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Campaign Expansion

City by the Silt Sea



Advanced Dungeons & Dragons[®]
2nd Edition

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W O R L D

Accessory

City by the Silt Sea

CAMPAIGN BOOK

Advanced Dungeons & Dragons[®] 2nd Edition



City by the Silt Sea

Campaign Book

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Introduction

Death of a Sorcerer-King

Dregoth shook off his dirty robes and collapsed on to his mammoth bed, letting his thoughts roam free. For over a millennium he had toiled for Rajaan's cause by day while seeking to fulfill his own plans in the quiet of the night. How long had he searched through the older sections of Giustenal, sifting through ruins and texts from the earliest moments of the Green Age for the knowledge he desired? How many centuries had come and gone since he first agreed to take the title of Dregoth of Giustenal, Ravager of Giants, Third Champion of Rajaan? Since the Cleansing Wars had started, raged across the land, and finally ceased? Since the Champions had turned traitors?

Rajaan was mad, that was true, but his goal was sound. Athas had to return to the glory and harmony of the Blue Age. It wasn't the halflings who would benefit from this new era of plenty, though, no matter what Rajaan believed. The First Sorcerer was locked away, and his crazy notion that halflings are the only pure beings had evaporated as quickly as the receding sea lapping at Giustenal's shore. Dregoth had his own vision, and he needed knowledge from the Time of Rebirth to make it come true.

As far as Dregoth was concerned, the Rebirth was not a mistake in and of itself Athas needed new races, and he believed some worthy creation would emerge from the abominations. Humans were close, he knew, for they were definitely superior even to the ancient halflings. He and the other Champions—now the sorcerer-kings—were human, and they were so far beyond the other races as to be almost gods. There was something beyond humanity, he knew. Something very much like the Dragon that the Champions had helped Borys of Ebe transform in to. The Dragon had gone insane shortly after coming in to his power, so there was more to learn about the process. But in that learning would

come the answers he sought.

The halflings of the Blue Age possessed the secret to creating new races, and Dregoth was determined to recover that lost knowledge from the ancient days. With it, he could transform his followers in to beings worthy to enter the new Blue Age at his side. The power was already his, and in a short time he would join Borys as a full dragon king. All he needed now was the knowledge—provided he could keep the animal rage at bay. He had succeeded so far, but each day brought him closer to the end of the process, and closer to the madness that had claimed Borys.

To think the secrets he had searched so hard to find might finally be at hand! Dregoth had discovered more ruins buried beneath Giustenal's cobbled streets. Some of these appeared ancient enough to contain the secrets he sought, for at the deepest levels were ruins even older than the Pristine Tower. The last of the demihumans who had sought refuge in these ruins had been destroyed, their bodies left on display as a warning to the rest of Giustenal's citizens.

Dregoth dragged himself wearily from the bed and strode to the balcony that overlooked his gardens and the Grand Plaza. Thousands of people filled the plaza, waiting for their Dread King's nightly sermon. Dregoth laughed. The people of Giustenal actually saw him as a god. He wondered if the other Champions received similar devotion.

Suddenly there was a bright flash of light in the shadows of Dregoth's bed chambers. The sorcerer-king turned and watched as a lithe figure darted toward him. It was Abalach-Re, the sorcerer-queen of Raam! In less than a heartbeat Dregoth saw that she was not alone. Kalak, Nibenay, Lalali-Puy, Andropinis, Tectuktitlay, and the newly elevated Hamanu tore through the far wall in a terrible parade of power and ominous doom.

"How dare. . ." was all Dregoth managed to utter



Introduction

before a great ball of fire surged from Abalach-Re's fingertips. The blast slammed into the Dread King and he toppled backward. The crowd below saw their ruler teeter on the edge of his balcony and then another blast came from the darkness. Dregoth and tons of stone showered down onto the frightened mob. Scores died beneath the thunderous crash and stunned thousands watched as seven sorcerer-kings of Athas descended from Dregoth's palace. The Dread King struggled to his feet and blasted back with all the power he could muster, but to little effect. Throughout the city, trees withered in to spindly, gnarled husks, and the precious gardens that had once adorned the palace grounds slowly turned gray and crumbled in to ash as Dregoth called forth their energy. It wasn't enough to stop the combined strength of seven sorcerer-kings.

The sorcerer-kings drained life from the frightened crowd to power their continuing onslaught. Andropinis unleashed a bolt of crackling lightning at Dregoth. Then Nibenay bathed him and most of the survivors in white-hot flame. Thousands ran screaming and dying as mighty Hamanu struck Dregoth down with a sword of blackest ebony. The Dread King fell, his dying body sprawled on the bloody, cracked stonework. As Dregoth's eyes rolled in his charred skull, he could hear the sharp voice of Abalach-Re slash through his mind.

"One rampaging Dragon is all we want to deal with at a time, Dregoth. "she said, carving her words into his fading consciousness with the Way. "Besides, you're too powerful for our own good."

Distantly, Dregoth felt her long nails dig in to his throat, slowly, almost sensually. Blood flowed freely, drenching her hands. Except for a telling smile, she didn't seem to notice. Then Dregoth, Ravager of Giants, Third Champion and Betrayer of Rajaat, the Dread King of Giustenal, died.

For a while.

City by the Silt Sea is a campaign expansion for the DARK SUN® setting. You'll need the DARK SUN boxed set, the AD&D® *Player's Handbook*, *The Complete Psionicist; Handbook*, and the *Dragon Kings* hardcover book to use it. The following accessories are also referred to extensively in this product, and you might want to have copies available: *Slave Tribes*, *Earth, Air, Fire and Water*, *Elves of Athas*, and *Dune Trader*. These accessories are recommended, but not required to use this product.

If you are a player, stop reading now. The information contained herein is for the Dungeon Master only. Don't spoil the surprises by reading ahead.

Using This Set

The City by the Silt Sea is Giustenal, a ruined metropolis that once sat along the shore of an endless sea of water. The last ruler of Giustenal was Dregoth, once a sorcerer-king of the same powers and ambitions as the rulers of the present-day cities of the Tyr region.

This book details the ruins of Dregoth's Giustenal, as well as the subterranean regions beneath it. It also reveals the creatures and tribes that live in and around the city, and provides information on several new races and cultures peculiar to the Giustenal locale.

The Campaign Book (the one you're reading) details these features and should be read first. Go through it completely before moving to the next book. There is also a MONSTROUS COMPENDIUM® appendix of new monsters, a full-color, double-sided poster map, and six reference cards. After you've gone over all of this material, turn to the Adventure Book for a full-length adventure to introduce your player characters to the City by the Silt Sea.

Chapter One: Giustenal's History

Stories of Ages Past

Jessareen, an elf tale singer of the Sky Singers' tribe, recently returned from the ruins of Giustenal with strange new songs in her repertoire. Those who knew her before her journey are concerned about her current condition. For Jessareen is not herself. In fact, she seems to be someone else entirely, as though another being shares her form.

Meeting Jessareen is a strange experience. Her eyes continually dart from side to side, and she behaves nervously. She sometimes speaks to the very air, often using words from some long-forgotten language. The music from her lyran is even more haunting than before, as if the strings summon notes from some far-off place.

Adventurers can encounter Jessareen in Nibenay's Hill District, in the Sky Singers' Market. She has been in the Happy Hurrum Tavern since her return, singing of unknown places, distant times, and horrors yet to come. The stories she sings are never complete. They come across as disjointed fables or dreams inspired by too much fermented javo nectar. The song presented below, however, tells the vision Jessareen was granted in the ruins of Giustenal. It is complete, the way it remains in her mind, though she will never be able to perform it for the crowds. Except, perhaps, this one time. Listen! Her fingers dance across the strings of her lyran, and her otherworldly voice sings...

I met Kataal in haunted Giustenal, amid the ruins and silt and shadows. He was a voice, a presence, a creature of the Way whose Will remains strong even though his body has faded

"Who are you," I asked. "Kataal," he answered. "Kataal the Mover." He spoke, but his words were silent to my ears. My mind heard them loud and clear, however. "Where may I send you," he asked. "Have you come

to visit Vakura or Pelcunal or splendid Liuss?"

"No," I said, "I have not come to visit these places of the dead. I seek knowledge of the ancients."

"As you command," was all he answered, and suddenly my mind was flooded with images that were so fantastic they didn't seem real. But they were real, and I was drowning in their intensity.

Where Giustenal should have been was an endless expanse of water. Rising out of this unbelievable sea was a city of growing rock, populated by halflings! These were not the feral creatures that roam the Forest Ridge. These were civilized halflings, and they lived in a place that makes even the grand cities of Nibenay and Raam seem like ramshackle villages.

"This is the Blue Age," Kataal's mental voice informed me. "It was a time when halflings were the masters of the world and nature itself bowed to their commands."

The scene shifted before me. The water receded, giving way to a ragged shore. Now the lay of the land looked more familiar, except where the Sea of Silt should have been there was a sea of sparkling water. The sandy wastes were covered with thick forests, and the land looked like the Forest Ridge for as far as I could see. I recognized the walls of Giustenal, though they were new and solid, not broken and crumbling like the ones I passed through only hours before. The city was full of people, though not one of them was a halfling. I saw humans and elves and dwarves, along with a score of creatures I couldn't identify. Some were small with brightly colored wings. Others looked like thin dwarves. There were so many I couldn't begin to absorb all of the details.

"This is the Green Age, after the Rebirth, before the Time of Magic," the Mover explained, though I barely understood the terms. "This was the time I was born to, a time when the Way was supreme."

Time passed, and I watched the city grow and change.



Chapter One: Giustenal's History

It stretched along the coast and expanded to the islands nestled among the rolling waves. Castles became keeps, keeps became fortresses, and stone towers reached higher and higher in to the sky. Soon magic joined the Way, and the two sources of power worked together to turn Giustenal in to a paradise.

A new leader arose during this period. He was a giant, with the head of some strange cat creature, and the people loved him. They built statues of this king, and dedicated temples to his name. All the varied races lived within his domain. Giustenal was a city of harmony and happiness, of peace and tranquility like I have never dreamed of:

Then the Ravager came. With an army of humans and a thirst for conquest, the Ravager attacked Giustenal and its giant-king. I watched this fierce battle rage, trembling in terror at the power I witnessed. The giant-king was a master of the Way, that much was obvious. The Ravager commanded the Way as well, but he also wielded sorcery. In the end, the Ravager claimed victory, slew the giant-king, and declared himself Dregoth, sorcerer-king of Giustenal.

"This was the start of the Cleansing Wars," Kataal said. "The sorcerer-kings raised armies and marched to slaughter the races created during the Rebirth."

Giustenal's armies, led by Dregoth, ravaged the land. As more and more sorcery was used, more and more of the lush countryside withered and died. The races I couldn't identify were systematically wiped out as I watched the years roll by. The land became more desolate, but the wars finally ended.

"So began the Age of the Sorcerer-Kings," the Mover intoned. "an age that still exists but is rapidly coming to a close."

This is the story of the ages of Athas as Kataal the Mover placed them in my mind. It is a confusing story, full of incredible events, but I believe it to be true.

Kataal the Mover

The being known as Kataal the Mover is all that remains of a halfling from the Green Age of Athas. Kataal's psyche was placed within a psionic item deep in the tunnels below Giustenal. There, he controlled an intricate transportation system with the Way. His psyche can still be encountered in the tunnels, and that is where Jessareen met him. (See Chapter Five for more details.)

The images Kataal placed in the elf bard's mind are real. They are the memories of his own experiences, the scenes he witnessed as time passed by. The disembodied psyche doesn't know everything, however. He only knows what he was able to read from the minds of Giustenal's many occupants and the travelers that stopped by on their way across the region.

If adventurers meet Kataal and he decides to grant them the knowledge of the ages of Athas, the chances are good that they will go mad. That's what happened to Jessareen, and now she has only brief moments of lucidity before the scenes boiling in her mind again overcome her.

Giustenal Through the Ages

During the Blue Age, water covered the world and the halflings ruled a harmonious society. An ancient city occupied the spot that would later house Giustenal, but this was a city of the halfling nature-masters. It grew out of the sparkling sea, formed from porous stone. Wide canals took the place of streets in this living city, and splendid boats provided transportation.

Late in the Blue Age, the halflings made a terrible mistake. Their vast knowledge wasn't perfect or anywhere near complete. An experiment went wrong, and the sea began to die. During this time, the halflings sought to protect themselves by building subterranean cities. Some went underground, but others struggled to find a

Chapter One: Giustenal's History



cure for the fetid brown tide that was spreading across the endless sea. Eventually, the halflings realized there was no way to save the Blue Age. All they could do was stand aside and let another age begin.

During the Rebirth, the halflings used their understanding of nature to manipulate the very building blocks of life. The sun changed, the brown tide dissipated, and new creatures appeared to populate the land. This was a time of spontaneous creation. Some creatures survived, others disappeared in an instant, and vast forests grew where once there was only sea. As the new races like humans, dwarves, and elves took their places in the world, the halflings became less and less civilized. The time of the high halfling in society had passed, but in its wake new civilizations arose. This was the beginning of the Green Age.

The birth of paradise was not easy. The halflings themselves were the basis for the new intelligent races, and it was

with great pain that they transformed into humans and demihumans. During the Green Age, psionics was the ultimate power. Everyone and almost everything had some ability with the Way. Great cities sprang into existence, and an intricate series of cobblestone roads wound through the vast forests, connecting one city to another.

The foundation for Giustenal was laid early in the Green Age. It started as a small village, grew into a walled town, and eventually expanded into a great city on the edge of a clear, blue sea. It was a city of many races, where psionics provided the means for all manner of conveniences and set a high standard of living.

The Coming of the War - Bringer

All was not perfect in the paradise of the Green Age, however. During the Rebirth, a being named Rajaat



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came into existence. Through his own incredible powers of the Way and with the secrets of the halfling nature-masters before him, Rajaat became immortal. Then turned his attention to creating a new source of power, and he spent much of the Green Age toiling at his self-appointed task. It took countless centuries, but Rajaat finally became the First Sorcerer of Athas. He recruited students from among the humans, teaching them his methods for harnessing magical energy from the life forces of the world. This led to the start of the Time of Magic.

In the Time of Magic, the art of the preservers spread throughout the world. Rajaat taught the first wizards, and they, in turn, taught others. The nature of society changed to incorporate both psionics and wizardry. During this age, Rajaat watched his students prosper, looking for the signs that would identify those who would serve him as champions. For Rajaat had his own agenda for the world. He wanted to turn the world back to the Blue Age, but to do that he needed champions willing to fight his Cleansing War. He selected the 13 champions, the strongest of his sorcerers who were also masters of the Way. He gave these champions titles that encompassed the missions he placed before them—slayer of elves, butcher of dwarves, and others.

Among these was Dregoth, Third Champion of Rajaat the War-Bringer, Ravager of Giants. He took his title very seriously, gathered an army, and marched on Giustenal. At this time the city was under the rule of Taraskir the Lion, a beast-head giant of great presence and personal power. Still, Taraskir and his lion warriors were not able to stop the psionics and sorcery of Dregoth. The Ravager killed Taraskir and slaughtered his chief followers. Then he declared himself Sorcerer-King of Giustenal, and the Cleansing Wars moved into full swing.

At some point, the champions learned the true

intentions of the War-Bringer. Rajaat didn't want to eliminate the demihumans so that the humans could rule the new Blue Age as sole masters of the world. He wanted to kill every race spawned by the Rebirth, returning Athas to its original inhabitants—halflings. The champions rebelled, using their combined powers to imprison Rajaat. Then they used those same powers to transform one of their number, Borys the Dwarf Butcher, into the Dragon. It was to be the Dragon's job to guard Rajaat through the rest of eternity. The process didn't go as the champions imagined, for the Dragon went mad. Thus began the Dragon's century-long rampage. The champions, now called the sorcerer-kings, barricaded their cities and hoped Borys would eventually emerge from his madness.

With the Cleansing Wars ended, the age of the Sorcerer-Kings began. Unfortunately, instead of returning Athas to its Blue Age, the Cleansing Wars had the opposite effect. The world was dying. Forests were withering, seas were boiling away, and the desert was spreading everywhere. The sorcerer-kings could have cared less, however. They had followers, kingdoms, and unlimited power—everything that Rajaat had promised them and more had come to pass.

Dregoth's Death and Undeath

Before the century of rampage ended, Dregoth advanced toward dragonhood himself. He did this without the help of the others, and it was evident that he was right behind Borys in terms of personal power. Dregoth, unlike the other sorcerer-kings, proudly displayed the scaly skin and elongated skull that he had recently developed. He became obsessed with draconic images and ordered his followers to add them to every building in Giustenal. The seven remaining sorcerer-kings grew concerned, especially at the thought of having another mad dragon to deal with.

Chapter One: Giustenal's History



Abalach-Re of Raam was the closest to Giustenal and perhaps felt the most threatened. She contacted the other kings and joined with them in a dark conspiracy. Their plan was as ruthless and direct as their rule had ever been. They would teleport into Dregoth's city and slay him on his ivory throne. It was to be done with little fanfare and with sudden efficiency. Dregoth was slain along with thousands of bystanders. They leveled Giustenal in their fury, burying the would-be dragon beneath the ruins of his own shattered palace.

This was not the end for Dregoth, however. Over the years, Dregoth searched for a way to achieve true godhood-not just the simulated godhood provided by Rajaan's living vortices. His experiments resulted in a magical process for prolonging life beyond death. Dregoth's obsession led him to believe that this was a means to achieving godhood. In truth, Dregoth had discovered the process for becoming a *kaisharga*, an undead creature similar to the lich of other worlds. Though there are other kaisharga beneath the crimson sun, none were 29th-level dragons at the time of their deaths.

The undead sorcerer-king rose in his new form in time to gather what was left of his templars and followers from the wilderness. He took them into the ancient ruins beneath his once-mighty city far from the eyes of his enemies. Here, Dregoth built a new Giustenal. He forged a new race of followers. And he continued his quest to become a god.

Now, after all these centuries, Dregoth is ready to return to the surface world. He is ready to take his rightful place as ruler of all Athas.





Chapter Two: Giustenal Environs

Giustenal rests on the edge of the Silt Sea, its ruins bleached like scattered bones, and just as dead. The land around the forlorn ruins abounds with life, varied terrain, and danger. Giustenal's dark shadow has stained the lives and lore of the folk that surround its silt-covered walls, and the eerie winds that whistle through its abandoned spires evoke the haunting melodies of their legends.

Living in the Shadow of the Ruins

The Sky Singers and Silt Stalkers elf tribes, Tenpug's Band, merchants from House Shom, and the assorted wanderers who trek across the desolate wastes all know that Giustenal is a place of evil. Most know the stories of a powerful entity that lurks in the ruins. Psionics claim that it is a being or object that seek vulnerable minds to contact and reel in. (Few know it by its true name—the Caller in Darkness.) Still, rumors of ancient treasures and the possibility of learning secrets from Athas's ancient past draws the occasional visitor through the city's hungry maw. A few have even managed to stumble back out of that deadly throat with their lives—if not their sanity.

A brief discussion on Giustenal's neighbors follows.

Tenpug's Band

Tenpug's Band is detailed in DSR1 *Slave Tribes* and the *Black Spine* adventure, though more needs to be said about this hardy band of crafters and artisans who live and work near the looming ruined city. In brief, they are a group of ex-slaves led by the one-armed mul Tenpug. Utilizing skills learned in service to former masters, the band sells and trades its honest creations throughout the Ivory Triangle. Members pretend to be freemen, taking their wares and talents to villages and caravan camps in the area.

The band makes its headquarters in an ancient temple near the shore of the Silt Sea. It lies to the west of the trad-

ing village of Cromlin, and the ruins of Giustenal. The temple has always been a mysterious place, full of hidden chambers and guarded by statues of giants with lion heads.

In general, the band think little of the ruins. Tenpug's followers admit that Giustenal would be a source of fantastic treasures, but most fear the tales of the Caller in Darkness. Tenpug hasn't forbidden any of his tribe from exploring the locale, though he has expressed reservations about such an activity.

Tenpug suspects that at least one of the band's number visited Giustenal and coaxed a bauble or two from its shattered depths. An artist named Nallan once disappeared for several days, and when he returned he sold several objects to traders from House Shom. One of the objects was an amulet that bore the design of a dragon and was made from reddish-orange stone. Nallan disappeared again some weeks later, and has not been heard from in several months. Tenpug has seen the dragon design on stone guardians in Giustenal, and he believes Nallan fell to some nameless horror in an attempt to find additional profit in the ruins. (See the adventure book for more information on Nallan's current whereabouts.)

The temple that Tenpug and his band occupy dates back to the Time of Magic. Originally, the temple was dedicated to a forgotten god worshipped by Taraskir and his followers. The statues were representations of Taraskir's Lion Guard, his elite warriors. Later, after Dregoth killed Taraskir, much of Giustenal's remaining demihuman population (and some of the humans, too) began to worship Taraskir as a god. This ended shortly after the fall of Giustenal, and the temple was lost to the sand and silt until Tenpug's Band came across it a few years back.

As most of Giustenal's ruins are decorated with dragons, none of the members of Tenpug's Band have connected the temple to the ancient city. The only clues to the temple's history decorate the walls of the temple's great hall. Faded frescoes show a city straddling the edge of the Silt Sea, though the surface of the sea looks strangely



choppy and motive. The city vaguely resembles Giustenal, but there are several important differences. First, most of the protective wall is lower and less foreboding than that which exists today. One part is much higher, however, and wavy lines run down its face to fill what look like a stream around the foundation. Since most Athasians have never seen a waterfall, constructed or natural, characters shouldn't realize what the wavy lines are unless they can make an Intelligence check at -10. Halflings from the Forest Ridge may make this check with no modifiers.

Also, the ominous central spire of the city is missing. Most of the buildings shown on the weathered mural are long, low and flat, and their architecture is more ornamental than that used in the days of Dregoth's rebuilding.

To Tenpug and his band, the temple is nothing more than a sturdy building to protect them from the elements. While they don't necessarily worship the old god, they take great pains not to do anything to anger him.

Tenpug

Male Mul Gladiator, Lawful Neutral

Armor Class 5 (carru leather)	Str 20
Movement 12	Dex 17
Level 8	Con 16
Hit Points 62	Int 15
THAC0 13 (10 due to Str bonus)	Wis 13
No. of Attacks 3/2	Cha 11
Damage/Attack: 1d4+7 (iron war hammer)	

Tenpug One-Arm was a gladiator in Nibenay who later learned to craft weapons after his disability made it impossible to compete in the games. The quiet, gentle mul now leads a band of artisans who make their camp in an ancient temple. He detests combat, though he was recently forced to lead his followers into a war against the gith of the Black Spine Mountains.

The Sky Singers

The Sky Singers elf tribe is detailed in DSS3 *Elves of Athas*, though basic information (and some new details) is presented here. The Sky Singers are elf merchants and traders of note. They maintain a semipermanent market in Nibenay's Hill District, though their tent markets pop up throughout the Ivory Triangle. The male elf trader/fighter Muuton serves as chief of the tribe. The tribe is divided into three clans—the Dayjumpers, Dawnchasers, and Twilightcatchers.

Rumors abound that the Sky Singers often explore the ruins of Giustenal. The tales are half true. Members of the Twilightcatchers clan have entered the ruins on more than one occasion. A few of their number know ways into and out of the area, though they make only infrequent visits and rarely spend too much time in the city's embrace. A guide can be hired from among the Twilightcatchers, though the price will be high and the service haphazard at best. At the first sign of danger or the first hint of the Caller in Darkness, the guide will disappear into the wastes.

Sometimes a few tidbits from the ruins make their way to the Twilightcatcher's stalls in Nibenay. Some of these items are true magical items, albeit of low power. Most are mundane artifacts imbued with enough enchantments to trick the gullible into parting with their ceramics.

A young elf rogue/preserver named Jessix Twilightcatcher and a few of his best companions twice entered the ruins, though they now refuse to go within an arrow's shot of the accursed site. During the first trip, Jessix and his friends looted chambers belonging to Dregoth's temples. This venture unearthed several minor magical items that earned tremendous profits at Nibenay. Encouraged by his success, Jessix insisted that the elves return to the ruins.

The second expedition met with disaster. Jessix's best friend, a female elf named Slinnasia, fell prey to the



Chapter Two: Giustenal Environs

Caller in Darkness. Slinnasia was a young and beautiful preserver destined to become a powerful tribal leader. When she died, Jessix was held responsible for her death. The dark splotches that stain his hands are held as evidence of his guilt.

Jessix has since left the Twilightcatchers and become something of a tragic legend in the Giustenal environs. Jessareen the bard was a friend of Slinnasia, and is one of those who blamed Jessix for her death. The bard's recounting of the tale paints Jessix in a poor light and most who hear it are forever convinced of his guilt. (Of course, her own recent encounter in the ruins may forever end her desire to sing Slinnasia's song.)

The Twilightcatchers haven't returned to Giustenal since Slinnasia's death and Jessareen's infliction. The ruins of Bodach, while by no means safe, are at least guarded by horrors that can be seen and fought with honest steel, so the clan has directed its efforts toward that locale.

Guvaano Twilightcatcher

Male Elf Preserver, Chaotic Good

Armor Class 6 (Dexterity)	Str 15
Movement 18	Dex 19
Level 12	Con 12
Hit Points 27	Int 18
THAC0 17 (18 with dagger)	Wis 13
No. of Attacks 1	Cha 13
Damage/Attack: 1d4-1 (bone dagger)	
Wizard Spells: 4 1st level, 4 2nd level, 4 3rd level, 4 4th level, 4 5th level, 1 6th level	

Guvaano is the current elder wizard of the Twilightcatcher clan. He is an ally of the Veiled Alliance of Nibenay, though few tribe members outside the clan know this. Even Muuton is unsure of this connection, though he suspects it. Guvaano has ordered his clan

members to stay away from Giustenal since the recent tragedies involving the two tribal females. Not everyone follows this order, but most have heeded it.

Jessix the Wanderer

Male Elf Rogue/Preserver, Chaotic Good

Armor Class 5 (leather, Dex)	Str 13
Movement 15	Dex 16
Level 11/9	Con 12
Hit Points 35	Int 12
THAC0 15	Wis 9
No. of Attacks 1	Cha 17
Damage/Attack: 1d8+1 (bone long sword +2)	
Psionics Summary: PSPs 104; Wild Talent—catfall (PS 14, cost 4)	
Wizard Spells: 4 1st level, 3 2nd level, 3 3rd level, 2 4th level, 1 5th level	

Jessix (formerly Jessix Twilightcatcher) is a mysterious figure who roams the wastes around Giustenal. Jessareen holds him responsible for her friend Slinnasia's death, and her persuasive songs quickly made Jessix many enemies. Though he was never truly exiled from the Sky Singers, the forsaken elf quickly realized that the tribe was turning against him. He left a short time later, followed by five of the young elves that had accompanied him to Giustenal. These five have come to be known as the Loyal, and they are ironically respected by elves from all tribes for their honesty and integrity, though some doubt the cause to which they have committed themselves.

Now Jessix and his companions roam the Giustenal environs and do their best to protect travelers from the terrible dangers that abound in this accursed region. Perhaps Jessix is trying to pay penance for Slinnasia's death, or maybe his very nature beckons him to protect the vulnerable. In either case, should a party find themselves in

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need of assistance within a 20-mile radius of Giustenal, there is a 5% chance that Jessix and the Loyal will be near enough to help.

Should anyone ask Jessix if the tales are true, he will prove less than talkative. Most don't believe him anymore and he has grown tired of trying to convince them otherwise. His friends will tell sincere listeners the truth, however. The elf tried his best to save Slinnasia, but the Caller in Darkness dominated her mind and urged her to take her own life inside the ruins of Giustenal. The black stains on Jessix's hands are the result of an encounter with a pit snatcher, an encounter which delayed him from reaching Slinnasia in time to save her (see the MONSTROUS COMPENDIUM® appendix included in this set).

Jessix knows a route through the tar pits of Giustenal. He's reluctant to share this information with anyone because he thinks a venture into Giustenal is an invitation to disaster. If someone seems especially sympathetic to his past, however, he could be talked into drawing a map of the route. Such a map eliminates the modifier for tar pit encounter checks (see Chapter Four)

The Loyal

Male Elf Rogue/Preservers, Chaotic Good

Armor Class 6 (leather, Dex)	Str 12
Movement 14	Dex 15
Level 5/4	Con 14
Hit Points 19	Int 11
THAC0 18	Wis 10
No. of Attacks 1	Cha 12
Damage/Attack: 1d8-1 (bone long sword)	
Psionic Summary: PSPs 30; Wild Talents—roll randomly	
Wizard Spells: 3 1st level, 2 2nd level	





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These five young elves have committed themselves to Jessix. They were present when the Caller turned Slinnasia against them, and they believe that Jessix did everything he could to prevent her death. They will give their lives for their friend, and he will do the same for them.

Jessareen

Female Elf Bard, Chaotic Good

Armor Class 9 (Dex)	Str 13
Movement 14	Dex 15
Level 6	Con 13
Hit Points 24	Int 16
THAC0 18	Wis 15
No. of Attacks 1	Cha 17

Damage/Attack: 1d8+1 (bone *long sword* -1, *luck blade*, no wishes)

Psionic Summary: PSPs 74; Wild Talent—Mindlink (PS 10; Cost Contact +8/round), Contact (PS 15; Cost varies +1 /round), Phobia Amplification (PS 13; Cost varies +4/round)

Spells: 1st-Level— *color spray*, *comprehend languages*, *read magic*; 2nd-Level— *forget*, *scare*

Of all the peoples who live in the Giustenal region, perhaps none is as well known as Jessareen. She spreads local news and history by telling her tales. Her biting cynicism and ability to motivate a crowd can discredit and ruin those who cross her path. She is an instigator and a force for change among the tribes and settlements she visits, and the elders make sure to keep her on their good side lest her serpentlike tongue turn their friends against them.

Jessareen can be a powerful force for good when her beliefs are in the right place. Too often though, she allows her emotions or sensitive ego to get in the way and uses her fantastic ability to motivate the crowds against those she dislikes. This was the case with Jessix the Wanderer.

Slinnasia was Jessareen's sister, and she will forever blame Jessix for her death.

Since her meeting with Kataal in the tunnels beneath Giustenal, Jessareen has changed. She went looking for Jessix and met the disembodied psyche instead. Her songs are now strange and confused. She has been deeply affected by the images Kataal placed in her mind, and until (and if) she can gain control and understanding of them, she will be a tragic figure.

The Silt Stalkers

The Silt Stalkers elf tribe terrorizes the eastern portion of the Tyr region. The ferocious members of this tribe delight in attacking travelers and small settlements—the plunder the raids provide is simply an added bonus. This tribe is described in detail in DSS3, *Elves of Athas*. Here we provide a summary, as well as new details concerning this pack of crazed killers.

Eevuu Silt Stalker rules the tribe through fear, intimidation, and the occasional death-fight. The raiding tribe consists of three clans: Fire Bow, Fire Dagger, and Fire Sword. The Fire Dagger clan has disappeared recently, after being sent to explore the ruins of Giustenal by Luubarra, the tribe's master defiler. This has caused Eevuu some concern, but Luubarra keeps him occupied with her prophecies of power, glory, and untold riches. To make these omens come true, she insists that the tribe engage in even more bloodshed than usual.

Luubarra started making her dark predictions after her own visit to Giustenal. She met Dregoth, and the two made a deal that requires the whole Silt Stalker tribe travel to the city by the Silt Sea. Dregoth, quick to add more followers to his growing army, promised Luubarra the powers of a sorcerer-king. He has no intention of honoring that promise, but he will take all the elves she sends him. The Fire Dagger clan has already been assimilated into

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Dregoth's fold. They now serve him as undead warriors.

Eevuu has been listening to Luubarra's urgings, but he has yet to send the rest of the tribe to search for the missing clan. He is wary of the haunted ruins, but his dreams are full of great raids to come—provided he follows the advice of his chief defiler.

Luubarra Fire Dagger

Female Elf Defiler, Chaotic Evil

Armor Class 2 (<i>bracers AC6</i> , Dex)	Str 13
Movement 18	Dex 19
Level 10	Con 10
Hit Points 24	Int 18
THAC0 17 (staff 15)	Wis 11
No. of Attacks 1	Cha 18
Damage/Attack: 1d6+2 (<i>quarterstaff+2</i>)	
Psionic Summary: PSPs 55; Wild Talent—Aging (PS 3; cost 15)	
Spells: 4 1st level, 4 2nd level, 3 3rd level, 2 4th level, 2 5th level	

Luubarra enjoys power. She always seeks to increase her personal power, and desires to always be near lose of power greater than her own. She has a thirst for blood and violence, and she likes to test her defiling arts on those her tribe captures. Since meeting Dregoth, her desire for murder and mayhem has increased dramatically. The road to power, Dregoth told her, is paved with the blood of innocents. She has dedicated her life and tribe to Dregoth's unholy plans. She has already sent the Fire Dagger clan to the ruins, and she is currently working to convince Eevuu that the rest of the Silt Stalkers should join them. If he continues to refuse, Luubarra will take matters into her own hands.

Among her many secrets is her psionic wild talent, a talent she employs with malice when the need and opportunity arise.

Cromlin

Cromlin is a trading village established by House Shom on the Sea of Silt. Though it is mentioned in the *Dune Trader* supplement, Cromlin can be an important staging area for adventures into Giustenal, and so is detailed here. It lies on the Silt Coast, about 20 miles west of the ruins.

A great deal of trade takes place between the merchants of Cromlin and those in Raam, due mostly to the so-called "Silt Shoals." The navigators and skimmers (Athasian silt sailors) believe that there are a series of shoals that form a winding path through the Silt Sea between Cromlin and Break Shore on the other side. Only a brave few know the route to the House M'ke village, however, and these navigators are in high demand. None of them ever make a map of the Silt Shoals, for to do so would endanger their livelihood, or at least reduce the exorbitant wages they command.

Cromlin has been called a den of thieves, a haven for scoundrels, and even the gathering place of restless souls. It is truly all of these things and more. As one of House Shom's last profitable outposts, the authorities here tend to turn a blind eye to the shady practices of anyone who remains to do business with them. Elf merchants from the Sky Singer tribe, nomads, and other traders such as those from Tenpug's Band all bring their wares to Cromlin.

The prices are extremely inflated, for a tenth of all earnings must be given to Shom's Master Trader, Hurdll Crost. Of course, reported earnings are considerably less than actual earnings. Crost realizes and ignores this discrepancy, as it helps lure business opportunities to the village. If a trader's reported earnings are too low, or if a merchant has gotten on Crost's bad side, then Crost's overseers will audit the offender's transactions for several weeks to collect Shom's share.

The people living in Cromlin are a strange mix of exiles and folk too untamable to live under the dominion of the



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sorcerer-kings. Cromlinites dress much like the other people of the Tyr region, though they have developed one habit peculiar to Cromlin. To protect themselves from the thick, choking dust of the nearby Silt Sea, the locals always wear scarves over their noses and mouths. To remove a scarf while outside is a sign that you have been grievously insulted. To apologize, the offending party is expected to remove his scarf and give it to the insulted party.

Silt Pirates

Cromlin serves as a harbor for a small number of silt pirates. These seedy individuals utilize silt skimmers to ambush other vessels plying the Silt Shoals. The pirate's base is hidden in a large cavern to the west of the village, though many of them spend time in Cromlin gathering information on upcoming voyages.

The pirates are the one scourge Hurdll has committed himself to destroying, for they are a serious drain on the village's economy. Recently the flagship of the Shom silt fleet, *Firewind*, has been modified to carry more soldiers and ballista ports. Adventurers in need of money can sign on for five silver pieces a day if they demonstrate combat skills. For more information on the pirate camp, see the Adventure Book.

Typical Silt Pirate: F3; AL CN; AC 8; MV 12; hp 18; THAC0 18; #AT 1; Dmg 1d8-1 (bone long sword). Str 15, Dex 15, Con 12, Int 3, Wis 8, Cha 8.

Cromlin Locations

1. Silt Piers. Unique to Cromlin are a series of tall piers that extend out over the silt. These 20-foot tall structures allow giant silt skimmers to unload their goods and personnel quickly and easily. The timbers used to construct the piers come from the great trees of the Crescent Forest.

The wood's natural tenacity keeps the piers standing in the face of frequent silt storms.

Most of the piers are owned by private citizens who charge two silver pieces per day to harbor a skimmer. At the base of each pier is a small shack with a simple cot, table, and chair. Someone is always present to collect berthing fees, no matter when a skimmer arrives.

At any given time there will be 1-6 skimmers docked here. These independent vessels serve smaller trading interests, transporting goods to the piers located along the north and south shores of the silt estuary. Most of these skimmers are relatively small, with crews of four plus their captains. Some of these will always be looking for additional hands to hire on for a voyage.

2. Pier of House Shom. One pier is dedicated exclusively to House Shom and its trading partners. There are always at least two guards here, who remain constantly on alert due to Cromlin's rowdy inhabitants. A huge skimmer, one of the largest in the Tyr region, is the *Firewind*. It can be found here whenever it isn't crossing the silt shoals.

Firewind's captain is the human warrior Gaff. He commands the complete respect and loyalty of his able crew. He fights with an enchanted bone long sword that was a gift from elves of the Sky Singers tribe.

Captain Gaff

Male Human Fighter, Neutral

Armor Class 8 (leather)	Str 16
Movement 12	Dex 13
Level 5	Con 16
Hit Points 33	Int 15
THAC0 16	Wis 13
No. of Attacks 1	Cha 10
Damage/Attack: 1d8+1 (bone long sword +1)	

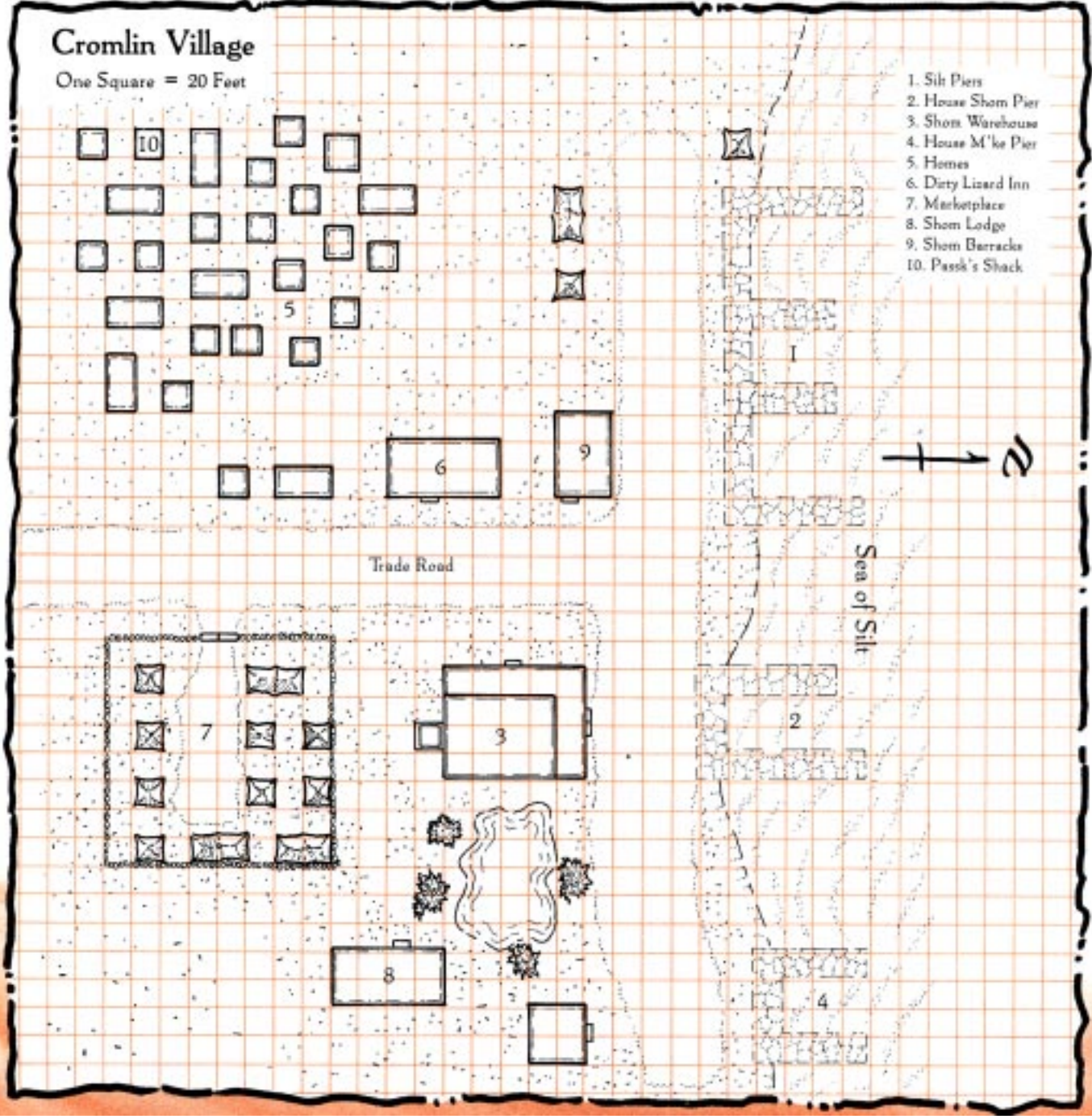
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Cromlin Village

One Square = 20 Feet

1. Silt Piers
2. House Shom Pier
3. Shom Warehouse
4. House M'ke Pier
5. Homes
6. Dirty Lizard Inn
7. Marketplace
8. Shom Lodge
9. Shom Barracks
10. Pass's Shack





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Crew (12): F3; AL N; AC 7; MV 12; hp 15; THAC0 18; #AT 1; Dmg 1d8-1 (bone long swords). Str 14, Dex 15, Con 15, Int 11, Wis 10, Cha 9.

3. Warehouse. House Shom stores its goods here. Only the Master Trader has unrestricted access, and he keeps a detailed inventory of what's inside. Many believe that Crost uses the information as part of an elaborate money-making scheme. When an item is in high demand, Crost sells about half at the normally inflated rate (10% more than listed in the *Dune Trader* accessory). When this supply runs out, Crost slowly leaks a few more of the items onto the market, charging anywhere from 30-50% more than usual. Each one is always "the last one in stock."

There are always two sentry patrols on the warehouse grounds. A sentry patrol consists of three guards. Anyone caught on the grounds without legitimate business is taken to Crost for punishment. Crost turns these criminals into slaves, or tosses them off the Shom pier if he deems them too dangerous to keep in captivity.

Should someone successfully break into the warehouse, they'll be able to haul away 2d6 x 10 gold pieces worth of goods (enough to fill a large sack). Goods consist of jewelry, metal fragments, or weapon parts (like spearheads or arrowheads).

House Shom Sentries (21): F4; AL N; AC 7 (leather); MV 12; hp 27; THAC0 17; #AT 1; Dmg 1d8-1 (bone long swords). Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 7.

4. Pier of House M'ke. House M'ke representative and Master Trader in Cromlin is Garreth Brodden. Garreth respects Crost and the employees of House Shom, and he engages in no activity that would anger the village's controlling merchant house. At least not openly. What he gets away with in secret is simply seen as good business.

Though trade with House Shom is the most profitable side of the operation, the construction and maintenance of silt skimmers is a close second. Few of these vehicles are made each year, but the high price commanded for the commission of a single vessel earns lucrative profits for House M'ke.

The skimmers are built by an extremely talented group of slave-crafters. Prices demanded for the work of these slaves depends on the size and options desired by the client. See "Silt Skimmer Construction" later in this chapter for more details.

Garreth Brodden

Male Human Trader, Neutral

Armor Class 8 (leather)	Str 14
Movement 12	Dex 12
Level 5	Con 13
Hit Points 21	Int 16
THAC0 16	Wis 14
No. of Attacks 1	Cha 13

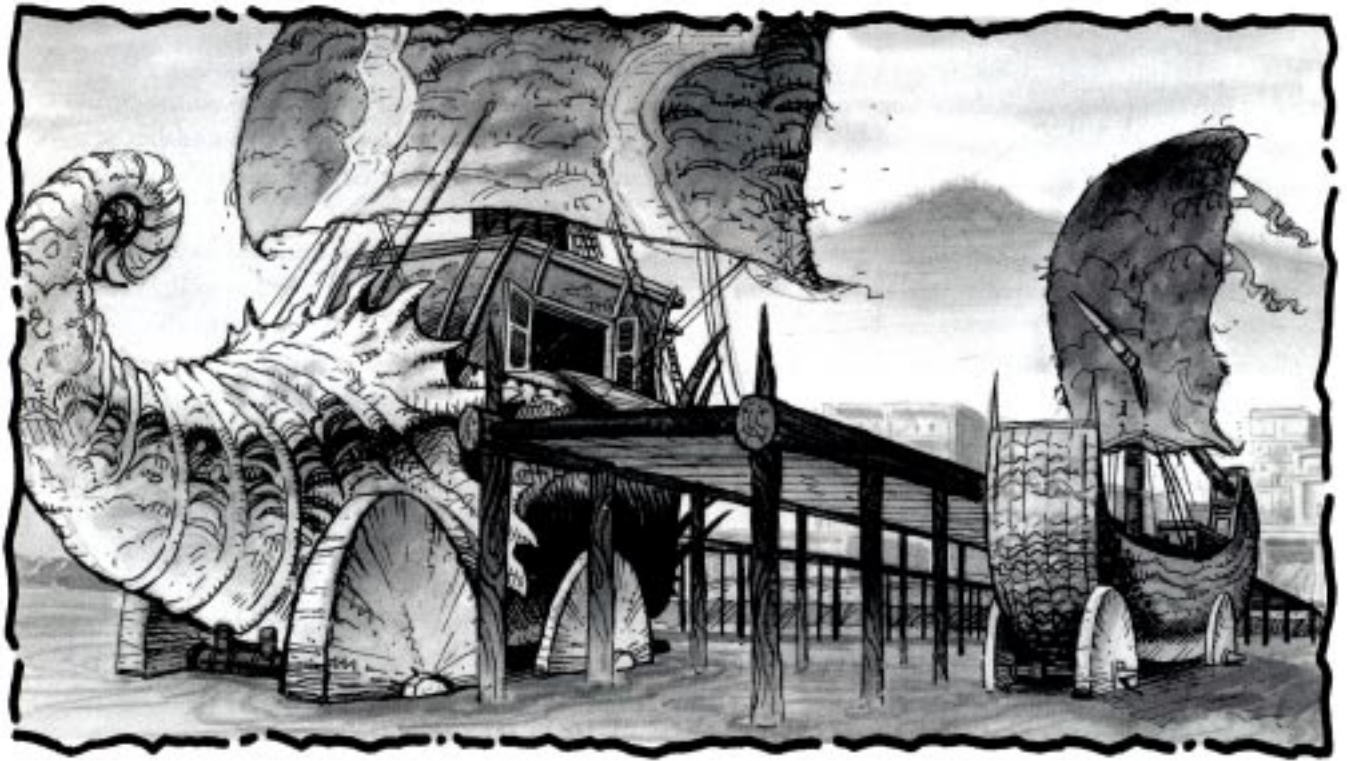
Damage/Attack: 1d8 (iron long sword)

Psionic Summary: PSPs 38; Wild Talent-displacement (PS 10; Cost 6+3/round)

5. Homes. The homes built by the citizens of Cromlin vary from crude mud structures to elaborate constructions of stone and wood. Most of the people who live here are fairly hardy individuals, though there is a disproportionate number of elves (many of whom were exiled from local tribes). There are no street patrols in the village, so visitors who venture into the darker alleyways had best bring their own protection.

6. The Dirty Lizard. This large tavern is Cromlin's center of entertainment. The silt pirate Jaksot Han decided to go into a safer line of work after losing his right

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eye in a raid. Opening the Dirty Lizard wasn't a good choice. Fights and drunken arguments break out constantly, and the skimmers who frequent the place are quick to test the abilities of newcomers.

From midday on, there are always as many as 40 skimmers, merchants, thieves, con artists, or free citizens on hand, drinking the thick, fermented kank-honey-mead the Dirty Lizard is known for. When adventurers enter the bar, they are gawked at, loudly insulted, and even pushed around. If a fight breaks out, 1d6 of the instigator's companions join in. There is a 75% chance that the rest of the crowd will break out into a free-for-all. Chairs fly through the air, ceramic bottles break over unsuspecting heads, and sometimes a bone knife slides quickly and quietly between some poor sod's ribs.

Should the PCs come out on top of a Dirty Lizard brawl without killing or seriously injuring any of the patrons, they

will have proven themselves to the crowd. After that, they will almost certainly be asked to relate news of their travels and be drawn into conversations of local events.

If the PCs enter the Dirty Lizard and avoid engaging in violence, the crowd ignores them. They may get some meaningless chatter out of the patrons, but the good stuff is saved for those who make a good showing of themselves while entertaining the crowd.

7. Marketplace. This is where the various merchants are allowed to set up their booths from sunup to sun-down. Master Trader Hurdll Crost takes 10% of whatever crosses the vendors' counters once per week, so a 10% markup over usual prices (such as those listed in the *Dune Trader* or *The Ivory Triangle* accessories) should be expected.

Most anything can be found here, including components for spellcasting and the occasional magical fruit or



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rarer item. Though these illegal items aren't displayed openly, a few elf vendors stock them. Crost only enforces the sorcerer-king prohibitions against magic when he has other reasons for doing so.

The fence that surrounds the marketplace is constructed of stacked stones. It is a simple matter to break through, though most merchants take their wares home with them at night.

The well in the southeast corner of the lot is controlled by House Shom soldiers. Water is sold at the standard price (1 sp per 250 gallon container).

8. Lodge. Master Trader Hurdll Crost and his 11 overseers and officers live in this complex. At least half of their time is spent indoors in an attempt to escape the choking dust of the nearby sea. As is typical with House Shom, each man's room is lavishly decorated and far larger than necessary.

A short walkway extends out over the marketplace. Crost and his overseers frequently view the merchants below from here. There is always at least one guard posted here to watch for trouble or fighting in the marketplace.

Hurdll Crost

Male Human Trader, Lawful Neutral

Armor Class 7 (studded leather)	Str 14
Movement 12	Dex 12
Level 15	Con 13
Hit Points 58	Int 16
THAC0 13	Wis 16
No. of Attacks 1	Cha 17
Damage/Attack: 1d8+3 (metal <i>long sword</i> +3)	
Psionics Summary: PSPs 187; Wild Talent—double pain (PS 10, Cost 7)	

9. Barracks. The common soldiery of House Shom dwells here. Crost keeps 30 soldiers on the payroll at all times. These soldiers have the same statistics as the sentries listed in area 3, and in fact those 21 sentries are part of the 30 housed here.

Crost has adopted the unusual habit of keeping a group of high-level help on hand as well. He draws this help from among adventurers, travelers, and even escaped slaves. Crost cares little for their past, so long as they are resourceful and relatively competent. These troubleshooters are usually only called out in emergencies or when the soldiers are met with a challenge they can't match. The job pays three gold pieces per month, and the PCs could be hired into the position if they are looking for work.

Since the men and women who fill this position change frequently, the DM should create a five-person party when the group is first encountered. The band will consist of 3rd- to 6th-level adventurers of various classes. At least a few of them have some sort of minor magical or metal item.

10. Passk's Shack. This dilapidated shack is the home of a former silt pirate named Passk. Once Passk and his crew plundered the silt shoals in the silt skimmer *Silt Slicer*. Then disaster struck. The Caller in Darkness urged his firstmate to kill the rest of his crew while they slept. The dwarf awoke just in time to save himself, though his first mate leaped overboard in an effort to reach Giustenal. Passk's focus became clear that fateful night. He has to kill the Caller. His skimmer was damaged in his escape, however, and no crew will join him. He fears that he will never be able to complete his focus and is doomed to become a banshee, so he has taken to hiding his fears at the bottom of a tankard of ale.

If a team of able adventurers approaches Passk and convinces him that they are powerful enough to survive the

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rigors of Giustenal, the dwarfs sullen mood will change almost instantly. If the party allows him to accompany them, Passk hints that he has a map of the walls of Giustenal and a beached silt skimmer that can be repaired. He won't sell the map or the skimmer. He'll only give them to the group in exchange for taking him on the voyage.

Passk is obsessed, but he is not insane. He plays an important role in the action outlined in the Adventure Book, and his habits and personality are detailed there. You may wish to include Passk and his tale even if you are not using that scenario, so be sure to refer to that book before your PCs meet the dwarf

Passk

Male Dwarf Warrior, Lawful Neutral

Armor Class 6 (studded leather)	Str 17
Movement 9	Dex 16
Level 8	Con 17
Hit Points 78	Int 12
THACO 13	Wis 12
No. of Attacks 3/2	Cha 13

Damage/Attack: By weapon type, +1 damage due to Strength. (Passk currently has no weapons, as he sold them to pay for drinks.)

Psionics Summary: PSPs 105; Wild Talent-Combat Mind (PS 8; Cost: 5+ 4/round)

Silt Skimmer Construction

Silt skimmers are built around massive wheels. These are very wide at the center and taper to hard, fine points at the edge. The wheels of a typical skimmer are 25 feet in diameter. They must be able to slice through the silt or travel would be impossible.

A single large sail, attached to an aft mast, provides a





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skimmer's main motive power. The frame of the skimmer is made of light woods or thin leather and cloth, giving these vessels a reputation for being quite fragile. Typical skimmers carry no armament except for the personal weapons of the crew.

Typical skimmers are 50 feet long and 25 feet wide, with an outer deck and an enclosed bridge. Cargo is packed on the outer deck, while the bridge contains the great helmsman's wheel. It is enclosed to protect the captain and crew from the choking silt.

A typical skimmer can carry two tons of cargo, uses a crew of six and a captain, and travels six miles a day when fully loaded (eight miles empty). The tightest turn circle of a typical skimmer is two miles. It costs 150 to 250 gold pieces, depending on demand, bargaining skills, and availability of supplies. Improving a typical skimmer costs more, as outlined below.

The time necessary to construct a typical skimmer is $1d4+1$ months. The M'ke crafters must wait for wood from the Crescent Forest, and the timbers must be soaked and bent over several weeks to form the shape. Construction time can be lessened by one month if the cost of the ship is doubled. Thus, a craft that was to take three months and cost 200 gp could be completed in two months by increasing the cost to 400 gp.

If a client brings M'ke the carcass of a giant war beetle or other large, lightweight shell, the slaves can form the skimmer from it instead of wood. This reduces the construction time by one month, but the price remains unchanged.

Improvement	Additional Cost
+5-foot diameter to all wheels	20 gp
+10-foot length	10 gp
+5-feet width	10 gp
Ballista	20 gp
Fore sail	5 gp
Aft sail	5 gp

Wheels: Typical wheels (25-foot diameter) can travel through up to 12 feet of silt. For every five feet added to each wheel's diameter, the skimmer can travel through an additional foot of silt. Thus, a 40-foot diameter wheel could forge through 15-foot deep silt. Maximum wheel size can be 40 feet in diameter, and this requires a vessel length of at least 80 feet.

Some wheels contain endless stairs within their dark, hollow interiors. Slaves or undead can be commandeered to forever walk up the stairs, thus turning the wheels. Without a main sail, the walkers can move a fully-loaded skimmer one mile per day (two miles if unladen).

Length and Width: A typical vessel is 50 feet long and 25 feet wide. For balance, a skimmer's width must always be exactly half its length. The maximum width for safe passage through the silt shoals is 40 feet. but a vessel this size requires an expert navigator to plot its course. Any skimmer wider than 30 feet will have a tough time keeping to a safe path through the silt.

Multiplying the width by the length of a vessel gives the approximate square footage of its hold, minus 10% for the slope of the prow. Thus, a 25-foot-wide by 50-foot-long skimmer has 1,250 square feet of space, minus 125 feet for the prow, for a total of 1,125 square feet.

All skimmers, regardless of size, can cover a maximum distance of six to eight miles a day (see above).

Ballista: These massive bolt throwers do $3d6$ points of damage, and cost 20 gp per weapon due to the size and quality of construction. A single bolt costs 2 sp. One person can fire a ballista, but it requires two crew members to load one. Rate off ire is one bolt every three rounds. A single ballista takes up 5% of a skimmer's hold. No more than six ballistae can be mounted on a single skimmer (two to a side, one fore, one aft).

Fore Sail: A typical skimmer has only a main sail for catching the wind and propelling it across the tilt. The presence of a fore sail adds another mile per day to the craft's speed.

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Aft Sail: The aft sail is used for steering. When added to a typical skimmer, it reduces the turning arc to one mile.

The Tar Mine

Recently, two enterprising dwarves have turned tar mining into a profitable business. Durex and Haltham Ghodan, brothers and free citizens from Raam, first encountered a tar pit on a trip to the House Shom trading village of Cromlin. They quickly realized the potential of tar business, and took building materials and 20 slaves (both crafters and laborers) to a large pit about two miles due south of Cromlin. Now they have a thriving enterprise. They use the tar to weatherproof a variety of useful and necessary items that they produce in the craft shops they set up next to the tar pit.

The Sky Singers and other local traders provide bladders or leather that the Ghodan brothers' crafters fashion into valuable wineskins, crew-size water containers, sand-proofed armor, sails for silt skimmers, and anything else that needs to be sealed against the elements.

Twice a month, a Ghodan caravan travels to Cromlin to sell their weatherproof wares to House Shom. These caravans are usually worth 11-20 (1d10+10) gold, and have become frequent targets of bandits, raiders, and even gith (who value the goods for their intrinsic value more than for what they could fetch at market). The caravan leaders try to vary their exact routes from time to time to throw off the raiders, but the trip is a short one and there is little room for deviation. For this reason, the route is considered extremely dangerous, and guards will be well paid for escorting the trains through safely. Currently, this pay is 5 sp per guard, and no more than six guards are ever hired for a single trip.





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The Land

The stony barrens and sandy wastes south of Giustenal aren't as clearly defined as map makers would like. At some time in the region's history there was a volcanic eruption that coated huge tracts of land in molten lava. The lava eventually cooled, and much of the area was trapped beneath the jagged crust. Over time, the raging winds uncovered some of these rocky wastes and buried others. Now, reddish ground that can tear the soles from the toughest boots mixes with large drifts of sand or rock flakes. Deep grottos can suddenly appear from beneath this speckled surface and massive pinacles of stone rise from the desert floor.

Travelers are likely to find bubbling tar pits, treacherous flake drifts, magma forests, and even the occasional blackwash as they travel the area. Use the following random tables to determine nearby terrain features. Check during an encounter or at least once per day of travel. The rest of the time is assumed to be spent in mixed terrain. Mixed terrain is made of stony barrens and sandy wastes, occasionally accentuated by an exposed vein of volcanic rock. It has no effect on movement, as any isolated geographic features can be easily avoided.

Random Terrain Table (Giustenal Environs)

3d6 Roll	Terrain
3	blackwash
4-5	grotto
6-7	jagged plain
8	magma forest
9-12	mixed
13	flake drift, large (1-12 yards long by 1-3 yards high)
14	flake drift, huge (2d100 yards long by 2d20 feet high)
15-16	tar pits
17-18	wind path

Blackwash

A blackwash occurs when silt blown in from the sea covers a tar pit with a layer of dust, making it look like a natural patch of ground. Many travelers have fallen through blackwashes, so named for the black tar that splashes up when a victim vanishes into one.

Because hot air from the boiling tar must escape, blackwashes will always have small vents breaking through the layer of silt. A successful survival (sandy wastes or stony barrens) proficiency check at -4 reveals these vents and allows a traveler to skirt the edge of the pit. The vents look like tiny ant mounds, though the air above them is hazy due to the escaping heat.

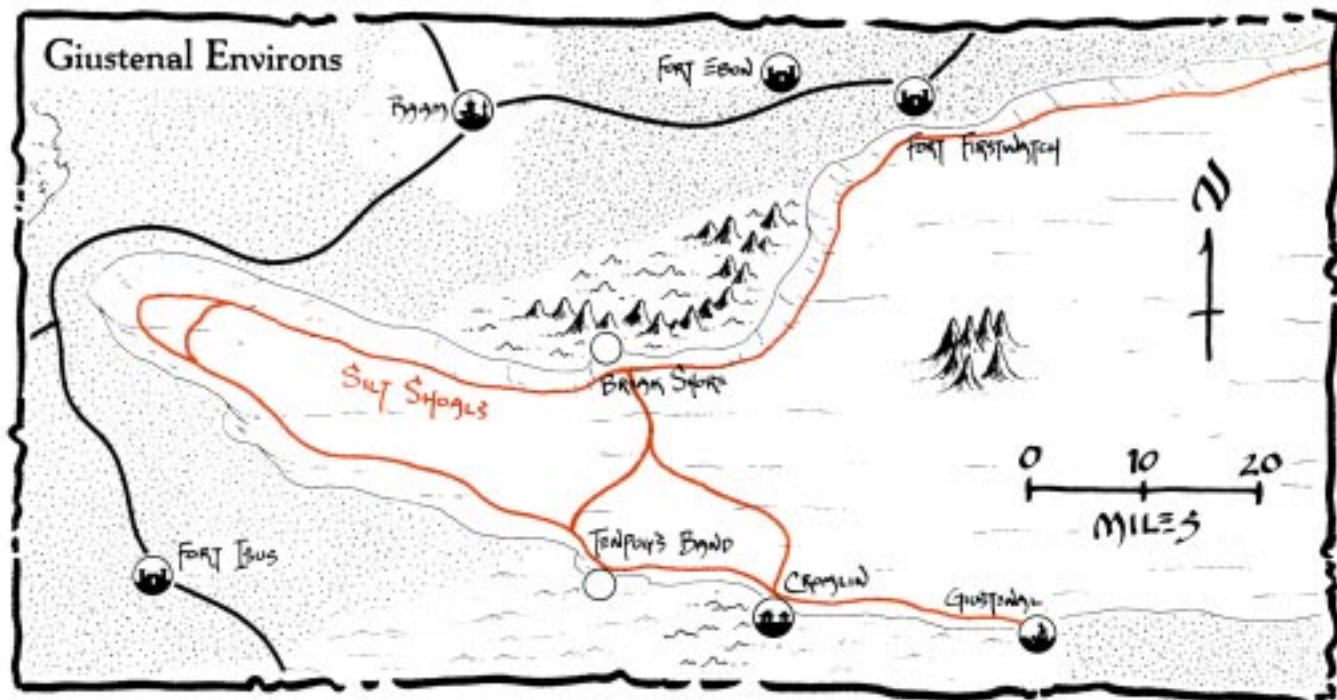
When a character or creature is in danger of falling into a blackwash, they must make a saving throw versus death magic. Success means that the wary traveler halts when he feels the shift beneath his foot. The area is usually not disturbed from this, however, and the character will have to actually inspect the ground to discover the hidden hazard. Anyone failing the save takes damage from falling into a tar pit, as described below.

Grotto

Many streams once wound their way through the Giustenal region, at least if the number of dark and twisting grottos are any indication. Literally thousands of miles of deep and shallow crevices crisscross the wastes. Creatures small and large make their homes in these places, and it is even rumored that a belgoi settlement is located in one of the largest

Any time a character wishes to enter or follow a grotto, roll 1d6 for every half mile of exploration. On a 1, some sort of lair is discovered. Roll on the Giustenal Environs Encounter Table below to find out what lives there. There is a 30% chance that the creatures will be in their lair at any given time.

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Jagged Plains

Nothing in the Giustenal region compares to being forced to cross the dreaded jagged plains. In these desolate areas, fierce winds have blown free mica or quartz particles across the crusty ground like sharpening stones. This causes deep ruts and jagged protrusions that decimate wheeled vehicles or the feet of most riding animals (except mekillots and other large beasts that grind the rock to dust). Careful steps may be taken over a jagged plain, but travel time is reduced to a crawl. Treat as a movement rate of heavy encumbrance. Those already heavily encumbered are reduced to their severe movement rate. Riding beasts must be walked (at the same movement penalties), though they may still pull wagons.

Even slowly picking one's way through the jagged plains is a dangerous and agonizing experience. For every turn spent moving through them, creatures take 1d4 points of

damage from nicks, cuts, and the inevitable tumble. Thick-soled boots will reduce the damage by half.

The jagged plains are always a dark red in color, here and there mixed with the thorny stalks of a tenacious plant somehow eking a living from a pocket of trapped soil. Sand pockets are also common, and the light colored stuff forms brilliant bands in stark contrast to the crimson ash around it.

Jagged plains are usually no more than a square mile in area.

If a random creature encounter is rolled, roll a 1d6. Only on a roll of 1-3 is the creature actually encountered, as few beasts like to travel this agonizing landscape.

Magma Forests

Occasionally a traveler will come across huge columns of smooth rock jutting up to 15 feet into the air, with bases



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twice as wide as a large man. Some say that these features are evidence of a volcanic eruption that buried this region in the past. Others say the Dragon breathed molten lava on a village that would not pay a tribute. All of the trees around it were covered in the stuff, while everything else vanished in the lethal inferno.

Whatever the case, the magma forests were formed when certain trees resistant to intense heat were literally covered by magma. Though most of the tree burned, the water-filled trunks lasted long enough to mold the molten stuff around them. This eventually cooled and hardened into thick, jagged columns, but time and the wind have worn them smooth.

The magma trees are crimson in color, with dark and light swirls mixed throughout. The wind or some creature has caused a few to shatter. The trees break into shards much like a ceramic vase. Occasionally a section will break without cracking the rest of the tree, forming a portal to the hollow space inside.

Characters can break into a magma tree by causing at least 24 points of damage and making a survival proficiency check at -2 (to avoid shattering the entire tree). This is often done by the elves of the Sky Singer tribe to avoid predators or sudden sandstorms.

Flake Drifts

Rough, volcanic rock is exposed in places where the wind frequently sweeps the sand or silt residue away. In some places, the wind eventually breaks off small flakes of the light rock, and these can gather into flake drifts.

Usually, flake drifts are only a few feet wide and as high as a human's waist. There are a few places, however, where the land has cracked and formed a natural trap long enough and high enough to gather huge amounts of the blowing debris. One such place is called the Shifting Slope, and can be found about five miles southwest of

Giustenal. Shifting Slope is over a mile long and more than 15 feet high, though there is at least one opening known as Ghodan's Gap (named for the dwarf brothers who often use it). This gap is just wide enough to let a wagon pass.

Flake drifts are impossible to climb without magical aid, and anyone who tries to scale a high slope will quickly sink into a rough pit made by their own weight. This inflicts damage equal to a character's Armor Class minus 1d2 points per round they remain caught in the drift (to a minimum of 1 hit point per round).

Tar Pits

The Giustenal region is home to a number of bubbling, smoking tar pits. A great forest once covered these shoals, though it was buried in volcanic lava in the distant past. The intense heat caused the woodland to burn beneath the crusting magma, which formed massive tar pits. Over time, earthquakes and the build-up of gases broke the crust, and tar shoots were able to erupt in some places.

Some say, however, that when the sorcerer-kings gathered in Giustenal to perform the bloody task of murdering Dregoth, the raw fury of their combined attack literally set the land ablaze. The tar pits then erupted like black boils on diseased skin. The Veiled Alliance believes there is some truth to this otherwise fanciful legend. Their theory is that the defiling nature of the sorcerer's spells turned the living land to ash. Then, with little power left for their vile magic, the land burst with the foul blackness of the smoking tar. This legend may have some validity, for tar pits found in other places aren't nearly as hot and don't give off the same greasy smoke.

Whatever the truth is, all who have visited the area know that the tar pits are the Giustenal region's most terrible and treacherous menace. But the people of Athas are resourceful if nothing else, and the deadly tar has

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found its uses in everyday life. The stuff is hot enough to boil the flesh from a human in seconds but can easily be scooped up in containers made of glass or obsidian. Tar is good for waterproofing wineskins, creating torches, or even constructing lethal grenades.

Gathering the material is dangerous for two reasons. First, the crust around a tar pit tends to be brittle, and many curious individuals have fallen through into the hot goo. Whenever a medium-sized creature (including most PCs) approaches within 10 feet of a tar pit, there is a 15% chance that the ground he is standing on will collapse. Exceptionally heavy characters can modify this, adding an additional 2% for every point their Strength or Constitution scores exceed 14. Large creatures have a base 20% chance, and Huge 25%.

If the crust collapses, a character can make a saving throw versus paralyzation to avoid falling into the tar. Success means that the character has jumped back to steady ground and takes no damage. Failure indicates that the victim has fallen in. In this case, the victim takes 3d8 points of damage and another 1d8 points every round thereafter until he pulls free. To free himself from the tar, a character must make a successful open doors check.

