invisibility;
3rd - arcane sight, clairvoyance/clairaudience, halt undead x2, slow, tongues;
4th - black tentacles, dimensional door, fire shield, greater invisibility, *maximized* magic missile, resilient sphere;
5th - *empowered* lightning bolt, prying eyes, *quicken* shield, teleport, wall of force;
6th - chain lightning, forceful hand, greater dispel magic, *maximized* lightning bolt, true seeing;
7th - control undead, greater teleport, *heightened* telekinesis, sequester;
8th - binding, demand, discern location, *quicken* dimensional door;
9th - mage's disjunction, time stop.

Spellbook (preserved leather scrolls)
Ohl-Numash's spellbook is the Nomad Wizard Controller Support list (See Spell Lists in Appendix).

Abilities Str 16, Dex 11, Con -, Int 26, Wis 15, Cha 23
SQ Damage Reduction, Darkvision 60 ft., Degeneration, Energy Drain, Fast Healing 2, Gray Toughness 2, Immunity to Bane, Light Blindness, Rebuke Undead (7/day), Resistance to

Cold 10 and Electricity 10, Skills, Undead Traits, Unnatural Aura, Vulnerability to Raise Dead

Feats Brew Potion ^B, Combat Casting, Craft Wondrous Item ^B, Empower Spell, Forge Ring, Greater Spell Penetration, Heighten Spell, Maximize Spell, Negotiator, Quicken Spell ^B, Scribe Scroll ^B, Spell Penetration.

Skills Bluff +27, Concentration +27(+4), Decipher Script +29, Diplomacy +18, Gather Information +16, Knowledge (Arcana) +29, Knowledge (Psionics) +29, Knowledge (Religion) +29, Listen +8, Move Silently +10, Search +14, Sense Motive +15, Spellcraft +31, Spot +8.

Possessions 130,000cp or combat gear plus Bracers of Armor +6, Cloak of Charisma +4, Headband of Intelligence +6, Potion-Orb of cause moderate wounds (CL 3rd) x2, Ring of Protection +3, Third Eye - Gather, Vest of Resistance +3, Wand of Magic Missile (CL 9th, 37 charges); 5p.

Special Qualities (descriptions)

As per T'liz special qualities list in Terrors of the Dead Lands. In addition:

Special Undead Abilities:

- **SA:** Guilt Gaze +1/3 CR
- **SQ:** Immune to Bane (Piercing)
- **Weaknesses:** Cast No Shadow -1/3 CR

Ohl-numash is the quintessential silver tongued schemer. Every word he utters, every movement he makes, every plot he hatches, is carefully considered and crafted for maximum impact and benefit to himself. Although born into a life of privilege, Ohl-numash quickly learned that the only person he could totally rely upon was himself. Undeath hasn't dimmed his taste for the luxuries of his position, or his supreme belief that he will continue to advance in social position and personal power. On the contrary it's given him a longer span in which to work his way ever upward.

To Ohl-numash, everyone and everything in the world exists to advance his own privilege and power. He has mastered the arts of diplomacy, politicking and intrigue, so as to better manipulate those around and above him. Even though he is quite obviously undead, his personal charisma and smooth talking are quite capable of fooling even the living into considering as sage advice his honeyed words of counsel.

As a supremely intelligent and charismatic individual, Ohl-numash has been able to skillfully ascend the ladder of Deshentan society. He's flattered, deceived, and betrayed his way to the top of the pile, and is now the Vizier's most valued envoy, serving as Ambassador to Qwith and the Grand Duchy of Shadowmourn. His long career as a diplomat has given Ohl-numash a network of spies, contacts and 'friends' that makes him one of the most subtly dangerous individuals in the Dead Lands. Sometimes these contacts are leveraged to support the interests of Deshentu. Sometimes he uses them to increase his own influence, or decrease an opponent's. Over the years Ohl-numash has become skilled at ensuring accidents befall enemies when he's hundreds of miles away working on behalf of his liege.

For centuries Ohl-numash has subtly played to the Vizier's vanities and has always known the right thing to say and do to placate his wrath. However, Ohl-numash isn't as wise as he

is clever. He's always been able to smooth talk his way out of trouble before but his frequent absences from the capital as an ambassador have left a small number of blind spots in his psyche. If he doesn't take great care, he may one day make a fatal misstep and incur the Vizier's wrath.

Ohl-numash's first action in a confrontation (be it a social or martial one) is to try to talk his way out of trouble. He's spent most of his unlife negotiating his way out of trouble and he's become very persuasive over time. If wordplay doesn't work, he will remove himself from the area of threat, likely via a quickened dimensional door to leave the immediate area, before using a greater teleport to return him to sanctuary. If his silver tongue is insufficient, and he cannot escape, only then will he turn to his combat magic.

Ohl-numash's preferred combat tactics begin with a time stop, then hurling a greater dispel magic to remove his opponent's magical defenses, and finally blasting them with electricity or magic missile fire.

Born in the Navel to a pair of researchers there, Ohl-numash grew up in a life of privilege. He never lacked for food or shelter, and his "work" was to learn. The children of the Navel's researchers were few (the magic which reduced the researchers' ambitions also dimmed their libidos, it seemed), and they were all expected to learn quickly the arts of defiling and the Unseen Way of the psionist. Yet despite living in this comfortable world, Ohl-numash hated his life.

Because his parents were so fully engrossed in their labors, Ohl-numash got little of their attention, and was mostly left to his own devices. He bonded with the few other such children, growing up learning how to fend for themselves. However, Ohl-numash was far too focused on himself to spare much friendship on his small group of peers – he felt lonely and abandoned by his parents, and the fact that all his teachers considered their instruction for him a lowly and unwanted duty didn't help.

Ohl-numash resolved to gain by his own power the benefits he felt he'd been denied, and thus, well before the Obsidian Tide, he became a researcher himself. A defiler, Ohl-numash strove mightily to surpass his parents – the magicks which bound the original researchers in a neutered and ambitionless state did not extend through the King's Ages to affect their children, and even if such magicks had put their mark upon him, Ohl-numash's bitterness and anger would probably have overcome them.

After several years of careful politicking, Ohl-numash managed to get himself assigned as a low-ranking defiler on the same research team as his father, Dalru'as. His contempt for Dalru'as only increased with familiarity, as he found that even once his father had to see him every day, he received no warmth or affection. The bitterness merely compounded Ohl-numash's plans – with exquisite care he arranged for his father to die horribly in an apparent magical "accident" involving a bursting vat of acidic reagent.

From Dalru'as' death Ohl-numash gained both a promotion and great personal pleasure. Several years later, having abandoned his father's calling in the effort to manufacture magical conduits to the Elemental Plane of Air, Ohl-numash's hard work and no-nonsense attitude (and a fair amount of

clever politicking) earned him the notice of Ruuknis, one of Qwith's senior subordinates. Ruuknis was in charge of the team researching the possibilities of an elemental Gate to the Elemental Plane of Fire. Such Gates were not hard to open, but could be incredibly difficult to control and seal back shut, and many special components were needed by Ruuknis's defilers. Ohl-numash, with his unusual personal initiative, soon became Ruuknis's first choice to head resupply and exploration missions, scouring the lands of cleansed Ulyan for the required items. It was on one such mission, southwards from the city in lands already called the "Kingdoms of Gretch" that Ohl-numash was surprised and captured by agents of the local ruler Oskyar, one of Gretch's children. Oskyar tortured his captive, then practiced a new spell procedure he had recently developed. His spells killed Ohl-numash and reanimated him immediately as a T'liz, one of the first such creatures to be seen in cleansed Ulyan.

Ohl-numash hated his captivity but found that he actually welcomed the change. Convinced by Oskyar's lies, he perceived his new existence not as undeath but as a "new and improved" form of life – a belief in which he persists to this day. The fact that as a T'liz he had gained additional arcane and psionic abilities only sweetened what Ohl-numash already considered a perfectly acceptable arrangement. But Oskyar was clearly demented, and Ohl-numash had little desire to remain within the Kingdoms of Gretch as a servant of one of Gretch's minions.

And indeed Ohl-numash still had unfinished business at the Navel. He was not so naïve as to imagine that his peers there would accept him in his changed form – their jealousy would preclude that, he thought – but with his increased powers and the advantages of his new status he finally felt strong enough to challenge his mother. It was a dark and moonless night when Ohl-numash slipped over the walls and infiltrated the Navel and killed his mother Thikwasa in a fearsome psionic duel.

Ohl-numash was exhausted by the mental battle, but he reached his small camp several hours before dawn. He was asleep in his hidden camp, several miles from the Navel, when dawn broke – or something like dawn. As the dark sun began to appear on the eastern horizon, another glow came from the west: from the Navel. Ohl-numash stared in wonder – were the gods blessing the completion of his vengeance? If so, he'd have to reconsider his position on religion...

The Shining Tide, silent and deadly, swept over Ohl-numash before he even realized what it was. But he was already undead, whether he admitted it or not, and despite the pain of being tossed in the boiling tide of obsidian magma he did not die the true death. Instead, he found himself entombed in the obsidian as it slowly began to coalesce into blackglass. He had been conscious the entire time – days – and when he felt the magma around him becoming viscous he overcame the agony and dug desperately for what seemed like the surface. Ohl-numash emerged onto the newborn Obsidian Plain and found the unrelenting sameness of the blackglass both intimidating and confusing. He praised Oskyar, convinced that the spells which had given him "new life" had protected him against even such a devastating force as the Shining Tide, and then determined to find the site of the Navel. Surely whatever had caused this obsidian was rooted there, and he

craved a portion of such enormous power. But Ohl-numash was disoriented by the sameness of the blackglass, and it was more than a year before he was able to find his way to the site of what had once been the Navel.

The Navel stood no longer, however; in its place rose mighty black walls, on which fearsome warriors labored. Ohl-numash had little concept of history – his focus was always on magic and psionics, as nothing else offered him power – and did not know he was looking upon a reconstruction of Nagarvos', the Wonder of the South, or what those curious nonhuman undead were. Ohl-numash observed from afar, lurking in the glass hills around what became the City of a Thousand Dead, for months.

What prompted Ohl-numash to move was the appearance of other undead groups which disputed ownership of the City with the Defenders. Using his arcane powers, Ohl-numash recruited a band of Zhen and laid claim to a small sector inside the walls. He held the East Cuurhawi for almost six months, before the increasingly powerful factions of the Daughters of the Champions and Rajaat's Fugitives squeezed him out.

Ohl-numash might have persisted in his efforts to become a mighty lord in the City of a Thousand Dead, but one of the leaders of the Descendants of the Chosen, a powerful faction of zhen who had been Rajaat's researchers, was Ohl-numash's mother Thikwasa. He could not face her again, not after his brazen act of murder, and since his small faction was already being pushed out by stronger contenders he chose discretion over valor and left the City.

For many years Ohl-numash was one of thousands of undead wandering back and forth across the Obsidian Plain. He dominated those he could, and hid from those mightier than himself, honing his arcane powers and exploring more fully the new necromantic abilities which manifested after the Shining Tide. He fled the bugdead when their invasions occurred, joining whichever humanoid armies were closest but then drifting away again on his own when the threat abated. When the Vizier established his power in Deshentu, Ohl-numash moved there and took service with him. His abilities, and his skill at navigating the corridors of power, quickly brought him to the Vizier's attention.

Ohl-numash was given the task of digging one of the first corpse mines in the new realm of Deshentu, a project he carried out on time and under budget. The Vizier was very pleased with the new mines, though he never visited them himself. Once the corpses began to flow, being disinterred from the soil below the blackglass for reanimation as skeletons or zombies, Ohl-numash was promoted. He had little skill in combat, however, and (after the defeats he suffered fighting in the streets of East Cuurhawi) little desire to lead armies in battle.

Instead, Ohl-numash became one of the first of the Vizier's ambassadors abroad. He served in Harkor and among the Disciples, using his magical and psionic skills to influence local politics and benefit his master. In fact, Ohl-numash believes that he was the prototype of the scheming spymaster Deshentan ambassador, a model for the many such ambassadors who have followed. His star rose rapidly among the Deshentan élites, and he felt at home in the new society there, since the Vizier indulged Ohl-numash's belief that he was still alive.

Ohl-numash's greatest diplomatic triumph to date was in the Bone Lands, where he orchestrated the fall of the Numanrid dynasty and the area's collapse into the civil war which persists to this day. The Bone Landers have little concept of Deshentan involvement, but Ohl-numash was personally responsible for fomenting the inter-clan warfare that keeps the Bone Lands disunited and thus secured Deshentu's western frontier.

During later years, Ohl-numash served in the Kingdoms of Gretch, during which time he again encountered his mentor Oskyar. The undead king did not recognize Ohl-numash, which was just as well, since the ambassador had designs on his kingdom's stability. Those plots did not bear fruit, though other designs among the disparate and squabbling Kingdoms of Gretch did achieve results. Ohl-numash is currently the ambassador of Deshentu to Shadowmourn, the most important post in the Vizier's diplomatic corps.



Qwith, Grand Duchess of Shadowmourn

Qwith, Grand Duchess of Shadowmourn: Female Human Zhen Wiz 20/Nec 10; CR 33; Medium-size Undead; 30 HD; hp 225; Init +6; Spd 30 ft.; AC 35 (touch 17, flat-footed 33); Atk +18/+13 (Slam 1d8+3; 20/x2) or +18 melee touch (by spell) or +17 ranged (by spell); **SA:** -; **SQ:** Animate Dead, Dead Lord, Climb 30ft, Control Undead, Enduring Focus, Enhanced Ability (+1 saving throws), Fast healing 3, Fear Immunity, Gray Casting, Gravespeaker, Immunity to Turning, Rebuke Undead, Spell Resistance 35; SV Fort +19, Ref +19, Will +28; AL NE; Str 16, Dex 14, Con -, Int 30, Wis 20, Cha 14.

Skills and Feats: Bluff +35, Concentration +35, Diplomacy +4, Decipher Script +20, Knowledge (Arcana) +43, Knowledge (Religion) +43, Knowledge (The Planes) +46, Listen +11, Search +24, Sense Motive +32, Spellcraft +45, Spot +19; Automatic Quicken Spell (1st – 3rd), Automatic Quicken Spell (4th – 6th), Craft Wondrous Item (B), Empower Spell (B), Eschew Materials, Great Fortitude, Greater Spell Penetration, Improved Initiative, Improved Spell Capacity (10th), Iron Will, Maximize Spell (B), Multispell, Path Sinister, Quicken Spell (B), Scribe Scroll (B), Skill Focus (Knowledge: Planes), Spell Penetration.

Possessions: Bracers of Armor +8, Cloak of Resistance +5, Greater black obsidian orbs x2; Greater Metamagic Rod of Extend, Headband of Intellect +6, Mantle of Spell Resistance, Obsidian Orb (worth 1,000 gp), Periapt of Wisdom +6, Ring of Epic Wizardry (V), Ring of Protection +5, Tome of Clear Thought +1 (already read); 81,000.

Qwith, Grand Duchess of Shadowmourn CR 33

hp 225 (30 HD; 30d12+30); **Fast Healing:** 3; **DR:** 5/Magic
Female human zhen Necromant 10 Wizard 20

NE Medium Undead (Augmented Humanoid, Psionic)

Init +6; **Senses** darkvision 60 ft., low-light vision; Listen +11, Spot +19

Aura -

Languages Ulyanese, Melai, Remaan, Classic Tanysh, Ancient Halfling, *Tongues*

AC: 35; touch 17; flat-footed 33**

(+2 Dex, +10 Nat, +8 armor, +5 Def)

Immune paralysis, sleep, fear

PR -, **SR** 35 (when using Greater Spell Resistance)

Fort +19, Ref +19, Will +28

Weakness mind-affecting effects, obsidian

Speed: 30 ft.; Obsidian Climb

Attack: Slam +18 (1d8+3) or Touch +18 (by spell)

Ranged: Ranged Touch +17 (by spell)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +15/+10; Grapple: +18

Attack Options: Automatic Quicken Spell (1st – 6th), fast raise

Combat Gear: masterwork steel dagger +5,

Epic Spells/Day 4; Epic Spells Known (CL 30th):

Epic Mage Armor, Greater Spell Resistance, Mummy Dust, Let Go of Me

Wizard Spells (CL 30th or CL 31st * or 32nd vs SR, DC 20 + spell level):

Spells per day 4/8/8/7/7/7/6/6/6

10th: empowered polar ray *, maximized delayed blast fireball *

9th: crushing hand *, maximized groundflame *, pact of darkness *, time stop, wish.

8th: create greater undead, demand, empowered disintegrate, incendiary cloud, mindblank.

7th: control undead *, empowered cone of cold *, greater teleport, summon undead VII *, limited wish.

6th: chain lightning *, greater dispel magic, flesh to stone, maximized fireball, undeath to death *.

5th: empowered fireball *, dismissal, interposing hand *, mage's faithful hound, magic jar *, passwall, telepathic bond, teleport, transmute rock to mud, wall of force *.

4th: animate dead *, arcane eye, black tentacles, resilient sphere *, phantasmal killer, touch of the black *.

3rd: displacement, dispel magic, halt undead *, nondetection, summon undead III *, vampiric touch *.

2nd: command undead * x2, invisibility, scorching ray *, see invisibility, spectral hand *, summon undead II *.

1st: detect undead, identify, mage armor, magic missile *, obscuring mist, shield, summon undead I *.

0th: detect magic, disrupt undead, mage hand, read magic.

Spellbook (scarring patterns on her body)

Qwith has access to most spells, but her preferred spellbook is the Death Mage Controller Saboteur list (See Spell Lists in Appendix).

Spell-Like Abilities (Sp): 1/day – animate dead, command undead (DC 17); CL 30th.

Psi-Like Abilities (Psi): At will—aura sight*, body adjustment*, body equilibrium, catfall*, control light, elfsight**, false sensory input*, psionic charm*, psionic daze*, psionic suggestion*, ubiquitous vision**. ML 20th. The save DCs are Charisma-based. *Power can be augmented.

