

Advanced Dungeons & Dragons 2nd Edition

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Official Game Adventure

Black Spine



Advanced Dungeons & Dragons
2nd Edition

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Adventure

Adventure Book One



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2nd Edition



Black Spine

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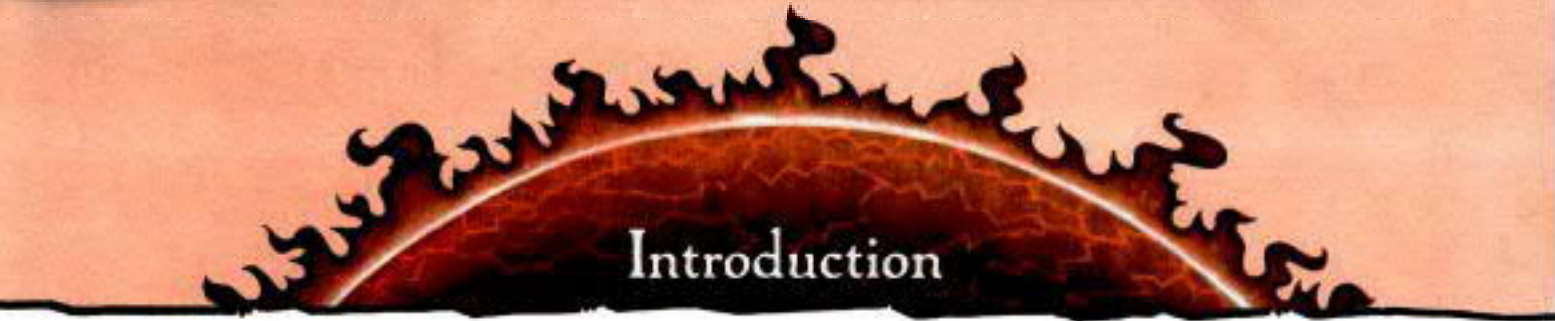
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Black Spine Adventure Book One

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Introduction

Unknown to even the mightiest of the great sorcerers, a fire is stirring deep beneath the barren soil of Athas. Sheltered by the titanic bulk of the Black Spine mountains, a terrible force has ripped open the very fabric of time and space. Now, a shimmering portal stands open and a long forgotten enemy assembles its sinister forces to invade the kingdoms under the dark sun.

The only thing that stands in the way of this terrible fate is a band of heroes. Assembled from the four corners of this tortured world and bound together by the tangled cords of fate, they must face an enemy the likes of which they have never seen before. The odds are against them, but they dare not fail. The fate of the world is in their hands.

Overview

The three adventures in this book mark the start of a great campaign that will see the heroes travel far beneath the surface of Athas and, in the end, across the mystical fabric of space itself and into the Astral Plane.

The Black Spine campaign begins innocently enough. While at a common market place, the player characters (PCs) are contacted by a young elf. This fellow is a representative of Tenpug's Band, a clan of escaped slaves dwelling in the shadow of the Black Spine mountains. He reports that his people have recently been harassed by a tribe of gith raiders. While this is nothing new, such things happen every so often, the latest band of raiders is equipped with metal weapons and shows a cunning intelligence and sense of unity not normally found among such creatures. Only the help of a band of hardened adventurers will enable Tenpug's Band to survive.

Traveling to the camp of the slave tribe, the PCs must forge them into an army that can stand against the gith. With the help of some ancient magic they uncover, Tenpug's people are victorious. The gith are driven back.

In order to insure that the gith do not simply regroup and attack again, the PCs must lead their newly crafted army into the desert. Here, as they pursue the fleeing enemy, they are attacked by a powerful psionist and forced to confront a fantastic dreamscape. Only the greatest effort enables them to defeat him and continue on.

At last, the PCs come across a mining camp that has been taken over by the gith. With the help of some troops from the city of Nibenay, they attack and destroy this stronghold.

Prisoners freed from the clutches of the gith reveal a shocking story. Deep beneath the mountains is a great nest of gith, more powerful and deadly than any ever discovered before. Something has risen from the depths to unite them and guide them. Before long, these creatures will pour forth and attack the cities of mankind.

The PCs have little choice now. They must make their way into the darkness and discover what lies beneath the Black Spine mountains. Traveling through narrow tunnels and dark passages, they find themselves facing a force of gith more terrible than any ever found before. Through luck, resourcefulness, and might the PCs overcome this threat.

As the adventures in this book draw to a close, the heroes find themselves at the edge of an incredible city built long ago and since abandoned. Only time will tell what mysteries and perils lie within this ruined metropolis.



Adventure One: Clash by Night

It came to pass that in the days of old there was a great leader of our people, the father of all we hold true. He was called Tenpug, and he was a wise man. When in the years after we gained our freedom we were threatened by a great tribe of gith, Tenpug remained calm. Through his wisdom a land of heroes was called upon who led us from the darkness, before they disappeared into it altogether. . . .

-from the Warsong of Tenpug

Welcome to the first adventure in the *Black Spine* campaign. The adventures in this book, and in the two books to follow, will take players on an epic adventure into the catacombs that wind through the Black Spine Mountains and beyond. The DUNGEON MASTER (DM™) should be familiar with the DARK SUN® boxed set and *The Complete Psionics Handbook*. It would also be useful to have a copy of *Slave Tribes*, the BATTLESYSTEM® miniatures rules or the *Castle Guide* (DMGR2), but these are not essential.

Adventure Overview

In *Clash by Night*, the adventurers hire themselves out to a slave tribe known as Tenpug's Band. The tribe is threatened by a dangerous band of gith. Since this tribe consists mainly of artists and craftsmen, they are not prepared to defend themselves against a large, organized band of marauders. The adventurers journey into the desert with their guide and employer Raskon, a member of Tenpug's Band.

When they arrive, the adventurers discover that Tenpug's camp is housed in the ancient temple of a nameless people. Their arrival is greeted with mixed emotions; some members of the tribe wish the adventurers to train them to fight the gith, while others would prefer to flee.

Tenpug's people must be convinced to fight, but there are forces at work seeking to thwart the PCs. After a small

attack on the nearby gith camp proves that the enemy can be hurt, the tribe rallies behind the adventurers, making them the leaders in the war.

A short but intense period of training begins that tests all of the adventurers' leadership skills. They must forge an army of craftsmen into a force capable of engaging the gith within one week's time. It sounds difficult, but it's not impossible. What the tribe really needs is organization, and that the adventurers can provide.

Then begins the battle against nearly 300 gith marauders who have united under three tribes. In a desperate skirmish— one that the tribe is almost certain to lose—Tenpug's Band experiences its baptism by fire. After a terrible battle, the Band is driven back into its temple home, there to await the end. Soon the gith will bash down the gate or simply drive them out with fire and smoke.

As the Band awaits death, the PCs must search the ancient temple for something that might aid their cause. Concealed in a secret room is the entrance to an ancient catacomb in which a powerful magical item is hidden—an item that can be used against the gith.

On the following day the adventurers, freshly armed with an artifact from the catacombs, organize and lead a brave sortie against the gith. After a fierce battle, they drive the marauders from the camp, giving the craftsmen time to bury their dead and tend the wounded before preparing for more battles against the retreating gith forces.



Part One: Into the Desert

Tenpug's Band is made up of ex-slaves, all of whom were trained as artists and craftsmen at some time in their lives. The tribe lives by sending its members, disguised as free men, out into the world where they ply their trade and bring money and goods home to be shared by all. In this way they have prospered, becoming wealthy through peace instead of violence. (See map number one on the following page for an overview of the area.)

It would seem that Athas does not approve: A large band of gith has been plaguing Tenpug's tribe for over a week now, and all of the craftsmen who can be spared have been sent to look for warriors that are strong enough to save them. The warriors must also be trustworthy enough to learn the secret location of their village and not to reveal it to minions of the sorcerer-kings.

This is where the PCs become involved. It is best to begin the adventure with them in Nibenay, since the city is only 50 miles or so from Tenpug's secret encampment. But if they are not in the area, it is still likely that one of Tenpug's craftsmen will find them. The tribe's craftsmen wander far and wide in search of profitable commissions, and they could discover the PCs anywhere in the Tyr region.

Plea From the Desert

The adventure begins with the PCs in a marketplace or bazaar. Once they are in place, read the following text aloud:

The heat of the day is sliding into the cool of night, and the bazaar is alive with activity. Templars, thieves, children, slaves, and merchants all mingle together, rubbing elbows in the setting of the sun. Suddenly, a sly-looking elf appears in front of you, his face wrinkled and bur-nished by the deep desert. His clothes are made for trav-eling, and two short blades rest at his side. He moves up

to you, glances over your armor and weapons, and strangely asks, "Need any carpentry work done?"

This description can be read anytime the PCs visit a bazaar. The elf is Rakskon, a thief and carpenter from Tenpug's Band. He wants very badly to talk to the PCs about coming to the tribe's aid, but he does not want to do so within earshot of the templars.

He tries to get the PCs to go somewhere private (perhaps an alley or a tavern), and he asks them to help Tenpug and his people. Rakskon is no fool. He talks about the plight of the honest working craftsmen who will be slaughtered if the PCs don't come. He appeals to their heroic nature, and offers food, lodging, eternal friendship, and even money. (Of course, he only offers money if he has to, and then it will be as little as possible. In a pinch, Tenpug and his people could raise 1,000 sp.)

So, with a few preparations, the party sets off into the desert at the next sunset with Rakskon, finding their way to Tenpug by the stars.

Rakskon

Elven Thief (carpenter)

5th Level

Neutral Good

Str 14

Int 16

Dex 17

Wis 10

Con, 15

Cha 14

hp: 22

AC: 7

#AT: 1

THAC0: 18

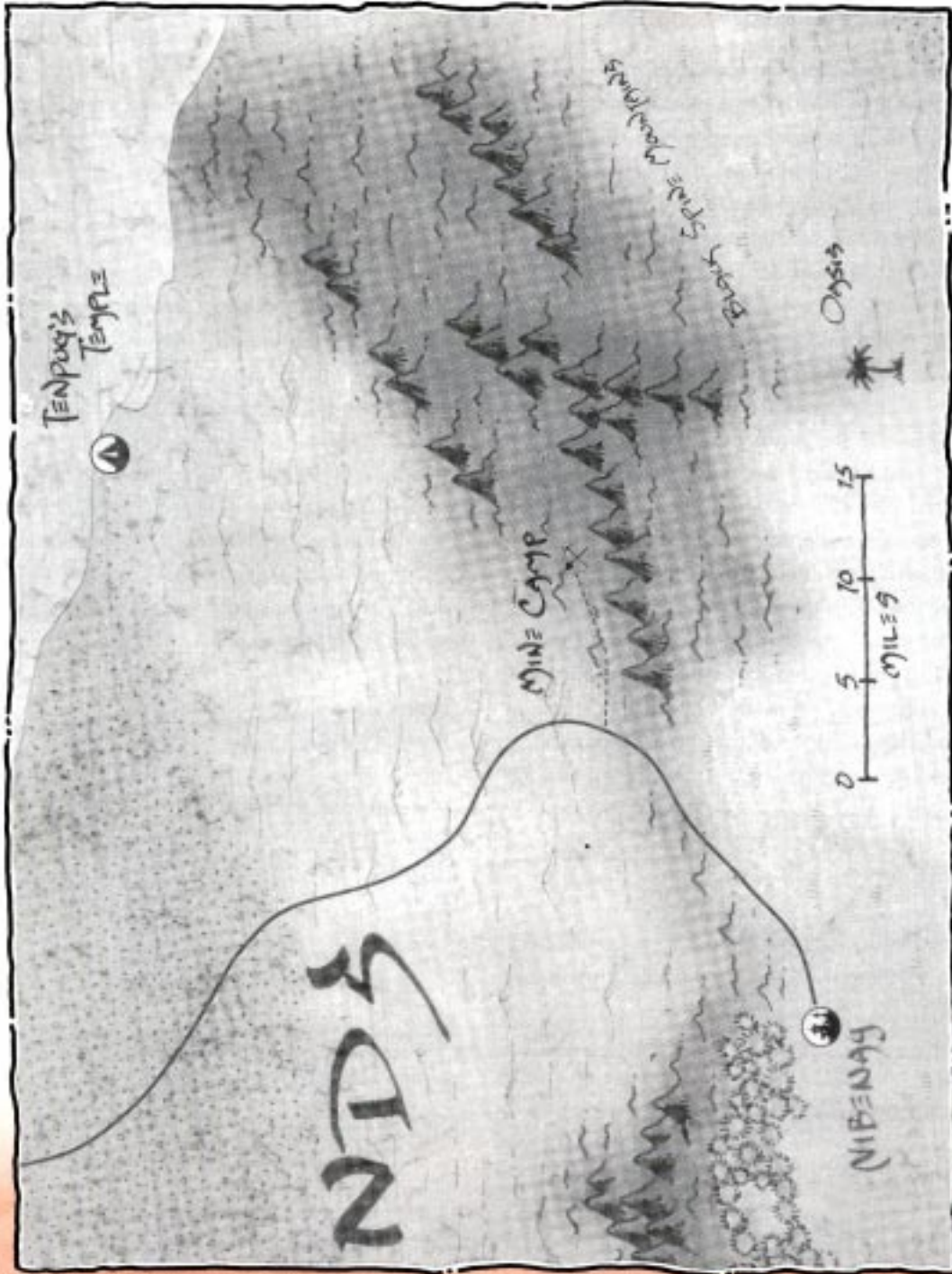
Dmg: 1d4-1 (bone daggers)

Dangers in Dark Sands

Traveling with Rakskon, the party will probably encounter the dangerous creatures that inhabit the wastes surrounding Tyr. This is Athas, after all, and no journey is



Clash by Night





ever made in complete safety. Refer to the sandy wastes encounter table in the DARK SUN® *Rules Book* for frequencies and the kinds of beasts to be expected.

Running the Gauntlet

Once the party and Rakskon come within a half-mile or so of Tenpug's Band, they encounter a party of gith. The following text begins this encounter:

Day has faded in to night, and you tramp silently in the sandy wastes with only the soft sound of your feet to tell you that you are moving at all. All day you have marched across the dunes, feeling as though they would never end. Now the unbearable heat is gone, only to be replaced by a freezing wind. The twin moons of Athas seem to be in hiding, for there is no light—you walk on in cold darkness. Suddenly, up ahead of you, you hear the soft pad of bare feet on shifting sand.