The second danger of the tar pits comes from the malicious creatures that can live beneath the gooey surface. Hideous things lurk just below the bubbling blackness and they often try to pull unsuspecting victims to a quick and painful doom. The Sky Singers have dubbed these horrible beasts pit snatchers. (See the MONSTROUS COMPENDIUM appendix for statistics and details.)

Tar Grenades. A type of grenade can be made by forcing no more than a quart of tar into a ceramic or glass container. This requires a check against the pottery proficiency at -4. Success yields a single grenade. A grenade must be used before the tar cools to be effective. Tar normally cools in two hours. Preparation time of about 10 minutes for each grenade includes capping the container to seal in the

intense heat. Anyone hit with one of these devices takes 2d8 points of damage in the first round, and 1d6 points of burning damage for the next five rounds.

Tar is not flammable, it is simply molten organic material. The pits found near Giustenal are much hotter than those found elsewhere.

Terrors of the Region

The wastes here aren't friendly to many forms of life, so encounters will usually be with roaming creatures. The Dungeon Master should roll 1d10 once for every morning, day, and night spent in the Giustenal region. On a 1, an encounter occurs. Roll on the table below or choose a creature that best fits the location and circumstances of the adventure.

Giustenal Environs Encounter Table

Roll 1d12+1d8	Creature
1	Dwarf banshee
2	Gaj
3	Tembo
4	Jozhal
5	Silk wyrm
6	Anakore
7	Thri-kreen
8	Wild kank
9-10	Raiders
11-12	Sky Singer elves
13	Gith
14	B'roh
15	Agony beetle
16	Burnflower
17	Cha'thrang
18	Pit snatcher
19	Flailer
20	Braxat



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Approaching the Ruins

From a distant, southerly view, Giustenal looks like the other great cities of the sorcerer-kings. A long, high wall of stone surrounds it, and the massive front gates are stylized yet formidable. A careful eye might notice the ruined spires jutting from behind the stone walls like lonely sentinels, or the lack of colorful, boisterous traffic going through the oppressive gates. Also, the smoke and heat of the smoldering tar pits forms a hazy screen before Giustenal's facade, and shrouds the city in mystery as much as the legends that have grown up around it.

Southern Approach

As the adventurous or the foolish move closer from the south, they begin to see the weird architecture of Giustenal's exterior. Two giant stone dragons guard the solitary entrance on the southern wall. The statue on the right has been shattered. The elves of the Sky Singers tribe have carved the likeness of these dragons into some of their wares, though the superstitious of Athas mostly avoid such items.

The gate frame consists of polished, gray marble, while the gates themselves were built with reinforced wood. Much of the interior has been destroyed to a greater or lesser extent, but the gates are as solid as they were at Giustenal's height of power.

The walls are much higher than they originally were, though it takes an experienced stonemason to see this. Anyone experienced with stonemasonry can easily tell where later sections were added on. The original walls were not built to counter warfare, and those who added to them later simply built on top of the existing base. The walls lack crenellation, apparently designed more by artisans than military architects. The only protected firing positions are the tall towers placed at each corner. Power-

ful ballistae once occupied these positions, and a few still rot within these locations.

The biggest obstacle to the southern approach is the great tar pits that smolder in front of Giustenal's southern gate. The haze and smoke produced by these bubbling pits obscures a clear view of the wall, the gate, and the ruins beyond, and even hides the danger of the tar pits from those traveling from this direction.

East and West Approach

From the east and west, the city seems to tilt into the Sea of Silt. The sea grows by yards every year, spilling more and more of its powdery grains across the deserted streets and ruined structures. Huge portions of Giustenal are buried beneath the Silt Sea, and more disappears every year. Parts that have been consumed by the hungry sea stretch into the drifting silt, and it is possible to walk atop the walls for some distance—if one has the courage and knows the way.

Don't think that the silt dunes gathered on either side of the city could be used to gain the walls, however. Anyone who makes a survival proficiency check (any environment except woodland or jungle) will realize that this is a dangerous assumption. The winds often push the silt into semi-permanent waves frozen in place against Giustenal's walls, but these are far from solid. The dust is just too loose to afford proper purchase. A traveler could walk a fair distance up a silt wave only to suddenly find himself plunging into the powdery dust.

Sinking into the silt can be deadly. The silt shored up against the wall nearest the sea is as deep as 20 feet in places, and a traveler trying to climb it will plunge 1d10 feet into the dust. If the traveler sinks completely, he takes 1d4 points of choking damage immediately and begins drowning (see pages 120-121 of the *Player's Handbook*). The traveler can walk out of the dust if he keeps his wits

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about him and doesn't panic (save versus fear or panic). A character who panics either stands in place, sinks deeper, or walks in the wrong direction.

A gate, similar to the one on the southern wall, is set into the eastern wall. It, too, is closed fast against the outside world. There is no gate in the uncovered portion of the western wall. The wall was damaged at some point in the past, and a great crack is visible in the southwest corner. If travelers can find a safe path through the tar pits, this is one way into the ruined city.

Northern Approach

A northern approach to the ruins is less likely to work than trying to reach it from the other directions, but it isn't impossible. From the north, the city is barely visible over the silt dunes that wash into it. Only the tall spires and a few crumbling rooftops mark its presence at all. Other than flight or a silt skimmer ridden along the shoals from Cromlin, the buried city walls offer the only northern path into Giustenal.

These walls are often more treacherous than not, but they can be navigated if you are careful or you know the way. One reliable map can be obtained from a dwarf pirate named Passk who currently resides in Cromlin (see Chapter Two and the Adventure Book for more information). The path over the buried walls and rooftops is called the Silt Road, and even the elves of the Silt Stalkers tribe say that only the mad or the desperate will attempt to walk its danger-strewn length.

The Silt Road

Many believe that fabulous treasures lie only inches beneath the silt carpet that covers most of Giustenal's ruins, yet few have the courage or the strength to venture there. Besides the beckoning, maddening demands of

the legendary Caller in Darkness, there are many naturally deadly hazards that must be overcome before entering the corpse of the ancient city. Some of these were discussed in the last chapter, such as the tar pits and the jagged plains. The dangers of the Silt Road are described below.

Traveling the Silt Road

The walls and rooftops of Giustenal extend for nearly a mile into the encroaching Silt Sea. The wall itself is covered by as little as a foot of silt to as much as five feet of the stuff. Few can discern the actual paths, for even though the walls travel in straight lines, there are many holes and broken patches that plunge deep into the sea of choking dust. Some of the elves of the Sky Singers tribe claim to know the safe routes across the Silt Road, as do a few disreputables from Cromlin, but trusting these fast-talkers with your life is a risky venture.

The easiest and most direct method of walking atop the walls is to simply line up with the sections that are above the silt and start walking. Walking into the sea until the wall gives out is an easy enough task. Keeping your wits about you when the wind starts blowing and the silt chokes the sky is another matter. Local rumors claim that by following the eastern wall into the sea a traveler will eventually come to the island of a kind-hearted silt priest who looks over the area.

Unfortunately, the walls are ruined in many places and avoiding the holes, gaps, and broken sections requires careful negotiation. Whenever an explorer walks atop the silt-covered walls, the DM must roll 1d4-1 to determine the number of hazards hidden within the next 120 feet. After determining this number, the DM should roll that many survival (Silt Sea) or Intelligence-4 proficiency checks in secret. Each success indicates that the traveler avoided the hazard. A failure, unfortunately,



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doesn't. The traveler now gets to make a Dexterity check to keep from falling into the hazard. A success means he stopped in time and will now have to climb over (or go around, if possible) the hazard. A failed Dexterity check means the traveler has fallen into the hazard.

To climb over or around a hazard, a character needs to make a successful climbing roll. Thieves use their climb walls proficiency, characters with mountaineering have a base 50% chance of success, and everyone else has a base 40% chance. A success means that the character carefully reaches out and finds a solid place to climb onto. On a failure, the character topples off the wall and instantly begins drowning in the silt. Since it is impossible to swim in silt, the character will probably die if he isn't belayed to a partner or can't be rescued by magic or psionics.

There are also bends in the wall every so often. See the poster map of the Giustenal area for the general shape of the city wall.

Even when the trailblazing goes well, there are many other dangers to try the most experienced adventurers. Silt spawn of all varieties breed in the ruins here. The submerged buildings provide the young creatures with perfect lairs. Every 120 feet of travel, roll 1d10. On a roll of 6-9, 2d6 silt spawn notice someone walking along the wall. On a roll of 10, a full-size silt horror is in the area.

Also, razor-wings wait nearby and will almost certainly detect living creatures moving along the Silt Road. The next chapter talks more about these creatures and the dangers they pose to visitors of the ruins.

Finally, there is one other creature that poses a threat to those who would enter Giustenal—the Caller in Darkness. The silt pirates of Cromlin have seen their stealthy comrades defeat frenzied silt horrors only to turn to mind-wrecked victims of the Caller on more than one occasion.

The Caller in Darkness

To most of the Tyr region, it has no name. It is simply a danger, like tar pits and slavers, and the best way to deal with a danger is to avoid it. The stories are terrifying, however. And they all center around the relatively deserted ruins of Giustenal. No matter which tale you hear, the central theme remains unchanged—something lurks in Giustenal. Psionics claim that it is a being or object of incredible power seeking to make contact with vulnerable minds. It calls to those with even the smallest amount of talent in the Way, speaks to them in an unknown language, and drives them to insanity—and murder.

Everyone who has traveled through the Giustenal region has a tale to tell, a story of a trusted companion who goes mad in the middle of the night and kills a kank, or a crodlu, or even another companion. The stories all end one of two ways. Either the teller or another is forced to kill the mad companion, or the mad one runs into the night, toward the age-worn walls of Giustenal, with blood still fresh on his hands.

To most, it has no name. To the elves of the Sky Singers tribe and others living in the shadow of Giustenal's ruins, it is the Caller in Darkness.

No one on Athas knows the true identity or nature of the Caller in Darkness, not even the Dragon or the sorcerer-kings. It exists, so avoid it; that's the common opinion. The truth, however, is much more complicated. The Caller in Darkness is a very unique form of undead. It was created by the mass carnage inflicted on Giustenal by the sorcerer-kings at the time of Dregoth's death. Before one can understand the nature of the thing, however, it is important to know how the sorcerer-kings channel magical power to their templar minions.

The swirling vortices that funnel energy from the elemental planes to the sorcerer-kings are very similar to physical sandstorms on Athas. As a whirlwind draws in

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the debris around it, so too does an ethereal vortex gather the less tangible energies that happen to pass by on their way to the various planes of existence.

When the sorcerer-kings battled in Giustenal, their collective vortices gathered in the ethereal space nearby. Never had the ethereal plane seen such a storm, and it was the souls of the city's slain that were caught up in the swirling funnels. Over the centuries, the powerful psionic energies of the spirits trapped within merged to form a kind of group consciousness-what some know as the Caller in Darkness.

Only in the last few centuries have the supernatural winds begun to abate and slowly release souls to the Gray. Unfortunately, the group consciousness believes that it is dying rather than being freed, so the entity actively works to slay those nearby and draw in their souls. It searches constantly with psionic signals, waiting for

someone to hear its psionic call. When it touches a mind that can respond, it overwhelms it and draws it toward the ruins. For only those who die within the walls of the city will be sucked into the Caller's maw. When the Caller is successful, the dead it draws replace those that the storm has lost, maintaining its raging fury a while longer.

Fear

The original citizens and slaves of Giustenal died in stark terror as the sorcerer-kings battled around them. Their fear gave the supernatural storm that trapped them its power, and that is what the Caller seeks to replicate with each new death. A psionicist who dies with his heart full of fear adds more energy to the maelstrom than others. Since fear is the emotion most understood and easily inspired by the Caller, it has adopted the tactic of





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terrifying a victim before forcing the victim to take his own life.

Whenever characters approach the ruins, they begin to see, hear, and smell things that fill them with dreadful terror. The Caller never simply creates illusions of giant monsters. It prefers a slower, more nerve-wracking and suspenseful orchestration of fear. Only when the mind is on the verge of snapping forever or the victim threatens to flee from the city does the spirit-storm begin a savage mental attack that few can withstand. When the victim finally dies, his terrified soul is sucked into the vortex and trapped with the murdered souls of Giustenal's past.

The Caller only seeks out full psionics or those with wild talents. Further, it only seeks those minds that remind it of those who lived in Giustenal during the time of Dregoth's death—humans, elves, half-elves, dwarves, and halflings. It ignores thri-kreen, muls, half-giants, gith, and even the dray who live beneath the ruins (see Chapter Six), and it has no use for unintelligent beasts. This is why many types of predators and creatures dwell within the ruins, for the Caller has no interest in them. In fact, the dangers presented by these beasts helps to heighten the fear and trepidation of the Caller's desired victims.

Running the Caller in Darkness

The Dungeon Master must take care not to make the Caller simply another monster for player characters to confront with swords and spells. The Caller is a strange phenomenon that will probably never be created again and is as unique as the sorcerer-kings themselves.

The MONSTROUS COMPENDIUM appendix included with this set describes the Caller's game statistics. Please refer to the Caller's entry before running an encounter with this unique being.

The Caller constantly uses psionic probes to search a

five-mile area around the ruined city. When it finds a psionic mind, it attacks. The Caller's initial attack is basically a more powerful form of contact. To determine if contact is established, the victim must make a saving throw versus spells. The Caller can attempt to make contact with a psionic character once per day. If contact is established, the Caller begins to summon its victim to the ruins. If contact isn't established, nothing else occurs that day, though the intended victim will feel some unseen threat in the wilderness. Inside the ruins, the caller can attempt to establish contact with the same victim twice per day.

Once contact is established, a victim will begin to suffer delusions. If the character is outside of Giustenal, she will see a lost loved one beckoning to her from atop the city walls, and she will call to him—often in the language of the ancient city. Those who are unaffected by the Caller will hear only her strange words and will see nothing. Others who are influenced by the Caller will hear the name of someone dear to them, as opposed to what the contacted character is actually saying. They believe that the character is seeing exactly the same person that they are. Any words spoken by unaffected characters are heard as threats and taunts by the victims.

At this point, each victim should make another saving throw versus spells. Failure indicates that they can no longer hold back must search for a way into the ruins. Success means that they want to enter Giustenal but are still wary of the dangers. Success doesn't mean that the character is alerted. She simply fights back the urge for a while longer. This roll should be repeated once every hour, as the affected see loved ones appear and summon them inside once again.

Sometimes a victim doesn't see visions of loved. Instead, the character might see gleaming treasure just beyond the city walls or something else he desires. The victim's mind is an open book to the spirit storm. The

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Caller uses whatever the victim desires most to entice him into its lair.

Eventually, the Caller will win and victims will head toward the ruins. The only way to stop this is for disaffected companions to tie them down or hold them in some way, and this will usually cause resentment as the companion's comments are twisted into harsh threats.

The following is an example of how the dark powers of the Caller might affect a group of silt pirates.

As the giant silt skimmer rolls to a halt outside Giustenal, one of the two figures within begins to hear strange cries from the ruins. Mav realizes that his friend (a wild talent) has been touched by the Caller, and he tries to restrain him.

Mav grabs Cranch and hurls him to the floor of the skimmer. "Come on, Cranch! Fight it! The Caller's got a hold of you!" he shouts. Unfortunately, the Caller uses its ability to control sound to garble the words, and Cranch hears only, "Now I'll have that treasure for myself!"

Cranch pulls his sword, running its sharp point through his companion's bronzed chest. "I'm coming!" Cranch calls to the ruins. "Wait for me!" Now Cranch will seek a way in to Giustenal, and the waves of terror will begin. When his fear reaches a high level, the Caller will have him kill himself or the Caller will slay the victim with one of its other psionic powers.

Another soul has joined the dark storm . . .

Prey of the Caller in Darkness

The Caller in Darkness can only sense the presence of those with psionic powers, either psionics or wild talents. Those who do not have psionic abilities or are not of the races listed above do not exist to the Caller. It simply can't sense their presence.

As far as those it can sense are concerned, the Caller

does not immediately notice them when they come within range. Every time a possible victim uses his or her psionic powers within five miles of Giustenal, there is a base 25% chance that the Caller will notice. This base is increased by the number of PSPs the character expends to initiate and maintain a power (the check is made after the power expires). Inside the walls, the chance increases to a base of 50%. So, for a character who uses 12 PSPs to power a psionic ability outside the walls, there is a 37% chance that the Caller will notice ($25+12=37$).

Once the Caller notices a potential victim, it begins trying to establish contact. It will continue to follow the victim and try to contact him as long as he stays within range. The Caller can concentrate its attacks on multiple victims at a time, so every character with psionic abilities in an adventuring party is in danger while in the Giustenal environs.

A contacted character who dies within the walls of Giustenal (just on the surface, not the ruins below ground) is sucked into the spirit storm and can't be resurrected out of it for $100+2d20$ years. This is the approximate time the spirit is lost in the ethereal maelstrom. At the end of this period, the soul is released. Afterward, a priest can attempt to raise the victim, provided the body is still available.

A *wish* or other powerful spell capable of selecting spirits from the ethereal plane can also draw a soul from the Caller's grasp.

The Blasted Spire

Just over a half mile from the shore of the Silt Sea, north of the exposed ruins of Giustenal, a weathered tower juts in stark isolation from the shifting dust. Its architecture is beautiful though simplistic. Few know much about the tower as gigantic silt horrors constantly swim beneath it. One band of pirates claims to have entered the tower



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once, but only a few of their number escaped with their lives (see the Adventure Book).

The tower, known as the Blasted Spire by those who live within sight of it, houses a strange undead creature. The monster was created when a cleric of rain died in the Silt Sea near Giustenal. (See the MONSTROUS COMPENDIUM appendix included in this set for details on these creatures.)

When a group approaches the spire, the first thing they notice is a terribly weathered obsidian facade. The abrasive winds have not been kind to this landmark. Large holes made by magic or giant stones have also ruined the tower and left it open to the invading silt in many places. It is a bleak and lonely sight rising out of the silt.

Four balconies line the uppermost portion of the tower, and those who have served in the military will instantly recognize that these are well placed for firing or observation. Anyone with stonemasonry should make a proficiency check. If successful, it is obvious that the balconies pointing toward the city were opened well after the others. The people that lived here before had little need to fire on their own populace—Dregoth's templars felt otherwise.

When not swimming beneath the tides or setting traps within the ruins, a krag dwells in this place. Because the spirit storm creates constant tension on the creature's soul, it must lie dormant and rest for at least eight hours out of every 24. This is done in area 3, described below.

Many of the unintelligent creatures slain by the brag have returned to undeath as kraglings. There are always 1-6 undead spawn swimming around the base of the tower. When visitors reach the area around the Blasted Spire, 1d6 kraglings attack.

Lesser Kragling (1-6): Int low (6); AL CE; AC 8; MV 12; HD 3; hp 20 x 3, 16 x 3; THAC0 17; #AT 3; Dmg 1d4/1d4/1d10; SA elemental transfusion, psionics; SD psionics; ML 11; XP 175 each.

Spire Locations

1. Entry Floor. This location can be reached by following the Rubble Reef to the Blasted Spire. The reef can be navigated just like the Silt Road, though all rolls are slightly more difficult because the reef consists of silt-covered buildings instead of a straight wall.

A single door (actually a window) leads into a round chamber. The chamber is covered in almost a foot of silt. Since this floor is at sea level, the large hole in the center of the room (A) is a dangerous trap. Anyone who explores the chamber has a chance of sliding into the trap if entering the central area.

A character who enters the central area must make a Dexterity check at -2. Success means that the character manages to catch herself on the rim of the hole. She can pull herself up with a successful Strength check in the next round. Failing the initial Dexterity check sends the victim hurling into the dangerous depths below. Aside from the dangers of drowning, the unfortunate character falls into the lair of the krag. See area 3 below.

The debris scattered about the room is mostly old tables, chairs, and cots placed here for the tower's garrison. For every full turn spent searching, a character can uncover a piece of pottery or tableware worth 1-4 cp each. If marketed as an artifact of Giustenal, and the seller can prove the item's origin, the piece's value is doubled.

Stairs lead down into the silt, up to a number of empty floors (not detailed), and finally to the top floor.

2. Top Floor. The top floor of the tower houses ballistae. Since this tower was once in the center of Giustenal, its weapons must have been used for keeping the citizens in line. What the tower was originally used for is uncertain, but Dregoth's templars used it to watch over the crowds of the city. They were not averse to firing the ballistae at the crowds every so often to prove their dedica-

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tion to Dregoth. This room is also covered in silt though only about six inches worth. Frequent winds blowing through the windows and cracks carry in new silt while sweeping old dust back into the sea.

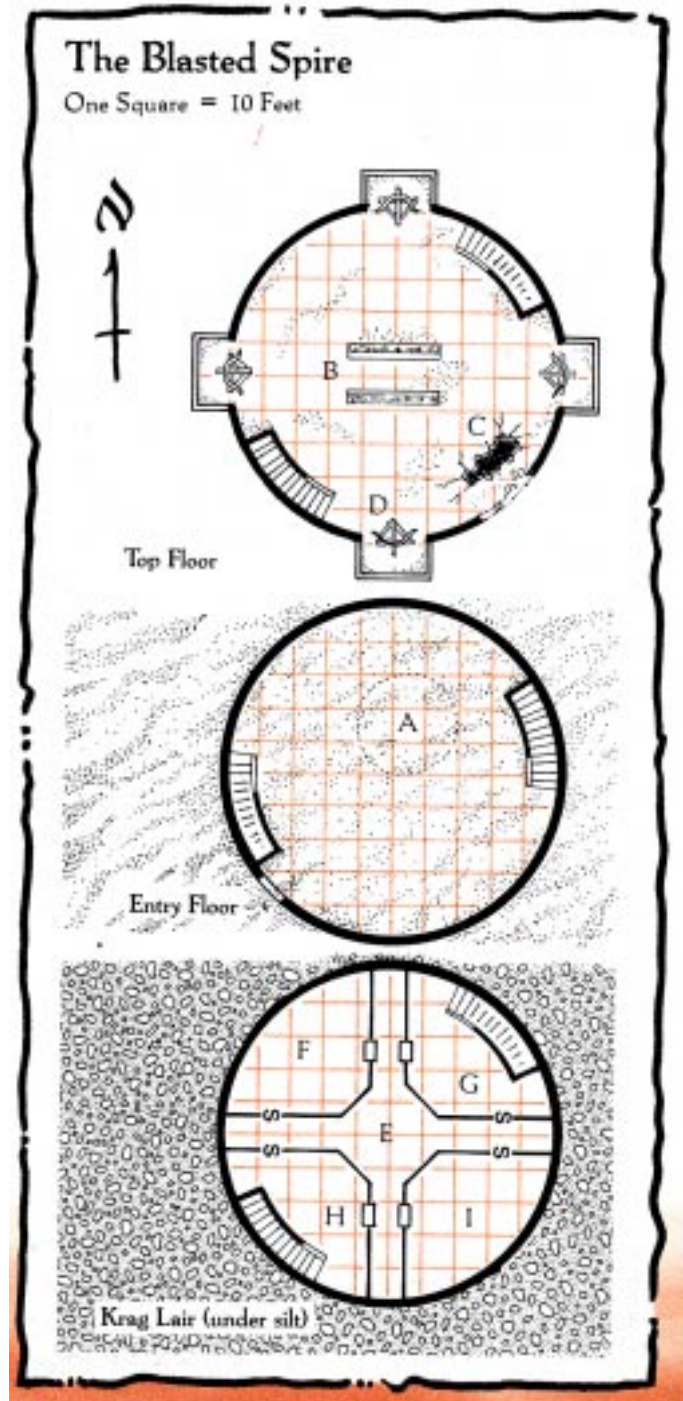
Four balconies pointing in the cardinal directions contain one ballista each. Three of the powerful ballistae have been ruined by the years and elements, though the fourth (D) has survived mostly intact. If the metal parts in these war engines are scavenged, each set sells for 3d6 gp. The fourth one can be sold to a skimmer captain for one half the cost of a new one (see Silt Skimmer Construction, page 21). Other items of interest are described below.

A weapon rack (B) sits in the center of this chamber. At one time this rack was full of hardwood spears, crossbows, and bolts for the tower garrison. The spears are rotted and broken. The crossbows are also ruined, but small parts of each are made from steel. If these parts are gathered and melted together, their combined value is worth one gold piece. The crossbow bolts here are equipped with metal heads. These heads will fetch a decent price at the marketplace, but are probably more useful to the characters as weapons. Metal heads can be sold for 5 sp each, but characters with the bowyer/fletcher proficiency can make checks to attach these to existing arrows. There are a total of 20 metal heads.

A hole in the floor leads down to the lower level (C). Anyone who makes an Intelligence check realizes that this hole was probably made by the same projectile that broke through the wall.

Stairs here lead down to the entry level and up to the roof

3. Krag Lair. This particular krag was created when a powerful elf rain cleric named Yusus came to investigate Giustenal several hundred years ago. He considered the Silt Sea one of the world's most terrible scourges, and hoped to





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find some defense against its inevitable growth in the city.

One day, while Yusus was exploring the northern-most portions of the city, black tentacles shot from the dust and dragged him into the deadly powder. Within seconds scores of spawning horrors swarmed over him. The spawn carried their feast into the sea and left his remains near the Blasted Spire. The rain cleric died in the stuff he had devoted his entire life to fighting.

Several days later, the horribly mutilated body of the elf crawled forth from the silt and dragged itself up into the tower. With a mad cackle that rasped of dust and sand, the krag proclaimed the Blasted Spire its home. For the last several hundred years, the krag has spent its time swimming beneath the silt tides, investigating the submerged portions of Giustenal, and feeding off the spawning silt horrors.

It rarely attacks intruders directly. The krag prefers to use its natural control of silt to swamp craft or wash over waders. It doesn't often venture into the uncovered city. If it spots activity there, it might go to investigate, but then would only create traps or otherwise attack the party from the shadows.

There is a 40% chance that the krag is home whenever an explorer enters the lower level of the tower. Remember that these chambers are completely submerged in silt, so adventurers will need some means of breathing, seeing, and moving in the dust if they wish to explore the area. Anyone without magical aid suffers -6 to attack, damage, and saving throw rolls. Spellcasting is also impossible if it requires a verbal component, for the silt instantly floods open mouths.

Characters falling through the hole above (A) land in the location marked E. Room F is full of the bones of pirates and other adventurers who entered the Blasted Spire. The krag usually drags the bodies of its victims into this room in case they should develop into kraglings. There are currently four kraglings lying dormant among

the bones. These animate and attack if they sense a living being within 10 feet.

Room G is full of scraps of wood and tattered cloth, the remnants of furniture and curtains. The krag's treasure is in here as well. It has no need for money or goods, of course, but some of its mortal instincts have managed to survive. The most valuable items found among the junk is a set of *bracers of defense AC 5*, a *ring of free action*, and a *book of exalted deeds*. A sack containing three gems worth 2d6 gp each, 330 gp, and 42 sp also lies amid the jumble.

The room labeled H is empty, but room I contains the body of a female elf. This is Slinnasia, the lost love of Jessix the Wanderer. The krag dragged her here after her death in hopes that she would animate, but nothing happened. He had hoped to create a partner, but he failed.

Stairs lead down to the Sunken City and up to the entry level.

This krag spends much of its time swimming through the submerged ruins and has found several items among the rubble. Its sword is magical, though the krag does not realize that it is also a *dragon slayer*. It does triple damage against draconic creatures, including dray, drakes, and even sorcerer-kings.

Krag (Undead Elf Rain Cleric): Int Exceptional (15); AL CE; AC 4; MV 12; HD 11; hp 52; THAC0 12; #AT 1; Dmg 1d8+6 (*long sword* +2 and Strength bonus); SA silt storm, psionics; SD psionics; SZ M (7 feet tall); ML 15; XP 5,000.

Abdaleem, Silt Priest

A para-elemental priest of silt named Abdaleem dwells on an island north of Giustenal's uncovered ruins. He claims that it is his task in life to serve the dusty sea that surrounds him. He never interferes with explorers of

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Giustenal, though he will challenge priests of rain or water if they make their allegiance known. Abdaleem knows that this area of the Silt Sea could be destroyed by a powerful rain or water cleric, for the rocky basin beneath would hold water well.

Abdaleem spends much of his time traveling *beneath* the silt. A significant portion of the rest of his time is spent creating the scroll-rocks that allow him to stay beneath the silt for days on end, or avoiding the stalking presence of his prime nemesis, the krag from the Blasted Spire.

Whenever someone ventures to his island, which can be reached by following the eastern side of the Silt Road, there is a 75% chance that Abdaleem will be present. If not, he is below the surface exploring the depths of the Silt Sea and won't return for 1d8 hours. If adventurers are friendly toward Abdaleem, there are several things

they can gain. Abdaleem knows of a local weed called *draxia* that is hated by silt horrors. It acts as a repellent if rubbed on the skin and lasts for two hours. It would be impossible to gather enough to repel a full-grown silt horror, but the spawn that are so common to Giustenal won't come within 10 feet of the stuff. Of course, this has no effect on the silt spawn kraglings that swim around the base of the Blasted Spire.

Also, Abdaleem might be willing to part with some of his scroll tablets (like paper scrolls but using clay slabs instead). A scroll tablet contains one modified spell of *free-action* that allows the user to swim, breathe, and see in silt for three hours at a time. He will give these up on only one condition, however. The krag that lives in the Blasted Spire torments him constantly. Every foray into the submerged ruins is a cat-and-mouse chase through the eerily silent dust, and Abdaleem is afraid that one





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day his ability to turn the undead creature will fail. If someone brings him the head of the krag, he will give them as many of his scroll-rocks as they desire (he can make one every two days and maintains a constant supply of 10).

Abdaleem has no psionic abilities, so the Caller in Darkness has never bothered him. He knows a little about it, but nothing that will help characters defeat it.

Abdaleem was raised in Tyr and left shortly after being persecuted by Kalak's templars. He wandered the wastes for years before finally being taken in by a silt-cleric operating in the Giustenal area. His mentor disappeared some time ago, but Abdaleem was charged with helping the sea push its way forward. One day he hopes it will swallow Tyr and the entire Tablelands whole.

Though Abdaleem is bitter toward sorcerer-kings and most people in general, his personality is aloof and

unconcerned. He may seem to take no interest in someone's pleas while he is actually figuring out how best to help them, and what he can get out of the deal for his patron element.

Abdaleem

Male Human Silt Priest, Chaotic Neutral

Armor Class 7 (studded leather)	Str 15
Movement 12	Dex 14
Level 12	Con 16
Hit Points 68	Int 15
THAC0 14	Wis 18
No. of Attacks 1	Cha 14

Damage/Attack: 1d6+1 (*Rod of Flailing*)

Spells: 6 1st, 5 2nd, 5 3rd, 3 4th, 2 5th, 2 6th



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Today, Giustenal is a haunted place. The screams of the dying still echo from two millennia past, when the sorcerer-kings murdered Dregoth and then turned their destructive powers on the crowds. Those who weren't killed in the slaughter fled, leaving countless treasures behind. The treasures remain, buried beneath silt and rubble, protected by legends, superstitions, the predators who lair in the ruins, and the land itself.

Gaining access to Giustenal is harder than one might first think. The smoldering tar pits around the southern gate form an almost tangible cavern of smoke and heat. Magic may overcome this choking barrier, but it is said that some have found safe routes without it. Of course, the tar pits shrink and expand occasionally so path finders should be well warned that a map purchased from the Twilightcatchers elf clan yesterday may be utterly useless today.

The rest of Giustenal is either buried beneath the Silt Sea or surrounded by 40-foot-high walls. Expert climbers can scale these walls, but not without risk. There is more than one tale of a rogue finding his handholds crumbling away, dropping him and a ton of cascading stone to the ground below.

The Silt Sea side is perhaps the easiest entrance point, though only if one knows where to follow the city walls or has some means of negotiating the strangling tides. Also, the shoals are a known haven for silt horrors, so this approach is shunned by all but the most experienced and desperate explorers.

Some might also attempt to approach the city from the air. Wizards and priests occasionally have spells that will let them fly or otherwise travel through the air, but even this method is not without its hazards. A flock of razorwings lives near the ruins, and the creatures challenge anyone who invades their aerial domain. Of course, other spells of immediate movement can be used, but they

hold their own dangers.

No matter how travelers attempt to gain entry to the ruins above, they must remember whose tomb they are violating. Lest they forget, the Caller in Darkness will surely remind them.

Getting into the City

The following methods are the most common approaches travelers will take to enter the ruined city of Giustenal. These include traveling through the tar pits, climbing over the walls, flying or teleporting in, and the various hazards associated with each. All are discussed below. Player characters may come up with some other method, which should be given a fair chance to succeed if it is intelligent, clever, and logical.

The Tar Pits

The tar pits of Giustenal make a fitting welcome mat for those who would enter the ruins. There are only a few safe routes through this natural barrier. The best way to negotiate them is by purchasing a map from someone who has successfully made the journey. Still, those who wish to forge their own trails may do so using the survival proficiency (or Intelligence).

Whenever a character or group of characters attempts to find a safe path through the tar pits, find the Intelligence score of the lead character. Check this against the table below to determine the number of proficiency checks the character needs to make before finding a path out of the tar pits. Characters with the survival proficiency make less checks than those without the skill, but both make checks against their Intelligence.



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Tar Pit Survival Checks Table

Intelligence Score	Number of Checks*	Number of Checks**
3-5	6	12
6-8	5	10
9-14	4	8
15-16	3	6
17-18	2	5
19+	1	3

* For characters with the survival proficiency.

** For characters without the survival proficiency.

After all the checks required by the table above are made, the character emerges on the other side of the pits, in front of Giustenal's walls. Every successful check indicates that the character (and any others he is leading) has progressed a certain distance through the tar pits without any serious mishap. A failure indicates that the characters have stumbled too close to the heat and noxious fumes. All characters following the lead character (and the lead character as well) take 1d8 points of damage.

In addition, whenever a character fails a proficiency check, he then needs to make a direction sense check (Wisdom +1 for those with the skill, Wisdom -2 for those without it). A successful check means the character keeps to the course. A failure means the character loses his way, and the number of remaining survival checks is increased by one. If a character fails three direction sense checks in a row, he emerges from the south side of the tar pits, not far from where he began. He must start his trip through the pits again.

Also, in the maddening heat and smoky confusion, there is always a chance that an individual may meet with disaster. Should a character ever roll a natural 20 on a survival proficiency check as he or she forges a way

through the pit area, roll again on the table below and apply the results immediately.

Tar Pit Disaster Table

Roll 1d6	Result
1	Misstep
2	Blinded
3	Heat Exhaustion
4	Severe Heat Exhaustion
5	Pit Snatcher
6	Victim

Misstep. The rolling character blindly steps into a pit. The victim should make a saving throw versus paralyzation to avoid falling into the tar. A success means that the character has jumped back and suffers nothing more than a hot foot (1d4 additional damage). Failure indicates that he has fallen into the tar. In this case, the character takes 3d8 points of damage immediately and another 1d8 every round thereafter until he can make a successful open doors check to pull himself free (or is helped out by others).

Blinded. The biting smoke clouds the eyes and overcomes the victim's natural resistance. The individual must make a saving throw versus breath weapon or be blinded for 1d10 minutes. Success means that the victim is blind for 1d4 minutes. Unless another character takes the lead or the blinded character decides to wait out the blindness, the number of remaining survival checks increases by 1d4 for those who made the save and 1d6 for those who failed.

Heat Exhaustion. The overwhelming heat of the tar pits causes the victim mild heat exhaustion. He stops sweating, his skin becomes cold and clammy, and his thoughts become less clear. Any Wisdom or Intelligence proficiency rolls made after this point receive a -2 penalty. The penalty goes away after the character exits

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the pit area and rests for at least eight hours.

Severe Heat Exhaustion. As above, plus the character loses an additional 1d6 hit points every survival check until exiting the tar pit area. This damage results mostly from dehydration, so drinking a day's requirement of water afterward restores 2d4 points of damage caused by this disaster.

Pit Snatcher. 1-3 pit snatchers reach from the tar and try to drag the character in. Statistics are given in brief below, but see the MONSTROUS COMPENDIUM appendix in this set for additional information.

Pit Snatchers (1-3): Int Low (5); AL NE; AC 4; MV Special; HD 5; hp 28, 23, 17; THAC0 15; #AT 2; Dmg 1d8/1d8; SA Burning; SD nil; SZ M (7 feet); ML 12; XP 800 each.

Victim. The character stumbles across the body of another unfortunate creature who has succumbed to the terrible heat of the tar pits. Roll on the random encounter table on page 27 to determine what kind of creature it is. There is a 25% chance that it is still alive. Unintelligent creatures will see the character as the source of their pain and attack to the best of their ability. Since they are near death already, all attacks suffer a -2 penalty and cause only half damage. Living creatures have 1d8 hit points remaining. Intelligent creatures will try to bargain or force the character to drag them from the area.

Climbing the Walls

Rogues and well-prepared adventurers may decide that the walls of Giustenal offer a better entrance than the smoke shrouded southern gate. While this may be true, the 40-foot-tall barrier is not without dangers of its own.

There are many places where a well-trained eye can detect subtle differences in coloration in the stone of

the walls. This is where the builders under Dregoth's reign added new stone to either replace a ruined section or make the wall higher. Ironically, the newer sections are less sturdy than the older. A climber unlucky enough to encounter one of these patchwork areas may find the heavy stone tumbling down with him to the desert floor.

Non-rogue characters or those without the mountaineering proficiency have a base 40% chance of scaling Giustenal's walls without rope. With the proper tools, the base chance is 55% plus any racial or armor modifiers. See the *Player's Handbook*, pages 122-123, for more details.

Patchwork sections are more likely to be encountered along the top of the wall. Anyone trying to scale Giustenal's walls has little trouble (normal climbing roll) until reaching the last 10 to 15 feet. At this point, there is a 70% chance that an unsteady piece of patchwork is encountered. Anyone with the stonemasonry or mountaineering proficiency is allowed a normal check to detect the section. If the result is a success, the climber may automatically go around or otherwise avoid the patchwork. With the proper tools, the base chance is 15%, plus any armor modifiers. See the *Player's Handbook*, pages 122-123, for more details. Note that patchwork sections count as crumbling. They carry a -40% penalty to all climbers, so unskilled climbers without rope have little chance of success.

If someone attempts to traverse the section anyway, the climber notices that the wall seems to give a bit and he should be warned that his current handholds are treacherous at best. To gain the top of the wall, he will have to make one last climbing roll. Failure indicates that the patchwork crumbles, sending the climber to the ground. Once damage for the fall has been determined, and if the victim is still alive, he should make an immediate saving throw versus wands. Failure indicates that a significant



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portion of the wall has tumbled on top of him, causing 5d6 points of additional damage. Success means that the character rolls to the side just as the block hits, and takes half damage from the shower of debris. The section of wall is now even more unsteady than before, so the climber will have to try again at another spot.

Flying and Teleportation

More powerful adventurers may decide that the best method of entry is to ignore the smoldering tar pits and crumbling rock walls completely. This can be done in one of two ways—flying or teleportation. These have their own dangers.

Characters who use magical teleportation meet with little resistance. Psychoportive travel such as dimensional door is much more risky. The Caller in Darkness can sense any powerful psionic emanations nearby and this will most likely gain its attention.

Flying over the walls is also a deadly venture due to the razorwings that lurk in the silt nearby. The pack lies on a submerged island just beneath the silt to the northeast. They are a highly developed hunting pack of birdlike reptiles who have learned to use their peculiar talents to great effect. The flock lies in a rough circle, and each creature takes a turn using its psionic power to detect life. After a razorwing has used its power, the creature directly opposite it in the circle does the same. After that, the creature located clockwise to the first detects life, and so on. In this way, the razorwings maintain a clockwise rotating scan that senses most living things within 100 yards of their perimeter. There are currently 23 razorwings in this flock.

Once a living creature is detected, the pack leader must decide whether or not to pursue the prey, and if so, how many of the pack should be sent. Small creatures usually warrant a single razorwing. Something as large as

a tembo or a human would rate 1d6+2 razorwings.

Once the hunters are sent from the circle, they burst forth from the silt and streak toward their prey, hoping to catch it by surprise. If they succeed, this first attack causes double damage. After that, the hunters land and attempt to take their prey from all directions. They take to the air again if they suffer a single loss, then contact their pack leader for help. Within 1d10+2 rounds, the remaining razorwings swoop from the sky and attack as described above.

If the entire flock gets involved in a battle, the razorwings will flee once they have lost half their number or the pack leader falls. (See the MONSTROUS COMPENDIUM appendix, *Terrors of the Desert*, for more information on razorwings.)

Razorwings (3-8): Int Semi- (4); AL N; AC 3 (in flight) or 6 (on the ground); MV 3, Fl 30 (B), Glide 24 (E); HD 4; THAC0 17; #AT 3; Dmg 2-8/2-8/1-4; SA Surprise, double damage on charge, psionics; SZ M (8-foot wingspan); ML 10; XP 420 each.

Exploring Giustenal

Should adventurers manage to get inside Giustenal's walls and be fortunate enough not to attract the attention of the Caller in Darkness, they will find a desolate and dusty jumble of crumbled rock and stone. Every building is covered in at least four inches of silt, and every step sends up clouds that choke lungs and obscure vision.

In game terms, anyone walking at normal pace through the city causes clouds of rolling dust to rise from the streets. Attackers receive -2 penalties to their attack rolls when trying to target anyone in the dust clouds with ranged weapons. Also, the choking dust crawls into lungs and noses, making breathing difficult. Those in the

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clouds receive -2 penalties to all attack and damage rolls due to the tiring effects of breathing the dust.

Adventurers can reduce the penalties imposed by the choking dust if they take precautions. Using moistened clothes to cover the nose and mouth, for example, will filter most of the dust. This reduces the attack and damage roll penalties to -1, but requires $\frac{1}{2}$ gallon of water per day to keep the cloth moist.

Gray Death Conditions

Gray Death can strike when adventurers travel anywhere near the Sea of Silt. On windy days, the light silt fills the air with clouds of gray dust that make seeing and breathing difficult. Strong winds have a 30% chance of appearing every hour that travelers are within one mile of the Silt Sea—including within the walls of Giustenal. When the winds blow, Gray Death chokes the air.

In a Gray Death condition, travelers suffer an initiative penalty of -4, a -4 penalty to attack and damage rolls, and visibility is reduced to a mere 20 yards. The protection of a wet cloth will cut these penalties in half (except for the visibility limitation). Taking refuge in a building or other protected area will effectively negate any penalties.

The Caller in Giustenal

Whenever adventurers enter Giustenal, there is a 50% base chance that the Caller in Darkness will notice them when they use psionic powers. The base chance is increased by the number of PSPs spent to initiate and maintain the power. See page 33 for more information on attracting the attention of the Caller.

Once the Caller notices intruders inside Giustenal's walls, it attempts to make contact, as described in the pre-



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vious chapter. The Caller in Darkness harasses a group's psionic users as they explore the ruins, provided they are of the races the Caller seeks to add to itself.

Also, within the walls of Giustenal, the Caller's proximity causes fear and terror to spill over and affect every intelligent creature—regardless of its psionic abilities or race. Some of the fear is directed at specific targets, but everyone feels at least part of the effects. This manifests in a number of ways.

First, all characters feel a sense of dread once they pass through the gates or otherwise enter the city. They can't name what bothers them or see a logical cause, but they feel strange and slightly paranoid nonetheless. Paranoia rises in others, and every shadow becomes an assassin, every noise a stalking monster. As characters wander the silt-cloaked streets, the ruins seem to lean toward them. Open doors appear like dark, hungry maws. They feel they are being watched, even hunted, as they progress farther into the ruins. Some characters may also begin to experience actual visions. These are residuals of the caller's attacks on other characters.

Every half hour spent inside the walls, a character must make a saving throw versus paralyzation to control his rising fear. Characters actively being attacked by the Caller do not have to make these saving throws, but must follow the rules concerning the Caller. Each success allows a character to maintain control and keep his terror in check. A failure increases the character's terror by another magnitude. After a number of failures equal to one-quarter the character's Wisdom (rounded up), the character totally succumbs to his fear. Treat the character's reaction as though he were hit with a fear spell.

As for those characters actually being attacked by the Caller, the undead creature manifests illusions of terror that constantly wash over those it has contacted. Beyond the walls, these illusions are benevolent, tempting the characters with the things their hearts most desire. Inside

the walls, these visions turn dark. The Caller will never manifest an illusion capable of attack. Subtlety and anxiety are its weapons. Remember that these are always used on one target at a time, so take the player aside or pass a note whenever a character is the victim of the Caller's terror attacks. The Caller will rotate through its victims, directing an attack at one contacted character, then attacking a different contacted character next.

The Caller uses its psioniclike powers to project illusions and raise the level of terror coursing through its targets. See the MONSTROUS COMPENDIUM appendix included in this set for full details. Each time a contacted character is attacked, there is a chance his level of fear will rise. During the attack, the character makes a saving throw versus paralyzation. The saving throw receives a penalty, depending on how many attacks the character has withstood. On the first attack, the penalty is -1. Each subsequent attack causes the penalty to increase by 1. So, on the second attack, the penalty is -2, then -3, and so forth. Each time a contacted character fails one of these saving throws, he or she loses 1d4 points of Wisdom. The loss of Wisdom corresponds to the increasing level of terror. When the character's Wisdom drops to 0, representing a maximum level of terror, the Caller begins its last stage of attack. It seeks to make the character kill himself, or it uses its destructive powers to slay the character itself. A contacted character slain within the walls of Giustenal joins the Caller in Darkness.

Use the illusions below to spark ideas that can be tailored to the personalities of the player characters.

- *"You've stopped to take a drink of water. You rub the back of your sunburned neck and see the shadow of your friend fall across the silt. When you turn, your friend isn't there!"* The shadow does not move after it appears. When the character calls for his companions, the shadow disappears.

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- *"You nervously finger the hilt of your weapon and feel the comfortable sharpness of its edge. You feel a slight sting at the end of your hand and see that you've managed to cut yourself: A dark drop of blood falls as if in slow motion, where it lands on a bleached skull. You watch in fascination as the drop splatters, then rolls down to congeal in the silt below. "Let the character think that his blood has somehow given life to the skeleton, mentioning that he sees a glow in the previously dark eye sockets after the drop hits it.*
- *"There's a strange sound high above, as if something is scratching at stone in the upper floors of the building to your right." When the character investigates, he finds a room locked from the outside. Inside is the withered body of a trapped slave who tried to claw his way through the door long, long, ago.*
- *"You blow the dust from your nose and try to take at least one full breath before silt clogs it again. The air smells of desert flowers, though, not of dust and sand." Nearby is the corpse of a young woman. A brittle necklace of brown flowers hangs around her neck. No one else can detect the smell, though it will remain with the character for the rest of the day.*
- *"You stop for a second, certain that you hear distant laughing and the sound of elf singers. It's as if the old plaza has come to life again!" This should only be used when the character is near the plaza, but not in sight of it. If he investigates, he sees only a swirl of silt settling to the ground.*
- *"There's a strange taste on your tongue, like bitter garlic." This attack is used near the market. If the character looks around, he sees a ruined produce stand. Dried and ruined herbs and spices are visible under wind-blown silt, and a corpse in the center is covered in what could only be "mummified" garlic bulbs.*
- *"A silt serpent eyes you from a low stone wall. As you watch, the thing; mouth draws up in to an impossible*





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mile. Then it drops in to the silt and disappears. “The serpent, if it even existed, has slithered away.

- *“Just for a second, you’re sure you saw dirty-white eyes peering at you from the darkness of a ruined structure.”* If the character investigates, she finds only a cracked skull half-buried in the silt.
- *“You hear heavy breathing from the shadows nearby. It starts very faintly, almost imperceptibly, but then grows louder. Now you can hear it from another group of shadows, and another! It’s all around you!”* Let the character declare actions before he spots something in the shadows where the sound originated. There, a single skeleton leans against a wall. Around its neck is a medallion engraved with the image of a dragon, a holy symbol of Dregoth’s templars.
- *“You peer in to an old dwelling and see a cracked and dusty mirror on the wall. “Ask the character to roll 1d20, then shake your head at the results. “You hear a noise behind you and turn to look, but there; nothing there. When you look back in to the dwelling, the mirror is on the ground, broken and mostly buried in silt. There is the faintest outline of a familiar image on the dusty shards—your image.”*

Giustenal Locations

Thousands fled Giustenal the night that Dregoth was slain by the sorcerer-kings. Most left their possessions behind, though a few brave souls returned at first light and grabbed what they could. This is when most of the looting was done. Unless otherwise noted, the locations described below are devoid of treasure, and any bodies discovered have already been pilfered or have little of worth. Remember that everything is covered in at least four inches of silt, so characters will spend double the normal time searching for anything that isn’t large enough to stick out of the dust.

Several murderous but unintelligent creatures dwell within Giustenal, but few are brave enough to pick a fight with intruders. Only when adventurers discover a beast’s lair will it fight, so there are no wandering encounters when exploring the city. Of course, the adventurers shouldn’t know this.

The DM should roll a lot of dice while the characters are searching, frowning a lot and pretending to consult the map. Low lighting and eerie music from movie soundtracks or sound effects of howling wind can also help set the mood. Giustenal is a place of the dead, silent as a tomb and as filled with bones and old memories as any grave. Use spooky descriptions to get across the haunting mood of the city.

Refer to the poster map when characters enter the walls of Giustenal, the city by the Silt Sea.

Perils of Giustenal

The city streets are riddled with holes, and tall buildings threaten to collapse at the slightest sound. While the characters are exploring the city, roll 1d6 every game hour. On a roll of 1, a character in the group falls victim to one of the ruin’s hazards. Some hazards are listed below, but DMs are encouraged to add more.

Collapsing Floor. This catastrophe only occurs if a character has ascended into a building. The floor section the character stands on collapses, dropping him 10 feet to the floor below. A character that falls in this manner automatically takes 2d6 damage from the fall and the cascading stone, and there is a 33% chance that the floor he lands on will also collapse. In this case, the victim falls another 10 feet into a basement or lower level. He takes another 2d6 points of damage, and there is another 33% chance that the character will fall to a third level, and so on. The maximum number of levels a character may fall

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is four, the maximum height for most buildings in the city.

Deadfalls. This result means that an explorer has brushed against a weak section of wall and has brought it crashing down upon him. In a thundering crash and a cloud of dust, large stones plummet to the city street and crush anything beneath them. The victim and anyone within five feet must make a saving throw versus petrification or suffer 5d6 points of damage. A successful save halves this damage as the victim leaps clear of the larger sections of debris.

Silt Pits. These are by far the most numerous hazard faced by explorers. Since the entire city is covered in silt, it is nearly impossible to discern wells, cracks in the foundation, or other holes filled with the treacherous dust. When this danger occurs, the DM should select one character at random. That character must then make a Dexterity check with the following modifiers applied to the die roll. Prodding with a staff or pole: -4; running: +4; walking: +2.

Failure means that the victim falls into a pit 4d6 feet deep, and begins to choke on the silt (taking drowning damage each round). Companions may extend a pole or similar object into the silt, though the victim must make an Intelligence check to find it. If this is successful, then he is pulled to the surface and may climb out on his own. He may try to find such an object once per round. Other than that, magic or psionics are the hapless victim's only chance of rescue.

Silt pits can be encountered in the streets as well as in the first floors of most buildings.

Silt Serpents. A rare species of serpent normally found only on shoals of the Silt Sea makes its home in Giustenal. In fact, the ruins are literally infested with the deadly things. They are a prize catch, for the venom they produce is powerful and extremely deadly. An encounter with these creatures usually begins when a character feels a sudden and sharp pain in the back of his heel while

plowing through the silt-cloaked streets. The serpent withdraws after delivering a bite, content to wait until the victim has collapsed before returning to feast.

Silt Serpents (1-2): Int Animal (1); AL N; AC 1 (in silt) or 5; MV 15; HD 1; THAC0 20; #AT 1; Dmg 1-2 plus poison type E; SA poison type E (death or save for 20 points of damage); SD camouflage in silt; SZ S (3 feet long); ML 8; XP 65 each.

Areas of Interest

The silt-filled streets wind between buildings that were in various states of repair when disaster struck. Some of the structures were little more than ruins when Dregoth's poorer citizens occupied them. Others were rebuilt during Dregoth's time, adding his draconic motifs to buildings from an earlier age. The center of Giustenal, now the northern edge that falls away into the Silt Sea, was once a beautiful place. The great conflict between the sorcerer-kings and Dregoth shattered the area and caused the rest of the city to slide beneath the silt (which at the time was still a sea of water). Thousands upon thousands of innocents were murdered in the defiling waves of dark magic.

Corpses lie throughout the city, though their numbers are greatest in the plaza area. Those buried by the silt which resulted from the defiling magic are nearly mummified. Other corpses rotted and eventually turned to bleached bones. A preserved body may lie next to a pile of dried bones, depending on which way the winds blew after Dregoth's death.

Some casualties bear no physical clues as to the cause of death. The sorcerer-kings' spells drew the life energy from these unfortunates once the vegetation was consumed and the land itself erupted with bubbling tar pits.

The locations below are from the Ruins of Giustenal poster map included with this set.



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1. Entry Gates. Giant roaring dragons of stone stand to either side of Giustenal's 30-foot-tall gates. Two gates still bar entry to the city, one on the south wall and one on the east wall. The walls themselves average about 50 feet high. A character with the stonemasonry proficiency can tell that the rock used to make the statues is far less weathered than the wall they have been built into. The statue on the left side of the southern gate has been shattered, and most of its upper half is missing.

The southern gate opens onto a great temple, while the eastern gate has a road wide enough to accommodate the largest merchant caravan.

2. Dregoth's Arch. Two great arches as tall as the walls greet those who pass through the city gates. A huge dragon head decorates each keystone, made of the same black obsidian used to construct the arches. The arches were just another monument Dregoth had dedicated to himself, though they appear ominous compared to the lighter stone used throughout the rest of the city.

3. Temple. This large building was a temple to the forgotten god of Taraskir the Lion, but was claimed by Dregoth when he took control of the city. The doors are guarded by dragon statues similar to those found outside. Like the left-side statue at the southern gate, the left-side statue at the south doors to the temple has been shattered. The walls and ceilings inside are also heavily damaged. Wizards and other experienced adventurers speculate that *fireball* spells caused the damage long ago.

If anyone ventures inside, there is a 25% chance of falling through the floor into the basement below. These lead nowhere and are devoid of any real treasure, but falling characters still suffer damage.

There are dozens of charred corpses littering the floor, including one relatively fresh, unburned body. This is the corpse of Nallan, a crafter from Tenpug's Band. He carries a backpack full of odds and ends—pottery, tools, and jewelry from the city. The combined value of the haul is 5

gp, double that if the seller can prove the items come from Giustenal. Nallan is unarmed, but a bone dagger juts from his heart. A dagger sheath on his belt is empty. He killed himself at the behest of the Caller in Darkness.

No other treasure can be found here, but scenes on the walls show the sorcerer-king Dregoth leading his troops against giants and lion-headed beastmen.

4. Merchant District. Stone buildings in the southeast corner of the ruins once made up part of the merchant district. As with most of Giustenal, these stores and warehouses were pillaged over the centuries. A few hours spent sifting through the silt and debris will turn up random treasure of Type A. Roll on Table 84, found on page 133 of the *DUNGEON MASTER Guide (DMG)*.

One place of interest is the cellar of a large tavern in the northern part of the district. The doors have been left open and the metal locks on the cellar door are worth 3 sp. If a character investigates, he finds the lair of a pack of zhackals (see the *Terrors of the Desert* DARK SUN MONSTROUS COMPENDIUM appendix for details on these creatures).

Zhackals (2-12): Int Low (6); AC 7; MV 18; HD 1; THAC0 13; #AT 1; Dmg 1-3; SA psionics (PSPs 24, 34 for the pack leader), Telepathy-contact, mind bar, mindlink, ego whip, invisibility; SD psionics; SZ T (1 foot); ML 12; XP 175 (pack leader), 120.

5. Grand Plaza. Huge stone basins such as those used for topiaries surround the plaza, but beneath the silt there is only black ash. A large crack cuts through the plaza and extends to the palace beyond. The crack is deep enough to be visible, as the silt has gathered in its depths but does not fill or cover it over. Many skeletons are visible here, partially buried in silt.

In Dregoth's day, the attacks of the sorcerer-kings drew life energy from the trees that once filled the stone basins,

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and from much of the crowd. The rest were killed by destructive spells such as the one that shattered the ground.

6. Arena. Dregoth's templars insisted that the city have an arena even though the Dread King himself cared little for such mundane sport. To the nobles and merchants of the time, the city would not have been complete without such a complex, so Dregoth approved its construction to appease them.

Underneath the southern seating section are slave pens filled with dozens of near-mummified bodies behind thick wooden bars. Only a few escaped the crude prisons. The rest were trapped and left to die when the mass exodus occurred.

None of these bodies pose any danger to adventurers. They are all simply and plainly dead. The scene should be shocking, however. These men and women died horribly from thirst and starvation. Many still clutch the unyielding bars with bony grips, others appear to have killed each other in madness. It was the lucky few who died outright when the sorcerer-kings sucked in life energy to power their spells.

If any characters have been contacted by the Caller in Darkness or are suffering from the effects of fear, then a terrible illusion manifests here. When such a character opens a cell, the bodies within animate and attempt to drag themselves to freedom. Their dry, brittle voices beseech the character to give them water, food, or to help them escape. If the character tries to help, the illusory undead turn nasty. They blame the character for leaving them to die while he ran to save himself. "Stay with us," they shutter. "Keep us company until the city crumbles to dust and blows away."

7. Dregoth's Palace. From the outside, Dregoth's fortress looks far less impressive than those of Nibenay, Kalak, or the others. This is partly due to hurried rebuilding but mostly due to the Dread King's lack of attention

to the project. See page 51 for a detailed description of the interior and a map of the palace.

8. Warrens. The buildings in the southwest corner are in terrible shape, though an Intelligence check will reveal that they were probably that way long before the city was abandoned. This was where the poor of the city lived. In buildings of baked clay, piled stone, and fabric. Most of the fabric has deteriorated, and the piled stones have tumbled, but the warrens remain. Much of this area has been blackened by the soot of the nearby tar pits, and dark smoke spills over the wall and through the shattered corner.

Ironically, since the survivors of Giustenal's last days knew that this was the poor quarters, few bothered to loot it. Characters can find Treasure Type M if they spend at least four hours searching (roll randomly on Table 84 in the *DMG*).

9. Freeman District. The district where many of Giustenal's free citizens lived was thoroughly looted in the aftermath of the sorcerer-king's attack. The homes here are more sturdy versions of the structures in the warrens, though time and the elements have not been any kinder to them.

10. Gardens. Once a series of beautiful gardens surrounded the palace, with a smaller version set outside the palace walls for use by the nobles and free citizens. During the battle of the sorcerer-kings, the plant life withered, died, and crumbled to ash. Now a six-inch layer of silt covers a foot of ash throughout the gardens. The bodies of two templars are buried beneath the ash in the smaller garden. They were never discovered by looters. Each has a steel long sword (requiring polishing and sharpening but otherwise usable), gold earrings (worth 15 gp each set), and tattered robes.

11. Public Cisterns. Wells on each side of Dregoth's palace once provided the citizens of Giustenal with fresh water. Only the cisterns on the southern side of the



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palace remain—the others buried beneath the Sea of Silt. No drinkable water remains unless it has rained recently. All that resides in the cisterns is dried mud.

Caked in the dry mud are several corpses. Digging them out takes 1d6 turns. One of the eight bodies is a dormant bog wader. It dragged itself into Giustenal just after a storm and went into hibernation as the pool dried out again. It is extremely hungry and will attack anyone who begins to uncover it.

Since the thing is dormant and mostly covered in mud, the DM can use the bog wader in a slightly more horrific way than usual. When a character begins to uncover the corpse, perhaps the eye of the bog wader snaps open, causing the digger to drop his weapon if he doesn't make a save versus petrification. Then the wader springs to attack, but the mud makes it look like some sort of zombie. Clerics might try to turn the wader while it rends their companions. (See the *Terrors of the Desert* DARK SUN MONSTROUS COMPENDIUM appendix for additional information on these creatures.)

Bog Wader: Int Low (7); AL CE; AC 4; MV 3; HD 4+ 3; hp 13; THAC0 15; #AT 5; Dmg 1-3x4/1-4; SA impale (2d4 damage, bend bars roll to break free); SZ M (6 feet); ML 11; XP 420.

12. Nobles' District. The nobles of Giustenal lived in the richly appointed buildings in this area. The silt is especially deep here, so close to the encroaching sea. Both the silt and creatures that dwell in it are dangers here, and a few of the buildings were damaged and destroyed by the sorcerer-kings.

13. Traders' District. Across from the merchant emporiums and warehouses, beside the wide caravan road, local traders sold their services and wares. Unlike the marketplaces of other cities, Giustenal's traders' district consisted of permanent structures, or stores. This

area was damaged by the devastation rained down on the city, and much of the goods were looted over the centuries, but some choice treasures remain if adventurers are patient enough (and brave enough) to search for them. If treasure is found, roll randomly for Treasure Type D on Table 84 of the *DMG*.

14. Templars. Dregoth's templars lived and worked in the buildings adjoining the eastern side of the palace. These ruins are a mess, both from the magical devastation and the natural disasters that have visited Giustenal over the centuries. A number of silt horrors frequent the shores nearest these shattered structures, and a pack of silt runners lives in a building near the southeast corner of the area. They often leave the ruins to hunt, entering and exiting by running up the silt dunes nearest the eastern wall. There is a 50% chance that the pack is present when adventurers arrive. If they are in their lair, they will seek to attack the adventurers for supplies. (See the *Terrors of the Desert* DARK SUN MONSTROUS COMPENDIUM appendix or additional information on these creatures.)

Silt Runners (2-20): Int Low (6); AL CE; AC 7; MV 48; HD 2; THAC0 17; #AT 3 or 1; Dmg 1-3/1-3/1-6 or by weapon; SZ S (4 feet tall); ML 10; XP 35 each.

15. Slave Pen. A 15-foot-high wall surrounds this compound where slaves were stored after their daily work periods ended. Like the slaves under the arena, no one bothered to free these people after the sorcerer-kings began to attack. Most of the shabby shelters have long since rotted away, but the bodies of the dead remain—buried in silt and stacked one atop another where they fell and died. Four undead gladiators reside among the bodies of the deceased slaves. These gladiators were sent out to the fields as punishment, so were in the pen when disaster struck. They have survived in their undead state

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through the centuries, seeking one last contest of strength and battle before they find eternal rest. If adventurers enter the pen, the gladiators rise and attack.

Undead Gladiators (4): Int Average (3); AL NE; AC 5; MV 3; HD 7; THAC0 11; #AT 3/2; Dmg 1-8-1 (bone long swords); SA +3 damage; SD turn as wights; SZ M(6 feet tall); ML 14; XP 4,000 each.

Dregoth's Palace

Located in what was once the center Giustenal, what remains of Dregoth's palace sits on the edge of the Silt Sea. This area, marked 7 on the poster map, is detailed in a map on page 53 of this book. Unless otherwise noted, each floor of the palace is 30-feet tall to accommodate Dregoth's size as a 29th-level dragon (though he spent much of his time *polymorphed* into a normal human form). Most rooms contain busted furniture and corpses. Any undiscovered treasure is listed in the individual entries.

While exploring the ruined palace there is a chance a party will encounter silt serpents. For every turn spent searching, there is a 1 in 10 chance that an encounter occurs (roll 1d10). If an encounter occurs, roll 1d6. On a 1-5, one character discovers a single creature. On a 6, a character who is searching finds a nest of 2d6 serpents.

Silt Serpents (1 or 2-12): Int Animal (1); AL N; AC 1 (in silt) or 5; MV 15; HD 1; THAC0 20; #AT 1; Dmg 1-2 plus poison type E; SA poison type E (death or save for 20 points of damage); SD camouflage in silt; SZ S (3 feet long); ML 8; XP 65 each.

1. Grand Entrance. The great doors to this entrance chamber were shattered by the same magic that cracked the plaza outside. Silt has drifted in through the opening,

covering much of the floor in knee-deep dust.

Long ago, Dregoth's templars built this grand hall to greet visiting nobles. A beautiful mural depicting the city beside a sea of blue water adorns the east wall. On the other wall is an engraved mural depicting Dregoth's templars prostrating themselves in this very chamber. In the picture, the wall shows a picture of the engraving, which has a picture of the engraving, and so forth. This represents Dregoth's ascendancy to godhood and his eternal existence. The portion of wall where Dregoth himself appears has been charred and obscured by powerful magic.

A huge throne rests in shambles at the north end of the chamber, its shattered parts jutting above the silt. A secret passage behind the throne leads to room 3.

2. Banquet Room. The northern wall of this large chamber are cracked wide in places, exposing the room to tons of dust. A mammoth cupboard against the east wall was once full of ceramic plates and cups, but it has been shattered and most of the items smashed on the stone floor. This is where Nallan of Tenpug's Band retrieved most of the crockery that he sold to House Shom, though many pieces remain buried beneath the drifting silt.

As adventurers explore this chamber, they attract the interest of a sink worm hunting in the Silt Sea beyond the northern wall. It bursts out of the silt and attacks anyone within 10 feet of the huge opening in the north wall. It attempts to catch one man-sized victim to sate its daily hunger, and will stretch as far as 25 feet into the room. It will not leave the silt to chase down food, and it flees if it loses more than half its hit points. (See *Terrors of the Desert* DARK SUN MONSTROUS COMPENDIUM appendix for additional information on these creatures.)

Sink Worm: Int Animal (1); AL N; AC 6; MV 12, Br 18; HD 14; hp 74; THAC0 7; #AT 1; Dmg 2-24; SA swallow whole (on an attack roll 4 or more than what was



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necessary to hit); SD phasing (move through solid objects to return to sand or silt); SZ G (50 feet long); ML 11; XP 7,000.

3. Preparation Room. When Dregoth was to appear before his minions, he would meet here with the High Templar and any other lackeys deemed important enough for the task at hand. The visible door to the room is locked and requires a successful pick locks at -20% , or an open doors roll at -2 . The secret door can be opened easily if discovered. Inside the room are several items explorers might find interesting.

The first is a metal tube fitted with glass at both ends. This is a telescope, though whether it was one of the artifacts uncovered by Dregoth or a device of his own creation is unknown. It could easily be sold for 30 gp, if a character can figure out its purpose. Otherwise its value is halved as a metal artifact of curiosity. There are also several silver bowls, mirrors, and other grooming instruments. Their crafting is exquisite (though of Dregoth's era), and the lot is easily worth 15 gp.

4. Kitchen. Tens of slaves once worked in the miserable heat of this place and it seems several of them were caught within when part of the roof collapsed. Corpses shackled with desiccated leather bonds are visible just beneath a dusty pile of rubble, and there is a hole in the roof above.

5. Storeroom. Tremendous amounts of food and water were stored here. Most of this was taken by the palace staff as they trekked off across the desert. All that remains are a few busted barrels and shattered crates.

6. Ballroom. Grand balls or celebrations could be held in this room, though the only holiday enjoyed by Giustenal was the Day of Cleansing (in celebration of the war against nonhumans). In practice, the room was often used by templars to hold their own private parties. A huge table over 40 feet long and carved from a single

tree has been overturned against the southern wall. It has been scorched but some careful work and a team of at least 20 men could remove it from the palace and restore it. If it can be taken to a market, it would fetch a price of 24 gold.

7. Templars' Apartments. Some of the lower ranking templars (1st-4th level) who directly served Dregoth lived in this series of apartments. Each room consists of four beds, a desk, and four footlockers made of wood. The few survivors of Giustenal brave enough to loot the city before running into the desert have already sacked this place, but anyone searching the remains can find a medallion bearing the likeness of a dragon. This is one of Dregoth's holy symbols from the time of Giustenal.

8. Templars' Apartments. Higher ranking templars assigned directly to the palace lived in these chambers. Each room has two beds, two desks, and a wood wardrobe. Many are filled with scraps of clothing half buried in the silt and now worthless, and perhaps even a piece of brittle leather or hide armor. One of these rooms has collapsed from above. Should characters spend at least two hours digging through the rubble, they can find Treasure Type C (roll randomly on Table 84, page 133 of the *DMG*).

9. Dining Hall. On most occasions, this is where Dregoth's templars and any nobles who wished to mingle with them took their meals. Great tables made of wood still stand here, and these would fetch at least 15 silver a piece at market if they could be transported. Nallan missed a few of the items buried beneath the silt in here, so there is a 5% chance per turn spent searching that a character can uncover a plate or piece of metal cutlery worth 2d6 sp. There are no bodies in this area.

10. Baths. What kind of people had access to the amount of water necessary to run baths of this size? The player characters may never know, but these rooms should add to the mysteries of the ancients.