Special Undead Qualities: Enduring Focus, Enhanced Ability (+1 saving throws), Immunity to Turning, Rebuke Undead (+4 HD bonus)

Special Undead Weakness: Code of Honor

Abilities Str 16, Dex 14, Con -, Int 30, Wis 20, Cha 14

SQ Animate Dead, Dead Lord, Climb 30ft, Control Undead, Fast healing 3, Fear Immunity, Gray Casting, Gravespeaker, Negative Energy Immunity, Spell Resistance 35 (with Greater Spell Resistance)

Feats: Automatic Quicken Spell (1st – 3rd), Automatic Quicken Spell (4th – 6th), Craft Wondrous Item ^B, Empower Spell ^B, Eschew Materials, Great Fortitude, Greater Spell Penetration, Improved Initiative, Improved Spell Capacity (10th), Iron Will, Maximize Spell ^B, Multispell E, Path Sinister, Quicken Spell ^B, Scribe Scroll ^B, Skill Focus (Knowledge: Planes), Spell Penetration.

Skills: Bluff +2+33=35, Concentration +2+33=35, Diplomacy +2+0+2=4, Decipher Script +10+10=20, Knowledge (Arcana) +10+33=43, Knowledge (Religion) +10+33=43, Knowledge (The Planes) +10+33+3=46, Listen +5+0+6=11, Search +10+0+6+2+6=24, Sense Motive +5+0+(32/2)+6=32, Spellcraft +10+33+2+2=45, Spot +5+0+6+2+6=19.

Possessions combat gear plus Bracers of Armor +8, Cloak of Resistance +5, Greater black obsidian orbs x2; Greater Metamagic Rod of Extend, Headband of Intellect +6, Mantle of Spell Resistance, Obsidian Orb (worth 1,000 gp), Periapt of

Wisdom +6, Ring of Epic Wizardry (V), Ring of Protection +5, Tome of Clear Thought +1 (already read); 81,000.

Special Qualities (descriptions)

As per Zhen special qualities list in Terrors of the Dead Lands. In addition:

Special Undead Abilities:

- **SQ:** Enduring Focus, Enhanced Ability (+1 saving throws), Immunity to Turning, Rebuke Undead (+4 HD bonus)
- **Weakness:** Code of Honor

Enduring Focus (Su): Qwith has since used her magic to ensure her continued survival in the face of multiple attempts on her life. Her life force is bound up within her focus task. Unless her task is completed, she will reform 1d100 days after her apparent death.

In this case, her focus is to find the Dark Lens (see History below).

Animate Dead (Sp): At 5th level the necromant can use animate dead as per the spell once per day. The caster level is equal to their arcane casting level.

Control Undead (Sp): At 8th level, the necromant can exert control of undead created and controlled by others, including intelligent undead. The necromant can use command undead as per the spell once per day. The caster level is equal to their arcane casting level. The save DC is Intelligence based.

Dead Lord: At 7th level, the necromant can have twice as many HD of animated undead than normally allowed.

Fear Immunity: Spending time in burial mounds and exploring areas populated by undead beings is not for the light of heart. Necromants develop immunity to fear.

Gravespeaker (Su): At 3rd level, the necromant gains the ability to speak with dead at will, and receives a +2 bonus to Bluff, Diplomacy and Sense Motive checks when conversing with intelligent undead.

Gray Casting: Necromants have discovered how to draw energy from the Gray to fuel their spells. They can choose whether to utilize plant energy or energy from the Gray when casting spells. Gray energy has no impact on the environment.

Negative Energy Immunity (Su): At 10th level, the necromant becomes immune to the adverse effects of negative energy. He is not affected by energy drain and ability damage, and inflict spells have no effect on him (nor do they heal him as they do real undead, assuming the necromant is indeed living).

Path Sinister (feat): Choose two spells at every spell level. These spells must be selected from the evocation and/or necromancy schools. You gain +1 caster level when casting the chosen spells. *

Appearance

Though not tall, the former defiler Qwith is absolutely striking in appearance. She is a zhen, with shiny black skin and grotesque sucker-holes in her hands. Her hair is long and always well styled, and the fine features of her face are usually adorned with gold or copper jewelry. Though she well knows that she is undead, Qwith prefers to hide this fact from herself

as much as possible, and thus she mimics the routines of life as much as possible.

As she was in her youth, Qwith remains haughty and proud, overcoming the magics Rajaat used to restrain her and limit her emotions before the Shining Tide. She is extremely orderly and usually very organized, but she dislikes deviating from established plans and rarely improvises well. She is easily startled and does not recover quickly, though once angered she is a dedicated, fearsome opponent.

In particular, Qwith deeply fears believable threats to her unlife and what is left of her beauty, despite the hardened obsidian skin. She reacts defensively when threatened, going on the attack once she regains her poise.

Qwith sees power as a goal unto itself. She has learned patience from her centuries of passionless service to Rajaat, and with her emotions restored, Qwith is a force to be reckoned with. She is not incredibly persuasive, instead cowing others into her service with power and building loyalty with rewards for service. She is an organized, orderly woman, who follows a schedule and a set routine.

While she is adaptable, she is also cautious. Qwith hates surprises and cannot respond to truly unexpected problems without spending some time collecting herself. In situations where she expects chaotic conditions, like battlefields and experiments with unknown forces, she is not affected nearly as badly as when dealing with the truly unexpected.

Qwith's violent death after centuries of peace and calm has given her a deep fear of being harmed or her appearance being further damaged. She leads from the back, using magic to direct her commanders and provide support, with a cadre of bodyguards to defend her. However, she prefers to leave battles to her right hand, Ghonnsin.

Qwith is a wizard, not a soldier. She understands warfare to a degree, but she is better at planning strategies than directing tactics. She uses support groups of defilers and psions to scatter enemy formations, and leaves the rest to her commanders.

In personal combat, Qwith focuses on defense, reflexively protecting herself, and striking at a distance. She can remain cool and collected if she expects a battle or doesn't see an attacker as more than a nuisance, and she will try to arrange for as many favorable conditions as possible if she can plan the encounter. If she is ambushed or surprised, she will spend several turns using spells and powers to defend herself and flee, only returning once she has collected herself. She will target foes where she believes they are weakest.

In the dim past of the Time of Magic, Qwith was born in the small but exalted city of Aweeas, located on the coast of the Sunrise Sea southeast of Raam.. She felt confined by the strict social mores of her home city, however, and was enticed by a traveling preserver named Loraas. At this time, there were many such journeyman preservers crossing the Tablelands, fanning out from the Pristine Tower to seek new talent for Rajaat's academy. Qwith had the gift, and bearing the token of Loraas she broke with her family and went west to the Tower to seek her fortune.

Loraas's token won Qwith passage beyond the dangerous creatures which guarded the Pristine Tower, but it was her

native ability and urgent, lustful ambition which earned her a place in the First Sorcerer's demanding school. Qwith progressed rapidly as both wizard and a psion, though her gifts seemed more inclined to the former. Soon she achieved the rare status of a favored student, and was receiving education alongside such illustrious pupils as Irikos, Halvaz Blackeye, and Sassrik the Unfriendly.

Qwith's rapid success was her downfall, however, for she was unprepared for the pressures of Rajaat's brutally intensive teaching regimen. She had just learned the secret power of defiling, and was struggling to master it when she was befriended by a senior student named Kalidnay. The bold, swaggering Kalidnay had been practicing defiling for decades, and his tutoring provided a great advantage for the young Qwith. Soon Qwith fell for her brash and confident senior, and the illicit romance brought her great joy and ever-increasing power for two years.

Then Rajaat found out about the romance, and demanded that they end this unnecessary distraction. Qwith didn't know what to do, but Kalidnay hesitated not a moment and savagely renounced Qwith, scarring her deeply. Rajaat had considered Qwith as a potential candidate for Championhood, but her apparent fragility convinced him that she could not fill that role. However, her talents were impressive, so the First Sorcerer found another way to utilize them.

What Rajaat did was to employ powerful psionics and magicks, restoring Qwith's shattered ego by excising the emotional attachments that had made her so vulnerable. The process also suppressed her formerly fierce ambitions. Qwith was little aware of this, however, and accepted without question Rajaat's assurances that she was no longer in her accustomed class because she had a higher purpose. In fact she was now a personal servant of Rajaat's, progressing only slightly more slowly than the Champions in her arcane studies, but segregated from them and in fact uninterested in the tough competition which had once so energized her.

Qwith was aware only dimly of the momentous events which surrounded the transformation of some of her fellow students into Champions – she knew her master prized the artifact he called the Dark Lens, but was not privy to its secrets. Not even the strange visitor Ra-herna, apparently an old friend of the First Sorcerer, could enlighten her concerning the strange black relic. When they left to gather their armies, she remained, uncomplaining, pursuing the magical tasks set her by Rajaat. His faith in her had increased over the years, as he had given her ever-more-demanding responsibilities; though Qwith lacked the spark of ambition, she did occasionally show the sudden insights for which he had originally kept her.

Years later, Qwith found herself one of few leading defilers and psions left in the Tower, as Rajaat and his personal coterie of spellcasters and psions left to march with the Champions and their armies southwards to commence the Cleansing Wars. She wasn't technically in charge, but the strange dark-robed halfings who slipped like shadowed ghosts through the Tower allowed her to believe she was. Qwith did not even seem to notice her first great taste of power.

That was just the response Rajaat had been hoping for. Once Nagarvos' fell and he dispatched his Champions to begin their

individual cleansing missions, he summoned Qwith and her small staff. Qwith was moderately pleased with the task Rajaat gave her – she wasn't interested in power or gain, but there was a certain intellectual challenge in tapping the power of the planes for arcane use. She appreciated the responsibility, but was irked by the First Sorcerer's requirement that she included a large number of clerics among her enlarged team.

Qwith allowed herself to be mollified, however, by the special efforts Rajaat made to create for her a suitable research complex. The fine buildings were built, in a curious organic-looking style, upon what had been the site of the Arkolak of Nagarvos'. Thick walls and shielded experimentation chambers were artfully and artistically arranged among sunlit arcades and comfortable living quarters.

Over it all fell the luxurious shade of the seven trees of life that were to power the defilers' efforts – especially the largest, in the center of the compound, the Seventh Tree that Rajaat himself had created. Crews of laborers were already expanding their efforts, clearing away the smoldering rubble of the ruined city all around the marvelous new construction, hauling away the mutilated corpses.

Delighted with her new home, Qwith named the complex the Navel, by which she meant the navel or point of convergence for the planes. Her task was to tap the energies of the elemental planes, and she intended to do that, making her fine compound the nexus of their energies. She was pleased as well by the freedom she would have to perform her research, unhindered by any of her previous peers, reporting to Rajaat himself, and then only infrequently. Her closest rival was the curiously morbid Gretch, whose Grey Tower lay not far to the west, but Rajaat told them both – in no uncertain terms – that he was not to interfere in any way with her.

Before even the last shacks for house her supporting staff of conscripted farmers and guards were completed, Qwith was already engaging her researchers on the task of penetrating the planes. The elemental priests whom Rajaat had foisted on her soon proved their worth, for their access to the planes was far greater than that of the psions Qwith preferred. The clerics' powers offered the defilers an opportunity to see the planes, and operate there, though they could not themselves access the power directly. Indeed the clerics were a critical component of the research effort, though many of them were openly scornful of the defilers' efforts, and remained so.

Qwith's magically reduced lack of emotions and ambition meant that years of stubborn failure annoyed her not at all. Rajaat had foreseen this possibility, and made sure to "bless" her researchers with the same gifts of emotional detachment and indifference to failure that Qwith herself possessed. He also provided them all with life-extending magicks, to keep them laboring on his project for as long as the job required. Lest there be any interference, he deliberately misinformed his Champions about the nature of the Navel, or even of its existence, but Kalidnay knew Qwith was there and he did not keep the knowledge entirely to himself.

Nonetheless, the lack of progress at the Navel, and its remote location, combined to keep the Champions from paying more than scant attention. Even Rajaat seemed to lose interest in Qwith's work. Only once in a King's Age would Qwith root out a spy from one of the Champions among her compound's

guards or settlers; far more frequent were magical probes or spies from Gretch. Qwith found the shackles of her mental neutering slowly fading as she pondered just what kind of wizard her inquisitive neighbor was. Slowly, with Rajaat too distracted by the Wars to renew his magicks, Qwith began to relearn the selfish focus she'd lost at the Pristine Tower.

Qwith and her defilers actually did make some progress, though the obstacles were huge and the pace glacial. They discovered how to open gates to the elemental planes, and learned that it was through similar channels that elemental clerics drew the power for their spells. The gates the defilers created were difficult to control, more or less so depending on the plane reached, but attaining greater stability eluded the defilers. Many of the Navel's priests found the elaborate planar charts calculated by their defiler colleagues a source of endless amusement.

Rajaat's specific task, however, was for them to discover a way in which defilers could tap the energies of the elemental planes themselves for arcane magic, as opposed to the elemental sources of clerical magic. When Rajaat returned to discover how little progress had been made Rajaat dismissed Qwith as research leader in a fit of rage without ever naming a replacement.

Officially leaderless, some of the defilers proposed bold (or desperate) solutions to the problems that confronted them, a sure sign that the ambition-hampering magicks were fading. Qwith, however, remained at the Navel mostly secluded in her personal compound. After Rajaat's departure, Qwith was left unsure of what to do for the first time in many centuries. She even considered retaking control of the Navel, or personally experimenting with controlling the planar gates (as centuries old habits died hard). Qwith was still sulking in her personal compound when disaster struck.

Clanging metal and shouts disturbed her meditation. She had never been in or even near a battle before, and it took her several moments to realize that the sounds of clashing bronze and steel were weapons and the shouts were those of her staff, fighting for their lives. She ran out to see what was happening, immediately suspecting that her jealous rival Gretch was somehow involved.

A howling tornado, 3' tall, met Qwith in her doorway. The bearded, armored warrior lashed out at her with psionics and a heavy steel hammer, but he clearly had underestimated Qwith. She parried the dwarf meorty's weapons and psionic attacks alike, and smote him down. Beyond him in the main yard of the Navel, her staff was having less success against what appeared to be hundreds of raging meorty warriors. Psionic energies seared the mindscape, and blasting evocations flared back and forth across the compound.

Dozens of her people were already dead, their carcasses twitching pathetically in the sun, as the battle raged over them. Few of the attackers had fallen, and in fact suddenly another group of undead appeared to fight alongside them. Spells sizzled furiously, and more researchers fell. The first building began to burn. Qwith was vaguely aware that some of the original attackers were now fighting against the latecomers, but despite her inexperience she could see that her people were still being slain left and right.

Even Qwith does not fully recall the exact circumstances when she gave the order to her subordinates to use the Gate to

summon an obsidian elemental to fend off the overwhelming invaders. All she does remember is when the Nayalas building exploded, or more properly erupted.

Gouts of shiny black liquid burst from the Nayalas, knocking its walls outwards as they heaved off the rough domed roof. Quicker than thought the molten rock rolled over the courtyards, enveloping combatants of all three groups indifferently. Qwith saw it all as if in slow motion, like a raging and rolling tide, rushing forward yet rising all in the same place, as it swept insatiably forward to consume all before it. Buildings were inundated, people swept away, the sun blotted out by its searing shroud of death.

Qwith awoke to find herself conscious, but moving, slowly, sloshing even, deep within a bath of molten black obsidian. She did not immediately seek release, however, but in her normal orderly way carefully analyzed her situation and considered what seemed to have happened. At first she imagined that she was somehow still alive, despite the terrible boiling magma all around her. She swam to the surface still convinced of this, and broke the surface on a new world. All around her, as far as her eyes could see, lay an endless undulating plain of glistening obsidian, slowly hardening under the dark sun.

It was not until Qwith saw herself in the glass darkly, and recognized that her skin had changed color to a glossy black, and that there were disgusting suction-cup-like holes pierced through the palms of her hands, that she realized she must be undead. She was revolted! She had always prized the life-extending magicks which Rajaat had provided her, and considered his aura of undeath to be one of Gretch's least attractive features.

Qwith retreated to seclusion to consider her position. She was in fact near the northernmost cliffs of the basin of Ulyan, and was able to take shelter in a cave in the cliffside. For years she debated with herself what future she might have, undead in a world consumed by blackglass. She was not consciously aware of the final fading of Rajaat's ambition-inhibiting magicks, but her thoughts began to be increasingly dominated by thoughts of returning to the Navel and rebuilding it, restoring her rule there and reclaiming the power that was her birthright.

Though the ambition-suppressing effects faded, Qwith retained other habits formed during the long years of Rajaat's tutelage. She remained extremely orderly, for example, as her approach to regaining power was to show—slowly she learned on her own the secrets of using necromantic magic. She had observed the passage of other undead out on the blackglass before and below her cave entrance, and made it her habit to spy on them. As she grew more confident she began to capture them, interrogating her prisoners for days or weeks until she was certain she'd learned everything they knew about the Obsidian Plain.

For years Qwith amassed information in her cave, but she was not confident enough to venture forth. When she captured her former servant, a psion and defiler named Ghonnsin, she found his quick and sincere obedience reassuring. Ghonnsin's lack of ambition was compounded by his intense personal loyalty to Qwith, and he was eager to assist his old mistress with their former research. Ghonnsin provided extensive information on the newly rebuilt City of a Thousand Dead and

what had happened to her other researchers, but such horror colored his account that Qwith decided against reconquering the site. Ghonnsin's held up a hand missing two fingers, punctuating his point about the vicious internecine violence between the petty factions within the city.

Qwith plotted with Ghonnsin, planning to assert control over a region of the Obsidian Plain near the City of a Thousand Dead, establishing a kingdom she could use to march upon the City of 1000 Dead and restore her Navel. The lands just to the south of her cave were held by a warlord, Xaksiis Goldgleam, a zhen warrior who had commanded the Navel's outpost garrison town of Ehessos in life. Xaksiis's and his rabble fought well, but his skeletons and fallen could not match the defiler's spells, with Qwith and Ghonnsin bathing the black plane with fire. After a single fierce battle, the routed "squatters" fled. Qwith planted her flag amid the settling carnage, declaring her realm the grandiloquently named Grand Duchy of Shadowmourn.

Xaksiis survived the battle. A tough and dogged opponent, he pursued a guerrilla war with his surviving troops. For more than seven years, his forces struck at the edges of Qwith's small kingdom, ambushing patrols and work details. Once, the old general even raided Qwith's unfinished capital of Kushtan. Qwith, fearful of melee combat since her death at the Naval, delegated the hunt for Xaksiis to her inexperienced lieutenants.