There are many gith scouts in the area, trying to find the weaknesses in the camp's defenses and to count the number of the enemy. If the party has been moving quietly and carefully with scouts to the front or flanks, they may see the gith before the gith see them (make an Intelligence check for anybody the DM thinks would be likely to spot the gith). If the party took no special precautions (no scouts, no stealth), then assume that the gith saw them first, as their scouts are looking for enemies.

If the gith do spot the adventurers first, one of their number runs away to carry a message back to the main gith encampment while the others steal forward to ambush the party. Once combat is engaged (no matter which side created the ambush), one of the gith will blow a horn to call for help. When the alert is sounded, more gith join the battle (1d6 every four melee rounds until a total of 30 have arrived).

If the party manages to survive their first encounter

with the gith, the foul creatures know that a dangerous group of warriors has arrived in Tenpug's camp. This knowledge may well change their battle strategy. The gith may now target the PCs with special spells or psionics.

Gith Warrior (1 to 30): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.



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Part Two: Arrival

The party arrives in Tenpug's camp early in the morning, not more than an hour after their battle with the gith scouts. The PCs may visit the places and people described below between events, or the DM may use them as resources to help the PCs solve problems. The following text describes the PC's first impression of Tenpug's village:

The sun creeps up on this land. It has been a long night and the gith in the dunes did not make your passage easy. Ahead the hulking forms of two great statues—men with the heads of lions—are highlighted by the morning's first golden light. Across the dunes drifts the unexpected aroma of baked bread. Rakskon leads you down into a little valley between the dunes, and there, between the two statues, stands a pair of stone doors. One is thrown wide open to let out the smoke of a great oven that squats half hidden inside this ancient edifice. As you draw closer, you see many people inside moving about.

The party enters the camp at first light. The PCs will no doubt be tired, having traveled through the night (and probably having fought a band of gith to get here). Rakskon takes them to the carpenters' tent and lets them sleep there, since the carpenters are out searching for raw materials in the Crescent Forest. Any PC too curious to sleep can wander freely around inside the temple.

Characters of the Slave Tribe

Tenpug's Band is nothing if not the sum of its members. Each has his own story, goals, and ideas and, since everybody has a voice in governing the tribe, the PCs will have to deal with these people if they want to get a job.

Arcus

Half-Giant Fighter
7th Level
Chaotic Good

Str 21
Dex 11
Con 18

Int 8
Wis 10
Cha 10

hp: 77
AC: 8
#AT: 1
THAC0: 14 (10 with Str)
Dmg: 1d6+7 (giant wooden club)

Arcus was found wandering lost in the desert after escaping from a slave caravan. He did not know the way to a city or water as he was apparently from a primitive tribe far from the temple. Danya nursed him back to health, and has been with her and the tribe ever since. He is chaotic and he has been known to become violent, though usually only when seriously threatened.

Danya (Keeper of Supplies)

Elven Thief
3rd Level
Chaotic Good

Str 10
Dex 19
Con 11

Int 12
Wis 18
Cha 17

hp: 14
AC: 4 (leather)
#AT: 1
THAC0: 20
Dmg: 1d4-1 (bone dagger)

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Danya was a household slave from the time she was very young. She was bought from her first master by a young templar from Tyr who said he was in love with her. She almost liked him at first, but then he grew distant as the rigors of political life in Tyr wore him down. Finally, a fatal mistake caused orders to be issued for his arrest and execution. When his house was raided by other templars searching for him, Danya escaped.

Fleeing from the city, she ran into the desert. It quickly became obvious, however, that she knew nothing of surviving in the wastes. She was nearly dead a scant two days later when she was found by Alshal, then Tenpug's Keeper of Supplies. The woman had pity on the poor city girl and took her back to the slave tribe. Danya studied under Alshal, learning how to provide work materials, food, and clothes for two hundred people in the wastes of Athas.

Two years of managing the tribe's supplies have made her very aggressive and dynamic. She challenges anyone who stands in her way or makes demands upon her in any way. Few in the tribe stand up to her. Her wit is as quick and sharp as a knife.

Danya employs Arcus, a half-giant. The two of them spend much of their time abroad, gathering and purchasing what the tribe needs. Arcus is very afraid of Danya, though he loves her too, and cringes under her biting sarcasm should he overstep his bounds.

Danya thinks that the tribe should stay and fight the gith. There are few places on Athas that will be as good as the temple, and besides, there is much the tribe would lose in supplies should they have to move in a hurry. She also secretly believes that it would be cowardly to run. If the party trains the tribe for combat, Danya will be the least skilled but the most motivated.

Fala (the Huntress)

Elven Ranger
7th Level
Lawful Neutral

Str 14
Dex 18
Con 11
Int 15
Wis 16
Cha 14

hp: 52
AC: 3 (studded leather)
#AT: 3/2
THAC0: 12
Dmg: 1d6 (arrows), 1d4 (bronze dagger), or 1d6 (spear)

Fala is one of only a few persons who visits the camp and is not a member of the tribe. She hunts for the tribe, trading her kill for a variety of goods that keep her quite comfortable in the Crescent Forest. She is very friendly and well trusted, and is very flirtatious with attractive men (attractive to her means big muscles and little brains). She is very good at what she does, and her ego has made her a few enemies in the camp.

She does not wish to fight in any war against the gith, but she will if asked. She could not live nearly as well without the tribe, and she wants to be sure it is still around for her to trade with.

Jolon Keeper of Wages)

Human
0 Level
Lawful Good

Str 14
Dex 16
Con 11
Int 15
Wis 17
Cha 8

hp: 5
AC: 8 (padded armor)
#AT 1
THAC0: 20
Dmg: 1d4-1 (bone dagger, -1 to attack roll)



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Every major noble house has many needs to be cared for; Jolon took care of his master's finances. Since he could spend very little money as a slave without attracting attention, there was little worry that he would embezzle. As time passed, he learned a great deal about managing large sums of money.

He was one of the original band that escaped with Tenpug when they were ambushed in the forest. Since then, Jolon has carried himself with an air of self-importance that far exceeds his position in the tribe. He collects all of the wages brought in by the artisans who work abroad in the world, and distributes them so that the tribe may purchase supplies. Though always considered grumpy and stingy, he is extremely fair.

Jolon thinks that a handful of artisans and craftsmen can't possibly hope to hold out against a gith war band, adventurers or no adventurers. He wants to bribe the gith, or take what they can carry and run.

Lynth

8th Level

Human Rogue

Neutral

Str 12

Dex 18

Con 13

Int 15

Wis 11

Cha 17

hp: 31

AC: 7

#AT 1

THAC0: 17

Dmg: 1d6-1 (bone short sword)

Lynth is a spy for the sorcerer-king of Nibenay, or rather for one of his templars. Lynth does not even know who the templar is; she only has her instructions. She is to observe the tribe, and, if they have valuable skills, she is to sneak

back to Nibenay with information about the tribe's location and defenses. There have long been rumors among the templars of a valuable group of ex-slaves who would be worth a great deal for their skills should they ever be captured again.

Lynth is against the war. She does not want any of the artisans to be killed as it reduces the tribe's value should they be captured again. She does not dare leave the tribe now for fear that the gith would capture her. She is also fearful that, should she decide to run, Tenpug may become suspicious and track her down.

Although certainly self-centered, Lynth is not actually evil. If she is treated with respect, and becomes friends with one of the PCs, she may find it difficult or impossible to betray the tribe.

Rakskon

Elven Thief (carpenter)

5th Level

Neutral Good

Str 14

Dex 17

Con 15

Int 16

Wis 10

Cha 14

hp: 22

AC: 7

#AT 1

THAC0: 18

Dmg: 1d4-1 (bone daggers)

Rakskon was sold to slavery as a result of a little "misunderstanding" he had with the templars of Gulg. He escaped within a week and joined Tenpug's Band not long afterwards. Since then, he has learned to build things, though he is still pretty bad at it. Tenpug keeps him around because he is really good at getting high prices for other craftsmen's work.

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Roi (the Baker)

Dwarf

0 Level

Chaotic Good

Str 14

Int 13

Dex 13

Wis 10

Con 20

Cha 3

hp: 8

AC: 10

#AT: 1

THAC0: 20

Dmg: 1d6 (wooden club)

Roi has known hardship all his life. He was captured by a raiding band when his people were destroyed. He worked for years in the brick-pits, mashing straw into mud to make bricks for the buildings of the city of Nibenay. In a period where little construction was done, he was taught how to cook for other slaves, and he became a baker.

Roi's former master was very cruel. He had survived for fifty years in the brick-pits before he became a baker, and then he was finally sold when his master deemed him too old and sickly. On his way to die in the mines, Roi finally found the courage to escape from his decades of slavery. He joined with Tenpug before they had even found the temple, and he has been with the band since.

Roi's back and face bear many marks from the whip. He is a quiet, broken dwarf. Now over two hundred years old, he has no focus, and any dwarf who finds that strange he will call a fool. "Life was meant to be lived day by day, not from one conquest to the next," he will say. He used to go out and work for the tribe, but he is getting to be very old now.

Roi does not wish to fight a war; he is too old and weak for one. But once any of the tribe has been killed, decades of animosity and hatred for bullies and killers

will swell in him and he will charge into battle. He will no doubt get himself into more trouble than he can handle alone.

Sala

Halfling Priest of Water

3rd Level

Lawful Good

Str 6

Int 15

Dex 16

Wis 14

Con 14

Cha 14

hp: 13

AC: 8

#AT 1

THAC0: 20

Dmg: 1d4 (small steel dagger, -1 to hit due to Strength)

Sala learned to respect Tenpug in the days when he treated Tenpug for the loss of his arm. Sala never ceased to be amazed at Tenpug's drive to live and his incredible constitution. Sala escaped with Tenpug when the tribe originally formed and has been with them ever since.

Sala is skilled in the healing arts. He knows a great deal about herbs and potions, and he brews his own concoctions for the tribe to use. He worked at the arena on his master's gladiators for several years, so he also has training in combat medicine. He knows how to stop bleeding, stitch wounds, apply a bandage, and prevent infection. All of these are very useful skills to Tenpug and his Band.

He is a quiet little creature by nature, and is not seen often in the main hall. He is a true doctor: he heals all who come to him, both their minds and their bodies. Sala can clear the darkness from any heart with his gentle humor and the disease from any body with his gentle hands. Truly an enigma on Athas, Sala is kind to all.

Sala does not want to have to see all the wounds he will



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have to treat if the tribe goes to war. Sala knows what death is; he lost many patients to the arena or to his master's brutal beatings, and he does not want to see any more of it. This is one of the few issues that Sala will be adamant and aggressive on. He favors Jolon's plan of bribery or flight.

Tenpug

Mul Gladiator

7th Level

Lawful Neutral

Str 20

Dex 17

Con 16

Int 15

Wis 13

Cha 11

hp: 56

AC: 5 (carru leather)

#AT: 3/2

THAC0: 14 (11 with Str)

Dmg: 1d4+9 (iron war hammer)

Tenpug was once a great gladiator in Nibenay. It was there that he lost one of his arms and learned to hate the life of a slave. When his robust constitution allowed him to survive his terrible wound, he was made an artisan slave. He learned the fine art of making weapons and he continued to earn money for his master despite his handicap.

When a group of artisan slaves, pressed into other duties because of tough times in Nibenay, were ambushed in the Crescent Forest and their guards slain, Tenpug One-Arm became the leader of his own slave tribe. Tenpug led them into the desert where, by great fortune, he found the temple where they live today.

Tenpug is a quiet and gentle mul, despite his rather frightening appearance. Over the years he has tried to allow his tribe more and more freedom, allowing them to make more and more decisions on their own. He now

reserves his wisdom for times of great crisis.

With the coming of this great band of gith, Tenpug is unsure what to do. He watches his people and listens to the wisest among them, but still he is unsure. Flight would be the safest thing; the tribe does have enough money to survive for some time. However, there is no guarantee that they will escape, and they would lose their home. Hiring a group of adventurers to make them defensible might also work, but Tenpug fears that casualties will be high, and he is not sure he wants the responsibility for that. So he waits and watches, hoping that a solution will present itself

Teva (the Wise Woman)

Human Fighter

8th Level

Lawful Good

Str 15

Dex 15

Con 16

Int 16

Wis 18

Cha 14

hp: 38

AC: 4 (hide and shield)

#AT: 1

THAC0: 16

Dmg: 1d6+1 (iron mace)

Teva was once a templar for Kalak, the late sorcerer-king of Tyr. What secrets she knows of that time she will not say. It was a dark time in her life, and she does not wish to remember it. She was enslaved after crossing the wrong people, though she bribed the guards sent to collect her and was able to escape. Teva no longer has any magical powers at all.

Now she works for Tenpug. Most of the time, she carves bone into little figurines which sell for small sums in the markets of Nibenay. She is only a mediocre crafts-



man. However, she has an excellent education and knows a great deal about philosophy. Many come to her for advice and wisdom. It is under her guidance that an offering is made to the ancient giants of the temple. She is a strong, friendly person whose door is always open to anyone with a problem.

Eva does not wish to fight the gith. She saw enough fighting as a templar and she does not wish to do anymore. Flight sounds good to her, but she thinks it is unlikely that the gith will accept a bribe.

Umor (Poet)

Human Bard

3rd Level

Neutral

Str 13

Dex 14

Con 13

Int 16

Wis 11

Cha 18

hp: 15

AC: 8 (leather)

#AT: 1

THAC0: 20

Dmg: 1d4-1 (bone dagger, -1 on attack roll)

Umor has played for the great audiences in the Tyr region—nobles, templars, and even the sorcerer-queen of Gulg. He much prefers his freedom. He escaped into the night on a journey with his master, a kind fellow who could never imagine a slave as well-treated as Umor wanting something more. Umor had sung of wide open places, great warriors, battles, loves, and tragedy, yet as a slave he had seen few of these things.

Umor is young and hungry for glory. He wants to fight the gith. He is too young to realize what war is really like, and will quickly begin to wish that they had run once the fighting starts.

Tenpug's Camp

Map number two shows the area around the mysterious stone structure that Tenpug and his band have claimed. The following key describes the most important areas of that map for Dungeon Master and player reference.

1. Wood Pile

Before you is a pile of large logs, bound together with straps of inix hide. They are huge; the original trees must have been giants of their kind. The logs have been trimmed and cut, ready for some forgotten construction. They are now half buried in sand.