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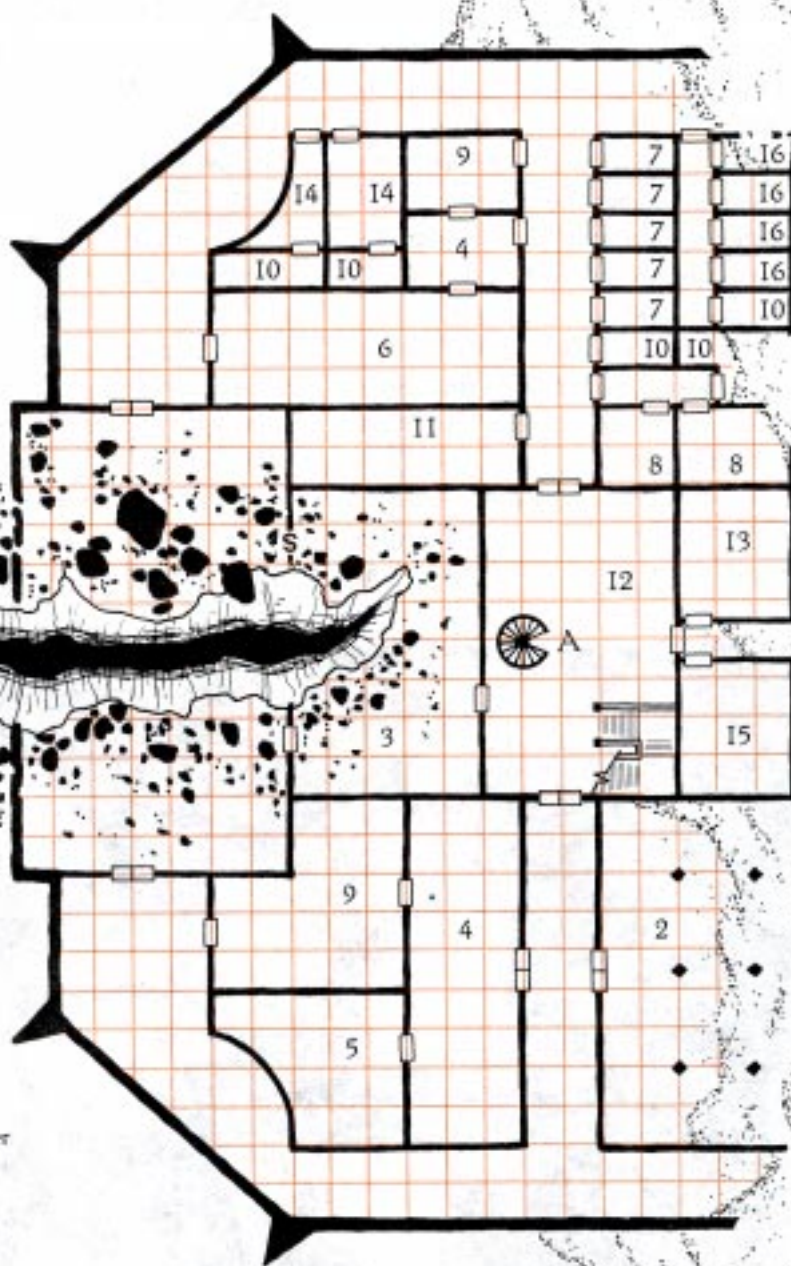


Dregoth's Palace (in Giustenal)

One Square = 20 Feet



1. Grand Entrance
2. Banquet Hall
3. Preparation Room
4. Kitchen
5. Storeroom
6. Ballroom
7. Templar Apartment
8. Templar Suite
9. Dining Hall
10. Bath
11. Barracks
12. Spire Ante-Chamber
13. High Templar's Chamber
14. Guest Room
15. High Priest's Chamber
16. Slave Quarters
- A. Stairs Down





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11. Barracks. The palace guards occupied this chambers in the distant past. Nothing remains but dust, a few bones, and unidentifiable debris.

12. Spire Ante-Chamber. Dregoth decorated this room with valuable artifacts from his days of conquest and the Cleansing Wars. An ancient tapestry depicts a sorcerer-king in the earliest stages of dragon metamorphosis standing victoriously over the shattered body of a giant with a lion's head. The giant and the sorcerer-king wear metal armor, and the background shows a location much like the Forest Ridge. This tapestry is washed out and worn, and someone has scrawled a crude drawing of a lion's head in the lower corner. Unknown letters beneath it date back to Dregoth's reign and read, "The Lion-King Lives!" This was written by one of the followers of Taraskir's religion-the humans and demihumans who worshipped him as a god after his death at

Dregoth's hands.

Others show the same malevolent sorcerer-king transforming from a man into a dragon, advancing through nine distinct stages of development.

The spot marked "A" on the map is the location of a staircase leading down. During Dregoth's day, a secret door hid this ancient staircase. Now it can be easily spotted. The stairs lead to the tunnels below Giustenal, though a small bit of rubble must be moved to descend.

There are two pedestals in the room as well. One bears a marble sculpture of a dragon, the prototype of those that guard the gates and temples of Giustenal. On the other is the bust of a head, though it has been shattered from the mouth up. This was an image of Dregoth before his ascension to dragonhood.

This room also houses the only staircase to Dregoth's Tower, which rises above the palace and hangs precari-



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ously over the Silt Sea.

13. High Templar's Chamber. Mon-Adderath was (and is) Dregoth's High Templar. His chamber is hardly touched by damage and time, though the west wall was cracked from the ante-chamber side. Only a gray marble table and desk inlaid with turquoise remain. (Man Adderath packed up his personal belongings when he and Dregoth retreated beneath the city.) If the turquoise is pried loose, it is worth 2 gp. If the ornate desk and table are transported whole, they would fetch 3 gp each at most markets.

14. Guest Room. Visiting dignitaries were housed in this elaborate room, though surviving templars looted the decorations after Dregoth's fall. The room is now a shambles and a corpse lies in the middle of a dusty red carpet. Several of its ribs are cracked as if from a dull blade stroke. It was stripped of weaponry and possibly armor, but a *ring of protection* +2 can be found on one of its brittle fingers.

15. High Priest's Quarters. Dregoth was unusual in that he had one templar designated as High Priest. This man was not a spiritual guide but a templar charged with showing the masses how to pay proper respect to their god, Dregoth. It is his body that is staked to the front of Dregoth's Tower. The sorcerer-kings hunted the man down after murdering Dregoth and hung him there as a sign to those who might have believed in the power of the Dread King's religion. In a jammed desk drawer (bend bars to open) is *incense of meditation*.

16. Slave Quarters. Favored slaves and concubines were kept here so that the higher ranking templars could call on them at will. Pillows, wine pitchers, and leather bonds are strewn about. Most slaves were freed as the survivors fled the palace, but a few corpses remain sprawled on the tattered bedding.

Dregoth's Tower

Dregoth's Tower was also called the Black Tower because it is made of blackest obsidian. Large holes and cracks now mar its surface, and it is pitted and rough from the abrasive, silt-laden wind. Most ominous, however, is a single bleached skeleton staked by iron spikes to the center of the tower. This was Dregoth's High Priest. The sorcerer-kings hung him here as a sign that they were the most powerful beings on Athas—and not some upstart dragon king. Today, no one knows who the skeleton was. A tattered, faded-red tunic still flaps from its splintered bones. Should anyone attempt to pull the body down, it will fall apart in a pathetic jumble of bones (though to do this one would need to levitate or fly). A medallion bearing the image of a dragon still adorns its neck.

For the location below, refer to the map on page 57.

3rd Floor (Dregoth's Chamber). Small glass windows here have all been shattered. Most of the chamber is covered in thick, gray dust. The furniture and Dregoth's mammoth bed have collapsed, and the curtains that once covered the gray marble walls have fallen to the floor in dirty, deteriorating bundles. Shelves once containing books now hold so much rotted pulp. The balcony outside is sturdy and provides an excellent view of Giustenal and the surrounding vicinity.

2nd Floor. This room is almost totally barren. It was designed with large windows for an open feel. Most of the glass was shattered when Dregoth fell, but a few panes remain intact. The stairway door leading down to the laboratory has been torn from its hinges. A staircase in the tower room leads up to the third floor.

The staircase leading down is attached to the side of the tower. The wooden stairs have been damaged by age and ancient battles. Anyone climbing or descending between the first and second floors of the tower (or even



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between the first floor and the spire antechamber in the palace below) has a 25% chance of falling through a rotted, weak stair and taking 2d6 points of damage.

If someone sweeps the dust from the floor they will see a huge turquoise inlay in the image of a dragon. If it can be pried loose, the stone alone sells for 10 gp. If the image can be reconstructed, it is worth at least 40 gp.

1st Floor (Laboratory). Dregoth's enemies looted then set fire to this chamber after his death. Huge machines made of glass and metal are strewn about the room, as are tables, broken vials, and several inches of ash. The metal in here could be salvaged for 2d6 sp if someone were to spend two hours scrounging through the debris.

The south wall supports three stone-barred holding cells for prisoners used in Dregoth's experiments. Most of the blackened corpses are of animals, but one is vaguely human. Dregoth was testing his *dray transformation* spell on this pitiful slave and it died some time before the tower was set alight. If anyone opens this cage, the remains animate. The body drags itself from the cell. This is truly a grisly sight—the lower half of the corpse crumbles apart and the struggling torso lies confused. The thing struggles for a bit, then picks itself up with its forearms and begins dragging its desiccated remains forward. This undead is a malicious spectre bent on revenge—a *venger*. (See the MONSTROUS COMPENDIUM appendix included in this set.)

Vengers are difficult to stop, but this one is in such a terrible state of decay that it can't negotiate most obstacles on its own. If a party of adventurers allows the venger to continue, it crawls down the stairs to the rubble entrance to the lower tunnels and claws pathetically at the stone. When someone helps it remove the rubble, the wracked spirit throws itself down the hole and crawls on toward the tunnels below Giustenal. If anyone tries to stop it, the confused wretch attacks until it or its prey

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are destroyed, or it is turned by a priest. The venger seeks to reach Dregoth in New Giustenal.

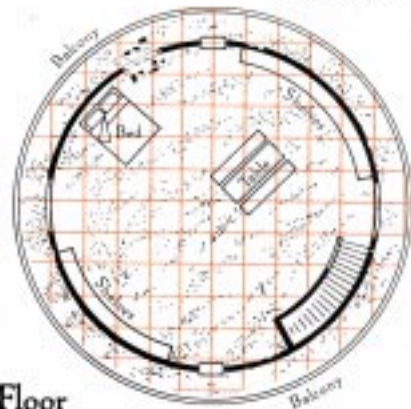
If the players follow the venger, the DM should play up the confusion and horror aspects of the journey. Every time the venger reaches a door or obstacle it can't clear, it collapses and wails pitifully. No amount of prodding or magic will get the thing moving again until the barrier is removed.

Venger: Int Average (8); AL N; AC 7; MV 6; HD 5; hp 23; THAC0 15; #AT 2; Dmg 1-10/1-10; SA vengeful grasp (save versus death magic or die); SD +2 weapons or better to hit; SZ M (6 feet tall); ML 18; XD 1,000.

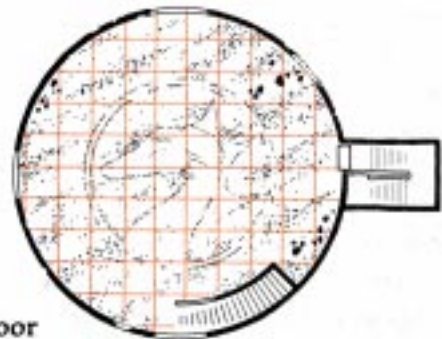


Dregoth's Tower (in Giustenal)

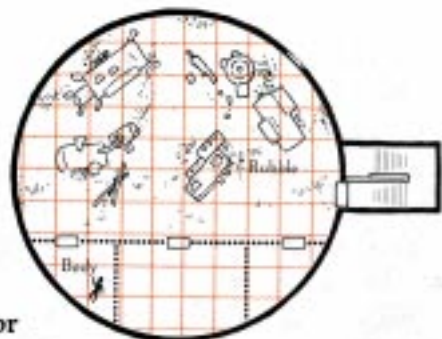
One Square = 10 Feet



3rd Floor



2nd Floor



1st Floor



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The End of Giustenal

Dregoth, Third Champion of Rajaat, Ravager of Giants, Dread King of Giustenal, lay dead, buried beneath the rubble of his palace, killed by the sorcerer-kings who were once his allies. The carnage did not end with Dregoth; death, however. Kalak, Hamanu, Nibenay, Abalach-Re, and the others continued to direct deadly psionics and hurl destructive spells in to the city. The citizens of Giustenal could only scream in terror, beg for mercy, flee . . . and eventually die.

The Oba of Gulg rained fire on the templars. Tectuktitlay caused the earth to shake and split asunder. Andropinis sent lightning hurtling down every street. Then the seven stretched their arms to the sky and rain began to fall. It was a black, greasy rain that burned flesh and stained the very land. This rain, and the earthquakes before them, continued for countless days. The seven sorcerer-kings teleported back to their own cities as the northern half of Giustenal sank in to the sea.

The survivors gathered what they could and began to march into the wilderness (which, at the time, was still forest, though the area nearest Giustenal had turned black when it gave its life to the sorcerer-kings' magic). Not only was Giustenal dead, but the land and sea around it were dying. In truth, so was the world, for it had been terribly ravaged by the Cleansing Wars of the sorcerer-kings.

Alone, with no leader to guide them and no walls to protect them, the survivors of Giustenal began to die. Some found places in faraway villages. Others became slaves of the other cities. But a few hundred remained huddled together not far from the ruined city by the dying sea. It was there, in a protected valley, that High Templar Mon Adderath found them.

"Come, children of Giustenal," the templar commanded. "Dregoth has returned and he has need of you."

Confused but suddenly full of hope, the survivors followed Mon Adderath back in to the ruins. . . and down in to the depths beneath Athas.

Geography of the Under-Regions

A vast network of tunnels and natural caverns stretch out beneath the upper ruins of Giustenal. Down, below the choking silt, in the solid bedrock, at least three cities wait to be explored. The tunnels and caverns date back to the Blue Age, but much of what remains comes from the Green Age and the Time of Magic, or has been modified in some way by those who came later.

In brief, the areas below the surface are: the tunnels, the Sunken City, the Groaning City, Kragmorta, and New Giustenal.

The tunnels were put in place by the halflings of the Blue Age to connect the natural caverns to each other and the surface. They were modified during the Green Age by the master psionics of the time, and some of these modifications still function.

The Sunken City was part of Dregoth's Giustenal that sank beneath the churning waves the day the Dread King was slain. This section was later sealed in solid sand by Abalach-Re, who believed she would find some of Dregoth's secrets in the ruined buildings here. Now it rests at the bottom of the Silt Sea, protected from the silt as surely as it was protected from the water of ancient times—a city entombed but not resting easy.

Farther down, trapped beneath the very bedrock of the world, waits the first of three subterranean cities—the Groaning City. Built to protect the halflings of the Blue Age from the disaster they had instigated, it was later used as a refuge by the demihumans of Giustenal. Dregoth eventually discovered the refuge (and the other wonders of the ancients that stretched beneath Giustenal). His armies invaded, killing the demihumans as part

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of the Cleansing Wars. Now the city lies in ruins, waiting to be explored by those brave enough and foolhardy enough to disturb the dead.

Still deeper into the tunnels, and the city of Kragmorta comes into view. Another city of the ancient halflings, this one is located in a cavern where the peaceful rivers of cool water have become boiling lava flows. First generation dray (see the MONSTROUS COMPENDIUM appendix included in this set and below) occupy these ruins.

Finally, at the lowest level waits New Giustenal. Whatever was once in this cavern, now it is a city designed and constructed from Dregoth's mad dreams. Here is where the undead dragon king rules and plans his return to the surface world. Here is where he seeks the secret to attaining true godhood. Here is New Giustenal, the city of dragon bones.

Each of these areas is detailed below.

Pathways Down

Two paths into the under regions are known to exist in Giustenal's ruins. The first is in the lowest level of Dregoth's Tower (see Chapter Four). This descending, staircase leads to a natural cavern about a half mile below Dregoth's Palace. A portion of this cavern has been smoothed by some unknown process, and a perfectly round tunnel drops out of the floor on the north side. The tunnel is absolutely black, but wind can be heard moving through it. This tunnel (D) drops straight down for about a mile before leveling off and entering the cavern containing the Groaning City. Explorers will need to use magic, psionics, or tools and long ropes to descend at this location. See the notes of Tunnel D below for additional information.

The second path is through the Blasted Spire. A staircase in the lower level leads down through silt-filled floors

until it finally ends at a massive stone portal. The portal was placed here by Abalach-Re, and it bears her seal. The magic that once protected the portal has long since faded, but the silt and time still make this a formidable egress. A lift gates roll is required to force open the stone door. Upon opening, the silt rushes in, carrying anyone in the outer stairs into the area beyond. This tunnel, carved by the sorcerer-queen of Raam, tilts at such an angle that the silt will only fill the beginning section. The rest of the tunnel is clear. It leads to a building in the Sunken City (location 2 on the Sunken City poster map), though it also passes a smaller opening into a tunnel of the ancients. This tunnel can be found if characters are actively searching for concealed portals. This tunnel, and the one described above, are the two known passages into the under-regions.

The Tunnels

The network of tunnels beneath Giustenal was constructed (or, more correctly, shaped) by the halflings of the Blue Age. The tunnels and the settlements they led to were the halflings' response to the dying world around them. Eventually, the idea of surviving the mistakes they made lost appeal, and the halflings abandoned the under-regions in order to lead Athas into its next age the Rebirth.

How the halflings traveled through these extensive tunnels is unknown. When the people of the Green Age discovered them, however, they were turned into psionic highways. The upper tunnels provided quick travel paths from one end of ancient Giustenal to the other. The lower tunnels led to the uppermost Blue Age settlements which the people of the Green Age had discovered and moved into. By the Time of Magic, these underground settlements were abandoned again. By Dregoth's day, they were all but forgotten.



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The tunnels all have the same appearance. They are 40-foot wide tubes of solid rock, formed and shaped by the halflings in the ancient past. The walls are smooth and cool to the touch, not like rock at all. Even the tunnels that drop straight down have no handholds, no ladder rungs, no stairs. At intervals of every 500 feet, spherical indentations can be found. A character that makes a successful stonemasonry check can determine that these were added later, for they are carved into the smooth walls and have a rougher edge.

These indentations once held obsidian orbs—items of psionic power that were fashioned during the Green Age. Some of these remain, though in many cases the obsidian has been shattered. A few survived intact and are still operating, as described below. These orbs were made at a time when the Way was all powerful. The psyches of individuals with psionic talent were placed within these orbs and used to power many conveniences of the day. In the tunnel network, those conveniences included light, fresh air, and swift movement from place to place. Some psyches levitated travelers, others propelled them to their destinations via telekinesis. Even in a supposed age of plenty, psionic slaves were used in the Green Age to make life better for the upper classes.

The descriptions below refer to the Giustenal Area (Side View) depicted on the poster map.

Tunnel A. This pathway off a major descending tunnel ends about a quarter of a mile from where it begins. The tunnel collapses at this point, cut off from the other end of Giustenal by tons of rock. Of course, the other end of the city sank into the silt long ago anyway, so traveling in this direction serves little purpose. One psionic orb remains intact in this tunnel. It contains the psyche of a kirre that will levitate any travelers who explore more than a third of the way into the tunnel. The orb that would then move the travelers was destroyed long ago, but the levitator continues to perform its job to this day. After

levitating travelers about eight feet off the tunnel floor for a few minutes, the orb loses power and lets them drop to the ground.

Tunnel B. Like Tunnel A above, this horizontal passage once led to the island settlements off the coast of Giustenal. The tunnel stretches almost a mile before it ends in a jumble of fallen stone. A few psionic orbs still operate in this tunnel, so visitors will be treated to light that emanates from the very walls when they enter, a sudden burst of fresh air, and a quick trip to the end of the tunnel—if they respond favorably to the intelligent psyche trapped here.

Kataal the Mover, once a halfling from the Green Age, still controls the psionic transportation system in this tunnel. In the distant past, the psyche would whisk travelers to the island settlements of Vakura, Pelcunal, and Liuss. Though Kataal knows that his tunnel has been destroyed a good distance short of those locations, he is often lost in memories of the past. These memories overwhelm Kataal when travelers enter the tunnel—something that happens very rarely these days. The last visitor was the elf bard Jessareen. When she refused Kataal's offer of travel, he instead flooded her mind with the story of Giustenal's past (see page 5).

The same thing will happen to characters who enter this tunnel. The lights come on, a gentle breeze rises up, and a psychic voice asks, "Where may I send you?" If the PCs name one of the islands, they are levitated eight feet into the air and whisked down the tunnel. They see the collapsed wall getting closer as they speed along, but at the last moment their forward movement ends and they are gently settled to the tunnel floor. Kataal will return them to the main tunnel if they ask.

If they respond in any way that suggests they want to learn more about the tunnels, Kataal presents them with the same mental images he shared with Jessareen. To avoid madness, PCs must make successful saving throws

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versus death magic. If they succeed, they are disturbed by the images but able to keep their senses. If they fail, the images overwhelm them and they can't stop thinking about them. These characters suffer -4 penalties to attack and damage rolls, to other saving throws and proficiency checks, and to their Armor Classes until they can overcome the mental illness. This can be done naturally by making a new saving throw (using the penalty, one save allowed each day) or through the use of psychic surgery.

Tunnel C. This tunnel once stretched from the Groaning City to other subterranean cities now buried by the earthquakes of the past. Vertical tunnels lead up to the surface and down to Kragmorta and New Giustenal. All of the orb receptacles in this tunnel are empty. Dregoth discovered their purpose and moved them to the lower tunnels for his own use. This is the lowest level ever used by the people of the Green Age, so no receptacles were carved in the tunnels beneath this level until Dregoth ordered it done.

Tunnel D. This vertical tunnel drops from a small cave that connects to Dregoth's Tower in the upper ruins. The tunnel is completely dark. The orbs that once powered the levitation system were smashed by the demihumans who discovered this path. They did not want to leave an easy path for Dregoth to follow. The remains of the orbs can be found if characters have a light source and decide to look for them. They will also discover a few spikes pounded into the stone in places. These were used by the demihumans assigned to destroy the orbs. Dregoth and his soldiers used magic and psionics to lower themselves.

At the bottom of the vertical shaft, a horizontal tunnel leads into the cavern of the Groaning City. See below for information on this location.

Tunnel E. A short tunnel leads to the cavern housing Kragmorta. Unlike the tunnels above, no spherical receptacles were ever carved into this passage. About a quarter

of a mile before reaching the cavern, the tunnel wall is cracked on both sides. A slow-moving river of molten lava flows from the west wall and exits through the east. The heat and lava make for difficult crossing unless magical or psionic precautions are taken. Every round spent near the lava cause 1d4 points of damage from the intense heat.

The river is 25 feet wide and 6 feet deep. Ropes strung across it must make a saving throw versus magical fire (10) every round. Failure indicates that the rope has burst into flame and breaks apart in 1d4-1 rounds (on a roll of 1, the rope breaks immediately). Characters that fall into the lava take 6d6 damage every round until they climb free. A Strength check at -2 is required to pull free of the molten rock.

Beyond this lava flow is Kragmorta, the fiery city of the dray. See page 74 for details.

Tunnel F. This curved tunnel descends to the lowest, most ancient level beneath Giustenal. Before Dregoth led the survivors of his city here, the cavern had not seen a living intelligent being since the days of the Blue Age. Even cruder receptacles have been carved into this tunnel, and the orbs stolen from Tunnel C have been installed here. Travelers entering this tunnel must convince the psyche of Primik the Mover that they belong here. Primik will not transport first generation dray from Kragmorta, for example. If the PCs have one of Dregoth's holy symbols—even one from an earlier age, such as those found in the upper ruins—then Primik will allow them to descend. Light brightens the tunnel and they are whisked into the depths. If they can't convince Primik, then they'll have to descend the hard way. Also, Primik will alert the guards below that unwelcome visitors are coming.

Tunnel G. The last tunnel leads to Dregoth's city beneath the Silt Sea—New Giustenal. There are no orbs here, but stones enchanted with *continual light*



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spells illuminate the tunnel. Low-level, second-generation dray templars are stationed in this tunnel, though they are very lax. These guards only go on alert if Primik the Mover informs them that unwelcome visitors have entered Tunnel F.

Tunnel Guards (4): Tp4; Int Average (10); AL LE; AC 7; HD 4; hp 28, 25, 22, 20; THAC0 18; #AT 3 or 1; Dmg 1-6/1-6/1-2 or 1-8+2 (obsidian long sword, Strength bonus); SA spells; SD half damage from fire or heat, spells; SZ M (7+ feet); ML 13; XP 270; Templar Spells—3 1st level, 2 2nd level.

The Sunken City

The Sunken City is the name given to a portion of Giustenal that disappeared beneath the waves when the cataclysm caused by the sorcerer-kings rocked the region. This particular area contained one of Dregoth's citadels—a citadel where the Dread King worked to create magical and psionic items. Abalach-Re, sorceress-queen of Raam, wanted the secrets of the citadel for herself. After the cataclysm subsided and the survivors had fled into the wilderness, Abalach-Re returned to recover the spoils of war.

To protect the citadel, Abalach-Re formed a magical box of hardened sand around it and the surrounding buildings. The box cut the structures at its edges in half and separated the tops of towers from their bases. She was not interested in preserving all of the buildings, only the citadel. Whatever else was caught in her box was purely accidental. The magical barrier of sand protected the area from the spells and psionics directed against Dregoth and his city. She didn't count on that area sinking beneath the sea, however.

When she returned, Abalach-Re had to find a way into the entombed area. She found a passage in the

Blasted Spire. This passage had been blocked when the section sank, as well as by her spell that formed the walls of solid sand. It took time to clear the passage and open a hole into the box. With her most trusted templars to assist her, Abalach-Re then descended into the box and began to search the ruins. She pilfered everything she could find, but a few items escaped her search. Also, she never discovered the passage beneath the tomb of Taraskir (see area 6 below).

When Abalach-Re was satisfied that all of Dregoth's secrets were hers (they weren't), she sealed the entrance beneath the Blasted Spire and let the Sunken City lie forgotten beneath the waves. As time passed, the waves receded, the water evaporated, and the Silt Sea was born.

Inside the Box of Magical Sand

As the box of sand is a perfect cube with a curved dome top, it provides a solid foundation for the buildings and streets it contains. The spell is permanent, and has remained in effect for almost 2,000 years. When the earthquake shattered the land, however, it dropped the box down into the water (now silt) of the Silt Sea. Here, it came to rest on the rock bottom at a 30-degree angle. The stone streets and floors are cracked in hundreds of places, but beneath them is the solid sand formed by Abalach-Re's spell. Water bubbles up from an underground spring and seeps into the box through this opening. It long ago pooled into a black and stagnant lake that fills the lowest section of the tilted box.

Another strange aspect of this area is that Abalach-Re's spell was only large enough to cover a certain, finite area. Portions of streets and buildings were literally cut in half and left to crumble outside the box, including the tops of buildings and tower spires. This resulted in doors that lead to nowhere and tower ceilings made from magically hard-

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ened sand. The overall effect is that this area appears to have been buried in a square box of sand with a dome roof

Breathing inside the box will be a problem for adventurers, as no fresh air can enter the area. Characters will need to use spells or psionics to survive here. Immediately upon emerging from the stagnant pool, characters will begin to take damage as though they were drowning (see pages 120-122 of the *Player's Handbook* for details).

Hazards. The ruins rest at a 30-degree angle, so special rules need to be used whenever a character attempts actions such as combat or climbing. In general, an explorer performing an action that requires balance must make a Dexterity check to stay on his feet. Failure means that the character slides 10 feet toward the northern (lower) section of the box. Every 10 feet, the character needs to make a Strength check to grab something and stop his slide. Sliding into the wall of a building, causes 1-

2 hit points of damage for every 10 feet of the slide.

The disorientation of the tilted city will begin to take its toll after two hours. At that time, all characters should make a save versus poison. Those who fail begin to suffer from delirium and can't think clearly. This makes spell-casting impossible, and all attacks, damage rolls, and saving throws receive a -1 penalty. Those who make their save must test again once every hour. Characters who come from mountain communities are immune to this effect.

Sunken City Locations

The buildings here are mostly in ruins due to the earthquakes, the long drop, and the tilt this portion of the city came to rest at. Otherwise, these structures appear much like the buildings of the upper ruins. The bodies of those who were trapped inside Abalach-Re's box still litter these



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ruins. Because of the lack of air, the bodies in the buildings are mostly intact, though they are dry and withered. The bodies in the stagnant pool are bloated and decayed, but do not appear to be 2,000 years old. Refer to the Sunken City portion of the poster map when reading these entries.

1. Grand Meeting Hall. This mostly intact building was once a large meeting hall used by the merchants of House Zobi—the largest merchant dynasty of Giustenal. Today, House Zobi no longer exists. It died the same time as the city. This meeting hall was cut in half by the spell cast around the area, and a large chunk of its roof caved in. In the southwest corner, a secret tunnel leads to a portion of old Giustenal now buried by the Silt Sea. The tunnel remains passable, though a few cracks have let in silt. Characters will need magical aid to travel through the silt-filled tunnel, then they'll need to break through the wall of solid sand that blocks the tunnel from the secret entrance. As the spell has weakened with age, using blunt weapons to cause 100 hit points of damage will break through the sand wall. Nothing else of interest remains in this location.

2. Grand Apartment. Most explorers will discover the Sunken City by descending the staircase at the bottom of the Blasted Spire. It leads to this grand apartment that was once occupied by a noble whom Dregoth was fond of. She accepted the king's gift and spent much time in this apartment—both alone and with Dregoth. She never knew about the secret passage to the Blasted Spire. This beautiful, gray-marble building and its hidden tunnel are beneath a 10-foot-deep pool of stagnant water. If the PCs enter here, they will face the undead noble who has been waiting all these centuries for Dregoth to return to her. She has become a life-absorbing spirit, seeking both her old love and position as well as vengeance on those who trapped her here.

Undead Noble: Int Average (11); AL NE; AC 4; MV 12; HD 5; hp 32; THAC0 15; #AT 1; Dmg 1-6; SA energy drain; SD +1 weapon or better to hit; SZ M (5 feet tall); ML 15; XP 2,000.

3. Stagnant Pool. This pool of black, stagnant water is 10 feet deep. Bodies and debris float atop the dark water as well as below the surface. Building stones and other debris have tumbled this way and can be seen jutting from the murky pool. If a character carries a light, he or she notices something glinting about 20 feet from the shore and mere inches below the water. This is the metal helm of an ancient corpse—one of Abalach-Re's templars who perished in the excavation. The corpse wears a *helm of free action* that the character might find useful.

4. Bone Piles. As Abalach-Re and her templars pilaged the place, these two locations became garbage piles where anything that got in their way was tossed. Literally dozens of ancient corpses lie in the two huge piles. One corpse in the northern pile was a master assassin during its life. It remembers nothing from its own time other than its lifelong task of murderous stalking.

Should anyone examine this pile of bones, the creature animates once the character moves off. As long as the character remains in the Sunken City, the stalker will follow him and attempt to slay him using cunning attacks from the shadows.

Should anyone sift through the bone piles for at least two hours, they will find Treasure Type I (roll randomly on Table 84, page 133 of the *DMG*), though the chance of uncovering magical items is reduced by 10% due to Abalach-Re's tenacious searching.

Stalker (Undead Assassin): Int Very (12); AL LE; AC 0; MV 15; HD 7; hp 51; THAC0 14; #AT 2;

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Dmg 1-8+3 (steel *long sword* +3); SA +3 to attack rolls, +6 to damage due to *gauntlets of b'rohlg power* (treat as *gauntlets of ogre power*); SZ M (7 feet tall); ML 18; XP 1,200.

5. Citadel. This was the building Abalach-Re wished to preserve when she formed the box of sand around this area with her magic. Most of its treasures were carted back to Raam almost 2,000 years ago, but some were left behind. These can be discovered if characters are careful and spend some time searching. The architecture here bears the traditional draconic motifs of Dregoth's reign. The lettered entries below refer to the citadel map on page 68.

A. Templar Offices. Stone desks and rotted chairs lie in every room, as well as scraps of ruined scrolls and other parchments. On a wall in each of the rooms is a stone shelving system full of more charred paper. Records important to Dregoth were prepared and stored here. A *read magic* spell allows a reader to uncover fragments of writing on a small portion of the scrolls. Most list portions of arcane lore or spellcraft, though not enough remains to make out what the research was in reference to. When Abalach-Re decided she had collected enough materials, she had her templars torch the rest of the scrolls and books.

B. Crafting Room. The door to this chamber is decorated with ancient wards and runes of protection. These were broken long ago, and the door lies shattered on the floor inside the room. This was Dregoth's crafters' work area. Items were prepared here that would later be imbued with magical energy. The remains of a well-stocked craft shop can be found, though much of the place has been ransacked and busted. It appears that many of the tools were crafted to work with metal, and a few of these survive in decent shape.

C. Hall of Counsel. Dregoth's court wizards

appeared before him in this chamber to discuss their research and listen to his orders. Wooden benches face a huge platform of obsidian that could be mistaken for an altar. In fact, this was where Dregoth sat in his dragon form.

D. Hall of Spells. Shelves fill this area, where Dregoth once stored his huge collections of spell books and arcane lore. Nothing but empty scroll cases remain, though a search of one shelf (and a successful find concealed doors roll) reveals a hidden space near the back. Inside is a scroll containing five wizard spells: one 1st level, two 2nd level, one 3rd level, and one 4th level.

E. Atrium. Stone pits once held towering plants, but defiling magic killed them. Now there is nothing but lifeless dirt mixed with gray ash.

F. Testing Chamber. Dregoth and his court wizards tested the spells they devised in this large, thick-walled room. Scorch marks mar the walls, floor, and ceiling in many places, and the area still radiates if a *detect magic* spell is used (though this is simply arcane residue from the past). There are also a series of cages along one wall. It was in these cages that Dregoth first attempted to create his perfect race. Nothing remains to provide a clue as to their purpose, however.

G. Secret Room. The southern wall of the Hall of Spells ends five feet before the wall in the hall outside. A secret door leads to this area. Inside, PCs can find three spellbooks, two wands, and a case containing six glass vials. Whatever was once stored in the vials has long since evaporated. The spellbooks contain the following types of wizard spells: three 1st level, two 2nd level; two 3rd level, one 4th level, one 5th level, one 5th level, one 6th level; one 7th level. A loose page shows rough sketches of a human, a humanoid reptile, and a full dray, with notes in an ancient language. The wands are a *wand of polymorphing* (four charges) and a *wand of illumination* (six charges).



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6. Taraskir's Tomb. This building resembles a larger version of the ancient temple Tenpug's Band occupies to the west. The building reaches almost to the sand dome, some 60 feet overhead. The great lion-headed statues on either side of the great double doors have been removed, but evidence that they were once in place can easily be seen. The doors themselves are sealed, and strange writing covers the surface. If characters have some method for reading ancient text, they can see that the words say, "Here lies Taraskir the Lion. He dared challenge Dregoth, the Ravager of Giants, and so rests here in eternal punishment."

Searching along the north wall uncovers a secret door once used by Taraskir's surviving followers to enter the tomb and reach the Lion's Den, an underground cavern described below.

If adventurers decide to violate this ancient tomb, they have to deal with its undead guardians. After slaying Taraskir the Lion King, Dregoth sealed the beast-head giant in this tomb that once served as a temple to Taraskir's god. Rumors were rampant that Taraskir would return, so Dregoth did not want to take a chance that the Lion King's followers would steal the body. In addition to placing the body inside, Dregoth had Taraskir's top lieutenants entombed as well-while they were still alive! These demihumans, a dwarf and two elves, became undead creatures bent on protecting their beloved leader.

The huge stone coffin holding Taraskir is chained shut. The chains have been enchanted, and they require a total of 50 hit points of damage caused by a +1 weapon or better to break. Inside, the skeleton of the giant with a lion's head rests inside Taraskir's metal armor. The breastplate glows faintly and is engraved with leonine images. The armor is enchanted, but taking it is a violation of the tomb. It becomes cursed armor for whoever wears it, bestowing a +2 bonus to all attack rolls made by

opponents. Even if the armor is removed, the curse remains in effect until it is returned to Taraskir's body. The metal two-handed sword lying in the coffin belonged to Taraskir as well, but it is not cursed. Instead, it has become a +2 dragon slayer. Only characters larger than six feet tall with Strength scores of 17 or better can wield the weapon, however.

The undead guardians wear metal helms with lion motifs, and fight with metal-claw gauntlets. Taraskir and his followers were infatuated with the image of the lion. The claw weapons cause 1d6 points of damage, plus any Strength bonuses. Because they are exceptionally quick, those who take the lion claw proficiency receive a +1 bonus to initiative rolls.

A secret door in the floor leads down to the Lion's Den.

Undead Honor Guard (3): Int Low (6); AL N; AC 5; MV 7; HD 8; hp 54, 48, 44; THAC0 12; #AT 2; Dmg 1-6/1-6; SA +6 to damage rolls; SD +1 weapon or better to hit; SZ M (4 feet/7 feet); ML 18; XP 1,400 each.

7. Store Fronts. By the counters and crumbling shelves of these buildings, it is obvious they were once store fronts of some sort. Anyone searching through the rubble can find Treasure Type C (roll randomly on Table 84, page 133 in the *DMG*), as well as the following: brightly colored shells similar to those used by some crabs along the Sea of Silt; a few copper coins stamped with the image of a dragon (worth 1 gp each if someone can prove their place of origin, or 2 sp otherwise); a spear made of obsidian; and 1-100 pieces of silverware worth 1 gp each.

The location marked A sold maps of the Tyr region. Though the rows of scrolls have all but crumbled, a mud-encrusted engraving on the north wall clearly shows the Black Spine Mountains, the Sea of Silt, Giustenal, and

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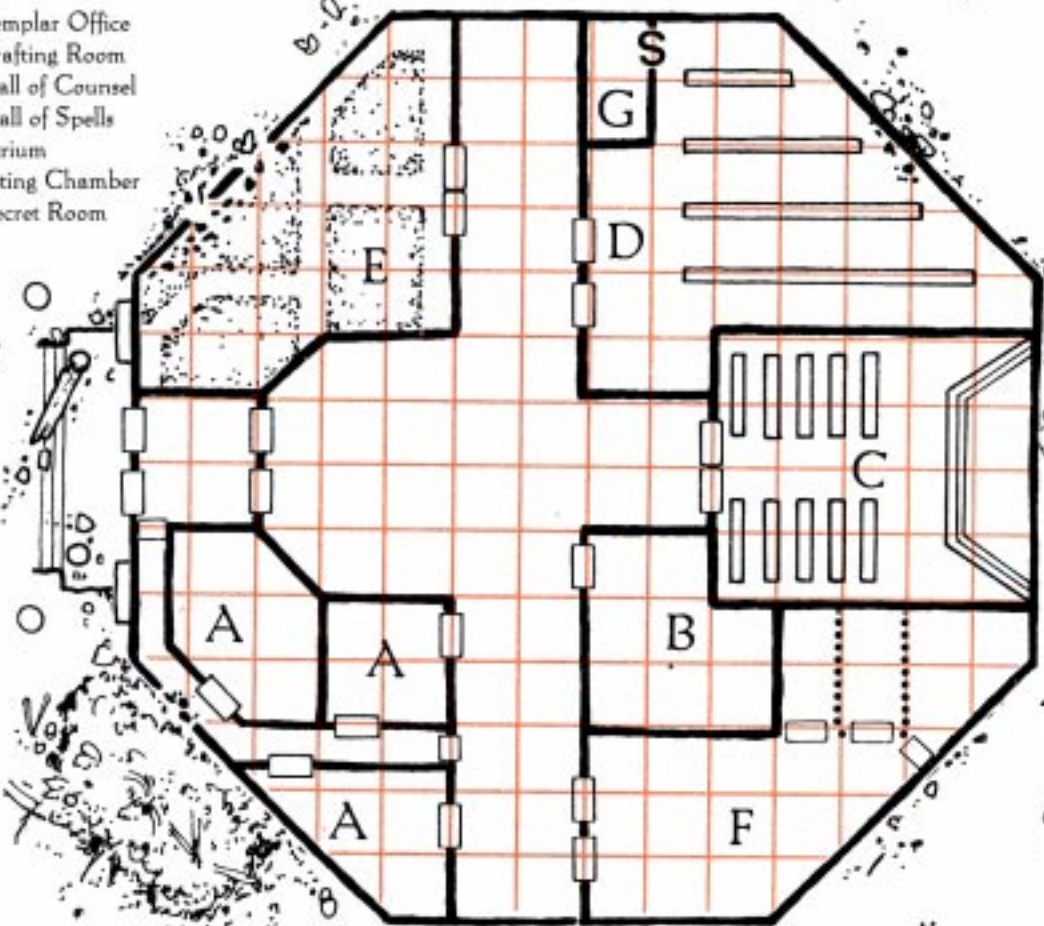
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The Citadel (in the Sunken City)

One Square = 10 Feet



- A. Templar Office
- B. Crafting Room
- C. Hall of Counsel
- D. Hall of Spells
- E. Atrium
- F. Testing Chamber
- G. Secret Room



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the circular mountain-island range to the north. The legend, if it can be read, says, “Dregoth’s Giustenal.”

8. Homes. These homes are in poor shape. They have been systematically pillaged by Abalach-Re’s templars, the rotted furniture and debris of pottery and glass thrown into the lowest corner of the tilted rooms. Still, the search through the residential buildings was quick at best. Anyone spending at least two hours sifting through the debris can find Treasure Type I, though the chance of finding magical items is lowered by 10% (roll randomly on Table 84 in the *DMG*).

9. Courtyard. Giant trees similar to agafari once adorned this courtyard. These were destroyed during the battle of the sorcerer-kings—as was most vegetation in the vicinity.

The Lion’s Den

The Lion’s Den was used as a gathering place by the leaders of the Taraskir’s religion. It was here that they planned to move the demihumans to the Groaning City, and it was here that some returned to hold vigil after the city was destroyed. See the map on page 68 when referring to the descriptions below.

1. Spiral Ridge. A ridge built into this deep tunnel at a slight angle provides egress to the cavern below. The tunnel descends for more than half a mile before ending in a large cavern.

2. Large Cavern. The first thing characters see as they enter this area is a large, living tree magically preserved in this underground area. Though the leaves look a bit brown and dirty under torch light, the tree is in perfect health. In fact, it is a *tree of life* as described on page 61 of





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the *DARK SUN Rules Book*.

Thirsty adventurers will notice a crystal clear stream running through the middle of this cave. The stream-bed is about four feet deep, though the water is only six inches high.

Across from the stream is a large bed of weeds and other plants. Anyone who investigates with a light source will be amazed to see several large insects scurrying away from the illumination. These are dragon beetles, as described in the *MONSTROUS COMPENDIUM* appendix included in this set. This brood has been isolated in this chamber for generations and is afraid of larger creatures.

3. Stores. Stored haphazardly here are rotted foodstuffs and evaporated barrels of water. Nothing useful remains, but the entire area is a safe haven for rest and spell memorization.

The Groaning City

It rests in a huge, natural cavern just beneath Giustenal, its true name lost to the ages. Now it is called the Groaning City, for the haunting voices of its dead still echo here. This particular settlement was originally established by the halflings of the Blue Age as a refuge from the disaster they had unleashed above. They eventually abandoned it, and it lay deserted until it was discovered by the master psionicists of the Green Age. At some point they, too, abandoned the place, and it lay dormant until the demihumans of Dregoth's day sought refuge here. Near the end of the Cleansing War, before Rajaat's Champions learned the War-Bringer's true plans, Dregoth turned his attention on his own city. The persecution and slaughter of Giustenal's demihumans began.

The leaders of the demihumans turned to the legendary Taraskir the Lion as an inspiration for their cause. The Lion became their symbol, for as Taraskir

challenged Dregoth so would the demihumans. Over the centuries since Dregoth took control of Giustenal, Taraskir had become a god to a small but faithful few who were fearful of Dregoth's (and the other sorcerer-king's) constant war against the demihuman tribes, villages, and nations. The leaders of Giustenal's resistance met in the Lion's Den and planned an escape from Dregoth's wrath. The wilderness was no solution, for Giustenal's armies would track them down, or they would fall prey to another Champion's forces. The only route open to them was down.

A dwarf slave whose name was forgotten before the sea turned to powdery silt had discovered a passage beneath Dregoth's own palace. As one of the leaders of Giustenal's demihuman population, the dwarf organized a mass exodus into the descending tunnel. For it was during his own explorations that he found a city beneath the ground.

After all of the demihumans descended, the psionic orbs that provided swift passage into the depths were destroyed. The demihumans vowed never to return to the surface—they would make their home in this place prepared by the ancients. They settled in the strange, organic-like stone huts. They moved into the more familiar stone and wood buildings constructed by the people of the Green Age. And to all these places, they added the leonine motifs that inspired them and gave them hope.

It took many years, but before two decades had passed Dregoth found them. He never did find the passage under his own palace, but the one beneath the Blasted Spire provided access for the Dread King and his troops. His army descended into the cavern and slaughtered each demihuman it found—men, women, and even children. The homes were set ablaze, and Dregoth ordered his soldier back to the surface. He stayed for a time, however, intrigued by the network of tunnels and caverns buried beneath his own city.

When adventurers eventually discover the Groaning

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City, it will be obvious that a great battle raged here. The cavern is littered with the ancient remains of the settlement's defenders, their corpses left to rot where they fell. The structures inside the cavern are either made from a strange stone that seems to have been grown into shape instead of worked with hammers and chisels, or stone buildings constructed with the methods used in the city above. Many of the buildings have been burned or smashed open by spells or weapons.

A natural cavern ceiling, rising to 150 feet in places, hangs over the city, its stalactites reaching down to greet the low-roofed structures. A few of the stalactites glow with ancient enchantments, casting a pale light on the city. Those familiar with caverns will realize that whoever lived here merely widened a naturally occurring pocket within the earth, though by what method they haven't a clue.

A stonemasonry proficiency check allows a character to realize that much of the lion and tree motifs evident here have replaced older ornamentation. The doorways in the buildings made from the grown stone are shorter than man-sized, though many were widened around the same time as the newer construction was added. The leonine motifs came later.

Groaning City Locations

Refer to the Groaning City portion of the poster map when reading these entries.

1. Shattered Gates. A series of two massive gates offer entrance to the settlement from the northern tunnel. It is obvious that the army that ravaged the settlement entered here. The gates are made of worked stone, and date back to the newer construction completed during Dregoth's time.

2. Avenue of the Hanged. Titanic, wide-limbed trees line the central street of the settlement. At one time these

trees bloomed with vibrant leaves, for their roots reached up toward the surface to collect the sun. These trees were the work of halflings of the Blue Age, though they were loved and cared for by the demihumans who came after. The fire that ravaged the settlement ruined these trees, and they are little more than blackened stalks now.

Hanging from the limbs of the charred trees are 50 or so near-mummified dwarf corpses dressed in yellow robes emblazoned with the fading image of a striking lion. Whenever a living being gets within 50 feet of any of these corpses, the entire company will begin to moan. Once the moaning starts, the dwarves (who are cursed dead, see the MONSTROUS COMPENDIUM appendix included in this set) will attempt to grab those who get within reach and try to strangle them. If any are cut down, they immediately attack according to the description given in the MC entry.

Any characters who hear this horrible cacophony must save versus death magic. Those who fail suffer a -2 penalty to all attack rolls and proficiency checks while in this cavern, and they will insist on leaving after 1d4 hours have passed.

3. Ruined Pool. At one time, people drew water from this stone basin. Water flowed freely down an aqueduct to this sight. Now all that remains is dry silt.

4. Waterfall. High on the eastern wall, the majestic head of a lion has been built in front of what was once a natural waterfall. As late as the time of the demihuman refuge, water flowed out of the great lion head's roaring mouth and traveled down the stone aqueduct to the stone pool below. Small ceramic pipes run off this central duct into the structures situated on the overlook, though most have been shattered. Now nothing flows from the mouth, and the lion's roar has been silenced.



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5. Fields. The settlement was self-sufficient, growing fungi and other subterranean plants in this field—many sowed originally during the Blue Age. Now the place holds wild growths that try to survive in the dry soil.

6. Destroyed Buildings. The buildings here are a mix of newer, more familiar construction and the strange grown stone of the Blue Age. These buildings were the most heavily damaged by the fire Dregoth's soldiers set. Literally hundreds of burnt corpses can be found among the ruins.

7. Order of the Claw Compound. An iron fence with a twisted iron surrounds this compound. An engraved plaque bears the legend "Order of the Claw" in ancient writing. The buildings within have been burnt and blasted to the ground, though one still remains somewhat intact.

Many corpses dressed in the same garb as the hanged men litter the courtyard. From their shattered remains it is obvious that these men and women were killed in battle.

The Order of the Claw was a group of warriors dedicated to Taraskir the Lion God who pledged themselves to the defense of this demihuman refuge. They died trying to uphold that pledge.

8. Protected Building. Those entering this dismal place have the distinctly eerie feeling of being watched. Dragon beetles scurry away from torch light and make unnerving sounds in the darkness, and even shadows seem to move a little awkwardly, as if they only pretend to be natural. Someone with the tracking proficiency will instantly notice that the layer of ash and soot has been disturbed recently.

The body of one of the Order of the Claw's champions lies half-buried beneath a crumbled wall. It is a protector, a type of wight who remains on this world after death to protect a specific item or place. The building holds the last of the Order's treasures, and this champion, an elf of extreme

honor and dedication, pledged to keep it safe from Dregoth and his troops. He died here, but rose almost immediately and killed those soldiers who lingered. Recently, looters from Kragmorta visited the area. The protector frightened them off, but not before they knocked a wall on top of it. It has rested beneath the stones ever since, as no other threats presented themselves.

When adventurers enter this building, the wight rises out of the rubble and attacks. If defeated, a thorough search will reveal the treasure it guards hidden beneath a tile in the floor. The treasure includes a book brittle with age written in the language of Giustenal as it was used at the time of the Cleansing Wars. This is a holy book, telling the tale of Taraskir the Lion God (the legends that grew up around the figure after his death), the ceremonies of the Order of the Claw, and a brief account of the demihuman migration to this subterranean refuge. There is also a golden claw gauntlet like those found in the Sunken City tomb but worth 100 gp because of the precious metal used to decorate it. This gauntlet is too large for any hand but a giant's, as it once belonged to Taraskir himself and was considered a holy relic. (As Athas has no true gods, the relic contains no special powers.)

Protector (unique wight): Int Average 8; AL N; AC 5; MV 12; HD 5+3; THAC0 14; #AT 1; Dmg 1-4 (with claws) or 1-8+2 (with weapon); SA energy drain, metal *long sword* +2; SD +1 weapon or better to hit, *ring of protection* +2; SZ M (7 feet tall); ML 16; XP 1,600.

9. Merchant District. Ruined storefronts, shattered vegetable stands, and rotted goods are a testament to the looting of the place by the army that conquered it. Someone with the tracking proficiency may notice (on a successful check) that there has been more recent pillaging by the disturbed dust.

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10. Overlook Estates. The homes of choice were situated on the hill built into the eastern wall. The architecture here is much more decorative and ceramic ducts once carried water directly into these homes. Searching these homes for at least three hours will turn up Treasure Type R (roll randomly on Table 84, page 133 of the *DMG*).

Several of the homes have been at least partially dismantled by scavenging parties from Kragmorta.

For some reason, a few of the cursed dead who escaped the hanging trees lair in these ruined homes. The poor wretches spring to life whenever anyone enters the dwelling they occupy. When a character searches the ruins, there is a 50% chance he will stumble into such a place. If an explorer is entering a particular house rather than conducting a generic search, the chance is reduced to only 10%. Once a free cursed dead is awakened, it will pursue and attack whoever disturbed it.

11. Hall of the Lion. This building was used as a meeting hall for the settlement, as well as an assembly area for the refuge's leaders. Its stout stonework was battered fiercely by Dregoth and his army, and its defenders were either killed or captured alive and then hanged on the trees outside. Nothing of value remains inside.

This location did contain an item from the Green Age that fascinated Dregoth. This item, the planar gate, is described on Card #1 included in this boxed set. When Dregoth discovered the planar gate, it showed the image of a world of vast plains and wide-spaced trees. Lens roamed everywhere, and the followers of Taraskir took this as a sign that this was a special, holy place. The demihumans never discovered the true purpose of the gate, but Dregoth suspected it immediately. He left it in the hall, vowing to return for it at a later date. He was not able to return, however, until after his death. Then he moved the gate to the





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lower cavern that would house his New Giustenal.

12. Walled Compound. A sturdy wall surrounds these buildings. This location was designed as a last refuge should enemies attack the settlement. It was finished just prior to Dregoth's attack, but the invasion came too swiftly for the demihumans to make use of it. This area is less damaged than the rest of the cavern, as few made it to the secure defenses and no battles were fought here. Stores of ancient and rotted supplies can be found, but anything of worth has been looted by explorers from Kragmorta.

13. Closed Gate. This gate leads to Tunnel D. This was the path the demihumans took to enter the Groaning City. Dregoth came from the other direction, through the tunnels beneath the Blasted Spire, so this gate remains intact. Now, when Dregoth needs to reach the upper ruins, he uses this gate to reach Tunnel D.

Kragmorta

As Dregoth explored the abandoned locations beneath Giustenal, he discovered many places of the ancients. One of these places is the cavern of fire and lava now called Kragmorta. Once this was an idyllic locale, full of comfortable structures of grown stone nestled amid rivers of gently flowing water. As Athas began to wither and die in the wake of the defiling magic of the Cleansing Wars, massive upheavals set free the boiling magma at the heart of the world. Some of this magma flowed into the cavern, replacing the rivers of cold, clear water with rivers of fire and lava. Dregoth discovered the glowing ruins, then dismissed them. The inferno that raged within the cavern must have destroyed everything of worth, he decided, so he looked for his answers elsewhere.

Today Kragmorta is a dark and savage place. Dregoth's banished children reside her-the creatures known as

first generation dray. More information of the dray (both first and second generation) can be found in the next chapter and the MONSTROUS COMPENDIUM appendix included in this boxed set. The dray were created by Dregoth after he became an undead dragon king (though he had been experimenting on the process long before that). His first attempt did not meet with the success he had hoped for, so he banished these transformed humans from New Giustenal. These outcasts eventually found Kragmorta, and it was here they settled to forge their own community.

The current leader of Kragmorta's dray is Mosak Eggstealer. Like the leaders before him, he carries the title of Clan Father (though there have been Clan Mothers in the past, too). Mosak is a planner. He is not known as a talker, but when he speak his words are revered by the rest of his clan. He distrusts outsiders, fearing they may be from Dregoth. Neither he nor his dray know much about the surface world. If visitors can convince Mosak that they are friendly, he would love to hear tales of the world above. He also seek help against the Spirit of Kragmorta (see below). If adventurers confront the spirit and expose it for what it is (thus saving more of Mosak's clan), they will earn the respect and gratitude of the Clan Father.

Mosak Eggstealer

Male Dray Thief, Neutral Good

Armor Class 7	Str 16
Movement 15	Dex 16
Level 11	Con 14
Hit Points 46	Int 15
THAC0 15	Wis 13
No. of Attacks 1	Cha 13

Damage/Attack: 1d6 (bone club)

Psionic Summary: PSPs 56; Wild Talent—dimensional door (PS 13, Cost 4+2/round)



The Spirit of Kragmorta

A prophetic spirit haunts the ruins of Kragmorta, granting signs and portends to the dray who live here. It first appeared about one year ago, when a first generation dray warrior slew a huge beast that had entered the cavern in search of prey. She and her mate could not eat all of the meat the beast provided, so she invited the rest of the clan to share in their feast. During the feast, a strange, ethereal figure appeared. It looked much like the lion-headed god once worshipped in the Groaning City. When it spoke, it claimed to be the guardian spirit of Kragmorta.

Mosak was suspicious and challenged the spirit. Instead of striking him down like the crowd feared it would, the spirit forgave Mosak's doubt. The spirit told the assembled dray that the Dread King of New Giustenal was to be blamed for the injustices done to the first

born of the dray race. In contrast to the fiery cavern they lived in, the spirit showed them images of the luxuries of New Giustenal—beautiful buildings, lively taverns, clean streets, and clear water as abundant as the lava flow of Kragmorta. “They are your brothers,” the spirit exclaimed, showing them images of the second generation dray, “but they have stolen your birthright. They live the good life because you have been cast out to suffer!”

The effect was predictable. The clan members began to scream for war against the second generation dray. Mosak was hesitant, sensing some kind of trick, but it was obvious that his clan's desire for revenge was stronger than his own ability to restrain them. Within seven days, the clan sent forth the largest raiding party it had ever assembled. Over 300 bloodthirsty dray readied their weapons and struck out for New Giustenal.

None of the raiding party ever returned.



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The spirit manifested again recently, urging the dray to send more warriors to New Giustenal. Mosak has been able to stall another expedition, but his people believe in the spirit and its words. Some clan members are ready to challenge his authority. If Mosak doesn't bring the situation under control soon or allow another raiding party to head out, a new Clan Father could rise to take his place.

What is the secret of the Spirit of Kragmorta? Is it Taraskir returned from the dead to challenge the Dread King once again? Unfortunately, no. The spirit is simply part of an elaborate plan set in motion by Dregoth himself. As with the Silt Stalkers elf tribe, Dregoth seeks to increase his number of followers. He believes that he can only become a god if a huge amount of believers worship him. And if they will not follow him while they live, Dregoth is not above killing them and turning them into undead. He has already done this to one of the Silt Stalkers' clans and to the first generation dray of the initial raiding party. Now he wants more.

Dregoth has continued to watch his pitiful children ever since they were cast out to this accursed place. Every few years, the Dread King scryed on the clan and watched their progress, always alert for useful mutations or adaptations that might develop. Little useful information was gathered, however, so Dregoth's clairvoyant visits became less and less frequent. When he needed a method for bringing the dray back to him, he devised the ruse of the Spirit of Kragmorta. Dregoth uses his psionic powers to project his disguised image to Mosak and the clan, urging them to attack New Giustenal again. If the spirit appears when visitors from the surface are present, Dregoth will be furious to learn that his secret realm has been penetrated.

The spirit is simply a psionic projection of Dregoth and has no real powers of its own. Dregoth may use his own psionic abilities through this projection since it allows him to see.

Dregoth tries his best to speak in riddles and half-truths. He recites spur-of-the-moment proverbs or clips of wisdom. The spirit should be played as a distant being, not of this world but possessed of knowledge that rings true.

Kragmorta Locations

Refer to the Kragmorta portion of the poster map when reading these entries. Rope bridges span the lava flows at four locations (as shown on the map). These ropes are woven from silk wall-walker webbing. The webbing resists the heat emanating from the lava, thus doesn't burn like rope made from other fibers. If the dray of Kragmorta are threatened, they cut the bridges to protect their homes from invaders.

No first generation dray has ever seen a human, or even a demihuman for that matter—at least not a live one. Refer to individual entries for some possible reactions from the dray.

If strangers should get into a fight with one of the many creatures that live in Kragmorta, the dray are not likely to get involved. They are far more interested in seeing how strangers defend themselves than in providing help. Only if the group shows extreme bravery or skill early on and is then overcome will Mosak lead the clan to help them.

Kragmorta is an uncanny place to visit. Glowing magma pools cast dancing red light on the dark cavern walls. Shadows sway across the ceiling as the fiery rivers below trudge ever onward. Beyond the quiet hiss of steam and the low rumble of the magma flows, the place seems otherwise dead and quiet. The buildings, many of which have been damaged by heat, earthquakes, and flame, appear to have been grown from the very stone of the cavern floor instead of fashioned with tools and sweat and muscle.

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Vegetation grows along the banks of the lava streams. These fire-fans are spongy, fan-shaped fungi. They are nourishing though they taste of sulfur and other minerals. These plants actually gather the mineral vapor of the molten earth and collect it in their fan-shaped leaves where it is converted into a usable form and stored in the tender roots.

Encounters with dangerous creatures are more common in Kragmorta than in any of the other subterranean settlements. Kragmorta's inhabitants aren't native Athasian creatures that happened to infest the home of the dray. They were released into this place by Dregoth. The Dread King has brought back many strange and terrible creatures from his forays through the planar gate. After studying them, he sets them loose in the fiery cavern with the rest of his cast-offs. Any of the creatures described below could be encountered while adventurers wander the cavern.

1. Entrance. Tunnel E continues past the lava flow to eventually empty into a large cavern. At the end of the tunnel, the shattered remains of a large stone gate still litter the entry to Kragmorta. Just beyond the rubble, a simple rope bridge spans a river of boiling magma. The magma is barely 10 feet below the bridge, but the rope fibers resist the intense heat and occasional spark of fiery rock. A character with the rope use or weaving proficiency can make a check to examine the bridge. A success allows the character to determine that the fibers used to weave the rope are not any material he is familiar with. The fibers are, however, extremely tough and apparently fire resistant.

A guard is usually stationed across the bridge at location 2D, watching the tunnel from a shadowy building. See below for details.

2. The First Island. The first island of solid rock in





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this cavern is cut off from the tunnel and the rest of the expanse by bubbling rivers of lava. Fire fans grow along the shore which rises some 10 feet above the lava. Ancient docks made of wood that has become petrified over the ages still reach out in some places. The structures here are beautiful, even marked as they are by time and damage. Like many of the structures in the Groaning City, these seem not to be constructed but instead grown. All have graceful sweeps and vibrant colors, with walls of smooth, porous stone. None of the buildings have straight edges or sharp corners. Two wells located here have long since run dry, though lava boils deep within them.

A. Fire Giant Lair. Bracorr the fire giant shaman from another world recently entered the cavern and took over this building. He knocked open the roof so he could fit but left the walls intact to provide himself with a defensible position. He was brought through the planar gate by Dregoth, questioned extensively about gods and his world, then placed in a cell until the undead dragon king decided what to do with him. Dregoth hates giants, which the shaman quickly realized. At the first opportunity, he escaped and made his way to Kragmorta. He has not yet figured out what to do, and he has thus far refused to speak with Mosak and the first generation dray.

Bracorr has lost contact with his god since coming to this strange world, and trusts no one. Once he was able to call upon spells as powerful as 4th level by praying to his god. Now, since his god's presence has faded from his senses, he can only use 1st and 2nd-level spells. Though his weapons and armor were stripped from him by Dregoth, Bracorr has fashioned coverings that give him Armor Class 4 and has crafted a large stone club. He carries a sack containing four hurling boulders. If characters or monsters come near his corner of this island, the fire giant will attack. If characters speak to

him, he could be convinced to help them against Dregoth. Otherwise, he simply wants to find a way to return home.

Bracorr, Fire Giant Shaman: Int Average 10; AL LE; AC 4; MV 12; HD 15; hp 82; THAC0 5; #AT 1; Damage 2d6/2d3; SA +10 damage due to Strength bonus, hurling rocks (damage 2d10); SD resistant to fire; SZ H (18 feet tall); ML 16; XP 10,000. Spells—has access only to 1st and 2nd level spells from the following spheres: elemental, healing, charm, protection, divination, or combat; 3 1st level, 3 2nd level.

B. Hell Hound Lair. Two hell hounds have turned this building into a lair. They have been living off any fire snakes they can catch (see 20, the occasional dray that wanders across their path, and whatever their forays into the tunnel turn up. These creatures were also brought to Athas by Dregoth, then let free in Kragmorta to harass the first generation dray. If they catch the scent of adventurers, the hell hounds will attack. If either creature loses more than half its starting hit points, the pair flees back to their lair.

Hell Hounds (2): Int Low (6); AL LE; AC 4; MV 12; HD 7, 5; hp 48, 36; THAC0 13, 15; #AT 1; Dmg 1-10; SA breathe fire (damage 75; save for half damage); SD immune to fire, surprised only on a 1 or 2 on 1d10, can see hidden or invisible creatures 50% of the time; SZ M; ML 13; XP 1,400 and 650.

C. Fire Snake Lair. Though fire snakes are found throughout Kragmorta, the largest group of them lair in this building made from vibrant red stone. Inside, the floor has cracked open and lava bubbles up into the building. These creatures prefer to live in true fire, but the heat cast from the burning rock gives them some comfort. Like most of the other creatures in this cavern,

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the fire snakes come from someplace else. Dregoth cast them into Kragmorta with his other rejects. Then he quickly forgot about them. This particular nest contains a total of eight fire snakes.

Fire snakes do not go out of their way to attack other creatures. If visitors stray too close to their lair, however, they will do their best to defend their territory. The mild venom administered through a fire snake's bite causes paralyzation, which could leave a victim vulnerable to the cavern's more hostile inhabitants.

Fire Snakes (8): Int Semi- (3); AL N; AC 6; MV 4; HD 2; hp 14, 12 x 4, 9 x 2, 6; THAC0 19; #AT 1; Dmg 1-4 (bite); SA surprise (-4 penalty to opponents' surprise rolls), paralyzation (for 2d4 turns unless victims saves versus poison); SD immune to fire; SZ S (2-3 feet long); ML 11; XP 120 each.

D. Dray Guard. There is a 75% chance that a dray guard is present at any given time. He hides in the shadows of this building, watching for signs of Dregoth's templars or some new horror being deposited in the cavern. If the guard is present, he spots entering characters as they cross the bridge (unless they have taken magical or psionic precautions to mask their presence). As he has never seen surface dwellers before, the guard will not attempt to stop them or otherwise reveal himself in any way. Instead, the guard will simply follow the group around, trying to remain hidden on the rooftops or in the shadows. Once the visitors begin to cross the second bridge, the guard reconsiders his actions and rushes off to warn Mosak.

Within 1d6+2 turns, Mosak, the guard, and 2d4 additional dray begin searching for the visitors. After observing them for three hours, Mosak will confront the visitors if they do not seem overly hostile or somehow allied with the second generation dray.

3. Island of the Dark Naga. The dark naga was one of Dregoth's most difficult acquisitions from his other-dimensional travel. When he realized how tricky the creature would be to keep in captivity, he quickly decided to turn it loose in Kragmorta.

The dark naga has learned one unique trick from its surroundings and its natural immunity to acids and other poisons. Whenever the naga senses a dray nearby, it quickly consumes one of the many dragon beetles it keeps trapped in its lair. Whenever the dray approaches, the naga spits out the beetle's remains, showering its opponent in poisonous spittle. This usually blinds or debilitates the dray long enough for the naga to finish it off.

The dark naga was released into Kragmorta by Dregoth only eight months ago. The creature brought a number of treasures from its own world, which have remained hidden within its baglike internal organ. Dregoth had no idea what he was losing when he banished the dark naga. Its treasure consists of: 232 gold pieces, 3 gems worth 100 gp each, a scimitar sized *hornblade*, a *net of snaring*, a *hat of disguise*, and a *book of vile darkness*.

Dark Naga: Int Exceptional (16); AL LE; AC 6; MV 13; HD 3; hp 37; THAC0 11; #AT 2; Dmg 1-4 (bite)/2-8 (tail stinger); SA wizard spells (cast as a 6th-level wizard), poison (save versus poison or take 1-2 hp additional damage and fall asleep, onset time 1 round, sleep lasts 2d4 rounds); SD ESP (80-foot range), immune to acid, venom, and poison, cannot be mind read, +2 bonus to saving throws against *charm*, *sleep*, *hold*, and other enchantment/charm spells; SZ L (12 feet long); ML 15; XP 4,000.

4. Island of the Fire Drake. One extremely vicious fire drake nests on this island amid a pile of large boul-



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ders chipped from the very wall of the cavern. The fire drake sometimes hunts the dray or other creatures in the cavern for food, but usually it prefers to hunt away from its lair. There is only a 30% chance that the fire drake will be on its island at any given time. When not at home, it swims into the lava and out through the drainage hole nearest its island. It knows a route up to the surface, and that's where the fire drake likes to do most of its hunting. If it is in its lair, it will attack any intruders upon spotting them. It enjoys inflicting pain and torment on a meal before consuming it, and any intruders caught on its island are considered meals.

Fire Drake: Int Animal (1); AL NE; AC -3; MV 12, Jp 3; HD 20+8; hp 145; THAC0 5; #AT 4; 1-10+10/1-10+10 (claws)/3-24 (bite)/4-32 (tail); SA bite/swallow, elemental attack once per week (gate in a 50-foot sphere of fire that burns for 1d6+4 rounds and causes 4-40 points of damage, save versus breath weapon for half damage), psionics, tail lash (save versus petrification or be stunned for 1d6 rounds); SD psionics; SZ G (25 feet long); ML 17; XP 28,000. Psionic Summary: PSPs 150; Sciences-telekinesis, energy containment, shadowform, mind link, mass domination; Devotions-danger sense, radial navigation, spirit sense, inertial barrier, body control, cell adjustment, heightened senses, feel light, hear light, control flames, control light, displacement, double pain, awe, contact, ego whip, inflict pain, mind bar, mental barrier, mind blank, psychic crush.