Luck, it seemed, ended Xaksiis' threat, with bugdead invaders swarming out of the deep south and invading territories held by the humanoid undead. Under constant alert for Xaksiis's raids, Qwith's Shadowmourn troops mobilized quickly to counter the assault. Terrified of attack and despising surprises, Qwith left managing the battle to Ghonnsin, whose years trying to match wits with Xaksiis proved pivotal as his queen laagered down in her half-built capital to resist the onslaught.

Despite constant assaults, Kushtan's quickly built fortifications held the bugdead at bay for weeks, until the tide turned. When the last bugdead fell atop a pile of its fellows, Qwith felt a deep relief, and their own losses forced the Scarlet Warden commanders to shift troops from Shadowmourn to the south east, easing the pressure on Qwith's forces.

With the army removed from her doorstep, Qwith overcame her shock and fear, steeling herself to lead Kushtan's counter offense. Rallying her troops, Qwith fought fiercely, forcing the bugdead away from her walls by the end of the month, forcing them south and southeast. The bugdead who retreated into the Forbidden Mountains never emerged, while others perished at the hands of her powerful magic. Xaksiis did not return in the ensuing years.

While she understood that both fortune and her loyal lieutenant contributed greatly to her victory, Qwith publicly claimed credit for the victory, using the war as the founding epic of Shadowmourn, a challenge far greater and more successfully defeated than Xaksiis' hit-and-run attacks. Ghonnsin accepted his place in the background, ever ready to serve his queen.

In the aftermath, Shadowmourn hungered for labor to satisfy the grand scope of Qwith's vision. Qwith sent her commanders on raids, kidnapping undead from neighboring

lands, swelling Shadowmourn's population. Qwith restricted her raids to the weaker western lands after the greatest of Cholite chieftains, the raaig Harkor, led a devastating reprisal into Shadowmourn, inflicting significant losses. Harkor founded his own kingdom, its organized, large population a rival near Shadowmourn's southeastern border, and a continual threat to Qwith's plans.

Shadowmourn's troops battled Harkor's forces regularly, battles which demanded too much of Qwith's time and effort. So long as the western and northern lands remained disorganized, Qwith could hold Harkor off, but once the powerful Vizier established Deshentu, Qwith's circumstances changed. Instead of the legendary yearly battle between the two kingdoms, Qwith began sending Harkor a tribute of metal and the occasional enchanted trinket, easing the pressure on her southern border and allowing her to devise a new plan.

When the Disciples fought her forces en route to the City of a Thousand Dead, the Disciples blindly charged into the City's traps and hidden fortifications. A huge trench filled with spikes and traps - The Desolation - could serve admirably as an admirable border defense against all of her enemies - the Harkorese, the Cholites and the periodic assault from surviving bugdead. Qwith personally oversees the digging of the Desolation, using her magic to hide the work and enslaved Magma elementals to speed it. Imagined as a vast pit scaring the Obsidian Plain, once complete, the Desolation will stretch from Shadowmourn's southeastern corner (near Castle Krojar) north and west to connect all her border forts into an impenetrable barrier. With such a defense, Qwith can repel any of her neighboring kingdoms with a fraction of her forces. Concerns of the throne and the business of war occupy most of Qwith's attention since her conquest of the Grand Duchy, but her true passion is still magical research. She developed a number of potent spells for use against her undead enemies over the years, and a small cadre of defilers and psions in Kushtan labor day and night on such projects. In addition, after the Shining Tide, Qwith remembered the obsidian lense' her instructor Rajaat treasured so deeply back at the Pristine Tower - what had its name been? The Dark Lens! To this day she still dispatches agents intermittently. Sooner or later, she will discover the secrets of Rajaat's treasures.



Ramlichavi the Defender

Ramlichavi the Defender: Ogre Male Meorty, Psy War 20; CR 30; Large Undead; hp 204; Init +8; Spd 50 ft.; AC 44 (touch 17, flat-footed 40); Atk +34/+29/+24 (Greatsword 3d6+23; 19-20/x2) or +29/+29 melee (Slam 1d8+13; 20/x2) or +29 melee touch (by power) or ranged +29/+24/+19 (Comp. Longbow 2d6+19; 110 ft; 19-20/x3); **SA:** Create Spawn, Dehydrating Touch, Guilt Gaze; **SQ:** Bound to Area, Code of Honor, Damage Reduction, Darkvision 60 ft., Enhanced Senses, Gray Toughness, Rebuke Undead, Undead Traits; SV

Fort +20, Ref +16, Will +20; AL NE; Str 36, Dex 19, Con --, Int 10, Wis 26, Cha 8.

Skills & Feats: **Skills:** Autohypnosis +11, Climb +18, Concentration+26, Jump +18, Listen +26, Search +16, Sense Motive +18, Spot +20; Cleave, Deep Impact (B), Epic Psionic Focus (epic), Fell Shot (B), Improved Critical (Longbow) (B), Improved Initiative, Improved Manifestation (epic), Point Blank Shot, Power Attack, Precise Shot, Psionic Charge (B), Psionic Meditation (B), Psionic Shot (B), Psionic Weapon (B), Speed of Thought (B), Weapon Focus (Longbow).

Psi-Warrior Powers (CL 16th, PP: 266, DC 18 + power level): 1st - call weaponry, defensive precognition, detect psionics, force screen, offensive precognition; 2nd - animal affinity, body adjustment, hustle, psionic lion's charge, wall walker; 3rd - danger sense, evade burst, greater concealing amorpha, vampiric blade; 4th - immovability, psionic dimension door, weapon of energy; 5th - metaconcert; 6th - breath of the black dragon, form of doom.

Psi-Like Abilities: At will - aura sight*, body equilibrium, catfall*, clairvoyant sense, detect remote viewing, mindlink*; 3/day - body adjustment*, crisis of breath*, dissolving touch*, psionic dimensional anchor. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Possessions: Amulet of Natural Armor +3, Belt of Strength +6, Boots of Speed, Gloves of Dexterity +6, Greater Bracers of Archery, Large Chain Shirt +5, Large Greatsword +4, Large Composite (+13) Longbow +5, Periapt of Wisdom +6, Psionic Tattoo of Psionic Keen Edge (ML 5th) x 5, Ring of Protection +4, Vest of Resistance +4; 250cp

Ramlíchiavli CR 30

Ogre Meorty Psi-Warrior 20

NE Large Undead (Augmented Giant, Psionic)

Init: +8; **Senses:** Darkvision 60ft.; Listen +24, Search +16, Spot +18

Aura -

Languages: Orcish, Ulyanese, Ulyanese Giant

AC: 44; touch 17, flat-footed 40

(-1 size, +4 Dex, +9 armor, +18 Nat, +4 Def)

hp 204 (24 HD; 24d12+48); Fast Healing 3

Damage Reduction: 15/magic; Spell Resistance: 39

Immune: Cold, Electricity, Undead Traits; **Weakness:** Bound to Area

Saves: Fort +20, Ref +16, Will +20

Speed: 50 ft.

Melee: Greatsword +34 (3d6+23; 19-20/x2) or Slam +29 (1d8+13) or Touch +29 (by spell)

Full **Melee:** Greatsword +34/+29/+24 (3d6+23; 19-20/x2) or 2x Slam +29 (1d8+13)

Ranged: Comp. Longbow +29 (2d6+19; 110 ft; 19-20/x3)

Full **Ranged:** Comp. Longbow +29/+24/+19 (2d6+19; 110 ft; 19-20/x3)

Space: 10 ft.; Reach: 10 ft.

Base Attack: +17/+12/+7; Grapple: +34

Attack Options: Cleave, Create Spawn, Deep Impact* (as Melee Touch), Dehydrating Touch (DC 22, 30d6), Epic Psionic Focus (activate 2 feats w/ 1 Psi-Focus), Fell Shot* (as Ranged Touch), Guilt Gaze (30 ft, DC 22), Haste (10 rounds/day), Point Blank Shot (+1 to hit @ < 30ft), Power Attack, Psionic Charge* (Charge w/ turn), Psionic Meditation (Psionically Focused as Move action), Psionic Shot* (+2d6 dmg), Psionic Weapon* (+2d6 dmg). *Requires expending Psionic Focus.

Combat Gear: Large Chain Shirt +5 (25,450cp), Large Greatsword +4 (32,350cp), Large Composite (+13) Longbow +5 (51,650cp)

Psi-Like Abilities: At will - aura sight*, body equilibrium, catfall*, clairvoyant sense, detect remote viewing, mindlink*; 3/day - body adjustment*, crisis of breath*, dissolving touch*, psionic dimensional anchor. ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Psi-Warrior Powers (CL 16th, PP: 266, DC 18 + power level):

6th: breath of the black dragon, form of doom.

5th: metaconcert.

4th: immovability, psionic dimension door, weapon of energy.

3rd: danger sense, evade burst, greater concealing amorpha, vampiric blade.

2nd: animal affinity, body adjustment, hustle, psionic lion's charge, wall walker.

1st: call weaponry, defensive precognition, detect psionics, force screen, offensive precognition.

Abilities: Str 36, Dex 19, Con --, Int 10, Wis 26, Cha 8

SQ: Bound to Area, Damage Reduction, Darkvision 60 ft., Gray Toughness, Rebuke Undead (2/day), Skills, Undead Traits.

Feats: Cleave, Deep Impact^B, Epic Psionic Focus (epic), Fell Shot^B, Improved Critical (Longbow)^B, Improved Initiative, Improved Manifestation (epic), Point Blank Shot, Power Attack, Precise Shot, Psionic Charge^B, Psionic Meditation^B, Psionic Shot^B, Psionic Weapon^B, Speed of Thought^B, Weapon Focus (Longbow).

Skills: Autohypnosis +8+3, Climb +13+6-1, Concentration -1+27, Jump +13+6-1, Listen +8+6+10+2, Search +0+6+10, Sense Motive +8+0+10, Spot +8+0+10+2.

Possessions: 320,000cp or Combat Gear plus: Amulet of Natural Armor +3, Belt of Strength +6, Boots of Speed, Gloves of Dexterity +6, Greater Bracers of Archery, Periapt of Wisdom +6, Psionic Tattoo of Psionic Keen Edge (ML 5th) x 5, Ring of Protection +4, Vest of Resistance +4; 250cp

Special Qualities (descriptions)

As per Meorty special qualities list in Terrors of the Dead Lands. In addition:

Special Undead Abilities:

- **SA:** Dehydrating Touch +1 CR, Guilt Gaze +1 CR
- **SQ:** Enhanced Senses +1/3 CR, Fast Healing +1/3 CR, Spell Resistance +1 (+1/3) CR.
- **Weakness:** Code of Honor

Dehydrating Touch (Su): The undead can drain the moisture from a living creature (except for creatures that do not require water to survive). As a standard action, the undead makes a touch attack that does not provoke an attack of opportunity. If it hits, the victim suffers 1d6 points of nonlethal damage per CR (adjusted by special abilities and weaknesses) and becomes fatigued. A creature that makes a Fortitude save reduces the damage by half. The nonlethal damage cannot be recovered until the creature drinks its daily requirement of water.

Guilt Gaze (Su): The undead's gaze attack causes grief to intelligent creatures within 30 ft. Unless a victim makes a Will save, its most painful memories surface, wracking the victim with guilt over small incidents that happened years ago in its life. The guilt nauseates a creature for 1d4 rounds.

More than 14' tall, dark-skinned with tangled dreadlocks of sable hair, and carrying himself with the ramrod correctness and confidence of a lifelong professional soldier, Ramlichavi the Defender commands respect in any company. His flesh recovered surprisingly well from the Obsidian Boil, but the fact is difficult to note as the meorty is always dressed impeccably in black armor, a crisply-cut mantle, and potent magical and psionic weapons.

In life, Ramlichavi was one of the Defenders, the elite cadre of guards devoted to the protection of the Tetrarchs of Nagarvos', the greatest metropolis of Green Age Ulyan. He was a devoted warrior, with considerable psionic skills in addition to his abilities in ranged and melee combat. He was one of the few Defenders detached from the main force of the unit and dispatched with the Tetrarchs' delegates to the negotiations with Rajaat and his Champions at the Obsidian Tower. He fought in the Battle of Tforkatch River, when Rajaat declared that the ruse of negotiations had gone on long enough.

Ramlichavi found himself in the right wing of the army of Nagarvos', but near enough the center to see the Dregoth's awe-inspiring first charge. As the Champions' forces began to attrit and overwhelm the foot soldiers in front of him, Ramlichavi did not retreat but moved to the center of the line, expending all his arrows and then fighting with his massive bronze blade until he was bodily driven back by the press of the enemy. The ogre was severely wounded in the battle, saving two of the Tetrarchs' plenipotentiaries from the irresistible assault of Dregoth's legions, but fortunately he was able to keep up with the retreating survivors fleeing east to the walls of the Queen of Ulyan.

The armies of the Champions pursued, and following a number of brief skirmishes they besieged the city. The Siege of Nagarvos' lasted for years, during which time Ramlichavi fought bravely in defense of his city. He believed passionately in the amalgam of races and peoples which populated Nagarvos', and felt personally affronted by the treacherous attack at Tforkatch River; the very name of Rajaat was as dust in his mouth.

When the walls were at last breached and the invaders pressed into the Wonder of the South, Ramlichavi was at the right hand of the commander of the Defenders, the powerful mindbender G'dranav. He helped cover the unit's withdrawal toward the Arkolak, his bow singing as the

Champions' armies poured in, burning everything in their path, massacring every resident they saw. Many of the attackers were killed in the savage house-to-house retreat, but their numbers were inexhaustible and they freely used the great firepower of their defilers to flatten the most stoutly-defended buildings and city blocks.

Ramlichavi had killed scores of the Champions' troops by the time when he and his band had reached the Arkolak, where the temples and palaces of the Tetrarchs stood atop the city's highest hill. The Defenders lined the walls of the Arkolak and repelled – hour after hour – the legions of the Champions. At first few of the invaders reached the Arkolak's hallowed walls, but then more and more of them arrived, the fires leaping higher in the city behind them. Ramlichavi was wounded again and again with fighting growing ever more desperate, while behind him the Tetrarchs and other powerful mindbenders, in conjunction with the most skilled preservers and clerics in the city, struggled to develop some means to rescue their people.

The effort had failed, or at least had not yet succeeded, when at last the attacks broke through the Arkolak's hallowed walls. G'dranav led a desperate counterattack, and Ramlichavi was in the front line, filling the breach in the wall with his own body. He was overborne by the press, pierced by a dozen pikes and trodden under by the surging attackers. Five or six more he killed, pulling them down by the ankles as they ran over his body, and crushing their throats in his massive hands, but in the end the mighty ogre's eyes closed for the last time.

Until the next year, when Ramlichavi once again opened his green eyes and looked out upon the world. It had changed. The ogre saw above him the face of his commander G'dranav, who had just raised him to unlife as a meorty. For many years thereafter, Ramlichavi aided his mentor in raising to unlife the hundreds of other fallen Defenders whom G'dranav had brought down with him into the chasm below the Arkolak. Revenge was their watchword, and they prepared constantly for the day they would return to the surface and sate their hatred on the minions of Rajaat who had lived there since the fall of Nagarvos'.

On the great day of their vengeance, Ramlichavi was in the forefront, one of the cohort commanders, leading his fellow undead Defenders through the hidden passages they had cut leading up to the research compound. Surprise was complete – the neutered and blinkered defilers in what Qwith called the Navel (on the same hill where the Arkolak had once stood) were blissfully unaware until their foes were among them, cursing and killing. Ramlichavi was scorched and lacerated by the flurry of spells released by the cornered defilers and clerics, but many fell before him. The Defenders did not discriminate between spellcasters and the hundreds of support staff that maintained the Navel, but killed every human they encountered above ground, for any human there was by definition usurping the land of Nagarvos'.

The melee was even more confused than that, however, for a second group of undead was fighting alongside the Defenders against Qwith and her people. Ramlichavi recognized among them several of the Tetrarchs from the city's last days, as well as at least one preserver who had been working with the Tetrarchs during the final assault – Pandruj.

The original pretext for Rajaat's invasion of Ulyan and assault upon Nagarnos' had been the surrender of his "renegade student" Pandruj, and many among the Defenders – Ramlichavi among them – blamed the preserver for the ruin which overtook their city.

G'dranav cursed the preserver and those with him, but even as the two groups of undead were beginning to battle one another as well as the living humans who served Qwith, and the elementals *gated* in by the defilers, the world exploded. From one of the summoning buildings, already set afire by the furiously cast spells and lashing psionics of the battle, came an ominous rumble, followed faster than thought by the shattering from within of the building's massive and heavily barred doors. Ramlichavi was standing across the compound, the body of one of Pandruj's undead broken at his feet, when he saw the eruption.

The molten obsidian, glittering black, boiled out of the building like an avalanche. Ramlichavi was overborne by the first roiling wave, lifted and hurled over the compound's wall and backwards out of the Navel entirely. His undead flesh cooked and boiled, but he did not die – perversely, in his undeath he could be hurt but not killed in this way. Before he was carried too far to see, Ramlichavi observed that his fellow Defenders, the cadre of undead with Pandruj, and Qwith's usurping humans were alike being carried away in the Boiling Wave.

It was weeks before the ogre meorty was able to fight his way out of the quickly cooling obsidian. He knew his duty, however, and moved as quickly as he was able back to the site of the Navel (and of the Arkolak as well), where indeed the other Defenders were gathering as quickly as they could. He found the place by instinct – for the "land" he traversed was nothing but an undulating plain of smooth black glass. G'dranav greeted his lieutenant and then, with Ramlichavi by his side, gave the meorty warriors a rousing speech – within the day they began the work of rebuilding the city of Nagarnos'.

All the Defenders had been absolutely dedicated to Nagarnos', the Queen of Ulyan, and many of them believed that the Obsidian Wave was divine retribution upon Qwith and her defilers, or alternately upon Pandruj and the undead he led. They had the site of the city all to themselves for the moment, and they took the opportunity to reconstruct it, reproducing in obsidian the exact structures which had stood through the Green Age, until Rajaat came – starting with the city walls. They quarried massive obsidian blocks from the new land surface, delving an enormous fosse around the ever-rising walls.