This pile of wood was gathered and brought here from the Crescent Forest by the band several years ago. Originally the timber was going to be used for construction inside the building, but it became rapidly apparent that the project was going to be too difficult. It is all good hardwood, cut from a variety of trees, but there are only nine logs, not enough to make a stockade.

2. Sand Screen

These dunes hide a small temple tucked in the desert, away hidden from prying eyes. One set of footprints can be along the top of the dunes—a diligent sentry, walked here not long ago.

These sand dunes are naturally created by the wind as it washes around the temple. They serve as a screen that masks the camp's location. Ara, the camp lookout, often prowls around on these dunes, looking for unusual dust clouds, fires in the distance, or anything else out of the ordinary. She was the one who first observed the gith.



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3. Fire Pit

A large fire pit, black and oily with the residue of years of use, lies empty here. A shovel which is used to remove the sands that constantly drift in to the pit lies nearby. The pit is perhaps six feet deep and its fires must be very hot, judging by the clumps of glass that lie just below the surface of the sand.

Here is where the slave band holds its celebrations. They build a large bonfire and roast whatever meat is available. The fire pit must be cleared of sand on a regular basis.

4. Tower Remains

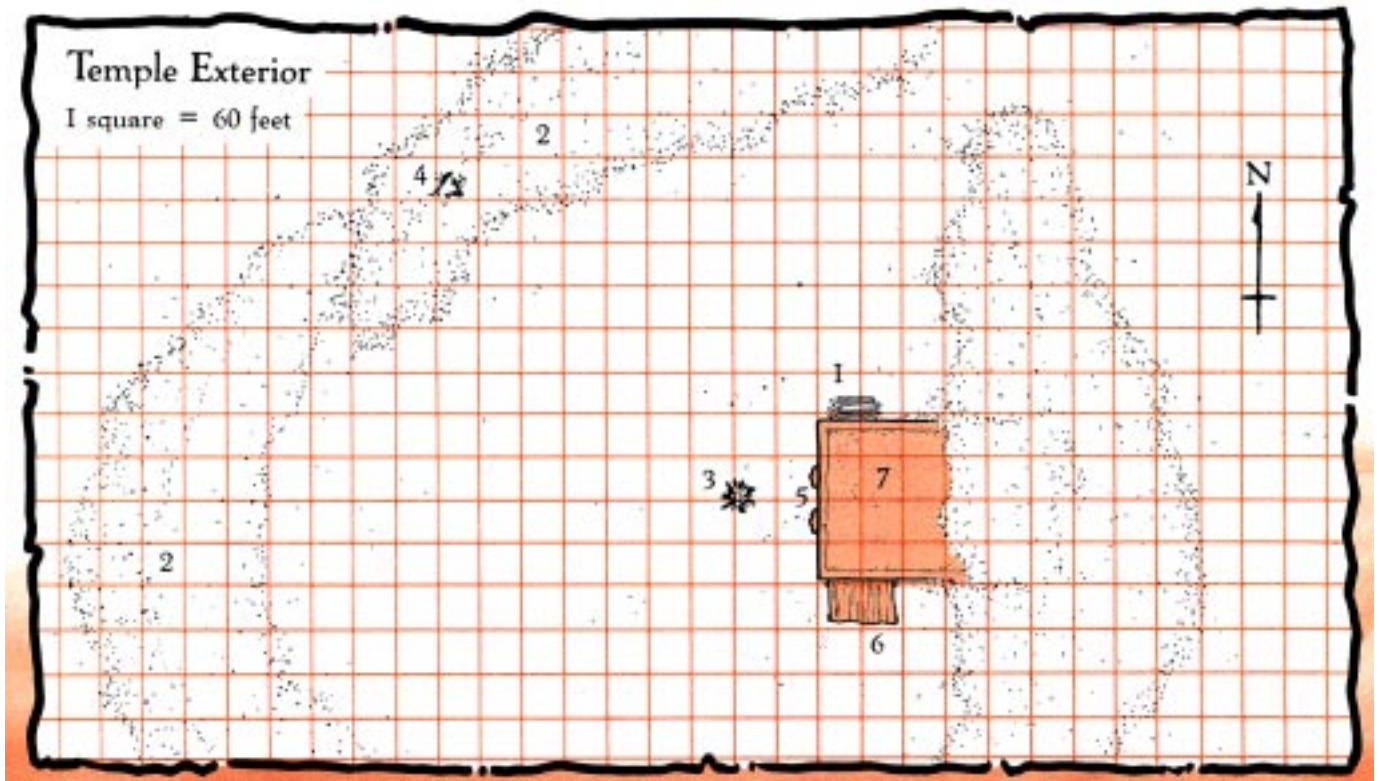
Old gray logs, singed by an ancient fire, jut from the

sand. Three beams are visible, rising two feet above the dune and shaped in a triangle ten feet on each side.

These are the remains of an old buried watch tower. The tower had a fire pit on top that guided tribal members home to safety. Several years ago there was concern that the watch fire would draw the attention of unwanted visitors. When a sudden sandstorm caused the fire to spread and burn down the tower, Tenpug considered it the will of the elements and left it as it lay. The fallen tower barely rises above the surface, but if it were dug out, more than six feet of tower could be revealed.

5. Statues

Flanking each side of the temple's main doors are two huge statues, giants with the heads of lions. Their mouths





are just beginning to open in a kind of snarl, and sharp fangs jut out from their mouths. Each has been weathered by centuries of wind and sand, and they are as smooth as bone.

Though the statues are not magical, members of the slave tribe (and perhaps the PCs) may begin to imagine their mouths snarling as the gith get closer and closer. That, at least, is the rumor that will be passed around the camp.

6. Shed and Stable

Tacked on to the weathered side of the ancient temple is a small shabby wooden building. Even from outside you can smell the erdlu and see the spiny hides of kanks through the cracks of the rickety shed.

This building houses the tribe's stables. Here, six erdlu are housed for their eggs. The stable also holds three kanks (though it can house as many as six) for riding and for their honey. The tribe also has a shepherd who, along with his three sons, ran a herd of about 30 kanks into the desert. He has moved the flock to keep them safe from gith, and he waits for a sign from Tenpug that it is safe to return.

7. The Temple

The sand dune partially covers the temple, obscuring it from prying eyes. It is a tribute to the skills of the gith scouts that the band's temple was ever found at all.

The exterior of the temple is of little interest. Faint markings and lines indicate that it may have once been very ornate, but the desert sands and countless years of blowing winds have left it almost smooth. The inside of this stone building is described in the next section.

Inside the Temple

In order to escape the harsh elements of the Athasian desert, most of Tenpug's followers reside within the shelter of an ancient temple. Many of Tenpug's tribe call it the "Temple of the Ancients" or the "Temple of the Lion." The true origins of this place are lost in the eternal sands of history and most of the tribe's members believe that the spirits of the temple-builders will watch over and protect them as long as they do not dishonor the place.

Map number three (on page 18) provides a view of the interior of the temple while the following key describes these place in detail.

1. The Great Hall

The great hall opens before you, a massive chamber filled with rows of patched tents slung between thick stone pillars that support a ceiling some thirty feet high. The area is permeated with the sweet odor of freshly baked bread, mixed with an ancient musky smell.

Eight pillars—four on each side—support an arched ceiling that is at least 30 feet high. A thin stream of smoke winds its way around one of the pillars and billows through the door.

The tents are braced by wooden poles and wedges driven into the cracks in the walls. The two main doors are made of stone and are 8 inches thick. Due to a well balanced bone hinge, the 12-foot-tall doors can be opened by hand, though not easily.

Should characters arrive in the morning, they will see some of the craftsmen preparing for work. Otherwise, Tenpug's followers are already here, peering cautiously at these strangers walking into their household.



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2. Carver's Tent

Inside this tent you see many beautiful statues of wood and bone resting upon shelves built in to the temple wall. Tiny splinters and flakes cover the floor, and many stools are carelessly laid about for the workers.

This tent is used primarily during the day by the carvers. The wood workers in this tent spill out into the main hall during the day.

3. Baker's Tent

It is the smoke from this tent on which the warm aroma of bread drifts to you. Here a hunched little dwarf putters around a huge oven, and you can see mixing bowls, open jars, and cooling bread scattered everywhere. Apparently the cook is adept at handling many projects at once.

Bread is one of the tribe's main staples, and its aroma fills the temple every morning as Roi, the baker, prepares breakfast.

Tenpug and Thren (both talented weaponsmiths) also work here during the day, making arms out of bone, stone, and (rarely) metal to be sold in the outside world. Tenpug often works either here or in the carvers' tent, depending on the material he is using. Thren mostly makes spears and small knives, while Tenpug's greater skill allows him to make more unusual pieces.

4. Tanner's Tent

The pungent odor of tanning solutions assaults your nostrils as you enter this tent. A large vat of noxious fluids sits covered in one corner. Tanned hides, in various states of completion, hang from sturdy ropes across the room and great piles of unworked hide litter the floor.

This tent is allocated to the tanners and tailors. The hides are tanned and sewn together to make clothing, accessories, and to repair tents. The band also exports some clothing and armor to the cities. Extra tents are sometimes made out of spare parts that can be sold or traded to desert nomads for small sums.

5. Empty Tent

This tent is empty, save for the odd carpenter's tool. Splinters and broken nails made out of bone or stone litter the floor.

The carpenters and Ch'k-Chakal (a thri-kreen engineer) work here during the day, pounding, carving, and making whatever they can out of the little wood that they can get. They often go on supply treks into the Crescent Forest to get materials for their work and to pick up any other odds and ends that the tribe might require. They are gone on just such a trip when the adventurers arrive.

6. Potter's Tent

In this damp chamber are several man-powered pottery wheels and a great deal of clay piled in canvas bags of all shapes and sizes. Many clay pots in various stages of completion are spaced around the edges of the room. There is a large crack in the center of the floor, and the whole tent smells slightly of mildew.

Pottery is very important on Athas, and well-made clay pots can earn a great deal of money when sold to the right people. This is the tribe's major export. The potters spend most of their time in the temple, working at their wheels, although they occasionally go into the cities to buy expensive clays for particularly fine vases. The pots are fired in a part of the bread oven.



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The potter's tent requires a great deal of water to keep the work going, and by the end of the day there are frequently many jugs of dirty water lying about. For a time Tenpug and his tribe tried to figure out a way to recycle the water, but the clay was impossible to remove and the contaminated water left a slimy residue on anything they tried to clean with it.

With no other recourse, they simply dumped the water into a little crack in the floor. The water flowing over the stones makes the tent very humid and, after a hot day at the oven, in the sun, or at tanning, many members of the tribe gather in this cool, wet room to socialize and discuss the day's work.

7. Artist's Tent

This tent is used by many different workers. Inside are those who make decorations, jewelry, paintings, and

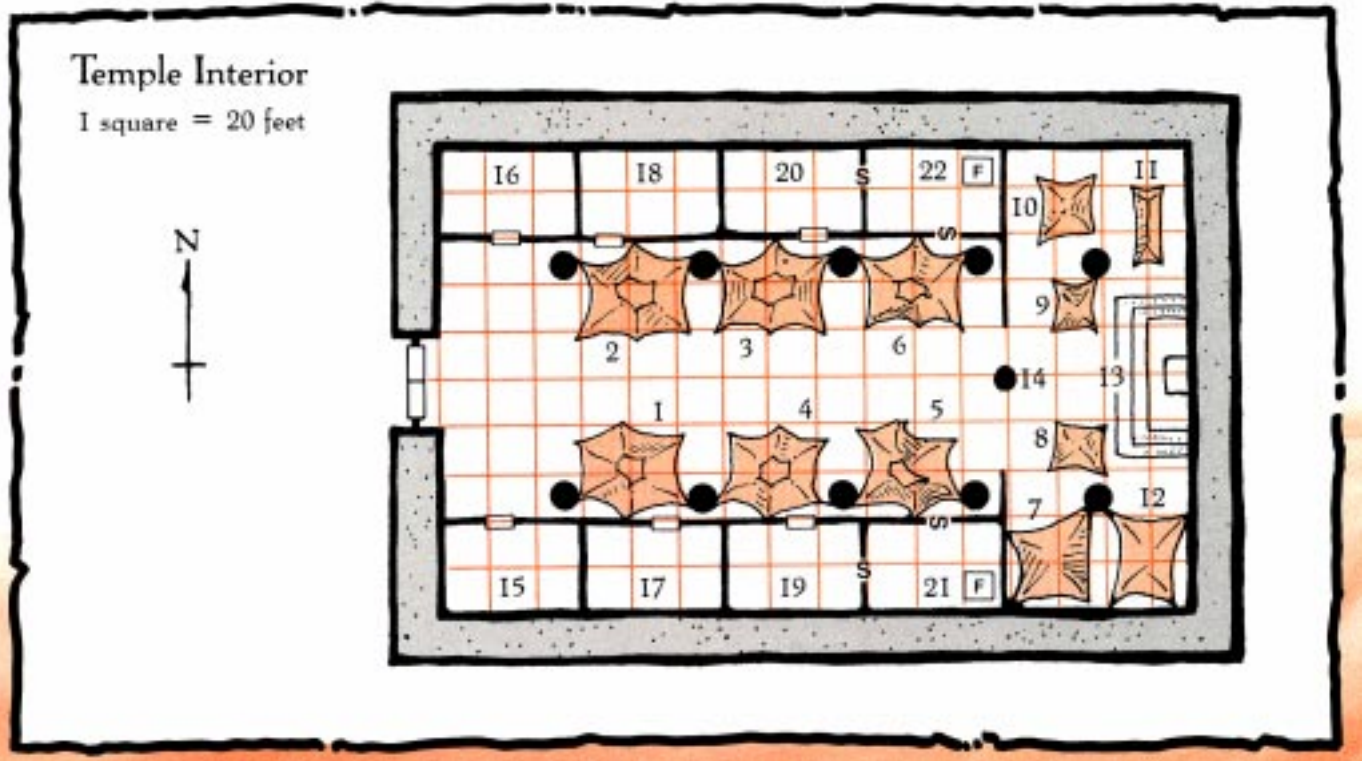
musical instruments. A small troupe of four dancers can be seen rehearsing here.

This tent contains a bizarre mixture of hammer noise and singing, twanging and laughter, throughout the day. Though this tent produces few physical objects, it often brings the tribe a great deal of money. It is often the production of this tent that gives the tribe the extra cash they need to buy plenty of supplies.