5. Dray Settlement. The first generation dray have made their home among this collection of ancient buildings. They maintain a constant vigil against the predators that lurk among Kragmorta's fiery shadows. Still, an occasional hungry hell hound or wall-walker claims a dray for a meal now and then.

Mosak leads the community of 324 dray. This num-

ber includes two 12th-level warriors, two 12th-level psionics, six 7th-level thieves, and one 11th-level cleric. The rest are typical first generation dray, as described in the MONSTROUS COMPENDIUM appendix included in this set.

6. Wall-Walker Hive. Small openings in the cavern wall indicate the presence of a wall-walker hive. No one knows how many of the terrible creatures live in these burrows, but the amount of stone pushed out to create them forms a pile nearly 20 feet high! While Mosak believes these creatures come from the same place as the other terrors of Kragmorta, the truth is the wall-walkers are native to Athas's subterranean regions.

The entire population divides itself into small broods of 1-6 wall-walkers, though most nests are connected to the centralized tunnels that run between them. These predatory creatures hunt inside Kragmorta as well as within the tunnels around it. There is a 25% chance that explorers in Kragmorta will encounter one or two wall-walker hunters at any given moment in the cavern. See the MONSTROUS COMPENDIUM appendix included in this set for more information about wall-walkers.

Wall-Walkers (24): Int Low (6); AL LE; AC 3; MV 3, Cl 12; HD 6; THAC0 14; #AT 3; Dmg 2-12/2-12 (claws)/2-8 (bite); SA psionics; SD psionics; SZ M 6 feet; ML 14; XP 1,500. Psionic Summary: PSPs 80; Sciences—shadowform; Devotions—contact, feel sound, feel light, mind blank.

7. Fresh Water Springs. Clear, clean water bubbles out of the ground here. The water is hot, and clouds of steam constantly rise from it, but otherwise it is safe to drink. They dray get all of their fresh water from this location, and they have four guards here at all times to protect it from the other inhabitants of the cavern.

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New Giustenal

Dregoth led the survivors of Giustenal to a cavern far below the surface of Athas. While this cavern had been prepared for a halfling settlement during the Blue Age, it was never occupied. Dregoth and his followers found an empty paradise waiting to be filled. Slightly under 2,000 years ago, Dregoth became an undead dragon king and brought his people here. At first, they lived in whatever temporary shelters they could fashion. During this period, Dregoth and his court wizards began the experiments that led to the creation of the dray.

The first generation dray were cast out of the cavern that Dregoth named New Giustenal. The second generation, however, lived up to Dregoth's expectations. All of the human survivors were transformed into the new race of dray. This was part of the culmination of Rajaat's dream, Dregoth believed, a dream that would be realized by the first true god of Athas—Dregoth.

Leaving his newly reborn followers in the care of his templars, Dregoth turned his attention to the planar gate. He was gone for years at a time as he searched the many planes of existence for the secrets he sought. In that time, he returned with the first of many dragons—great wyrms he killed on other worlds. The bones of these majestic creatures became the building blocks for New Giustenal. Today, Dregoth and his dray live in great structures built using dragon bones.

Over the centuries, Dregoth has established a religion dedicated to himself and built a mighty military force. Someday the Dread King plans to lead his army to the surface. He has old debts to pay and a world to win. Even the Dragon will bow to Dregoth the god! At least, that is the delusion that the undead dragon king lives under. However, no matter how insane he is, he also has the power to see his vision through to completion.

Though New Giustenal is much smaller and

poorer than many of the other sorcerer-kings' cities, its citizens have found ways to adapt and make their home self-sufficient. The dray have developed crops, livestock, waste management, a marketplace, and a fishing economy along the Blackjaw River. Taverns, theaters, academies, and even a college of sorts grace the local environment.

Light is provided by hundreds of stalactites hanging from the 200-foot-high cavern ceiling, each enchanted with *continual light* spells. Homes and buildings are lit by similar magic.

The coins used in New Giustenal are a mixture of ceramic bits emblazoned with the image of a dragon and metal coins brought from the surface in an age when metal was more abundant. The ceramic bits are equal in value to those used on the surface. The metal coins are much rarer, and all are worth one silver piece in the cities above.

Two rivers cut through this cavern: the Blackjaw and the Little Blackjaw. In addition to providing some of the food consumed by the population, these rivers also provide most of the fresh water used by the dray for drinking and bathing.

New Giustenal Locations

Refer to the New Giustenal portion of the poster map when reading these entries.

1. Central Gates. Two towers staggered behind two massive gates guard the only entryway into New Giustenal. Each tower is manned by four 4th-level templars. The gates are made from a combination of stone and dragon bones, giving the entryway a grand yet ominous appearance. The templars command five bone golems who always stand at attention in front of the inner gates.



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Templars (8): Int High (14); AL LE; AC 6; MV 12; HD 4; THAC0 18; #AT 1; Dmg 1-8 (bone long swords); SA spells; SZ M (7 feet tall); ML 15. Priest Spells: 3 1st level, 2 2nd level.

Bone Golems (5): Int Non- (0); AL N; AC 0; MV 12; HD 14; hp 70 each; THAC0 7; #AT 1; Dmg 3-24; SD half damage from edged and piercing weapons; SZ M (7 feet tall); ML 20; XD 18,000.

2. Temple of the Dragon. Three of these magnificent structures are scattered throughout New Giustenal. The opulent buildings are all made from gray stone with crimson scales, trim, and other draconic decorations. In the center of each is a high steeple graced with dragon scales. The doorways are in the form of a dragon's maw with a toothlike portcullis that can be lowered when the temple isn't in session. The whole effect is savagely beautiful, though visitors from the surface will find the draconic imagery to be terrifying.

Beneath the steeple in each temple is a huge room where Mon Adderath or Absalom often deliver sermons on Dregoth. The rest of each building is taken up by the barracks of low-level templars, training halls, dining rooms, sanctuaries, and other areas devoted to study.

Each barracks is supervised by a 4th-level templar, and each temple has four such areas.

The temple nearest the Dread Palace is by far the largest of the three. Though any dray may attend services here, it is considered to be the temple of the wealthy, and lesser dray may find themselves ill-treated by their brethren here. In fact, attending sermons here has come to be a status symbol among the dray, and those who attend always wear the newest and most expensive fashions.

3. Blackjaw River. The water in this river steams constantly as it passes over a magma flow located below its

bed. It is not so hot as to be harmful, and the hot-blooded dray find the water to be quite relaxing.

A great bridge made from dragon bones spans the Blackjaw, and docks on each side of its banks house the barges that serve fishermen and travelers. Two huge caves provide channels for the water. The fishermen will enter these caves to fish, but will never stray so far as to lose sight of the openings back into New Giustenal. Unknown to most of the dray, Dregoth keeps his growing army of undead in a cave about half a mile east along the river. In this cave, undead created and controlled by Dregoth wait for orders. Among these creatures are the elves of the Fire Dagger clan and a small raiding tribe made up of escaped mul slaves.

Scores of tasty and relatively harmless blackjaw are pulled daily from this underground river. A creature the dray have named the sharg now threatens the barges. Where the monster came from is unknown, but it has destroyed more than a few barges in its quest for sustenance—and it has even dragged a few dray in from the shore! See the entry in the MONSTROUS COMPENDIUM appendix included in this set for more information on the sharg.

4. Sharg Island. A lonely estate sits on this island. It has been abandoned, as the sharg has made its home in a cave beneath the island. The templars know it is there, but Dregoth has ordered them to leave it alone for the time being. The Dread King wants to study this creature (which he brought to Athas from another plane) until he can figure out how to control it. If any characters explore this island, the sharg will slip out of its lair and try to catch them. The creature's statistics are in the MONSTROUS COMPENDIUM appendix included in this set.

5. Fishing Shacks. Large buildings on each side of

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the river are used by New Giustenal's fishermen to sort, prepare, and store the fish dragged out of the Blackjaw River. The dray here are very concerned over the sharg, and they can be heard making their own plans for dealing with the creature should the templars continue to ignore the situation.

The dray never developed sailing or rowing vessels. Instead, barges are dragged up and down the Blackjaw River with large nets in tow. The mean-tempered but small blackjaw are trapped in groups of three or four every pass up or down the length of the river. The process is slow but profitable, for blackjaw and crabs are the only sea-meats available.

Several months ago, a terrible sharg entered the river. Most think that it swam in from wherever the Blackjaw comes from or leads to, but in truth it was released by Dregoth. He discovered it during one of his planar journeys and decided it might prove useful in his battle against the surface world.

6. Fanner Fields. To provide the dray with meat, beasts called fanners are raised in a scrubby field in the southern section of the city. Fanners are fat beasts the size of cattle, but with a single horn protruding from their bull-like faces. They get their names from a ridge of skin that surrounds their necks like collars. When a beast feels threatened, the collar fans-out and makes the creature look larger and more ferocious to whatever predators exist on the plane Dregoth plucked them from.

7. Fungi Fields. A variety of growths are cultivated here as a supplement to the dray diet.

8. Common Section. The common people of New Giustenal live in these simple yet comfortable homes. Many are built around the great central pillar, a column of stone that stretches from the floor of the cavern to the

ceiling high overhead. Many of these common dray work in the fields or perform other manual labor, as New Giustenal has no slaves.

9. The Dread Palace. Nothing in New Giustenal is as stark or oppressive as Dregoth's palace in the northern section of the city. The stone of its walls is blackest obsidian, and the bones of great wyrms decorate much of its surface. Dregoth's planar gate is kept in this area, as well as many of his other treasures. Full details are revealed in the Adventure Book.

10. Upside-Down Forest. Trees grow from the ceiling, their limbs reaching down and stretching out into a canopy of leaves. The roots wind their way upward, seeking the sunlight far above. This secluded grove is a remnant from the Blue Age, and pathways shaped from living stone crisscross beneath the trees. Each pathway is formed from a different colored stone, and each path takes a slightly different course through the forest. The trees here bear sweet fruit, another staple of the dray diet.

11. Akrag's Pools. Akrag is a dray who owns and operates this public bath. It is darker and seedier than most and has earned a nasty reputation for several assassinations that have taken place in its steaming pools. According to some, a mid-level templar was recently murdered while in the baths. Evidently, the body was pushed through the water drains into the Blackjaw River, for the templar was never seen again.

In truth, Akrag is actually Absalom, Dregoth's trusted High Priest. See the cardstock sheets provided with this set for Absalom's statistics and role-playing tips while he is in the guise of Akrag.

12. The Pit. A female dray named Freiha runs this

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successful tavern with her mate, Gatlakk. The Pit is known for a strong elixir called *munge* that is made from fermented mushrooms. None of the other establishments in New Giustenal have managed to duplicate the process, so Freiha and Gatlakk have turned quite a profit in the last few years. So much in fact, that Casskka of the Beetle's Bite has hired a rogue named Lodgden to either steal the couple's secret, or send them to the Gray. So far, Lodgden has met with little success, though she has managed to secure a job as a server in the Pit. The impatient Casskka is urging her to finish her business quickly, however.

Lodgden

Female Dray Thief, Lawful Neutral

Armor Class 5 (Dex)	Str 16
Movement 12	Dex 17
Level 8	Con 13
Hit Points 26	Int 15
THAC0 17	Wis 15
No. of Attacks 1	Cha 14
Damage/Attack: 1d8-1 (bone long sword)	
Psionics Summary: PSPs 34; Wild Talent—appraisal (PS 11, Cost 14)	

13. **College of Blackspire.** This beautiful building is made from ivory sandstone and capped in blackest





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obsidian. Unlike most other sorcerer-kings, Dregoth usually allows and often encourages mages to develop their skills—as long as they are committed to his cause.

Anyone who exhibits magical talents or desires to learn can apply for enrollment at Blackspire, so named for the three scaled spires that surmount the main academy. If accepted, a young mage is subjected to several years of near-brainwashing to ensure that he is dedicated to Dregoth. During this time, the instructors psionically probe the minds of the applicants, looking for signs of treachery. If someone betrays the College, expulsion is quick and bloody.

Those who survive the rigors of training become hardened mages ready to serve their Dread King, and a select few are even allowed to join the ranks of the kalin riders.

14. Beetle's Bite Tavern. A greedy dray named Casskka runs the Beetle's Bite, though it hasn't done very well since the competition developed a sweet tasting drink called *munge* (see area 12, above).

The tavern's sole redeeming feature is cheap blackjaw. Casskka's brother is a fisherman, and he gives her a discount on the fish.

Dregoth's Templars

Dregoth maintains a force of 338 templars, a very high number for a relatively small population of only 3,000 dray. Though these 338 are full-time soldiers for the sorcerer-king, every other dray of fighting age is part of a strange militia system. In essence, when the Dread King gives the word, every dray in New Giustenal is supposed to pack his or her gear and join the army in its march to the surface. Only the old or the very young are to remain behind, and these only to continue to produce whatever

material the war engine might need. The army is supplemented by scores of undead, some stationed throughout the palace, though most are hidden in the cave along the Blackjaw River.

The vast majority of templars are 4th level. Dregoth's intensive and rigorous training academy rushes them past the earlier stages quickly. Every templar of 3rd level or better is considered a full templar, and is designated as such by the High Templar himself. Whenever a templar increases a level after the second, he is blessed by a thick, yellowish scale that rises from his spine. Only Mon-Adderath and Absalom have the necessary power to make this mark, using a spell granted to them by Dregoth. Because of the scale, a 3rd-level initiate is called a Templar of the First Scale. A 4th-level templar is a Templar of the Second Scale, and so on. Mon Adderath is currently a Templar of the Highest Scale (18), and Absalom is a Templar of the Fifteenth Scale.

Templar Patrols. A patrol consists of four Templars of the Third Scale and one of the Fourth. These are almost always composed of pure templar-classed dray, but there is a 10% chance that any of the five will be multiclassed. If so, roll 1d10 to establish the dray's second career. His second class will always be equal to his first. Roll 1-3: Psionicist; 4-6: Defiler; 7-3; Fighter; 10: Thief.

If a serious confrontation breaks out and the templars are able to summon help, a war party of four 7th-level templars led by a Templar of the Eighth Scale (10th level) will arrive in 2d10 rounds plus the time it takes for them to travel the intervening distance.

Kalin Riders. Dregoth's most elite troops are the *kalin* riders. These mid-level templars ride the ferocious *kalin*, riding insects the Dread King brought back with him from one of his otherworldly voyages. For now, the kalin riders patrol the ceilings of New Giustenal looking for trouble in the streets below. The dray are a quick tempered race, so the kalin riders are rarely bored from inaction. Most citi-

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zens hate these troops because of the viciousness of the mounts. Kalin have been known to rip the arm of a passing dray for no particular reason, and even their riders often have trouble controlling their bloodlust.

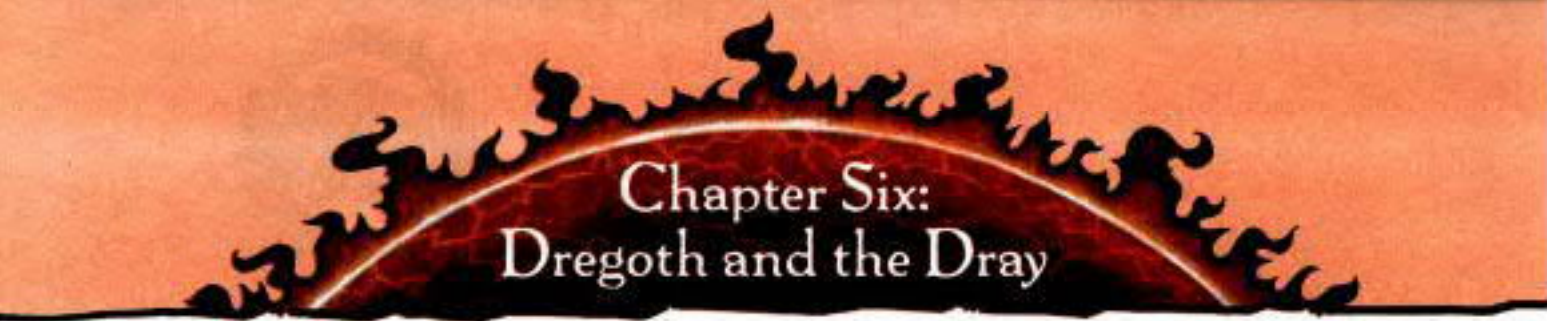
Dregoth has four squadrons of 25 kalin riders available to him at present. These troops are to lead the assault on the surface world when the time comes, and they have gotten the best share of the vast magical armament Dregoth has prepared.

Kalin riders are all 5th level fighter/clerics armed with magical weapons (usually a *long sword +1*). Officers have metal weapons with enchantments as high as +3.

Finally, every kalin squadron has a defiler from the College of Blackspire assigned to it. The mage will be of 7th-10th level (1d6+6), and will also have five randomly assigned magical items. Use the tables in the *DMG* to assign these. If an item of excessive power is generated, reroll the result until something more reasonable is discovered.

Kalin Rider: Int High (16); AC 3; MV 12; F5/C5; hp 38; THAC0 16; #AT 1; Dmg 1-8+1 (metal *long sword +1*); SA kalin, psionics, cleric spells; SD psionics, cleric spells; SZ M (7 feet tall); ML 16. All kalin riders are psionic wild talents. Cleric Spells: 3 1st level, 3 2nd level, 1 3rd level.



The chapter title is centered at the top of the page. It features a dark, jagged silhouette of a dragon's head and neck, facing left, set against a background of a bright orange and red sky. The text "Chapter Six: Dregoth and the Dray" is written in a white, serif font, with "Chapter Six:" on the top line and "Dregoth and the Dray" on the bottom line, both centered within the dragon's silhouette.

Chapter Six: Dregoth and the Dray

The Undead Dragon King

The Dread King Dregoth was killed almost 2,000 years ago by the combined powers of seven sorcerer-kings. Shortly thereafter, as Giustenal's survivors fled the ravaged city, Dregoth rose as the undead dragon king. While Dregoth is a unique being, his new state is very similar to that of a *kaisharga*, a lichlike creature native to Athas. He has existed in this state since the day of his return, neither dead nor alive, neither full human nor full dragon.

In life, Dregoth was a 27th-level dragon, on the verge of achieving the final stage of metamorphosis. He had been a champion of Rajaat the War-Bringer, a general in the devastating Cleansing Wars that laid waste to the world. When it became clear the War-Bringer was going to betray his champions, Dregoth helped imprison Rajaat. Rajaat didn't want humans to inherit the new Blue Age he envisioned—he wanted to return the world to the halflings who had almost destroyed it! Once Rajaat was safely locked away, Dregoth helped the other champions (now sorcerer-kings) turn Borys into the Dragon of Tyr to guard over the War-Bringer's prison.

At this time, Dregoth planned to continue the Cleansing Wars and make the world ready for another Blue Age. This Blue Age wasn't meant for any of the races currently inhabiting Athas, however. Dregoth was determined to launch another Rebirth to create a more worthy race to inherit the world. If the halflings could create new races, Dregoth believed, then so could a dragon king in all his power. It was Dregoth's plan to transform humans into beings worthy of serving dragon kings in a new age of splendor. He planned to create the dray.

Borys, meanwhile, was lost to rage and madness after his transformation. Fearing that this same insanity would soon overtake Dregoth (who was next in line of the remaining champions to become a full dragon), the sorcerer-kings decided to destroy the Dread King of Giuste-

nal. They ambushed him in his own palace, battering him with the Way, pounding him with spells, and even striking him with weapons and fists. Dregoth fought as best he could, but the seven struck without warning. He died, and his city died with him.

Death was not the end for Dregoth, however. He returned as an undead dragon king. With the aid of his court wizards and highest-ranking templars, Dregoth went into hiding in the Groaning City. While he waited and regained his strength, his templars gathered the survivors of Giustenal and led them underground. Once they were assembled, Dregoth marched his followers to the deepest cavern of the ancients—a place he declared to be New Giustenal. It was here, deep below the ground, that Dregoth found the secret to transforming humans into a new race. It was here that the dray were born.

The first attempt to transform humans into dragonlike creatures failed, at least as far as Dregoth was concerned. Instead of becoming tall, flawless beings, his first generation dray were misshapen creatures with a variety of strange mutations. The undead dragon king was furious at the failure. He banished these dray from New Giustenal, declaring them unworthy to live in the shadow of the Dread King. The first generation dray fled, devastated that their god and king had rejected them. They eventually settled in the ruins of Kragmorta.

The second attempt worked to Dregoth's satisfaction. The remaining humans were transformed into perfect dray-dray as Dregoth envisioned them. The Dread King ordered all of his citizens to undergo the transformation, and now only second generation dray inhabit the undercity.

Dregoth now rules a city far removed from the light of the crimson sun. He looks much like he did in life—one step removed from a full dragon. He is 30 feet long and weighs 20,000 pounds. He has a dragon's form, with wings, scales, a tail, claws, and a devastating breath

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weapon. This form was badly damaged by the attack of the sorcerer-kings. So, Dregoth's wings are torn, his body still wears the wounds inflicted upon it, and gaping holes show exposed bone in many places. The armored skin that remains is stretched thinly over the skeleton beneath. His eyes, like the eyes of all kaisharga, burn with green fire. Note: Dregoth cannot be turned.

Dregoth, of course, never appears to his citizens in his true form. Instead, he wears one of two false forms in front of the masses. The first of these forms is that of a tall, regal dray. This is what most of the people of New Giustenal believe their godking looks like. The second form, used on very rare occasions, is that of a living 27th-level dragon. This form is modeled after Dregoth's true form before it was corrupted by undeath. A combination of magic and psionics, much of it imbued in the amulets and rings Dregoth wears, maintains the illusory forms, though the Dread King can drop or shift between them at will.

Dregoth's Plans: Godhood and Revenge

While he was still alive, Dregoth found an item of great power in the ancient caverns beneath Giustenal. In the Groaning City, in a building revered by the demihumans who had fled Dregoth's systematic extermination of all nonhumans, the Dread King discovered the planar gate. The item, from Athas's Green Age, was a psionic focus for planar travel. After becoming an undead dragon king, Dregoth used the gate to walk the many planes of existence.

On the planes, the undead dragon king encountered many new ideas and strange truths—including the fact that true gods did exist on other worlds. This particular revelation gave shape to Dregoth's newest plan. He declared that he would become Athas's first real god, not a pretender like the other sorcerer-kings. He spent cen-

turies traveling to other places, learning everything he could about gods, their worshipers, and the doctrines of thousands upon thousands of faiths.

Over time and by careful observation, Dregoth determined the path to true godhood. He saw that other beings called gods had multitudes of followers, and the more followers the god could claim, the greater the god's power. Another trademark of godhood seemed to be tied to sacrifice. From the giving of tithes to actual blood sacrifices, gods demanded offerings of their worshipers. Dregoth became convinced that a massive blood sacrifice, combined with the reverence of his followers and the creation of a font of holy power would provide the impetus for his ascension.

Worshipers were easy. The people of Giustenal were convinced of Dregoth's divine nature even before he "rose from the dead." Returning to walk among them after falling to the sorcerer-kings only served to strengthen their devotion. Later, when he transformed them into the dray, his followers became "the chosen people." To this day, their belief in Dregoth has only increased—even among the first generation dray of Kragmorta.

The doctrine preached by Dregoth and his templars calls for sacrifices of all kinds. From the offerings of time, labor and wealth, to the blood of animals and demihumans spilled on Dregoth's altars, the worshipers understand and practice sacrifices to the Dread King. Each Temple of the Dragon in New Giustenal contains an altar of blackest obsidian etched with the symbol of Dregoth—a roaring dragon head inside a crimson circle. On holy days, these stone blocks drip with steaming blood. All dray know the prophecy of the *Coruscation*, the Day of Light. In the future, Dregoth the Godking will lead the dray to the land above. There, they will swarm over a place of evil called Raam, killing all of its inhabitants as sacrifices to Dregoth. On that day, when the blood of thousands of unbelievers runs in rivers at the



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feet of Dregoth, the crimson sun will burst with bright light and the new Blue Age will begin.

The last secret to godhood lies in the creation of a font of power, a holy relic worthy of Dregoth and his religion. This item already rests deep within Dregoth's palace. It is a huge dragon skull taken from one of the creatures that walk other worlds. Its eye sockets are filled with orbs of obsidian, and his newest holy symbol is carved into its sloping forehead—the blazing crimson sun trapped in the grip of a dragon's claw. The decorated skull sits on the altar within Dregoth's private chambers. While it is not yet a holy relic, Dregoth believes that by immersing it in the rivers of blood that will one day flow down the streets of Raam the relic will become imbued with divine power—just as Dregoth himself will be.

In addition to achieving godhood and leading Athas into a new Blue Age, Dregoth dreams of getting revenge on the sorcerer-kings who teamed up to kill him. He plans to destroy them all, but the people of their cities will be free to bow down before him. If the citizens and slaves refuse, then they will die on his obsidian altars. This option is not available to the people of Raam, however. Like their queen, Abalach-Re, and as the citizens of Giustenal before them, the people of Raam must die. This is Dregoth's burning desire, and it will not be denied.

While he may eventually have his revenge on the sorcerer-kings who killed him, Dregoth will never become a god—at least not on Athas. Athas has never had any gods, and it never will. Why this is may never be completely understood, but the fact is that the conduits that allow gods (or powers, as they're called elsewhere) to draw strength from their worshipers simply don't exist on Athas. No matter what Dregoth does, he won't be able to change that fact—and he isn't even aware that this is a problem. Without these spiritual conduits, divine power can't be attained.

Dregoth, the Undead Dragon King

Male Kaisharga Dragon King, Chaotic Evil

Armor Class	-8	Str	22
Movement	15, Fl 18 (C)	Dex	20
Level	29	Con	10
Hit Points	173	Int	20
THACO	-1	Wis	17
No. of Attacks	3	Cha	15

Damage/Attack: 2-20+10/2-20+10 (claws)/4-48 (bite)
Special Attacks: breath weapon (20d12, 5 feet wide at base, 50 feet long, 100 feet in diameter at end); tail (5d10); chilling touch (1d10 additional damage, save versus paralyzation or be paralyzed until the condition is dispelled); psionics; spells.
Special Defenses: cannot be turned, +2 or better magical weapons to hit; magic resistance 40%; immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, and *death* spells; can understand and speak any language; aura of fear (60-foot range, creatures less than 8 HD save versus spells or flee for 5d4 rounds); saves as 21st-level wizard; psionics; spells.
Psionic Summary: PSPs 330; all Defense Modes; Clairvoyance—danger sense, spirit sense, precognition; Psychokinesis—ballistic attack, control body, detonate, molecular rearrangement, telekinesis; Psychometabolism—aging, biofeedback, body control, catfall, cause decay, chameleon power, double pain, heightened senses, mind over body, suspend animation, complete healing, death field, metamorphosis, shadow form; Telepathy—aversion, awe, conceal thoughts, contact, ESP, phobia amplification, psychic messenger, synaptic static, domination, mass domination; Psychoportation—astral projection, dimension walk, dimensional door, dream travel, teleport.
Typically Memorized Spells: 1st level (7)—alarm, change self, detect magic, detect undead, magic missile

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x2, read magic; 2nd level (7)—alter self, blindness, continual light, darkness 15', invisibility, whispering wind, wizard lock; 3rd level (7)—blink, clairaudience, clairvoyance, dispel magic, fireball x2, nondetection; 4th level (7)—charm monster, detect scrying x2, improved invisibility, magic mirror, monster summoning II, polymorph self; 5th level (7)—advanced illusion, animate dead x3, contact other plane, wall of force, wall of stone; 6th level (7)—anti-magic shell, chain lightning x2, contingency, death spell, disintegrate, geas; 7th level (7)—banishment, conjure greater elemental, control undead x2, delayed blast fireball, finger of death, sands of time; 8th level (6)—clone, demand, glassteel, mass charm, permanency, symbol; 9th level (6)—astral spell, energy drain, gate, imprisonment, shape change, wish; 10th level (4)—defiling stasis, immediate animation, just sovereign, raise nation.

The Dray

As a former champion of Rajaat the War-Bringer and a believer in the concepts behind the Cleansing Wars of more than 2,000 years past, Dregoth detests demihumans and humanoids. His greatest hatred is reserved for giants (and will extend to the newer half-giant race when he learns of their existence), but he also loathes dwarves, elves, and even a flings. The mul, too, will come as a surprise to Dregoth, who has not been paying any attention at all to events that have been transpiring on the surface. The Dread King is barely aware that the world he knew has withered and nearly died as a result of defiling magic and the horrors of the Cleansing Wars.

In the case of thri-kreen, who apparently did not spring from the halfling metamorphoses of the time of Rebirth, Dregoth will express curiosity and amusement over these intelligent insects, but he will not display the hatred he lavishes on the halfling spawn. At least not at first. Later,





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when he realizes that his new age must only be occupied by the worthy result of the Rebirth—namely humans and his new race of dray—Dregoth's loathing will extend to the thri-kreen as well.

While the other sorcerer-kings have long since decided to end their extermination of the nonhuman races and sweep aside plans to restore Athas's Blue Age, Dregoth still holds these goals in his undead heart. He believed Raiaat's claims, sure that humans were the next stage in the evolutionary process. However, Dregoth does not believe they are the end result. Look how the sorcerer-kings change as they grow more powerful. They were once human. They will become dragons. If dragons are the ultimate stage—and Dregoth believes they are—then humans need to evolve into something worthy of serving the dragon kings. That's why Dregoth invented the process to change humans into dray.

First Generation Dray

Dregoth started his experiments years before his death. By the time of his murder, the Dread King was close to developing the transformation process that would change his human followers into a new race. One essential piece of the puzzle eluded him, however. Even with the Way and nearly unlimited arcane powers at his command, Dregoth continued to fail. What's worse, he knew from history that the halflings had the secret to transforming one race into another. He needed the secret of the Rebirth if he was going to succeed. And it had to be more refined than the random power still spewing from the Pristine Tower. It had to be so concentrated that the transformation would follow the pattern he designed.

After returning as the undead dragon king, Dregoth decided to seek the knowledge of the ancients in the ruins beneath Giustenal. He bestowed immortality on

his two trusted templars so that they could assist him in the centuries to come. Mon Adderath, his High Templar, was already imbued with agelessness and had served Dregoth since the Dread King had become a champion of Rajaat. His new High Priest, the templar Absalom, received the gift in a different form. To be his priest, Absalom had to become like his god. So Dregoth killed the templar and turned him into an undead creature. In truth, Absalom was the first dray ever to live beyond its creation. Up to this point, all of Dregoth's attempts had resulted in dray, but the process was not stable. Those who participated in the experiments continued to mutate beyond the point Dregoth had hoped for. They became strange monstrosities that eventually died. The only way to stabilize the process at the time was to kill the subject at the stage Dregoth desired and then turn him into an undead of some sort. This was what was done to Absalom. Statistics for Mon Adderath are on Card #4, while Absalom's are in the *MONSTROUS COMPENDIUM* appendix included in this boxed set.

It took almost 200 years, but Dregoth and his assistants finally made sense of the records left in the halfling cities. The experiments started again, and they appeared to work as Dregoth had hoped. He ordered all the citizens of New Giustenal to undergo the process. More than 100 first generation dray were created before the first signs of failure became evident. The initial recipients of the transformation process began to mutate. Dregoth was infuriated by this setback. He ordered everything to stop while he conducted more tests.

The first generation dray continued to mutate, changing from the perfect draconic specimens Dregoth had envisioned into flawed reflections of his dream race. He wanted tall, lean beings with muscular frames. They were to be proud, near-replicas of the dragon kings. Instead, most were hunched over, not tall and straight. Their claws

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were jagged, not long and sharp. Their scales were mottled, uneven. What was worse, unlike his failures of the past, these mutations did not die out. In fact, they were capable of breeding. Dregoth considered them to be mockeries of his perfection. He ordered Mon Adderath to banish these hideous creatures, to bar New Giustenal's gates to them forever.

The first generation dray roamed the tunnels of the ancients for a time before finally settling in the cavern they would come to call Kragmorta. The descendants of those who were cast out still worship Dregoth as their god, but they also hate the Dread King for banishing them. They hope to one day prove their worthiness to Dregoth so they can return to live in the heaven that they believe New Giustenal to be.

Card #2 describes how to create first generation dray as player characters, and the MONSTROUS COMPENDIUM appendix included in this set provides additional details and statistics for this new race.

Second Generation Dray

More years passed, and another generation of humans died out. The experiments continued, and eventually Dregoth was ready to try again. This time he succeeded. The second generation dray were born. They were humanoid reptiles of great height and lean, powerful builds. Their draconic heads rested atop long necks, and snaking tails stretched out behind them. Talons grew from the end of long fingers and toes, and armored scales covered their bodies. This was the race Dregoth dreamed of, and his dream had finally come true.

All of New Giustenal's citizens were forced to undergo the process, whether they wanted to participate or not. It was the will of their god, and he would not be denied. Even Mon Adderath was subjected to the transformation process. He did not change, however. Some

side effect of the immortality bestowed upon him earlier made him immune to the change. To this day, Mon Adderath is the only human still living and serving Dregoth in New Giustenal.

The second generation dray worship Dregoth as their god and king. They believe his doctrine and see themselves as the chosen people of Athas. None have ever visited the surface world, but all know the stories circulated by Dregoth and his templars. They know about the evil sorcerer-kings who betrayed their god, and they long to help Dregoth achieve his revenge. They have been taught to feel sorry for the humans who have not yet received the gift of transformation, but the only human they have ever seen in person is Mon Adderath. They have also been taught to hate demihumans and humanoids, for they have been convinced of their superiority over the nonhuman races.

Dray Relations

The first generation dray consider themselves superior to their second generation cousins. They do not understand what they have done to earn Dregoth's displeasure, but as his first children they consider themselves to be better than the dray who replaced them. They watch for signs of the second generation dray, for Dregoth's templars sometimes invade Kragmorta with hostile intentions. They do not hate their cousins, but they do not trust them either.

Absalom secretly aids the first generation dray, as he feels an affinity toward them. He also preaches Dregoth's doctrine to these banished children, keeping them a part of the flock even though Dregoth has all but forgotten about them. Someday Absalom hopes to reconcile the rift between the exiles and their god, for the Day of Light should be shared by all Dregoth's children.

Second generation dray, on the other hand, have noth-



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ing but hatred and contempt for their poor predecessors. They feel superior because they still bask in Dregoth's presence. They are the beloved and the chosen—the others were only the first.

Many second generation dray are also afraid of the first generation dray. They see them as almost demons, nightmares given shape and form. Some believe that the first generation dray should be wiped out before whatever caused them to mutate is passed on to the perfect dray of New Giustenal. Others feel that if they somehow disappoint their god, Dregoth will banish them too. The mutations, they believe, are a result of the banishment, a mark of shame.

Dray and Visitors from the Surface

In Kragmorta, visitors from the surface stand a better chance of surviving intact than they do in New Giustenal. While none of the first generation dray have ever seen a live human or demihuman, they haven't been subjected to the teachings of Dregoth's templars either. They don't automatically feel hatred for the surface dwellers. They won't welcome them with open arms, but they won't go out of their way to kill them on sight either. They respect all classes, but have an overwhelming distrust of templars—even the templars of other sorcerer-kings.

The hunting packs or the tunnel guards will probably encounter visitors to Kragmorta first. The visitors will be watched for a while to gauge their intentions and see how well they handle the hazards of the fiery city. If the visitors meet the Kragmorta dray before they have finished observing them, the dray will behave in an unfriendly and suspicious manner. While they have all heard tales of the surface world, none of the dray believe that it can be reached without the help of Dregoth. And certainly no nondray could make the trip in any case.

Should the surface dwellers attempt to trade with the

first generation dray or even offer them gifts, they discover that neither option will work. These dray don't engage in merchant activities. If someone in the settlement needs something, it is provided. If the settlement doesn't have it, then the community's leader figures out some way to get it. They do not accept gifts, either, for giving and accepting gifts are signs of weakness in their savage world.

To prove themselves, surface dwellers must pass the same coming of age tests that all the dray of Kragmorta undergo. Mosak, leader of Kragmorta, calls for tough but fair tests suited to the talents of those participating in them. Failure to accept or complete a test is seen as a sign of weakness. To refuse or fail is to be marked as a child, and all first generation dray will treat such a character as a child forever after. Children are tolerated but ignored, not allowed to participate in adult discussions or trusted to handle matters of consequence. If a character fails a test, he is allowed one more try. After that, he can never be anything more than a child in Kragmorta.

Passing a test bestows all of the rights and responsibilities of adulthood on a character—including hunting and helping the dray community in any way necessary.

Sample tests are presented in the Adventure Book. Note that tests are designed for warriors, thieves, clerics, and psionicists only. The first generation dray have no experience with preserver or defiler magic except as it is used by Dregoth and his templars, so they do not recognize the wizard class.

In addition to the normal tests of passage, surface dwellers can distinguish themselves by performing some act of extreme bravery in the eyes of the first generation dray. These brave acts include: defeating the fire giant, slaying the dark naga, or killing the fire drake. Performing one of these acts gains the visitors immediate status as adult dray. See Chapter Eve for information on these ter-

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rors of Kragmorta.

Second generation dray are a different matter. They have been schooled in hatred and intolerance for all things that are different. Nonhumans are treated as abominations, and those that visit New Giustenal will be taken captive and brought before the templars for judgment. These nonhumans will not be killed outright, as the templars want to learn more about the situation on the surface in anticipation of Dregoth's eventual invasion. After undergoing extensive interrogation, they will be turned over to Dregoth for transformation into undead warriors to further swell his growing army.

Humans, on the other hand, will be viewed with awe and pity. Awe, because humans (other than Mon Adderath) have not walked the streets of New Giustenal in centuries, and pity, because they have not yet been

advanced to the state of grace that is the dray existence. Humans will be offered the opportunity to voluntarily become dray. If they refuse, they will be taken to Dregoth's palace to undergo the process anyway. It is the will of the godking—and the destiny of all humans.

Humans who undergo the process become first generation dray 10% of the time. All others become second generation dray. After transforming, a character must make a system shock check. A failure indicates that the transformation process has killed the character. If a half-elf is subjected to the process, he or she becomes a first generation dray 25% of the time. Of course, only a half-elf who appears fully human would ever be subjected to the process.

Characters who are transformed should look for more information on Card #2: Dray as PCs.





Something ancient walks the burning land,
as the past rushes toward the future,
and the end of the world heralds
the beginning of a new age ...

The crimson sun turns darker still,
as sorcerer-kings die, old boundaries crumble,
and the world itself breaks asunder ...

It began in the ruins of Giustenal,
and leads to the lands beyond Dragon's Crown,
to realms as deadly as they are alien ...

To the empire of the

Thri-Kreen of Athas

An Accessory and Adventure
Coming in May

The change is coming ...





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2nd Edition

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Accessory

City by the Silt Sea

ADVENTURE BOOK

Advanced Dungeons & Dragons[®] 2nd Edition



City by the Silt Sea

Dregoth's Revenge

An Adventure for Levels 5-9

by Shane Lacy Hensley

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Starting the Adventure

Dregoth's Revenge is an adventure designed for a party of four to six player characters (PCs) of 5th to 9th level. A good mix of classes is recommended, for the dangers involved in exploring the ruins of Giustenal and its under-regions are great and terrible. Read the Campaign Book, the cards, and the MONSTROUS COMPENDIUM® appendix included in this boxed set before delving into this book.

Materials Needed to Play

In addition to this adventure and the other materials included in this boxed set, the Dungeon Master (DM) needs copies of the AD&D® 2nd Edition rulebooks, the DARK SUN® Campaign boxed set, and the *Complete Psionics Handbook*.

The *Prism Pentad* novel series is useful for getting the feel of the world of Athas. Events in this adventure occur right after the death of Abalach-Re, sorcerer-queen of Raam, but before the end of *Book 5: The Cerulean Storm*.

Other important accessories that are helpful in running this adventure include *Dragon Kings*, *Slave Tribes*, MONSTROUS COMPENDIUM appendix: *Terrors of the Desert*, *Elves of Athas*, and *Earth, Air, Fire and Water*. While recommended, they are not required for play.

Beyond this Adventure

Dregoth's Revenge presents one possible adventure that could occur using the elements revealed in this set. Actually, it is a series of linked encounters and events that can be arranged and used in any order a DM wants. Many of the encounters in Part One and Two can be dropped into any adventure that takes place in the area. In this way, the secrets of the city by the Silt Sea can be revealed slowly, over the course of many adventures, until the true

nature of Dregoth's threat is unveiled.

Feel free to build upon this adventure and the locations described in the Campaign Book. Dregoth's plans are far-ranging and have been developing for centuries. He is a patient villain, and every setback is only a momentary delay that means nothing to Dregoth in the long run. Each location—from Cromlin and the ruins of Giustenal, to Kragmorta, to New Giustenal itself—contains countless adventuring possibilities. Even after *Dregoth's Revenge* is played out, the undead dragon king, his minions, and his adversaries have plenty left to do.

Remember, like the sorcerer-kings of the city-states, Dregoth is not an easy villain to dispose of. By the end of this adventure, the best the PCs should hope to accomplish is to set back the Dread King's current plans and survive any encounters with him. Dregoth plays a very important part in the future of Athas. This adventure serves as his introduction to existing DARK SUN campaigns.

Adventure Background

The story of Dregoth and the city-state of Giustenal is detailed in the Campaign Book included in this set. As this adventure begins, a number of events are taking place that could have dire consequences for the entire Tyr region. These events are described below and detailed throughout the body of this adventure.

In the ruins of the city by the Silt Sea, the terrifying Caller in Darkness is dying (or at least it thinks it is). To restore the energy it has lost, it calls to those with psionic talents and draws them toward the ruins. The Caller is a group mind made up of the thousands upon thousands who died in Giustenal when the sorcerer-kings attacked Dregoth. The group mind believes itself to be a single entity and doesn't realize that it is actually a collection of spirits. As these spirits break free of the supernatural winds that hold them, the Caller weakens. By contacting



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nearby psionic talents and locking onto their psyches, the Caller is able to absorb their spirits-but only if they die within the walls of Giustenal. Fear is the key to this psionic lock, and the more frightened the talents are when they die, the better the chance that the Caller will be able to add them to its storm of spirits. It will attempt to lock onto and absorb any psionist PCs or PCs with psionic wild talents, provided these characters are humans, elves, half-elves, dwarves, or halflings. Psionic talents of other races are ignored. Contacted talents killed within the ruins can be rescued from the spirit storm via the planar gate (see Part Seven).

Dregoth's current plans are simple and direct, too. He is assembling an army of undead in a cave along the Blackjaw River. To raise a massive army in a small amount of time, Dregoth is supplementing his own create undead abilities with an artifact that focuses the power of the Negative Energy Plane. This artifact rests in the cave, protected by the undead troops it has already raised. If the PCs can shatter it, not only will Dregoth's ability to call forth more undead be hampered, but those already in the cave will be destroyed. His other plan involves baatezu troops from beyond the bounds of Athas. These wait on the other side of the planar gate, ready to march when Dregoth gives the word. The PCs need to redirect the gate or the baatezu-tanar'ri Blood War will come to Athas.

Finally, another major plot is brewing involving the first generation dray. Dregoth, through the agency of the mysterious Spirit of Kragmorta, is attempting to convince more of the first generation dray to march on New Giustenal. Once they reach the skeletal gates of Dregoth's city, the Dread King plans to slay them and use them to increase his army of undead troops. Dregoth's own High Priest, Absalom, meanwhile, is working to forge a peace between the two types of dray. The PCs could get wrapped up in either or both of these plots if they visit the fiery cavern of Kragmorta.

Adventure Overview

Over the course of adventuring in the eastern Tyr region, the PCs learn about mysterious happenings in and around the ruins of Giustenal. The information comes to them in the form of rumors, stories, and mysterious artifacts from another age. A variety of interesting personalities present these tales to the PCs, from the ex-slaves of Tenpug's Band, to the elves of the Sky Singers and Silt Stalkers tribes, to the traders of the village of Cromlin on the Silt Sea. These personalities provide a number of incentives for getting the PCs to travel to Giustenal, though it is left to the DM to determine which of these are used. These personalities, their stories, and the encounters in which they can interact with the PCs are presented in Part One: Tales of the Ruins.

Part Two: The Silt Road takes the PCs into the Sea of Silt to learn more about the strange happenings. Here, whether they battle silt pirates or giant raiders, resist the summons of the Caller in Darkness, or aid the silt priest Abdaleem against a deadly krag, the PCs can discover one of the paths into the regions below Giustenal.

In Part Three, the PCs enter the ruined city itself to search for the truth behind the disturbing rumors. Here, after another encounter with the Caller in Darkness and brief meetings with the inhabitants of the dead city, the PCs find another way to get to the locations under Giustenal.

Part Four takes them to the Sunken City, where they can learn about Taraskir the Lion King and the rivalry between Abalach-Re and someone named Dregoth. They can also discover more tunnels leading farther into the depths.

In Part Five, the PCs visit the Groaning City and meet the first inhabitants of the lower regions-explorers from fiery Kragmorta. They also learn about the atrocities Dregoth committed in the distant past and see evidence

Starting the Adventure



of the ancients in the “living” stone buildings that still stand among these ruins.

In Part Six, the PCs explore Kragmorta and meet the first generation dray. Many secrets are revealed here, and the PCs can get involved in stopping a war band from another plane of existence. They can also meet Absalom, Dregoth’s High Priest and defender of Kragmorta’s dray.

Finally, in Part Seven the PCs enter the city of dragon bones—New Giustenal. Here, they learn a great deal about Dregoth and his terrible plans. They can disrupt the undead dragon king’s plans by destroying the device with which he is creating an army of undead, or they can use the planar gate to free any of their companions who were taken by the Caller in Darkness. What they decide to do in New Giustenal will determine the course of a DM’s campaign world for many adventures to come.

Running this Adventure

Though the adventure is presented in a particular order, each encounter is designed to stand alone. Like building blocks, they form an interesting whole while piled together, but how you stack them is left to each DM. If PCs are in Nibenay or Raam, or if they have recently been exploring the Black Spine Mountains, then the encounters in Part One can be used to point them toward the ruined city. If they are working on the Silt Sea either as pirates or skimmer guards, then the encounters in Part Two can be used first. After that, wherever they go in the ruins—whether above ground or below—will determine which sections of the adventure to use in which order.

Remember, though all of the plots in this adventure are presented as occurring more or less simultaneously, if your PCs get wrapped up in one and ignore the others, just save those for future adventuring possibilities.



Part One: Tales of the Ruins

Overview

If the player characters are anywhere in the eastern Tablelands, then use the encounters in this section to get them into the adventure. Possible starting locations could be in the Ivory Triangle (the area bordered by Gulg, Nibenay, and Salt View), the Black Spine Mountains (if the PCs recently finished the *Black Spine* adventure), or along the trade route between Nibenay and Raam. Whatever brings them to the area, one or more of the encounters below can be used to set the stage for the events about to unfold.

In this section, the PCs can meet Tenpug's Band, a slave tribe operating on the coast of the Silt Sea. They can trade with the Sky Singer elves in Nibenay's Hill District or in a desert trading bazaar, or go to the aid of two elves trapped by a tagster in the rocky badlands. Help can come to them in a time of need in the form of Jessix and the Loyal-outcasts from the Sky Singer tribe. For added excitement, they can be attacked by the Silt Stalker raiders. Finally, the PCs can visit the trading village of Cromlin.

Any or all of these encounters can take place as the PCs travel the region. In each, they learn a little bit more about recent events in the Giustenal area, and they experience a growing sense of dread as they get closer to the silt-covered ruins.

General Role-Playing

The purpose of Part One is to interest the PCs in the mysterious ruins on the edge of the Silt Sea. Use as many of these encounters as it takes to get them curious and excited enough to want to find out what's going on in the ancient city of Giustenal.

Part One A: Tenpug's Band

Setup

This encounter can take place either in a city or village trading bazaar, or at the temple where Tenpug's Band makes its headquarters (if the PCs have visited it before or otherwise provided aid to the slave tribe).

One of Tenpug's artisans hawks her pottery to the PCs. The pottery is of excellent craftsmanship and beauty, but she has more to offer the PCs than drinking cups and clay containers. She has an ancient amulet she claims comes from beyond the Silt Sea (though it was really found in Giustenal).

Wherever the DM decides to place this encounter, it starts when Kria the half-elf calls to the PCs . . .

Start

Read the following out loud to start the encounter:

"Hey, over here," calls a voice from somewhere nearby. You see a young woman in decorated leather, her long blonde hair pulled back from her face but covering her ears. A collection of pottery is spread out on a black blanket in front of her, and she holds out a colorful mug for you to inspect.

"As you can see, my work is of the highest quality," she informs you with a smile and a tilt of her head. "You'll never be disappointed when you drink from one of my cups. Go ahead, examine the shape and decorative pattern. Feel the texture, the fit of the handle, the touch of the smooth rim on your lips. This is the best drinking cup you'll ever own. And it; a steal at only four ceramics."

Part One: Tales of the Ruins



Encounter

Kria tries her best to interest the PCs in her pottery. She is at her wit's end, however, as sales have not been good lately and her best friend Nallan has failed to return from a trip into the wilderness. If they are totally uninterested in buying any pottery, Kria desperately calls them back.

"I see that you are shrewd traders, my friends," Kria says quickly, with a hint of desperation in her voice. "No simple pottery for you. You seek something special."

Kria looks both ways, making sure they are not being watched. Then she pulls something out of her pocket and shows it to the group. "Adventurers such as yourselves need the protection of the Dragon."

The half-elf from Tenpug's Band presents a metal amulet to the PCs. It features an engraved dragon's head on its face, and markings from some unknown language.

The amulet does not radiate magic, though it will prove useful should the PCs try to visit New Giustenal later in the adventure. Kria asks for two pieces of gold for the ancient artifact, claiming that its magic will protect the wearer from all dangers, but she will settle for 8 sp after a few rounds of haggling.

This amulet is one of the holy symbols of Dregoth, as worn by the templars of Giustenal at the time of the city's destruction. Nallan found it on his last trip to the ruins of the dead city. Before he left again, he gave it to Kria for safekeeping. Since he has been gone for almost a month, and because Kria needs to make a sale desperately, she has decided to offer Nallan's amulet.

Kria already tried to sell the amulet to a disguised templar from Nibenay, but the templar didn't have the necessary silver on hand to complete the deal. During the haggling session with the PCs, the templar could return to demand the amulet if you want to spice things up.





Part One: Tales of the Ruins

Reactions

Kria needs to raise funds, though most of her desperation has to do with worry over Nallan. It doesn't take long for her to show off the metal amulet. If the PCs have befriended Tenpug's Band before, or if they seem particularly sympathetic, she will tell them about poor Nallan.

"Nallan took to exploring the wilderness almost a year ago. He would return after a few days—he was never gone more than a week or two at a time—with bits of extremely old pottery or other items from the past," Kria explains between barely contained sobs. "When he returned last time, he claimed to have found something really important. He gave me this amulet, gathered some supplies, then left again. That was over a month ago, and I don't know what's happened to him."

She also tells the PCs that someone else was very interested in the amulet. It was a woman dressed in traveling garb, but she didn't have enough money with her to meet Kria's price. Kria thinks the woman could return at any moment. She kind of frightened her, though, so Kria would rather sell the amulet to the PCs. "She spoke with a Nibenese accent," the half-elf declares, "and she smelled like a templar, if you know what I mean."

If you need some action to throw into this encounter use the Nibenese templar and her half-giant minions. Recognizing the amulet as an artifact from Giustenal, the templar wants to recover it and take it to the sorcerer-king Nibenay. Nibenay is always interested in items related to the ancients, and his orders concerning the ruins Of Giustenal have always been clear: "Watch the city by the Silt Sea," Nibenay repeats to his templars over and over. "If something interesting occurs, I want to know about it." The appearance of the amulet could score the templar plenty of favors from the sorcerer-king, or at least that's what she believes. She wants it, and no ex-slave or group of adventurers will keep her from possessing it.

Encounter Statistics

Kria: T5; AL NG; AC 8 (carru leather); MV 12; HD 5; hp 18; THAC0 18; #AT 1; Dmg 1d4-1 (bone dagger); ML 9. Str 11, Dex 14, Con 3, Int 12, Wis 8, Cha 15. Psionic Summary: PSPs 24; Wild Talent—catfall (PS 12, cost 4).

Nibenese Templar: Tp 7; AL LE; AC 6 (mekillot hide); MV 12; HD 7; hp 33; THAC0 16; #AT 1; Dmg 1d8-1 (obsidian long sword); ML 16. Str 15, Dex 13, Con 15, Int 14, Wis 17, Cha 16. Psionic Summary: PSPs 50; Wild Talent—clairaudience (PS 14, Cost 6+4/round).

Half-Giant Guards (4): F4; AL N?; AC 6 (mekillot hide); MV 15; HD 4; hp 52; THAC0 17; #AT 1; Dmg 1d6/1d3 (stone club); SA +4 to attack rolls, +9 to damage rolls; ML 14. Str 21, Dex 14, Con 16, Int 11, Wis 9, Cha 9.

Outcome

If the PCs buy the amulet from Kria, they also learn about Nallan and his trips along the coast of the Silt Sea. The Nibenese templar and her half-giant guards will follow after them, waiting for a good opportunity to attack and take the amulet for themselves.

If the PCs refuse to purchase the amulet, then the templar takes it from Kria—over her dead body. If the PCs have helped Tenpug in the past, the one-armed dwarf approaches them and asks them to help avenge Kria's death. They can catch up with the templar in the desert, before she gets back to Nibenay. Tenpug could also ask them to search for Nallan, offering a reward of 5 sp each for positive news as to the fate of the ex-slave.

By the end of this encounter, the PCs should have their first hints that something is going on near the Silt sea.

Part One: Tales of the Ruins



Next

This encounter could lead to plenty of action just building upon the bits presented here. Once all of this has run its course, use another one of the encounters in this section or go on to Part Three: The Ruins of Giustenal.

Part One B: The Sky Singers

Setup

The PCs meet elf merchants from the Sky Singers tribe either at the elf market in Nibenay or at a desert tent bazaar set up along one of the trade roads. In addition to purchasing supplies and possibly replenishing spell components (the Sky Singers carry a full line of excellent spell components), the PCs get to hear a number of haunting tales as they talk to the merchants and rest in an elf tavern.

First, there is the story of Jessix and Slinnasia—a tragedy if ever there was one. Second, there is the tale of the Caller in Darkness, designed to frighten the hardest adventurers on a cool, dark night. Finally, there is the tale of Jessareen, as told by the famous bard herself. Her tale is disturbing not only because of its content, but because of the rambling way she tells it.

No matter which tale the PCs listen to first, this encounter begins when they enter the huddle of tents that make up the Sky Singers' market.

Start

Read the following out loud to start this encounter:

The excited crowds, the tantalizing smells, the sounds of merriment and haggling—you have stepped in to an elf market! Vibrant colors and piles of exotic merchandise draw your eyes from one stall to the next. In fact, there are

so many things to see you don't know where to look first.

After working your way through the crowds for a few moments, a few places of interest catch your attention. From the noise and smells, that place over there must be a tavern. It's been a long time since you sipped fermented kank mead while listening to the haunting melodies of an elf lyran. That tent with the loose flap and yellow awning looks like a weapons dealer. It always pays to see what the elf traders have on display—not to mention what they have hiding behind the counter! And wait, what's that over there, between the clothing stall and the tattoo tent? Is it. . . Yes, it; a tent full of fresh fruit! A nice, sweet tarange would taste good right about now.

Encounters

Lots of things can happen in an elf market, and DMs are encouraged to play out any number of encounters as the PCs look around, seek bargains among the merchandise, and listen for news from around the Tyr region. This is a good place for DMs to add their own campaign material, especially tidbits that deal with their own campaign histories. Add as much or as little as you want to the set encounters described here.

Remember, while an elf market can be a great place for PCs to stock up on supplies, it should not be chock full of all kinds of magical items and rare armor and weapons. Provide for a few rare and powerful pieces (no more than two, and nothing stronger than a +2 weapon), but make the PCs work for these items. Haggling, good role-playing, and more than a bit of wealth will have to be parted with before the elves hand over something really valuable. Even purchasing spell components will take a bit of coaxing, as the elves refuse to deal in such things until they have determined whether or not the customer is an agent of the sorcerer-kings.

While DMs are free to determine what items of real value are currently available in the market, the following



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items are suggested: *fruits of healing* (4), *extra-healing* (9), and *silt breathing* (2), a *bone long sword* +2, and an animal-hide scroll containing two preserver spells (one 2nd-level and one 3rd-level spell).

At one tent, the PCs can hear the story of Jessix and Slinnasia. The tragedy recounts the recent events that took two great elves from the tribe and lost a third to grief-inspired madness. A friendly elf trader explains that the tribe is grieving for Jessix and Slinnasia. The two elf lovers went into the desert on numerous occasions, often returning with magical relics from some nearby ruins. After their last trip, only one returned to the tribe.

No one has specifically accused Jessix of murder, though he has been blamed with allowing Slinnasia to die. The black stains on his hands are a sure sign of his crime, at least that's what the bard Jessareen has said. Jessareen, sister to poor Slinnasia, was primarily responsible for what happened next. Her songs of hate rallied the rest of the elves against Jessix, who finally left the tribe before he was formally exiled. The bard was not done with Jessix, however. She went searching the wastes to confront him. She returned recently, gripped by a madness that the trader believes was caused by her grief. See the Campaign Book and Part One C for more information about Jessix and Slinnasia.

The PCs can actually meet Jessareen in the market tavern. She sits alone in a quiet corner, sipping from a clay mug and staring vacantly into the air. The elf bard is mad, but the madness was not inspired by grief (though she does grieve for her sister). While searching for Jessix, Jessareen found an entrance into the ruins beneath Giustenal. That's where she encountered Kataal the Mover, who placed images of the ancient past into her mind. If the PCs approach her, she acts nervously. She sometimes breaks off to say something to an invisible

companion, using a language that no longer exists in the region. Sometimes she ducks some unseen danger, her eyes darting to follow its imperceptible movement. Eventually, whether the PCs badger her with questions or dismiss her as insane and return to their own drinks, the elf tale singer takes up her lyran and begins to play.

"He lives beneath the shifting silt, amid the ruins and shadows," Jessareen sings, her voice and instrument combining in to a haunting, otherworldly melody. "He showed me time, and land, and war. He let me meet the Ravager. The Ravager! He's coming to get Jessix for his crimes, to make us pay for murder and treachery. He rises from a silt-filled grave, to end this age of dragons. . ."

Jessareen's voice trails off, and she slumps back in her seat, overcome by madness and exhaustion. She will sing no more this night. If the PCs try to disturb her, the elves working the tavern step over to stop them. In the commotion, Jessareen's eyes open and stare directly at one of the PCs. "To Giustenal you must go," she tells him, no hint of madness in her eyes. "To the city by the Silt Sea." Then she closes her eyes and rests.

After the scene with Jessareen, the elf tavern falls silent. The laughter and good cheer have faded, and even the playful banter of the male and female servers stops for many long moments. Then a male elf tale-singer leaps atop a table. He has a story to sing for the crowd, something to turn this dark mood spooky. He sings of the Caller in Darkness.

This elven song is designed to warn the PCs about the Caller in Darkness. The events it reports on did not occur, at least not recently, but the gist of the tale is true. Something strange disturbs those who travel too near to Giustenal's ancient walls. If the PCs take it totally seriously, the story could scare them into extreme caution. If they believe

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it to be a story designed to scare the customers, they may not take the threat seriously enough. Either way, at least they won't be completely surprised when the Caller tries to contact them later in the adventure.

"Don't look for cloth from Raam in our tents tomorrow, or salt, or silk," the elf sings suddenly. "House M'ke's caravan won't be arriving in the morning, because last night the traders heard the call. The sun had set, the fires of the camp were blazing, and the twin moons climbed high in the night sky when the voice called to Murthuk, captain of the guard. It was not a voice you could hear with your ears, but Murthuk heard it anyway. It told him things the likes of which I've never heard as the camp fell asleep around him. Before the first rays of the crimson sun lit the horizon, Murthuk had done as the voice commanded. He murdered every trader and guard in the camp. Then, still carrying his bloody obsidian blade, he set off toward the ruins by the Silt Sea. So beware the night, my friends, and try not to listen to the Caller in Darkness."

The PCs can piece together more stories concerning the Caller if they want to. Use the information in the Campaign Book, but don't give away any of the Caller's best secrets—those will be revealed later in the adventure if the PCs decide to search down that danger-filled path.

Other news floating around the market that could be passed along to the PCs includes tales from survivors of a recent Silt Stalker raid, rumors that Cromlin is hiring silt skimmer guards, and whisperings that the sorcerer-queen of Raam is dead. The Silt Stalkers have become more active of late—and more bloody. See the Campaign Book and Part One E for details. Cromlin is looking for employees, as outlined in Part One E As for Abalach-Re, queen of Raam, she was recently killed in battle with Sadira of Tyr on the Ivory Plain (see *The Cerulean Storm* novel for details).

Encounter Statistics

Typical Elf Trader: Tr2; AL NG; AC 5 (leather, Dexterity bonus); MV 15; HD 2; hp 7; THAC0 20; #AT 1; Dmg 1d8-1 (bone long sword); ML 13. Str 13, Dex 16, Con 12, Int 14, Wis 13, Cha 15.

Typical Elf Guard: F3; AL NG; AC 4 (leather, Dexterity bonus); MV 16; HD 3; hp 21; THAC0 17; #AT 1; Dmg 1d8-1 (bone long sword); SA +1 to attack and damage rolls; ML 17. Str 17, Dex 17, Con 15, Int 13, Wis 11, Cha 12.

Jessareen: B6; AL CG; AC 3; MV 14; HD 6; hp 24; THAC0 18; #AT 1; Dmg 1d8+1 (bone long sword +1, luck blade, no wishes); SA/SD spells, psionics; ML 15. Str 13, Dex 15, Con 13, Int 16, Wis 15, Cha 17, Psionic Summary: PSPs 74; Wild Talents—mindlink (PS 10, Cost contact +8/round), contact (PS 15, Cost varies +1/round), phobia amplification (PS 13, Cost varies +4/round). Spells: 1st level—*color spray, comprehend languages, read magic*; 2nd level—*forget, scare*.

Outcome

In addition to giving the PCs a chance to stock up on supplies and possibly trade for a valuable magical item or two, the encounters in the Sky Singers' market provide opportunities for passing along important information. Before leaving the market, the PCs should have been exposed to at least a little of each of the stories presented above.

Next

The Sky Singers' market could lead the PCs in all sorts of directions. The most obvious are to Cromlin or Giustenal. Continue with the encounters in this section or go on to Part Three.



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Part One C: Jessix and the Loyal

Setup

The PCs can encounter Jessix and his small band of elves anywhere in the wilderness outside Giustenal. Jessix will either appear to assist the PCs when they need help the most, or the PCs can actually seek him out as a guide through the hazards around the ruined city.

If the PCs need help against a local hazard or monster, Jessix and his band mysteriously appear out of the wilderness to offer assistance or save the day. If the PCs seek out the wandering elf, he appears before they actually locate his camp. In either case, once threats are dealt with or acquaintances made, the following scene can be played out.

Start

Read the following out loud when Jessix appears:

A mysterious figure emerges from the wilderness. He is tall and long limbed, with leather wrappings and a scarf that hides most of his features. You can see his eyes, though, dark with deep sorrow. A bone long sword carved with elven runes hangs at his side, and his hands have been stained black from the tips of his fingers to the bend of his arms. He is silent as he scrutinizes you, measuring the tilt of your head, the set of your eyes. After a moment you notice other forms in the shadows nearby. Perhaps as many as five more figures reveal themselves around their leader.

"This accursed region isn't safe," the elf with the black-stained hands finally says. "Go back the way you came while you still can."

Encounter

Jessix the Wanderer and the Loyal roam the area around

the ruins of Giustenal. Within a 20-mile radius of the ruins, there is a 5% chance that Jessix will be near the PCs at any given time.

Since the death of his lover Slinnasia and the accusations of his one-time friend Jessareen, Jessix has left the Sky Singers tribe and now lives in the wilderness. The Loyal are five young elf preserver/thieves who follow Jessix. They were on hand when Slinnasia was touched by the malevolent Caller in Darkness. She was drawn to the ruins of Giustenal, ignoring every attempt Jessix made to turn her away from her course. If not for Jessix, she would have fallen to a pit snatcher in the tar pits outside the ruined walls. Instead, Jessix faced the creature. He still bears the marks of that encounter.

During the battle, Slinnasia continued toward the ruins. When Jessix and the Loyal finally located her, it was too late. At the urging of the Caller in Darkness, Slinnasia took her own life in the shattered plaza beneath Dregoth's ancient palace. Jessareen blamed Jessix for her sister's death, and later came back to the ruins to find him or to see the place where Slinnasia died for herself. That was when she discovered an entrance into the lower regions and met Kataal the Mover.

To make up for the death of his beloved, Jessix wanders the wastes and aids those in trouble. He particularly seeks to save others from the clutches of the Caller in Darkness. He and his companions will appear to help the PCs if they are in desperate need. This help will be provided from hiding if possible, but the group will appear if that is the only way to aid them. This encounter should only be used to provide assistance for the PCs if they are in dire trouble, or if one or more of them have been contacted by the Caller. Jessix does his best to keep others from following that silent voice to their doom.

If the PCs have heard the story of Jessix and Slinnasia and want to meet the elf, they may seek him out in the wilderness. If they go looking for Jessix, he will find them.

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He appears as above, giving them his warning to turn back from the haunted ruins. “There is only death there,” he warns, “old bones and walking corpses. Go back before you become one or the other.”

Reactions

Jessix refuses all requests for help or information about Giustenal. He believes the place should be left alone, or more will die like his poor Slinnasia. Questions concerning Slinnasia and Jessareen do not go over well. Jessix doesn't like to talk about those events, and he has enough reminders of his pain without having more thrown at him by strangers.

The Loyal tell sincere listeners the truth about Slinnasia's death and all the work Jessix has done since that fateful day. They are devoted to the melancholy elk eager to sing his praises even if he won't defend himself against his critics.

If the PCs are particularly sympathetic and claim a dire need for reaching the ruins, they can persuade Jessix to draw them a map through the tar pits. The possession of such a map will help the PCs in Part Three.

Encounter Statistics

Jessix the Wanderer: T11/Pr9; AL CG; AC 5 (leather, Dexterity bonus); MV 15; hp 35; THAC0 15; #AT 1; Dmg 1d8+1 (bone *long sword* +2); SA/SD preserver spells, psionics; ML 18. Str 13, Dex 16, Con 12, Int 12, Wis 3, Cha 17. Psionic Summary: PSPs 104; Wild Talent—catfall (PS 14, Cost 4). Wizard Spells: 4/3/3/2/1.

The Loyal (5): T5/Pr4; AL CG; AC 6 (leather, Dexterity bonus); MV 14; hp 13 each; THAC0 13; #AT 1; Dmg 1d8-1 (bone *long sword*); SA/SD preserver spells, psionics; ML 16. Str 12, Dex 15, Con 14, Int 11, Wis 10, Cha 12. Psionic Summary: PSPs 30; Wild Talents—roll randomly. Wizard Spells: 3/2.





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Outcome

Jessix and his companions disappear into the wilderness after aiding or otherwise encountering the PCs. They fade away quickly and quietly, in much the same manner as they appeared.

At the very least, the PCs have received a warning about the dangers ahead. At most, they have been saved from some terrible hazard and possibly even provided with a map that will help them later.

Next

Continue with encounters in this section, or go on to one of the specific locations, depending on the actions and decisions of the PCs.

Part One D: Elves in Trouble

Setup

This encounter provides PCs with a chance to help other desert travelers, and also gives the DM an opportunity to pass along information that the PCs may have missed thus far in the adventure.

While traveling through the rocky badlands that stretch from the Great Ivory Plain to Cromlin on the coast of the Silt Sea, the PCs come across two elves about to become meals for a tagster. The encounter starts with a mighty growl . . .

Start

Read the following aloud to begin this encounter:

The twisting canyons of the rocky badlands stretch before you. You travel through the maze of crumbling rock

when you hear a terrible sound. A roar echoes through the nearest canyons, shaking the walls of stone and scattering a score of small creatures that were hiding nearby. You look around, but hazy waves of heat obscure your view.