Ramlichavi led one of the working parties, contributing hugely to the reconstruction of the walls. The walls were complete, and work was just beginning on the interior buildings, when the other undead came. Pandruj and his followers, now proudly calling themselves "Rajaat's Fugitives", were the first, followed by undead creatures that had once been servants of the Champions that overcame the Defenders during the final battle of the Siege of Nagarnos', and undead avatars of Qwith's research team. The Defenders were unable to prevent these and other groups from claiming sections within the new city walls, and thus Nagarnos' was reborn as the City of a Thousand Dead.

For a King's Age thereafter the undead in the City fought amongst themselves, delineating their boundaries and sharpening their mutual hatreds. Many were disintegrated, incinerated, or mutilated beyond reanimation – even the new creations of the obsidian, the zhen, proved mortal in undeath. Ramlichavi fought as furiously as any of his fellow Defenders in these battles, and cursed bitterly as he watched the other undead erect buildings of obsidian in their zones, buildings unlike those which the Defenders recalled from the days of Nagarnos'.

How the battles within the City would have ended, had they continued, is a subject Ramlichavi prefers not to consider. The matter became academic, however, when the bugdead hordes appeared at the City about a King's Age after the Shining Tide. All the humanoid undead in the City fought together to repel the attacking bugdead, but even so the City might have fallen had not Pandruj created a devastating magical artifact called the *Sunflash*. Over and above the fact that Pandruj made it, Ramlichavi hates the *Sunflash* because this powerful item makes it impossible for the undead to venture forth in daylight in the City or its environs. Grudgingly, the meorty acknowledges that only with its aid could the first bugdead assault have been defeated.

In the King's Ages since the first bugdead attack, Ramlichavi has served his commander G'dranav in many roles. He has led cohorts in battles against the bugdead, and against humanoid undead invaders (such as the Cholites, or armies from Harkor, Shadowmourn, or the Kingdoms of Gretch), and against the other humanoid undead dwelling in the City. During the last three King's Ages, Ramlichavi has also served increasingly as one of G'dranav's most well-traveled ambassadors. In this capacity he has visited all the important courts of the northern Dead Lands, and met all the great rulers. He has learned to hold his tongue in their company, but he has never moderated his opinions – in Ramlichavi's view, all things ill in Ulyan spring from wizardry.

Ramlichavi, like his father before him, gave his loyalty to the psionic Tetrarchs of Nagarnos'. He viewed preservers like Pandruj, no matter how loyal they appeared, as dangerous and untrustworthy, a prejudice that Rajaat's demands only intensified. Ramlichavi believes that it was only through the hideous power of defiling magic that Nagarnos' was overcome, despite more objective considerations such as the vast superiority of numbers the invaders enjoyed, and he believes the Shining Tide to be simply one more example of the incredible destruction and abuse that wizardry inflicts on land and people alike.

Because they participated (however tangentially) in the destruction of Nagarnos', Ramlichavi dislikes Gretch and his minions, as well as Qwith and the Vizier. Other rulers fall afoul of his general antipathy to wizardry, while he considers the Disciples to be muddle-headed fools who confuse the ruin of defiling magic with some sort of divine intervention. The only ruler that he actually respects, aside from G'dranav and the other leading officers of the Defenders, is Harkor. Harkor lived after the destruction of Nagarnos', and was in life a cleric and not a wizard – and if Harkor errs in exalting undeath, at least he respects (and practices) the military virtues that are near and dear to every Defender's heart.



Zhogirrat, Emissary of Dregoth

Zhogirrat Dir-Neqnar of New Giustenal: 2nd Gen Male, Psi 9 (Telepath) / Tpl 10; CR 20; Medium-size Dragon; 19 HD; hp 86; Init +2; Spd 30 ft.; AC 29 (touch 12, flat-footed 27); Atk +13/+8/+3 (Mace 1d8+2; 20/x2) or ranged touch +13 (by power or spell; **SA:** Death Touch, Smite; **SQ:** Assume Domain, Darkvision 30 ft., Immunities, Less Water, Light Sensitivity, Low-Light Vision, Sigil, Rebuke Undead, Resistance to Fire 10; SV Fort +16, Ref +13, Will +19; AL CE; Str 10, Dex 14, Con 12, Int 22, Wis 13, Cha 24.

Skills and Feats: Bluff +23, Concentration +23, Diplomacy +33, Gather Information +7, Heal +1, Intimidate +9, Knowledge (Arcana) +15, Knowledge (Psionics) +16, Knowledge (Religion) +20, Listen +3, Literacy (4), Psicraft +18, Sense Motive +23, Spellcraft +18, Spot +3; Alertness (B), Daylight Adaptation, Extend Power, Extend Spell, Greater Psionic Endowment (B), Inquisitor (B), Overchannel, Psicrystal Affinity (B), Psionic Endowment, Secular Authority (B), Talented.

Templar Spells (CL 10th, 6/6+2+d/6+2+d/6+2+d/5+1+d/3+1+d, DC 17 + spell level): see Dark Sun 3e Rules, pg 138 for Templar spell list; suggested spells: 0th - detect magic, detect poison, inflict minor wounds, light, mending, read magic; 1st - command, comprehend languages, divine favor, doom, endure elements, cause fear (d), hand of the sorcerer king, hide from undead, shield of

faith; 2nd - battlefield healing, bear's endurance, cure moderate wounds, death knell (d), remove paralysis, resist energy, silence; 3rd - animate dead (d), cure serious wounds, dedication, dispel magic, lightning bolt, magic vestment, protection from energy, wind wall; 4th - cure critical wounds, death ward (d), freedom of movement, greater command, greater magic weapon, inflict critical wounds, neutralize poison, tongues; 5th - elemental strike, klar's heart, scrying, slay living (d), true seeing.

Psionic Powers (CL 9th, PP: 72+27-9, DC 16 + power level): 1st - psionic charm, conceal thoughts, inertial armor, mindlink, sense link; 2nd - concussion blast, inflict pain, read thoughts, psionic tongues, psionic suggestion, sustenance; 3rd - dispel psionics, energy burst; 4th - intellect fortress, mindwipe, psionic dominate, schism; 5th - mind probe, psionic crush.

Possessions: Amulet of Natural Armor +3, Cloak of Charisma +6, Dorje of Hostile Empathic Transfer (ML 5th, 26 charges), Gloves of Dexterity +4, Headband of Intelligence +6, Mace (+2), MW Light Shell Shield (+2), ~~Power Stone of Extended Psionic Contingency (ML 20th; If brought to 25% or less hp, Psionic Dimension Door 1200 ft to the South), Psionatrix of Telepathy, Ring of Evasion, Vest of Resistance +5, Ointment of True Seeing~~

Note: Unlike all the other NPCs involved with the Formal Masque, Zhogirrat is a living being.

Zhogirrat Dir-Neqnar of New Giustenal, Emissary of Dregoth CR 20

Dray (2nd Gen.) Psion (Telepath) 9 / Templar 10
CE Medium Dragon (Psionic)

Init: +2; **Senses:** Darkvision 30 ft., Low-Light Vision; Listen +3, Search +6, Spot +3

Aura -

Languages: Common, Elven, Draconic, Giustenal, (Tongues)

AC: 29; touch 12, flat-footed 27
(+2 Dex, +8 armor, +3+3 Nat, +1+2 shield)
hp 86 (19 HD; 9d4+10d8+19)

Resistances: Fire 10

Immunities: Sleep & Paralysis; **Weaknesses:** Light Sensitivity

Saves: Fort +16, Ref +13, Will +19; Evasion

Speed: 30 ft.

Melee: Mace +13 (1d8+2; 20/x2) or Claw +11 (1d4; 20/x2) or Bite +11 (1d6; 20/x2)

Full Melee: Mace +13/+8/+3 (1d8+2; 20/x2) or Claw +11 (1d4; 20/x2) and Bite +6 (1d6; 20/x2)

Ranged: Ranged Touch +13 (by spell or power)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +11/+6/+1; Grapple: +11

Special Actions: / Combat Options: Death Touch (10d6), Greater Psionic Endowment (+2 DC), Smite (1/day, +4 to hit/+10 dmg).

Combat Gear: Mace (+2), MW Light Shell Shield (+2)

Templar Spells (CL 10th, 6/6+2+d/6+2+d/6+2+d/5+1+d/3+1+d, DC 17 + spell level): see *Dark Sun 3e Rules*, pg 138 for Templar spell list; suggested spells:

5th: elemental strike, klar's heart, scrying, slay living (d), true seeing.

4th: cure critical wounds, death ward (d), freedom of movement, greater command, greater magic weapon, inflict critical wounds, neutralize poison, tongues.

3rd: animate dead (d), cure serious wounds, dedication, dispel magic, lightning bolt, magic vestment, protection from energy, wind wall.

2nd: battlefield healing, bear's endurance, cure moderate wounds, death knell (d), remove paralysis, resist energy, silence.

1st: command, comprehend languages, divine favor, doom, endure elements, cause fear (d), hand of the sorcerer king, hide from undead, shield of faith.

0th: detect magic, detect poison, inflict minor wounds, light, mending, read magic.

Psion Powers (CL 9th, PP: 72+27-9, DC 16 + power level):

5th: mind probe, psionic crush.

4th: intellect fortress, mindwipe, psionic dominate, schism.

3rd: dispel psionics, energy burst.

2nd: [concussion blast](#), inflict pain, read thoughts, psionic tongues, psionic suggestion, sustenance.

1st: psionic charm, conceal thoughts, inertial armor, mindlink, sense link.

Abilities: Str 10, Dex 14, Con 12, Int 22, Wis 13, Cha 24

SQ: Assume Domain, Darkvision 30 ft., Immunities, Less Water, Light Sensitivity, Low-Light Vision, Psicrystal (ML 10th, Single-Minded), Secular Authority (5/day), Sigil, Rebuke Undead (CL 7th, 10/day), Resistances.

Feats: Alertness ^B, Daylight Adaptation, Extend Power, Extend Spell, Greater Psionic Endowment ^B, Inquisitor ^B, Overchannel, Psicrystal Affinity ^B, Psionic Endowment, Secular Authority ^B, Talented.

Skills: Bluff +23, Concentration +23, Diplomacy +33, Gather Information +7, Heal +1, Intimidate +9, Knowledge (Arcana) +15, Knowledge (Psionics) +16, Knowledge (Religion) +20, Listen +3, Literacy (4), Psicraft +18, Sense Motive +23, Spellcraft +18, Spot +3.

Skills: Bluff +7+16, Concentration +1+19+3, Diplomacy +7+22+2+2, Gather Information +7+0, Heal +1+0, Intimidate +7+0+2, Knowledge (Arcana) +6+9, Knowledge (Psionics) +6+10, Knowledge (Religion) +6+14, Listen +1+0+2, Literacy (4), Psicraft +6+10+2, Sense Motive +1+22, Spellcraft +6+10+2, Spot +1+0+2.

Possessions: 170,000cp or Combat Gear plus: Amulet of Natural Armor +3, Cloak of Charisma +6, Dorje of Hostile Empathic Transfer (ML 5th, 26 charges), Gloves of Dexterity +4, Headband of Intelligence +6, Ointment for True Seeing, ~~Power Stone of Extended Psionic Contingency (ML 20th; If brought to 25% or less hp, Psionic Dimension Door 1200 ft to the South)~~, Psionatrix of Telepathy, Ring of Evasion, Vest of Resistance +5.

Special Qualities (descriptions)

Domains:

- **Death** - You may use a death touch once per day. Your death touch is a supernatural ability that produces a death effect. You must succeed on a melee touch attack against a living creature (using the rules for touch spells). When you touch, roll 1d6 per cleric level you possess. If the total at least equals the creature's current hit points, it dies (no save).
- **Destruction** - You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

Immunities (Ex): Dray are immune to magic sleep effects and paralysis effects.

Less Water (Ex): Dray only need 1/2 as much of the normal water requirement for their size category when active, and only 1/4 the requirement when they are Inactive.

Light Sensitivity (Ex): Dray are dazzled in bright sunlight or within the radius of a daylight spell.

Secular Aptitude (Ex): At 1st level, you gain Secular Authority as a bonus feat. In addition, you receive a competence bonus to Secular Authority checks equal to half your class level.

Sigil (Sp): Every templar receives a sigil that is the sign of their rank and station as a templar within their city's templarate. The form of the sigil is unique to each city-state, but is always unmistakable for what it is. The sigil serves as your divine focus, and also allows you to use the spell-like powers arcane mark, purify food and drink, and slave scent a combined total of times equal to 3 + your Cha modifier. These spell-like powers do not count against your total of spells per day.

Zhogirrat stands 7'2" tall, and his scales gleam a lustrous ochre. He once preened himself constantly, but on the caravan trail this is impractical and he limits himself to scrubbing when possible. The ridge of scales along his back are black, except for those enlarged bright yellow scales which mark his rank as templar. The dray has a sharply defined draconic head atop a graceful neck, with bright golden eyes and ivory teeth. Zhogirrat prefers to wear loose robes that do not impede his movements, and he is always moving his head suddenly, or using his [psionics](#), to monitor his surroundings.

Zhogirrat is a dedicated and hardworking templar of Dread King Dregoth, and has been all his adult life. He was raised as a devoted follower of the undead sorcerer-king from his youth, and he is himself one of few templars aware of Dregoth's undead state. He will do anything in his power to advance the cause of Dregoth, and has nothing but contempt for the other sorcerer-kings of the Tablelands. He dislikes nonhuman races, and indeed humans as well, considering dray to be the perfect species, but his self-control is legendary

in the New Giustenal templatate and few will see through his mask of polite etiquette. His tail whips back and forth when he is agitated.

The Dir-Neqnar family is one of the most prominent in New Giustenal, but this was not always so. In fact, Zhogirrat's family was originally from a small backwater town in the Time of Magic, named Tyr. The tyrannical ruler of the town had grand ambitions, and his construction projects required vast *corvées* – Copas Neqnar watched his father, a free craftsman, broken by the forced labor, and he resolved to escape this fate for himself and his children. He and his wife Pulga sold their meagre possessions and took a caravan eastwards, lured by the tales of great rewards for human artisans in the metropolis of Giustenal.

Copas and Pulga did well in the wondrous city of Giustenal, which was then prospering under the wise rule of Dread King Dregoth. Giustenal was perfectly positioned to take advantage of the seaborne trade that could no longer navigate the increasingly shallow waters further east, and the Dread King's military might ensured that Giustenal's fertile fields were avoided by wandering bandits, and that tribute in food and slaves was always flowing in. The Neqnars established a shop selling finely carved wood and bone furniture, soon acquiring a reputation for quality among the city's elite.

Consorting with the city's upper classes was much easier after Copas and Pulga became fervent worshippers of the Dread King. Their faith, and their increasing wealth, bought their way into Giustenal's rigidly loyal aristocracy, but they aspired to gain the honorific prefix Dir-, and such a blessing was reserved for those whose forefathers had served in the Wars - it could not be bought or won as a political favor. To cement the family's rise Pulga took the irrevocable step of becoming a novitiate templar of the Dread King. Mon Adderath, the Chief Priest of Dregoth, adopted the Neqnar family as his clients, and procured for them *life extension* as well as abundant social benefits.

"The sky is falling!" screamed Copas's youngest son, Dilas, on the dreadful day that the other sorcerer-kings attacked. Copas was by the public cisterns outside the main entrance to the palace when the first of many ashen waves swept over the streets, slaying him where he stood. Pulga was outside the city, supervising a work detail of slaves trying to dredge out the city's mud-choked ship channel. She saw the sudden fury of explosions and fire at her god's palace, saw the dull grey smoke of defiling mix with the black clouds from fire as the city erupted.

The assault lasted only hours, with the fires eventually guttering out across the great city. But what had been a magnificent metropolis of the Green Age and Time of Magic was now an utter ruin, its temples and dwellings crushed into skeletons of rubble, its harbor thick with settling silt, its fields pocked with bubbling tar. Pulga fought to reach her home city, the seat of her god, and though she abandoned her slave crew to die in the mud it still took her days to find a way through the tar pits and ghastly ashen wastes.

Pulga Neqnar did not find her husband – his body had been defiled instantly to ash, so great were the energies the battle of sorcerer-kings consumed. However, she did find her mentor Mon Adderath. He had survived and was gathering

what other survivors as he could locate. Pulga joined him in this effort, and indeed among the thousand or more whom were found Pulga discovered her eldest daughter Isandra. She proudly led one of the columns that followed the revived Dread King into the mysterious deeps to rebuild a new city, far from Dregoth's craven foes.

For her service in the aftermath of the disaster, Pulga received for her family the honorific Dir-, and advanced rapidly in the templatate. It was less than a generation later, before the city of New Giustenal was even half constructed, that Dregoth began his ambitious program to create the dray race. Pulga Dir-Neqnar, wholly devoted to her invincible dragon-god and determined to prove once again the loyalty of her now-ennobled family, volunteered to be one of the first transformed.

The process of dray creation transformed Pulga into a graceful, nearly 7' tall draconic humanoid, the ultimate servant for a dragon-god. Isandra admired her mother's glossy blue-grey scales and long, elegant tail, and the fine ivory teeth that so improved her profile – but it was not to last. Within weeks the many first-generation dray began to deteriorate. Pulga woke in the middle of the gloomy subterranean night to find her back in indescribable pain. Isandra raced to her mother's side and discovered a patch of her scales peeling off. In horror, she took her Pulga to the temple.

The degeneration of the first-generation dray engendered a social crisis unseen in Dregoth's city since the disaster in (Old) Giustenal. But Pulga was one of the favored, and her patron Mon Adderath was unwilling to see her hobbled by progressive mutations, or to let her die. He had her killed and reanimated as a thinking zombie – her complete devotion to her family's advancement in the service of Dregoth gave her ample focus to sustain her unliving energies beyond the grave. In her undeath, Pulga became even more obsessive about her family's service and status, and she became one of Mon Adderath's most trusted lieutenants.

Pulga's story was of critical importance in young Zhogirrat's life because he heard it all from her own lips. The undead dray, always careful to cover her patches of loose scales with robes, takes an intense interest in every child the descendants of her daughter Isandra have produced. Like all the others, Zhogirrat learned his lessons at her knee, imbibing her fierce devotion to the Dread King and the family name. In due course he entered the templatate as well, continuing a tradition of service that has endured for 2000 years.