The few children of the camp who are too young to be taken on as apprentices stay around this tent for most of the day, though they can sometimes be found near the bread oven.

8 and 9. Meeting Tents

These ratty old tents each contain a long table and two narrow benches. The tables have been worn smooth from years of use.





These are the meeting tents. Here the various craftsmen gather to make plans for the months ahead. Tenpug will meet here with workers to hand out work details or to arrange expeditions to buy supplies or gather raw materials.

10. Infirmary

The furniture in here looks like it was made for a child. There is a little bench, a small table, and a slim shelf: All are littered with vials filled with strange fluids and salves. Rolls of white bandages can be seen, along with needles and very thin thread. There are also other small cutting tools laid out carefully on clean linen.

This tent is the infirmary. Sala works here alone most of the time, concocting his useful but smelly cures. Pregnant women, the wounded, and orphans stay during the day and sleep here at night. Fortunately there are only three men here now—one who is sun-blind and two who were wounded in an attack by the gith on their way home from a job.

11. Command Tent

This tent has a central table and two benches, although they are relatively small. The tent is also filled with maps and papers, many of which bear the Seal of the templar-wives of Nibenay.

Tenpug's tent is nestled in this little corner, between a pillar and the wall. This is where Tenpug calls his council, summoning the leaders of the community and his trusted advisers in times of extreme crisis. He prefers to leave as many decisions to the tribe as possible, but when the meeting tents have produced no results in a night or two, or when a problem requires immediate action, he calls for a meeting here. When this happens the temple grows quiet, as all members strain their ears to hear what

is happening inside.

Many maps of the area hang on the walls. Crude circles indicate temporary problems that happened long ago. There are also many scrolls scattered about which vary in importance, but Tenpug can't read any of them. For the most part they contain work orders by various people. Some are the Athasian equivalent of "Wanted" posters.

12. Storage Tent

This tent is filled with the odds and ends from all of the other tents. It is mostly filled with cheap clay pots and patched tent hides. A variety of strange objects can be seen buried under the rubble, including what looks like a pair of giant dead bugs.

A variety of finished goods are stored in this tent, waiting to be taken out and sold. Right now the tent holds many cheap pots and crude-but-sturdy tent hides. These are reserved for a nomadic tribe that should have passed within 20 miles of the temple a few weeks ago, as they do every year. They are late this year, and the gith have no doubt held them up or diverted them completely.

There are several objects buried under the rubble that may have limited utility. There are two suits of chitinous armor (AC 5) that were constructed by Tenpug years ago as an experiment. They were difficult to move in (-3 to the wearer's movement), had a funny smell (-2 Charisma), and made the wearer look like a giant bug. Hence, nobody wanted to buy the armor and it was finally shelved here, as Tenpug was unwilling to throw his hard work away. Also present are two wheels of a chariot that was never completed because the carpenter in charge of it died last spring. To what use these may be put is up to the PCs and the DM, though it is possible the chariot could be completed.



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13. Offering Bowl

A granite bowl nearly six feet across is filled and overflowing with a variety of items. Pots, figurines, ceramic pieces, and even a few bone weapons have been placed in the vessel and are now coated with a layer of dust.

Tenpug feared that the spirits of the lion-headed giants who built this place might be angry at having their rest disturbed by the work of his people. To appease the spirits, a small portion of all the goods produced by Tenpug's Band is placed in the bowl as an offering. Naturally, the goods don't disappear and there is quite a pile of them now, overflowing the bowl and spilling onto the altar.

14. Fresh Water

The soft, musical sound of trickling water fills this area. A spring wells up into a small stone basin, making a kind of fountain. After the heat of the desert, nothing can sound so magical. The water is clear and cold, and it looks like liquid crystal.

A large spring wells up from deep underground, and the tribe collects all of its water from this single source. Despite the modest amount produced, it has never run dry, even in the longest summers. The water seems to come from somewhere deep underground through a pipe, for its opening can be seen where the water wells up. Like a fountain, the basin has drains to recycle the water if it rises too high.

15. Murals

This room is empty except for spiders and their prey. There is a faint odor of tanning fluids here, as though the room had been used in the past for that smelly task. Murals on the walls depict lakes and waterfalls in abun-

dance and landscapes depicting great jungles. Strange animals roam the remote wilderness and, dotted here and there between the trees, are great, bizarre constructions that appear to be made of some rose-colored stone. Lion-headed giants can be seen at work as smiths, weavers, and sculptors. The giants look gentle and happy.

The temple was empty when Tenpug found it, and the band of escaped slaves decided that they would only use rooms that they actually needed, to avoid offending the spirits of the temple. Thus, this room was found empty and it was left that way, although on occasion this place is used for any process that is particularly malodorous and cannot be moved outside.

The temple is made of this same color stone shown in the murals, although one would have to dig through centuries of grime, sand, and oxidation to determine this.

16 through 20. Unused Rooms

All these rooms are similar to area 15: Tenpug did not want to use them for fear of violating the sanctity of the temple. Besides, many members of the tribe find the murals frightening and unnatural.

The murals are not always the same in each room. The closer one gets to the altar, the more and more "civilized" they become. Those in the second set of rooms (17 and 18) depict not only artisans, but soldiers marching in the distance. The giants have built fortresses as well as other buildings, and the smith is forging a weapon.

The murals in the third set of rooms (19 and 20) show large battles between the giants and another, unknown army. The enemy is never shown, as the giants appear to fight with something just outside the mural. Some of the buildings are burning, and giant kings can be seen on great thrones in front of their fortresses.



21 and 22. Treasure Rooms

These two rooms can be entered only through secret doors that are hidden by the carvings and architecture of the building. Murals hide them in the Rooms 19 and 20. The doors that open into the great hall are hidden by friezes and carvings.

These rooms are filled with treasure, and they are detailed later on in this adventure. Tenpug knows that they exist, but will not mention them to the PCs. He fears that a great curse may lay over the rooms and everything within them.

If the PCs find these chambers on their own, Tenpug demands that they leave the rooms alone, still fearful of enraging the spirits of the temple. Violating Tenpug's orders will cause the entire tribe to rise up and attack the outsiders. Only when things get desperate will Tenpug allow the PCs to violate these rooms.

Searching the Temple

Tenpug will not allow the temple to be searched by the PCs. Beside his fear of spirits, Tenpug is afraid of traps that might force the evacuation of the temple, driving his people outside with no protection against the gith. Should the PCs go against his wishes and prepare to search the temple anyway, Kenpug threatens to take arms against them. The other members of the tribe will stand behind him and threaten hostility, regardless of their relative weakness. until the PCs agree to stay out. Trapped by the gith army, the heroes will have to live with the wrath of those they came to protect unless they cooperate.

If the PCs search the forbidden areas before Tenpug can react and stop them, he insists that anything they find belongs to the slave tribe. Tenpug explains that the elements would not permit despoilers to profit from their venture. Instead, the tribe will hold onto the items, per-

haps placing them in the offering bowl until a sign is given to them.

Remember that the people of Tenpug's tribe are very superstitious, and they believe wholeheartedly in curses and guardian spirits. They will not risk the wrath of these long-dead creatures except under the most extraordinary of circumstances.



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Part Three: Debate by Candlelight

Late that evening the PCs are roused by the shouts of an argument, and it sounds like the whole tribe is involved. Both of the meeting tents (areas 8 and 7 on the map on page 18) are filled with ex-slaves arguing about the gith and what to do with them. At first glance, Tenpug is not present.

Any PC who knows what the slave leader looks like and searches the crowd for him will spot Tenpug sneaking around quietly and listening to debates, trying to find out what his people want to do. The PCs can join the arguments—in fact, it may be important for them to do so.

Each tent has two principle debaters, each of whom has a lot of supporters, but the victory or defeat rests on the arguments of these principle people. If any of them is silenced, it is considered a defeat for that speaker's viewpoint.

In addition to the principle debaters, there are also minor debaters. These folk have enough clout in their community that people listen seriously when they speak. The minor speakers make one or two observations and then retire to see what develops, speaking again only if they feel that their point was missed or if the debate has gotten off track. They almost never answer challenges to their statements, deferring to the principle debaters. There are also many debaters who run back and forth between the two tents. They have no real purpose, except to give PCs news from the other tent.

If the PCs are respectful but firm and advance their position logically, then they can even become principle debaters, thus causing the principle debater on their side to become a minor debater. Obnoxious PCs will be ignored or forcibly expelled.

A single PC cannot be a principle or even a minor

debater in both tents at the same time. He must stay in one tent, worm his way through the crowd to the table, and be heard. Individuals who change tents will learn a lot about the politics of the camp, but they'll be unable to influence the outcome of either debate. Both debates end at about the same time.

If the PCs show no interest in getting involved, just explain to them how the argument goes and who won. The debate can be resolved with die rolls instead of role-playing if desired. Use Charisma checks to determine the results, whoever makes a successful check by the largest margin wins the debate.

The PCs can ask to make Wisdom or Intelligence checks instead, but they must define their stand and convince the DM that the basis of their argument will rely upon those attributes. Charisma represents a simple emotional appeal to the audience. Intelligence represents an argument that makes use of fact or reasoning. Wisdom is used to make an argument based on common sense or philosophy. However, the slave tribe is more easily influenced by Charisma than Wisdom, and Wisdom is more convincing than Intelligence. If a PC is using a weaker characteristic, assess a -1 penalty to a Wisdom check and a -2 penalty to an Intelligence check. An NPC always wins any ties since he's a known tribal member.

The possible outcomes described below occur only if the PCs do not involve themselves in the debate in any significant way.

Area #8 Tent

The Argument: Should we fight or flee the gith?

Principle Debaters: Danya and Jolon.

Danya is in favor of battle. She feels that if the tribe runs, they will be tracked down in the desert and



slaughtered. She also believes that, even if they survive, the tribe would be destroyed in the empty wastes with no homes to shelter them. She has trouble explaining how the defense could be conducted with a reasonable chance of success.

Jolon figures that 200 craftsmen can hardly be expected to survive an attack by a gith war band. Whatever their chances in the wastes, he thinks they are better off running away than they are here in the temple with the gith bearing down on them. He is not able to offer an option as to where they should go if the band does flee. He also thinks that the gith might be bribable, though most reject this idea.

Minor Debaters: Umor, Teva, and Isak.

Umor is for battle because he feels that flight is cowardly and will lead to death. Teva is anti-violence, claiming that war, not cowardice, leads to death. Isak is in favor of fighting because he doesn't like the idea of giving up his home to a band of "stinking gith." His argument will gain emotional support.

Outcome: The debaters in this tent conclude that flight is necessary, though those who wish to stay and fight should be given the resources to do so.

Area #9 Tent

Argument: If we fight a war, can we hope to win?

Principle Debaters: Arcus and Sala.

Arcus favors combat. He thinks they can win and doubts the gith ability to organize well enough to be a serious threat. He also points out that nobody really knows how many gith there are, for only a few have been spotted. He is weak on defense plans, and his skill lies mainly in

hand-to-hand combat. He would prefer killing the gith invaders one by one.

Sala wants to flee, believing the tribe will lose in battle. He thinks the gith are better organized than they have been in the past and, where there are a few gith, there are bound to be more . . . *many* more (although he can't prove this). Sala knows little of warfare, which Arcus will repeatedly point out, and he overestimates the dangers of the band of gith.

Minor Debaters: Arex and Thren.

Arex wants to flee, claiming that artisans will go down like sheep when confronted by a real army like that of the gith. Thren is pro-war, thinking that they could force the gith to besiege the temple while the PCs fight them a few at a time.

Outcome: This tent will decide (if no one interferes) that since they don't know anything about fighting, it would be best not to try.

Presumably, the PCs will argue in favor of fighting the gith. After all, they don't have any reason to be way out in the desert if there isn't going to be a war. If they consider evacuation and flight, the DM should point out to PC warriors that the tribe does not have enough food for a forced march. Many will die before they escape to safety unless they take at least a month to prepare and gather supplies and pack animals.

Note how the arguments came out. The results may help or hurt the PCs in the next event.

Council of Slaves

They have been debating for hours now, and some of the former slaves have gone hoarse trying to gain victory through volume. Suddenly Tenpug, the one-armed mul



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leader of this rag-tag tribe. stands on the dais at the end of the hall. He calls loudly for his advisors and your party to step in to his command tent. Silence fills the great hall as all strain to hear what you will say in council, and what will become of the tribe.

In addition to the PCs, Tenpug has invited Jolon, Danya, Sala and Isak into the tent. Those who have been following the arguments closely may realize that he has balanced his advisors (with the exception of the PCs): Half are pro-war, and half are pro-flight. Once everybody has arrived at the command tent, the real debate begins.

If both tent debates have ended in a decision to flee, then the PCs will have some talking to do if they want a job here. Tenpug demands an explanation of how they hope to win a war. He also wants to know why a war should be fought at all when they might flee and save themselves.

If the PCs managed to change the outcome of one of the arguments, then Tenpug won't demand an explanation from them in that area. For instance, if the PCs proved in tent #8 that fighting is the only way to survive, then Tenpug will only want to know if they can win a war with the gith.

If the PCs actually win both arguments, then Tenpug is very impressed and simply asks the party what they need. The other council members may be shocked (like Jolon and Sala), but the debate is over as far as Tenpug is concerned.

No matter what the outcome of the debates, Tenpug realizes that more information must be gathered about the gith before the tribe can proceed with any of its plans. Most importantly, Tenpug feels that someone should hunt for the gith camp and have a look at it. The chosen person, or group of people, ought to count the number of the enemy, and, if possible, sneak into the camp and learn the giths' plans. Tenpug waits for a

minute or two after outlining this plan, hoping that the PCs volunteer. If they don't, he tells them that they must go, for they are the most qualified people to lead such a dangerous mission.

During this encounter, the DM should make the PCs feel that the decision to stay and fight could reverse at any moment, and that their performance on this mission will help make that decision.



Part Four: Spies in the Night

Once the PCs agree to undertake the scouting mission, the DM can continue the adventure with the following text:

You creep in to the cooling night, the sand passing smoothly under your feet. After several hours of searching, you come across your objective. From the top of a broad dune, you see the gith camp stretched beneath you. Watch fires ring the camp, and in the dim shadows you can see the skulking forms of gith creeping about. The tents display the standards of three tribes, though in the darkness their symbols cannot be seen. The camp is large, over 200 gith must be asleep on the sands below, and who knows how many lurk in the collection of tents spread all over the camp.