With the second roar, you catch sight of its source. A large, four-legged cat stalks the rim of the nearest rise of stone. It seems to have something trapped behind the rise. It growls again, and you can barely make out a voice from the other side. "Help us. Is anyone there?"

Encounter

The large cat is a tagster, one of the psionic felines that roams Athas. The predator located and tracked two elves traveling through the area with its psionic powers, finally surprising them in this isolated canyon. After an initial battle, the elves took refuge behind a rise of stone. The tagster has been waiting for an opportunity to complete its kill and feast.

If the PCs approach, the tagster will defend its territory. It fights until it loses half its hit points or is otherwise driven away by powerful psionics or spells. The tagster wants to keep its prey, but it would rather live hungry than die defending its meal.

Once the PCs have driven off the tagster, they can meet the elves hiding behind the rise. Both of these elves come from the Sky Singers tribe, specifically the Twilightcatchers clan. The elves were on their way to Cromlin when the tagster surprised them.

The elves are Jellog and Betrik, two preservers who are also members of Nibenay's Veiled Alliance. They were on their way to Cromlin at Guvaano's request. Guvaano, the Sky Singers tribe's elder wizard, sent the pair to check on some rumors concerning the ruins of Giustenal. The Veiled Alliance has heard that a dwarf named Passk knows a way into a vast city buried beneath the Silt Sea. Once part of Giustenal, the buried city is rumored to

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contain all kinds of magical items from the time of the ancients. Unfortunately, between the wounds Betrik sustained and the lack of water that Jellog has had to endure, neither elf is in any shape to complete the journey. They could reach Cromlin with help, but they would be useless on any expedition into the ruins. The better course is for them to return to Nibenay and send someone else to meet the dwarf.

Jellog and Betrik need food and water, and Betrik also requires healing. He has the same statistics as Jellog, though he has been reduced to 1 hit point due to his battle with the tagster.

If the PCs offer to help the pair with spells, food, and water, Jellog converses with them about a variety of topics. All of the stories from Part One B can be recounted here, though he won't speak of his Veiled Alliance mission until he determines the identity of the PCs—and even then, not until one of them proves to be a member of the Alliance, too.

Encounter Statistics

Tagster: Int Semi- (2); AL N; AC 6; MV 15; HD 4+2; hp 24; THAC0 17; #AT 5; Dmg 1-3/1-3/1-8/1-4/1-4; SA/SD psionics; ML 9. Psionic Summary: PSPs 100; PS 16; Attacks/Defenses—IF, MB; Clairvoyance—clairvoyance, all-round vision, danger sense, know direction, poison sense, radial navigation; Telepathy—domination, awe, contact, ESP invincible foes, life detection.

Jellog Twilightcatcher: Pr3; AL NG; AC 9 (Dexterity bonus); MV 14; HD 3; hp 8; THAC0 19; #AT 1; Dmg 1d4-1 (obsidian dagger); SA/SD preserver spells, ML 13. Str 8, Dex 15, Con 9, Int 16, Wis 11, Cha 12. Wizard Spells: 2/1.

Outcome

If the PCs ignore the situation, the tagster eventually feasts upon the two elves. If the PCs drive it off and some-



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how show a connection to the Veiled Alliance, Jellog will try to convince them to take up his mission. The Veiled Alliance of Nibenay has been receiving disturbing rumors concerning the appearance of ancient Giustenal magical items. Some have come from the Sky Singers tribe, but others have shown up quite unexpectedly. If there is a hidden cache, then the Alliance wants to reach it before the sorcerer-kings do. Other rumors concern someone called the Ravager, or the Dread King, who a number of desert mystics claim will soon emerge from the city by the Silt Sea.

“Find this dwarf named Passk and convince him to help us,” Jellog says. “I’ll send another member of the Alliance to meet you in Cromlin as soon as I get back to Nibenay.”

Next

If the PCs accept Jellog’s mission, they travel on to Part One F: The Village of Cromlin. If not, continue with the encounters in this section as they travel across the region.

Part One E: The Silt Stalkers

Setup

The Silt Stalkers raiding tribe has been striking with more frequency of late. These ferocious elves have become so bloodthirsty that no target is too large or protected enough to be safe. Merchant caravans have started hiring on more guards, and this is one possible way the PCs can get into this area. Whatever the case, at some point in their travels the PCs will encounter the Silt Stalkers.

If the PCs are part of a larger group of travelers, then the size of the Silt Stalker raiding party is larger. They could face as many as 20 Stalkers, including two defilers. If they are traveling by themselves, the raiding party fea-

tures six warriors and a defiler. The raiders strike at night, when the PCs are in camp and supposedly protected from the terrors of the night. The raid begins with bone-chilling shrieks rising out of the darkness . . .

Start

Read the following out loud to begin this encounter:

A strange noise rises out of the darkness, carried from who knows how far on the chill night winds. Low at first, then louder, terrifying shrieks surround your camp. What seemed to be far away is suddenly right on top of you. It’s as if the night itself has turned angry. One moment it sounds like the wind. Then you’re sure that banshees are closing on your camp. The shrieks are maddening, deafening. You hear them, but you can see nothing beyond the light of the campfire. Then the shower of arrows begins.

Encounter

The Silt Stalkers have one of two goals, depending on the situation of the player characters. These goals are outlined below.

If the PCs are part of a larger group of travelers, then the raiding party is on a murderous spree. Their chieftain believes that the more blood his raiders spill, the more powerful the tribe becomes. Their goal is to slaughter nearly all of the members of the group and gather spoils to take back to the rest of the tribe. They have additional orders from Luubarra, the tribe’s master defiler, to secure at least six prisoners for Luubarra’s defiling experiments. Those prisoners will naturally be the PCs. The PCs can try to defend the rest of the travelers from the raiders, but if they fall they will later find themselves securely bound and in the presence of the master defiler.



If the PCs are traveling alone, then the raiding party is just out to capture subjects for Luubarra's foul experiments. The Stalkers use a contact poison that has been applied to all their weapons. Besides the normal damage caused by the weapons, those PCs who are struck must make saving throws versus poison or be paralyzed for 2d6 hours. Onset occurs 1d10 rounds after the failed save. There is no effect if the character makes the saving throw (other than the weapon's normal damage).

The Silt Stalkers appear fierce and savage. Tattoos cover their bodies, their hair is worn in wild patterns of spikes or braids, and the few bits of armor they wear is made of bone. See the Campaign Book for more information about these bloodthirsty raiders.

Encounter Statistics

Typical Silt Stalker Warrior: F5; AL CE; AC 4 (bone-covered hides, Dexterity bonus); MV 16; HD 5; hp 31; THAC0 16; #AT 1; Dmg 1d8-1 (bone long sword), 1d6 (arrows); SA +1 to attack and damage rolls due to Strength, +1 to attack rolls with elven long swords and long bows; ML 18. Str 17, Dex 17, Con 14, Int 12, Wis 10, Cha 13.

Typical Silt Stalker Defiler: W5; AL CE; AC 7 (Dexterity bonus); MV 16; HD 5; hp 13; THAC0 13; #AT 1; Dmg 1d6-1 (bone quarterstaff); ML 18. Str 11, Dex 17, Con 11, Int 17, Wis 13, Cha 15. Wizard Spells—41st level, 22nd level, 1 3rd level.

Luubarra: W 10; AL CE; AC 2 (*bracers* AC 6, Dexterity bonus); MV 18; HD 10; hp 24; THAC0 17; #AT 1; Dmg 1d6+2 (*quarterstaff* +2); ML 19. Str 13, Dex 19, Con 10, Int 18, Wis 11, Cha 18. Psionic Summary: PSPs 55; Wild Talent—aging (PS 3, Cost 15); Wizard Spells—4 1st level, 4 2nd level, 3 3rd level, 2 4th level, 2 5th level.

Outcome

If the PCs manage to defeat or otherwise drive off the Silt Stalkers, they recover an ancient metal amulet engraved with the image of a dragon. This is a templar's amulet from the ruins of Giustenal that one of the elves of the raiding tribe picked up while exploring that haunted place. If the PCs were acting as guards for other travelers, a victory gets them a pay bonus from their grateful employers—50% more than they had agreed on for wages. The raiders will not trouble them again during the course of this adventure.

If the PCs are captured, they wake up in the presence of the tribe's master defiler—the elf female Luubarra Fire Dagger. Luubarra needs to placate Dregoth, who has demanded more troops to add to his army. She has already sent him her entire clan. Now the Fire Dagger clan serves the Dread King as undead soldiers. She promised him the rest of the tribe, though, in exchange for the power of a sorcerer-king. Until she can convince Chief Eevuu to send the rest of the Silt Stalkers into the ruins of Giustenal, Luubarra must find another way to satisfy the undead dragon king. By sending a small number of captives taken in each Stalker raid to Giustenal, she believes she is keeping Dregoth occupied enough not to notice that she has yet to live up to her original promise.

The PCs wake up in secure bonds. The Stalkers drag the PCs through the tar pits toward the towering walls of Giustenal while Luubarra studies them. She notes what special abilities they might possess so that she can play up their worth in front of the undead dragon. Unless the PCs attempt to escape, Luubarra and her servants take them directly into the ruins via a safe path. In the ruins, the PCs are taken to the plaza in front of Dregoth's shattered palace. She dismisses the Stalkers, then steps forward to summon the undead dragon king.

"Dregoth the Ravager, First God of Athas, your fol-



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lower Luubarra brings you gifts!" the defiler calls out. She ties the bonds holding the PCs to stakes set in the ruined garden for just such a purpose, then she too leaves the area. The PCs have 1d6+4 rounds to free themselves before an inhabitant of the ruins shows up. In no case will Dregoth actually appear at this time.

Next

If the PCs drove off or destroyed the Silt Stalker raiding party continue with whatever journey they were on. Use other encounters from this section to determine events along the way.

If the PCs were captured, they find themselves on the way to the ruins (continue with Part Two) or in the ruins themselves (continue with Part Three). If they are secured to stakes in the plaza, Dregoth's templars will find them before long (see Part Three B).

Part One F: The Village of Cromlin

Setup

The PCs come to the trading village of Cromlin for any number of reasons. They could be following rumors and seeking employment as skimmer guards. Or they could be looking for more information about Giustenal. Or perhaps they simply need supplies and a place to rest before continuing their normal journey. The other possibility is that the PCs helped Jellog of the Veiled Alliance in Part One D. In that case, they have come to find a dwarf named Passk.

Many encounter possibilities exist within the confines of this trading village. A few of the most likely (and the ones that will help advance this adventure) are presented in the Encounters section below. Whatever excitement awaits the PCs here, it all starts with their first view of Cromlin, the trading village on the coast of the Silt Sea.

Start

Read the following when the PCs approach Cromlin:

A stone wall surrounds the village, hiding much of it from view. But you can hear the sounds of life resounding from inside—traders hawking their wares, people arguing, people laughing, the telltale song of a drunk, the annoying call of many crodlu. You reach the gates and a bored guard waves you through. The village is busy today, and the crowd is a welcome change from the desolation of the desert trail.

You pass by houses made of baked-silt bricks. In the shadowy doorways, you notice a variety of people: tall elves, wide-shouldered muls, stocky dwarves, scruffy humans. All wear scarves across the bottoms of their faces, but you can feel their eyes watching you, measuring your worth and strength.

A few shopkeepers vainly work to clean the street in front of their doors, sweeping with vigor. The silt seems endless, however, and every breeze blows more across the path. You can see the Sea of Silt in the distance, barely making out its gray vastness beyond the pillars of Cromlin's pier. You watch a skimmer roll up to the dock, then look around to get your bearings.

Encounters

Use the map in the Campaign Book for determining locations in the trading village. Feel free to add other encounters to those presented below, depending on where the PCs decide to go and how long they stay in Cromlin. Also, be sure to read through the material on Cromlin in the Campaign Book before running any of these encounters.

As the PCs approach the trading square, a gang of village toughs steps into their path. An elf thief named Raylen leads the gang. Like all of Cromlin's inhabitants, he

Part One: Tales of the Ruins



wears a scarf across the bottom of his face to protect himself from the silt-filled air. He addresses the PCs in a friendly voice, but his eyes sparkle with malevolent intent. "What brings you to Cromlin, friends?" he asks. Raylen proceeds to spin a fabulous lie, hoping to get the PCs to hand over some of their money. "You've come at a bad time, I'm afraid. The wells have run dry, and House Shorn has closed them to everyone. However, if you need water, I have a bit to spare. I can get you all you need, but it will cost you—two silver per tun." If the PCs agree to the price, Raylen's gang can produce as many as four tuns of water immediately. They take the money and disappear into the village alleys. If the PCs decide to move on, one of Raylen's thieves attempts to lift a belt pouch off one of the nonwarrior types in the PC party. The thief has a 65% chance to pick pockets successfully. If he succeeds, randomly remove a pouch from the PC. If the thief fails, the scene could turn violent. However, Raylen and his gang will avoid a true fight at all costs. They have no desire to be thrown out of the village, and will flee if the PCs pull their weapons.

If the PCs visit the Dirty Lizard (area 6 on the map), they'll have to get through the tavern's initiation before they learn anything important. A few skimmers will pick a fight when the PCs enter, hoping to start a brawl. The PCs must make a good showing of themselves without killing any of the other patrons if they really want to get any news out of the crowd. The skimmers wade in with flailing fists. They don't draw their weapons unless the PCs do. Of course, using weapons in a brawl is bad form and will be looked down upon by the other patrons. If the PCs knock out three of the brawlers, the others put up their hands, laugh, and congratulate them on a good fight. Drinks suddenly appear in their hands (thanks to quick-moving servers) and the other patrons call for news from outside Cromlin. After the PCs present a story or two, the patrons will relate any or all of the following rumors.





Part One: Tales of the Ruins

Concerning House Shom:

- "House Shom is falling apart. Cromlin may soon be another ruin on the edge of the sea."
- "I've heard House M'ke has got its eye on Cromlin. If House Shom begins to fall, Cromlin may suffer some drastic changes."
- "My friends tell me House Shom and House M'ke are hiring guards for a trip across the silt shoals. Why the extra guards? I don't know. There must be something out there they haven't told us about."
- "Two skimmers have already been lost to the pirates. House M'ke is demanding that Trade Master Crost do something to deal with this threat."
- "Shom's Master Trader, Hurdll Crost, is a fair man. Of course, I wouldn't trust him as far as I could throw him, but that's just me."
- "Crost hoards fortunes in that warehouse of his. I bet there're enough gems and jewels in there to make me a noble in Nibenay!"

Concerning Giustenal:

- "I knew a dwarf that said he had been to Giustenal. His name was Passk, I think. He's just a drunk, but I haven't seen him in the Dirty Lizard in a while."
- "There was a dwarf pirate named Passk who claimed to have a map of Giustenal's walls. Said he used to walk into the ruins from the north to avoid the tar pits."
- "You don't want to get too close to the ruins, mind you. If you do you'll hear the Caller, and if you hear the Caller, you're dead."
- "Giustenal used to be just like any other city-state. Even had its own sorcerer-king. That was a long time ago, I reckon. Now it's just a dead place, full of dead things."

Concerning Passk:

- "Passk? The dwarf pirate. Yeah, I heard of him. I heard he died."

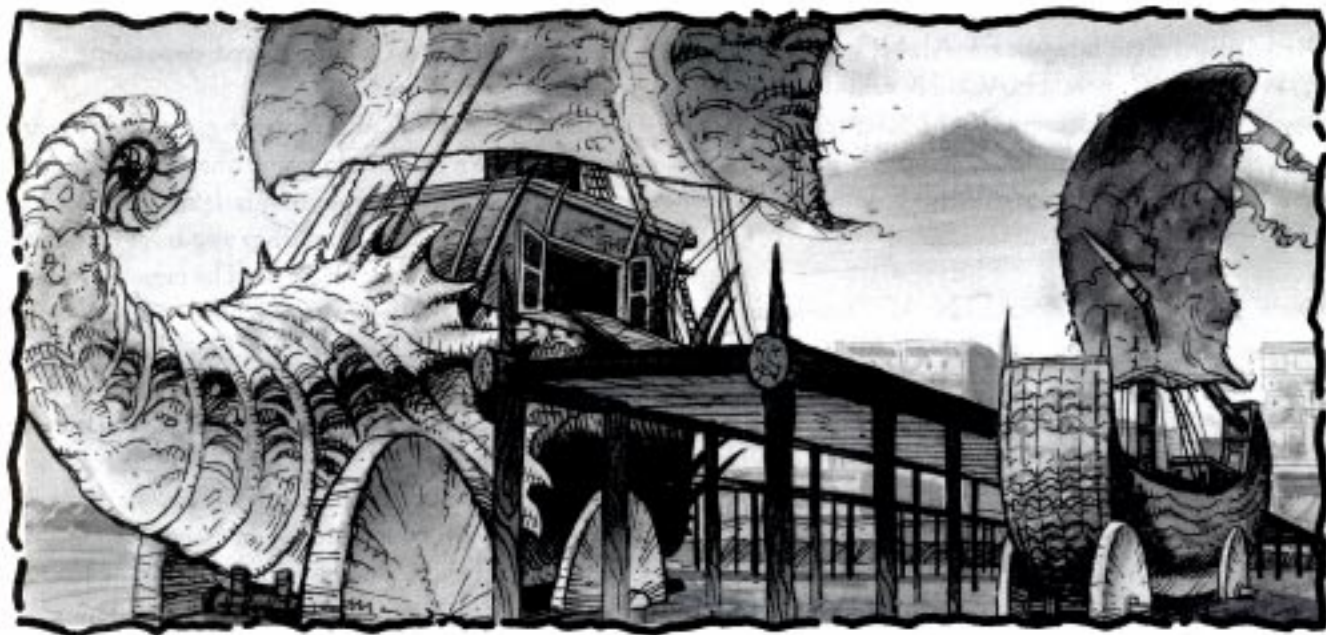
- "A drunk dwarf lives in a shack down by the sea. I think he was a member of Passk's crew. He might know something about him."

If the PCs have come seeking employment, or if they make it public knowledge that they are adventurers, Master Trader Crost approaches them at some point during their visit. Silt pirates have been attacking the skimmers traveling between Break Shore and Cromlin. The silt shoals were never safe, but now they're less profitable. Crost hates to lose money, and without the silt skimmer traffic the trading village wouldn't be worth maintaining. The Trade Master offers the PCs positions as guards on the flagship of House Shom's silt skimmer fleet, *Firewind*. "I'll pay you five silver a day to protect *Firewind* on its next voyage," Crost offers. "The trip is along the shoals to Break Shore, drop off goods, pick up cargo, and bring it back here. Captain Gaff and his crew will handle the skimmer. You handle the pirates if they decide to attack." The trip along the shoals takes five days. The wait in Break Shore will be two days, then five days back. If the PCs sign on and complete the journey, they receive 60 sp each.

The PCs can find the dwarf named Passk in his ramshackle home near the shore of the Silt Sea. Depending on what stories they have heard, they may think that this dwarf is only a member of Passk's pirate crew. If they have come at Jellog's request, then the preserver Shallovlar appears after the initial encounter with the dwarf. If they have sought out Passk on their own, then Shallovlar is already on hand when they arrive. See Outcome below for more details on Shallovlar.

The dwarf is dead drunk. It will take a bit of doing to make him coherent, and even then he's barely comprehensible. "Who are you? What do you want? Give me a drink." These are the dwarf's most common statements. If the PCs mention the Veiled Alliance, Passk nods. "I've

Part One: Tales of the Ruins



helped the Veil before,” he admits. If they ask him about Passk, he replies, “Oh, he’s not dead. Not yet, anyway. I’m Passk, pirate captain without a crew.” If they mention Giustenal, the dwarf’s eyes light up. Then a shadow seems to cross them and he frowns. “Why’d you go and dredge up that old wound?” If they push, Passk relates his tale. Read:

“Do you know what a focus is?” Passk asks. “Well, mine’s a mekillot’s load and a half: We were traveling the shoals off the coast of the ruined city, me and my crew. One night, the Caller sang its cursed song. I woke up to find my first mate, Logi, slicing the throat of one of my men. I looked around, and she had killed every one of my pirates. I guess I was just lucky that she started on the other end of the skimmer, or I’d be as dead as poor Kas and the others. Yeah, real lucky.

“Logi shouted at me in words I didn’t understand, then she charged. I couldn’t take my eyes off her blood-slick blade. Somehow I defended myself: knocked her back. She dropped the blade. Before I could grab her, she

screamed again and turned to look at the nearby ruins. I had heard of the Caller, of course, but before that night I had never believed the tales. She looked at Giustenal with such longing, then dove over the side. It was too dark to see, but I’m sure the silt swallowed her. That night I vowed to return some day to destroy the Caller, whatever it is. I limped back toward Cromlin, handling the silt skimmer as best I could by myself, but I never reached the piers. The wind took it and crashed it in to the shore. And that’s where it sits even now, and I drink to keep my focus from driving me to suicide. Cause that’s what going to Giustenal is – suicide.”

Encounter Statistics

Village Toughs (6): TS; AL CE; AC 8 (carru leather); MV 12; HD 3; hp 12 each; THAC0 13; #AT 1; Dmg 1d4-1 (bone dagger); ML 10. Str 13, Dex 13, Con 11, Int 9, Wis 9, Cha 9. Psionic Summary: Wild Talents—roll randomly for each.



Part One: Tales of the Ruins

Dirty Lizard Brawlers (6): F3; AL NG; AC 10; MV 12; HD 3; hp 19 each; THAC0 18; #AT 1; Dmg 1d2 (fists), 1d4-1 (bone dagger); SA +1 to attack and damage rolls; ML 13. Str 17, Dex 14, Con 13, Int 10, Wis 9, Cha 11. Psionic Summary: Wild Talents—roll randomly for each.

Master Trader Crost: Trl5; AL LN; AC 7 (studded carru leather); MV 12; HD 15; hp 58; THAC0 13; #AT 1; Dmg 1d8+3 (metal *long sword* +3); ML 16. Str 14, Dex 12, Con 13, Int 16, Wis 16, Cha 17. Psionic Summary: PSPs 187; Wild Talent—double pain (PS 10, Cost 7).

Passk: F8; AL LN; AC 6 (studded carru leather); MV 9; HD 8; hp 78; THAC0 13; #AT 3/2; Dmg by weapon; SA +1 to attack and damage rolls; ML 15. Str 17, Dex 16, Con 17 Int 12, Wis 12, Cha 13. Psionic Summary: PSPs 105; Wild Talent—combat mind (PS 8, Cost 5+4/round).

Shallov: W8; AL NG; AC 5 (bracers AC 6, Dexterity bonus); MV 12; HD 8; hp 21; THAC0 18; #AT 1; Dmg 1d8 (quarterstaff); ML 16. Str 12, Dex 15, Con 11, Int 17, Wis 14, Cha 16. Psionic Summary: PSPs 51; Wild Talent—animate shadow (PS9, Cost 7+3/round); Preserver Spells: 4/3/3/2.

Outcome

If the PCs make a good showing in the Dirty Lizard brawl (without using weapons or killing any patrons), they learn all sorts of things about the area. In addition to the rumors listed above, the DM should feel free to provide helpful information and a few misleading rumors from the Campaign Book concerning Giustenal and the surrounding vicinity. If the PCs refuse to fight, lose the brawl, or kill someone, then they receive no help from the Dirty Lizard's patrons. They may even have to answer to

Trade Master Crost's village guards, depending on the circumstances of the killing.

If the PCs accept Crost's offer to guard the *Firewind*, then they take a side trip to Break Shore before continuing on to Giustenal. This journey is detailed in Part Two.

If the PCs approach Passk, they also meet up with the human female preserver Shallov. The preserver, a member of Nibenay's Veiled Alliance, has come to complete Jellog's mission (see Part One D). If the PCs helped Jellog, she arrives after they do. If the PCs never encountered the elf, Shaovar is already working to sober up the dwarf when they arrive. Once introductions have been made and identities confirmed, Shallov explains that she has to discover the source of the items coming out of Giustenal. She also needs to find out who or what the Ravager is. Passk agrees to lead her to Giustenal, provided they can repair his silt skimmer, *Silt Slicer*. Shallov asks the PCs to accompany her. "The Veiled Alliance needs your help again, my friends," she tells them. "Come with us and I'll see you are well rewarded." Passk knows how to repair the skimmer, he just needs parts and strong bodies to help him.

As for Passk, the dwarf knows how to reach Giustenal via the silt shoals, and he knows about an entrance to the under-regions located in the shattered palace. He believes that there is an item hidden far underground that can be used to destroy the Caller, but he hasn't yet found the courage to go looking for it. With the PCs' help, Passk will find the courage to resume his focus.

Next

If the PCs were hired on as guards for the *Firewind* or have agreed to accompany Shallov and Passk, go on Part Two. Otherwise, continue with the encounters this section, or go on to Part Three if the PCs decide travel to Giustenal by foot.



Part Two: In the Silt Sea

Overview

This section of the adventure deals with encounters in the Silt Sea. If the PCs were working as silt skimmer guards, silt pirates, or merchant caravan guards prior to the start of this adventure, then you can begin *Dregoth's Revenge* with the encounters that follow. If the PCs progressed through the encounters in Part One: Tales of the Ruins, then they will reach this part of the adventure in one of two ways: as employees of House Shom charged with protecting the *Firewind*, or as agents of the Veiled Alliance traveling with Passk and Shallovor aboard *Silt Slicer*. Of course, other scenarios are possible, but those are left to the devices of the DM.

The encounters in this section deal with those events peculiar to the dusty sea. The PCs learn the hazards of traveling via silt skimmers, battle pirates and giants, have their first encounter with the Caller in Darkness, meet the silt cleric Abdaleem, and explore the Blasted Spire. Encounters and reactions will be slightly different, depending on the role the PCs decided upon in Part One. They may even head out for a time on the *Firewind*, then return to hook up with Passk and Shallovor. In this case, the PCs will play through a portion of Part One, then deal with a few of the encounters in this section, then return to Part One before coming back to conclude the journey to the Blasted Spire.

General Role-Playing

Part Two provides the PCs with more information about the ruins, as well as a number of important items to make the rest of the adventure a little easier. It is possible that they will go through this entire section, then decide to explore the ruins of Giustenal before heading into the tunnels beneath the Silt Sea.

Encounters with the silt pirates and giants are mostly

to help the PCs gain experience and confidence. The Caller in Darkness provides many role-playing opportunities as it attempts to contact members of the party and lure them to the ruins. Convincing Abdaleem to help them will stretch their negotiating skills. To receive his help, however, they will have to help him in turn. The Blasted Spire provides a few clues about Giustenal's past, not to mention a way into the Sunken City.

A combination of good role-playing and teamwork will see the PCs through their journey along the silt shoals.

Part Two A: Silt Skimmer Travel

Setup

Silt skimmers travel the Sea of Silt by following shoals hidden beneath the surface of the silt. Through trial and error, and with great difficulty, a select number of men and women have charted some of these shoals. A skimmer operating without an experienced navigator won't make it more than a mile before taking a wrong turn and plunging deep into the silt. Some shoals consist of rock, others the buried ruins of ancient walls and buildings. Important shoals into and out of Cromlin follow the shore of the Silt Sea. One shoal path cuts across the inlet to the trading village of Break Shore. House Shom's Captain Gaff is one of the few skimmers who knows the twists and turns of this difficult but time-saving route.

The hazards of silt skimmer travel apply to all trips made along the silt shoals. So, if the PCs are aboard the *Firewind* or the *Silt Slicer*, the same encounters presented below can be used. *Firewind* carries a crew of 12, in addition to its captain and the PC guards. *Silt Slicer* has only the PCs, Passk, and Shallovor to crew it. The opening scene provides an introduction to travel along the Sea of Silt.



Part Two: In the Silt Sea

Start

Read the following aloud when a silt skimmer journey begins:

Gray powder rises in thick clouds as the wheels of the skimmer begin to turn. The crew works to turn the main sail, hoping to catch the wind that will propel the craft to its destination. You hope that the ground beneath the dust remains solid as the skimmer picks up speed, then you turn to watch for dangers you can deal with—dangers that could come from above, below, and either side.

Encounters

The following creatures from the MONSTROUS COMPENDIUM appendix included in this boxed set can be encountered while traveling the silt shoals: kragls, kraglings, silt serpents, and silt spawn. Refer to the MC for their statistics. Other appropriate creatures are briefly detailed below.

As the PCs travel, roll 1d20 three times every day. On a roll of 1 or 2, an encounter takes place. Roll on the table below to determine what creature is encountered.

If the result is giants, use the encounter presented in Part Two C. If the result is pirates, use the raid encounter from Part Two B. A kragling result will always be a lesser silt kragling. In this case, use the encounter from Part Two E.

There are no specific details or suggestions concerning the other encounters. They are simply to add hazards and flavor to trips through the Sea of Silt.

Silt Shoals Encounter Table

Roll 1d4+1d6	Result
2	Silt horror
3	Cloud ray
4	Giants
5	Silt serpent
6	Silt spawn
7	Pirates
8	Kragling
9	Razorwings
10	Floaters

Encounter Statistics

Silt Horror (Gray): Int Semi- (2); AL N; AC 7; MV 6; HD 12; hp 68 (body), 12 (each tentacle); THAC0 9; #AT 12; Dmg 1d8x12 (tentacles); SA constriction (1d8 each round until freed, bend bars rolls to escape); SD air jet (50 yards movement in one round); SZ H (25 feet); ML 15.

Cloud Ray: Int Animal (1); AL N; AC 5; MV Fl 24 (C); HD 12+7; hp 65; THAC0 7; #AT 1; Dmg 5d10 (tail) or 10d10 (bite); SA swallow whole; SD psionics; SZ G (125 feet); ML 14. Psionics Summary: PSPs 100; PS 10; Defenses—M—, MB, TS; Psychokinesis—telekinesis, control winds (no cost), inertial barrier (no cost), levitation (no cost); Psychoportation—dream travel.

Razorwings (2-8): Int Semi- (3); AL N; AC 3 (in air) or 6 (hovering or on ground); MV 3, Fl 30 (B), Glide 24 (E); HD 4; THAC0 17; #AT 3; Dmg 2d4 x 2 (wings)/1d4 (bite); SA surprise (-2 penalty to opponent's surprise rolls), charge (damage x2); SZ M (8-foot wingspan); ML 9. Psionics Summary: PSPs 45; PS 11;

Part Two: In the Silt Sea



Defenses—M—; Telepathy—life detection, mind blank; Psychokinesis-flight (Cost 3/round); control sound.

Floaters (2-8): Int Low (6); AL N; AC 8; MV F1 12 (B); HD 3; THAC0 17; #AT 6: Dmg 1d4 x 6 (tentacles); SA poison (save versus paralysis or be paralyzed for 2d6 turns); SZ S (3 feet long); ML 11. Psionics Summary: PSPs 90; PS 12; Attacks—PB, PsC; Defenses—M—, IF; Psychometabolism—life draining, double pain, mind over body, flesh armor, chameleon power, displacement; Telepathy—psionic blast, psychic crush; mind blank, intellect fortress, life detection, aversion, contact.

Outcome

The outcome of all Silt Sea encounters should be the safe arrival of the PCs at their destination. The hazards

of the terrain may prove too much for them, but in general the encounters should be tense though not especially deadly to smart, well-prepared characters.

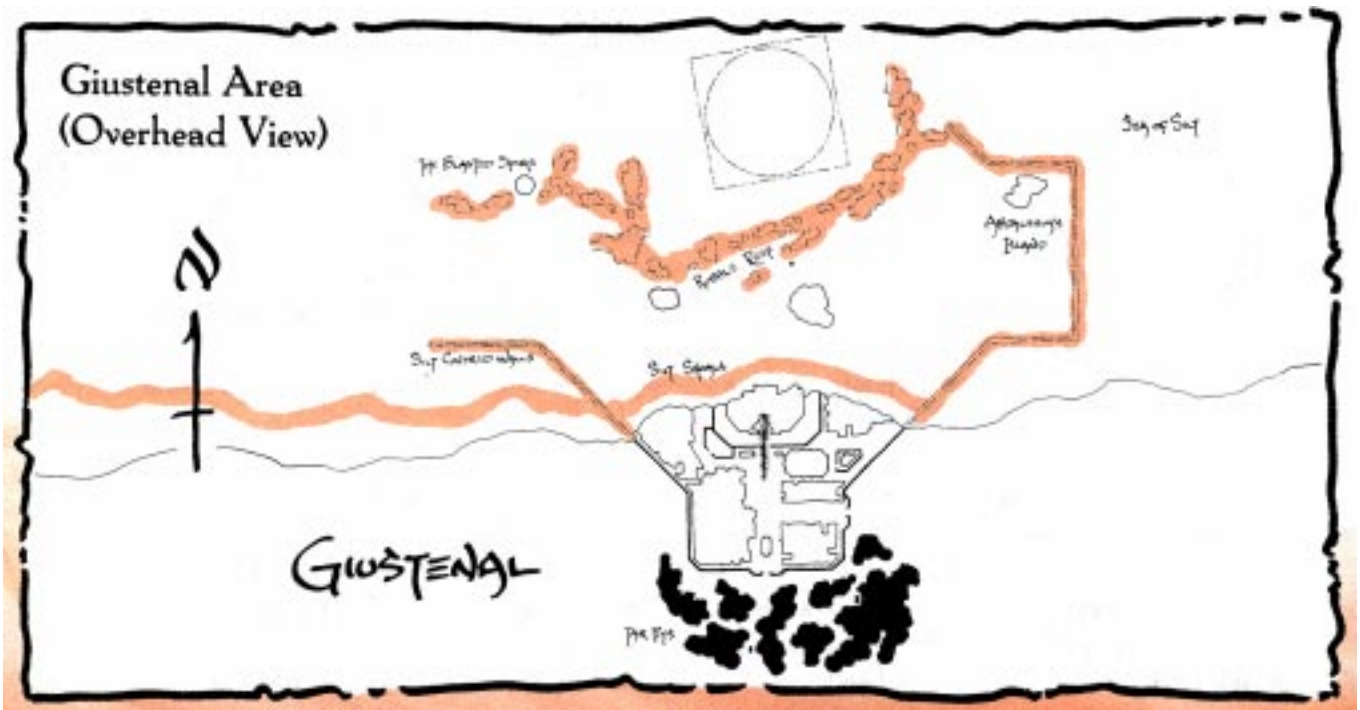
Next

Go on to the PCs' destination, or to one of the other battle encounters described above.

Part Two B: Silt Pirate Menace

Setup

A band of silt pirates called the Dust Devils attack the PCs sometime during one of their trips into the Silt Sea. No matter which silt skimmer the PCs travel on, the pirates launch a raid to gain spoils and perhaps even capture the craft. The encounter details this raid.





Part Two: In the Silt Sea

Details are also provided on the pirates' island hide out. If the PCs are aboard the *Firewind* and manage to rout the pirates, Captain Gaff suggests following them in order to stop the raids once and for all. He can be talked out of such a course, but the option remains if the PCs want to pursue it.

Start

Read the following out loud when the Dust Devils move in to attack:

The sun beats down upon the deck of the silt skimmer, its heat reaching down through the constant cover of dust. The day has been particularly quiet and uneventful so far, and even the crew seems bored by the steady progress. Suddenly the lookout shouts from her place atop the main mast. "Skimmers approaching!" You rush to the side of the craft, straining to see through the billowing gray powder. For a moment there is only the swirling dust, then the prow of a fast-moving skimmer slices out of the clouds on a collision course for your craft!

Encounter

The Dust Devils use two small silt skimmers in their raids. Both of them were captured from merchants plying the shoals between Cromlin and Break Shore some months back. Each skimmer carries eight pirates, a pirate captain, and two ballistae (#AT 1/3, Dmg 3d6). One skimmer also carries a defiler.

The pirates' tactics are simple. They rush toward their target, firing ballista bolts, arrows, and spells to incapacitate as many of the opposing crew as possible. When they get close enough, they toss hooks and lines, then attempt to board the target skimmer. They seek to kill its crew so they can plunder the craft and its cargo at their leisure.

If the PCs manage to kill all of the pirates on one of the attacking silt skimmers, the other skimmer decides to retreat back into the swirling dust. Moran, the pirate defiler, uses his spells to best advantage. He saves one 5th-level spell so he can use *teleport* to return to the pirate camp if the raid doesn't work out.

In the case of a PC victory, they can let the retreating craft go, they can chase it down, or they can attempt to follow it—if the captain of the skimmer agrees. Captain Gaff has no problem with following the pirates, as this will benefit House Shom and Cromlin in the long run. Passk will balk at the idea, however, as it doesn't get them any closer to Giustenal (and the goal of his focus).

The pirate camp is located on a small island in the Silt Sea. It is a low, flat piece of jutting rock with a scattering of tents set up around an ancient ruin. The following locations are shown on the accompanying map.

1. Docking Beach. The pirates use this beach as a dock for their two silt skimmers. They actually drive the craft out of the silt and onto the beach. If the PCs reach this island by accident, there is a 75% chance that the silt skimmers are docked here. Otherwise, the two are out searching for prey in the silt shoals. If the PCs chased the pirates back here, the skimmer is left in the silt to hamper the progress of the invading craft.

2. Pirate Village. A total of 28 pirates live in this village of tents and ramshackle huts. Each tent contains the wealth of individual pirates (2d6 ceramics and 1d4 silver each).

3. Well. A natural spring surrounded by protective rocks supports the pirate band. The water bubbles up at an extremely slow rate, so the pirates are forced to conserve the liquid. They try to make due with water plundered from merchant caravans, using the well water only in emergencies.

4. The Ruins. This ancient stone building contains

Part Two: In the Silt Sea



three rooms. Room A serves as the living area for Moraz the defiler and the two silt skimmer captains. Hidden in this location are 1d4 gold pieces, 5d6 silver pieces, and 1d10 x 10 ceramic pieces. The defiler's store of spell components and his spellbook are also hidden here. The spellbook contains the following spells: 1st level— *alarm*, *armor*, *change self* *charm person*, *grease*, *magic missile*, *shocking grasp*; 2nd level— *alter self: deep pockets*, *fog cloud*, *invisibility*, *pyrotechnics*, *rope trick*, *spectral hand*, *wizard lock*; 3rd level— *blink*, *delude*, *dispel magic*, *gust of wind*, *lightning bolt*; 4th level— *charm monster*, *con tation*, *extension I*, *fire shield*, *massmorph*, *rain bow pattern*, *solid fog*; 5th level— *advanced illusion*, *chaos*, *cloudkill*, *sending*, *teleport*, *transmute rock to mud*.

Room B is a storage area. It contains the most valuable of the pirates' recent plunder. Four large cask of Raamish wine, eight boxes of cured erdlu meat, three cases of silt mussels, six crates of scrub fruits, and five bolts of

Nibenese cloth are stored here.

Room C serves as the pirate leaders personal chamber. Curlonus Skaff, an earth cleric, took control of the raiders and turned them into prosperous pirates in only a few short months. Among her personal possessions is a locked wooden box (she has the only key) filled with gems and jewelry worth 15 gold pieces, 22 silver pieces, and 1d20 x 10 ceramic pieces. She also keeps *candles of invocation* burning in her chamber at all times. This gives her access to higher-level spells as long as the candles continue to burn. If the island is invaded, her first action will be to summon an earth elemental to help defend her camp.

Skaff was searching the ruins of Giustenal when she encountered Dregoth. The undead dragon king convinced Skaff that he served the powers of elemental earth. "Raise an army from among the raiding tribes," Dregoth commanded, "and we can fulfill the will of the elemental



Part Two: In the Silt Sea

powers." He gave her an amulet bearing Dregoth's newest symbol (the crimson sun trapped in a dragon's claw), explaining that it was a conduit to the earth powers. In fact, he has sent her a number of visions to support this claim, using the amulet as a focus for his own psionic abilities.

The earth cleric searched along the coast of the Silt Sea until she found a small raiding tribe she could take control of. The Dust Devil's were the perfect choice, as the tribe was in disarray and on the verge of collapse. Skaff challenged the leader, won, and presented a new method of operation. "First," she explained, "we need to secure a couple of silt skimmers . . ." The tribe has already grown larger and more powerful thanks to a number of successful raids. When the tribe's members number 100 strong, Dregoth will summon them to Giustenal. Then, depending on his mood, he will transform them into dray or turn them into undead.

Encounter Statistics

Typical Dust Devil (28): F4; AL LE; AC 8 (carru leather); MV 12; HD 4; hp 22 each; THAC0 17; #AT 1; Dmg 1d8-1 (obsidian long sword), 1d6 (long bow); ML 14. Str 16, Dex 13, Con 15, Int 10, Wis 9, Cha 9.

Dust Devil Captain (2): F7; AL LE; AC 5 (mekillot hide, Dexterity); MV 12; HD 7; hp 34, 27; THAC0 14; #AT 3/2; Dmg 1d8 (obsidian long sword +1); ML 17. Str 17, Dex 16, Con 16, Int 13, Wis 10, Cha 12.

Moraz the Defiler: W10; AL LE; AC 6 (cloak of defense +4); MV 12; HD 10; hp 26; THAC0 17; #AT 1; Dmg 1d8+3 (rod of smiting, 8 charges); SA wizard spells, triple damage on attack roll of 20 (uses 1 charge); SD wizard spells; ML 15. Str 11, Dex 9, Con 10, Int 18, Wis 11, Cha 10. Wizard Spells: 4 1st level, 4 2nd level, 3 3rd level, 2 4th level, 2 5th level.

Curlonus Skaff: Cl 2; AL LE; AC 5 (carru leather, ring of protection +3) MV 12; HD 12; hp 60; THAC0 14; #AT 1; Dmg 1d6+3 (obsidian club +3); SA priest spells, psionics; SD priest spells, fruit of extra healing; ML 18. Str 16, Dex 13, Con 12, Int 14, Wis 17, Cha 14. Psionics Summary: PSPs 72; Wild Talent—flesh armor (PS 9, Cost 8+4/round). Priest Spells: 6 1st level, 5 (6*) 2nd level, 5 (6*) 3rd level, 3 (5*) 4th level, 2 (3*) 5th level, 2 6th level, (1*) 7th level—*conjure earth elemental*.

* Available while candle of invocation burns.

Earth Elemental: Int Low (6); AL N; AC 2; MV 6; HD 12; THAC0 9; #AT 1; Dmg 4d8; SD +2 or better weapon to hit; SZ L (8 feet tall); ML 15.

Outcome

If the PCs drive off the pirates but decide not to follow them to finish them off, the Dust Devils will appear to harass them during another trip across the Silt Sea.

If the PCs chase the pirates back to their island, they could end up with a number of treasures. In addition to the plunder stored in the camp, the PCs can gain the magical items used by Skaff and Moraz. Remember, Dregoth is psionically linked to the amulet Skaff wears. If one of the PCs decides to carry the amulet, he or she will receive a vision later in the adventure. This vision should occur before the PCs actually reach the ruined city. The vision comes during the night, as the PC slips off to sleep.

After a long day of travel, sleep begins to wrap you in its restful embrace. You drift for a moment, barely hearing the sounds of the night. Then a dream forms before you, even though you're sure that you're still awake. You see a creature like the Dragon of Tyr, except it seems to be made of earth and rock.

"The powers of earth command you, Curlonus Skaff"

Part Two: In the Silt Sea



the earth dragon vision roars. "You must raise your army before the two moons meet in the sky. Then bring it to the Ravager in Giustenal, where it will take its place with his troops. This is the will of the elementals . . ."

With that, the vision fades a way.

Next

The PCs resume their trip across the Silt Sea.

Part Two C: Giants in the Sea

Setup

This encounter can take place anywhere along the silt shoals, the Rubble Reef, or even the Silt Road. Like the Dust Devil pirates, these giants are raiders who prey upon travelers in and on the shore of the Silt Sea. Unlike

the pirates, these giants can be reasoned with. This encounter doesn't have to end with the death of all the giant raiders. In fact, if the PCs can strike up a conversation with the giants, they can learn some interesting things about Giustenal and its mysterious inhabitants.

If any of the PCs boldly display an amulet bearing the ancient symbol of Dregoth, the giants will fly into a rage and seek to destroy that character first. They believe that anyone wearing an amulet openly must be a templar of the Ravager of Giants. If the amulet is hidden and revealed later (during the course of discussion or as part of a general question about the area), the giants will still react to it but will not strike out violently. See "Outcome" below for more details.

Start

Read the following out loud to begin this encounter:





Part Two: In the Silt Sea

Another day of travel, and choking silt still hangs in the simmering air. The great sail catches the constant breeze, the wheels turn, and the silt skimmer continues its steady progress through the powdery dust. Suddenly a voice calls from out of the gray clouds. It is loud, strong, and less than pleasant.

"You travel through Lyto's land," the boom voice announces. "Lyto hungry. What you got to eat?"

Then you see them—giants! They wade through the silt, moving at your skimmer from all directions. You count five of the huge creatures, each hefting a spear and holding a huge, spiked club. It won't be long before they reach you, though you're pretty sure they can toss those spears across the rapidly closing distance.

Encounter

The five desert giants aren't really interested in the skimmer or its occupants. They do want whatever food and water the skimmer is carrying, however. If the skimmer's occupants refuse to respond to Lyto's request, don't lower their sail, or behave in a threatening manner, the giants toss their spears before closing to melee.

The giants carry one spear each. The spears are carved from dead tree trunks. They also carry spiked clubs for bashing opponents who get close enough to hit.

The giants approach the skimmer from the following directions: two from each side and one from the rear. The path before the silt skimmer is clear, but the craft can't outrun the giants. Two of the giants toss their spears at the main sail. The others seek dangerous-looking targets among the skimmer's crew.

Encounter Statistics

Lyto and the Giant Raiders (5): Int Low (7); AL NE; AC 4; MV 15; HD 14; hp 92, 86, 81, 76, 71; THAC0 7;

#AT 1; 2d8+14 (spiked club), 3d10 (hurled spear); SA hurled spear; SD resistant to psionics (save versus spells to negate effects); SZ H (25 feet tall); ML 15.

Outcome

If the PCs appear to surrender in order to fulfill Lyto's request, the giants will refrain from attacking. The PCs will need to lower the silt skimmer's sail and respond verbally to the giants, however. If they behave belligerently or make no attempt to comply with Lyto's request, then the giants attack as outlined above.

If the PCs tell the giants that they will do as Lyto asked, then the giants will approach the skimmer without first hurling their spears. If the PCs are attempting to surprise the giants, then they get one round of free attacks before the giants realize they've been tricked. In this case, Lyto and his giants will fight to avenge this betrayal. If the PCs actually agree to turn over some food and water (at least half of their remaining supplies), then the giants will behave in a friendly manner.

If one of the PCs wears Dregoth's symbol (the ancient version with the dragon head, not the newer version with the claw gripping the sun), the giants notice this when they get within melee range. No matter how the PCs responded, the giants will direct all of their attacks against that character from that moment on. Lyto screams, "The Ravager! Kill the agent of the Ravager!" Then he charges toward the character with his spiked club raised high in the air.

By giving the giants what they want, the PCs will be allowed to continue on their way. They can also strike up a conversation and learn a few things about the surrounding area. The giants will tell them to beware of the Blasted Spire, for a terrible monster lives inside it. They will direct the PCs toward Abdaleem's island, saying that he will often aid travelers in need. The giants know

Part Two: In the Silt Sea



about the Dust Devil pirates, and can reveal the location of their island camp. Finally, if anyone asks about Giustenal, Lyto will shake his head. "Don't go there," the giant tells the character. "The Ravager's domain that place is." He refuses to say anymore.

If the PCs show Lyto one of the ancient Dregoth amulets (by pulling it out of a pouch, as opposed to wearing it around a neck), the giant leader will cringe and shake with rage. "The sign of the Ravager of Giants," he'll shout. "A bad omen!" All he'll tell them beyond that is that the Ravager controls Giustenal, so no giant ever goes near the ruins.

Next

The PCs resume their trip across the Silt Sea, or they follow the directions provided by the giants to Abdaleem's island (Part Two E) or the pirate camp (Part Two B).

Part Two D: Caller in Darkness I

Setup

Sometime during the PCs' trip across the Silt Sea, while they are traveling within range of the Caller in Darkness (as shown on the map on page 25), the undead entity attempts to make contact with one of the PCs. Though its name implies the night, the Caller in Darkness is active at all hours.

There is no "Start" section to this encounter, as the PCs will not realize anything is amiss until the Caller actually establishes contact. See page 30 of the Campaign Book for a more detailed explanation of how to run the Caller in Darkness.

Encounter

The Caller in Darkness constantly searches for psionic talents within a five-mile radius of Giustenal. It is very specific regarding the targets it seeks. Not only must they have psionic powers, they must be from one of the following races: human, elf, half-elf, dwarf, or halfling.

If any character who fits this description uses a psionic power within the Caller's range, the Caller has a chance to notice. The base chance for the Caller to notice the use of psionic powers outside the walls of Giustenal is 25%. This is modified by the number of PSPs the character expends to use a specific power. The Caller's check is made after the power's duration expires.

The Caller can make a check each time a character uses a psionic power, though it can only attempt to establish contact with a specific character once per day (this increases to twice per day after the PCs enter the ruined city, as discussed later).

Once the Caller actually notices a target, it psionically follows that character and tries to establish contact. Contact is an attack that the Caller can direct at a specific target once per day. The target must make a saving throw versus spells to shrug off this psionic attack. If the target successfully saves, the character doesn't have to worry about another attack until the next day. However, these attacks will continue each day as long as the character is within the Caller's range.

If contact is established, the victim begins to experience delusions created by the Caller in Darkness. The Caller shows the victim items he or she most desires, and these visions lead inevitably toward Giustenal. Once every hour, a contacted character must make a saving throw versus spells to ignore the tempting visions. A success doesn't mean the character sees through the illusions. Instead, the character wants to explore Giustenal but remains wary of the dangers inside the walls. When a



Part Two: In the Silt Sea

saving throw is failed, the character forgets the dangers and strikes out immediately for the ruins.

Reactions

Passk recognizes the signs of the Caller in Darkness. Once a character begins to see visions and speak in strange tongues, the dwarf pirate warns the rest of the group. "Watch that one," Passk explains. "He'll kill us in our sleep 'cause of the voices he hears. And he'll want to head for Giustenal just as soon as he's able."

As long as a contacted character continues to make successful saving throws versus spells, he or she won't turn violent. The character will continue to see tempting visions, but will be able to maintain a modicum of control. This is especially true if the group heads toward Giustenal. Once they begin to move away from the ruins, the contacted character will grow more and more nervous.

Once a contacted character fails a saving throw, then the DM should take control of that character. The player should be allowed to activate another PC from his or her character tree in order to continue the adventure. The contacted character will attempt to slay the other PCs before striking off toward the ruins. The other PCs can follow along to try to keep the victim safe, but the Caller will do its best to get the victim into the ruins. Then the Caller will convince the victim to kill himself.

The Campaign Book and the MONSTROUS COMPENDIUM appendix describe possible ways to save a contacted character.

Outcome

It's possible that the Caller in Darkness will fail to contact any of the characters while they travel outside the walls of Giustenal. If they use their psionic powers, they

will feel moments of paranoia as the Caller attempts to make contact. They won't suffer from any visions if contact isn't established, however.

If a character is contacted, chances are good the victim will eventually escape from the party and seek a way into Giustenal. The Caller will guide such a character, so the other PCs can follow the victim safely inside if they choose. Of course, the victim could escape unnoticed, possibly after causing some harm to the other PCs. Contacted characters are doomed to die within Giustenal's walls. In such instances, the other PCs will have to journey into the spirit storm to retrieve their companion. See Part Seven for details.

Next

The PCs resume their trip across the Silt Sea, or follow a contacted character into Giustenal's ruins.

Part Two E: Abdaleem

Setup

The PCs could encounter the silt cleric Abdaleem in one of two ways. If the PCs befriended the giant raiders in Part Two C, then they received directions to Abdaleem's island. If they are simply traveling along the silt shoals or Rubble Reef, then Abdaleem will come to them. Also, like Jessix and the Loyal in Part One, Abdaleem can be used to provide the PCs with unexpected help should they really need it. See page 37 of the Campaign Book for additional information about Abdaleem.

Whether the PCs are searching for Abdaleem, or are traveling along with no clear destination, the meeting with the silt cleric begins when the gray clouds clear.

Part Two: In the Silt Sea



Start

Read the following out loud to start this encounter:

Gray silt has filled the air since your journey in to the Silt Sea began, but suddenly the wind shifts and the area ahead of you clears. The gray clouds still obscure every other direction. You can see perfectly to the front and off to the side of the silt skimmer, however.

The surface of the silt sea starts to churn then, and a form begins to rise out of the fine powder. At first it appears to be made of silt, but as it rises the silt runs off to reveal a human male. He emerges completely from the powder, coming to rest atop the silt as though it were solid ground.

Encounter

Abdaleem appears to help the PCs if they are in trouble. In this case, once the aid has been offered and accepted, the silt priest will seek some favor for his patron element. In general, that favor will take the form of a request for aid. Abdaleem will ask the PCs to destroy the krag that lives in the Blasted Spire. With the krag out of the way, the silt cleric can resume his exploration of this portion of the Silt Sea in peace.

If the PCs are not in immediate danger, Abdaleem appears to ask them why they are traveling the Silt Sea. As long as their answers do not involve harming the region under Abdaleem's protection, he will let them continue on their way. If they seem to be particularly powerful, he will ask them to vanquish the krag for him. In exchange for their help, he offers to provide them with his special scroll tablets. Each scroll tablet contains a spell of





Part Two: In the Silt Sea

free action with a duration of three hours. He can give them as many as 10 of the tablets if they bring him the head of the krag.

Encounter Statistics

Abdaleem the Silt Priest: CI 2; AL CN; AC 7 (stud-ded carru leather); MV 12; HD 12; hp 68; THAC0 14; #AT 1; Dmg 1d6+1 (rod of flailing); ML 15. Str 15, Dex 14, Con 16, Int 15, Wis 18, Cha 14. Priest Spells: 6 1st level, 5 2nd level, 5 3rd level, 3 4th level, 2 5th level, 2 6th level.

Outcome

Characters who travel the Silt Sea and intentionally harm the environment will suffer Abdaleem's wrath. He particularly distrusts water and rain clerics, and a party containing such characters will have a harder time getting on Abdaleem's good side. If PCs are causing harm to the environment, the silt priest will use his spells to turn them back. He won't reveal himself in this case, but will instead make the sea itself strike against them. He has no particular desire to kill the PCs, unless of course they resist or perform some heinous crime (like attempting to turn the silt into water or causing it to rain).

If they agree to take up Abdaleem's quest, he will offer them aid and advice—after they return with the krag's head. If they accomplish the task, he provides them with up to 10 stone tablets as described above. He can also direct them to the Silt Road, showing them the pathway into the ruins of Giustenal from the Silt Sea. He warns them about the Caller in Darkness, though it has never bothered him. (He doesn't know that it only attacks psionic talents, and Abdaleem doesn't possess even the weakest wild talent.)

If PCs are persistent, Abdaleem will give them the

secret for making silt spawn repellent out of common draxia weeds. This substance, when rubbed into the skin, will repel silt spawn for two hours. It will not help them against silt horrors, however, or against the undead silt spawn guarding the base of the Blasted Spire.

Abdaleem can also tell the PCs that there are ruins buried under the silt, but he doesn't know about the tunnels. The only tunnel he could have discovered is the one beneath the Blasted Spire, and it was blocked by the krag.

Next

If the PCs take up Abdaleem's mission, proceed to Part Two Elf they decide to follow his directions concerning the Silt Road, go to Part Three. Otherwise, continue with their trip across the silt shoals.

Part Two F: The Blasted Spire

Setup

The Blasted Spire locations and map can be found beginning on page 34 of the Campaign Book. Read that entry before running any encounters here.

Even though the Blasted Spire can be seen jutting from the Sea of Silt for many miles around on those occasions when the dust clouds clear, PCs probably won't reach this location until after Abdaleem gives them directions. The most likely setup for this encounter is that the PCs have accepted the quest from Abdaleem and have come to destroy the krag. If they find the passage to the Sunken City, that's simply a bonus.

Start

Read the following passage out loud when the PCs approach the Blasted Spire:



A tower rises out of the drifting silt, looking lost and lonely against the desolate landscape. Obsidian that has suffered the ravages of time and weather coats the tower walls. Everywhere you look, you can see gaping holes, cracks, and crumbling rock. Balconies jut from the uppermost level, and ominous shadows dance within the dark interior.

Encounters

Before the PCs can enter the tower, they are attacked by kraglings. These kraglings were created from silt spawn, and at first glance will appear to be more of these creatures. The PCs may believe that they are protected from the silt spawn if they have Abdaleem's repellent. In this case, they will be totally surprised when the undead creatures attack. There are a total of six kraglings, and they will continue to attack until they are all killed, they have

killed the PCs, or the PCs flee.

Inside the tower, the PCs must deal with the krag. The krag is an undead elf rain cleric who bears little resemblance to its original form. It lives in the lower level of the tower (area 3 on the map), but it can move throughout the tower if it so desires. The krag uses its natural control of the silt as a weapon before it attacks directly. Also, it prefers to wait until intruders are on the entry level before attacking. In this way, it hopes to grab a victim and pull him or her beneath the silt.

Encounter Statistics

Lesser Kragling (6): Int Low (6); AL CE; AC 8; MV 12; HD 3; hp 20x3, 16x3; THAC0 17; #AT 3; Dmg 1d4/1d4/1d10; SA elemental transfusion, psionics; SD psionics; ML 11.



Part Two: In the Silt Sea

Krag: Int Exceptional (15); AL CE; AC 4; MV 12; HD 11; hp 52; THAC0 12; #AT 1 or 3; Dmg 1d8+6 (long sword +2, *dragon slayer*, plus Strength bonus) or 1d6/1d6/2d6; SA silt storm, psionics, elemental transfusion (in bite); SD psionics; SZ M (7 feet tall); ML 15.

Outcome

The krag hates Abdaleem. If it learns that the PCs have come at the silt cleric's request, the krag will fly into a rage and seek to destroy them all. The krag tries to escape to its buried lair if it is reduced to 10 hit points or less. The PCs will need magical aid to follow it beneath the silt. If they do manage to follow the krag and kill it, they can gain a number of helpful items. These items are listed in the entry on the krag's lair (area 3) in the Campaign Book.

While exploring the lower level of the tower, the PCs may awaken more kraglings (in room 3F) created from recently captured pirates. They may also find the remains of Slinnasia, who Jessix buried in the Silt Sea after she killed herself in Giustenal. The krag found her and brought her to its lair, hoping she would animate like the kraglings. The krag doesn't realize that only creatures it killed can return in that fashion, so it waits for Slinnasia in vain. Finally, the PCs can locate the stairs leading down to the Sunken City.

The upper levels of the tower contain a number of treasures as well. These are also detailed in the Campaign Book.

Next

If the PCs came to the Blasted Spire at Abdaleem's request, they will want to return to the silt priest with proof that they destroyed the krag. Either the head of the creature or its enchanted metal sword will be considered as proof by Abdaleem.

The PCs may also decide to explore the descending staircase, provided they have some means for traveling through the silt. In this case, go on to Part Four.



Part Three: The Ruins of Giustenal

Overview

When the PCs are ready to enter Giustenal, this section provides encounters that occur both inside and on the way toward the ruins. The PCs can reach the ruins from basically two directions: by land or from the Silt Sea. If they approach from the land, start with Part Three A. If the PCs approach from the silt shoals or the Silt Road, they can walk directly into the city. In this case, start with Part Three B.

Encounters presented in this section include a hazardous overland trip to the city walls, a walk through the silt-covered ruins, another meeting with the Caller in Darkness, and a battle with second generation dray templars inside the shattered palace.

If the PCs decide to follow a victim of the Caller in Darkness into the ruins, then they can easily avoid the hazards described in Part Three A. The Caller doesn't want its victim to die before he or she reaches the ruins, so it will guide the victim safely into the walls.

Be sure to read through Chapter Four in the Campaign Book before starting to play this section of the adventure.

General Role-Playing

Role-playing this section depends a lot on the previous actions of the player characters. They could have very different goals for entering the ruins of Giustenal, based upon prior events. Perhaps they are accompanying Shallovor on behalf of the Veiled Alliance, or they're seeking to help a victim of the Caller in Darkness. They could simply be adventuring for ancient treasure, or seeking to find out more about the latest rumors concerning the ruins.

The most important event occurs in the shattered palace. There, the PCs encounter Dregoth's templars and learn about the passages below Giustenal. The dray tem-

plars should be played as mysterious, unknown creatures, for no PC has ever seen a dray before. The dray do not speak any of the modern languages of the Tyr region, and they have never seen a living being that wasn't another dray.

Part Three A: Fighting the Land

Setup

The overland approach to Giustenal involves many dangers. The encounters listed below are only a few of the hazards waiting in the wastes for unwary travelers. Use as many of these as you deem necessary to build tension and add excitement to the trek to the ruins.

Encounters

Once the PCs get in range of the Caller in Darkness, use Part Two D to determine if any characters fall victim to the undead entity. The same problems outlined in Part Two can occur to those outside Giustenal's walls but within range of the Caller.

To determine natural terrain hazards, use the Random Terrain Table on page 24 of the Campaign Book. Roll two times per day of travel to see what kind of terrain the PCs are traveling across. Then refer to Chapter Two in the Campaign Book for details concerning the effects of the different terrain types.

Various creatures live in the hostile environment around the ruins. Use the Giustenal Environs Encounter Table on page 27 of the Campaign Book to select what monsters roam the wastes. Roll 1d10 three times per day of travel to determine if the PCs encounter any of these creatures. An encounter occurs on a roll of 1.

The tar pits that surround Giustenal's southern wall are extremely dangerous. Paths wind through this area, but they end abruptly, turn back on themselves, or even



Part Three: The Ruins of Giustenal

lead right into the bubbling tar. Use the Tar Pit Survival Check system presented in Chapter Four of the Campaign Book to determine the PCs' progress through this region. If the PCs were given a map by Jessix and the Loyal, then they get to make survival checks as though they had the survival proficiency. If they already have the proficiency, the map allows them to make checks as though they were one row higher on the Intelligence column. So, a PC with an Intelligence score of 15 and a map would use the results of the 17-18 row instead.

At some point the PCs will actually reach the walls of Giustenal. The gates on the south and east sides provide ways into the ruins, as does the great crack in the southwest corner. The PCs can even attempt to climb over the walls themselves. If they opt to try to climb, see the section "Climbing the Walls" in Chapter Four of the Campaign Book. The great crack provides the easiest access—if the PCs can get past the tar pits. The gates can be forced open, but this requires a successful bend bars/lift gates roll. The gates have warped in their frames over the centuries, sealing them tightly against intruders.

If the PCs attempt to fly over the wall or climb over it, razorwings from the flock that lives near the ruins dive out of the sky to attack. There are 23 adults in the flock. Use the razorwing statistics provided in Part Two A. In the initial encounter, there will be 1d6+2 of these creatures involved in the attack. If the razorwings suffer a single loss, they contact their pack leader and request additional help. The rest of the flock arrives within 1d10+2 rounds. If the pack leader or half the entire flock is defeated, the rest of the razorwings will flee.

Outcome

There are a few goals scattered throughout this part of the adventure. First, the PCs must safely navigate a path through the terrain hazards to reach the city walls. Then

they have to find a way into the city itself. That's the ultimate goal of this part of the adventure.

Next

Go on to Part Three B when the PCs pass through the gates or climb over the wall into Giustenal.

Part Three B: The Ruined City

Setup

No matter how they do it, eventually the PCs will step into the ruined city of Giustenal. They can reach it from the Silt Sea, climb over a crumbling wall, push open a jammed gate, or even step through a gaping hole in the wall. Once they enter the ruins, then the real adventure in the city by the Silt Sea begins.

Start

Read the following out loud when the PCs enter Giustenal:

The air seems to grow thick and oppressive as you step on to the silt-covered streets of Giustenal. Just walking along causes clouds of choking dust to rise up, and the sound of every footfall disappears in to the surrounding ruins. Silt and sand coat every surface, sometimes burying structures completely. The buildings you can see are in various states of ruin. Walls have cracked and crumbled here, ceilings collapsed there, and a few buildings have fallen over completely. The decorations on the buildings that you can see appear alien. Wings and claws, scaly tails, sharp teeth, and dragon heads are carved everywhere. As you move deeper in to the ruins, strange noises scurry just out of sight. Shadows move at limits of your vision. Worse, you have the distinct impression that you are being watched. . .

Part Three: The Ruins of Giustenal



Encounters

Read through “Exploring Giustenal” in Chapter Four of the Campaign Book before running any of these encounters. Note that the choking dust stirred up simply by walking through the ruins has negative effects on player characters. Using ranged weapons through the choking dust incurs a -2 penalty to all attack rolls. Also, the dust impedes characters, causing them to tire quickly. All attack and damage rolls are made with a -2 penalty while inside the walls of the city. PCs can reduce these penalties to -1 if they wear moistened cloths over their mouths and noses. Half a gallon of water per day must be used to keep one PC’s protective cloth moist.

Inside the walls, the Caller has more power to draw upon, so the threat it poses is greater. See Part Three C for details on the Caller in Darkness inside the ruins.

Just walking around can lead to all kinds of trouble in the ruined city. Typical perils include collapsing floors, deadfalls, silt pits, and silt serpents. See “Perils of Giuste-

nal” in Chapter Four of the Campaign Book for details concerning these hazards.

The locations shown on the Giustenal poster map are detailed in Chapter Four of the Campaign Book. Use those entries to describe what the PCs see as they wander through the ruins. Nallan, Kria’s missing friend from Tenpug’s Band, can be found in the ancient temple (area 3). He killed himself, a victim of the Caller in Darkness. Among the possessions Nallan carries in his backpack is an item that he picked up in the palace before the Caller drove him to kill himself. The item was left for Dregoth by the pirate leader Skaff (see Part Two B). Nallan found it before Dregoth was able to retrieve it from the palace. The item is a ring bearing the royal signet of Raam. The ring belongs to Abalach-Re, and it took many bribes and threats before Skaff was able to secure it. Dregoth wants a personal item of the sorcerer-queen to use as a focus for spells he is developing. This is part of the Dread King’s plans to gain revenge. The ring itself is worth 400 gold pieces (if the bearer can locate a buyer willing to risk Raam’s wrath).





Part Three: The Ruins of Giustenal

Other possible encounters detailed in the Campaign Book include a pack of zhackals in the merchant district (area 4), a bog wader in the ruined cisterns (area 11), a group of hungry silt runners in the templar buildings (area 14), and undead gladiators in the slave pen (area 15). There are also a number of threats waiting within Dregoth's shattered palace. However, the greatest threat comes from a party of six dray templars on a mission to the surface for their dread king.

The PCs should be jumping at shadows after a short period of time within the ruins. Between the Caller in Darkness, the ruins' inhabitants, and their own real and imagined fears, the PCs should be ready to bolt by the time they encounter the dray templars. They first see a pair of dray sometime before they head toward the shattered palace. They may think they are only imagining the creatures at first, but eventually the pair will do something to make their presence known. The dray are extremely curious about the surface world. While their companions search the palace for the item Dregoth sent them after, this pair decides to see a few of the city's sights before returning to the subterranean depths. They follow the PCs around for a while, trying to remain out of sight. Every so often, have a PC make a Wisdom check at -3. When the check succeeds, the PC hears a stone fall or a brittle street slab crack and turns in time to see the dray ducking back into the shadows. Now the PCs can follow the dray, who head back toward the palace as fast as they can.

In the palace, the PCs will encounter the rest of the dray templars. If the PCs found the Raam signet ring and are carrying it, the leader of the dray templars will detect its presence. He carries a stone that Dregoth enchanted to glow when it gets within 20 feet of the ring. The dray must retrieve that ring, and they will battle the PCs for possession of it. If the PCs did not find it or decided to leave it on Nallan's body, then the dray will try to drive them away so they can complete their search.

Encounter Statistics

Dray Templars (6): Tp6; AL LE; AC 6; MV 12; HD 6; hp 42, 38, 36, 35, 31, 26; THAC0 18; #AT 1; Dmg 1d8-1 (bone long sword); SA psionics, priest spells, +1 to damage rolls; ML 15. Str 16, Dex 12, Con 12, Int 13, Wis 15, Cha 8. Psionics Summary: PSPs 42; Wild Talent—displacement (PS 3, Cost 6+3/round). Priest Spells: 3 1st level, 3 2nd level, 2 3rd level.

Outcome

If the dray templars get the signet ring, they immediately head back into the depths. The leader of this group of templars carries a second item imbued with a spell granted by Dregoth for their mission. It is the talon of a true dragon from another world. The arcane runes written upon it identify the spell as a powerful version of *levitate*. It can be read using a *read magic* spell. There were originally two of these spells inscribed upon the talon, but the dray needed to use one to float up from Tunnel D. The purpose of the second spell is to safely lower them back to the depths. If the PCs get a hold of this item, they can use it for the same purpose.