Zhogirrat served in many capacities in the templatate. He started as a kalin rider, proving his merit by mastering the savage insects of the caves. He found his skills greater in handling the beasts than they were in physical combat, however, and despite his best efforts he was unable to demonstrate the talent required to gain admittance to the College of Blackspire. Thus Zhogirrat remained a divine templar, cultivating his devotion to Dregoth and increasing his [psionic](#) skills over his years in New Giustenal.

After becoming a templar of the fifth scale, Zhogirrat was assigned to the patrols that monitored activity on the surface, amid the blasted ruins of (Old) Giustenal. He found the creatures of that hideously bright world disgusting, despite his matriarch Pulga's reverence for their great benefactor the

human Mon Adderath. Zhogirrat found killing such soft-skinned weaklings a positive pleasure – they lacked knowledge of the true faith of Dregoth, and thus deserved no less.

Zhogirrat's first assignment outside the ring of tar pits around Giustenal's silt-choked ruins was as a spy attached to a delegation of templars travelling incognito to Nibenay. The chaos of Nibenay, the melange of races and creeds, was intensely distasteful to Zhogirrat, and it was a great achievement for him to maintain his self-control and perform the passive spying tasks given him by his superiors. Later Zhogirrat, with his skill in strange languages and his abilities to disguise himself and remain hidden from prying eyes, would serve the Dread King in others of the Seven Cities as well.

In due course, Zhogirrat was promoted again and assigned to head a mission to the distant northeast, to a chain of mountains known as the Road of Fire. Rumors told of valuable obsidian deposits there, and Zhogirrat was to procure a quantity for the Dread King's defilers. The journey, so far under the blazing sun, was a severe challenge to Zhogirrat, no less so because his porters were undead detailed to the task because they required no rest hauling the heavy obsidian. Zhogirrat did not mind the undead – had he not been raised in part by his matriarch Pulga, a thinking zombie?

With his success at the Road of Fire, and his other bona fides, Zhogirrat was the leading candidate for heading the great mission into the deep South. Dregoth had other powerful templars he could have chosen for the task, but few with such wide-ranging experience on the surface, and none who were as comfortable with undead as Zhogirrat. And indeed Pulga's influence, through Mon Adderath, added strong support for her posterity.

Zhogirrat received extensive briefings from the Dread King himself on the mysterious civilization he was to encounter in the deep South, and was psionically imprinted with the terms of the treaty Dregoth desired. The Dread King had understood the undead nature of the powers of the Dead Lands, but the confused and chaotic nature of the undead realms, and perhaps the teeming and unreadable mass of bugdead, made it impossible for Dregoth to more precisely perceive the various states and rulers there. Thus the terms of the treaties Dregoth desired were generic, intended for whatever ruler Zhogirrat might encounter. He was instructed to seek an alliance, with the undead providing legions of undead warriors for Dregoth to use in his intended conquest of the Tablelands. In return the Dread King would grant the undead a portion of the corpses for reanimation. He even dangled the possibility of selling living slaves, nonhuman of course, to the undead, to be eaten or bred as an infinite supply of corpses.

Dregoth had scant intent of honoring such an agreement, as the undead who allied with him would then share power in the Tablelands, a situation he considered intolerable. However, by imprinting honest terms in the mind of his servant Zhogirrat, and keeping his templar ignorant of his planned treachery, Dregoth could conceal his intended duplicity from his future allies, and perhaps gain their support for as long it might take to overwhelm the other city-states of the Tablelands. Only then, once his power was

secure, would Dregoth turn on his erstwhile allies and dominate or destroy them as well.



Tectuktitlay's Stair



Knor'morhen

Knor'morhen: Kaisharga Troll Female, Psi (seer) 14 / Exp 5; CR 28; Large Undead; 25 HD; hp 212; Init +15; Spd 40 ft.; AC 37 (touch 19, flat-footed 31); Atk +26/+26/+21 (2x Claw 1d6+10; 20/x2 and Bite 1d6+5; 20/x2) or melee touch +26 (1d10 Cold or by power and Paralyzing Touch or ranged touch +23 (by power)); **SA:** Create Spawn, Insanity, Paralyzing Touch, Rend; **SQ:** Code of Honor, Damage Reduction 15/magic, Darkvision 60 ft., Fast Healing 3, Fear Aura, Gray Toughness 2, Immunity to Cold & Electricity, Low-Light Vision, Master's Voice, Nondetection, Scent, Spell Resistance, Undead Traits; SV Fort +14, Ref +18, Will +21; AL CN; Str 30, Dex 24, Con --, Int 28, Wis 16, Cha 10.

Skills & Feats: Climb +12, Concentration +28(+4), Diplomacy +5, Gather Information +26, Hide +3, Jump +10, Knowledge (Psionics) +37, Listen +43, Psicraft +37, Search +19, Sense Motive +15, Spot +43; Alertness, Combat Manifestation, Craft Dorje, Greater Psionic Fist, Improved Initiative, Iron Will, Maximize Power, Psionic Fist (B), Psionic Meditation (B), Quicken Power (B), Superior Initiative.

Psion Powers: (ML 14th, PP: 233, DC 19 + power level): 1st - defensive precognition, destiny dissonance, missive,

psionic daze, precognition; 2nd - clairvoyant sense, cloud mind, concussion blast, psionic tongues; 3rd - body adjustment, dispel psionics, escape detection, telekinetic force, telekinetic thrust; 4th - aura sight, remote viewing, trace teleport; 5th - clairsentient hand, second chance, power resistance, psionic true seeing; 6th - greater precognition, psionic contingency, temporal acceleration; 7th - energy conversion, psionic moment of prescience, ultrablast.

Psi-Like Abilities: At will—aversion (16 hours, +4 DC*), conceal thoughts, control air (up to 60 mph*), control object, detect psionics, dimension slide (move action*), mass missile (range 1,040 ft., +4 DC*), mindlink (12 willing or 8 unwilling targets*), psionic dimension door, psionic dimensional anchor, psionic levitate, psionic teleport, telekinetic force (425 lb.*); 3/day—control body (Huge or smaller*), dispel psionics (+20 bonus*), matter manipulation, psionic dominate (any target, +2 DC*), psionic mind blank, psychic crush (4d6*); ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Possessions: Bracers of Armor +8, Dorje of Body Adjustment (ML 5th, 33 charges), Headband of Intellect +6, Ring of Evasion, Ring of Invisibility, Skin of the Hero, Sustaining Spoon, Third Eye Gather, Tome of Clear Thought +2 (already read), Torc of Power Preservation; 75cp

Knor'morhen CR 28

Female Troll Kaisharga Psion (Seer) 14 / Expert 5
CN Large Undead (Augmented Giant)

Init: +15; **Senses:** Darkvision 60ft., Low-Light Vision, Scent; Listen +43, Search +19, Spot +43

Aura Fear (60 ft., <8 HD, DC 22)

Languages: Classic Dwarven, Orcish, Ulyanese, Ulyanese Giant

AC: 37; touch 19, flat-footed 31
(-1 size, +7 Dex, +10 Nat, +8 armor, +3 Def)
hp 212 (25 HD; 25d12+50); Fast Healing 3

Damage Reduction: 15/magic; Spell Resistance: 30

Immune: Cold, Electricity, Undead Traits; Weakness: Master's Voice

Saves: Fort +14, Ref +18, Will +21; Evasion

Speed: 40 ft.

Attack: Claw +26 (1d6+10) or Bite +26 (1d6+10) or Touch +26 (1d10 Cold or by power and Paralyzing Touch)

Ranged: Ranged Touch +23 (by power)

Space: 10 ft.; Reach: 10 ft.

Base Attack: +14/+9/+4; Grapple: +31

Special Actions: / Combat Options: Create Spawn, Greater Psionic Fist (4d6), Insanity (DC 22), Paralyzing Touch, Psionic Meditation (Move action), Rend (2d6+15).

Combat Gear: -

Psi-Like Abilities: At will—aversion (16 hours, +4 DC*), conceal thoughts, control air (up to 60 mph*), control object, detect psionics, dimension slide (move action*), mass missile (range 1,040 ft., +4 DC*), mindlink (12 willing or 8 unwilling targets*), psionic dimension door, psionic dimensional

anchor, psionic levitate, psionic teleport, telekinetic force (425 lb.*); 3/day—control body (Huge or smaller*), dispel psionics (+20 bonus*), matter manipulation, psionic dominate (any target, +2 DC*), psionic mind blank, psychic crush (4d6*); ML = HD. The save DCs are Charisma-based. *Power can be augmented.

Psion Powers (ML 14th, PP: 170+63, DC 19 + power level):

7th: energy conversion, psionic moment of prescience, ultrablast.

6th: greater precognition, psionic contingency, temporal acceleration.

5th: clairsentient hand, second chance, power resistance, psionic true seeing.

4th: aura sight, remote viewing, trace teleport.

3rd: body adjustment, dispel psionics, escape detection, telekinetic force, telekinetic thrust.

2nd: clairvoyant sense, cloud mind, concussion blast, psionic tongues.

1st: defensive precognition, destiny dissonance, missile, psionic daze, precognition.

Spell-Like Abilities: At Will - Hold Undead; CL = HD; The save DC is Charisma-based.

Abilities: Str 30, Dex 24, Con --, Int 28, Wis 16, Cha 10

SQ: Code of Honor, Damage Reduction, Darkvision 60 ft., Fast Healing, Fear Aura, Gray Toughness 2, Immunity to Cold & Electricity, Low-Light Vision, Master's Voice, Nondetection (DC 30), Scent, Skills, Spell Resistance, Undead Traits.

Feats: Alertness, Combat Manifestation, Craft Dorje, Greater Psionic Fist, Improved Initiative, Iron Will, Maximize Power, Psionic Fist^B, Psionic Meditation^B, Quicken Power^B, Superior Initiative (Epic).

Skills: Climb +10+(4/2), Concentration +0+(8/2)+24(+4), Diplomacy +0+(8/2)+1, Gather Information +0+16+10, Hide +7+0-4, Jump +10+0, Knowledge (Psionics) +9+28, Listen +3+28+10+2, Psicraft +9+28, Search +9+0+10, Sense Motive +3+0+10+2, Spot +3+28+10+2.

Skills: Climb +12, Concentration +28(+4), Diplomacy +5, Gather Information +26, Hide +3, Jump +10, Knowledge (Psionics) +37, Listen +43, Psicraft +37, Search +19, Sense Motive +15, Spot +43.

Possessions: 265,000cp or Combat Gear plus: Bracers of Armor +8, Dorje of Body Adjustment (ML 5th, 33 charges), Headband of Intellect +6, Ring of Evasion, Ring of Invisibility, Skin of the Hero, Sustaining Spoon, Third Eye Gather, Tome of Clear Thought +2 (already read), Torc of Power Preservation; 75cp

Special Qualities (descriptions)

As per Kaisharga special qualities list in Terrors of the Dead Lands. In addition:

Special Undead Abilities (as per Terrors of the Dead Lands):

- **SA:** Insanity +1 CR.
- **SQ:** Fast Healing +1/3 CR, Nondetection +1/3 CR
- **Weaknesses:** Code of Honor -1/3 CR

Insanity (Su): The undead's natural attacks afflict its victim with temporary insanity. If the creature fails a Will save, it is

confused for 2d10 minutes. The victim has no sense of right or wrong and behaves unpredictably.

Paralyzing Touch (Su): Any living creature a kaisharga hits with its touch attack must succeed on a Fortitude save or be paralyzed for 2d4 minutes. Remove paralysis or any spell that can remove a curse can free the victim (see the *bestow curse* spell description). The effect cannot be dispelled. Anyone paralyzed by a kaisharga seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals damage as a Claw attack 2 steps larger (1d6 → 1d8 → 2d6) plus 1.5x the Trolls's Str bonus.

Knor'morhen is not what you'd expect from first appearance. Her ragged robes and grim but non aggressive manner juxtapose oddly with her monstrous and intimidating frame. Imagine a nihilistic ancient philosopher brought back to life in the body of an undead troll.

Through psionics, she can dampen her fear aura when it suits her.

Even after the Boiling Ruin, centuries of wandering, and living hidden under Tekutitlay's Stair, Knor'morhen carries every day the pain of watching her entire people die at the hands of the Champions, and the guilt of believing her actions hastened the destruction of her people.

She has spent millennia refining her philosophy of inevitable death and decay. While she has a compassionate streak quite uncharacteristic for the Dead Lands, she is hardly what anyone would call cheerful company.

If living PCs encounter her, they will find her helpful and polite, willing to assist them on whatever their quest might be – but any information she provides them will be colored with gloom and prophecies of certain doom and failure.

The only thing that will get a rise out of her is her fear of discovery by the Dead Lords. Strong as she may be, she knows she is no match for any of the Dead Lords' armies, and they would register her as a sufficient threat to respond in force.

Knor'morhen will only fight to defend herself. Even then, she will always take steps to outwit an aggressor rather than physically fight them outright. She usually sees most aggressors coming from a long ways away, and will either be nowhere to be found when they arrive, or will have set a series of traps to frustrate their approach to her cave (cave-ins, impassible slopes, etc.)

Knor'morhen was a member of the Council of the Learned in Nuubark of the Stone Spires, during the years before and after Rajaan and his Champions came into Ulyan. She was a committed logician, firmly committed to the concepts of reason and understanding that made the Sagocracy such a stable and tolerant society. When her peers reported that the Champions' armies had massacred the entire population of conquered Nagarvos', Knor'morhen could not believe it –

even the most savage conquerors kept their captives alive, as slave laborers if nothing else. Surely if such massacres had occurred, they were a specific, and unique, event, related to something that had occurred in the Siege of Nagarvos'. She simply could not accept that massacre was a deliberate policy – Rajaan was far too educated to be capable of such barbarism! Knor'morhen argued against the strengthening of the Sagocracy's borders, seeing such preparations as a provocation to the Champions. When the army of Myron of Yorum attacked, Knor'morhen led the faction in the Council of the Learned that urged the philosopher-king Yorg-yanak to negotiate. She reasoned that the Sagocracy had in some way offended Myron or Rajaan, and that by changing some policy or paying some wergild the Champion could be appeased. Yorg-yanak rejected such an approach, and the invaders pressed on to defile and devastate the Sagocracy. Knor'morhen continued to pressure the king to negotiate, and finally to offer terms of complete surrender.

Finally, as Nuubark's defenses reached their lowest ebb, the king relented and appointed Knor'morhen to lead a delegation to beg for peace, on any terms. But as the king had foreseen Myron was uninterested in the trolls' surrender. He laughed in Knor'morhen's face, and had the entire delegation tortured to death in front of the horrified leader. Knor'morhen was killed in her turn, and raised to undeath as well, so Myron could enjoy the spectacle of sending Yorg-yanak's ambassadors back to him, his answer eloquently expressed in the corpse-like shuffle of the undead.

Knor'morhen finally understood that she and her people were dealing with unremitting hatred, and that no act of submission would placate the invaders. Back in the court of Yorg-yanak she volunteered to fight, using her undead strength in the hopeless resistance. The king permitted her this, and the formerly pacifist sage became a ferocious defender of the city. But Nuubark had only weeks left, before the inevitable conquest and cleansing, and Knor'morhen could not prevent events from taking their course.

After the destruction of Nuubark, Knor'morhen spent years brooding among the ruins, seeking to understand why and how her people had come to this disastrous pass. She had gained powers in the transformation to undeath, powers which Myron's defilers had perhaps not even known they were providing her and which did not fully manifest until years afterwards. She avoided the restored king Yorg-yanak, until after some years her presence was no longer tolerated and she was forced to depart the city of her birth.

Knor'morhen wandered over nearly every land of Ulyan north of the Hoarwall, not seeking the mighty rulers but passing quietly among the living and undead, gathering her thoughts on the (early) events of the Cleansing Wars and the hatreds which spawned them. She finally came to rest in the far north, west of the ruins of his home city, where she discovered Tektutitlay's Stair and chose this secret and forgotten place as her home. When the Black Tide swept over the land, Knor'morhen was one of few beings to regard it with indifference.

After a few years, Knor'morhen pulled out her pickaxe and dug herself a tunnel to the surface of the Obsidian Plain. She was disappointed by the destruction, but not really surprised – her travels had convinced her that evil was everywhere

ascendant, and the Obsidian Tide seemed like just one more desecration in a land already polluted and defiled. She remains in seclusion, refining her grim philosophy of the inevitable death and ruin of all.



Mixtlatl

Mixtlatl: Human Male Dhaot, Ftr 6; CR 9; Medium-size Undead; 6 HD; hp 39; Init +9; Spd 30 ft.; AC 23 (touch 19, flat-footed 18); Atk +6/+6 melee (2x Claw 1d6; 20/x2) or +13/+8 ranged (Longbow 1d8+2; range 150 ft; 20/x3); **SA:** Insanity, **Spell-Like Abilities:** **SQ:** Damage Reduction, Darkvision 60 ft., Enduring Focus, Fly 30 ft. (perfect), Incorporeal, Spell Resistance, Temporary Corporeality, Undead Traits; SV Fort +5, Ref +7, Will +3; AL CE; Str - (10), Dex 20, Con -, Int 12, Wis 13, Cha 18.

Skills & Feats: Climb +9, Diplomacy +14, Jump +9, Knowledge (Warcraft) +10, Listen +5, Ride +14, Search +5; Far Shot, Improved Initiative, Mounted Combat (B), Point Blank Shot, Precise Shot, Weapon Focus (Longbow) (B), Weapon Specialization (Longbow) (B).

Spell-Like Abilities: At will — cat's grace, dream, hallucinatory terrain, invisibility, mage armor, major image, nightmare; The save DCs are Charisma-based; CL = HD.

Possessions: MW Longbow.

Mixtlatl CR 9

Human Male Dhaot Fighter 6
CE Medium Undead (Augmented Humanoid, Human, Incorporeal)

Init: +9; **Senses:** Darkvision 60ft.; Listen +5, Search +5, Spot +1
Aura -

Languages: Classic Dwarven, Classic Elven, Ulyanese

AC: 23; touch 19, flat-footed 18; Incorporeal
(+5 Dex, +4 armor, +4 Def)
hp 39 (6d12)

Damage Reduction: 5/magic; Spell Resistance: 11

Immune: Undead Traits; Weakness: -

Saves: Fort +5, Ref +7, Will +3

Speed: 30 ft.; Fly 30ft (perfect)

Melee: Claw +6 (1d6; 20/x2)

Full Melee: 2x Claw +6 (1d6; 20/x2)

Ranged: Longbow +13 (1d8+2; range 150 ft; 20/x3)

Full Ranged: Longbow +13/+8 (1d8+2; range 150 ft; 20/x3)

Space: 5 ft.; Reach: 5 ft.