At this point, the PCs will want to search the gith camp, finding out how many of them there are and what their plans might be. The camp is not more than a half a mile away, and the gith have lit watch fires. The party should be able to spot the encampment from a high sand dune.

If the PCs look for a good point from which to reconnoiter the camp, they can see most of its layout (see map number four on the following page). If they try to go into the camp to spy on the gith, use the encounters listed below.

There are about 250 gith in the camp right now, and others are still arriving. Any warrior can determine that the gith would be ready for a pitched battle in about seven days.

1. The Outer Perimeter

The blue-green watch fires of the gith forces illuminate the lower en trance to the camp. Built on the largest dune available, two gith are on duty, one sleeping and one staring at the mesmerizing sand patterns created by the wind.

As you watch, the wind comes up, and a gith guard throws a cup of foul smelling liquid on the fire with a splash and a hiss. The liquid covers ebony rocks in the fire and blue-green flames leap skyward.

The gith are not very watchful, so all actions that require stealth (hide in shadows or move silently skills) have a +20% chance to succeed.

2. Reinforcements Arrive

A grim band of gith, decorated with lizard skins and strange feathers, marches noiselessly in to the camp. Thirty gith march in two rows of 15, hunched over and carrying sharp-looking spears. Light glints off the tips of these weapons, showing clearly that they are made of steel! Many templars only wish for such weapons, and yet these wretched, smelly desert warriors carry them as though they were nothing more than bone axes.

The marching unit of gith has just passed the outer sentries, making its way into the compound. They are one of the many groups still entering the camp. Units like this will continue to enter for several days. This group will pass through area 5, squabble a bit with the gith there (they are from rival tribes), and then move on to camp around area 6. They will reach that area within 10 minutes.

3. Cart Corral

Wherever these gith came from, they have seen action against the forces of the Shadow King of Nibenay. Before you is a great caravan of carts, almost all of which are unhitched from their beasts and lying empty in the camp. The seal of Nibenay marks every cart. Only an army would need so many wagons.

Here are 20 or so carts that are mostly empty, though



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many still have hides stretched over them to protect their contents. These carts were pulled here by the animals from the stables (area 4). The wagons mostly carried supplies, and if the party examines the carts they will find small pieces of foul-smelling meat, little bits of black rock, and other oddities. All of the carts are clumped together, making them very easy to hide in, and with their hide covers flapping in the wind, all movement is masked.

4. Stables

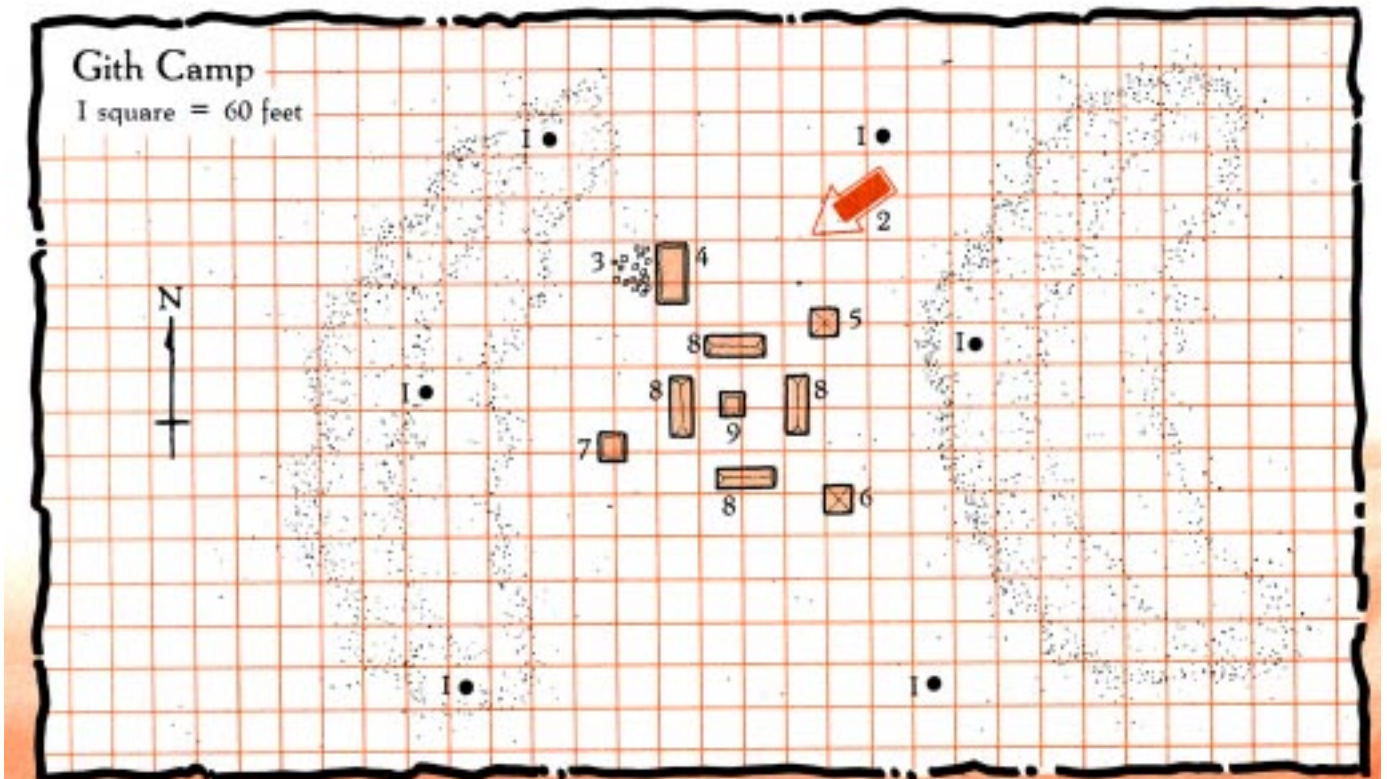
The smell of kank nectar comes from this tent, and inside you can see several of the large insects shuffling about in the cool night air.

In this large tent are the animals that the gith used to pull their carts. There are two dozen kanks housed here.

5. Command Tent—Tribe of the Hand

Over this tent flies an elaborate banner emblazoned with a three-fingered hand. Near the tent, you can hear whispers from inside through the thick hide. Some of the gith are whispering and grunting to each other, keeping their croaking voices low so others will not hear.

This tent houses the leader of one of the gith tribes that is here to attack Tenpug's Band. This is the tribe of the Hand, whose name corresponds to the symbol on the banner above the tent. There is a similar symbol on a battle standard in the sand nearby. Around the standard are about 70 gith, most of whom are asleep unless the gith unit from area 2 has marched through already. If they have been awakened by their rivals, the gith here are awake and grumbling, although most appear to be trying to go back to sleep.





Inside the tent, the leader of the Hand is conferring with two of his advisers. He is planning how he can betray the Eye tribe during the final stages of an attack on Tenpug's band and carry away most of the Eye's share of the loot. In the unlikely event that the PCs can get close to this tent (and if they can understand the gith language), they might listen in on this conversation.

6. Command Tent—Tribe of the Eye

On a banner over this tent is displayed a large, terrible eye. From inside the tent, you can see a faint glow. A crack in the tent reveals an ancient gith squatting over a glowing stone and peering in to it. From inside the jewel comes a faint glow and the image of three gith in council.

This tent houses the leaders of the Eye tribe. The banner on top displays a large eye which appears to be peering down upon the 80 or so gith who are camped around the tent. Again, this tribe also has a separate battle standard placed in the sand that the gith sleep around, each wrapped in blankets made of reptilian skins.

Inside the tent, the leader of the Eye sits alone, staring into a *crystal ball*. Inside the stone one can dimly see three gith in conference, all hunched over a table and whispering to one another; the Eye chieftain is spying on the leader of the Hand, listening to his treacherous plans.

7. Command Tent—Tribe of the Rune

This tent is the largest of the three that dominate the camp. It flies a banner with a strange rune upon it, a black circle and starburst on a yellow background. From inside the tent comes a foul odor, and a thick black smoke creeps from under the flaps that makes you want to cough and wheeze. Inside, a hulking gith squats over a brazier and inhales the thick ebony smoke.

This final tribe, known as "the Rune," has a tent that is larger than the other two. The Rune is lead by a very powerful gith psionicist who is currently sitting alone in the middle of his tent, his crooked form hunched over a brazier full of incense from which he takes breath every minute or so to help him meditate. He is trying to decide how best to attack Tenpug, and how to get the two other tribes to work together. There are nearly 100 gith encamped around this tent.

Like the other leaders' tents, this one also has both a banner on the tent and a battle standard for the troops. Both display a black rune on a yellow background. A successful spellcraft proficiency check will reveal that this is an ancient representation of the Astral Plane—a strange rune for a gith war band.

8. Supply Tent

These tents are filled with supplies for the gith army. Inside are a great number of steel weapons, food (at least for gith), water, burning stones (like the ones used in the watch fires), animal hides, and a variety of other implements and stores. The metal weapons are ornamental, and some are quite elaborate, but they all look as though they have come from the same master craftsman.

Where the gith acquired such a powerful arsenal of metal weapons is anybody's guess, but it is certainly beyond their crude abilities to have forged it themselves.

The tent has a single guard posted to protect the water from thirsty raiders who would take more than their ration. Most gith sleep with their weapons, but there are nearly 50 extra weapons (spears and small blades) to be found in these tents.

9. Meeting Tent

This tent is empty save for a few crude drawings hanging on the walls.



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This tent is used as a neutral meeting ground for all three tribes. Here they plan their public strategy and negotiate with one another. There are many maps on the walls, which are not very easy to read and would only make sense to the twisted minds of the gith. Though exact geographical locations are difficult to discern, a few rounds studying the map will reveal that the gith know and have marked the location of the temple. It also indicates that the gith have another camp some distance away, from which they are drawing extra troops and supplies.

Conclusions

To summarize, the gith have amassed about 280 troops and more may be arriving. They also have a large number of supplies and a supply caravan with which to move them. They possess many metal weapons but they have no forge, so they will not be able to make field repairs to their equipment. The gith are obviously here to stay, and they mean business.

Edge of the Storm

Once the PCs have a look at the camp, they can report back to the council. With luck, they do so without a horde of gith chasing after them. The following text describes their journey back to Tenpug's temple:

Your return to the temple and Tenpug's Band is no more difficult than your previous journey. You have learned that the gith camp is indeed large, larger than you had hoped. Cresting the final dune, you see the temple below you and the expectant faces of the tribesmen.

Suddenly, a pack of gith spring up from the darkness around your party. With a cackling roar, they raise their steel-tipped spears high and charge toward you.

Lurking in the pre-dawn darkness is a small unit of gith. Just arrived from the main gith camp, their commander has decided that the temple's defenses are poor enough to attack before the arrival of the rest of the tribes. This victory will allow him to claim all of the glory and loot for himself

The gith commander was surprised to see the PCs and quickly laid an ambush, hoping that prisoners would tell him secrets of the temple. Tenpug's people can see the fight on the dune and will cheer the PCs on. If the PCs get in trouble Tenpug organizes a party of 60 men to chase off the gith. The gith decide to run rather than face a large force at this point.

Gith Warrior (15): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 7; SZ M; NT avg; AL CE; ML 12; XP 175; Treasure: 1 d6 cp each.

Gith Sergeant (1): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 5; hp 25; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Psionics Summary: PSPs 80

Disciplines – Telepathy, psychokinesis

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mental barrier, mind blank, mind thrust

After the fight, most of the tribe will be enraged. There is little talk of flight or bribery now. Many of the tribe's members approach the PCs asking for positions in the battle that is to come. Tenpug couldn't agree more, and while the PCs are being mobbed by excited craftsmen, he humbly asks for their assistance in the tribe's battle with the gith.



Part Five: Preparations for War

With the stage set for battle, the forces of the gith and Tenpug's Band will soon come together. In this great clash of armies, the actions of the player characters will be decisive. If they are clever and act wisely, the battle will go well and Tenpug's Band will triumph. If not, the gith may triumph and the battle will be lost.

Now that the tribe has decided to fight, the PCs can get to work forging an army. In this section, we will discuss three possible ways to handle the upcoming battles.

The BATTLESYSTEM® Rules

This is by far the most detailed and best system to use. All of the battles in this book list the statistics the DM will need to fight battles using the BATTLESYSTEM rules. If the appropriate miniatures are available, so much the better. However, battles may also be fought with cardboard counters.

The Castle Guide

The Castle Guide (DMGR2) contains a simplified system for resolving battles. This can be used if the DM doesn't want to use miniatures to resolve a large and complex battle. It does tend to remove the possibility of superior tactics or actions of the PCs, so the DM may wish to look for a way to add these elements back into the campaign. *Castle Guide* statistics for both of the armies are included in the battle section.

Role-Playing Battles

This is another way to resolve battles. The DM can simply make up combat results as the adventure progresses, allowing the actions of the player characters to influence the battle as appropriate, and ignoring die rolling and chart

checking. This can be the most satisfying method of battle resolution, although it can also be the most difficult.

Frequently, a combination of role-playing and a solid rules system (like BATTLESYSTEM) is best, giving the DM rules to follow when situations are unclear and allowing the him to make up the results when certain of the outcome.

Training Tenpug's Band

The PCs have to train Tenpug's Band if they are to fight. This training ranges from simple skills, like how to march as a unit, to complex actions, like fighting hand-to-hand combat. Some of the PCs will have to spend most of their time training the tribespeople. How they choose to organize the units is up to them.

The DM should role-play a training session or two to see exactly how the PCs are going to go about it and determine the reactions of Tenpug's followers. A harsh trainer may inspire respect and obedience in his troops or earn only fear and hatred. A kind trainer may earn respect but teach his soldiers very little. A high Charisma score is important in either case.

Tenpug's Band only has 150 or so combatants in camp at this time (although up to 30 more may arrive before the battle). Of these, only ten or so have had any combat experience (each to varying degrees). All are tough, hardy, motivated people, and all would make excellent soldiers if only there were adequate time in which to train them.

Building Defenses

In addition to getting the tribespeople ready for battle, at least some of the PCs should concentrate on preparing the temple's defenses. There are many resources around the temple that may be used to help make it more secure. The stack of logs (area 1 on map number two on page 14)



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could be used to reinforce the doors of the temple or to build a small fortification in front of the doors.