When only one other dray remains standing, the leader turns and flees. If the PCs let him go, he'll lead them to the staircase at the bottom of the palace tower. If the PCs defeat all of the dray before this occurs, they'll have to locate the entrance to the Groaning City on their own.

If the PCs approach the dray in a friendly manner and have not previously attacked any of the templars, then the dray leader will try to bargain for the ring before he orders an attack. Communication between the two parties will be very difficult, but the dray will offer a large gem (worth 100 gold pieces) in exchange for the ring. If the PCs make the trade, the dray immediately head for the underground entrance.

Each dray templar wears an amulet bearing Dregoth's newest holy symbol (a dragon claw holding the sun).

Part Three: The Ruins of Giustenal



They may recognize this symbol from their meeting with the pirate leader (Part Two B). If the PCs each have one of these symbols, they'll have an easier time reaching the lowest levels beneath Giustenal.

Next

The PCs can follow the dray down to the Groaning City. Go on to Part Five.

Part Three C: Caller II

Setup

Like the earlier meeting with the Caller in Darkness, there is no "Start" section to this encounter. The PCs will not realize anything is amiss until the Caller actually establishes contact. The action in this part of the adventure can take different paths depending on the results of prior meetings with the Caller.

This is not a single encounter that happens and then ends. From the moment the PCs enter the ruins of Giustenal to the moment they leave (descending into the tunnels beneath the city counts as leaving), the Caller can strike at them. Details concerning the Caller's actions can be found below.

If any of the PCs were contacted by the Caller while they were outside the city walls, then those PCs will quickly succumb to the Caller's urgings once they enter the ruins. If the PCs were not contacted but did use psionic powers, then the feelings of dread they have been experiencing suddenly get even more intense inside Giustenal.

Encounter

As in the earlier encounter, not only must a character have and use psionic powers to catch the attention of the





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Caller in Darkness, he or she must also be from one of the following races: human, elk half-elf, dwarf, or halfling.

If a character who fits this description uses a psionic power within the walls of Giustenal, the Caller's chance to notice increases. The base chance for the Caller to notice the use of psionic powers inside the walls of Giustenal is 50%. This is modified by the number of PSPs spent to use and maintain a specific power.

The Caller can make a check each time a character uses a psionic power, though it can only attempt to establish contact with a specific character twice per day inside the ruined city. The target must make a saving throw versus spells to shrug off this psionic attack. If contact is established, the victim begins to experience delusions created by the Caller in Darkness.

The delusions turn from tempting to terrifying inside the ruins. Shadows grow long and threatening. Silt seems to shift as unseen monsters pass through it. Buildings lean dangerously close. The worse visions involve scenes from Giustenal's destruction. These are the actual memories of the individuals trapped within the spirit storm. During each illusion, the effected character must make a saving throw versus paralyzation. The saving throw receives a penalty based on the number of previous illusions the character withstood. The first illusion comes with a penalty of -1, the second -2, and so on. Each failure causes the character to lose 1d4 points of Wisdom. When a contacted character's Wisdom drops to 0, the Caller can force the character to commit suicide. See the entry in the MONSTROUS COMPENDIUM appendix for more information. "The Caller in Giustenal," in Chapter Four of the Campaign Book, provides examples of terrifying illusions to throw at the PCs.

Reactions

Even the characters who have avoided contact with the Caller will react to its presence while inside the ruined

walls. All characters feel a sense of dread upon entering Giustenal. Paranoia increases, and some characters might actually experience glimpses of the visions being cast at contacted PCs. Every half hour inside the ruins, a noncontacted character must make a saving throw versus paralyzation to control his rising fear. Each success means another half hour of keeping the terror in check. Each failure increases a character's terror. After a number of failures equal to one-quarter of the character's Wisdom score (rounded up), the character succumbs to his fear. The results are the same as being hit by a *fear* spell.

Sometime during the PCs' visit to the ruins, if Passk is with them he reveals the following. "The Caller is evil, and it has to be destroyed! I've heard tales about a powerful item that's hidden beneath Giustenal, and I was shown a way into the under-regions by an elf many years ago. The item's down there, I just know it!" If the PCs ask him what the item is, he admits he doesn't know for sure. "It's framed with wood and gold," Passk says. "That much I know. And strange creatures guard it."

Outcome

Contacted characters who lose Wisdom eventually fall to the Caller's dark urgings. These PCs can be saved in Part Seven of the adventure, but until then the players should activate other PCs from their character trees.

Characters who succumb to fear must flee from the ruins until the terror runs its course. They may fall prey to some other hazard while fear clouds their judgment.

Otherwise, the terror continues to build until the PCs leave the confines of Giustenal.

Next

The PCs either return to the wastes outside Giustenal or they descend toward the Groaning City.



Part Four: The Sunken City

Overview

The PCs reach the Sunken City through the passage at the bottom of the Blasted Spire (Part Two F) or by following the tunnels back from the Groaning City (Part Five). The Sunken City offers hints about Giustenal's destruction, a few magical items that may help the PCs, and a number of encounters to test the PCs' determination before they descend farther into the depths.

Be sure to read through "The Sunken City" in Chapter Four of the Campaign Book before starting to play this section of the adventure.

General Role-Playing

The player characters need to work together to get into the Sunken City. They will discover a few startling features that may take all of their resolve to handle. Remind the players that their characters have probably never seen so much water in one place, or have never had to try to navigate the streets of a tilted city. At the very least, these sights should prove to be disconcerting.

The major revelation in this part of the adventure comes when the PCs encounter the undead presence of one of Abalach-Re's templars. From this entity, the PCs learn about the sorcerer-queen's hatred for Dregoth and some of the events that happened in this ruined location.

Part Four A: Going Down

Setup

This part of the adventure assumes that the PCs have discovered the silt-filled staircase beneath the Blasted Spire and have used magical aid to follow it to the bottom. Once there, they see the first door to an ancient world.

Start

Read the following passage out loud when the PCs reach the bottom of the silt-filled shaft:

You follow the stairs down, moving through the silt, watching for an end to the dust and the descent. Finally, you reach the end of the stairs—and the path. A portal blocks your way. It is a massive stone block, inscribed with the seal of Raam's sorcerer-queen, Abalach-Re. After a brief examination, you discover that the block is hinged to the wall. It's a door, but it will have to be forced open before you can progress beyond it.

Encounters

The problem the PCs face in this part of the adventure is how to get past the stone door before whatever magic they are using to survive beneath the silt wears off. The walk down the stairs takes them approximately an hour and a half. They could cut that time to one hour if they move as fast as possible, or extend it to two hours if they go slowly and search extensively on the way down.

A number of methods exist for getting past the door. Inventive PCs will devise all kinds of plans, and the DM should be open to whatever sounds reasonable. The most probable solutions include pushing the door open or using the dimensional door psionic power. A lift gates roll is needed to force the door open, and this causes the silt to rush through the opening. Characters at the bottom of the stairs are dragged along with the rushing silt and carried into the sloping tunnel beyond.

The tunnel slopes down and then up, so the silt only fills a small section. Once they get their bearings, the PCs can follow the incline up to another similar portal. Like before, the tunnel dips and rises here as well. Beyond this stone block waits the Sunken City—and the



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water-filled portion of the ruins. PCs need to make another lift gates roll to open this door. Once it opens, water will spill out to fill the tunnel depression. Then it levels off.

While the PCs are walking through the short tunnel connecting the two portals, they have a chance of spotting a small crack that leads to the tunnels of the ancients. The PCs must be actively searching for concealed portals to find this opening.

Outcome

If the PCs pass through the second portal, they enter the Sunken City. If they decide to follow the ancient tunnel, see the section entitled “The Tunnels” in Chapter Five of the Campaign Book. The crack leads to Tunnels A, B, and C. From Tunnel C, the PCs can reach either the Groaning City or Kragmorta. In Tunnel 13, the PCs will encounter Kataal the Mover.

Next

Go on to Part Four B when the PCs enter the Sunken City, or let them follow the ancient tunnels to the Groaning City (Part Five) or Kragmorta (Part Six).

Part Four B: City Encounters

Setup

The most likely entry into the Sunken City is through the water-filled grand apartment (area 2 on the Sunken City poster map). The PCs suddenly go from choking silt to foul water, and the change could wind up killing them.

Start

Read the following out loud when the PCs open the second stone portal:

Black, foul water spills from the open portal. It floods the tunnel beyond, rushing to fill the slanted depression. It continues to pour out until it fills the depression, but then it stops, leveling off as the tunnel starts to rise. Now the end of the tunnel and the opening beyond are filled with water. Have you passed through so many obstacles just to be stopped now?

Encounters

Read through “The Sunken City” in Chapter Five of the Campaign Book before running any of these encounters. The locations described there and shown on the poster map make up the majority of the encounters for this part of the adventure. They are not repeated here. Instead, you’ll find some additional events to further the plot line of this adventure.

The first problem, as described in the Campaign Book, is that the Sunken City has no fresh air. The PCs begin to take damage as though they were drowning as soon as they emerge from the stagnant pool (see pages 120-122 of the *Player’s Handbook*). Other hazards are outlined in the Campaign Book and should be used throughout the PCs’ visit to the Sunken City.

The stalker should play the role of the major villain of this part of the adventure. It will stalk the PCs and try to destroy them one at a time. Its description and statistics are detailed under “Area 4: Bone Piles.”

In Room D of the Citadel (area 5), the PCs encounter a restless spirit. As they wander among the empty shelves, they could find an ancient amulet buried in a pile of ash resting along the north wall. This is a templar’s amulet, but

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not one of Dregoth's symbols. Instead, it bears the mark of Abalach-Re. Upon touching it, a PC calls forth the former owner of the amulet. The ghostly form of a templar of Raam appears. It does not attack the PCs. In fact, it doesn't appear to notice them at all. Instead, it screams in the language of ancient Raam. While the PCs can't understand the words, they can understand the meaning, for the ghost is also projecting its message via psionics. Read:

"No, my queen," the ghostly form screams, "I have not failed you. Give me just a little more time! Please! No, don't!" You feel the residual wash of intense pain as the transparent form is enveloped in blinding light. The light clears, and it gazes for a moment at the pile of ash on the floor. Then it again speaks, though it doesn't seem to be talking to you.

"I will show you, Abalach-Re," he vows. "This templar did not fail you. You wanted Dregoth's secret, then you shall have Dregoth's secret. Perhaps if you hadn't destroyed

him quite so fast we could have convinced him to give you everything, but that is not your way." The form moves down a row of shelves, sliding silently through the air. It reaches the end of the row, pauses, then says, "I've found it!" Then the ghost walks through the wall and vanishes.

Outcome

If the PCs search the wall the ghostly templar passed through, they can find the secret door into Room G of the Citadel. The ghost doesn't appear again, but they can now discover the items listed in the Campaign Book, including the sketches describing the dray transformation process.

Next

Once the PCs finish exploring the Sunken City they can return to the surface (Part Two), or follow the tunnels to the Groaning City (Part Five) or Kragmorta (Part Six).



Part Five: The Groaning City

Overview

The first view that the PCs get of the under-regions of Giustenal will most likely be that of the Groaning City. The PCs can reach this location by descending through the passage at the bottom of Dregoth's Tower and following Tunnel D to the cavern below. Besides exploring this area, the PCs could be chasing the dray templars they met in Giustenal, or they could encounter a first generation dray scavenger party. In addition to the encounters described in the Campaign Book, the PCs must also face the menace of the worm of bones.

Be sure to read through "The Groaning City" in Chapter Five of the Campaign Book before starting to play this section of the adventure.

General Role-Playing

This underground city should cause even the most jaded adventurer to pause in wonder. Not only is this one of the largest (if not the largest) natural caverns the PCs have ever visited, it seems like another world. Light comes from a few glowing stalactites, and some of the buildings appear to have been grown from stone instead of built with brick and mortar.

The PCs will also find evidence of a great slaughter here—perhaps the last battle of the Cleansing Wars was fought in this ancient cavern. The area feels like a tomb, and after a while the PCs should feel like intruders in some ancient resting place.

Part Five A: Tunnel D

Setup

This part of the adventure assumes that the PCs have discovered the staircase beneath Dregoth's Tower in the ruins of Giustenal. The staircase leads down to a natural cavern

about a half mile below the shattered palace. A portion of the cavern has been smoothed by an unknown process. In this area, the PCs find a perfectly round tunnel dropping into absolute blackness. This is Tunnel D. See "The Tunnels" in Chapter Five of the Campaign Book for additional details.

Start

Read the following passage out loud when the PCs find the tunnel:

The rough stone turns smooth and flat on one side of the cavern. In the floor, you see a large hole. It is perfectly round, about 40-feet wide, and it drops into such absolute darkness that you can't see a thing beneath the rim. You can hear rushing wind, however, which means the opening leads somewhere. Somewhere even farther under the surface of the world. . .

Encounter

This encounter deals with getting down the tunnel. If the PCs have the talon the dray templars were carrying, they can use its magic to *levitate* down the shaft. Otherwise, they will have to use their own magic or psionics, or rope and mountaineering skills to descend the smooth shaft.

If any of the dray escaped, the PCs could catch up with them in the entry cavern. Otherwise, the only danger comes from the shaft itself. There is a one-mile drop to the bottom, so just jumping into the shaft is not recommended.

If the PCs have a light source and are actively exploring the tunnel as they make their descent, they will notice a few interesting things. The walls of the shaft are smooth and cool to the touch. The shaft is obviously made from rock, but it is unlike any rock the PCs have ever seen before. Every 500 feet down, they notice that spherical indentations have been carved into the walls. These don't appear to be handholds. They look more like receptacles for items that are no longer

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in place. If they actually search one of these indentations, they find smashed shards of obsidian. There are also some spikes still pounded into the stone. These are rare, as the demihumans who placed them also removed most of them when they finished smashing the obsidian orbs.

Outcome

Eventually, the PCs should reach the bottom of the shaft. It connects to a horizontal tunnel that leads to the Groaning City. Go on to Part Five 13.

Part Five B: City Encounters

Setup

The PCs can reach the Groaning City from one of two directions. If they discovered the tunnel leading from the Sunken City, they approach through Tunnel C and the shattered gates (location 1 on the poster map). If they followed

the shaft at the bottom of Dregoth's Tower, they approach through Tunnel D and the closed gates (location 13).

Read through the location descriptions in the Campaign Book and refer to the Groaning City portion of the poster map when running these encounters.

Start

Read the following out loud when the PCs pass through either gate and enter the Groaning City:

Groaning voices fill the air inside this huge cavern. The signs of battle are evident beside the wonders of the place. Soft light glows from the ceiling, illuminating the burnt and shattered remains of buildings. Ancient corpses litter the floor, and while some structures appear familiar, others seem to have been shaped or grown from solid pieces of rock. It's hard to see more, for the damage done to this place is extensive.



Part Five: The Groaning City

Encounters

Read through “The Groaning City” in Chapter Five of the Campaign Book before running any of these encounters. The locations described there and shown on the poster map make up the majority of the encounters for this part of the adventure. They are not repeated here. Instead, you’ll find some additional events to further the plot line of this adventure.

A major problem that will hamper the PCs in the Groaning City is the cursed dead. Their moaning affects all characters who hear it. Those who walk along the avenue of the hanged (location 2) have to deal with the creatures as they try to grab unsuspecting characters. Finally, a number of loose cursed dead wander through the cavern, and these may be encountered anywhere within its confines.

If the PCs defeated all of the dray templars in Giustenal, then the gate at location 13 is open when they arrive. If the dray escaped, they close the gate before the PCs reach it. The templars will seek to exit into Tunnel C at the first opportunity, though they might try to hurt the PCs before they go. If the PCs approach from Tunnel C and have not yet met up with the dray templars above, then they encounter all six of them here in the Groaning City. The dray have Abalach-Re’s ring in their possession and are on their way to New Giustenal to present it to Dregoth. See Part Three B for the templars’ statistics.

The other encounter set within the Groaning City concerns a group of first generation dray from Kragmorta. They have come to the Groaning City on a scavenging mission. Unfortunately, they have fallen prey to one of Dregoth’s dread undead creations—a worm of bones. This encounter takes place somewhere on the overlook. Only two members of the dray party are still alive when the PCs notice the disturbance. The worm of bones, a collection of bones from various creatures formed into a mindless guardian by Dregoth, constantly moves through the cavern in search of

living creatures. Only those carrying one of Dregoth’s holy symbols (ancient or modern) are safe from the worm. Others are attacked immediately. If the PCs ignore the battle, the worm will come after them once it finishes with the dray. If a PC has a Dregoth amulet on his person, the worm leaves him alone. Others are not so fortunate.

Encounter Statistics

Worm of Bones: Int Non (0); AL LE; AC 4; MV 12; HD 12; hp 70; THAC0 3; #AT 1; Dmg 5-30 (bite); SA crush (rises up and falls on target for 1d20 + victim’s AC); SD +1 or better weapon to hit; SZ H (30 feet long); ML 17.

First Generation Dray Scavengers (2): F3; Int Average (10); AL CN; AC 6; MV 12; HD 3; hp 18, 16; THAC0 18; #AT 1; Dmg 1d6-1 (bone club); SA psionics; ML 10. Psionics Summary: PSPs 30/21; Wild Talents—see sound (PS 9, Cost 6+3/round)/heightened senses (PS 14, Cost 5+1/round).

Outcome

If the PCs help the dray scavengers defeat the worm of bones, then the dray will offer to lead them to Kragmorta. In this case, the PCs have made a couple of friends who will help them in their meeting with Mosak, leader of the first generation dray. If they decide to leave the dray to their fate, they have 1d10+2 rounds before the worm of bones finishes with the dray and comes after them.

Next

Once the PCs finish exploring the Groaning City they can return to the surface (Part Three), or follow the tunnels to the Sunken City (Part Four) or Kragmorta (Part Six).



Part Six: Kragmorta

Overview

Kragmorta is the home of the first generation dray. Within its fiery confines, the PCs can meet the dray, help solve the mystery of the Spirit of Kragmorta, battle a number of deadly monsters, and learn plenty of details concerning Dregoth and New Giustenal.

This part of the adventure begins in Tunnel E. If the PCs have befriended the dray scavengers from the Groaning City, then the hazards of the tunnel can be avoided. Otherwise, use Part Six A to run the trek through the tunnel. Once inside the cavern, the PCs must gain the trust of the first generation dray in order to receive information that will help them in New Giustenal. They also encounter a war party from another plane—evidence that Dregoth is up to something terrible.

Be sure to read through “Kragmorta” in Chapter Five of the Campaign Book before starting to play this section of the adventure.

General Role-Playing

The constant fires, the rivers of lava, the strange buildings of vibrantly colored stone—Kragmorta appears even more alien than the Sunken City and the Groaning City above. Nowhere else on Athas have the PCs seen a place like this (though the Ring of Fire comes close). Many of the area’s inhabitants are unique as well, for they come from distant planes of existence. The PCs will have to deal with sensory overload as they wander through Kragmorta’s burning streets.

The first generation dray have never seen living surface dwellers before. They will be wary of the PCs, but they won’t attack them on sight like their second generation cousins are wont to do. Check out Chapter Six of the Campaign Book, Card #2, and the *Monstrous Supple-*

ment included in this set for more information on the dray of Kragmorta.

Part Six A: Tunnel of Fire

Setup

The only approach to Kragmorta is through Tunnel E, as shown on the poster map. This portion of the adventure outlines the PCs’ trip to the city of banished dray. See “The Tunnels” in Chapter Five of the Campaign Book for additional details.

Start

Read the following passage out loud when the PCs find the tunnel:

Like the tunnels above, this horizontal shaft features smooth walls of strange rock. Unlike the earlier tunnels, there are no spherical indentations carved along the walls of this shaft. In the distance, you can make out flickering light, though you have no idea as to its source. The closer you get to the light, the hotter the air in the tunnel becomes. After a bit of travel, you come across a crack in the tunnel wall. Lava flows from the crack, forming a river of molten rock that blocks your path. Beyond the fiery river, you see an opening in to another large cavern.

Encounter

If the survivors of the dray scavenging party are with the PCs, then they will lead the group safely through this tunnel. They carry rope made from wall-walker webbing, and they use this fire-resistant material to bridge the fiery river. Otherwise, if the PCs wish to explore Kragmorta, they’ll have to get across the lava flow on their own.



Part Six: Kragmorta

The heat emanating from the lava causes 1d4 points of damage per round to any characters within 20 feet of the flow. The flow is 25 feet wide and 6 feet deep. Ropes strung across it (unless it is made of wall-walker web) must make saving throws versus magical fire (10) every round or burst into flame. Burning rope breaks apart in 1d4-1 rounds (a roll of 1 means the rope breaks in the same round it caught fire). Falling into the lava causes 6d6 points of damage, and characters continue to take additional damage every round they spend in the lava. A Strength check made with a -2 penalty is needed to pull free of the molten rock.

While the PCs are working their way across the lava (either a one or in the company of the first generation dray, they are attacked by one of Kragmorta's nastier residents. When the PCs' attention turns to the job at hand, the two hell hounds that live in area 2B attack. The pair is heading out into the tunnels to hunt when they encounter the PCs. Note that the lava and heat don't bother the hell hounds. They can wade right into the lava as they seek to bring down their prey.

Encounter Statistics

Hell Hounds (2): Int Low (6); AL LE; AC 4; MV 12; HD 7, 5; hp 48, 36; THAC0 13, 15; #AT 1; Dmg 1d10; SA breathe fire (damage 7, 5; save for half damage); SD immune to fire, surprised only on a 1 or 2 on 1d10, can see hidden or invisible creatures 50% of the time; SZ M; ML 13.

Outcome

If the PCs kill the stronger of the two hell hounds, the weaker one retreats back into the cavern. The PCs can encounter it again near its lair (location 2B on the poster map of Kragmorta).

After they get across the lava flow, they can walk into Kragmorta. Go on to Part Six B.

Part Six B: City of Fire

Setup

After crossing the lava flow that blocks Tunnel E, the PCs find the shattered remains of a large stone gate at the entrance to another huge cavern. Another river of lava separates the tunnel from the cavern, but a rope bridge provides a way across the fiery expanse.

Read through the location descriptions in the Campaign Book and refer to the Kragmorta portion of the poster map when running these encounters.

Start

Read the following out loud when the PCs cross the rope bridge:

Glowing pools of magma cast dancing red light on the dark cavern walls. Beyond the hiss of steam and the constant rumble of flowing lava, the cavern seems quiet—perhaps even deserted. You can see more of the strange organic-stone buildings, but most of these appear to be burned and cracked. Some terrible disaster struck this place long ago, and now it appears as dead as the Groaning City above it.

Encounters

Read through "Kragmorta" in Chapter Five of the Campaign Book before running any of these encounters. Many details and statistics are presented there, and are not repeated here.

Kragmorta is divided into a number of islands, each

Part Six: Kragmorta



separated by an expanse of flowing lava. As the PCs explore the first island, they can encounter Bracorr the fire giant shaman, any hell hounds that survived Part Six A, fire snakes, and a first generation dray guard. All of these encounters are detailed in the Campaign Book.

Other denizens of the fiery city include a dark naga, a fire drake, the banished dray, and predators called wall-walkers. Each has a specific lair in Kragmorta, though each can be encountered almost anywhere within the cavern.

Outcome

The fire giant shaman wants to be left alone so he can figure out how to get back to his own world. He attacks the PCs if they come near his lair. If the PCs persuade Bracorr to give them a chance to speak, they can convince him they want to help. The fire giant will be especially cooperative if the PCs claim to be enemies of Dregoth,

the Ravager of Giants.

If the PCs and the fire giant do come to an understanding, then a few pertinent details will be revealed during their conversation. Bracorr claims to come from a different world—a world Dregoth opened a portal to with the large mirror he keeps in his palace far below. The fire giant claims to be a cleric, though he doesn't receive spells from some nameless elementals. Bracorr's god grants him power, though he admits his god has been silent since he arrived in this world. Though he tried before he left the palace, Bracorr was not able to activate Dregoth's mirror. He knows it can be used to view and travel to other worlds, but he's afraid that only Dregoth knows the words of command. (Actually, there are no command words. See Card #1 for details about the planar gate.) If the PCs prove to be brave and capable, Bracorr agrees to join them against Dregoth and the dray of New Giustenal.





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If the PCs can get the dark naga to converse with them (by offering it a magical item or a service), it can shed more light on the workings of the planar gate. The naga knows that only by expending PSPs can a character focus and open the planar gate. In fact, it will attempt to trick one of the PCs into accompanying it down to New Giustenal. Though the dark naga has no psionic points to use, it knows that most of the inhabitants of this world do. The naga hopes to use a PC to help it get back to its own world.

See Part Six C for information about meeting the dray who live in Kragmorta.

Wall-walkers search for prey throughout Kragmorta and the surrounding tunnels. These creatures hunt alone and in pairs. There is a 25% chance that one or two wall-walkers will cross the path of the PCs as they wander the islands of Kragmorta. In this case, a battle will surely occur.

Next

Go to Part Six C once the PCs meet the dray. Unless they leave the cavern after searching the first island, they will run into a war party from another world (Part Six D). If they decide to bypass the rest of Kragmorta, go on to Part Seven.

Part Six C: Meeting the Dray

Setup

If the PCs helped save the dray scavenging team from the worm of bones in the Groaning City, then they are escorted to Mosak immediately. Otherwise, the dray watch the intruders for a while before deciding to approach them. The rest of this encounter concerns the efforts of the PCs to win the trust of the first generation dray. With that trust, they can gain valuable allies in the struggle with Dregoth that is to come.

Start

Read the following aloud when the first generation dray appear before the PCs:

You stand amid the strange ruined buildings that adorn this hot and terrible place. Suddenly more than a dozen tall figures step out of the shadows to surround you. The figures wear ragged hides and patchwork leather armor. They carry crude bone weapons. Each figure stands nearly seven feet tall. They have hunched backs and long necks. Reptilian heads rest atop these snaking necks. Their skin is scaly and crimson, and black spikes jut from their skulls and run down their backs. They remind you of drakes, or even the Dragon, though their shape is much like that of a man.

Encounters

The dray watch the PCs, waiting to discern the purpose of their visit and the worth of their mettle before appearing to greet them. In practical terms, this encounter will not occur until after the PCs have successfully handled one of the hostile inhabitants of the ruins. Of course, if the rescued dray are with them, then Mosak and his guards appear as soon as the PCs cross over to the second island.

These dray, led by Mosak Eggstealer, will not attack the PCs first. They will defend themselves, however. The two groups will need to use magic or psionics to communicate, as neither side speaks the other's language. If the initial meeting goes well, Mosak urges the PCs to accompany them to the settlement to share food and drink. In the settlement, the PCs are treated as children because they have not yet passed the rites that mark a Kragmorta dray's progression into adulthood. They will learn the following things during casual conversation, however.



- The first generation dray constantly ask for Dregoth's forgiveness. When a dray passes a cup, he says, "Dregoth forgive me." When he departs from the group for the night, he says, "Dregoth forgive us all." This is a sign that the first generation dray feel their god is angry with them, and every dray prays for a day of reconciliation.
- These dray also constantly curse Dregoth's name, for they hate their god for banishing them to Kragmorta. "By Dregoth's hated scales" is a common expression of anger among the dray.
- The settlement is engaged in a heated argument over the visions of the Spirit of Kragmorta. Some want to follow the visions and march to New Giustenal. Others, like Mosak, are concerned that another failed expedition will destroy the dray. After all, the community lost almost half its population the last time they listened to the Spirit's words. See Chapter Five of the Campaign Book for details on the Spirit of Kragmorta.
- The lesser dray, as the first generation dray call their second generation cousins, are seen as inferior and spoiled. These dray are not above cursing the lesser dray in front of guests.

At some point, Mosak asks the PCs to take the tests of adulthood. The only way to avoid these tests is for the PCs to perform an act of extreme bravery in the eyes of the dray. Brave acts include defeating the fire giant, the dark naga, or the fire drake. Accomplishing such a feat earns the PCs immediate status as adults in the clan. Otherwise, Mosak presents them with the following tests.

Due to the hostile nature of Kragmorta, the dray have put a lot of emphasis on the passage from childhood to adulthood. After coming of age, a dray is expected to hunt, fight, and defend the clan from all threats—just like all adults in the settlement. A test is given to each character individually. No one may aid a character

involved in a test unless the test deals with one of the brave acts mentioned above. Tests are designed to judge the abilities of particular character types. The first generation dray recognize warriors, rogues, priests, and psionists. They have no wizards, so do not see those who use magical spells as a separate character class.

Warriors are sent to track and kill a wall-walker. Rogues must sneak into the wall-walker hive and return with an unhatched egg. Priests must bring back the body of a fire snake, and psionists must retrieve the fire giant's club. These are the tests called for by Mosak Eggstealer.

Outcome

Failure to accept or complete a test is a sign of weakness. Characters who do either of these things are treated as children in the community from that point on. Success marks a character as a clan brother or sister. From that moment on, the PCs can expect the help of these dray.

Mosak meets with the PCs sometime after they pass their tests. He asks them to help him prove that the Spirit of Kragmorta is evil. It wants to destroy the dray, or so Mosak believes, and he is afraid that the clan will soon decide to disobey his wishes and follow the urgings of the Spirit. If the PCs confront the Spirit, it becomes furious and tries to order the dray to destroy them. If the PCs stand their ground, Mosak will stand beside them. The rest of the dray will see the Spirit for the angry, hateful creature it is.

Next

If the PCs pass Mosak's tests, they will be asked to defend the community against invaders. Go on to Part Six D. When the PCs are ready to travel to New Giustenal, go on to Part Seven.



Part Six: Kragmorta

Part Six D: Invaders Among Us

Setup

This encounter can occur either by chance or as a result of a mission for Mosak. If the PCs have not made an alliance with the first generation dray, then they stumble across the path of this planar war party and are forced into a confrontation. If they have passed their tests of adulthood and are now clan brothers and sisters, then Mosak asks them to check out a tale of invaders in the cavern. Either way, at some point the PCs meet up with invaders who are not what they appear to be.

Start

Read the following out loud when the PCs encounter the planar war party:

You notice the group searching through one of the gently curved buildings about 20 feet ahead of you. There are six of them, and at first they seem to be gith. Then you notice the sweep of their armor and the striking metal helms that appear as ornamental as they are functional. One of the intruders turns and sees you, its face twisting in to an evil smile.

Encounter

While these intruders may look like gith, they actually appear to be githyanki. If the PCs played through the *Black Spine* adventure, then they recognize this as a githyanki war band. This, too, is only an illusion. The intruders are actually a band of baatezu warriors doing a bit of reconnaissance work for Dregoth. If the PCs have already met the Spirit of Kragmorta, then Dregoth sent the baatezu to locate and destroy the surface dwellers. If

Dregoth has not yet learned of the PCs' presence, then the baatezu are merely scouting to determine if the dray are preparing to march on New Giustenal.

Dregoth made a deal with a baatezu warlord. The undead dragon king needs troops to wage his war against the city-states of the other sorcerer-kings. The baatezu seek to dominate the Prime Material Plane and its natives to gain an advantage in their long-fought Blood War with the tanar'ri. Dregoth, of course, believes that the baatezu will obey him. In truth, they only need Dregoth to show them the way to Athas. Then they plan to take control of the world and its inhabitants—including the Dread King. This small band of green abishai were the first baatezu to step through the planar gate. The others wait patiently for Dregoth to open the portal again.

As long as they can maintain the illusion of being githyanki (using their *change self* abilities), the green abishai will attack with their claws and innate powers. They won't use their tails or flight powers until they shift into their natural forms, and they won't do that unless the PCs somehow determine that they are not githyanki or are proving to be more powerful than the abishai expected.

Encounter Statistics

Green Abishai (6): Int Average (9); AL LE; AC 3; MV 9, Fl 12 (C); HD 5+2; hp 36, 31, 30, 27, 23, 21; THAC0 15; #AT 3; Dmg 1d4/1d4 (claws)/1d4+1 (tail); SA poison (on successful tail attack, save versus poison or die), dive (+2 to attack roll with claws when diving out of the air, successful hits inflict double damage); SD regeneration (1 hit point every melee round), +1 or better weapons to hit; MR 30%; SZ L (7 feet tall); ML 10. Innate Abilities: *advanced illusion, animate dead, charm person, infravision, know alignment, suggestion, teleport without error, change self; command, produce flame, pyrotechnics, scare*. Attack Immunities: full damage from acid, electricity, *magic mis-*

Part Six: Kragmorta



sile spells, silver weapons; half damage from gas, cold; no damage from fire, iron weapons, or poison.

Outcome

The green abishai are extremely confident. They do not believe that the inhabitants of Athas present any sort of danger to the baatezu. They will battle while in their illusory forms until two of their number are defeated or the PCs obviously recognize the deception. Then they will assume their true forms and battle with every weapon at their disposal.

If four of the abishai are defeated, the remaining two teleport without error back to Dregoth's side. They inform the undead dragon king as to the situation, and urge Dregoth to let in the rest of their planar warriors. Dregoth, however, isn't ready to do that just yet. Instead, he'll begin to prepare for the PCs' arrival in New Giustenal, ordering the green abishai to take on dray form and wait for his next command.

If the PCs can somehow destroy all of the abishai

before any of them escape, then Dregoth won't be as ready for them when they reach New Giustenal. This is discussed in Part Seven.

Finally, after the PCs have driven away the planar war party, they receive a visit from Absalom, Dregoth's High Priest. He uses psionics to appear before them in his true form. The PCs might mistake him for some sort of spirit due to his undead visage. Absalom speaks to them, then disappears. Read:

"Thank you for aiding Dregoth's banished children. It is my hope to bring them back in to the fold before the banished ones are destroyed. Dray should not fight dray. You, however, are a problem. Please return to your own world before you cause the end of ours."

Next

Continue with other encounters in Kragmorta until the PCs are ready to strike out for New Giustenal.





Part Seven: New Giustenal

Overview

New Giustenal, the city of dragon bones, waits at the lowest level accessible via the network of tunnels running beneath the city by the Silt Sea. By the time the PCs are ready to descend to this final under-region city, they should know at least some details concerning the following things: Dregoth, the sorcerer-king of Giustenal, is still active; he plans to march on the surface with the aid of undead and planar troops; he has an item of some sort that gives him access to other worlds; and he has created a new race that seems to be on the verge of civil war. Time is running out, but the PCs have it within their power to disrupt Dregoth's current plans.

If Shallovor is with them, she will want to proceed to New Giustenal to discover the truth about Dregoth and his plans. If Passk is with them, he wants to find a way to destroy the Caller in Darkness. He believes that something in the city of bones will provide him with a means for finally accomplishing his focus.

In New Giustenal, the PCs encounter the inhabitants as they wander the streets, battle a few monsters, get a chance to stop Dregoth's production of undead troops, and have an opportunity to keep the baatezu army from coming to Athas. Al so, if they have lost any companions to the Caller in Darkness, the planar gate provides them with a means for rescuing the dearly departed from the spirit storm. While Passk believes the gate can be used to destroy the Caller, this is not the case. He will die believing the rumors, however, as explained below.

Be sure to read through "New Giustenal" in Chapter Five of the Campaign Book, as well as Chapter Six, before starting to play this section.

General Role-Playing

The city of dragon bones is majestic and frightening to characters who have spent their lives in fear of the Dragon

of Tyr. This whole place seems dedicated to the Dragon—or to someone very much like him.

The second generation dray react with hatred and aggression toward surface dwellers who are not human. Humans are treated with pity, and may be forced to undergo the dray transformation process. The only help they may find in New Giustenal is Absalom, provided they can convince him they want to help the banished dray.

Dregoth, of course, should be encountered only briefly, as he shouldn't be able to be defeated in a direct confrontation. Victory for the PCs lies in ruining the Dread King's plans and setting his campaign of domination back a few years, not in destroying this powerful foe.

Part Seven A: City Encounters

Setup

The PCs enter New Giustenal by descending Tunnel F and then traveling through Tunnel G. The encounters described below deal with the tunnel journey, the entry into the cavern, events within the city, and the undead army gathering point along the Blackjaw River. There is no "Start" text, but some read-aloud material is provided.

Encounters

When the PCs reach the opening into Tunnel F: they are confronted by the psyche of Primik the Mover. Primik offers to transport them to the bottom of the tunnel if at least one of the PCs carries a holy symbol of Dregoth. Primik will ask who the other characters are, and it requires some fast-talking on the part of those with the holy symbols to keep the trapped psyche from alerting the guards below. The most obvious ploy that Primik will fall for is that the characters with the holy symbols are transporting prisoners to Dregoth. Once Primik is con-

Part Seven: New Giustenal



vinced that they have legitimate business below, the tunnel glows with recessed light and the characters are whisked into the depths.

If the PCs do not have one of Dregoth's holy symbols, Primik refuses to grant them passage. The psyche can't do anything to stop them from descending, but it won't provide light or the psionic winds to carry them. In this case, the PCs must descend via their own power. All the way down, Primik harasses them. The disembodied voice proclaims that Dregoth will slay them for this intrusion. "You are doomed! Descend if you want. Death waits to greet you at the bottom of my tunnel!" Primik alerts the guards below to the PCs' approach.

Tunnel G contains no orbs, but *continual light* spells illuminate the area. Four dray templars patrol this tunnel. They are extremely lax in their duties, however, and the PCs can

surprise them unless Primik has broadcast a psionic warning.

In the city itself, the PCs must deal with the encounters listed in the location descriptions in the Campaign Book. Getting past the bone golems guarding the gates (location 1), for example, could prove to be extremely dangerous for the PCs.

If the PCs spend any time observing events in the city, they'll notice that twice every day a small group of templars ride a barge into the cave in the east wall. The three templars transport dead bodies up the river. They return with an empty barge. If the PCs follow, they find a cave about half a mile east of New Giustenal. However, the sharg inhabiting Blackjaw River attacks when the PCs are only a few hundred feet from the cave. Read:

An otherworldly glow up ahead casts shadows instead





Part Seven: New Giustenal

of light. The gloom is brighter than the total darkness of the river passage, however, and you can see that the area ahead widens in to a small cave. People stand among the shadows, but you can't make out any details from this distance. Off the side of the barge, water splashes. A moment later, something long and sinewy reaches out of the river to brace against the passage wall. Water churns and crashes into the barge as whatever the snakelike limb is attached to rises before you.

The sharg is hungry, and the barge full of PCs makes a tempting target. It attacks, seeking to grab a PC or two to feast upon. It also bashes the barge, hoping to break it apart. Treat the barge as AC 8 with 30 hit points. The sharg directs two tentacle attacks at the barge each round. It retreats once it grabs two PCs or is reduced to 15 hit points.

The cave contains an army of zombies. There are currently 350 monster zombies and 500 common zombies. These have all been created using members of local tribes and the dead of Kragmorta and New Giustenal. In the center of the cave, a glowing black orb radiates power from the Negative Energy Plane. This power converts dead bodies within the cave to zombies under the control of Dregoth and his templars. The zombies attack any living characters who step into the cave except those who can-y Dregoth's holy symbol.

If the orb is destroyed, the zombies collapse where they stand as the power keeping them animated is cut off. This also keeps Dregoth from quickly building another army of undead. The orb has an AC 2 and 70 hit points. Once attacks are directed against it, the zombies move to defend it—even against those wearing Dregoth's holy symbol. In the crowded space, no more than four zombies can attack a single PC in one round.

Encounter Statistics

Tunnel Guards (4): Tp4; Int Average (10); AL LE; AC 7; MV 12; HD 4; hp 28, 25, 22, 20; THAC0 18; #AT 3 or 1; Dmg 1d6/1d6/1d2 or 1d8+2 (obsidian long sword, Strength bonus); SA priest spells; SD half damage from fire or heat, priest spells; SZ M (7 feet tall); ML 13. Priest Spells: 1st—cause light wounds, magical stone, protection from good; 2nd—flame blade, hold person.

Bone Golems (5): Int Non- (0); AL N; AC 0; MV 12; HD 14; hp 70 each; THAC0 7; #AT 1; Dmg 3d8; SD half damage from edged and piercing weapons; SZ M (7' feet tall); ML 20.

Sharg: Int Animal (3); AL N; AC 4; MV 3, Sw 9; HD 11; hp 64; THAC0 9; #AT 5; Dmg 1d8x4 (tentacles)/5d4 (bite); SA constriction (grabs and holds victim on successful hit, squeezing for 2d8 points of damage each round); SZ H (40 feet long); ML 12.

Zombies, Common (500): Int Non- (0); AL N; AC 8; MV 6; HD 2; hp 12 each; THAC0 19; #AT 1; Dmg 1d8; SD immune to *sleep*, *charm*, *hold*, *death magic*, and *cold*-based spells, and poisons; SZ M (6 feet tall); ML 14.

Zombies, Monster (350): Int Non- (0); AL N; AC 6; MV 9; HD 6; hp 32 each; THAC0 15; #AT 1; Dmg 4d4; SD immune to *sleep*, *charm*, *hold*, *death magic*, and *cold*-based spells, and poisons; SZ L (9 feet tall); ML 14.

Outcome

If the PCs find and destroy the orb that Dregoth is using to channel power from the Negative Energy Plane, then they have accomplished part of their goal for this adventure. Dregoth's forces are not as formidable without his army of



undead. If the PCs do not discover this zombie breeding ground, Dregoth will be able to raise a large army of undead monsters to send against the surface world.

If at all possible, the PCs should strive to keep themselves from being noticed by Dregoth. Finding friends in the city aids in this endeavor. Some of the fishermen (location 5), Freiha the tavern owner (location 12), and Akrag (location 14) could all prove to become the PCs' friends, depending on the actions of the group.

If the PCs attend a ceremony at one of the temples (location 2), they learn about the Coruscation. They also witness the sacrifice of a fanner and find out that Dregoth's templars preach a doctrine of spilling blood for their god. "Soon the blood of Raam will rain upon Dregoth's altars!" one of the templars predicts as the beast is slaughtered.

If the PCs are discovered, they are taken to the Dread Palace. Humans are brought to undergo the process of transformation into dray. Demihumans are turned over for extensive interrogation and eventual "recruitment" into Dregoth's undead army. Of course, captured PCs still have a chance to escape. In this case, the adventure plays out according to circumstances and the PCs's actions.

Go on to Part Seven B once the PCs are ready to explore the Dread Palace.

Part Seven B: The Dread Palace

Setup

The PCs go to Dregoth's Dread Palace to find the planar gate, to learn more about Dregoth's plans, or because they were captured and are being taken in to be transformed or interrogated. The best option is for them to sneak in, destroy the gate, and get out.

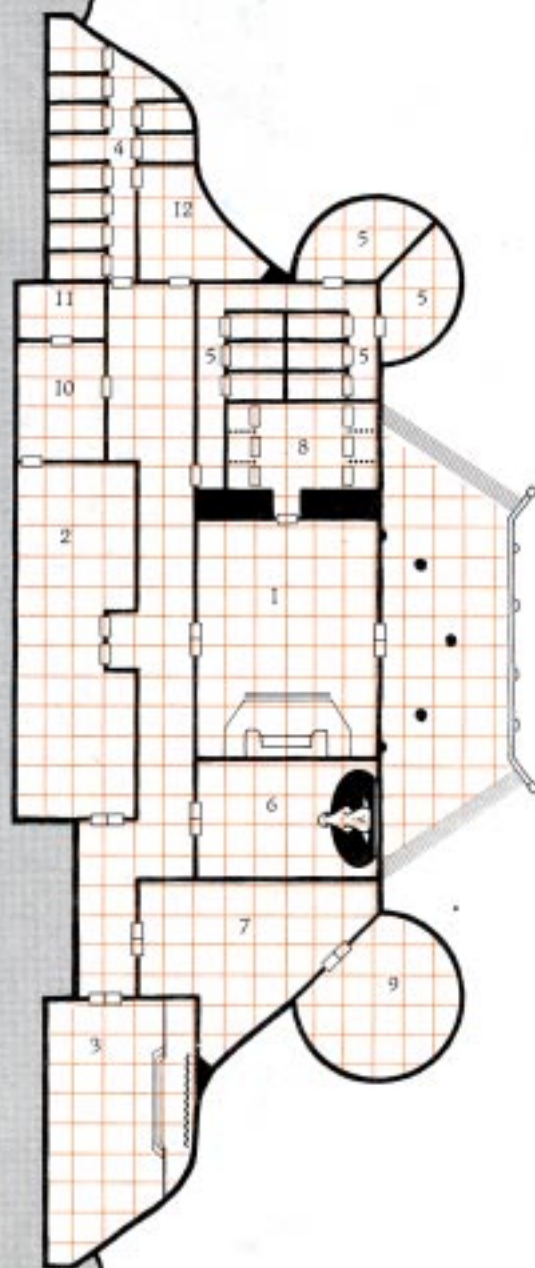




Part Seven: New Giustenal

The Dread Palace (in New Giustenal)

One Square = 10 Feet



1. Entrance Hall
2. Banquet Hall
3. Templar Meeting Hall
4. Servants' Quarters
5. Templars' Quarters
6. Hall of the Dragon King
7. Dregoth's Library
8. Transformation Room
9. Chamber of the Gate
10. Kitchen
11. Stores
12. Servants' Work Hall

Part Seven: New Giustenal



Start

Read the following out loud to begin this encounter:

Every part of this terrible keep screams Dragon. From the great spines of black to the scaled facing to the tall spire above, this could only be the home of a dragon king. The bones decorating the walls and windows beckon you forward, and a dread fascination pulls you toward the mawlike door.

Encounters

The Dread Palace is described below and depicted on the map on page 60. All of the rooms are built to accommodate Dregoth's great size, and there is a 25% chance that the Dread King will be in any given location. Also, templars roam the palace, as well as six elite kalin riders. If the two abishai survived from Part Six D, they will be guarding the planar gate when the PCs enter that chamber.

1. Entrance Hall. The floor of this grand parlor is made of gray marble inlaid with a turquoise image of a dragon. Atop a stepped platform sits a throne of polished marble. Four templars of the Fifth Scale (7th level) are always stationed here.

2. Banquet Hall. Templars dine here with their leader, Mon Adderath.

3. Templar Meeting Room. Rows of marble benches fill this large room. A slate wall in front provides a surface for writing in chalk.

4. Servants' Quarters. The dray who serve Dregoth's palace live here.

5. Templars' Quarters. The templars assigned directly to the palace live here.

6. Hall of the Dragon King. Paintings and statues dedicated to Dregoth fill the undead dragon king's private room. The crowning item is the great black altar and

the dragon skull sitting atop it—Dregoth's holy relic.

7. Dregoth's Library. This room contains arcane and religious works from all the planes of existence that Dregoth has visited over the centuries. The PCs can find 1d4 random magical items among the things in this chamber.

8. Transformation Room. The equipment necessary to turn humans into dray is stored in this chamber. If the PCs are brought here, those subjected to the process must make a save versus spells to resist the transformation. Failure indicates that the process begins. A human will transform into a first generation dray 10% of the time (25% for half-elves). After transforming, a character must make a system shock check. A failure means the character has died as a result of the process. There is no way to reverse the process.

9. Chamber of the Gate. The planar gate is stored here. See Card #1 and Part Seven C for details.

Outcome

If the PCs destroy Dregoth's holy relic, he will believe that his powers have been reduced and that his march toward godhood has been slowed. Neither of these is true, as Dregoth can't become a god or create a font of holy power on Athas. This won't stop him from seeking revenge on the PCs, but in truth all they have done is made him think his plans have been stalled.

If the PCs reach the gate and defeat the abishai, go on to Part Seven C.

Part Seven C: The Planar Gate

Setup

When the PCs defeat the two abishai that Dregoth left to guard the planar gate, then they can get a better look at the item. Card #1 describes the gate in great detail. At the



Part Seven: New Giustenal

moment, a black cloth is draped over it. When the PCs remove the cloth, they see an amazing, disturbing sight.

Start

Read the following aloud when the cloth is pulled away and the gate is revealed:

You gaze upon a large, ornate mirror. The glass does not reflect your own image, however, but a scene from some other world. Instead of sand and heat, everything through the mirror is covered in solid whiteness and it looks very, very cold. A vast army of terrible creatures—some like the ones you fought here and in Kragmorta, others like red, scaly giants with wings—readies itself for war.

Encounters

The planar gate currently looks upon Baator and the icy realm of Stygia. An army of baatezu patiently wait for Dregoth to open the Baator side of the gate so they can march on Athas. The PCs can either destroy the gate or realign it using psionics. See Card #1 for details.

In another corner of the room, the PCs find a rack containing small obsidian spheres. These have been modeled after the ones in the tunnels, and each can hold a single psyche. Dregoth plans to enter the Ethereal Plane and draw some of his dead followers out of the spirit storm that is the Caller in Darkness. He has already done this once, and one of the orbs contains the psyche of Gartinon, Captain of the Palace Guard. Gartinon died with the rest of the crowd in front of the palace on that infamous day. By retrieving his essence from the storm, Dregoth plans to retain Gartinon's services for all eternity.

Gartinon explains how Dregoth retrieved him to any PCs carrying holy symbols dedicated to the undead dragon king. There are six additional orbs, and the PCs

can use these to retrieve any companions claimed by the Caller earlier in the adventure. Once the psyches are freed from the storm, they can be reunited with their bodies if the PCs have access to *resurrection*, *wish*, or *raise dead* spells. Of course, to accomplish this the PCs must realign the gate and enter the Ethereal Plane.

When the mirror is focused on the Ethereal Plane closest to Athas, the image of a great storm appears in its silvery surface. This is the true form of the Caller in Darkness. The storm is more than howling wind and driving rain. It is a swirling storm of the dead of ancient Giustenal. Inside the storm, characters must make saving throws versus death magic to keep from being swept away in the raging turmoil. Every failure indicates that the character has been buffeted by the storm and part of his or her own life energy is drained away. The character takes 1d10+2 points of damage. Though the Caller can't use its other powers on the Ethereal Plane, if it drains the life from a PC's physical form then the PC dies.

To find a particular individual in the storm, a PC either needs to employ psionics (like spirit sense or send thoughts) or magic to attract or locate the right entity. Once an entity enters an orb (and only one fits in a single orb), then the PC can exit the gate.

Outcome

If the PCs destroy the planar gate, they cause a major delay in Dregoth's campaign of conquest and revenge. They keep the baatezu from bringing the Blood War to Athas, and they halt Dregoth's experiments in attaining god hood.

If they use the gate to rescue victims of the Caller in Darkness first, they can bring up to six psyches back from the spirit storm. They can return Slinnasia in this way, which could help reconcile Jessix and the Sky Singers, and break through Jessareen's madness.

Part Seven: New Giustenal



Next

Without the planar gate, Dregoth's mad plans will be delayed indefinitely. Go to Part Seven D for the conclusion of this adventure.

Part Seven D: Conclusion

Once the PCs begin messing with the planar gate, Dregoth senses their presence and moves to stop them. He appears at the door to the chamber in his true form—that of an undead dragon king! The PCs need to keep Dregoth busy until they finish whatever they are doing with the gate. Passk will help in this regard, sacrificing his life to buy the PCs time. Dregoth arrives after they have started but before they finish. If the PCs need additional help, Absalom intervenes on their behalf.

This only buys them an extra couple of rounds. Then Dregoth attacks with everything he has.

Destroying the gate gives the PCs their chance to escape. Dregoth ignores them as he steps over to repair it. He can't fix this ancient item, but trying will occupy his time for 1d4 hours. Then he unleashes the forces of New Giustenal to hunt down and capture the PCs. If they can reach the surface (and if they have survived to this point in the adventure they should be able to), then the chase stops. Dregoth will remember the surface dwellers, though, and someday will seek his revenge.

This is only the beginning of Dregoth's involvement with the Tyr region. The undead dragon king becomes a major player in the area in the months and years ahead. The Dragon may be dead, but Dregoth could be an even worse threat in the long run.





NO VAMPIRE
 HUNTER IN
 RAVENLOFT
 SHOULD BE
 WITHOUT THE
 INFORMATION
 CONTAINED
 IN THE
 MEMOIRS OF
 COUNT STRAHD
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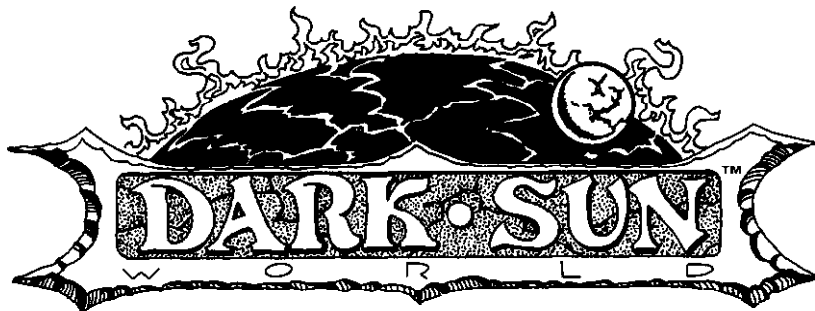
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Advanced Dungeons & Dragons[®] 2nd Edition



City by the Silt Sea Monstrous Supplement

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Absalom (Unique Morg)



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CLIMATE/TERRAIN:	New Giusetenal
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Exceptional (16)
TREASURE:	V, Y
ALIGNMENT:	LE
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	9
HIT DICE:	17 (97 hit points)
THAC0:	10
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-18 or 1-8+5
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7 feet tall)
MORALE:	Fanatic (18)
XP VALUE:	10,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
6	1/2/4	-/All	12	150

Psychometabolism— *Sciences*: complete healing, metamorphosis; *Devotions*: aging, body weaponry, cause decay, displacement.

When Dregoth the undead dragon king decided it was time to appoint a new High Priest, he chose the powerful templar Absalom. Of course, Dregoth wanted someone special to oversee his quest for true godhood. He wanted a High Priest made in his own image—a dray. At the time, which was shortly after Dregoth's death and Guistenal's destruction, the dragon king had not yet perfected the dray transformation process. Only in death did the transformation stabilize. So to become Dregoth's High Priest, Absalom had to die.

Absalom underwent the imperfect transformation

process, mutated into a perfect dray, then was killed to halt the process from changing him further. Death was not the end, however. Dregoth brought Absalom back as a *morg*, an undead creature similar to the greater mummies of other worlds. Now he wears the ornate robes of Dregoth's High Priest, though the finery does little to hide his mummified, dead-gray features. (Absalom is not wrapped in rotting strips of cloth.) He stands seven feet tall and looks like a well-preserved second generation dray who died thousands of years ago but continues to walk around. He wears the latest version of Dregoth's holy symbol around his neck—a metal disc bearing the image of a roaring dragon head inside a crimson circle.

The High Priest communicates as he did in life, speaking the language of ancient Giustenal. He can talk to others using the *tongues* spell.

Combat: Absalom strikes with a powerful blow, using his sharp claws to inflict 3d6 points of damage. He also carries a metal *long sword* +3. The ancient weapon's point was broken off long ago, but when Absalom grips the hilt the ghostly image of the sharp point appears. The long sword causes 1d8+3 points of damage, plus an additional 2 points due to Absalom's great strength.

Like all *morgs* (though very few of the entities are known to exist on Athas), Absalom can only be harmed by magical weapons. *Sleep*, *charm*, *hold* and heat-based spells have no effect on him. Cold-based spells cause normal damage.

As Dregoth's High Priest, Absalom has access to templar spells. He receives the following number of spells: 7 1st level, 7 2nd level, 7 3rd level, 7 4th level, 5 5th level, 3 6th level, 2 7th level. He also has a limited amount of psionic powers to call upon.

Habitat/Society: Absalom serves as High Priest of New Giustenal, indoctrinating the dray in the religion of the undead dragon. He preaches daily in the Temple of the Dragon, teaching about Dregoth's rise to godhood and the coming Coruscation. Every dray in New

Giustenal respects the High Priest, and all flock to listen to him sing the praises of Dregoth.

The High Priest takes his position very seriously. He truly believes that Dregoth is a god. However, while he agrees with most of Dregoth's proclamations, Absalom takes exception to a vital point. Absalom believes that all dray are Dregoth's children—even the banished dray of Kragmorta. Over the centuries, Absalom has made a habit of administering to the first generation dray's needs, even though Dregoth has forbidden any contact with the banished ones. He often travels to Kragmorta to teach them and see how they are faring.

Recently, Absalom discovered Dregoth's deception of the Spirit of Kragmorta. He found out too late, however, to save over 300 first generation dray from being converted into undead warriors. Absalom hopes to find a way to save the remainder of Kragmorta's dray before more march into Dregoth's trap. He doesn't want to do anything directly or openly, as he doesn't want to appear to be challenging Dregoth's plans. Any visitors to the under-regions who help sway the dray from following the advice of the Spirit of Kragmorta receive Absalom's gratitude—and perhaps even his assistance.

As the High Priest of New Giustenal, Absalom is an imposing and awe-inspiring figure. He can't mingle with the common folk, for he is too easily recognized. To remedy that, Absalom uses his metamorphosis psionic power to take on the form of Akrag, owner of the public baths. Akrag is a cantankerous and seedy second generation dray who constantly watches and listens to gauge the mood of the general public. He also keeps an eye on the Blackjaw River, watching the comings and goings of the templars charged with the disposal of the dead. Absalom knows that Dregoth is building an undead army in a cave located along the river, and as Akrag he keeps count of just how large and powerful it is becoming.



Ecology: Morgs can only be created by the sorcerings of Athas. The creation of so powerful an undead servant requires an expenditure of personal energy and the life forces of 1,000 loyal citizens. Absalom was created in this way, after being subjected to an early version of the dray transformation process. As a morg, Absalom plays no further part in the natural ecosystem. He does not require food or water, though he rejuvenates himself with a small portion of every blood sacrifice made to Dregoth.



Caller in Darkness

CLIMATE/TERRAIN:	Giustenal environs
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Spiritual energy
INTELLIGENCE:	Genius (18)
TREASURE:	Nil
ALIGNMENT:	N E
NO. APPEARING:	1
ARMOR CLASS:	Nil
MOVEMENT:	Nil
HIT DICE:	Nil
THAC0:	Nil
NO. OF ATTACKS:	Special
DAMAGE/ATTACK:	Special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Special
MORALE:	Fearless (20)
XP VALUE:	Special

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
18	All	All/All	16	750

The Caller in Darkness is just one name applied to the entity that haunts the ruins of ancient Giustenal. Most who have traveled through the area know the stories of some unknown being or object of incredible power that seeks to make contact with vulnerable minds. It calls to those with even the smallest amount of talent in the Way, driving them mad and making them commit foul acts of violence.

The Caller is a multitude of spirits trapped in a supernatural storm that exists in the Ethereal Plane adjacent to Giustenal. In the physical world, the Caller has no shape. It can only interact through the use of psionics. On the Ethereal Plane, it appears as a huge whirlwind full of swirling, howling spirits.

The Caller's native language is the tongue of ancient

Giustenal. It communicates via psionics, using visions and projecting images to contact other psionic minds.

Combat: To maintain its own existence, the Caller in Darkness probes a five-mile area around the ruins. It searches with psionic signals, waiting for someone to respond to its psionic call. It tries to overwhelm that person's mind and draw him or her to the ruins. Those contacted by the Caller who die within Giustenal's walls are sucked into the spirit storm and become part of the group consciousness.

The Caller is very particular about who it searches for. It is only interested in psionicists or those with wild talents. It ignores those who have no natural capacity with the Way. Further, it is only interested in the same minds as those who were living in Giustenal at the time of the city's destruction—humans, elves, half-elves, dwarves, and halflings.

Outside the ruined walls but within the Caller's range, any use of psionics by those the Caller seeks has a chance of attracting its attention. Every use of a power has a base 25% chance of attracting the Caller. This base is increased by the number of PSPs expended to initiate and maintain the power. (The check is made after the power expires.) Once the Caller notices a psionic mind, it attacks with a powerful form of contact. It can attempt to contact a noticed character outside the ruins once per day. The character must make a saving throw versus spells. Failure indicates that contact has been established. If contact isn't established, nothing else occurs that day but the character has a feeling of dread.

Once contact is established outside Giustenal, a victim begins to experience delusions. These manifest as visions of loved ones or something else the victim most desires. The victim understands the voices and visions, but he or she speaks in the ancient language of Giustenal. These illusions are benevolent and draw the character toward the ruins. Every hour after contact, the victim must make another saving throw versus spells. Success or failure, the victim wants to enter the

ancient city. Success means the victim doesn't have to drop everything and rush ahead. Failure means the compulsion overwhelms the character and he or she begins the final trek to Giustenal. At this point, the victim may even attempt to kill his companions-especially if they try to stop him from reaching the ruins.

Inside the ruins, the base chance to notice the use of a psionic power is 50%, increased by spent PSPs. Contact attacks can be made twice a day in the city. Visions inside the city turn dark. The people of Giustenal died in horror. Fear gave the supernatural storm its power, and the Caller seeks to replicate that terror in its victims before they die. Once a victim begins to experience terrifying visions (many related to the destruction of the city), others nearby suffer from fear spill-over. This spill-over affects everyone, regardless of race or psionic ability.

Every half hour inside the walls, characters (other than those who have been contacted by the Caller) must make saving throws versus paralyzation to control their rising fear. After a number of failed rolls equal to one-quarter of the character's Wisdom (rounded up), the character succumbs to his fear and acts as though a fear spell was cast.

Contacted characters are hit with a series of increasingly malevolent visions, one every half hour. With each vision, a character must make a saving throw versus paralyzation. The saving throw receives a penalty based on how many visions have been experienced. On the first, the penalty is -1; the second, -2, and so on. Each failure causes the loss of 1d4 points of Wisdom. When a character's Wisdom drops to 0, the Caller can finally unleash its most devastating attack-causing the character to take his or her own life.

A contacted character who dies within the walls of Giustenal is sucked into the spirit storm. While trapped in the storm, the character can't be resurrected or raised. The natural duration of imprisonment for new victims is $100 + 2d20$ years. A wish or other spell capable of selecting spirits from the Ethereal Plane can draw victims from the Caller's grasp.



The Caller can follow a character it notices as long as the character remains within its range. The range only extends along the surface. Once the character enters the tunnels beneath Giustenal, the Caller can no longer follow him. It can concentrate attacks on multiple victims in a single day, so all psionic users are in danger while in the Giustenal region.

Habitat/Society: While the Caller consists of thousands of individual spirits, it believes itself to be a single entity. It was created from the mass carnage inflicted on Giustenal by the sorcerer-kings who killed Dregoth. The vortices which funnel the elemental powers of the sorcerer-kings produced a separate whirlwind in the Ethereal Plane adjacent to Giustenal. The spirits of the city's dead were caught in the storm, and over the centuries their powerful psionic energies have merged into a group consciousness.

Ecology: As the supernatural winds slowly abate, some of the spirits have been released. The group consciousness doesn't see this as a good thing. It believes that it is dying. The Caller seek more psionic souls to add to the storm.



Dragon Beetle

CLIMATE/TERRAIN:	Giustenal under-region
FREQUENCY:	Uncommon
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2-16
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Venom
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	T (1 foot long)
MORALE:	Unsteady 6-7)
XP VALUE:	65

Dragon beetles are dark crimson in color with black-trimmed shells. They have three horns, spiked shells, and vicious-looking stingers. Dragon beetles grow to a size of one foot long. When threatened, they produce a raspy, hissing sound.

Unlike other types of beetles, dragon beetles do not have wings. They are basically unintelligent, and do not see or hear very well. They rely on taste and touch to interact with the world around them. While most other types of beetles are not social creatures, dragon beetles live together in units called nests. The nest is the most important location for a dragon beetle, and it will defend the nest from all intruders.

Dragon beetles seem to communicate among themselves by touch and a small variety of sounds, but they have no capacity for understanding or communicating with intelligent creatures.

Combat: Dragon beetles have two attack forms they

can use. The primary attack is a bite that delivers 1d4 points of damage via strong mandibles. The second attack form is a stinger that delivers a dose of venom on a successful hit. The stinger's physical damage is negligible, and the poison only affects drakes, dragons, and dray. To others, the sting is only slightly more bothersome than a normal insect bite. It hurts a little at first, then itches, but produces no other harmful effects.

Dragon beetles produce venom that doesn't harm humans or demihumans. If a drake, dragon, or dray is hit by a dragon beetle's stinger, it must make a saving throw versus poison. A successful save inflicts 1d10 points of damage. A failed save causes 2d10 points of damage and mark the area around the insertion point with a burning red scar.

Lone dragon beetles are not typically aggressive. When confronted, a lone dragon beetle flees unless there is no escape route. Even then, it will not attack. Instead, it lies perfectly still and hisses, refusing to fight even if attacks are launched against it. In groups of two or more, however, dragon beetles become very aggressive. Any creature that comes within 10 feet of a group of beetles suffers from bite and stinger attacks. If intruders approach a dragon beetle hive, all present beetles swarm to attack, gaining a +1 attack roll bonus and a +1 damage bonus to all successful bites.

Habitat/Society: Dragon beetles can be found throughout the under-region beneath Giustenal. The Groaning City, Kragmorta, and even New Giustenal are infested with the creatures. They live in groups of up to 16 beetles. They establish nests in the underground ruins, in cramped caves, and even in thick clumps of underground vegetation. At least half of the nest ranges out to hunt every day, seeking recently killed creatures or prey that a group of beetles can easily take down.

The dray of New Giustenal, for example, must constantly watch for signs of dragon beetle activity in the fanner fields. Small fanners are often targeted by packs of prowling dragon beetles. The fact that the venom of

a dragon beetle is toxic to a dray makes the creatures especially dangerous, and fanner field guard duty is not a particularly sought after assignment.

Nests are always led by larger, stronger dragon beetles. A nest leader is always 3 HD, with a stronger shell that provides AC 5. The bite of a nest leader causes 1d6 points of damage. Its venom inflicts 1d12 points of damage on dray and other draconic species (2d12 if a successful save is rolled).

Ecology: Dragon beetles eat carrion, though they have been known to bring down small creatures when they attack in sufficient numbers. The dray of Kragmorta and New Giustenal are particularly susceptible to the poison of dragon beetles, and sometimes find themselves as meals for a nest of the creatures. When a sufficient supply of meat is found (either carrion or prey killed by the dragon beetles), the dragon beetles work together to haul the body back to the nest. In the nest, the body is used not only as a food source (a medium-sized creature can last for as long as two months) but as a depository for eggs. The females of the nest lay their eggs within the carcass. When the eggs hatch (in about one month's time), the newborn beetles feast upon the remaining flesh until they are strong enough to emerge and join the rest of the nest. Adventurers who come across a dragon beetle nest can sometimes find treasure on these egg-infested carcasses (especially on the body of a dead dray).

It is possible to extract dragon beetle venom and coat weapons with it, causing great harm to dray opponents. Each beetle can produce 1-4 doses or coatings, and each dose is good for a single effect. On a naked blade, the poison remains potent for one day. In a glass or ceramic container, the venom keeps for a week. Both first and second generation dray have used poison-coated weapons against each other, but the danger inherent in gathering the venom doesn't make its use practical or common.



The first generation dray of Lagmorta sometimes use dragon beetles as part of their tests of adulthood. Young dray are sometimes sent to locate a dragon beetle nest and return with a few of the small creatures. In sufficient numbers, the chitinous shells of the dragon beetles can be used to fashion armor and shields. Creating armor from dragon beetle shells is a painstaking process, and only a few older dray know how to build useful items from the stuff.

CLIMATE/TERRAIN:	Kragmorta, New Giustenal
FREQUENCY:	Common
ORGANIZATION:	Clan, patrol
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Varies (Average)
TREASURE:	N, O, R/K, M, N
ALIGNMENT:	A
NO. APPEARING:	2-12
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	Varies (3d10/4d8)
THAC0:	18
NO. OF ATTACKS:	3 or by weapon
DAMAGE/ATTACK:	1-6/1-6/1-4
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Half damage from fire
MAGIC RESISTANCE:	Nil
SIZE:	M (7 feet tall)
MORALE:	Varies
XP VALUE:	Varies
PSIONICS SUMMARY:	Random wild talents

The dray are a new race of intelligent beings created by Dregoth, the undead dragon king. He wanted servants and followers made in his own image, so Dregoth developed a process for transforming humans into draconic humanoids. There are two types of dray: first generation and second generation.

Dray are tall, lean draconic beings with scaly skin, hairless bodies, and clawed limbs. They have no wings, though they do have tails. The first generation dray are less than the perfect beings Dregoth envisioned. Their claws are jagged, their scales mottled and uneven, their bodies slightly bent and mutated. The second generation are near-replicas of the dragon king, with proud draconic heads atop long necks. Straight, ivory teeth are set in neat rows within their long jaws. Their leathery scales come in a variety of colors, and their long, whiplike tails stretch out majestically behind them.