Base Attack: +6/+1; Grapple: - (+6)

Special Actions: / Combat Options: Insanity (DC 17), Point Blank Shot, Precise Shot

Combat Gear: MW Longbow.

Spell-Like Abilities: At will — cat's grace, dream, hallucinatory terrain, invisibility, mage armor, major image, nightmare; The save DCs are Charisma-based; CL = HD.

Abilities: Str - (10), Dex 20, Con -, Int 12, Wis 13, Cha 18

SQ: Damage Reduction, Darkvision 60 ft., Enduring Focus, Incorporeal, Skills, Spell Resistance, Temporary Corporeality, Undead Traits.

Feats: Far Shot, Improved Initiative, Mounted Combat^B, Point Blank Shot, Precise Shot, Weapon Focus (Longbow)^B, Weapon Specialization (Longbow)^B.

Skills: Climb +0+9, Diplomacy +4+0+10, Jump +0+9, Knowledge (Warcraft) +1+9, Listen +1+0+4, Ride +5+9, Search +1+0+4.

Possessions: none (CR -1).

Special Qualities (descriptions)

As per Dhaot special qualities list in Terrors of the Dead Lands. In addition:

Special Undead Abilities:

- **SA:** Insanity +1 CR, **Spell-Like Abilities** (Mage Armor, Eagle's Splendor) +1 CR.
- **SQ:** -
- **Weaknesses:** -

Enduring Focus (Su): A dhaot's life force is tied to its mortal remains. As long as the dhaot's remains have not been returned to its home, the undead cannot be permanently killed; it reforms 1d12 days after its apparent death. Killing the undead in the Gray prevents it from returning to life.

Insanity (Su): The undead's natural attacks afflict its victim with temporary insanity. If the creature fails a Will save, it is confused for 2d10 minutes. The victim has no sense of right or wrong and behaves unpredictably.

Temporary Corporeality (Su): A dhaot can become corporeal as a standard action, seemingly becoming flesh and blood. In corporeal form, it loses the incorporeal subtype, its deflection bonus to armor class becomes a natural armor bonus, and it has a Strength score equal to the base creature's Strength in life. A corporeal dhaot makes 2 claw attacks (adjusted by its Strength). It can grapple creatures and manipulate objects. The undead can become incorporeal again as a standard action. In the Gray, dhaots are forced into corporeal form; they cannot exist there in incorporeal form.

Mixtlatl was not the dhaot's original name; nor can he recall what his name at birth once was. In fact he was one of the human plainsmen recruited by Gretch's agents during the years before the invasion of Ulyan. Like many of his kin, he flocked to Rajaat's banners at the grand encampment at the Grey Tower, where the Champions divided the recruits among themselves and began training them. Mixtlatl received a new name in Tectuktitlay's service, and suffered under that Champion's brutal training regimen. He was still a squire-slave, tending the chariot beasts of his betters, during the Battle of Tforkatch River.

By the time of the Siege of Nagarvos', Mixtlatl had been promoted and was serving as an archer. He delighted in the opportunity to scour the plains behind the siege ring, riding in a chariot and hunting the goblin gypsy traders and other suspicious and dangerous people who roamed the grasslands. He was excited at the prospect of seeing the hated "wemics" that the older original soldiers in Tectuktitlay's army described, and so bore the difficulties of the forced marches and digging with equanimity. He died before the Stair was opened, however, and remains today a disappointed dhaot, seeking desperately to be reunited with his fallen comrades.



Psi-Shadow

Psi-Shadow: CR 5; Small Outsider; 6 HD; hp 39; Init +7; Spd 50ft.; AC 18 (touch 14, flat-footed 15); Atk +9 melee (Touch 2 Constitution drain); **SA:** Constitution Drain, Create Spawn; **SQ:** Change Shape, Control Light, Control Shadows, Darkvision 60 ft., Immunity to Cold & Mind-Affecting and Sleep Effects, Spell Resistance, Vulnerability to Fire and Light; SV Fort +7, Ref +8, Will +6; AL CE; Str 10, Dex 16, Con 15, Int 12, Wis 12, Cha 18.

Skills & Feats: Bluff +13, Disguise +13(+10), Hide +24, Intimidate +13, Listen +10, Move Silently +12, Search +10, Spot +10, Survival +10(+2); Alertness, Combat Reflexes, Improved Initiative, Weapon Finesse (B).

Reference: See *Terrors of Athas*, pg 130 for the full stats.

Psi-Shadow (1): CR 5; Small Outsider; 6 HD; hp 39; Init +7; Spd 50ft.; AC 18 (touch 14, flat-footed 15); Atk +9 melee (Touch 2 Constitution drain); **SA:** Constitution Drain, Create Spawn; **SQ:** Change Shape, Control Light, Control Shadows, Darkvision 60 ft., Immunity to Cold & Mind-Affecting and Sleep Effects, Spell Resistance, Vulnerability to Fire and Light; SV Fort +7, Ref +8, Will +6; AL CE; Str 10, Dex 16, Con 15, Int 12, Wis 12, Cha 18.

Skills & Feats: Bluff +13, Disguise +13(+10), Hide +24, Intimidate +13, Listen +10, Move Silently +12, Search +10, Spot +10, Survival +10(+2); Alertness, Combat Reflexes, Improved Initiative, Weapon Finesse (B).

Reference: See *Terrors of Athas*, pg 130 for the full stats.



Shadow

Shadow: CR 3; Medium Undead; 3 HD; hp 19; Init +2; Spd Fly 40 ft. (good); AC 13 (touch 13, flat-footed 11); Atk +3 melee (Incorporeal Touch 1d6 Strength damage); **SA:** Create Spawn, Strength Damage; **SQ:** Darkvision 60 ft., Incorporeal, Turn Resistance, Undead Traits; SV Fort +1, Ref +3, Will +4; AL CE; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

Skills & Feats: Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

Reference: See *Monster Manual*, pg 221 for the full stats.



Tlatnaloc

Tlatnaloc: Wraith, Athasian; CR 6; **Medium Undead (Incorporeal);** 7 HD; Hp 45; Init +8; Spd fly 60 ft. (good); AC 18 (touch 18, flat-footed 18); Atk +7 melee (Incorporeal touch 1d4 and 1 point of temp. Str drain) or by possessed creature; **SA:** Animate object, Heart Grip, Possession, Strength Drain, Taint Weapon; **SQ:** Enduring Focus, Incorporeal, Temporary Corporeality, Vulnerability to Raise Dead; AL CE; SV Fort +2, Ref +6, Will +7; Str -, Dex 18, Con -, Int 14, Wis 14, Cha 18

Skills and Feats: Diplomacy +6, Hide +14, Intimidate +14, Listen +14, Search +12, Sense Motive +12, Spot +14; Alertness, Combat Reflexes, Improved Initiative.

Reference: See *Terrors of the Deadlands*, pg 41 for the full stats.

Tlatnaloc was born far to the north of the Dead Lands, in what is now the northern edge of the Tablelands, in a small village near what is now Troll Grave Chasm. He was the third and youngest son of a well-to-do farmer, but though he loved his family dearly he stood to inherit none of his father's land. So, though he had no particular grievance against any race or nation, human or nonhuman, he eagerly listened to the recruiter's glib lines and sought excitement and adventure in the gathering forces of Tectuktitlay.

The Champion's training camps were brutally tough, and many of Tlatnaloc's fellow recruits perished or were so maimed or disfigured that they had to be dismissed. Tlatnaloc was a sturdy farm boy, however, and knew how to take a beating and persevere. He was amazed by the powers of Tectuktitlay's mindbenders and defilers - there were no psionicists in his small village, and even at the end of the Time of Magic defiling remained a hidden and secret art. Tlatnaloc yearned to possess such powers for himself, but his position was too lowly, and his talent too meagre, and in any case the arduous training regimen allowed no such dreams to be fulfilled.

Tlatnaloc survived the training camps and became a warrior in the army of Tectuktitlay. He was present in the grand muster at the Pristine Tower, where about half the Champions gathered with their armies before the march southwards. Here he saw for the first time the pageantry and power of the Champions, and by observing their obeisances' before Rajaat he acquired a worshipper's reverence for the diminutive First Sorcerer. Tlatnaloc knew little of the purposes of the Champions, but clearly both excitement and adventure were his.

During the march southwards, Tlatnaloc learned that the goal of their vast expedition was to conquer a magnificent city, named Nagarvos', in a secluded region known as Ulyan. Few of his fellow soldiers had heard of Ulyan, and fewer still of Nagarvos', but they understood well that the rulers of this city were harboring an egregious criminal, a renegade wizard who had betrayed the great master Rajaat. As the other Champions and their armies - Lalali-Puy, Keltis, Gallard, and finally Dregoth, among others - joined the march, Tlatnaloc's heart

swelled – surely no city on Athas, however grand, could keep the faithless Pandruj from their mighty arms!

The armies passed the city of Celik, with its strange gray monolith, and then reached the cliffs of Ulyan. The ogres on guard in the fort atop the cliffs let them pass – not that they could have barred the road to such a huge host – and Tlatnaloc proudly marched down the smooth Winding Way, through its switchbacks and tunnels, down the cliffs to the floor of the basin of Ulyan. It took weeks for the armies to complete their descent, by which time the lead elements were already far to the east.

The green plains of Ulyan offered the army many opportunities to maneuver as they marched east, and Tlatnaloc participated in many such training exercises. On several occasions the exercises became real, such as when kobold raiders struck at Tlatnaloc's small encampment, or goblin nomads cheated his sergeant at dice – Tlatnaloc found that blood felt good running down his spear and over his hand. The young man was no longer a raw recruit when the armies reached the Grey Tower and bivouacked together.

A flood of new recruits arrived during the months-long bivouac at the Grey Tower, and Tlatnaloc found himself promoted to assist in training them. His pride was genuine – if even the human natives of this southern land flocked to Rajaat's banner, surely their cause was just, surely they would be crowned with the laurels of victory! He drilled his new soldiers no less savagely than he himself had been treated, regretting those who were too weak to survive, but convinced that Rajaat's needs, the needs of justice, the needs of the army, demanded that sacrifices be made.

When the time came, and the Champions' armies charged across Tforkatch River to strike the forward army of Nagarnos', Tlatnaloc spurred his new chariot furiously into the fray. He fought bravely, and was wounded twice, and found himself in one of the flying columns that pursued the defeated enemy east to the city walls of Nagarnos'. After the rest of the army – for many of the Champions' forces were lowly footsloggers, not mounted like those of the Mighty Tectuktitlay – reached the walls of Nagarnos' and encamped, Tlatnaloc proudly received his second promotion.

There his dreams of immediate further glory faltered. There was little for the chariots of Tectuktitlay to do in the Siege of Nagarnos' – they could not storm walls, and digging trenches was a job for the newest and least ranking troops. Tlatnaloc kept his chariot and drew duty on the fringes of the Siege, hunting the goblin traders, orcish bands, and any other raiders or spies that might be lurking beyond the outer rings of the siegeworks. It was occasionally entertaining duty – riding down the goblins' wagons was great sport – but frequently dull, as the interlopers became fewer and wiser through the long months of the Siege.

When the Siege broke into the city, and the slaughter and sack of Nagarnos' began, Tlatnaloc desperately wanted to join in the fun – and the looting. But he and his men were as far as they could have been from the chance to get inside, and their officers insisted that someone remain on duty to protect the armies' rear during what could have been a dangerous time. Tlatnaloc has never forgiven his officers, or "the system" in general, for the indignity he suffered that day.

Tlatnaloc was initially not impressed when his superiors tried to channel his and his fellow soldiers' anger into a new indoctrination to kill wemics. Tlatnaloc was in fact obliged to explain to the recruits from Ulyan what a "wemic" was, since no such creatures lived in Ulyan. But Tectuktitlay's officers explained that the wemics of Athas were accomplices in the perfidy of Pandruj, members of the conspiracy he had headed to destroy Rajaat and indeed all humans. Tlatnaloc had seen his fellow farmers killed in wemic raids in his youth, and was willing enough to believe that these creatures were his new enemies.

The dispersal of the other Champions and their armies removed from Tlatnaloc's sight those he blamed for the humiliation of not being permitted to help plunder Nagarnos' – the troops of Lalali-Puy and Myron of Yorum in particular, as these had profited hugely in the looting. Tlatnaloc supported Tectuktitlay's decision to march straight northwestwards from Nagarnos', seeing in their forced marches the speediest way to reach the wemics of the Tablelands, where new opportunities for glory and booty would be forthcoming.

Tlatnaloc's disappointment when he saw where Tectuktitlay had led them – a sheer wall at the base of the cliffs of Ulyan – became even more dreary when he was ordered to descent from his chariot, the symbol of his power as a warrior and his authority as a sergeant, and begin to dig. He despised the work of digging, but faced it as simply one more, and hopefully last, hurdle on the road back to the Tablelands, where wemics waited to die on his spear blade. If only because it would speed his return to battle, Tlatnaloc came to view the digging of Tectuktitlay's Stair as a noble effort.

Tlatnaloc and his fellow charioteers were appointed as overseers, as the common spearmen and archers were put to labor digging. Originally, Tectuktitlay simply cast the corpses of those who died in the spoil pits, but the troops disliked seeing their dead comrades treated thusly, so the Champion had a catacomb dug in the lower levels of the Stair. After that there was much ceremony around the interment of the fallen, and Tlatnaloc found himself once again impressed with the powers of the defilers and mindbenders who served as the ranking officers and commissars in the army.

It was from his admiration for the supernatural powers of these leaders that Tlatnaloc's own death sprung. A high officer saw how impressed Tlatnaloc was with even simple psionic and arcane effects, and began to tutor the young warrior in the arts. He tricked Tlatnaloc into agreeing to serve in any capacity which would afford him a chance to develop such powers, and then had the young man killed and reanimated as an undead guardian to protect the catacomb of the dead. Tlatnaloc was bound to serve in this role until Tectuktitlay's final conquest of the world.

Tlatnaloc was convinced that he would regain his life, and advanced additional powers, once the inevitable world conquest of Tectuktitlay was complete. He imagined that this would occur within only a few lifetimes, and was profoundly disturbed to find that King's Ages passed before any significant event occurred in the sealed up musty passages of Tectuktitlay's Stair. This event was the Shining Tide, the flood of boiling obsidian which clogged the lower levels of the Stair and left spattered obsidian all along it.

The surprising wash of molten obsidian was to Tlatnoloc a certain sign that Tectuktitlay's victory was complete – when it was not Tectuktitlay, but instead the crotchety troll kaisharga Knor'morhen who came to clean out the passage, Tlatnoloc was shocked. Tlatnoloc, however, has proven himself eminently adaptable over his life and unlife, and he has once again concluded that Tectuktitlay must be still at war, somewhere out there in the Tablelands or beyond. No doubt the Shining Tide was just one more triumph on the way to his eventual certain victory.

As noted above, if the PCs talk to Tlatnoloc, he will pump them for news on the modern world, and will be particularly delighted with descriptions of the glories of Draj. However, he will not believe anything they have to say concerning the existence and power of other city-states, nor will he accept any ill spoken of Tectuktitlay. Despite his own enforced servitude in undeath, Tlatnoloc remains absolutely loyal to his former master.



Appendix Two - New Rules, Spells, and Items

Water Requirements and Dehydration

(Updated from 2e Revised Dark Sun Rules).

Dehydration

As PCs adventure, one overriding consideration will almost certainly be the supply, of water. Of course, how much water a character needs depends upon his level of activity and his race. An active character (walking, riding, or performing some other hard exertion) needs 1 gallon of water per day. An inactive character (sitting, resting, or sleeping), needs ½ gallon of water per day. Further, if the character is in the shade during the entire day, he only, needs half the amount of water dictated by his activity. By the same token, a character wearing a full suit of metal armor requires twice as much water each day to avoid dehydration, regardless of his lack of exertion.

Certain races have different requirements for fluids. For example, thri-kreen and half giants suffer from dehydration differently than humans and other demihumans. Thri-kreen can go for one week on the amount of water it takes to sustain a human for one day. Thus, thri kreen characters only roll for dehydration once per every week that they go without water. Half-giants, however, must consume twice the quantities of water (that is, four gallons of water per day when active or two gallons when inactive) of humans to avoid dehydration. Aarakocra need water as per humans, and pterrans need only half that amount. Player characters of any race can supplement their water intake with the many common beverages available, including wine, beer, ale, and fruit juices. The fluid quantities per day remain the same. In times of desperation, players may suggest more outlandish liquids to stave off dehydration: honey, tree sap, even the blood of fallen monsters. Generally, none of these are suitable substitutes.

A character who doesn't drink enough water suffers the effects of dehydration. The following rules are intended for extreme situations and should only be enforced when a lack of water could be life-threatening to a player character or his party.

A lack of water is reflected in the game by a reduction in Constitution. Beginning with the first day a character doesn't

receive his required allotment of water, consult the Dehydration Effects Table below at midnight and immediately apply the result.

DEHYDRATION EFFECTS TABLE

Amount of Water Consumed	Constitution Loss
Full requirement	None
Half or more of requirement	1d4
Less than half of requirement	1d6

Constitution losses are cumulative over consecutive days of dehydration; a character's hit point adjustment and saving throws all drop accordingly. Every point drop in the character's hit point adjustment (from +1 down to 0, or from -1 down to -2, etc.) will reduce the character's hit points by a number equal to the character's level (highest level for dual- or multiclass characters). A character whose Constitution reaches 0 dies, though he has a resurrection survival number of 25%. However, a character can rehydrate by drinking his full allotment of water over the course of one day. At the end of that day, his Constitution score goes back up 1d8 points. Each consecutive day that the character's water needs are met restores another 1d8 points until the character is fully recovered. Lost hit points are regained at a character's normal recovery rate.

Animals and Dehydration

Animals also suffer from dehydration. Each day, animals require the following quantities of water: tiny animals need 1/8 gallon; small animals need ½ gallon; man-size animals need 1 gallon; larger than man-size animals need 4 gallons; huge animals need 8 gallons; and gargantuan animals need 16 gallons. Animal water intake can be cut in half for shade or inactivity, or quartered if both.