These logs could also be used to rebuild the old watch tower (area 4), though the defenders would eventually be killed if the tower was cut off from the rest of the tribe.

A journey could be made to the Crescent Forest to get more building materials, though such a journey could take too much time—the gith will attack in about seven days. A closer source of materials would be the gith camp itself. The wagons would be useful as building materials, and the kanks could be used to mount a cavalry unit. Such a raid would be very dangerous, although enterprising PCs could no doubt pull it off.

Building any fortifications will not be easy, as Tenpug's carpenters and engineers are still away in the Crescent Forest. They will return in three days, provided they can find a way through the gith patrols that surround the temple area. If the PCs have not made an effort to keep the patrols away from returning tribe members, then the DM should assume that they don't get through. The gith may even throw the bodies of the dead down into the camp to taunt Tenpug's Band.

About 30 people will return to Tenpug's band from various places should an opening be made for them through the gith patrols during the next week. If the PCs kill enough of these sentries, the gith commanders may decide that it is no longer worth the loss of manpower to keep patrols going around the temple. If that happens, the carpenters and engineers will be able to add their skills to the war effort when they arrive.

Forging Weapons

Weapon quality and quantity may be the worst problems facing Tenpug's band. Their day-to-day weapons are just not up to the task of battle against a well-armed enemy. Tenpug is a master weaponsmith, but he needs materials

to work with—preferably not stone or bone, but metal.

There are many methods that the PCs can use to get their hands on the materials they will need. The DM should listen to any plans put forth by the players and allow any reasonable plan to work.

The source of the best weapons in the area is the gith camp. If the PCs could find a way to steal some of the gith weapons, they could arm their tribe. This would be difficult, but offers the greatest potential rewards.

There are several places PCs could get the raw materials they'll need to build weapons. Few creatures live here in the waterless sandy wastes. Out in the wastes, the PCs might find a pack of cha'thrang, dune freaks, or some other creatures whose bones might make decent weapons. There are also other sources nearby. Refer to the regional map on page 6 for the following locations.

1. The Obsidian Quarry

Below you lies a jagged crack in the earth with outcroppings of shiny black stone obsidian dotting the walls. It should make good weapons for the tribe, if only you have time to gather and shape it before the gith attack. The obsidian is easy to see here, and many fragments litter the ground near the base of the cliffwall. There are also chips and bits of the glassy stone everywhere.

Not more than 6 miles away from Tenpug's people there is a quarry from which a high grade of obsidian can be collected. Tenpug and his craftsmen could turn the material into spears and axes, though he will need the wood that the carpenters are supposed to bring back from the Crescent Forest for shafts.

There is a danger that the gith might detect a group traveling as far as six miles from the camp. In addition, the quarry is also used by a wild and hostile band of muls. Should the PCs successfully get through this tribe,



they can collect all the stone they want.

There is a 20% chance of muls being present when the PCs arrive. There is an additional 30% chance that muls will arrive while the PCs are collecting stone, whether they were any there before or not. Obsidian gathered here will make standard stone weapons.

The wild muls come in groups of 2-7 (1d6+1) and have the following stats.

Wild Muls (2-7): THAC0 15; Dmg 1d6+1; AC 8; HD 5+5; hp 30 each; MV 9; SZ M; INT avg; AL NE; ML 12; XP 270; Treasure: 1d4 stone weapons. Note: there is a 75% chance that any given mul possess a wild psionic talent.

2. The Sea of Silt

You stand on the shore of the dangerous Sea of Silt. The treacherous stuff ripples around your feet and flies in the air blinding your eyes. With the wind comes a stinging barrage of silt and the stench of something the smells like death. Out across the sea, nearly 100 yards away, sitting on a great rock, is a rotting sink worm. The creature is magnificent, even in death. It is huge, nearly 100 feet long, and must have been a terrible sight to behold—when it lived.

Not far away in the Sea of Silt lies the body of a massive sink worm. The creature's teeth and bones would make very hard and sturdy weapons. Unfortunately, getting to the dead worm is not easy as the PCs must devise some way of crossing the 100 yards or so of the silt sea. Furthermore, a large white silt horror lies under the surface, preying on the scavengers that have come to eat the huge carcass. The horror will strike when the PCs attempt to cross the silt.

Silt Horror (1): THAC0 7; Dmg 1d8 (×10 tentacles); AC 8; HD 14; hp 90; SA strangulation; MV 3; SZ G; INT animal; AL N; ML 10; XP 7000; Treasure: nil. Note: A hit by the silt horror does 1d8 points of strangulation damage per round thereafter. It takes 10 points of damage to sever a tentacle and blunt weapons do only half damage.

Teeth taken from the sink worm will produce bone short swords or spears that function just like ordinary metal weapons and have none of the usual combat penalties for bone weapons. However, they are still subject to breakage as bone weapons.

Sorties Against the Gith

If the PCs can organize a number of raids against the gith, then morale of the gith will begin to slide, even before battle begins. Furthermore, the gith may lose weapons and supplies to raids, hampering their ability to fight in any case. The gith will slowly continue to increase their numbers until a week has passed. The gith will then have about 320 (minus any the PCs have killed) warriors. If the PCs have constructed good counter raids, some of gith may desert their tribe, further reducing their numbers.

Some good targets for counter raids include the supply tents, stables, and the three command tents. The gith use a flammable liquid to keep their black stones burning; this could be used to cause an explosion. The gith tribes are also suspicious of each other, so the PCs could attack one tribe and frame another to get the gith to fight among themselves. If this happens, the gith will only fight a little, killing a couple dozen of their number before the leader of the Rune steps in and ends the conflict.



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Part Six: The Order of Battle

After the DM has allowed the players a week or so to make their preparations, the gith attack comes. Depending upon the precautions that they have taken it will be more or less brutal. In any case, the actual assault on the temple can begin with the following text:

Over the rise come the gith, gathering in a dark wall on the sand dunes that overlook the temple. Somewhere in the distance the bloated sun is setting and the sky burns like crimson fire. They shake their sharp iron weapons in defiance and shout curses in their guttural, animal-like speech. Three triangular battle standards flap in the searing wind like flames licking forth.

You look around at Tenpug's people and see the frightened, determined tribesfolk making ready to defend their homes. There is no sound from the defenders now, only the noise of the gith warriors.

Tenpug's band may very well decide to hole up in the temple and fight only at the gate. If the gate is closed, the gith will simply light a fire in front of the temple and attempt to smoke everyone out. While this may take some time, it will almost certainly succeed in the end.

It would be a good idea to make a stand at the gate, or even in front of the temple, retreating inside only when all is lost. More elaborate plans are possible, but the tribe will probably make a muddle of complex plans.

The gith plan is a simple one. The Hand will come over the sand dune and engage any forces in their path. At the same time, the Eye will approach the side of the temple and attempt to get between the tribe and the temple door. The Rune tribe will remain atop the dunes and wait to throw their weight into the battle where it is needed most. If there is a problem, the Rune will swoop down and attempt to crush the enemy.

BATTLESYSTEM® Statistics: Gith Tribes

Gith Leaders (1 with each unit): AD 6; AR 8 (Inix shell armor); Hits 3; ML 13; MV 3.

The Rune (10 figures): AD 8; AR 8 (Inix shell armor); Hits 2; ML 13; MV 9.

The Hand (7 figures): AD 8; AR 7; Hits 2; ML 12; MV 9.

The Eye (8 figures): AD 8; AR 9; Hits 2; ML 12; MV 3.

BATTLESYSTEM® Statistics: Tenpug's Band

The statistics for the slave tribe will vary with the PCs' success in training and equipping the tribe for battle. Statistics for the player characters can be determined using the normal conversion mechanics in the BATTLESYSTEM miniatures rules book.

There will be 180 tribal members (18 figures) who can fight if the PCs opened a passage through the gith patrols. Otherwise, there are only 150 (15 figures) tribesmen.

Poorly trained and equipped: AD 4; AR 10; Hits 2; ML 10; MV 12.

Poorly trained, but well-equipped: AD 6; AR 9; Hits 2; ML 10; MV 12.

Well-trained and equipped: AD 8; AR 8; Hits 2; ML 11; MV 12.



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Castle Guide Statistics: Gith Tribes

The two lesser gith units are worth 10 points per figure for a total of 150 points. The Tribe of the Rune is much more deadly and is worth 15 points per figure for a total of 120 points.

Castle Guide Statistics: Tenpug's Band

The people of Tenpug's Band are worth 2 points per figure if they are poorly trained and poorly equipped. If they are either well trained and poorly equipped or poorly trained and well equipped they are worth 4 points per figure. If they are well trained and well equipped, they are worth 8 points each.

Again, there will be 15 figures if the PCs were able to break the gith blockade around the temple or 12 figures if it was maintained.

Victory or Defeat

Even with the best preparations, the PCs are unlikely to lead the tribe to victory in this battle. If it were battle with the Hand and the Eye alone they might have a chance, but with the Rune they are overmatched. At some point, the PCs will have to order a retreat, the tribesmen may even break and flee in panic. Regardless of the direction in which the PCs call for a retreat, the troops will run for the temple.

If the way is blocked, they may be cut down and killed. The PCs will have to lead the way, clearing a path through the gith to allow Tenpug's people a chance to escape.

It is important that not too many of Tenpug's people die in this first battle. There are several ways that the DM can ensure this. When using the BATTLESYSTEM[®]

rules, assume that for each figure killed, a good 80% are still alive—either wounded, unconscious, or scattered.

All of Tenpug's people who survive make their way to the temple, so even if the entire slave army is killed, 90 to 100 people will survive the battle. Of course, many of these people will be too wounded to continue fighting unless they are given prompt medical care.

The Last Stand

As the last of Tenpug's people are driven into the temple, the great doors are drawn shut and barricaded from within. Almost at once, the gith descend upon the place and ignite a great fire. As smoke billows from this inferno, they begin to fan it into the temple.

No matter how good the precautions of the tribesmen, the smoke will begin to seep in. Even if the smoke is stopped, the gith have all the supplies they need to wait out a long siege as the tribesmen slowly run out of provisions.

With the host of gith outside, it seems that there is no chance for the survival of Tenpug's Band. The time has come for the PCs to take some drastic action.



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Part Seven: Eye of the Storm

Tenpug will move quickly to call another council. The PCs are invited, of course. This meeting is a grim and silent affair, as everyone looks to the PCs for answers.

If no one has any ideas, Teva or Isak will suggest that now might be a good time to search the temple for ancient weapons or magic. Tenpug will be violently opposed to this course, afraid of adding ancient curses to their current troubles. Many will point out that any curse the temple has to offer can do them no more harm than has already been done. Tenpug will acquiesce and show the PCs the temple's hidden chambers (areas 21 and 22 of the temple map on page 18).

Ancient Wonders

Once the party opens up one of the doors to either of these chambers, they will discover great wonders. In each of these rooms are stacks of treasure: approximately 85 pieces of gold, three pieces of ancient furniture (beautiful but decomposed to a state of uselessness), one +1 plate mail breastplate, assorted fine rolls of rotted cloth, 1d3 steel swords, and a variety of ancient jewelry worth about 1,200 ceramic pieces. Each room contains the same items, in the same numbers.

While the PCs are ogling the treasure, Tenpug insists that only the weapons and armor can be taken, the tribe needs nothing else now. Tenpug also warns against looting these rooms; he does not want to anger the spirits of this temple any more than is absolutely necessary. Any attempt to disobey Tenpug may lead to violence and distrust as the slave tribe will back up Tenpug without question, and he will not back down on this issue.

Each room has a single trap door in it which leads into the catacombs beneath the temple. This area is shown on the catacombs map on the following page.

Catacombs of Ages Past

1. Entrances

The floor of this square chamber is made of large stones laid together. A good deal of sand has leaked in over the years, making little piles near the walls where the cracks in the stones are larger. The air in this place is cool and humid, making it a haven for spiders and buzzing insects.

This is where the PCs enter when they go through the trap doors in the secret rooms. The floor level of the catacombs is roughly 20 feet below that of the main temple complex, so care must be used if the characters are going to get down safely.

2. The Ceramic Pipe

At this point in the tunnel the floor is slick and muddy. A six inch wide ceramic pipe appears from the ground here and vanishes in to the ceiling overhead. A number of cracks in the side of the pipe allows a steady stream of water to trickle down here filling the air with an endless rippling sound.

The muddy floor here hides a nest of 10 asps, 1d6 of which will attack anyone tromping through the area. The party does not have to fight them, as the snakes cannot pursue them. The asps will recoil from fire or bright light.

Asps (10): THAC0 20; Dmg 1d2; AC 6; HD ; hp 2 each; SA class C poison; MV 12; SZ S; INT animal; AL N; ML 8; XP 15; Treasure: none.

3. The Ancient Dead

This section of the catacombs is a great labyrinth of stone shelves holding the skeletal remains of the ancient dead.

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It is impossible to say how long ago these people were laid to rest, but the condition of this place leads you to believe that it was many centuries ago.

These catacombs are long and complex, but there lurks within them a far greater threat than losing one's way. The catacombs are occupied by hundreds of ghosts. They all have the same purpose—to protect the terrible treasure that lies deeper within the labyrinth.

They are aware of much that goes on above in the temple, and they approve of Tenpug's Band, especially since they honor the temple by placing goods on the altar. They are also aware of the gith, and they are very concerned about what will happen to their remains should the gith enter the temple and find their way into the catacombs.