Both types of dray speak the tongue of ancient Giustenal, though the version used by the first generation dray is rougher, less refined. Neither type of dray speaks any of the languages currently in use in the Tyr region.

Combat: The first generation dray are savage melee fighters. They wear crudely fashioned leather and hide armor that reduces their Armor Class to 6. They often use bone clubs (60%) or bone long swords (40%). If forced to, they can also fight with their natural claws and bite attacks. The claws inflict 1d6 points of damage each, and the bite causes 1d4 points of damage. They can make all three natural attacks in a single round. Because of their natural Strength and heightened senses, first generation dray receive attack and damage roll bonuses of +1 each when using their natural attack forms.

Second generation dray are not as savage as their first generation cousins. Most of the common second generation dray do not spend vast amounts of time refining their fighting skills. Instead, they call on the templars to aid them when danger appears. The templars are another matter. They wear well-crafted hide armor that reduces their Armor Class to 5. Most templars wield metal weapons. The second generation dray also have the natural claw/claw/bite attack form, but most never use it. The common citizens will never use such a primitive form of attack, and the templars will only use their natural weapons when no other choice is available. Because of their training, templars receive attack and damage bonuses of +1 each when using dray-crafted weapons.

Habitat/Society: The first generation dray were banished from Dregoth's domain long ago. They currently inhabit the ruins of Kragmorta, struggling to survive and make a home in the fiery cavern. They are ruled by a Clan Father named Mosak, who does his best to keep the clan together. The first generation dray still worship Dregoth as their god, but they also hate the undead

dragon king for rejecting them. While most of their training and education comes from clan elders, the High Priest Absalom sometimes visits Kragmorta to teach and preach the word of Dregoth.

The second generation dray live in New Giustenal. In the city of dragon bones, most of these dray live contented lives. The templars protect them and see to their spiritual needs, so they are free to work and raise families. All second generation dray are expected to battle in Dregoth's army on the Day of Light that is to come, but until then only the templars work to perfect their military skills. Everyone else lives in varying degrees of comfort.

The second generation looks down upon the first, feeling superior to the earlier dray. They are the chosen of Dregoth, and the first generation deserves nothing but their contempt and hatred. First generation dray, on the other hand, consider themselves better than the dray who replaced them. They do not hate the later dray, but they do not trust them either. Someday the first generation dray hope to be taken back into the fold. It is a day they pray for.

All dray distrust surface dwellers, though the second, generation have been taught to also hate them. Demi-humans, Dregoth has proclaimed, are to be scorned and killed, while humans are to be pitied until they can be transformed into dray themselves. This is just a continuation of the Cleansing Wars that Dregoth and the sorcerer-kings fought in the ancient past. If Dregoth succeeds with his plans of conquest, the surface world will see another series of Cleansing Wars-with the second generation dray as the soldiers in Dregoth's army.

The dray of Kragmorta can be fighters, thieves, psionicists, or clerics. They have no wizards and do not even understand the concept of such magic. The dray of New Giustenal can be of all classes, including defilers. They have no preservers. Most of the classed dray are templars of one sort or another (though a defiler who wears the templar robes is still just a defiler; he gains no cleric spells). The most powerful group of templars is the kalin riders. See the kalin entry for additional information on these elite warriors.



Ecology: All dray are omnivores, though they need a lot of meat in their diets. In Kragmorta, the dray hunt food from among the creatures released into the cave by Dregoth, or those that naturally inhabit the under-regions. They also gather roots and wild fungi that grows along the shores of the lava rivers. In New Giustenal, the dray raise fanner beasts, cultivate fungi, and draw fish from the Blackjaw River.

Dregoth, the Undead Dragon King



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CLIMATE/TERRAIN:	New Giustenal
FREQUENCY:	Unique
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	N i l
INTELLIGENCE:	Supra-genius (20)
TREASURE:	H
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	- 8
MOVEMENT:	15, Fl 18 (C)
HIT DICE:	29th level dragon (173 hit points)
THAC0:	- 1
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-20/2-20/4-48
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	G (30 feet tall)
MORALE:	Fearless (20)
XP VALUE:	38,000

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
29	6/28/60	All/All	18	330

Clairsentience— *Sciences:* aura sight, clairaudience, clairvoyance, object reading, precognition; *Devotions:* combat mind, danger sense, feel sound, know direction, know location, spirit sense.

Psychokinesis— *Sciences:* create object, detonate, disintegrate, molecular rearrangement, telekinesis; *Devotions:* animate object, ballistic attack, control body, control flames, control sound, control wind, inertial barrier, levitation.

Psychometabolism— *Sciences:* complete healing, death field, energy containment, life draining, metamorphosis, shadow-form; *Devotions:* aging, biofeedback, body control, catfall, cause decay, chameleon power, double pain, heightened senses, mind over

body, suspend animation.

Psychoportation— *Sciences:* banishment, summon planar creature, teleport; *Devotions:* astral projection, dimensional door, dimension walk, dream travel, teleport trigger.

Telepathy— *Sciences:* domination, ejection, mass domination, mindlink, mindwipe, probe, psychic crush, tower of iron will; *Devotions:* aversion, awe, conceal thoughts, contact, ego whip, ESP id insinuation, identity penetration, inflict pain, intellect fortress, invisibility, mental barrier, mind bar, mind thrust, phobia amplification, psionic blast, psychic messenger, send thoughts, synaptic static, thought shield.

Metapsionics— *Sciences:* aura alteration, empower, ultrablast; *Devotions:* enhancement, prolong, psychic drain, wrench.

The Dread King Dregoth was killed almost 2,000 years ago by the combined powers of seven sorcerer-kings. Shortly thereafter, Dregoth rose as the undead dragon king. While Dregoth is a unique being, his new state is very similar to that of a *kaisharga*, a lichlike creature native to Athas. He has existed in this state since the day of his return, neither dead nor alive, neither fully human nor fully dragon.

In life, Dregoth was a 29th-level dragon, on the verge of achieving the final stage of metamorphosis. He had been a champion of Rajaat the War-Bringer, a general in the devastating Cleansing Wars that laid waste to the world. When it became clear the War-Bringer was going to betray his champions, Dregoth helped imprison Rajaat. Once Rajaat was safely locked away, Dregoth helped the other champions (now sorcerer-kings) turn Borys into the Dragon of Tyr to guard over the War-Bringer's prison.

Fearing that the insanity that affected the transformed Borys would soon affect Dregoth (who was next in line of the remaining champions to become a full dragon), the sorcerer-kings decided to destroy the Dread King of Giustenal. They ambushed him in his own palace, battering him with the Way, pounding him

with spells, and even striking him with weapons and fists. Dregoth fought as best he could, but the seven struck without warning. He died, and his city died with him.

Dregoth now rules a city far removed from the light of the crimson sun—the city of New Giustenal. He looks much like he did in life, one step removed from a full dragon. He is 30 feet long and weighs 20,000 pounds. He has a dragon's form, with wings, scales, a tail, claws, and a devastating breath weapon. This form was badly damaged by the attack of the sorcerer-kings. So, Dregoth's wings are torn, his body still wears the wounds inflicted upon it, and gaping holes show exposed bone in many places. The armored skin that remains is stretched thinly over the skeleton beneath. His eyes, like the eyes of all kaisharga, burn with green fire.

Dregoth can understand and speak all languages.

Combat: In addition to the psionics and spells of a 29th-level dragon, Dregoth has the abilities of a kaisharga.

He uses a devastating claw/claw/bite attack that caused 2d10/2d10/4d12 points of damage. The claw attacks receive an additional 10 points of damage due to Dregoth's great strength. He can unleash a breath weapon that causes 20d12 points of damage to everything in its path. The searing cone is 5 feet wide at the base, 50 feet long, and 100 feet wide at the end. His tail can attack for 5d10 points of damage. Dregoth's undead nature gives him a chilling touch that does 1d10 points of additional damage. Characters touched need to save versus paralysis or be paralyzed until the condition is dispelled.

The undead dragon king projects an aura of fear. It has a 60-foot range and affects creatures of 8 HD or less. These must make saving throws versus spells or flee in terror for 5d4 rounds.

Dregoth can only be hit by +2 or better magical weapons. He is immune to *charm*, *sleep*, *enfeeblement*, *polymorph*, *cold*, *electricity*, *insanity*, and *death* spells. He makes all saving throws as a 21st-



level wizard. Even though he is an undead creature, Dregoth cannot be turned.

Habitat/Society: Dregoth rules the city of New Giustenal, which is located far below the ruins of the ancient city of Giustenal. He created both types of dray, though he banished the first generation. The second generation dray serve him and worship him as a god. When Dregoth isn't locked inside his Dread Palace, he wanders the planes seeking ways to become a true god. This is his quest, though he doesn't know that godhood is impossible to achieve on Athas.

Dregoth never appears to his citizens in his true form. Instead, he wears one of two false forms in front of the masses. The first of these forms is that of a tall, regal dray. This is what most of the people of New Giustenal believe their godking looks like. The second form, used on very rare occasions, is that of a living 29th-level dragon. This form is modeled after Dregoth's true form before it was corrupted by undeath. A combination of magic and psionics, much of it imbued in the amulets and rings Dregoth wears, maintains the illusory forms, though the Dread King can drop or shift between them at will.



Dwarf, Cursed Dead

CLIMATE/TERRAIN:	Groaning City
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or pack
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1 or 2-5
ARMOR CLASS:	6
MOVEMENT:	9
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	+1 weapons to hit
MAGIC RESISTANCE:	15%
SIZE:	M (4 feet tall)
MORALE:	Fanatic (18)
XP VALUE:	1,500

PSIONICS SUMMARY:

Level Dis/Sci/Dev	Attack/Defense	Score	PSPs
7	1/2/4	-/IF,MB	12 50

Psychometabolism— *Sciences:* death field, life draining; *Devotions:* aging, body weaponry, cause decay, ectoplasmic form.

The demihumans of ancient Giustenal fled to the uppermost cavern beneath the city to escape the Cleansing Wars and the wrath of their sorcerer-king, Dregoth. Eventually, Dregoth discovered the place the demihumans took sanctuary, and his troops were sent below to destroy them. The last group of defenders were the dwarves guarding the Hall of the Lion in the cavern that would come to be called the Groaning City. Dregoth personally helped defeat the dwarves, and he watched as each of them was hanged from the trees in front of the place they sought to defend. When

his troops set fire to the remains of the settlement, Dregoth cursed the dwarves for defying him. On that day the cursed dead were born.

The cursed dead dwarves are undead creatures who look much like they did in life. They wear faded yellow robes with lion images emblazoned on the fronts. Because of the way they died, their heads bounce on broken necks. Ropes of giant hair still hang around their necks, further evidence of the terrible fate that befell them.

The bodies of many of these dwarves still sway from rotting nooses. They let out low, haunting moans whenever someone enters the cavern, thus giving the ruins the name of the Groaning City. Occasionally, a rope breaks and a cursed dead is freed from its tree to roam the cavern. Visitors to the ruins may run into these free cursed dead among the ruins on the overlook in the northern portion of the cavern.

The cursed dead of the Groaning City remember the language of ancient Giustenal, as well as the dwarven language spoken at that time. However, most are not capable of producing any sounds other than the low moans that echo throughout the cavern.

Combat: A cursed dead dwarf suffers in constant anguish over its barely remembered failure to save its beloved city. Any living being is a reminder of the army that once ransacked their home, and the cursed dead will stop at nothing to right that ancient wrong.

Anyone who gets close enough to a cursed dead must watch out for its powerful pummeling attacks. It swings its arms like heavy clubs, inflicting 1d8 points of damage with every hit. Even those still hanging from the trees can attack in this manner, though they do so with a -2 attack roll penalty.

A cursed dead's special attack is both frightening and gruesome. With a terrible moan, it spreads its arms and legs wide, then its sinews explode in a mass of writhing, constricting cords. It can use this attack once every five rounds, as it takes time to reconstitute itself before it can once more shoot out the cords. (A cursed

dead can use its pummeling attack while reconstituting itself.) Anyone within 20 feet of a cursed dead is eligible to be hit by the sinews. It can direct four attacks in a round this way, but all the attacks must be at the same target. Each hit inflicts 1d4 points of damage. If at least two of the sinew attacks hit, then the target is caught by the sinews.

Those entwined in the sinewy cords can't cast spells or attempt to turn the undead creatures. They also fight and defend with penalties of -4. It takes a cursed dead one round to pull its captured victim close. Then it launches a series of pummeling attacks until the victim is destroyed.

To escape from the sinews, a character must make a successful Strength check with a modifier based on how many cords hit: 2 cords, Str -2; 3 cords, Str -3; 4 cords, Str -4. The cords can also be severed. To sever one of the cords, a character must inflict 8 points of damage to it. Once severed, the cord will regenerate (if the cursed dead isn't destroyed) in 24 hours. Blunt or impaling weapons cause only a single point of damage to the cords with each successful hit, though they cause full damage to the cursed dead itself.

Cursed dead can't be controlled by evil clerics, but they will never attack an evil priest or anyone within 10 feet of him if that result is achieved on a turning check.

Habitat/Society: The cursed dead never leave the confines of the Groaning City. Most are encountered along the Avenue of the Hanged, where their bodies still sway from the charred, dead trees. A few have escaped and roam the city. A free cursed dead will follow whoever disturbs it, waiting for an opportunity to use its special attack.

Whenever a living being steps within 50 feet of a cursed dead, all of the dwarves hanging from the trees will begin to moan. Once the moaning starts, the cursed dead wait for the chance to grab those who have disturbed them. If any are cut down, they immediately attack with their special attack form.

Any characters who hear the horrible moans must



save versus death magic. Those who fail suffer a -2 penalty to all attack rolls and proficiency checks made within the cavern, and they will insist on leaving after 1d4 hours have passed.

Ecology: The cursed dead have become evil since becoming undead. Though they are driven to protect their home and make up for the failure of the past, the best they can do is kill intruders and hope to find some solace in the deaths of those who disturb their anguished existence.

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or mated pair
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Animal (2-4)
TREASURE:	Nil
ALIGNMENT:	Lawful neutral
NO. APPEARING:	1-6
ARMOR CLASS:	5
MOVEMENT:	18, Cl 9
HIT DICE:	7
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-10/1-10/2-12
SPECIAL ATTACKS:	Grapple
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (12 feet long)
MORALE:	Fanatic (18)
XP VALUE:	650

Kalin are large insectoid creatures that appear to be a monstrous mix of spider and ant. Mottled brown to yellow chitinous plates cover their long bodies. Oversized, glowing eyes jut out over tremendous mandibles that look to be able to snap a dray in half. Its sharp-edged forward limbs can make deadly slashing attack, and the kalin are equally at home on horizontal or vertical surfaces.

There are two types of kalin: wild kalin and kalin mounts. Kalin mounts are used by an elite branch of Dregoth's templars. These kalin riders are as mean-tempered and aggressive as the insectoids they ride. Except for saddles and riders, there are no distinguishing features to differentiate wild kalin from those raised as templar mounts.

Combat: A kalin makes three attack in a single round of combat. Its two slashing limbs attack like swords, causing 1d10 points of damage with every hit. Its crushing mandibles deliver 2d6 points of damage. In

addition, if the bite is successful, the kalin grapples its victim and holds it tight (causing an additional 1d6 points of damage per round). The next round of combat, held victims are hit automatically by both slashing limbs (roll damage normally, though no attack rolls are needed that round). A victim can break free of the crushing hold by making a successful open doors roll. If the victim doesn't break free, the slashing attack hit again automatically in the next round, and so on until the victim frees himself or is killed.

A kalin will ignore attack made against it in favor of dealing with a victim held in its mandibles. The creature prefers to finish of a held victim before turning its attention to other prey. If it is reduced to less than half its total hit points, it will abandon the held victim in order to defend itself.

Kalin have the ability to walk up cave walls and across ceilings due to the sticky barbs on the end of each of their long limbs. They can even carry riders on these trips, provided the riders are prepared and holding on tight. Kalin riders are trained to travel wherever the kalin decide to go.

Each insectoid emits a sticky strand from its thorax. Like a spider's web, the strand can be used to lower a kalin from the ceiling to the ground below. Kalin riders often use this ability to surprise foes (-2 to opponents' surprise rolls). Kalin and riders that strike from above with surprise cause double damage in the initial round of combat (if they make successful attack rolls).

Habitat/Society: Dregoth and his followers discovered the kalin living in the under-region when they arrived. While aggressive, the kalin are not as chaotic as the wall-walkers of Kragmorta. (The two species do seem to be enemies, however, competing for the same food and living space in the under-region.) The templars were eventually able to train a small number of kalin to serve as mounts for their elite warriors. In addition to the 100 or so kalin in the templars' service, the nearby tunnels and caves are home to many wild kalin that have yet to be tamed.

In the wild, kalin are solitary predators who are nomadic in nature. They do not establish nests except to lay eggs. Then, they join as mated pairs until the eggs hatch, at which time the parents and offspring go their separate ways. The kalin serving the templars of New Giustenal barely get along, as their aggressive natures make it difficult to have more than a few in close proximity. The pens where they are kept are designed to keep the creatures separate in order to lower the incidents of kalin attacking kalin.

Kalin naturally live to be about five years old, reaching maturity in as little as six months' time.

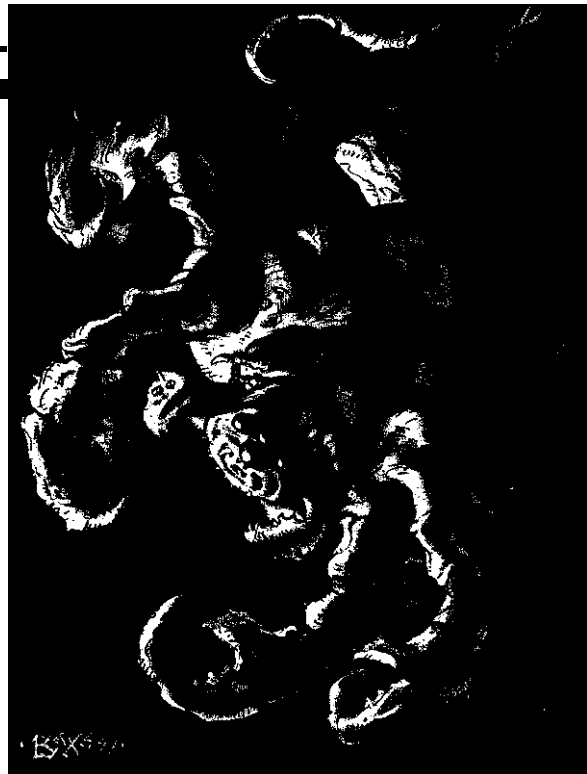
Ecology: Kalin eat meat, often hunting their own food, though the trained kalin receive food on a daily basis. Kalin females lay eggs once per year, averaging 10 offspring per season. Eggs hatch three months after being laid, and the male remains with the eggs throughout their incubation period.

The second generation dray use the chitinous plates of the kalin to fashion armor, weapons, and tools. They rarely kill kalin for this purpose. Instead, they wait for mounts to die or search the nearby tunnels for wild kalin that have expired.

Kahn Riders: Dregoth's most elite troops are the *kalin* riders. These mid-level templars ride the ferocious *kalin*, predatory insects the Dread King discovered in the under-region. For now, the kalin riders patrol the ceilings of New Giustenal looking for trouble in the streets below. Most citizens hate these troops because of the viciousness of the mounts. Kalin have been known to rip the arm off a passing dray for no particular reason, and even their riders often have trouble controlling the kalin bloodlust.

Dregoth has four squadrons of 25 kalin riders available to him at present. These troops are to lead the assault on the surface world when the time comes, and they have gotten the best share of the vast magical armament Dregoth has prepared.

Kalin riders are all 5th level templars armed with magical weapons (usually a *long sword* +1). They wear



enchanted kalin hide armor, and carry either metal weapons or weapons crafted from the limbs of their mounts. Officers are usually 8th-level templars who wield metal weapons with enchantments as high as +3.

Finally, every kalin squadron has a defiler from the College of Blackspire assigned to it. The mage will be of 7th-10th level (1d6+6), and will also have five randomly assigned magical items. Use the tables in the *DMG* to assign these. If an item of excessive power is generated, reroll the result until something more reasonable is generated.

Kalin riders are ferocious opponents. They are trained to fight in cooperation with their mounts, so both a kalin and its rider can attack the same foe in the same round of combat. In battle situations, a kalin rider and its mount receive a +2 initiative bonus due to their tenacious, extremely aggressive attack style.

Typical Kalin Rider: Int High (14); AC 3; MV 12; HD 5; hp 38; THAC0 16; #AT 1; Dmg 1-8+1 (metal *long sword* +1); SA kalin, psionics, cleric spells; SD psionics, cleric spells; SZ M (7 feet tall); ML 16. All kalin riders are psionic wild talents. Cleric Spells: 3 1st level, 3 2nd level, 1 3rd level.



CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	N i l
INTELLIGENCE:	Exceptional (15-16)
TREASURE:	C
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	11
THAC0:	12
NO. OF ATTACKS:	1 or 2
DAMAGE/ATTACK:	By weapon or 1-6/1-6
SPECIAL ATTACKS:	By type, elemental transfusion
SPECIAL DEFENSES:	Psionics
MAGIC RESISTANCE:	20%
SIZE:	M (5-7 feet tall)
MORALE:	Champion (15)
XP VALUE:	5,000, +600 for magma brags

PSIONICS SUMMARY:

Level Dis/Sci/Dev	Attack/Defense	Score	PSPs
10	2/3/11	All/All	15 120

Psychokinesis— *Sciences*:- telekinesis; *Devotions*:- animate object, animate shadow, ballistic attack.

Clairsentience— *Sciences*: clairaudience, clairvoyance; *Devotions*: all-round vision, combat mind, danger sense, feel light, feel sound, know direction, know location, radial navigation.

Krags are undead created when a cleric aligned to an element or para-element dies in the medium diametrically opposed to his own. The anguish and trauma of dying to the very force he devoted his life to opposing is sometimes enough to transform a cleric into a wicked and bitter undead. The elemental lords of the new power quickly

enslave such an undead cleric to their service.

Not all elements and para-elements have opponents in this sense, but a general rule is that if one element can destroy or change another, the two are diametrically opposed. Of the eight, water is the element with the most powers aligned against it. The entries should be read both ways. If fire is opposed to water, then water is opposed to fire.

Opposing Elements Table

Element	Opposition	Element	Opposition
Earth	Magma	Silt	Water
Air	Sun	Sun	Water, air, rain
Fire	Water	Rain	Silt, sun
Water	Fire, sun, silt, magma	Magma	Water, earth

Krags look much like the individuals they were created from, except that they also take on the appearance of the element that killed them. A silt-krag, for instance, would have dry leathery skin and choking dust would constantly fall from its mouth, nose, and ears. A magma-krag, on the other hand, would be a mass of dripping, molten earth.

Combat: Krags can use weapons or their claws in melee. They can also deliver an *elemental transfusion* through their bite which poisons the victim's blood with the krag's element. The bite causes 2d6 points of damage if it hits. A bitten character must make a saving throw versus death, or his blood will slowly turn into the krag's element. As the blood changes, the victim suffers 1d4 additional points of damage per round. If death results, there is a 45% chance that the victim will become a *kragling* in 1d4 days. This infection counts as a poison or a disease for purposes of countering, so *sweet water* or even a *cure disease* spell will halt the process instantly.

Krags also gain complete immunity to their element. They can't be affected or harmed by it in any way. Twice per day, the undead can exercise control over its element. This is limited to 1 cubic foot of material per Hit Die of the brag. Each element may be manipulated

however the krag desires, but the attacks listed below are the most common:

Magma jet: The cone is 1 foot wide at the base, 11 feet long, and 11 feet wide at the end. Anything hit by the magma takes 11d6 points of damage. The victim takes 10d6 on the next round, 9d6 on the third, and so on until he is either incinerated or the molten earth is extinguished or removed. This damage is halved if a character makes a saving throw versus breath weapon.

Sun beam: A sun beam is 22 feet long and can strike targets in a straight line from the creature's hand to the end of the beam. Anything in the path must make a save versus breath weapon. Failure inflicts 11d6 points of damage and may set combustible materials on fire. A successful save halves this damage.

Silt storm: Silt krag generally use cunning and traps instead of direct attacks. A favorite tactic is to create a storm 22 feet in diameter around potential prey, then attack in the confusion with claws and bite. Anyone caught in a silt storm receives a -2 penalty to attack, damage, save, and initiative rolls.

Lightning bolt: Rain krag use lightning as their weapon of choice. This acts exactly as a *lightning bolt* spell, causing 11d6 points of damage to anyone hit by it (half if save is successful).

Flame strike: A swath of flame leaps from the krag's mouth and bathes anyone within its cone in elemental fire for 11d6 points of damage. The cone is 1 foot wide at the base, 11 feet long, and 11 feet wide at the end.

Water jet: Water krag have the ability to create water inside a victim's lungs. The krag can affect up to 11 individuals, and each must make a save versus death magic. Failure means that they have failed to expel the fluid and drown in a number of rounds equal to 1/3 their Constitution (round up). Only cure spells or magic that can remove water will save a character.

Shower of stone: Earth krag can form huge chunks of rocky earth out of the land and use them to slam into opponents. Every victim in an 11-foot radius of the shower's center takes 11d6 points of damage, half if a



save versus breath weapon is made.

Cyclone: Air krag typically create a cyclone with an 11-foot radius. The cyclone can attack aerial creatures. It whips up debris and causes 11d6 points of damage. A save versus breath weapon halves this damage.

Any attack form consisting of a krag's original element does double damage. A silt krag that once served the plane of water, for instance, would take double damage from any water-based spell. Also, a cleric of the krag's *current* power gains +2 to turn them, though they may never control them. Priests of the original power are at -2.

Habitat/Society: Krag haunt the area they were killed in and remain only to harm those who enter their lands. Most will actively seek to make an army of kraglings to keep them company, especially if they can bring down a creature of the same race as they were in life.

Ecology: Krag are rare on Athas, though they are more common around places such as the Silt Sea. They can also be found wherever one element threatens another and clerics are sent to protect their patron.

Kragling (lesser, greater)



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CLIMATE/TERRAIN:	Special
FREQUENCY:	Very rare
ORGANIZATION:	Band
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Low to Average
TREASURE:	Q
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-12
ARMOR CLASS:	6, 8
MOVEMENT:	12
HIT DICE:	3, 5
THACO:	17, 15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-10, 1-6/1-6/2-20
SPECIAL ATTACKS:	Elemental transfusion
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S-M (3-7 feet tall)
MORALE:	Steady (11-12)
XP VALUE:	175, 420

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	2/2/7	II, EW/M-,TS	12	60

Clairsentience— *Sciences:* precognition; *Devotions:* feel sound, feel light.

Telepathy— *Sciences:* mindlink; *Devotions:* attraction, contact, life detection.

Kraglings are creatures who have perished from the elemental transfusion attack of a krag. Anything that dies in this manner has a 45% chance of coming back as a kragling in 1-4 days. Kraglings, like the krag who created them, are undead creatures. They come in two versions: lesser kraglings and greater kraglings. Both types are described below.

Kraglings look like skeletal versions of their living forms, though they also take on the appearance of their

maker's element. Sun kraglings have baked and brittle-looking bones that reflect any ambient light, while rain kragling's bones are covered with slimy fungus or dripping molds. Other types should follow a similar type of appearance, based on the controlling element or par-element.

Any creature can become a kragling if it was killed by the elemental transfusion of a krag. Silt spawn, humanoids, demihumans, humans, and even nonhumanoid monsters are all subject to the transfusion attack and thus can become kraglings. What type of kragling and how powerful it is depends on the creature's Hit Dice.

Greater kraglings are created when creatures with more than 4 Hit Dice are killed by a krag's elemental transfusion. Lesser kraglings are created via the same process, though the creatures must have less than 4 Hit Dice to fall into this weaker category.

Kraglings can communicate with beings of their new element and can also speak whatever languages they knew in life. They can communicate with the krag who created them through a special psionic link.

Combat: Kraglings attack by claws or whatever other natural appendages they might have. Even creatures who did not have claws in life will develop them when they become kraglings. Lesser kraglings cause 1d4 points of damage with each successful claw strike, while greater kraglings cause 1d6 points of damage. Greater kraglings may occasionally use weapons, though those of magma or fire will not, since their touch eventually destroys most materials.

The kragling's special attack is a lesser version of the krag's elemental transfusion delivered with the monster's bite. The effects of the elemental transfusion are in addition to the normal damage caused by the bite (1d10 for lesser kraglings, 2d10 for greater kraglings). In the case of the kragling, the elemental transfusion produces much more of a local effect. A magma kragling's bite, for instance, leaves a steaming wound spattered with molten stone. The bite of a water

kragling causes the wound to swell and burst with excess moisture. They can't create other kraglings using this attack.

The elemental transfusion of a kragling has the following affect, depending on whether or not the victim made a saving throw versus death magic. For a lesser kragling, a save means that no additional effect is evident, while a failed save causes 1d4 points of additional damage from the transfusion. For a greater kragling, the transfusion causes 1d6 points of additional damage. A successful save cuts the damage in half.

Kraglings have no control over the elements they are tied to. They are immune to their patron element and are adversely affected by diametrically opposed powers (just like the krag who created them). As with krag, priests receive a +2 bonus to turn kraglings of the same element.

When destroyed by the turning ability of a cleric, a kragling collapses into a pile of bones and the element it is tied to. In this case, the kragling is completely destroyed. When destroyed by spells or combat, a kragling will reform in 1d12 days and return to the service of its krag master.

Habitat/Society: Kraglings of low intelligence tend to mimic the actions they performed when they were alive. Kragling zhackals, for instance, continue to roam about the krag's lair and hunt for food, even though they no longer need to eat. Kraglings with more intelligence know what they are and remember their painful deaths. Though they are aware of their actions and may even be opposed to them, the krag exercises complete control over the minds and bodies of the kraglings it created, and can command them at any time. Typical directions given to kraglings by the krag who control them include protecting the region around the krag's lair and the lair itself, seeking out other victims ripe for transformation into kraglings, and watching for signs of powerful intruders—especially intruders aligned to a krag's opposite element.



Kraglings of different species under the control of a specific krag tend to form bonds similar to clutchmates of living creatures. Even creatures that were enemies in life find a common bond as kraglings under a specific krag.

Ecology: Kraglings don't need to eat or sleep, though many will continue to pass food through their skeletal ribs in a pathetic mockery of their former lives. When not stalking prey, a kragling will almost always be found in the vicinity of its master, and more times than not in the company of other kraglings.

Pit Snatchers



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CLIMATE/TERRAIN:	Tar pits
FREQUENCY:	Uncommon
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Z
ALIGNMENT:	Neutral evil
NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	Special
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8
SPECIAL ATTACKS:	Burning
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7 feet tall)
MORALE:	Steady (12)
XP VALUE:	800

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	II,	EW/M,TS	12 60

Clairsentience— *Sciences:* precognition; *Devotions:* feel sound, feel light, know direction, know location.

Telepathy— *Sciences:* mindlink; *Devotions:* attraction, contact, life detection.

Pit snatchers are creatures that dwell in the tar pits of Athas. Some sages believe that the tar pits that give birth to the snatchers are not natural, but were formed by defiling magic so intense that the very earth erupted in noxious boils of smoking black goo. There may be some truth to this, for those areas inhabited by the snatchers are much hotter, smokier, and fouler than a few found elsewhere beneath the crimson sun. The pit snatchers may have once been earth elementals dwelling in the soil when the defiling magic drew out

the very essence of the land. Now they are no more than tortured creatures desiring nothing more than to pull in unsuspecting victims to share their eternal misery.

A snatcher looks much like an earth elemental, except its flesh is made of smoking, dripping tar. There are three holes in its head that seem to form rough eyes and a wailing mouth through which noxious fumes are continually emitted. A snatcher's arms can reach well over six feet from the rim of a pit, and its hands leave black stains on flesh that never fade.

Though pit snatchers show cunning and intelligence, they do not seem capable of (or at least interested in) communicating with their prey. No pit snatcher has ever been encountered that used anything close to a recognizable language.

Combat: Pit snatchers like to lie in wait beneath the surface of the tar for unwary victims to pass by. When they sense a nearby presence, they erupt from the pit and grab hold of any creature within six feet of the rim. If either of the snatcher's attack hit, the victim is mired in the gooeey, tar-formed limb and slowly dragged into the pit.

Each round after the attack, the character and the snatcher both roll 1d20, adding any Strength-based attack bonuses to the roll (the snatcher gets a +1 bonus). If the character wins by four or more, he break free and the snatcher has to try to grapple again next round. If the snatcher wins by four or more, it has dragged the victim into the tar pit. Victims dragged into the tar take 3d8 points of damage immediately, and 1d8 points every round thereafter. Ties or victories of less than four better than the opponent's roll indicate that neither side made any progress that round.

A character can opt to make an attack in the same round as the Strength test, though both rolls receive a -2 penalty in this case.

Due to their insubstantial nature, pit snatchers take only a single point of damage from slashing or impaling weapons. Magical or crushing weapons do full damage.

Additionally, a pit snatcher can ooze through the earth up to 20 yards away from its pool of tar, but only if it can emerge in another tar pit. If it is ever drawn out of a pit in some way, a snatcher will seep back into the earth and reappear in a nearby tar pool 1d10+2 rounds later. If kept from the tar for more than one hour, the snatcher dissolves into a puddle of gelatinous goo and dies.

If a pit snatcher's attack roll is a natural 13 or 20, the boiling tar of its skin burns into the victim's flesh, leaving a permanent black mark that will never fade. Some of the elf tribes superstitiously believe that such marks are signs of treachery, and aren't likely to trust someone with such a brand. The gith of the area simply consider someone with such a mark to be a fool for wandering too close to a pit snatcher's tar pool.

Habitat/Society: What the pit snatchers do beneath their black, bubbling den when not dragging some unfortunate to his doom is unknown. If the sages are correct and these creatures were once earth elementals, then they likely are trapped in the pits in eternal torture. It is said that on a quiet night, a traveler can sometimes hear tar bubbles bursting out of the mire. As the bubble breaks, a careful listener might hear a low, miserable moaning—the pleading call of the wracked creatures below.

When confronted by an earth cleric, a pit snatcher attempts to somehow contact the priest. As it has few means for making its alien desires known, it will eventually become enraged and attack. It is said that an earth cleric can free a pit snatcher from its eternal torment, but all who have ever tried simply ended up being dragged into the tar as the snatcher lost patience.

Ecology: Pit snatchers can travel between pits within a given area. Explorers have occasionally made the mistake of marking a pit as inhabited by a snatcher while turning their backs on another pit close by. Frequently, the only signs of their folly are splashes of black tar around a pile of dropped equipment.



The equipment carried on the body of a pit snatcher's victim remains at the bottom of the snatcher's pool of tar. How someone can safely retrieve such valuables is the matter of much speculation and planning among the braver inhabitants of the Giustenal region. Thus far, no one who discovered a safe means of retrieval has spoken up, and such salvage remains merely lively tavern speculation.

Sharg



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CLIMATE/TERRAIN:	Blackjaw River (Athas)
FREQUENCY:	Unique (on Athas)
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	3, Sw 9
HIT DICE:	11 (64 hit points)
THAC0:	9
NO. OF ATTACKS:	5
DAMAGE/ATTACK:	1-8 × 4/5-20
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	H (40 feet long)
MORALE:	Steady (12)
XP VALUE:	3,000

Physically, the sharg looks like a cross between a giant shark and a squid. Its skin is dull black, failing to glisten even under the brightest lights, and its dark eyes are near invisible against it. It has four long tentacles, each lined with sharp, teethlike ridges.

The sharg strikes quickly from beneath the steaming surface of the Blackjaw River in New Giustenal. It is especially attracted to the movement of barges along the surface of the water.

The sharg makes no verbal sounds, and it doesn't have any capacity for intelligent communication.

Combat: The sharg must feed constantly, and it is slowly depleting the Blackjaw River of fish and other sea creatures. It likes to attack the fishing barges that travel the river, seeking to add a few dray to its diet.

In the confines of the river, the sharg attacks in one of two ways. It can simply come up under victims and attack with its powerful bite (5d4 points of damage), or

it can use its four tentacles to grab prey. Each tentacle is 20 feet long. A successful tentacle hit causes 1d8 points of damage and indicates that the sharg has grabbed its victim. Now the victim suffers squeezing damage of 2d8 points per round until released. A successful bend bars roll is needed to break free, or the tentacle can be hacked off. It takes 15 hit points of damage to sever a tentacle, and to specifically target a tentacle requires an attack roll against Armor Class 2.

Once a victim is grabbed, the sharg begins to drag its prey toward its crushing, teeth-filled jaws. A Strength check made at -4 allows a victim to struggle and delay the bite. A failure indicates that the victim has been shoved into the sharg's mouth.

In the confined passages east and west of New Giustenal, the sharg sometimes uses a different tactic. It lets a barge pass by, waiting beneath the surface until the craft has moved on. Then it reaches up along the cavern walls with two tentacles, searching for firm purchase. Once its two tentacles are braced (one on each side of the passage), it lifts its great body out of the water. It can remain in this position for 1d4 rounds. During this time, it can strike with its two remaining tentacles and employ its terrible bite at the same time. If the barge hasn't moved too far away, the sharg will drop down upon it when it can no longer maintain its grip on the walls. It crashes into the barge, causing 3d10 points of crushing damage to the barge and anyone who fails to get out of the way in time (Dexterity -3 check).

If the beast takes more than 40 points of damage, it retreats to its island lair to recover from its wounds.

Habitat/Society: The sharg is not native to Athas. It was brought to the world by Dregoth, who hopes to use it in his coming war against the surface world. He placed it in the Blackjaw River which runs through New Giustenal in order to study its habits and abilities. It has established a lair on one of the small islands in the river, using a cave beneath the surface of the water as its home. Though the fishermen have made

repeated requests for help, the templars have been ordered to leave the sharg alone.

There is a 50% chance that the sharg is in its lair at any given time. If it is in its lair, it becomes aware of intruders on its island unless they are taking very great pains to be silent. If it notices the intruders, the sharg will slip from its lair and circle the island, waiting for a chance to grab a victim or two. It can even reach up out of the water to snag prey. In desperate times, or when its hunger overwhelms it, the sharg can crawl onto the shore. It uses its tentacles to propel itself. It can't stay out of the water for long (no more than five rounds), but it can emerge for short periods-just long enough to chase down a fleeing victim or make a surprise snatch of prey along the shore.

On its own world, the sharg lives in tropical climates, inhabiting fresh water rivers. Dregoth came across this one during one of his many expeditions through the planes. The audacity it showed in attacking him earned his respect and admiration. He incapacitated the beast and brought it back to Athas. It needed water to survive, so Dregoth dumped it into the Blackjaw River. He hopes to eventually train the creature, but like many of his projects it has fallen by the wayside until it again catches his interest.

Until then, the sharg remains a threat to all who travel on or near the Blackjaw River. The templars charged with transporting the dead to the cave east of New Giustenal have learned to scare the sharg away using *light* spells. The sharg's eyes don't adjust to rapid changes of light, so the brightness of a *light* spell causes it no small amount of discomfort. There is a 75% chance that the sudden brightness will cause the sharg to flee. However, 25% of the time the sharg will fly into a great rage and fight with a +2 to attack rolls for 1d6 rounds.

Ecology: Unknown to the dray of New Giustenal, the Blackjaw is only a small section of a vast underground river that runs for scores of miles in either direction. Within its dark depths are myriad creatures which the



sharg feeds upon. It can eat almost any type of meat. While it enjoys fish and other sea creatures, it has developed a fondness for dray. When a barge passes overhead, the sharg swims out to intercept it. It has learned that a barge holds dray, and if it can tip over or destroy a barge, it can feast on the draconic creatures.

Silt Serpent



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CLIMATE/TERRAIN:	Silt shallows
FREQUENCY:	Uncommon
ORGANIZATION:	Nest or Solitary
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1-2 or 2-12
ARMOR CLASS:	1 (in silt) or 5
MOVEMENT:	15
HIT DICE:	1
THACO:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-2 plus poison
SPECIAL ATTACKS:	Poison, Type E
SPECIAL DEFENSES:	Camouflage
MAGIC RESISTANCE:	Nil
SIZE:	S (2-4 feet long)
MORALE:	Average (8-10)
XP VALUE:	65

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
3	2/2/7	II, EW/M-TS	12	60

Clairsentience— *Sciences:* precognition; *Devotions:* feel sound, feel light.

Telepathy— *Sciences:* mindlink; *Devotions:* attraction, contact, life detection.

Silt serpents are simply snakes that have adapted to the dusty shoals of the Silt Sea. They use the silt as camouflage and cover as they sneak up on their prey, and it is this tactic that gives them their name. Though they are small creatures, their venomous bite can bring down a hearty mul in seconds.

Most serpents grow to a length of only two to four feet, but it is possible that larger versions live in the deeper stretches of the Sea of Silt. Silt serpents are a light gray to pale tan in color, just like the choking dust

that lends them their name.

Combat: The silt serpent is a stalker and a master of stealth. The serpents have eyes, but it is their sense of vibration that provides them with most of their uncanny perception. A typical tactic of a snake is to lie completely beneath a shallow layer of silt. The dust packed in around the creature's sensory organs acts as a medium for vibrations. While buried beneath the surface, a silt serpent can sense things moving over the land or through the silt within a 40-foot radius. Often, a serpent rests upon a high vantage point and waits until it sees prey in the distance. Then it drops into the silt and tries to sneak up on its victim from below. This leaves a small trail in the serpent's wake, which an adventurer might notice on an Intelligence -5 check.

Once the snake has detected its prey and moved within five feet, it strikes. If the silt serpent attacks with surprise, it receives a +4 attack roll bonus on the first round. Anyone hit by the serpent takes 1d2 points of damage and must immediately make a saving throw versus poisons. Failure results in death, while those who are successful take 20 points of damage.

A silt serpent always attempts to strike at unprotected flesh as a first resort. It seeks to pierce armor with its sharp fangs only if no exposed flesh is within range. The silt serpent's bite can break through hides and leathers, but it cannot pierce metal armor of any sort.

Once a snake has bitten a victim, it invariably retreats beneath the silt and looks for a safe hiding place to wait for its prey to die. As a silt serpent never knows whether or not its poison has done its job, the serpent always flees after delivering a successful attack. If the prey does not collapse after 1d4 rounds, or if the prey starts to leave the area, the silt serpent moves closer and strikes again. It repeats this process until the prey collapses, kills or drives off its tormenter, or somehow outdistances the silt serpent.

When the snake senses that its victim has expired, it emerges from the silt to consume its meal. Note that it can't actually eat anything much larger than itself, but

as the meat begins to decay it can tear off pieces small enough to swallow and consume.

Silt serpents only attack creatures that appear to be alive. To a silt serpent, this means a creature that is moving. If a creature stops moving for any length of time, and no vibrations of movement reach the serpent's sensory organs, then the creature is assumed to be dead. In that case, the silt serpent will not deliver a venom attack but will instead begin to feast.

A silt serpent produces enough venom to deliver four poisonous bites before its supply is exhausted. After its venom supply is exhausted (and only successful hits exhaust the venom supply), a silt serpent must wait four hours to replenish enough venom for one attack.

Habitat/Society: Silt serpents are either encountered hunting as a mated pair (1-9, or in a nest of 2-12 young. Young silt serpents are accompanied by 1-2 adults 50% of the time (90% of the time at night). When encountered in a nest, the serpents will not retreat. Their only thought is to kill whatever is invading their home.

Young silt serpents produce a more powerful venom than their parents, so saving throws against their bites are made at -2.

Ecology: Silt serpents are carnivores, though they actually consume carrion more often than not. They gather in family units and nest in rocky ruins covered in soft, gray silt. The average life span of a silt serpent is unknown, for explorers poking through silt covered ruins usually kill the creatures as quickly as they spot them-if they spot them and are not killed themselves.

The giants of the Sea of Silt and others who live along the dusty shores know that silt serpents make excellent meals. Their meat is sweet, tasty and extremely juicy, and it can be eaten raw or cooked over a slow-burning fire. The Sky Singers elf tribe makes a particularly famous dish using silt serpent meat and faro leaves. The meal, called *alrasb* in the elven tongue,



can be sampled at the Happy Hurrum Inn in Nibenay's Hill District, or at the food tents at the Sky Singers' trade road bazaars.

Silt Serpent, Giant. Though considered to be nothing more than elf tales by the people of the Tyr region, the giants of the Sea of Silt know that giant silt serpents exist. These creatures are simply gigantic versions of the regular silt serpent, and they grow to a length of 18 feet. Giant silt serpents never appear in great numbers. The usual encounter with these rare creatures involves one or two giant serpents.

A giant silt serpent has an Armor Class of 4 (0 in silt), 5 HD, a THAC0 of 15, and its bite causes 1d8 points of damage (plus the special poison attack). Otherwise, a giant silt serpent is simply a larger version of the small poisonous snake.

Silt horrors and giants are among the prey giant silt serpents hunt. On the other hand, silt horrors and giants also see the giant silt serpent as the source of a potential meal. Which is prey and which is predator often depends on which creature strikes first-and last.



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Silt Spawn

CLIMATE/TERRAIN:	Sea of Silt
FREQUENCY:	Uncommon
ORGANIZATION:	Clutch
ACTIVITY CYCLE:	Day
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	2d6
ARMOR CLASS:	8
MOVEMENT:	15 (in silt)
HIT DICE:	2
THAC0:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1d8
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (4 feet long)
MORALE:	Steady (12)
XP VALUE:	65

Silt spawn are the young of the silt horrors that roam the Sea of Silt. Unlike their adult counterparts, coloration is more difficult to detect at this young age. It seems that the young are born with random colors and only take on the appearance of silt horrors as they reach maturity. Silt spawn only remotely resemble the adult creatures they will become, and few who see them would even guess at a connection between the smaller silt spawn and the huge, multi-tentacled silt horrors they grow into.

Silt spawn have tentacles and teeth, like the adult horrors, but they appear flatter, less bulbous. They keep this flat shape until reaching a size of about 10 feet long, then they start to take on the characteristics that differentiate them as adult silt horrors.

Combat: When aroused, a clutch of young horrors will gauge their prey's strength before attacking as a group. The only attack form available to the silt spawn is a

bite, as its tentacles have not yet developed enough strength to be used offensively. The silt spawn usually concentrate on a single target, hoping to drag it under the silt where the entire clutch can share in the feast.

Though the silt spawn are small, their varied nature and youthful energy makes them deadly in their own right. Because of their ability to move quietly through the silt, opponents receive a -2 penalty to all surprise rolls. If a victim is surprised, in the first round of combat all of the silt spawn get to make a free attack against the target.

One tactic that the spawn have learned is to drag prey deeper into the silt. If more than two of the spawn manage to bite a character *in the same round*, the victim must make a successful Strength check or be dragged a number of feet into the silt equal to the number of silt spawn that bit him. A character who failed a Strength check and was bitten by three spawn would be dragged three feet deeper into the silt. If the victim is standing on a shoal ledge or reef, this can often lead to a quick and dusty death—as well as provide a hearty meal for a clutch of silt spawn.

Habitat/Society: Silt spawn live in ruins or rocky sanctuaries beneath the silt where larger creatures usually can't get at them. When they sense prey nearby, they quietly move toward the surface and wait to ambush them.

While adult silt horrors are solitary creatures, silt spawn live in clutches of 2-12 creatures. They have the same constant hunger that drives the silt horrors, but silt spawn will actually work together to capture prey. Many of the techniques they learn to use in the clutch will serve them just as well when they reach adulthood. Once they are full grown, silt horrors use their many tentacles to grab and drag prey instead of relying on the help of clutchmates.

Unlike adult silt horrors, silt spawn are tasty and can be used as a source of food. While giants will avoid silt horrors unless desperately hungry, they will seek out silt spawn as a delicacy. For this reason, and because of

their smaller size, silt spawn tend to be much faster than their adult counterparts. Their sleek design gives them the ability to “fly” through silt. They do this by employing powerful body muscles and their shorter tentacles to produce movement—much like eels swim through water.

A silt horror always lingers near silt-covered ruins and buried reefs as it prepares to give birth. After an adult horror gives birth to a clutch of silt spawn, the spawn take refuge in the ruins or reefs to avoid the gnawing hunger of their parent. A silt horror has no love for its spawn, and will try to eat its young with as much enthusiasm as it shows other living things. Once the spawn have escaped the horror’s tentacles (and not all do), the horror responds to the call of the deeper silt and moves away from the birthing ground. The spawn remain in the protected area until they reach a size that will make them less likely targets of the adult horrors.

A clutch of silt spawn is usually, but not always, made up of the offspring of a single horror. Sometimes two or more horrors will give birth in the same area at approximately the same time. In this rare instance, all of the spawn will seek each other out and form a massive clutch. They lose this companionship when they reach adulthood, as silt spawn grow increasingly independent as they mature into silt horrors.

Ecology: Silt spawn live in clutches until they are too big to fit in the shallow silt. Then they move out into the depths of the Silt Sea to become true silt horrors. Though different colored horrors have been known to prey on each other, silt priests claim that those that are raised in the same clutch—even if they are of different species—will not. Perhaps this is due to some scent or other natural phenomenon native to their breeding beds.

Silt spawn are sometimes hunted not only as food, but because their outer layer of skin can be used to make waterproof sacks. The giants of the Silt Sea islands make water containers and storage sacks out of the silt spawn they capture—after hollowing them out



and removing all of the tasty meat first.

A weed called draxia that grows on the islands of the Sea of Silt can be turned into an ointment that repels silt spawn and irritates silt horrors. When the plant’s juice is rubbed on the skin, it acts as a repellent to drive away silt spawn. The smell lasts for two hours, during which time silt spawn will not come within 10 feet of a person or creature coated with the stuff. While silt horrors don’t like the smell, they can ignore it and attack as usual in its presence. In fact, many times the irritation caused by the plant’s juice will simply serve to infuriate a silt horror. There is a 60% chance that a silt horror will ignore all other targets to attack a character that smells of draxia weed.

Venger



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CLIMATE/TERRAIN:	Any
FREQUENCY:	Very Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Nil
INTELLIGENCE:	Average to high
TREASURE:	Nil
ALIGNMENT:	Neutral
NO. APPEARING:	1
ARMOR CLASS:	7
MOVEMENT:	6
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-10/1-10
SPECIAL ATTACKS:	Vengeful grasp
SPECIAL DEFENSES:	+2 weapons or better to hit
MAGIC RESISTANCE:	15 %
SIZE:	M (4-7 feet tall)
MORALE:	Fanatic (17-18)
XP VALUE:	1,000
PSIONICS:	As in life

A venger is the animated remains of some strong-willed being who suffered a great wrong in life. The wrong must have been committed by an intelligent creature who survives beyond the death of the being who will become the venger. At the moment of death, the consciousness of the wronged person is trapped by its rage and frustration within its corpse, and it rises as an undead venger 2d6 days later.

The venger looks much as it did in life, though it continues to decay as its quest for justice goes on. Its clothing rots, its flesh grows cold and gray, and its possessions slowly fall apart as time goes by. The venger will never pick up or use weapons or magical items of any sort, but it may possess items it carried on its person at the time of its death. It never uses these items, either. Instead, the venger simply continues to carry them around until straps rot and break, pouches unravel, or sacks wear thin

and the items fall through and are lost.

A venger has a single goal to its existence. It seeks to destroy the person or creature that willfully wronged it. This usually involves hunting down the one who wronged it, but sometimes it can involve finding a way to right the wrong that was committed.

Though a venger can communicate as it did in life, the rage and desperation that have animated it usually keep it from doing more than making pained sounds. To most, these sounds have no intelligence behind them. They are simply the wailings of a suffering undead monster, and not a form of communication at all. In fact, those who hear the wails of a venger must make a saving throw versus petrification or flee in terror for 1d6 rounds.

Combat: A venger ignores the presence of all save the one who did it wrong--unless others get in the way. So, a venger could approach an innocent character and pass right by as it searched for the one who wronged it. If the innocent blocks the venger's path or attempts to slow it through attacks or obstacles, the venger turns its attention on the innocent until the obstacles no longer remain. In other words, a venger will fight those who attempt to hamper its undead quest.

Rage gives a venger strength enough to cause great damage with its bare hands. It inflicts 1d10 points of damage with each successful hit, and it can strike twice in the same round of combat. When a venger finds the one who wronged it, its grasp is strong enough to inflict crushing damage. This form of attack is called the *vengeful grasp*, and it is an attack powered by supernatural hate and trapped rage. The vengeful grasp causes immediate death if a saving throw versus death magic is not made. If the saving throw is successful, the vengeful grasp causes 1d12 points of damage, and the venger continues to grip in the next round.

The saving throw must be made each round that the venger is able to maintain its grip. The vengeful grasp attack can never be used against an innocent opponent--it only works against the being or creature who wronged the venger. The vengeful grasp special attack

does not apply to any other opponents. Even those who attempt to bar a venger's way can't be attacked using the vengeful grasp.

To break free of the vengeful grasp, the venger must be reduced to 0 hit points, turned (as a wight), or magically restricted in some way. When any of these circumstances apply, the venger collapses into a stinking pile of flesh. Unfortunately, the venger will rise again in 1d4 days regardless of how much damage was done to it—even if the corpse was burned to ashes and scattered to the four winds.

The only way to completely destroy a venger involves the participation of the venger itself. If the venger destroys the object of its hatred, or for if the hated one to destroy it in turn, then the venger is completely and utterly destroyed. When the venger completes its undead quest by reaching and destroying the one who wronged it (and thus created it), then it collapses as a lifeless corpse. The rage and hatred dissipate, and the trapped spirit is released to go where all spirits go upon dying.

If a venger's hit points drop below 0 due to a blow, spell, or other power delivered by the one it hunts, the ghostly rage trapped inside the thing's body explodes, hurtling bony fragments in all directions for a distance of 25 feet. Anyone in the burst radius takes 5d6 points of damage from the supernatural explosion. The one who wronged it must also make a saving throw versus death magic or be killed by the explosion.

If the one who wronged it dies before the venger can reach him, then the venger's focus shifts. Now it must find a way to right the wrong that was committed, or eternal rest will forever be denied it. This is more than most undead spirits can stand, and a venger in such a position will often haunt a particularly powerful hero (or party of heroes) until he or she agrees to aid it. As vengers are not the best communicators, it will take a bit of cleverness and imagination on the part of the hero to figure out what must be done.

Habitat/Society: Vengers never rest. They are always locked on the general direction of their tormentor. If they should be trapped in some way, the vengers simply



collapse and wait to be released. Once free, they continue their treks, stopping only to defend themselves against any who dare impede their hateful progress.

Vengers are difficult to stop. When a venger does reach an obstacle it can't navigate over or go around, it collapses and wails pitifully until the barrier is removed.

As vengers continue to deteriorate as the years go by, many appear as hideous, decaying creatures. Sometimes all that remains of a venger is a torso, head, and arms. Such a creature drags itself along by its fingers as it seeks to reach the object of its undead quest. If such a venger is reduced to 0 hit points (by anything other than its hated foe), it will rise in its complete form in 1d4 days. Then the process of decay and deterioration begins again.

Ecology: Unfortunately, vengers aren't as rare as one would hope in the world of Athas. The strong will of the inhabitants that live here and the cruel injustices often inflicted upon them create several of these undead creatures every year.

Vengers do not need food or water, and they do not need to rest or sleep. As undead creatures, vengers do not have a place in the natural world. That does not mean they do not exist, just that they do not occupy a necessary niche in Athas's ecology.

Wall-Walker



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CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Uncommon
ORGANIZATION:	Hive
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	B
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-2
ARMOR CLASS:	3
MOVEMENT:	9, Cl 12
HIT DICE:	6
THAC0:	14
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-12/2-12/2-8
SPECIAL ATTACKS:	Psionics, paralyzation
SPECIAL DEFENSES:	Psionics, immune to fire
MAGIC RESISTANCE:	Nil
SIZE:	M (5 feet long)
MORALE:	Elite (13-14)
XP VALUE:	1,500

PSIONICS SUMMARY:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
2	1/2/6	-/M-	11	80

Clairsentience— *Devotions:* feel light, feel sound.

Psychometabolism— *Sciences:* shadow-form; *Devotions:* catfall, chameleon power.

Telepathy— *Devotions:* contact, mind blank.

Wall-walkers are subterranean hunters that live in the caverns and passages beneath Athas's burning surface. These insectoid creatures were named by the first generation dray that live in Kragmorta, who observed the wall-walkers' climbing ability and named them accordingly. Wall-walkers combine many of the characteristics of spiders and large reptiles. They have armored scales instead of chitinous plates, eight clawed legs, sharp fangs, and a stinging tail.

Wall-walkers communicate among themselves via

sounds made by rubbing their legs together. The cavern of Kragmorta, for example, echoes with the haunting sounds well into the sleep period of the area's other inhabitants. No other intelligent creatures have yet learned to communicate with the wall-walkers or figured out how to interpret the sounds they make.

Combat: With its psionic powers, a wall-walker can blend into the scenery. Its scales take on the texture and color of any nearby rock surfaces, ruined walls, or fungi caps. It can take on the form of a shadow and move invisibly through the darkness of the under-region. A wall-walker delights in frightening and playing with its prey before moving in for the kill, and it uses all of its powers to accomplish this.

A wall-walker uses its special paralyzation attack first in many instances. It leaps forward and tries to strike with its stinger. A successful hit doesn't cause any appreciable damage, but the victim must make a saving throw versus poison or suffer from paralyzing venom for 1d6 rounds. Those affected by the venom cannot move for the duration of the effect. The wall-walker hopes to paralyze its prey so that it can then torment them for a time. The wall-walker gets very close to a paralyzed victim and stares into its eyes, moving its mandibles back and forth in a threatening manner.

If the stinger attack doesn't incapacitate prey, a wall-walker must resort to regular combat. A wall-walker makes three attacks in a round. The claws on its front legs cause 2d6 points of damage each. Its bite causes 2d4 points of damage. Because of the way the stinger is positioned, a wall-walker must turn away from its opponent to attempt a stinger strike. Once it gets into melee with its prey, a wall-walker usually abandons its stinger attack in favor of its claw/claw/bite routine. Whenever a wall-walker makes a stinger attack, if the victim is not hit or makes its save, then the opponent can return the attack with a bonus. In the round after a wall-walker uses its stinger (successfully or not), its opponent receives a

+2 bonus to its attack rolls for that round.

Wall-walkers hunt alone or in pairs. They use their climbing skills to best advantage, following prey from overhead or along a side wall. When an opportunity to attack with surprise presents itself, the wall-walkers strike.

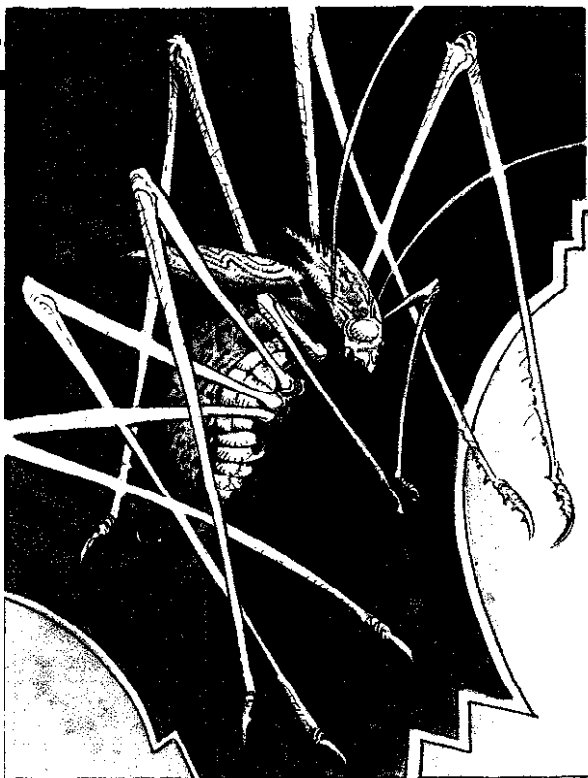
When operating as a pair, the wall-walkers strike in separate rounds. This is to make best use of their surprise bonuses (while on the wall or ceiling and in the shadows, wall-walkers receive a +2 surprise bonus) and stinger attacks. When alone, a wall-walker waits until its prey is separated from any companions before attacking.

These predators use their psionic powers to track and stalk victims. Many visitors to the under-region display a look of shock when a wall-walker jumps from the shadows or steps away from a wall the same color as it is to deliver three devastating attacks or a stinger strike.

Habitat/Society: Wall-walkers build hives inside the walls of caverns. They use their powerful claws to scoop out rock and dirt, which then is deposited in great heaps at the base of the wall. They range far and wide through the under-regions, seeking prey to feast upon and bring back to their hives. Wall-walkers can be encountered not only in the larger caverns, but in the tunnels connecting the caverns to each other as well. All of the under-region is their home and hunting ground, and they consider everything that passes near them to be prey.

One hive is known to exist in Kragmorta. The wall-walkers of this hive make constant trouble for the first generation dray who live within the cavern. The two species are almost in a state of war with each other—each looking on the other as prey.

Like all predators, the wall-walker seeks to survive. It constantly looks for a steady supply of food, and it takes great pains to protect its hive and its young from other predators. Its one true competitor for the same ecological niche is the kalin. If a wall-walker and kalin come

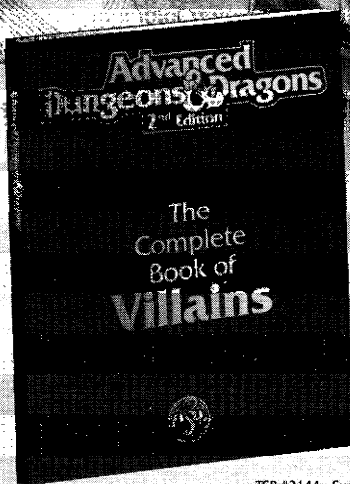


within sight of each other, a terrible battle usually breaks out. In fact, a pair of wall-walkers will go out of their way to attack a nearby kalin.

Ecology: The subterranean world beneath Athas is home to a wide variety of creatures. The wall-walker feasts on them all. It relies on stealth, cunning, and its natural weapons to survive. It prefers to be predator, but sometimes finds itself in the role of prey. If faced by a foe it cannot defeat, a wall-walker will flee to find other, more easily bested prey.

The scaly hide of the wall-walker can be used to craft armor and weapons, and is a primary source of materials for the dray of Kragmorta. In many ways, the scaly hide of a wall-walker is superior to many other hides due to its toughness, suppleness, and relatively light weight.

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DARK SUN[®]

W O R L D

Card #1: The Planar Gate



The planar gate is an artifact from Athas's Green Age. It looks like a giant mirror set in a mahogany frame. The frame is gilded with gold images of strange animals and races no living Athasian has ever seen. The ancients of the time were powerful psionicists with abilities and knowledge far beyond even the greatest psionicists of the present day. With the planar gate, they explored the vast reaches of other worlds. The artifact was stored within a great keep located in a cavern beneath Giustenal, where it was used to learn about the planes of existence.

As the Green Age gave way to the Time of Magic, the under-region cities were abandoned and forgotten. The planar gate sat gathering dust in a place that would someday be called the Groaning City, silently waiting for someone to find it. Centuries later, in the days of the Cleansing Wars, the demihumans from Giustenal established a sanctuary in the cavern. They discovered the planar gate, and looked upon it as a sign from their god.

As followers of Taraskir the Lion, previous king of Giustenal who had fallen to Dregoth the Ravager, all things leonine were held sacred by the demihumans. While they had no idea what the planar gate truly was, the image it showed them was seen as a revelation. The mirror displayed a world of grasslands, with lions roaming everywhere. The demihumans believed that the entire cavern was blessed by Taraskir, and they lived for a time in safety and peace.

Less than two decades later, Dregoth and his army found the under-region and marched on the cavern refuge. The demihumans battled valiantly but were eventually destroyed, and the planar gate fell into Dregoth's possession. After his murder and subsequent return, Dregoth collected the gate and carried it to the cavern that would become New Giustenal. Now it resides in Dregoth's Dread Palace, providing him with a window and a doorway to other worlds.

Focusing the Mirror

The ancient psionics of the Green Age created this unique and powerful psionic item using techniques and knowledge lost to the ages—processes far beyond even the greatest member of the Order or the strongest sorcerer-king alive today. Dregoth has figured out how to operate the planar gate, but he can't build one of his own.

The planar gate radiates psionic energy. Using the psionic sense devotion, a character can discover that the gate spends one PSP per round to keep the image in the mirror in focus. The gate itself has been empowered, giving it sentience and allowing it to generate psionic strength points. By employing two other psionic powers, characters can change the focus of the gate and even step through it.

To change the gate's focus, a character must look into the mirror and use the clairvoyance science. After two rounds of concentration, the images in the mirror begin to shift. Each round thereafter, a new place shifts into view. It scans the various planes until the power is dropped, locking the current view into the mirror. To determine how long it takes to randomly locate a particular plane, the DM should assign the plane a number from 1 to 100. Each round, roll percentile dice until the assigned number comes up. There are so many planes of existence, it's possible that a character will exhaust his or her store of PSPs before the desired plane comes into focus.

To step through the mirror, a character must use the probability travel science. The use of the power simply parts the thin boundary between the two planes for a limited amount of time, allowing characters to step from where they are to where they are looking instantaneously. The initial cost of the power's use remains the same (20 PSPs), and this opens the planar boundary long enough for one character to step through. To keep it open long enough to allow others to follow the traveler requires the user to spend 8 additional PSPs per accompanying character. No maintenance cost must be spent, as the gate does not remain open after the characters step through. The gate will stay focused on the location until the image is shifted by another use of clairvoyance, and until that time the gate itself expends the PSPs necessary to keep the distant location in view.

On the other side, the gate's location always appears

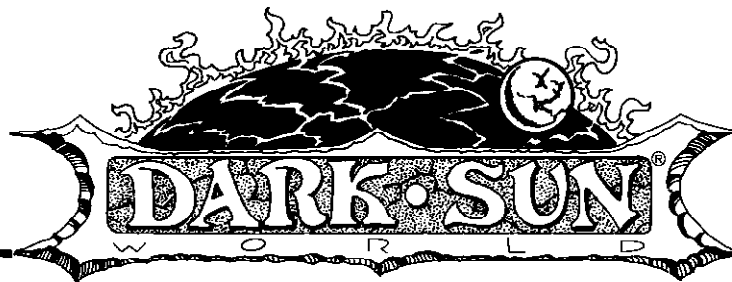
as a shimmering rectangle of light within some reflective surface (a still pool, another mirror, or something similar). Only those who stepped through the planar gate can see the way back. Returning requires another use of probability travel, however, and the gate must still be focused on the location when the travelers are ready to step back through.

The Intelligent Gate

The planar gate has a neutral alignment and an Intelligence score of 15. It can communicate via psionics in the common language of the Green Age and in Dregoth's ancient Giustenal tongue. It was created to provide a means for study and travel, and it has no problem with the uses Dregoth has put it to. If the PCs seem interested in using it, the gate will tell them how to do so. (Of course, they may not be able to understand it.)

The gate can focus itself, if the character using it tells it where he or she wants to go. This still requires the expenditure of the viewer's PSPs, it just takes much less time to align. If asked, the gate can focus the mirror on a specific plane in 1d6+1 rounds.

If 100 points of physical damage is inflicted on the gate, it is destroyed. It has an effective Armor Class of 2. Each time a successful hit is scored, the gate makes a saving throw versus the type of attack as though it were a metal object. It gets a bonus of +3 to all saves. If the save is made, the gate suffers only half damage from the attack. Once it is destroyed, the planar gate can no longer be used, and no one on Athas has the knowledge or ability to repair it.



Card #2A: Dray Player Characters

The dray are draconic humanoids created by Dregoth to populate his subterranean city. The undead dragon king believed that humans had to “evolve” as he was evolving (at least as he was evolving during life) if they were to be fit servants in the new age to come. Dregoth saw his first successful transformations as failures, even though the humans changed and survived. The first generation dray were not the perfect masterpieces he had expected, so he banished them from his sight. The second generation lived up to Dregoth’s vision, and this version of the race resides with the undead dragon king in New Giustenal.

Dray of both varieties stand six to eight feet tall. Their build is lean and muscular. Despite their size, most dray weigh only 180 to 200 pounds. Their natural build makes them strong, durable, and even agile by most standards. The second generation dray have armorlike scales of varying shades of red, long necks,

teeth-filled jaws, sharp talons, and whiplike tails. The first generation dray appear as less perfect, mutated versions of their sleek cousins.