At the end of a day that an animal doesn't get its full allotment of water, there is a 10% chance it will die; the chance increases by 10% for each additional day without water. Animals are fully rehydrated after only one day in which they receive their full allotment of water.

New Spells

Birthfurnace

Transmutation
Level: Cleric (Magma) 3
Components: V, S, M, DF
Casting Time: 1 action
Range: Close (25 ft + 5 ft/2 levels)
Target: 1 small pot
Duration: 10 min/level

Saving Throw: Fortitude (Object)
Spell Resistance: No

This spell transforms a small pot into a small obsidian furnace. On command the furnace is enlarged and starts to glow with fire. It is red-hot to the touch, but will never melt – though the furnace is capable of melting both iron and obsidian, it is even capable of destroying magical and psionic items (items placed within the furnace must make a [Fortitude save](#)). When the duration of the spell nears its end, the furnace falls apart and melts into a slowly-cooling puddle of obsidian, leaving any intact magical and psionic items behind. *Material Component:* a small pot.

Persistent Mirage Arcana

Illusion (Glamer)
Level: Sor/Wiz 7
Components: V, S
Casting Time: 1 action
Area: One 20-ft. cube/level (S)
Duration: Concentration + 1 day/level (D)

As [hallucinatory terrain](#), except that it enables you to make any area appear to be something other than it is. The illusion includes audible, visual, tactile, and olfactory elements. Unlike [hallucinatory terrain](#), the spell can alter the appearance of structures (or add them where none are present). Unlike [hallucinatory terrain](#) and [mirage arcana](#), it can also disguise, conceal, or add creatures (and creatures within the area might hide themselves within the illusion just as they can hide themselves within a real location).

By concentrating, you can move the image (or portions thereof) within the limits of the range, but it is static while you are not concentrating.

Ingathering the Shards

Transmutation
Level: Cleric (Magma) 1
Components: V, S, DF
Casting Time: 1 action
Range: Medium (100 ft + 10 ft/level)
Area: 1 mile radius per level, less the immediate area around the caster
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

All pieces of glass in the targeted area rise into the air and fly towards the center of the area, where they are gathered in a pile. Note that the spell does not affect the glass shards within 200' of the caster, as the Sleeping God prefers that his servants perform some of the labor themselves. The glass pieces maneuver around obstacles in their path, though they frequently cut such objects as they shave by; however, if they

cannot fly around the obstacles without leaving the area of effect, the shards simply fall to the ground in front of the obstacle. [Ingathering the shards](#) cannot be used offensively.

New Items

Beacon Coin

A *beacon coin* is empowered to function like a [psionic](#) homing beacon. It emits a subtle [psionic](#) signal that can be picked up by any [psionic](#)-using character who actively “listens” for the signal. Each *beacon coin* has a unique signal, decided at the time of creation. Anyone in contact with the coin who knows it for what it is, and makes a successful [Psicraft check](#) (DC 15) learns how to recognize the signal of that particular *beacon coin*. To search for the signal and find it requires a [Psicraft check](#) (DC 20), and can be attempted once every hour. Once picked up, the signal’s direction and distance to the *beacon coin* becomes known, but the faint signal is lost almost immediately, and cannot be picked up again for another hour. The *beacon coin*’s signal is not stopped by powers used to prevent remote viewing.

Manifester Level: 6th; Prerequisites: [Craft Universal Item](#), [missive](#), [negate psionics](#); Market Price: 2000 cp

Dregoth’s Benevolence

A unique psionic lesser artifact, similar to a crystal anchor. It floats along 5 ft from the Emissary, replicating a [Unhallow](#) effect, spreading a [Dimensional Anchor](#) effect (does not affect faithful of Dregoth), preventing Teleportation effects in a 40 ft radius. It also replicates a [Remote View Trap](#) effect on the Emissary.

Dregoth’s Benevolence is tied to the Emissary’s lifeforce. If the Emissary dies, it is destroyed. If the artifact is destroyed, the Emissary himself is Stunned for 1 round. Dregoth’s Benevolence is AC 20, and has a hardness of 8 and 75 hp.

Manifester Level: 20th; Market Price: n/a

Talisman of Distant Whispers

The wearer of a *talisman of distant whispers* can communicate telepathically with its creator. Both can hear the other’s voice as if they had spoken to each other verbally, but the farther the distance between the wearer of the talisman and its creator, the lower the sound of the voice is, until it is but a faint whisper (at 10,000 miles and longer distances). The talisman also has a secondary effect – unknown to its wearer, the talisman’s creator learns with perfect accuracy the distance and direction to the location of the wearer of the talisman.

Caster Level: 9th; Prerequisites: [Craft Wondrous Item](#), creator must be at least 9th level, [rary’s telepathic bond](#); Market Price: 90,000 cp



Undead Unguent

When applied to the flesh of the living, *undead unguent* removes or masks the characteristic taint of life otherwise detectable by undead creatures. One application of undead unguent lasts for 1 hour and must be spread out all over one's body to be effectual. A small creature only requires half as much unguent as a medium size creature, while a large creature requires two times as much as a medium-size creature.

Market price: 100 cp (small creature), 200 cp (medium creature), 400 cp (large creature)



Appendix Three - Random Tables and Maps

Random Tables

Desert Random Encounter Tables			
Reference: ToA = Terror's of Athas; MM = Monster Manual			
Stony Barrens Encounters		Sandy Wastes Encounters	
2D10	Encounter	2D10	Encounter
2	1 Cloud Ray (CR 13, ToA pg 31)	2	1d4 Locust Swarms, Athasian (CR 4, ToA pg 222)
3	1 Drake, Earth (CR 17, ToA pg 38)	3	1 Megapede (CR 20, MM2 pg 148)
4	1d4 Locust Swarms, Athasian (CR 4, ToA pg 222)	4	Drake, Earth (CR 17, ToA pg 38)
5	Id fiend (CR 5, ToA pg 90)	5	Sink worm (CR 10, ToA pg 155)
6	Ankheg (CR 3, MM pg 14)	6	Thrax (CR varies, ToA pg 172)
7	Plains giant, athasian (CR 12, ToA pg 66-67)	7	Scrab (CR 2, ToA pg 141)
8	B'rohng (CR 5, ToA pg 10)	8	Tagster (cat, psionic) (CR 2, ToA pg 27-28)
9	Kank, wild (CR 2, ToA pg 218-219)	9	B'rohng (CR 5, ToA pg 10)
10	Gith (CR 1/2, ToA pg 71)	10	Elves or Gith (CR 1/2, ToA pg 71)
11	Erdland (CR 1, ToA pg 190-191)	11	Silt runner (CR ½, ToA pg 150-151)
12	Monstrous Centipede, Gargantuan (CR 6, MM pg 286)	12	Monstrous Scorpion, huge (CR 7, MM pg 287)
13	Cha'thrang (CR 3, ToA pg 185-186) or flailer (CR 5, ToA pg 60-61)	13	Slaves
14	Baazrag (CR 2, ToA pg 11-12)	14	Sand cactus (CR 2, ToA pg 25-26)
15	Tembo (CR 5, ToA pg 171-172)	15	Desert giant, athasian (CR 10, ToA pg 66-68)
16	Braxat (CR 12, ToA pg 18)	16	Dune Freak (CR 2, ToA 48-49)
17	Zhackal (CR 1, ToA pg 209)	17	Cha'thrang (CR 3, ToA pg 185-186)
18	Nightmare beast (CR 15, MM2 pg 161-162)	18	T'chowb (CR 4, ToA pg 168)
19	Rampager (CR 12, MM2 pg 177)	19	Dune trapper (CR 8, MM pg 21-22)
20	Basilisk, Greater (CR 12, MM pg 24)	20	Dragonne (CR 7, MM pg 89)

Eavesdropping Rumors Table

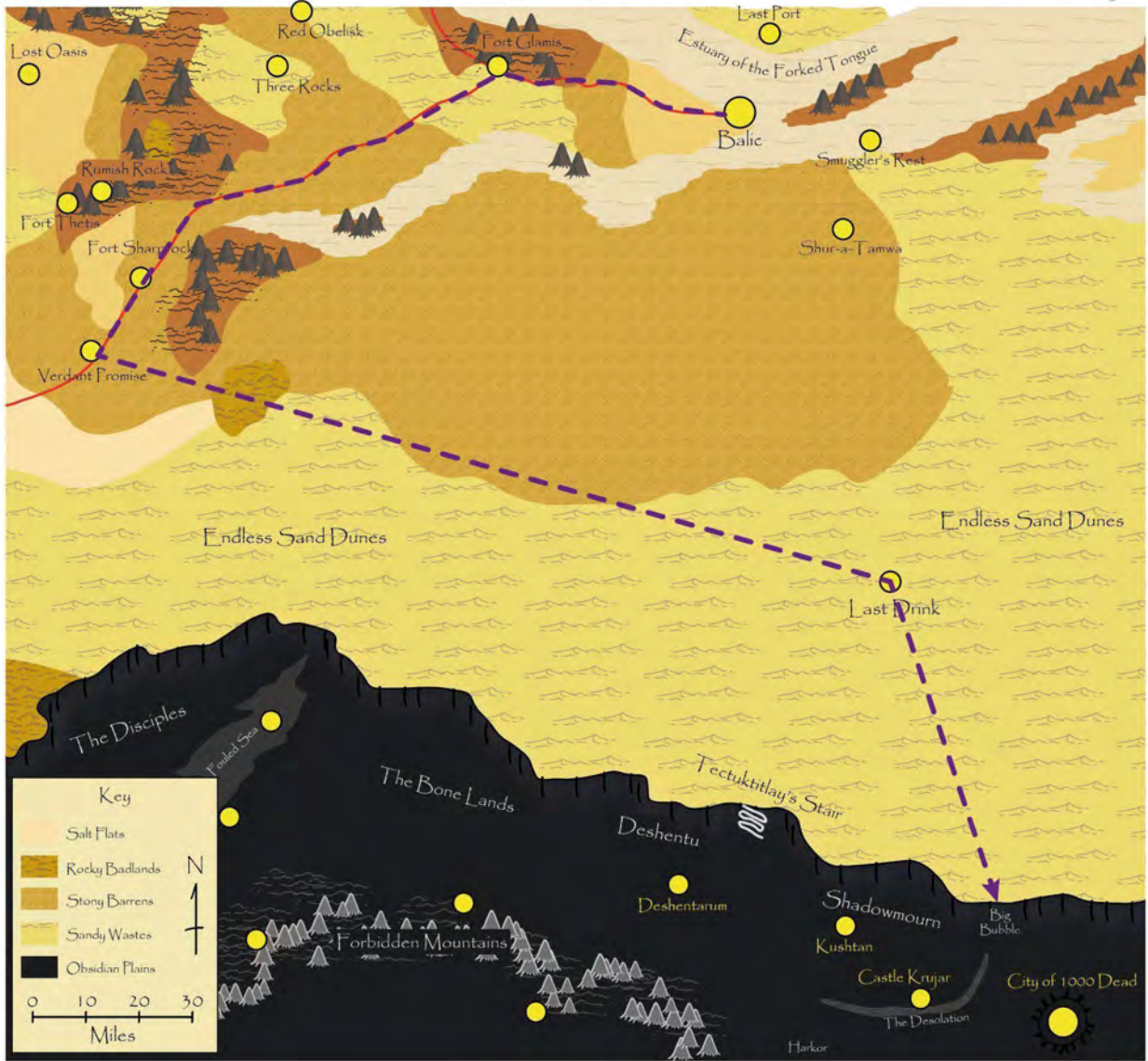
In addition to the main information Qwith and her visiting dignitaries have to offer, attentive PCs will also find a plethora of knowledge of interesting happenings around the Dead Lands. Roll 1d20 on the following table for possible rumours:

- 1) Several of Gretch's most powerful artifacts were taken by the bugdead of the Shale Lands! I wonder if those monsters could even use them...
- 2) Did you catch that last chariot race? How many bodies must the Vizier be throwing at keeping that incredible stadium of his running?
- 3) If you're looking for real entertainment, I hear Kiwk's gladiatorial games never fail to disappoint. If you're important or rich enough, you can even try your hand at controlling your own warrior.
- 4) Such a tragedy that Harkor's senior general lost his most prized talisman in a battle near Shumash.
- 5) Yes, I know visiting The Web is suicide. But imagine all that TREASURE!!!
- 6) So every Dead Lord is digging deep into the earth, yes? Then, what's keeping them from digging down under the Bone Lands?
- 7) So is it true there really is a god sleeping underneath the City 1000 Dead? And his heart sits in a catacomb?
- 8) I tell you, fragments of the world from before the Boiling Ruin do still exist in the world! Ceeryl has preserved a piece of it!
- 9) This blood is delicious! It was so kind of Ireyl to provide his best human stock. I do wonder where he gets them from...
- 10) Of course I'm scared of the Bugdead! You heard what they did to Shumash! No one even knows what happened to that city's leader Jush-Esgar ...
- 11) If only I could get my hands on one of those Cholite gliders...
- 12) I do miss the stimulating conversations I used to have with the troll warrior-sages of Nuubark.
- 13) Is it true that Qwith has actual real mud in her baths? How extravagant!
- 14) I tell you, that wraith was a giant! Almost as big as the Nameless Shaman in the Forbidden Mountains!
- 15) Does Gretch even still exist? Nobody's been inside his tower or seen him in King's Ages. It doesn't help that he's surrounded by all his puppet kings, who still claim to be bossed around by him...
- 16) It's really not that easy to get into the City 1000 Dead. The continuous bugdead invasions have meant they're always on high alert, and they have magical and military defenses like nobody has ever seen since the Age of Magic.
- 17) Such a shame what happened to the Navel Scholars. I hear they call themselves the Descendants of the Chosen now, and they're all at each other's throats. A pity, and they had created such incredible magical marvels!
- 18) Wait, are you seriously telling me those...those... monstrous bugdead THINGS actually have their own written language?
- 19) Now I KNOW you're lying to me! Orcs don't have children! Have you ever heard of a child in Ghash-Naarg?
- 20) DM's choice.