How the ghosts will react to the party depends on how the party acts. If characters are searching the bones for

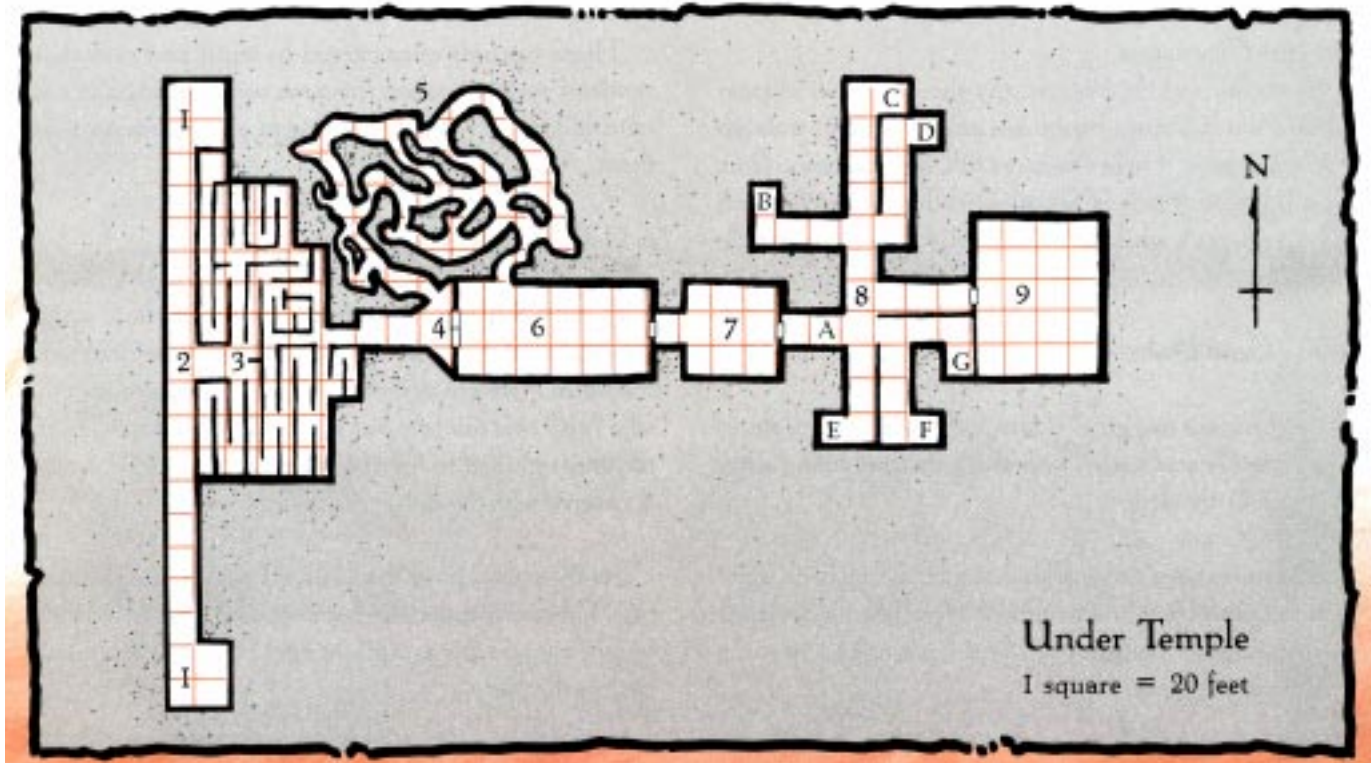
weapons or (worse) gold, carrying any of the loot from the secret rooms in the temple above, or if they display a marked disrespect for the temple and the dead buried here, the ghosts will decide that the party is unworthy and turn their power against them.

However, if the party is respectful of the graves of the dead, if they speak well of the temple and go out of their way not to anger them, then the ghosts will decide that the PCs are worthy and offer them help.

Unworthy Characters

Characters judged unworthy by the ghosts will be cursed by these ancient spirits. The following boxed text describes the scene as the characters perceive it:

Suddenly, a wall of vapor rises up from the cold stone floor to surround your party. Dozens of twisted faces can





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be seen in the rippling mists. A low, moaning voice rises from nowhere and echoes in the cool air.

*Hear the song of the ancient dead,
A lingering verse of doom and dread.
Know ye that death upon you descends,
'til your actions make amends.*

With that, the mists fade away and all is as it was before.

The PCs have been cursed with an ancient and powerful hex. In game terms, this means that they will automatically take maximum damage from every attack directed at them until they redeem themselves in the eyes of the ghosts. The DM will have to be the judge of the PCs' actions in this case. If they appear to be earnest in their efforts, the ghosts will appear again and lift the curse.

Worthy Characters

If the ghosts find the PCs worthy, then they will whisper helpful hints to the adventurers as they wander through the catacombs. These whispers will seem to come from specific piles of bones, revealed in the flickering torch light, and each whisper will only be heard by a single character.

4. The Great Doors

Here there are two great doors fashioned from slabs of black marble and sealed with dull grey lead. Inlaid silver runes cover the doors.

The runes are a very ancient tongue, dating back thousands of years. Any character with the ability to decipher the language of the runes will find them to be a warning that reads as follows:

*Beware all who would break this seal,
Make not the wound you can not heal,
Fear the heart of dead man's power.
the crimson curse of the dying hour.*

The doors may only be forced open by powerful magic. The PCs will need to use (at least) a 6th-level spell in order to break through (*disintegrate*, *stone to flesh*, or a spell that does at least 30 points of physical damage). Unless powerful magic is employed, the party will have to proceed through a side passage that is little more than a hole in the wall.

5. Worm Holes

These round tunnels are smooth and dry, cut from solid bedrock as if by some mysterious worm. The few stones that litter the floor are strangely circular and smooth, looking not unlike eggs.

These tunnels were carved by wind and rain thousands of years ago when this area was subjected to such natural forces. There is nothing at all hazardous about them.

6. Hall of Defilers

As you look around this area you can not help but be shocked by the violence and evil of the friezes that cover the walls. Here are depicted the great lion-headed, giants who built this temple, but always they are shown being tortured or killed in horrible ways. The floor of this place is covered with the bones of the dead.

As the party enters the Hall of Defilers, the skeletons rise. These creatures, the remains of all the defilers who fought against the temple in ages past, will attempt to destroy the party.



Skeletons (40): THAC0 13; Dmg 1d6-1 (bone short swords); AC 7; HD 1; hp 5 each; SD ½ damage from edged weapons, immune to *sleep*, *charm*, and *hold*; MV 12; SZ M; INT non; AL N; ML 20; XP 65 each; Treasure: none.

7. The Puzzle Room

This chamber is made of interlocking stones that come together in complex forms and resemble the pieces of a large puzzle. The far wall of this room is a vast mirror, perfectly polished and bright even after all the years it has been buried here.

As soon as the party enters, they see that the far wall is a giant mirror. Closer examination will reveal that there is a door in the middle of the mirror, though it is brightly polished and hard to make out.

As a character approaches the door, he will see some terrible prophecy of his own death in the reflection. The DM should consider carefully the fears and desires that the character has been portrayed as having and describe a death scene that would be repulsive to him. For example, a brave warrior might be killed by a thief in the night while a miserly rogue might see himself dying as a hungry beggar on the streets of Tyr. Every character that nears the mirror will see his own reflection.

Once a character has reached the door, he will find that it is not solid and that he can pass right through it. A character who has blindfolded himself or otherwise avoided seeing the images in the mirror will not be able to pass through the door.

8. Dark Labyrinth

You have entered an area of absolute silence and total darkness. You can see nothing at all and no action that you take makes any sound.

As soon as the PCs enter into this maze they can neither see nor hear thanks to the effects of permanent *darkness* and *silence* spells. Once any character walks over the area marked "A" on the map, all of the characters will be teleported separately, each to a different location (marked "B" through "G").

Due to the effects of the spells that hang over this place, the player characters may not talk to each other. To reflect this, the players themselves should be allowed to speak only to the DM.

There are only PCs in this maze; no monsters, no traps, nothing dangerous at all. If the PCs bump into each other, the DM should simply describe what each PC feels. Since the characters will probably have weapons drawn, they will feel sharp objects on the creature they bump into. In fear and terror they may assume that the creature is hostile and attack their comrades.

All attacks made in the darkness suffer a -4 penalty, although the blind-fighting proficiency still works. Spells requiring vocal components do not work, but *vocalize* or similar magic will negate this as is usual. Spells that might normally illuminate an area will make no light here, nor will torches or any other form of light.

The PCs may recognize each other if they have a special fighting style or a maneuver that they have done often in the past. Of course, psionics and similar abilities can allow the characters to communicate freely, even in absolute darkness and silence. Also the PCs may avoid combat entirely if they don't start swinging in panic.

9. The Final Chamber

Note: The doors to area 9 are magically locked. They open easily to the hand of someone of good alignment, but will not budge for anyone who is evil or neutral.

This is a large chamber carved out of solid rock. The walls are smooth and slick. At the center of the room,



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resting on an ornately carved pedestal of glistening crystal. Resting atop this work of art is a single black and red stone about the size of a man's fist. At its heart are flickers of red light which flesh out to dance across the ceiling and walls.

This terrible stone, known as the *rubyheart*, was first unearthed millennia ago. Since then, it been passed down through history until it was finally locked away by the priests of this nameless temple.

Whoever takes this stone from the pedestal is engulfed by a dark red aura that licks about him like the crimson flames of the dark sun. At the same time, the stone will begin to throb like a great heart.

This magical aura will remain about the character for as long as the stone is held. While engulfed with these magical flames, the character is under the effects of a *resist fire* and *resist cold* spell. In addition, the *rubyheart* acts as a *wand of fire*. It starts with 10 charges that come back at a rate of 2 charges per day, although it may never gain more than 10 charges.

However, the *rubyheart* is an intelligent and evil object. It has an Int of 17 an Ego of 13, and will attempt to dominate its holder as described in the "Intelligent Weapons" section of the *DUNGEON MASTER™ Guide*. Every day that the *rubyheart* is held, the personality score of its user goes down by one point. Once the object dominates the character, it will force him to inflict acts of evil and violence on his enemies, and once these are gone, on his friends. If the character's personality score reaches 0 the character dies, his spirit consumed by the *rubyheart*.

A character who takes the *rubyheart* can not put it down unless in this room. Once the stone is removed from this place it's power makes it impossible to get rid of. The stone will never let its user put it back in this room once it gains control of him.





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Part Eight: Victory by Fire

Once the *rubyheart* is obtained, the party will have a weapon that can drive off the gith. With the *rubyheart* in their possession, they must retrace their steps through the underground catacombs and emerge back in the temple.

When they return, the gith are pounding at the temple doors with a battering ram and smoke fills the place. Most of the tribesmen are lying close to the floor where the air is still breathable. In the PCs absence the siege has gone poorly, and it looks as though the great stone doors of the temple will soon give way.

The following text describes the scene for the players:

All around you the people of Tenpug's Band ready themselves for battle. Armor is being donned, weapons drawn, and all turn their faces with dread toward the temple doors. Outside, gith war drums echo ominously.

The party will have to quickly organize Tenpug's people into units and prepare them for combat. Morale will be decidedly low, and if one of the PCs wishes to give a speech or make some demonstration of the *rubyheart's* power to boost morale, now would be a good time.

The Final Battle

All of the surviving forces from the last battle are available for this one. The gith will hold back nothing this time, but will attempt to engage with all of their forces. The Tribe of the Rune will position itself in the middle, flanked by the Hand and Eye, and destroy Tenpug's Band.

The *rubyheart* should allow the tribe to make up for their lack of manpower and training. The tribe's morale level is reduced by 2 places because of the previous loss. However, they may receive bonuses if the PCs delivered a good speech or encouraged the troops in some way.

The gith will be very frightened by the *rubyheart* and must make a morale check every time it is used against them. Thus, with the great power of the artifact, the PCs should be able to destroy the gith legions and save the day.

Epilogue

Though the PCs have no doubt committed an act of great heroism in defending Tenpug and his people, the war is not yet finished. As long as the gith stay in the area they will be a constant threat to Tenpug's band. The gith should be driven back to wherever they came from. Besides, the tribe will certainly demand retribution for their faith friends. Tenpug's Band begs the PCs to stay and finish what has begun.

Of course, there is always the *rubyheart* to consider. Smart PCs will attempt to return it immediately to where they found it. Those who are tempted by the artifact's power may attempt to take it with them and keep using it. Such a character will gradually become consumed by the relic until it destroys him.

Clash by Night



Adventure Two: Cry Vengeance

Now that the PC have survived the first adventure in the Black Spine campaign, the time has come for them to move on. Tenpug's Band will do everything they can to encourage the PCs to lead them against the gith.

In *Cry Vengeance*, the PCs lead their makeshift army against the fleeing gith. The pursuit is fraught with perils, including gith ambushes and the usual dangers of the Athasian wilderness.

Meanwhile, the gith retreat to their base camp, a Nibenay iron mine that they recently conquered. Their lord, a powerful psionist, attacks the PCs and their army through dreams, forcing many into a comatose state where their minds can be stolen.

When things are at their worst, the PCs discover that they can counterattack the gith lord by using a psionic device that was left in their camp as part of a previous attack. Marching through a dream-reality, they face the gith lord's psionic defenses that, in the dream world, become real.

Winning through, they attack the gith lord's mind directly. Once the gith lord is defeated and the tribe's minds are liberated, the march continues to the gates of the iron mine. Tenpug's army lays siege to the place, but the walls are high and the attackers few.

To complicate matters, the army of Tenpug finds the smashed remains of a unit from Nibenay sent to free the mine. Even with most of their troops dying in the desert, the Nibenay unit could prove helpful against the gith—if they can be trusted.

In a terrible final battle, Tenpug's Band attacks the fortress, crushing the gith once and for all. Now that the iron mine is liberated, they discover that the gith came from within the mine, spawned in some subterranean lair and attacking when the miners dug too deep in their lust for iron. Many of the miners were taken back into the mine to be slaves for the gith, or worse.





Part One: Funeral Pyres

There will no doubt have been many deaths as a result of the two battles in the last adventure. Tenpug's Band now has a chance to hold funerals for these people. Among this tribe, funeral pyres are the traditional means of disposing of the dead. These will have to be short as the dead must be burned quickly to avoid the hot sun which causes quick decay.

Before any bodies are burnt or as tribute to a special hero, one or all of the PCs may wish to say a eulogy for the fallen. This is not unusual for the commanders of military forces. Kind words would be greatly appreciated by the entire tribe, which is not used to losing so many friends at the same time. Once all of the words have been spoken and friends gathered, the DM can describe the scene with the following text:

As the wounded are being given what medical care is available, the funeral fires are lit, and the bodies of the dead are heaped on. The gith are burned separately, and the stench of burning flesh hangs in the night.

Council of War

There will be much to discuss as Tenpug's Band gathers in the temple to wait out the heat of the day. The tribe has become more efficient after their victory. Morale is high, but not out of control.

Tenpug asks the PCs to join him in council along with the surviving leaders of the Band. If it is not clear who survived the battles in the last adventure, roll a d10 for each NPC. On a roll of a 1, the character is killed if he was an experienced warrior. On a roll of a 1-2, the character is killed if he had no combat experience.