First generation dray tend to be cautious and suspicious by nature. They are a bit more savage, even primitive, by New Giustenal standards. Their primary goal is to survive, and they spend all their time training to be the best at what they do. They are very honorable, and help given is never forgotten.

Second generation dray live in the shadow of Dregoth, and so have many of his prejudices ingrained into their personalities. They are well educated, even snobbish, believing themselves to be the penultimate of all creation. They are intolerant, obnoxious, and carry an air of superiority wherever they go. Of course, a second generation dray PC has probably seen Dregoth as he really is and has set the hatred aside—or at least is trying to.



Dray Natural Abilities

All dray have a natural immunity to heat and fire. They can tolerate temperatures that would incapacitate humans, and can make saving throws against heat- and fire-based attacks for half or no damage. They also need less water than the average human. An active dray needs ½ gallon of water per day, while an inactive one needs only ¼ gallon of water per day.

First generation dray have infravision to 60 feet, while second generation dray have infravision to 30 feet. Both types of dray can use their natural weapons instead of fighting with crafted weapons if they so choose. First generation dray will resort to natural weapons much more readily than their second generation cousins, and receive a +1 attack and damage roll bonus with these combat forms. A dray's claws do 1d6 points of damage, plus any Strength bonuses. A dray's bite does 1d4 points of damage. Second generation dray receive a +1 attack bonus when using dray-crafted weapons.

All dray have an inherent Armor Class of 7 due to their scaly-skin (though this could be lower or higher for first generation mutations). Dray take double damage from cold-based attacks, and receive a -2 to attack rolls when fighting in areas of bright light (in sun light, for example).

Dray Racial Ability Requirements

Ability	1st Generation	2nd Generation
Strength	10/20	10/20
Dexterity	5/20	8/20
Constitution	8/20	5/20
Intelligence	5/17	8/20
Wisdom	5/17	7/20
Charisma	5/17	7/20

Dray Racial Ability Adjustments

Race	Adjustments
1st Generation	+2 Strength, +2 Constitution, -2 Intelligence, -1 Wisdom
2nd Generation	+1 Strength, +1 Constitution, +1 Intelligence, -1 Wisdom

Note: All dray receive a -3 Charisma penalty in regard to other races.

Languages

Dray speak the common tongue of ancient Giustenal. The second generation dray speak it as it was spoken 2,000 years ago. The first generation dray speak a slightly cruder version due to their long years of isolation from the learning centers of New Giustenal. After some exposure to it, a dray could learn the common tongue of the Tyr region, provided he or she spends the appropriate proficiency slots to do it.

Dray Racial Class and Level Limits

Class	1st Generation	2nd Generation
Bard	—	—
Cleric	16*	—
Defiler	—	U
Druid	—	—
Fighter	14	12
Gladiator	U	12
Illusionist	—	—
Preserver	—	—
Psionicist	12	U
Ranger	14	8
Templar	—	18
Thief	12	16

*First generation dray may only become magma clerics.

DARK SUN[®]

W O R L D

Card #2B: Dray Player Characters (continued)



Dray Height and Weight

Race	Height in Inches		Weight	
	Base	Modifier	Base	Modifier
1st Gen.	74/72	2d12	180/170	2d10
2nd Gen.	76/72	2d12	170/150	3d10

Age

Race	Starting Age		Maximum Age Range	
	Base	Age Variable	(Base + Variable)	
1st Gen.	12	1d4	70 + 2d10	
2nd Gen.	15	1d10	120 + 2d12	

Aging Effects

Race	Middle Age*	Old Age**	Venerable
1st Gen.	45	60	90
2nd Gen.	60	80	120

*-1 Strength/Constitution, +1 Intelligence/Wisdom

** -2 Strength/Dexterity, -1 Constitution, +1 Wisdom

† -1 Strength/Dexterity/Constitution, +1 Intelligence/Wisdom

Alignment

First generation dray tend to be of neutral alignments (neutral good, neutral evil, lawful neutral or chaotic neutral), though PCs can select any alignment.

Second generation dray tend to be lawful evil, though PCs of this race can select any alignment.

Dray Thieving Skill Adjustments

Skill	1st Generation	2nd Generation
Pick Pockets	-10 %	-5 %
Open Locks	-15 %	-5 %
Find/Remove Traps	-5 %	-
Move Silently	+15 %	-
Hide in Shadows	+10 %	+5 %
Detect Noise	+5 %	-
Climb Walls	-	-10 %
Read Languages	-5 %	-

First Generation Mutations

All first generation dray have some sort of mutation. The DM and the player can either select a trait that has only a role-playing effect, or the player can roll on the table below. When a mutation is selected, the player and DM should determine the outward appearance of the mutation. For example, a dray with a reduced Dexterity score might be more bent and misshapen than his fellows.

First Generation Mutation Table

1d20 Roll	Effect
1	A randomly selected limb is human instead of dray (no claws on that limb, and AC 10).
2	The dray's scales are soft, giving the dray an Armor Class of 10.
3	Strength score is reduced by 1d2.
4	Constitution score is reduced by 1d2.
5	Dexterity score is reduced by 1d2.
6	Intelligence score is reduced by 1d2.
7	Wisdom score is reduced by 1d2.
8	Charisma score is reduced by 1d2.
9	The dray has no infravision.
10	The dray's scales are thicker, giving the dray an Armor Class of 5.
11	The dray's teeth are human; the dray has no natural bite attack.
12	The dray's claws are jagged; claw attacks cause 1d4 points of damage instead of 1d6.
13	The dray has no tail.
14	Strength score is raised by 1d2.
15	Constitution score is raised by 1d2.
16	Dexterity score is raised by 1d2.
17	Intelligence score is raised by 1d2.
18	Wisdom score is raised by 1d2.
19	The dray's scales are uneven in texture and color, and human flesh shows through in places.
20	Roll twice more.



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W O R L D

Card #3: Dregoth's Templars

New Giustenal has a standing force of 338 templars and 100 elite kalin riders. Templars are ranked from the First Scale (3rd level) to the Fifteenth Scale (17th level). They are led by the High Templar Mon Adderath, who is the only templar of the Highest Scale (18th level). Most templars are of the Second Scale (4th level). Mon Adderath or Absalom use a spell granted them by Dregoth to cause a yellow scale to grow atop a templar's spine. Each advancement is marked by another scale.

Dregoth's lowest level templars tend to be a miserable lot. Until they ascend to the Fifth Scale or higher, they are forced to perform menial jobs, like the city watch. Few care for this job. The citizens are ungrateful and complaining, and there is usually little to do. Any event that escalates into bloodshed is a relief to the bored and frustrated soldiers, especially the occasional incursion of a creature from the tunnels or the rarer appearance of an other-worldly visitor.

A templar patrol consists of four templars of the Third Scale (5th level) and a leader of the Fourth Scale (6th level). There is a 10% chance that some of these templars will actually be psionics, thieves, fighters, or even defilers and not clerics.

A war party consists of four Fifth Scale templars (7th level) and a leader of the Eighth Scale (10th level).

In general, low-level templars use weapons of bone and stone. They wear some armor, but the better equipment is reserved for higher-level templars. At higher levels, Dregoth's templars wield metal weapons (some magical) and wear extremely protective armor.

Templar of the Third Scale: Int Average (10); AL LE; AC 7; MV 12; HD 5 (5d8); THAC0 18; #AT 1 or 3; Dmg by weapon (stone or bone long sword typical) or 1d6/1d6/1d4; SA psionics, cleric spells; SD psionics, cleric spells, half damage from heat and fire; SZ M (7 feet tall); ML 14. All dray have psionic wild talents. Cleric Spells: 3 1st level, 3 2nd level, 1 3rd level.



Templar of the Fourth Scale: Int Very (11); AL LE; AC 6; MV 12; HD 6 (6d8); THAC0 18; #AT 1 or 3; Dmg by weapon (stone or bone long sword typical) or 1d6/1d6/1d4; SA psionics, cleric spells; SD psionics, cleric spells, half damage from heat and fire; SZ M (7 feet tall); ML 14. All dray have psionic wild talents. Cleric Spells: 3 1st level, 3 2nd level, 2 3rd level.

Templar of the Fifth Scale: Int High (13); AL LE; AC 5; MV 12; HD 7 (7d8); THAC0 16; #AT 1 or 3; Dmg by weapon (stone or bone *long sword* +1 typical) or 1d6/1d6/1d4; SA psionics, cleric spells; SD psionics, cleric spells, half damage from heat and fire; SZ M (7 feet tall); ML 15. All dray have psionic wild talents. Cleric Spells: 3 1st level, 3 2nd level, 2 3rd level, 1 4th level.

Templar of the Eighth Scale: Int Exceptional (15); AL LE; AC 4; MV 12; HD 10 (9d8+2); THAC0 14; #AT 1 or 3; Dmg by weapon (metal *long sword* +2 typical) or 1d6/1d6/1d4; SA psionics, cleric spells; SD psionics, cleric spells, half damage from heat and fire; SZ M (7 feet tall); ML 15. All dray have psionic wild talents. Cleric Spells: 4 1st level, 4 2nd level, 3 3rd level, 3 4th level, 2 5th level.

Kalin Riders

Dregoth's most elite troops are the kalin riders. These mid-level templars ride the ferocious kalin, riding insects that live in the subterranean regions of Athas. The kalin riders will be at the front of Dregoth's army when it marches on the surface world, but for now they patrol the ceilings of New Giustenal looking for trouble on the streets below.

Kalin riders are all 5th-level templars armed with magical weapons (typically metal *long swords* +1). Every kalin rider squadron (25 riders) has a defiler assigned to it. The mage will be from 7th to 10th level and have five random magical items on his or her person.

Kalin Rider: Int High (14); AL LE; AC 3; MV 12; HD 5 (5d8); THAC0 16; #AT 1; Dmg 1d8+1 (metal *long sword* +1); SA kalin, psionics, cleric spells; SD psionics, cleric spells, half damage from heat and fire; SZ M (7 feet tall); ML 16. All dray have psionic wild talents. Cleric Spells: 3 1st level, 3 2nd level, 1 3rd level.

Kalin: Int Animal (4); AL LN; AC 5; MV 18, CI 9; HD 7; THAC0 13; #AT 3; Dmg 1d10/1d10/2d6; SA grapple; SD nil; SZ L (12 feet long); ML 18.

Dray Defiler: Int Genius (17); AL LE; AC 7; MV 12; HD 7 (7d4; THAC0 18; #AT 1 or 3; Dmg by weapon (stone or bone *club* +1 typical) or 1d6/1d6/1d4; SA psionics, wizard spells; SD psionics, wizard spells, half damage from heat and fire; SZ M (7 feet tall); ML 13. All dray have psionic wild talents. Wizard Spells: 4 1st level, 3 2nd level, 2 3rd level, 1 4th level.

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W O R L D

Card #4: Mon Adderath



High Templar of the Dragon Lord
Male Human Templar, Lawful Evil

Armor Class 4 (<i>kalin hide</i> +2)	Str 16
Movement 12	Dex 14
Level 18	Con 17
Hit Points 101	Int 17
THAC0 10	Wis 19
No. of Attacks 1	Cha 14

Damage/Attack: 1d10+3 (metal *two-handed sword* +3)
 Psionics Summary: PSPs 204; All defenses; mindlink, contact, awe
 Priest Spells: 8 1st level, 8 2nd level, 8 3rd level, 8 4th level, 6 5th level, 4 6th level, 2 7th level

Mon Adderath was raised near the Ringing Mountains during Athas's Time of Magic. He had many adventures with his childhood friend Dregoth, and the two grew to adulthood together. When Dregoth answered Rajaan's call to learn sorcery, Mon Adderath struck off on his own to learn more about the world.

Nearly two decades later, their paths crossed again. Dregoth, now a powerful sorcerer, was exploring an ancient ruin when he was surrounded by a horde of undead. Mon Adderath, who had been traveling through the area, came to his aid. When the battle ended, Dregoth made Mon Adderath an offer. "Pledge yourself to me and you shall live forever by my side." Mon Adderath did.

Centuries later, when Rajaan gathered his champions, Mon Adderath was still at Dregoth's side. He became Dregoth's first templar, and has always served as his High Templar. It was Mon Adderath who led the troops of Giustenal, who recovered Dregoth after he was killed and brought him to a secure place to await his return to life. The High Templar went into the wilderness to gather the survivors of Giustenal, and he led them into the under-region to see their reborn king.

When the dray transformation process was perfected, Mon Adderath was subjected to it like every other citi-

zen of New Giustenal. However, the earlier process that made the High Templar immortal somehow blocked the transforming properties of the dray process. To this day, Mon Adderath is the only nondray living in New Giustenal and serving Dregoth. He still looks like a strong, healthy, middle-aged human.

The Amulets of the Dragon

There are two distinct types of amulets that are considered holy symbols by Dregoth and his followers. PCs will discover examples of the both versions throughout their explorations of the ruins above and below Giustenal. Both types are small, metal disks about two inches in diameter, usually attached to a leather tie or in some cases a metal chain.

The older amulet of Dregoth dates back to the time when Giustenal was a living, thriving city. It features a roaring dragon head inside a crimson circle. Few of these amulets are still in use. They will mostly be discovered among the corpses that litter the ruins of Giustenal.

The newer version of Dregoth's holy symbol shows Athas's crimson sun trapped in the gripping claw of a dragon. All of Dregoth's second generation dray templars wear these amulets, and a larger version has been carved into the holy relic in Dregoth's private chambers.

Mon Adderath wears a specially crafted amulet that bears the newer holy symbol of Dregoth—the crimson sun trapped in a dragon claw. This particular amulet has been enchanted by Dregoth to aid his High Templar. The amulet provides Mon Adderath with an added benefit. While wearing the amulet, the High Templar receives the same protections as the dray—immunity to fire and heat, infravision, and a need for less water. Even though Mon Adderath is effectively immortal, he still needs to eat and drink, and he can be killed by attacks or accidents.

The Other items Mon Adderath regularly carries include a metal *two-handed sword* +3, a *rod of beguiling*, a *ring of protection* +2 and a sack filled with *dust of disappearance*.

Role-playing

Mon Adderath is a quiet and reserved man. He rarely speaks, but is the only person in New Giustenal who

isn't afraid to contradict the Dread King. Though this occurs frequently, the High Templar always does so with great respect and in private, and Dregoth rarely chastises his servant for any disagreements. Their relationship is unique among the despotic rulers of Athas, for they are truly friends.

The High Templar appears twice a day in the Temple of the Dragon nearest the Dread Palace. There he delivers sermons about Dregoth and the Day of Light to come. All templars fear and respect the High Templar, and the common citizens look upon him with awe as he is the only nondray they have ever seen.

Mon Adderath and Absalom do not get along. The High Templar knows about Absalom's frequent visits to Kragmorta, and he has confronted the High Priest about this on more than one occasion. "I serve the will of our god," Absalom always answers. So far, Mon Adderath has decided to let the situation play out, but he is always watching to see what the High Priest is really up to.

If the PCs encounter Mon Adderath, they will meet a quiet man filled with confidence and power. He will pretend to befriend them in order to learn why they have come to New Giustenal and what they have discovered. Then he will order their transformation and destruction, depending upon the races of the PCs.

Mon Adderath is totally devoted to Dregoth. He shares the undead dragon king's dream of recreating the Blue Age and populating it with Dregoth's best children, the second generation dray. He loathes the banished dray of Kragmorta, seeing them as abominations and mockeries of everything Dregoth stands for. If he had his way, the first generation dray would have been destroyed long ago. However, Dregoth wanted them left alive, so Mon Adderath complied.

The High Templar truly believes that Dregoth is a god. Mon Adderath doesn't feel that Dregoth needs to do anything to confirm the fact of his divine state, but the High Templar assists the undead dragon king in his quest across the planes anyway. Mon Adderath is responsible for the tactical planning of the Coruscation (or Day of Light) that will occur when Dregoth leads his followers back to the surface. For this reason, visitors from the surface will be subjected to intense interrogation for details about the city-states—especially Raam.

DARK SUN[®]

W O R L D

Card #5: Giustenal

Once a great city that lasted from the dawn of the Green Age to the beginning of the Age of the Sorcerer-Kings, today Giustenal is a haunted place. The screams of the dying still echo from two millennia past. Only a portion of the city remains above the silt, and even these are ruins. Sand and silt cover the cracked streets and shattered buildings, and dust swirls in the air.

A great wall surrounds the ruins, rising 40 feet above the sand. The Silt Sea protects its northern side, while the south is blocked by smoldering tar pits. There are only a few safe routes through this natural barrier. Those who wish to forge their own trails may do so using the survival proficiency (or Intelligence).

Whenever a character or group of characters attempts to find a safe path through the tar pits, find the Intelligence score of the lead character. Check this against the table below to determine the number of proficiency

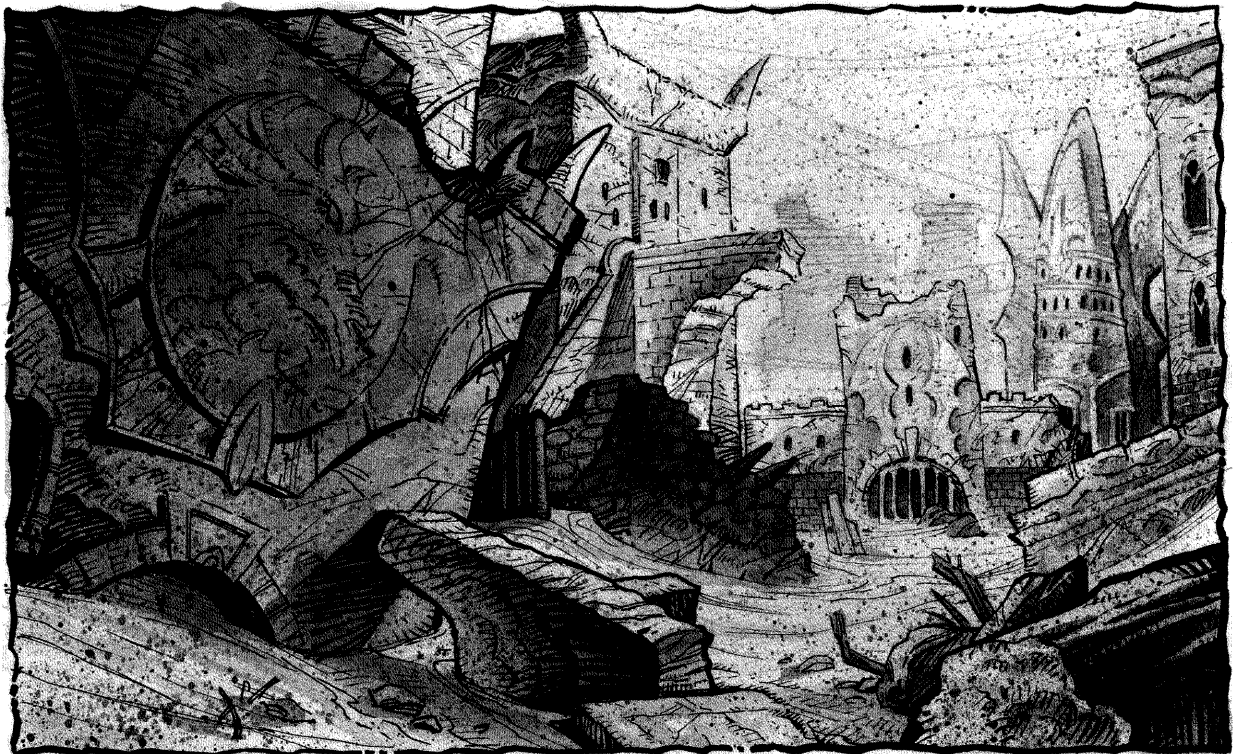
check the character needs to make before finding a path out of the tar pits. Characters with the survival proficiency make less check than those without the skill, but both make check against their Intelligence.

Tar Pit Survival Checks Table

Intelligence Score	Number of Checks*	Number of Checks**
3-5	6	12
6-8	5	10
9-14	4	8
15-16	3	6
17-18	2	5
19+	1	3

*For characters with the survival proficiency.

**For characters without the survival proficiency.



After all the checks required by the table above are made, the character emerges on the other side of the pits, in front of Giustenal's walls. Every successful check indicates that the character (and any others he is leading) has progressed a certain distance through the tar pits without any serious mishap. A failure indicates that the characters have stumbled too close to the heat and noxious fumes. All characters following the lead character (and the lead character as well) take 1d8 points of damage.

In addition, whenever a character fails a proficiency check, he then needs to make a direction sense check (Wisdom +1 for those with the skill, Wisdom -2 for those without it). A successful check means the character keeps to the course. A failure means the character loses his way, and the number of remaining survival checks is increased by one. If a character fails three direction sense checks in a row, he emerges from the south side of the tar pits, not far from where he began. He must start his trip through the pits again.

Should a character ever roll a natural 20 on a survival proficiency check as he or she forges a way through the pit area, roll again on the table below and apply the results immediately.

Tar Pit Disaster Table*

Roll 1d6	Result
1	Misstep
2	Blinded
3	Heat Exhaustion
4	Severe Heat Exhaustion
5	Pit Snatcher
6	Victim

*See Chapter Four of the Campaign Book for details on these disasters.

Exploring Giustenal

The silt-filled streets wind between buildings that were in various states of repair when disaster struck. Some of the structures were little more than ruins when Dregoth's poorer citizens occupied them. Others were rebuilt during Dregoth's time, adding his draconic motifs to buildings from an earlier age. The center of Giustenal, now the northern edge that falls away into the Silt Sea, was once a beautiful place. The great conflict between the sorcerer-kings and Dregoth shattered

the area and caused the rest of the city to slide beneath the silt (which at the time was still a sea of water). Thousands upon thousands of innocents were murdered in the defiling waves of dark magic.

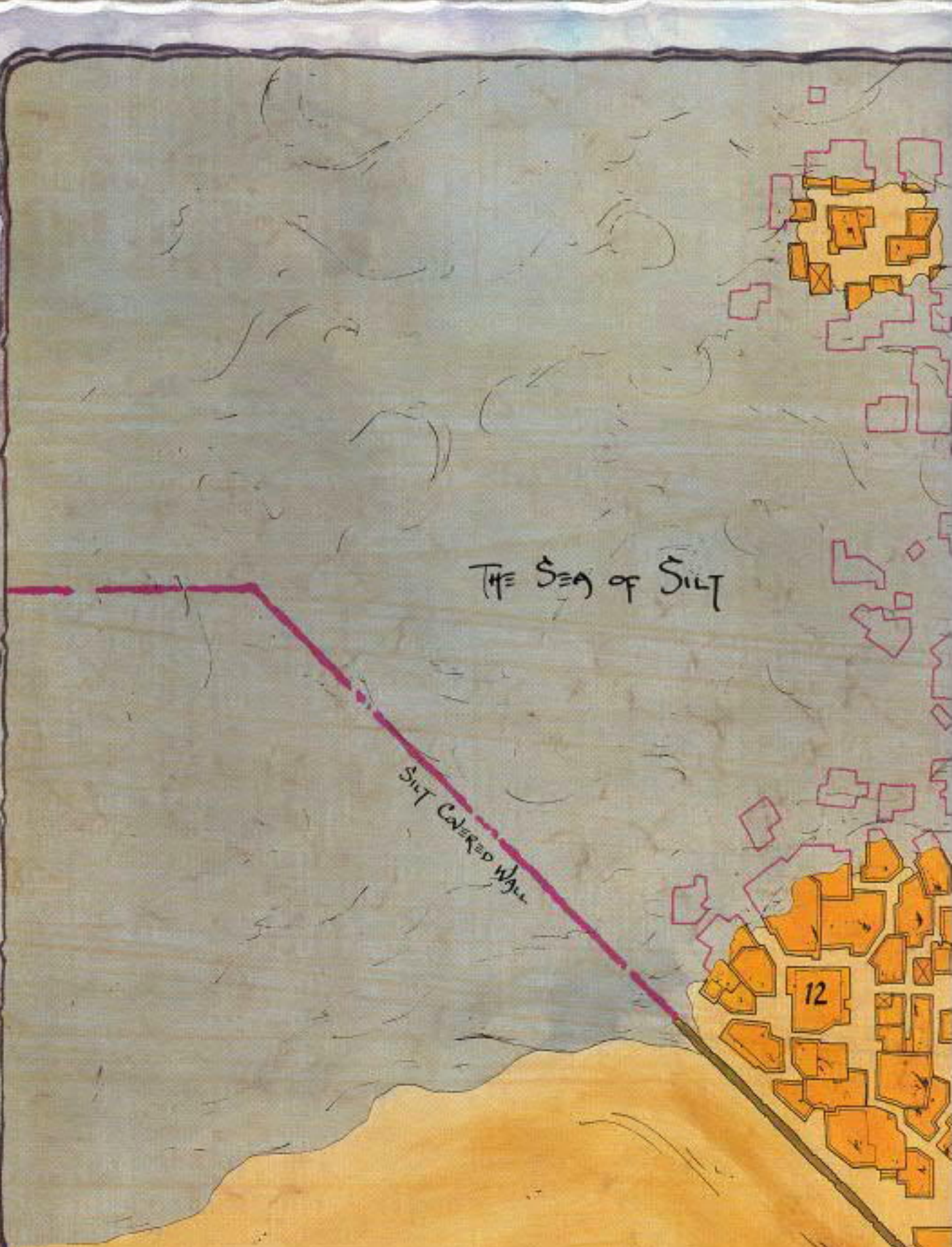
Corpses lie throughout the city, though their numbers are greatest in the plaza area. Those buried by the silt which resulted from the defiling magic are nearly mummified. Other corpses rotted and eventually turned to bleached bones. A preserved body may lie next to a pile of dried bones, depending on which way the winds blew after Dregoth's death.

Some casualties bear no physical clues as to the cause of death. The sorcerer-kings' spells drew the life energy from these unfortunates once the vegetation was consumed and the land itself erupted with bubbling tar pits.

Should adventurers manage to get inside Giustenal's walls and be fortunate enough not to attract the attention of the Caller in Darkness, they will find a desolate and dusty jumble of crumbled rock and stone. Every building is covered in at least four inches of silt, and every step sends up clouds that choke lungs and obscure vision.

In game terms, anyone walking at normal pace through the city causes clouds of rolling dust to rise from the streets. Attackers receive -2 penalties to their attack rolls when trying to target anyone in the dust clouds with ranged weapons. Also, the choking dust crawls into lungs and noses, making breathing difficult. Those in the clouds receive -2 penalties to all attack and damage rolls due to the tiring effects of breathing the dust.

Adventurers can reduce the penalties imposed by the choking dust if they take precautions. Using moistened clothes to cover the nose and mouth, for example, will filter most of the dust. This reduces the attack and damage roll penalties to -1, but requires ½ gallon of water per day to keep the cloth moist.

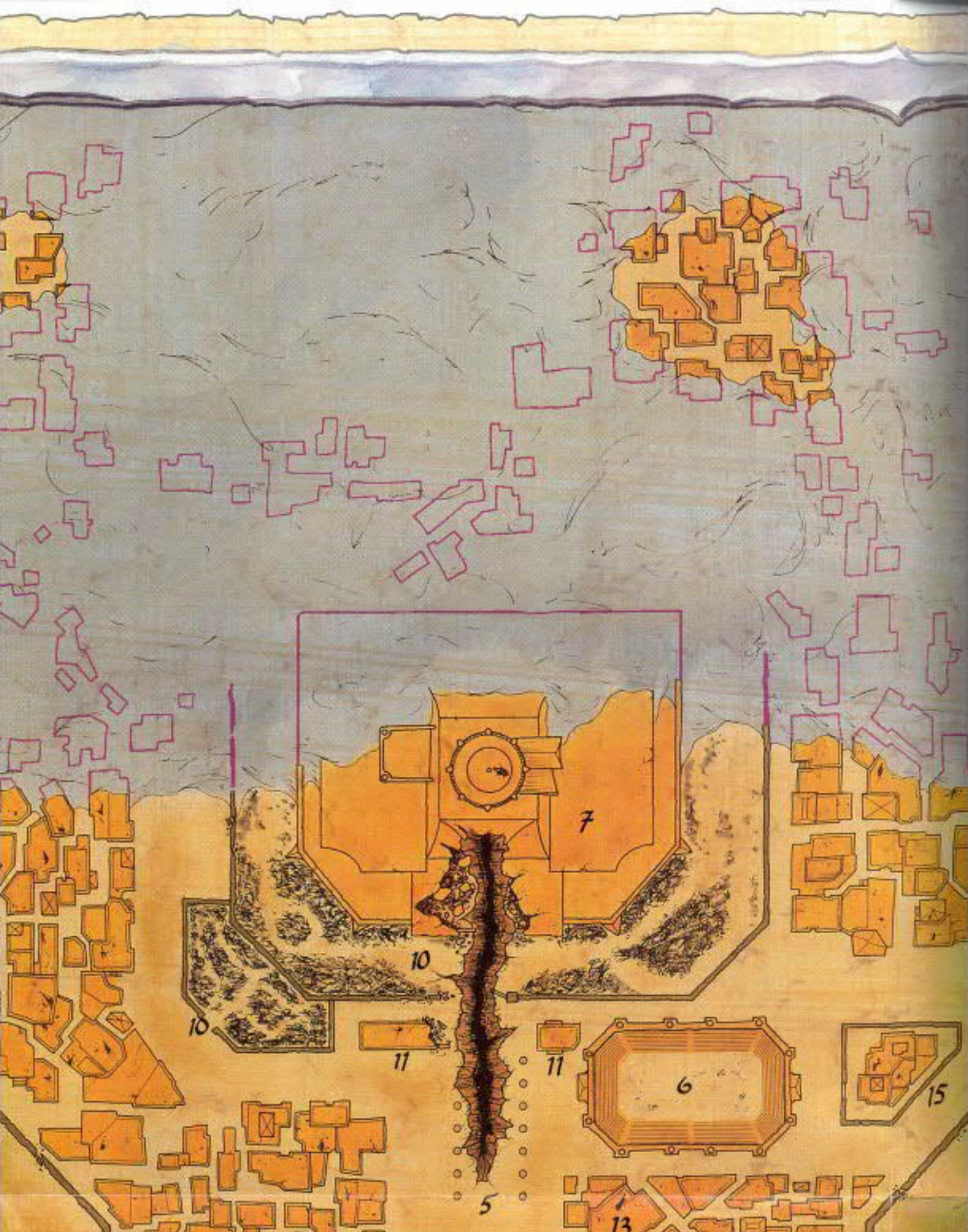


THE SEA OF SILT

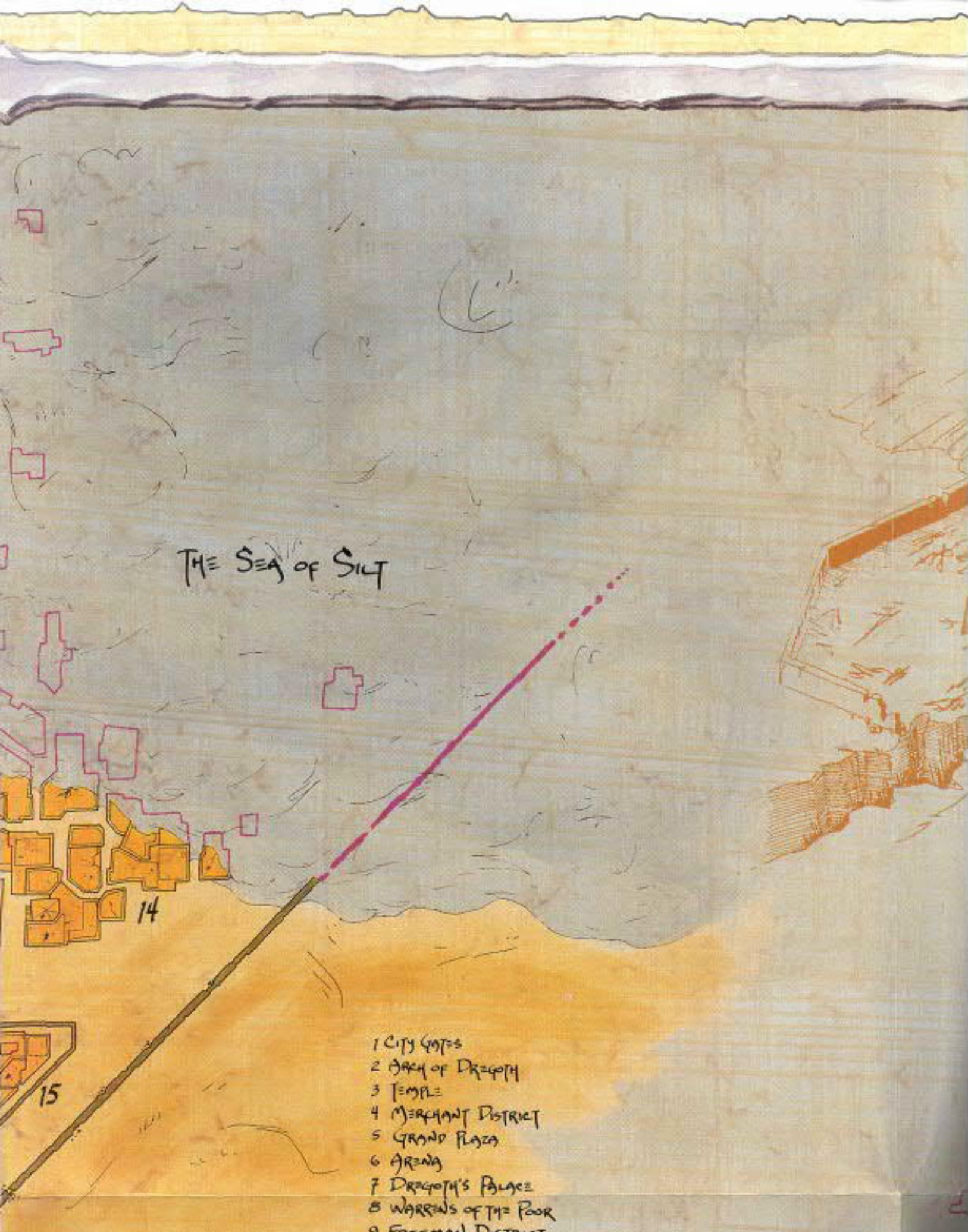
SILT COLORED WINE

12

THE RUINS OF

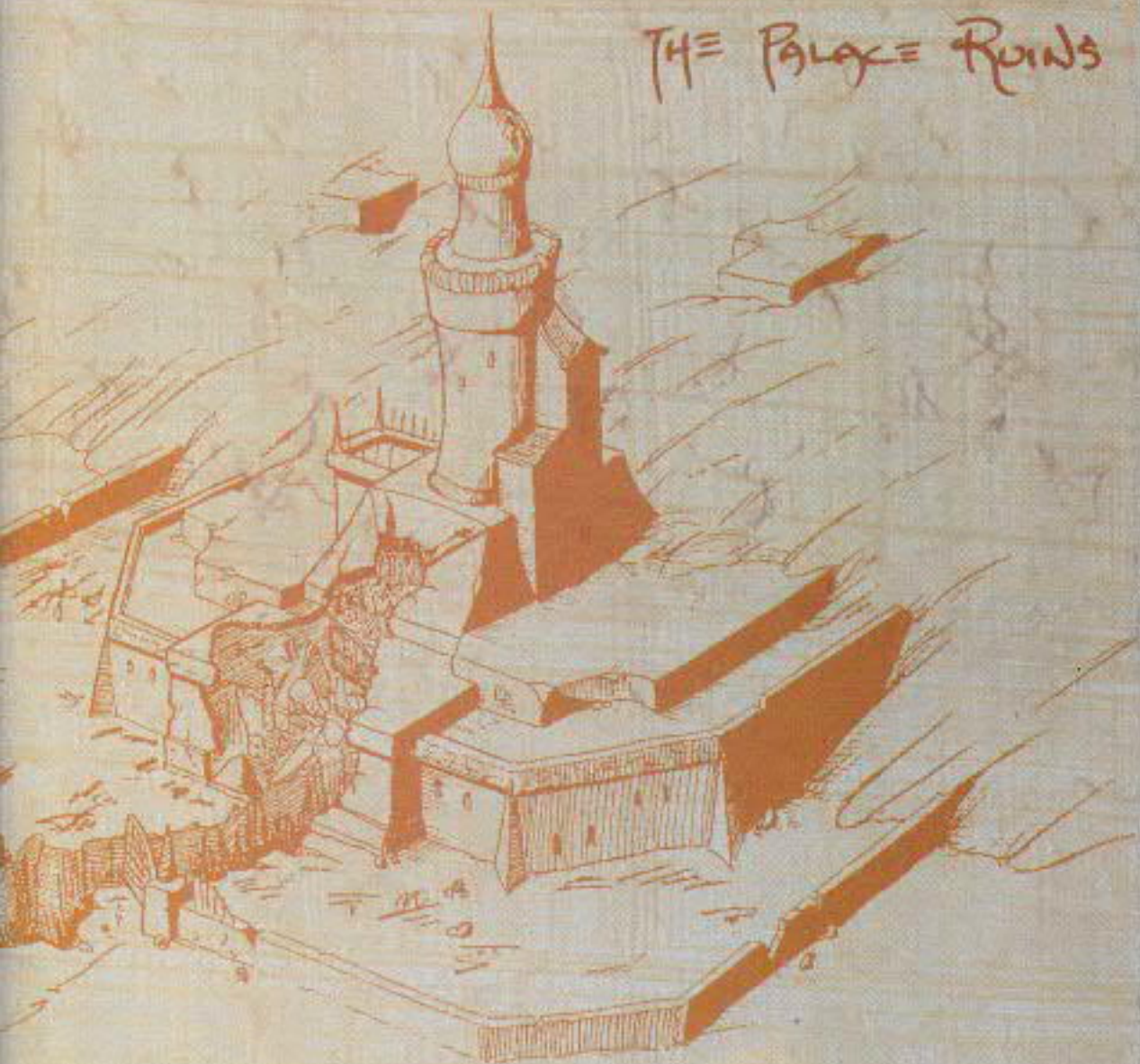


THE SEA OF SILT



- 1 CITY GATES
- 2 ARCH OF DRAGON
- 3 TEMPLE
- 4 MERCHANT DISTRICT
- 5 GRAND PLAZA
- 6 ARENA
- 7 DRAGON'S PALACE
- 8 WARRENS OF THE POOR
- 9 FESTIVAL DISTRICT

THE PALACE RUINS



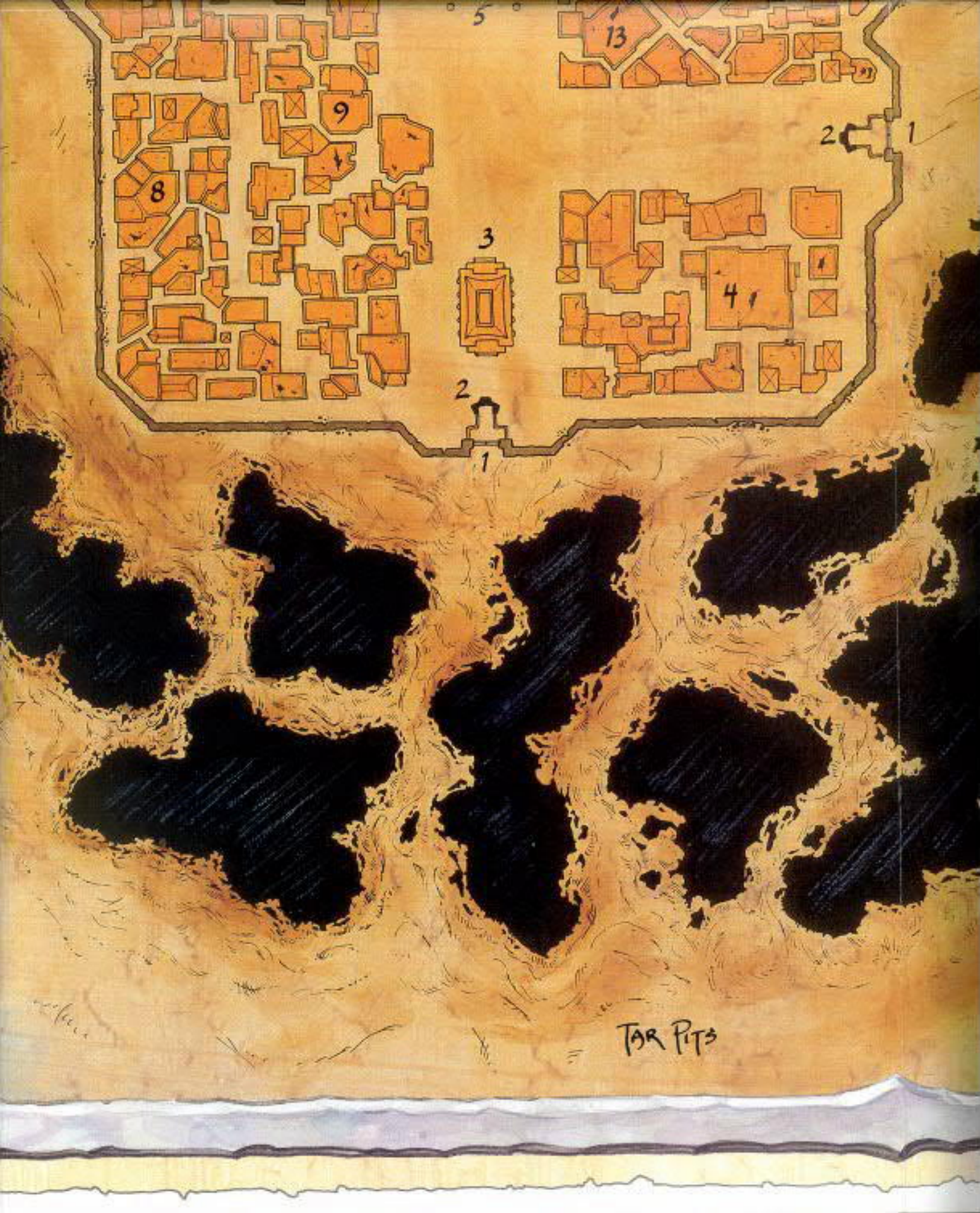
OVERHEAD VIEW

The Ruins of

GIUSTENAL

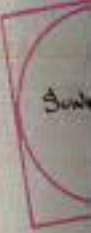
OBSIDIAN ARCH
OF
DREGOTH





TAR PITS

- 8 WARRENS OF THE POOR
- 9 FREEMAN DISTRICT
- 10 GARDENS OF GRAY ASH
- 11 PUBLIC CISTERNS
- 12 NOBLES' DISTRICT
- 13 TRADERS' DISTRICT
- 14 TEMPLAR BUILDINGS

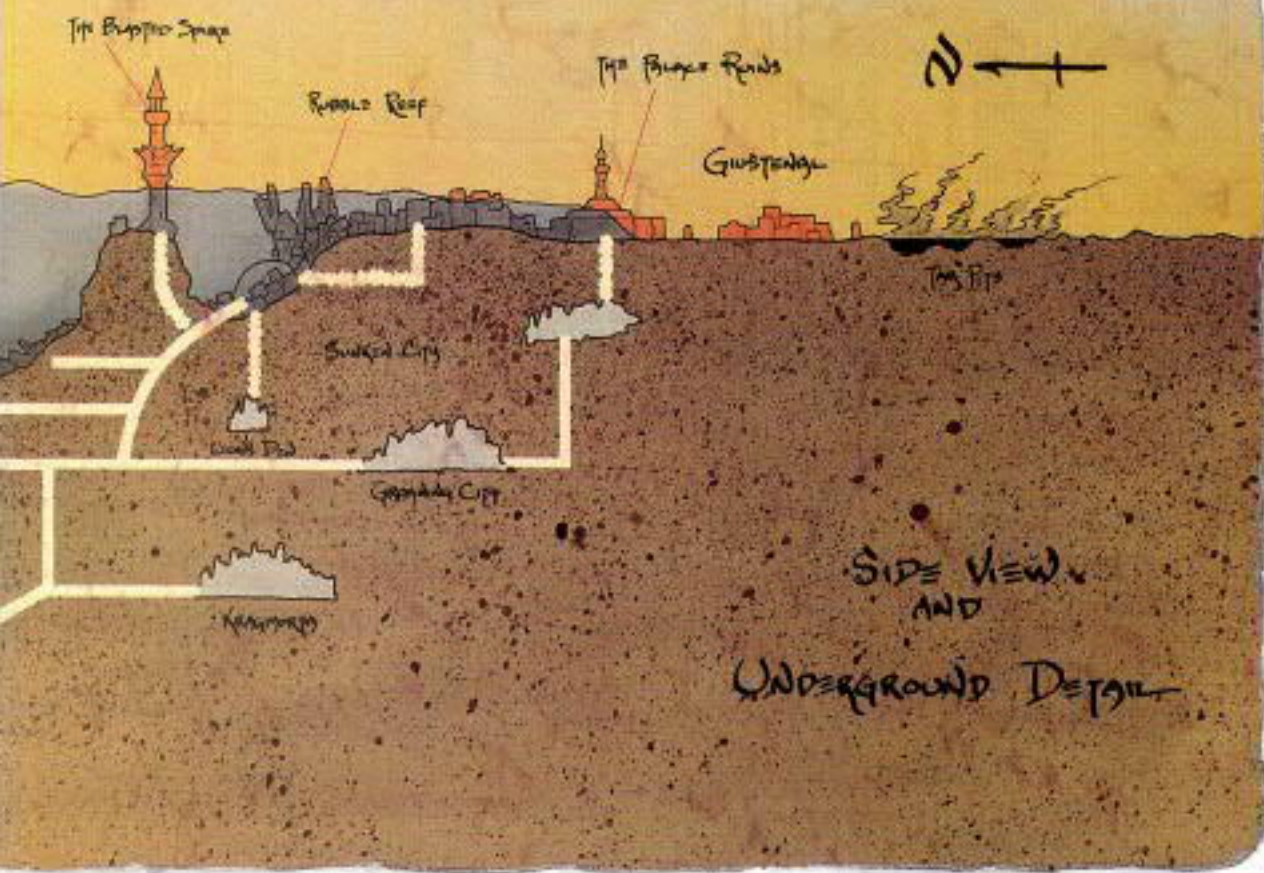
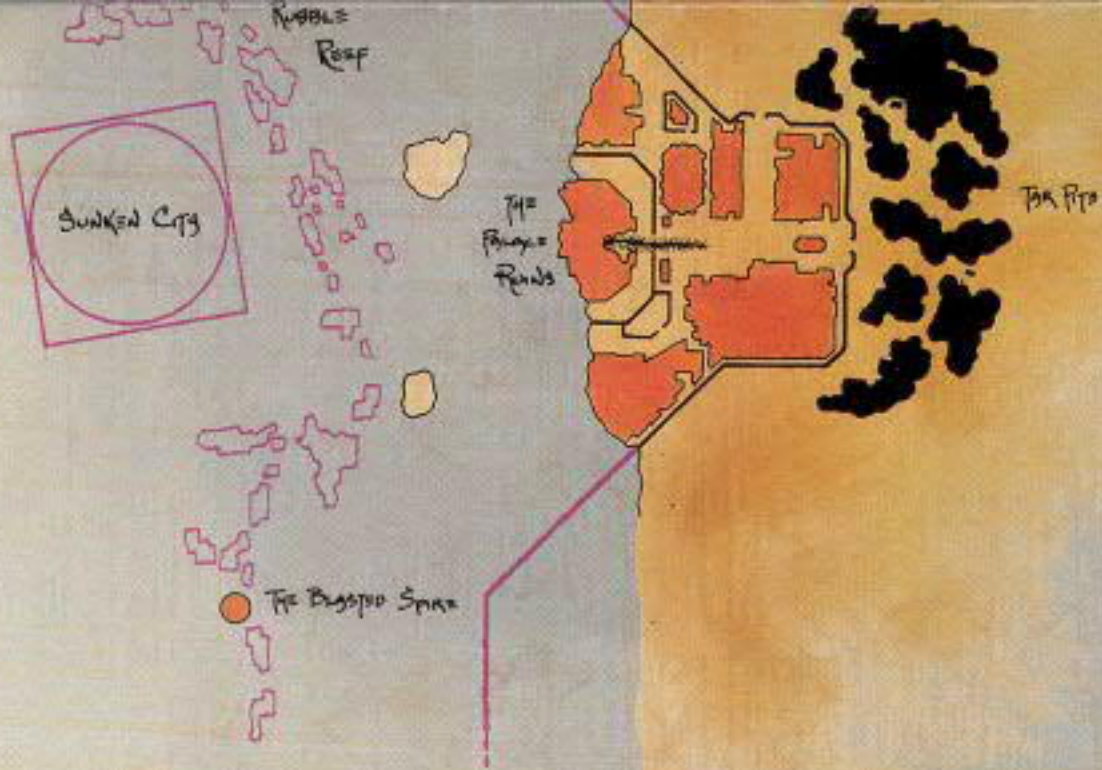


THE SEA OF SILT



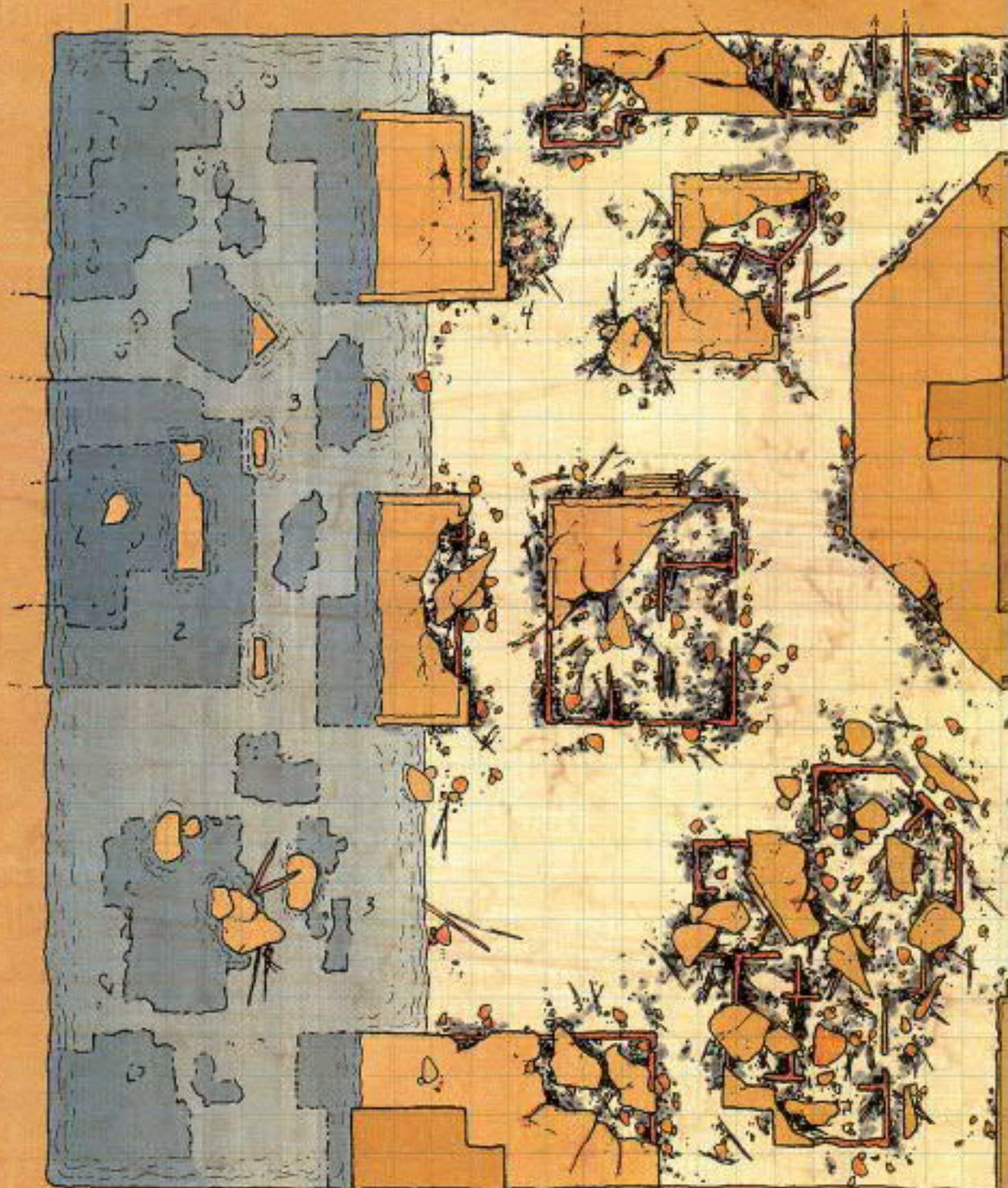
Well





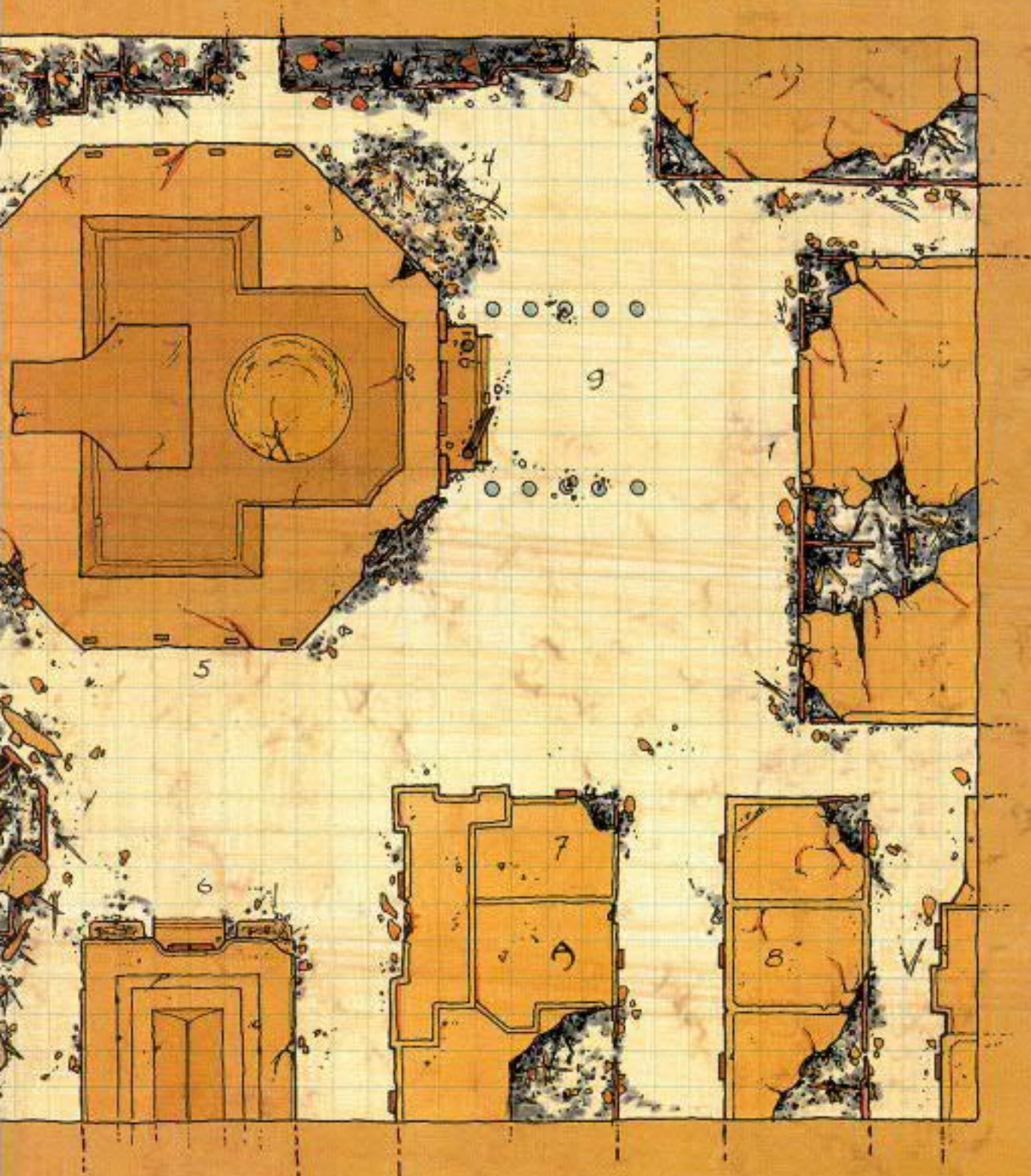
THE SUNKEN CITY

ONE SQUARE = 10 FEET



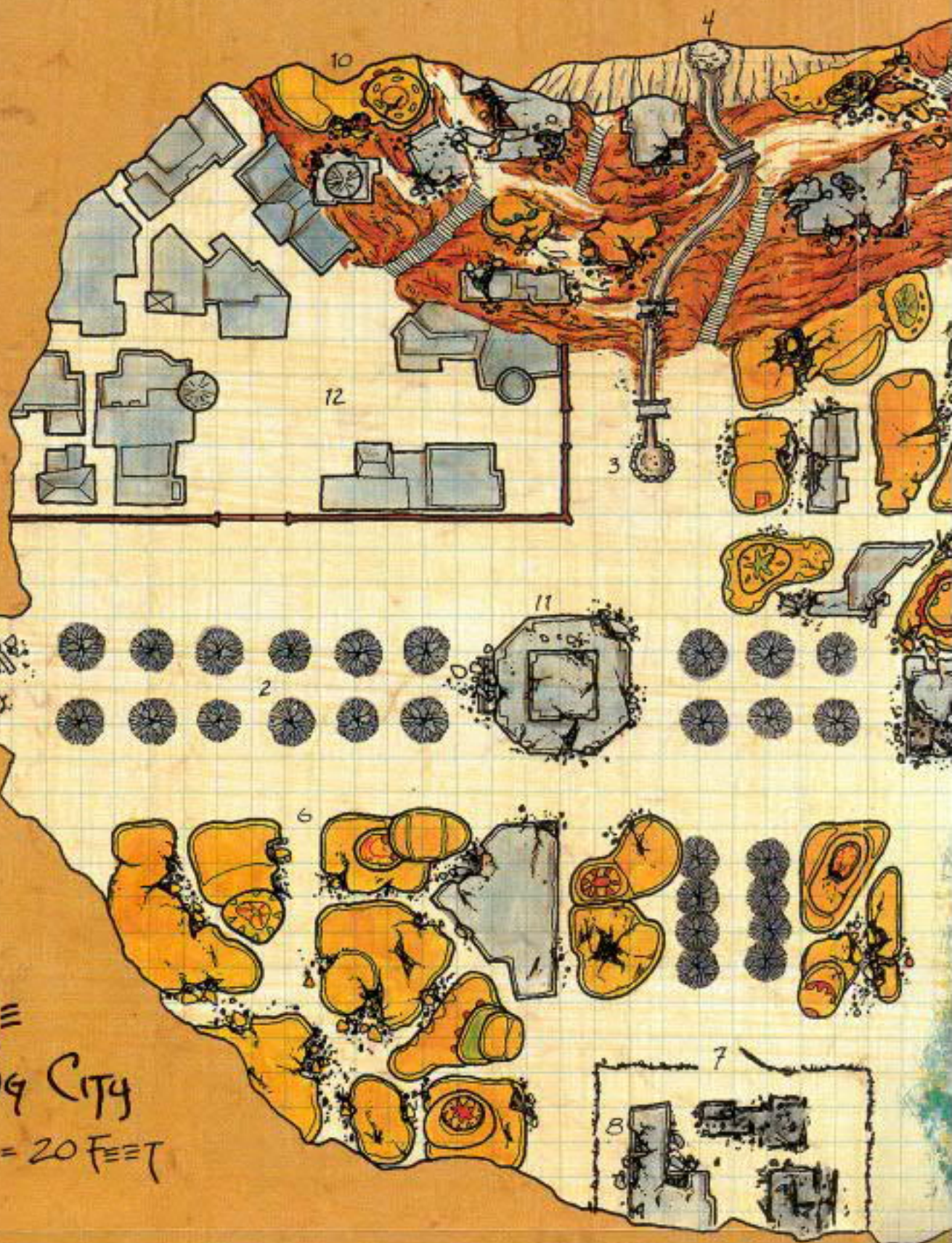
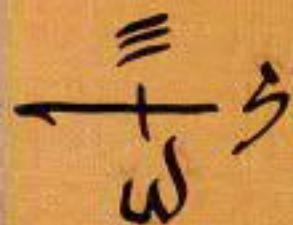
NOTES: FLOOR DIPS AT 30° ANGLE TO THE NORTH.

FEET

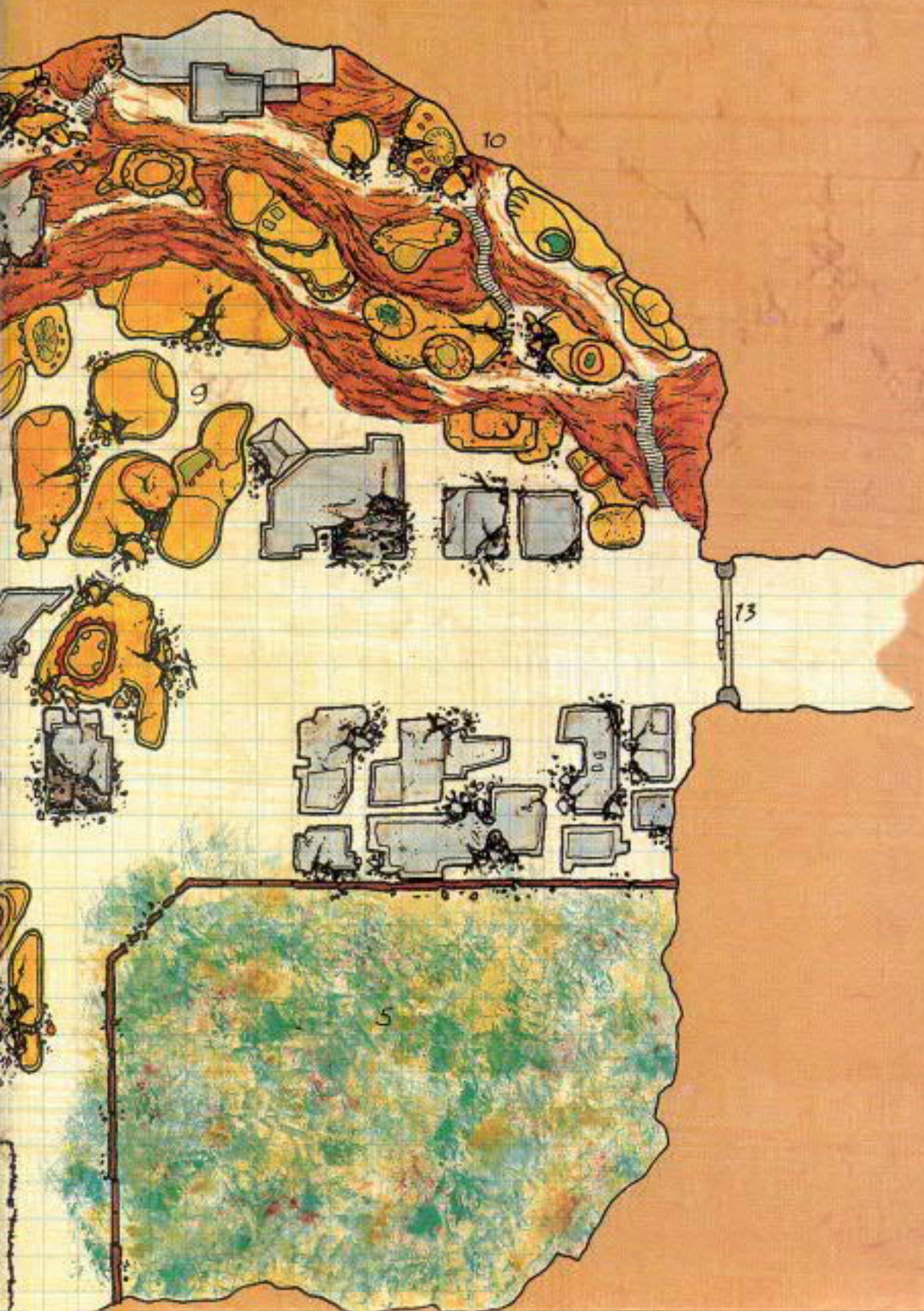


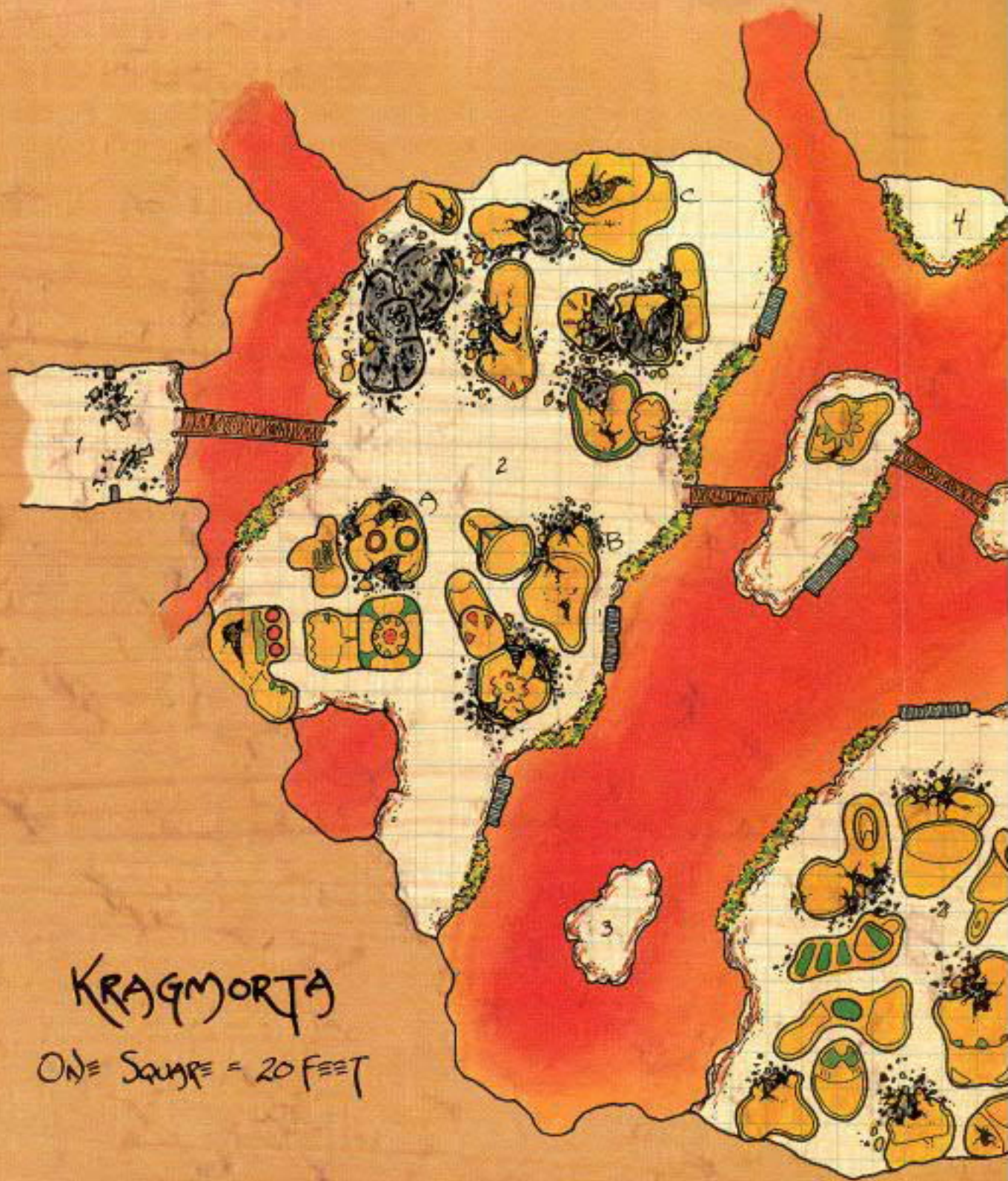
2

ONE



THE
GRANING CITY
ONE SQUARE = 20 FEET





KRAGMORTA

ONE SQUARE = 20 FEET





NEW
GIUSTENAL

ONE SQUARE = 30 FEET





City by the Silt Sea

by Shane Lacy Hensley

Something awakens beneath the ruins of ancient Giustenal, the City by the Silt Sea. Many have tried to discover the secrets of this forsaken place, to plunder its legendary treasures. Few have returned from its shadowy embrace. Did they run afoul of savage raiders in the desert wastes? Did they lose their way in a sudden sandstorm only to sink hopelessly into the blowing, shifting silt? Perhaps they heard the psionic voice of the Caller in Darkness and succumbed to its mesmerizing summons? Or did they meet the true master of the ruins, a being as old as the Dragon—and just as terrifying? . . .

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