Ambush In Balic

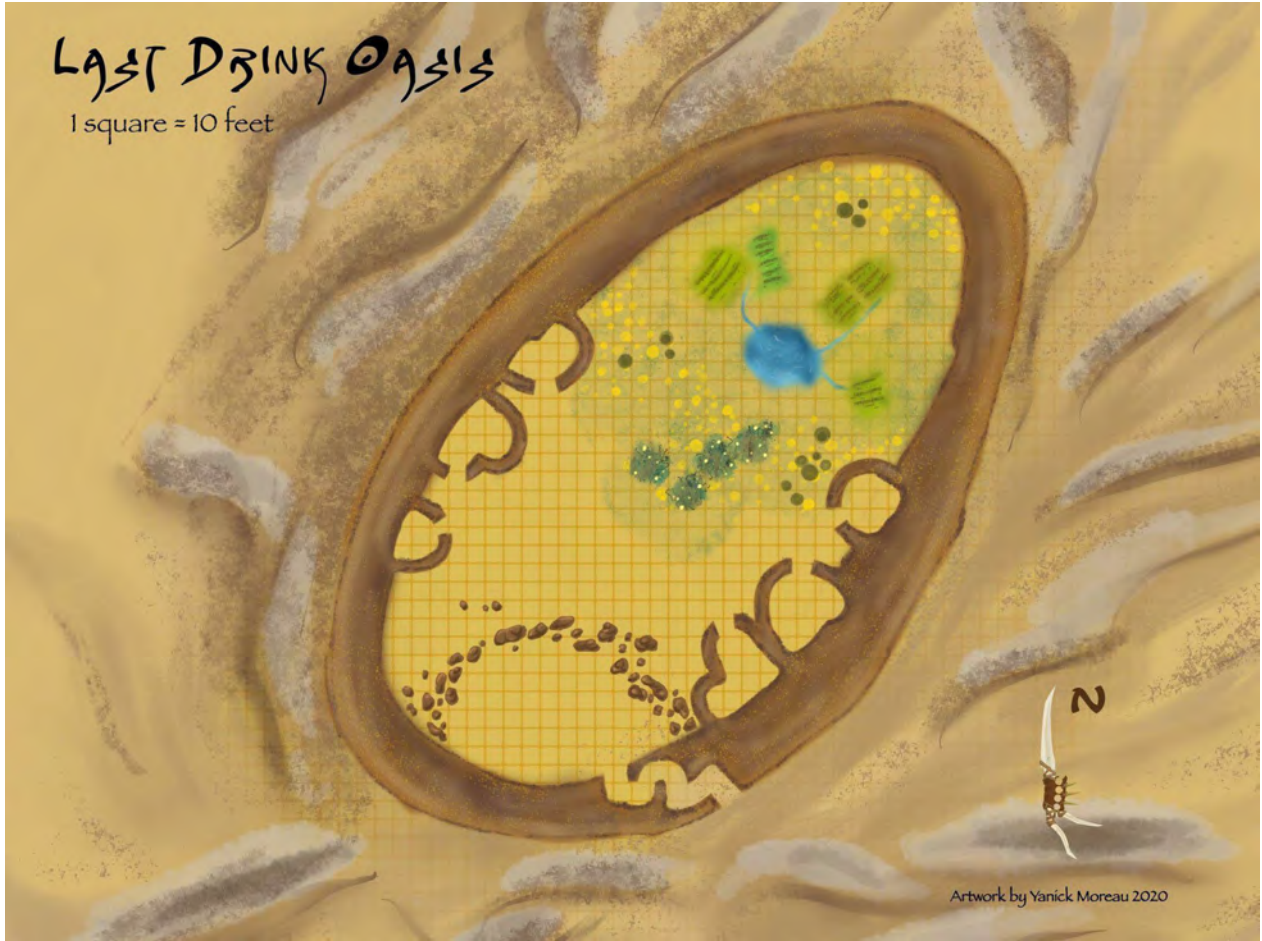


EMISSARY ROUTE MAP

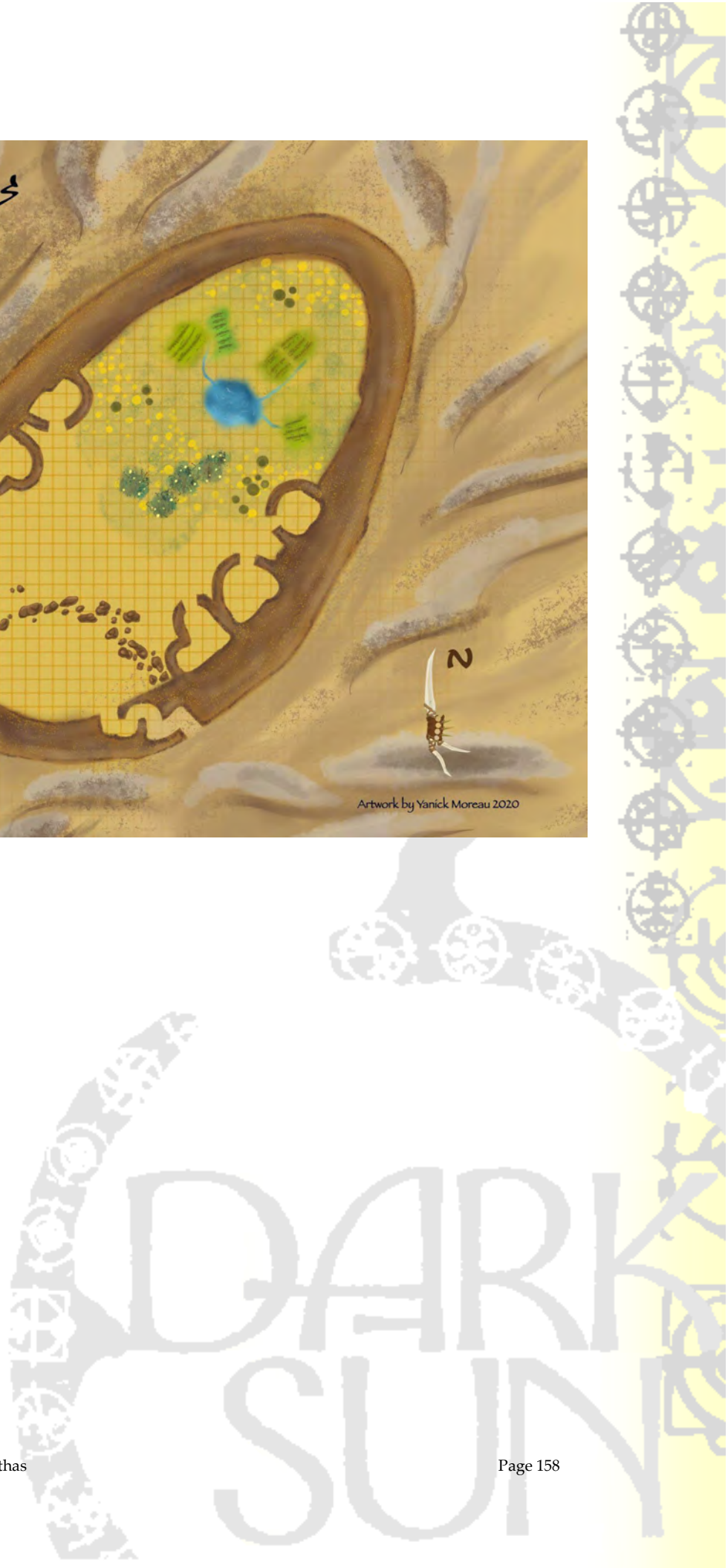


LAST DRINK OASIS

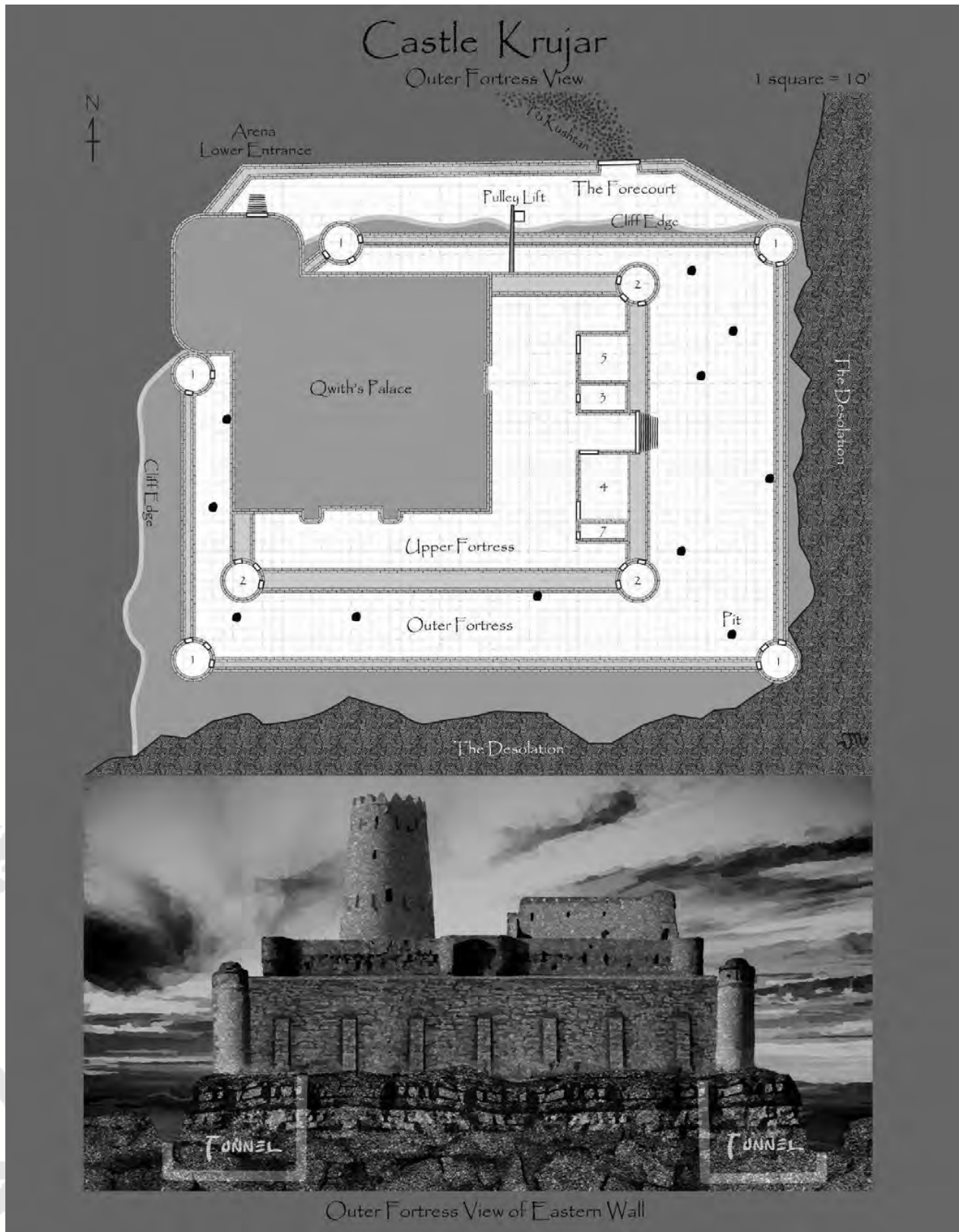
1 square = 10 feet



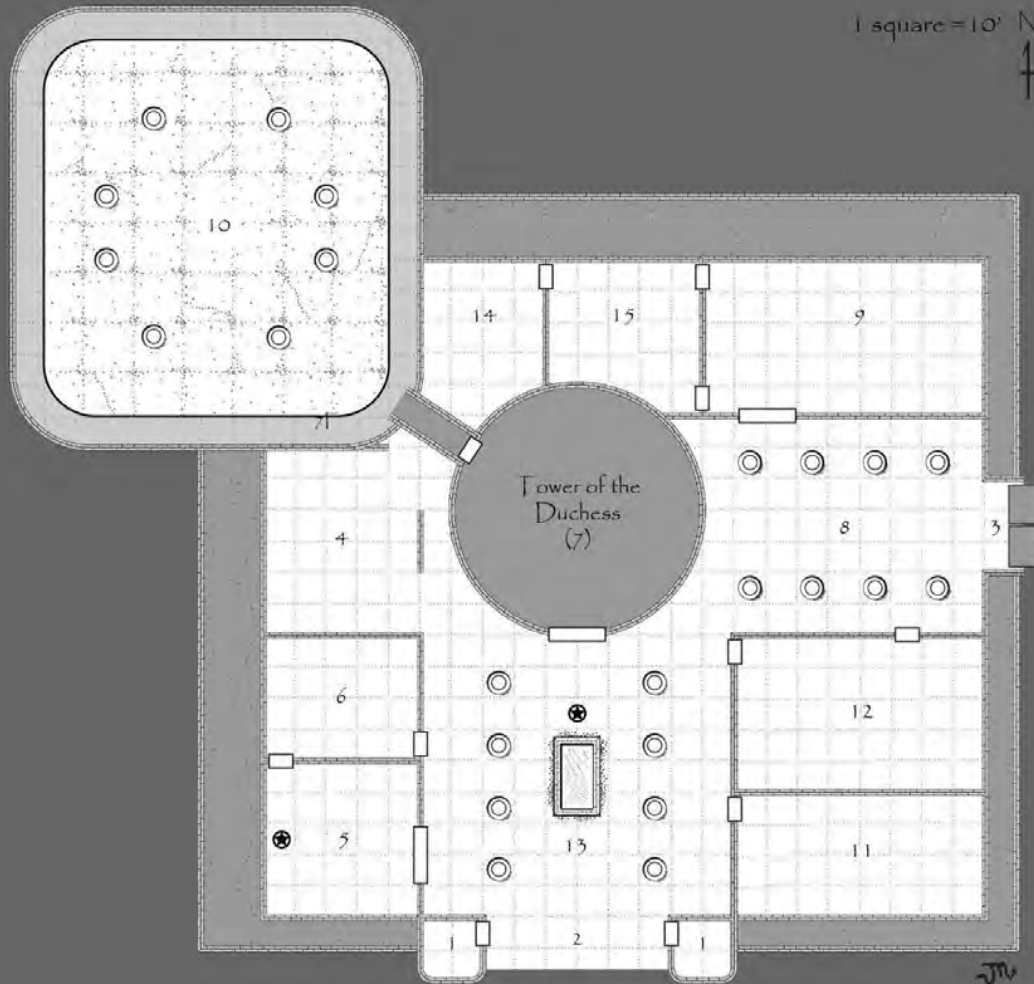
Artwork by Yanick Moreau 2020



DARK SUN

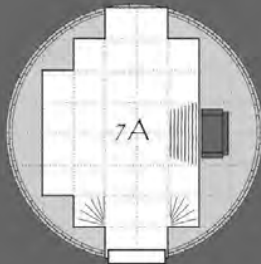


Qwith's Palace

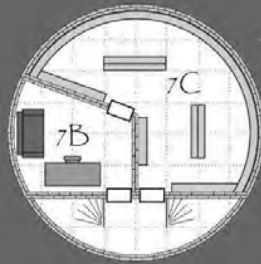


Tower of the Duchess

1 square = 10'



Level 1

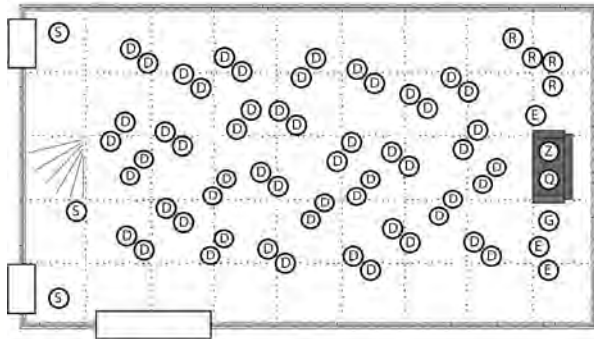


Level 2



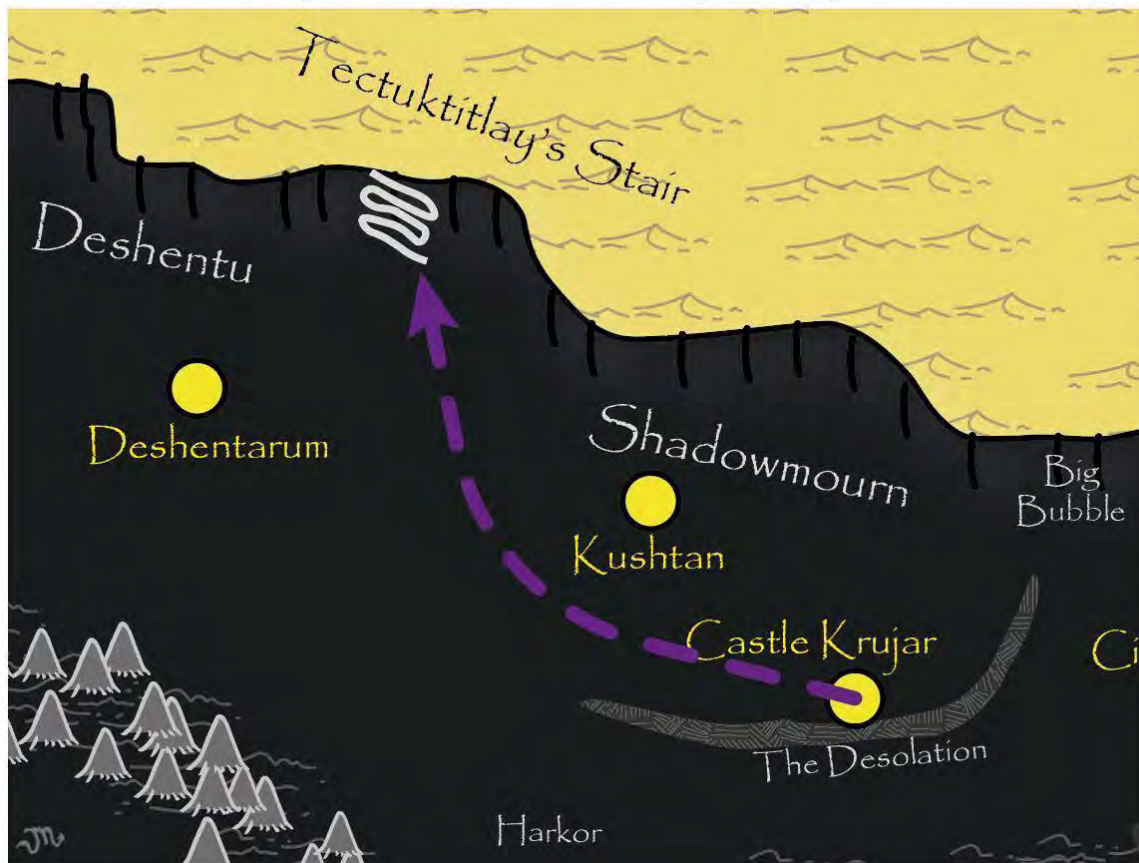
Level 3

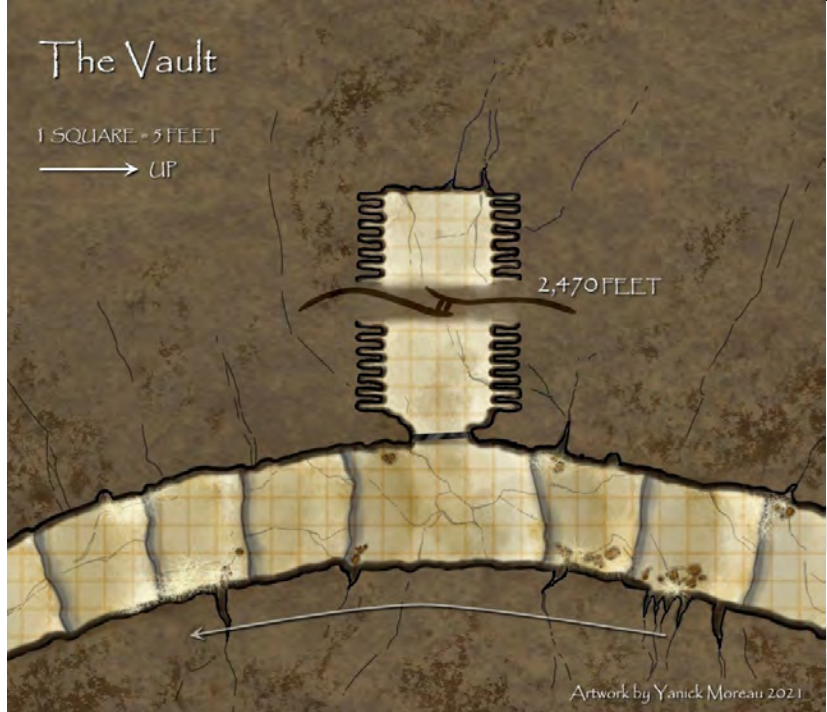
The Formal Masque Ball



- Ⓚ Qwith, Duchess of Shadowmourn
- ⓐ Ghonnsin, Chamberlain of Qwith
- Ⓩ Zhogirrat, the Emissary
- ⓔ Other Envoys
- Ⓡ Zombie orchestra
- ⓓ Masked undead dancers
- Ⓢ Servants

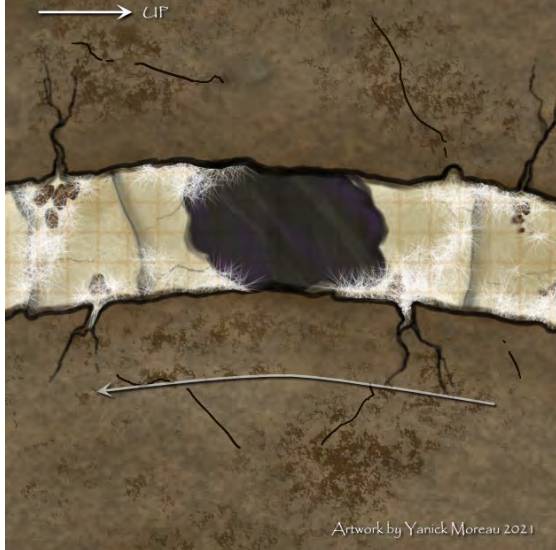
≡ SCAPING THE DEAD LANDS ≡





Spiders

1 SQUARE = 5 FEET
→ 1IP



Spider Cracks

1 SQUARE = 5 FEET
→ 1IP



The Pit

1 SQUARE = 5 FEET
→ 1IP



Deepening Shadows

1 SQUARE = 5 FEET
→ 1IP



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