When the Council gets together, Tenpug will simply ask the PCs what the next move is. If the PCs think that it's over, several members of the Council will want to

know what will happen if the gith come back and the PCs aren't here. The gith must be scattered and defeated or the tribe will never be safe. Furthermore, their source of steel weapons should be discovered, and any other gith tribes in the area should be sought out and negotiated with or destroyed.

The tribe wants revenge, and would also like to find the source of the metal the gith used for weapons. If the PCs are resistant to continuing the battle, Tenpug will offer them a share in the source of iron when it is found.

The council members will be eager to continue the fight. Many of them, as leaders of the community, feel responsible for the deaths in the battle. A few seek revenge. The entire tribe wants to chase after the gith, and may even do so if the PCs decide not to join them, in their quest for vengeance.

Arming for War

Approximately 10% of all bone weapons and 20% of all stone weapons will have been damaged in the battle. Furthermore, the tribe has few pack animals and no armor to speak of. Food is also not in large supply for an attacking force that plans to pursue the gith tribes. The PCs must solve these problems if they are to continue.

Tenpug can repair many of the weapons given two or three days. By that time, the gith will be gone and their trail will be old and difficult to follow. Fortunately, every one gith in ten that was destroyed will have abandoned 2d4 useful steel weapons (mostly spears).

Pack animals could be found at the gith camp if they have not already been stolen by the PCs. The PCs will have to steal them soon if they want them, for the gith will take the animals with them when they flee.

If the PCs send out scouts to search for the tribe's lost herdsman (who took the tribe's herd of kanks out of danger when the war started), they will find him by dawn the next day. He can bring the thirty kanks back to the tribe



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by noon, but only twenty of them are suitable for carrying an armed warrior into combat.

Forming Ranks

Hopefully, the PCs will be able to field 30-100 troops. This is about the limit of the extra food that the tribe has anyway. How the PCs divide these units is up to them.

A small pursuit or skirmishing force could be very useful. This unit would be made up of the fastest runners and lightest armored people or soldiers on kanks. If any missile weapons are available, these skirmishers should be armed with them. The pursuit force will be responsible for harassing and keeping track of the enemy.

The rest of the force should be formed into a main body. This group is slower moving but more dangerous in battle than the pursuit force. They can follow behind the pursuit force and take directions from it. They will carry the bulk of the food, extra weapons, and other equipment.

All of the members of Tenpug's Band are now assumed to have good training, no matter what it was before the battles of the last adventure. Now that the army has seen battle and survived, they are much better warriors.

Food and Water

Each warrior can carry enough food and water for himself for seven days. This is assuming that warriors are not on full water rations. They drink a full gallon on one day and a half a gallon on the next. Each kank can be loaded down with 25 man days of water, assuming that they carry no extra cargo but their rider. Each kank could also carry 50 man days of food instead of the water.

If the army has extra kanks that do not have riders, these can carry twice the normal capacity.

Among the Tents

Once the PCs have prepared Tenpug's Band for the march, they will want to attack the gith at their camp. Scouts (if the PCs send any) report that the gith are not digging in for a defense, in fact they seem to be getting ready to move out.

The gith wait until dusk to leave their camp and start their long march home to their base camp some twenty-five miles away. Many of the gith are left behind in the camp to ambush Tenpug's Tribe should they attempt to follow the gith.

As the PCs approach the camp, they see that it appears to be abandoned. In fact, the surviving members of the Hand (along with their leader if he is still alive) are hidden in the tents waiting for Tenpug's people to enter the camp.

The gith will wait until many of Tenpug's tribe are within the camp and close to their ambush sites before attacking.

Use the stats given above in Adventure One, Part Six for the remaining Hand members.



Part Two: Across the Desert

Once the gith have been defeated at the camp, the PCs will see that it was only a rear guard action by the few surviving members of the Hand tribe. Tracks lead off into the desert showing that a sizable portion of the gith army has escaped. They have only fled for now, but, if allowed to escape, will return to destroy Tenpug's Band unprepared. The slave tribe must press its advantage now and rid itself of the gith menace once and for all.

The Hunt

The PCs must now prepare for a long march into the desert after the gith. There is no knowing where they are headed or what may be there when they arrive. Their troops are ecstatic. Finally, they have the enemy on the run, and they want to make the most of it. Their anger over their lost comrades runs high and they champ at the bit, eager for the hunt and the final destruction of their enemy.

The army must rest twelve hours a day, and it will take them half an hour in the morning and a half an hour at night to get up or settle down. Including meals, the army can only march about ten hours a day. Normally, this would allow the army to cover 20 miles in a single day. However, the sand dunes (some rising as high as eighty or a hundred feet) run perpendicular to the army's movement. That, coupled with the soft sand which is difficult and tiring to walk in, reduces the army's movement to only eight miles a day.

The gith will move at only six miles a day due to their hunched-over form. They will do a forced march on the first night going 10 miles. They will travel 6 miles on the second day and the final 3 miles in a forced march on the third day to arrive at their main camp.

How the PCs move is up to them. It is likely that they will sleep on the first night and head off into the desert on

the following morning to gain the benefits of sunlight in following their enemy and to prevent the enemy from making easy ambushes in the darkness.

The gith are approximately one hundred in number (there have been many deserters). The gith employ a rear guard of 20 warriors riding kanks. This group will attempt to keep the pursuit force of the tribe from getting near the main group of gith.

Tracks in the Sand

As the PCs lead their forces across the Athasian desert, they will encounter not only the gith, but also some of the other hazards that lurk beneath the dark sun. In order to adjudicate this, the DM should refer to the regional map on page 6 at the start of *Clash by Night* for this part of the adventure. These encounters will come into play as the PCs cross them. The first two encounters on that map were used in the first adventure.

3. Outcroppings

Rock outcroppings jut from the sand like islands in the silt sea. They cast stark shadows across the sand and offer shelter from the screaming wind that lifts a stinging curtain of sand in to the air.

Each of these places is a good location for the gith to perform their ambush as described in "The Snake Strikes" event below. If Tenpug's Band gets too clot, the gith will move to the nearest rock outcropping and prepare to ambush their pursuers.

These rock outcroppings frequently contain caves carved out by millennia of sand and wind. If the slave tribe army can rest in these caves during the day, they will need only half as much water. Furthermore, if they rest in them during the night, they have a ready-made fortress to defend themselves from attackers.



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4. The Megapede

A giant megapede can be seen crawling across a sand dune in the distance. Fortunately, the 150-foot-long creature must be more than half a mile away. Most of the army watches it and points at in idle curiosity to break up the monotony of the march. Then, suddenly, the megapede turns and starts to race toward the army at a phenomenal speed.

In fact, the megapede was busy eating a flock of erdlu when it saw the army. The creature has mistaken the army for another beast that will try to take away the erdlu herd. As long as the army stays in the open, the megapede will continue to charge, arriving in about half an hour.

Megapede (1): THAC0 11; Dmg 1d6 (×5) or 3d10; AC 3; HD 10; hp 65; SA class B poison; MV 12; SZ G; INT animal; AL N; ML 12; XP 4,000.

5. The Elven Camp

You see what appears to be an encampment. There are a few tents gathered together in a little clump, their points rising out of the sand. Erdlu are scattered everywhere, sleeping through the heat of the day. In front of the tents is a thin, bony sentry wrapped completely in brown, tattered clothing. His face cannot be seen. As your army crests a dune he taps the tent behind him with his foot.

This band of elven erdlu herders are on their way to the Crescent Forest to feed their animals before selling them in Nibenay or Gulg. They are very suspicious of anybody who comes too close, and they will immediately arm themselves to try and defend their herds from marauders. They have not seen one of their shepherds for over a day now (in fact, he was eaten by the megapede from area 4).

The PCs may be able to buy erdlu from these fellows if they are courteous enough. Otherwise, the elves will accuse the PCs of having killed their missing shepherd and feeding his flock to their army. The elves hope to get 15 cp each for their erdlu once they are properly fattened up in the Crescent Forest. If the PCs will offer them 15 cp per erdlu now, the shepherds will gladly take it.

Elven Shepherds (9): THAC0 13; Dmg 1d6 (various weapons); AC 7; HD 3; hp 12 each; MV 12; SZ M; INT avg; AL N; ML 11; XP 65 each.

Erdlu (142): THAC0 17; Dmg 1d6/1d4; AC 7; HD 3; hp 14 each; MV 18; SZ M; INT animal; AL N; ML 10; XP 65 each.

The Sandstorm

On the second day of travel a terrible sandstorm will stir up. Following the gith trail at this point will be impossible. The army will have to settle down and huddle under whatever they can. The following text describes the onset of the storm:

The wind has been restless all day. Like a hungry animal, it prowls up and down the desert. Gradually, a great wall of sand rises up and moves your way. As it reaches your position, sand stings your eyes and blows in to your mouth.

The storm lasts 2d4 hours. Realizing that they have been followed, the gith take advantage of this distraction to circle back. Once the storm has lifted, the pursuit force must search far and wide to pick up the trail again.

This is when the gith will strike, attempting to destroy the pursuit force. If Tenpug's Band has no pursuit force, then the gith will ambush the main body of the army.

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The Snake Strikes

The gith are hidden in one of the rock outcroppings on the regional map at the start of this book. If the PCs are very careful as they near the site of the ambush they may spot the gith. Magical scrying will give away the ambush as well.

The gith spring from the rocks, hurling javelins and preparing to charge. Once the pursuit party turns to face them, other gith hidden in the sand leap up and run into the midst of the pursuit force, turning the unit into a mass melee and destroying any semblance of order and command. Morale quickly disintegrates, and the pursuit force routs once the gith among the rocks make their charge.

If the army has no pursuit force, the gith wait to attack the main body in a similar fashion. In such an instance, they wait until the middle of the army passes in front of them. They will slay as many as they can get at, which could make for some high casualties because of the confusion.

Once the gith have done their damage, they will flee before any organized resistance can be called upon. Most of the damage will be caused by confusion and loss of command. If the gith make this attack successfully, the DM can assume that they killed 2d10+10 tribesmen. All troops will have a -1 to their morale score for the remainder of the adventure should this ambush be successful.

The gith will not face the human army in an open field of battle. Should the PCs discover the ambush before it can be sprung (through scouts, either magical or physical), the gith will scatter to gather together again at a pre-arranged meeting place. Under no circumstances will they fight a fair fight. It is surprise or nothing.

Gith Warriors (30): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on

attacks), psionics; SD psionics; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Gith Sergeant (3): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 5; hp 25; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Psionics Summary: PSPs 80

Disciplines – Psychokinesis, telepathy

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mental barrier, mind blank, mind thrust

Gith Lieutenant (1): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 6; hp 30; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Psionics Summary: PSPs 80

Disciplines – Psychokinesis, telepathy

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mental barrier, mind blank, mind thrust

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Part Three: Battle of the Mind

The gith commander of the Rune has managed to send a messenger to the gith base camp in search of help for his broken army. An ancient gith with great psionic powers has answered his plea. In order to stop this army of freed slaves, he will simply cut off its head. With the head gone, the army will lose its direction and disintegrate. The head is, of course, the player characters.

The Killing Dream

The gith lord will use his abilities as a powerful psionist to attack the party. The psychic assault begins the day before the army reaches the gith camp.

When the attacks begin, one of the PCs will awaken from a restless sleep. He notices that the entire army is asleep, even the sentries. Then he notices that the sky is a deep red color and the sand is as black as midnight. He is free to awaken a friend or even the entire army to this nightmare. As they watch, a wind begins to pick up. At this point, the PCs may wish to organize the army into its fighting units, or at least form a defensive perimeter, but it doesn't really matter.

Soon a storm whips up, and nobody can see more than a few feet. Screams can be heard over the howling wind, and it becomes apparent that something is hunting victims from the ranks of the army. This is a persona of the gith lord who is causing this psionic attack. His ego has created a hideous monster that stalks the members of Tenpug's Band. If the PCs start searching for the source of the yelling they will find it, but only after the creature (the gith lord's persona) has killed nearly 30 people. Attacks made against the creature will be made with a -4 penalty due to the effects of the storm. The dream creature does not suffer this penalty.

Note that thri-kreen do not sleep and so will not be affected by this experience. Rather, they will notice that the entire army is asleep and cannot be awakened.

Dream Creature (1): THAC0 11; Dmg 1d10 (×2); AC 2; HD 8; h_p 40; SD immune to psionics; MV 24; SZ M; INT avg; AL CE; ML 20; XP 2,000.

In the Morning

After the battle, the PCs awaken normally. They discover that those who were slain in the dream battle do not awaken the next day. They are not dead, but in a deep coma from which they cannot stir. These people must be carried, and this slows the advance of the slave army to only six miles a day. It also seems that no one got a decent night's sleep, since everybody is irritable, weak, and tired.

In the marching period after the ambush, the PCs and their army are still be several miles short of the gith's final destination (though they won't know this). The army's morale is low and the people confused by the terrible dream battle they have survived.

The PCs may realize that the psionic attacks are connected to sleep and that only by sleeping can their minds be contacted. However, there is a problem with not sleeping. Since they were attacked last night, their sleep was not restful. The army will be in no condition to fight if it goes for any length of time without restful sleep. To reflect this, every character will suffer a -2 on his attack rolls and proficiency rolls for every day that passes without a period of normal sleep.

Eventually, it will become impossible to stay awake, especially if they are doing something boring like marching. For every day that passes each player must make a Constitution check. Failure indicates that the character dozes off during the course of the day.



Return of the Nightmare

Eventually, the PCs and the army must sleep. Once sleep comes to anyone in the army, everybody else finds it very difficult to stay awake. Once the gith lord makes contact with those who are asleep and anchors his powers through them, everyone who tries to stay awake must save versus spells every turn or fall asleep and enter the dream world.

Last night the gith lord was testing his powers, trapping only a few in the dream world and putting their bodies in comas. Tonight, he plans to launch a full-scale attack. In order to do this, he has sent his servant Kalisore, an imp, to put a special magical item in the middle of the army. This will allow the gith lord to properly complete his spell. Note that since thri-kreen do not need to sleep, they will not feel the effects of this spell. That is, not until the imp places the stone. Once this happens, each thri-kreen is allowed a saving throw versus spell; failure means they fall into an unconscious state which allows them to join in the dreaming.

Each thri-kreen character still awake may make an Intelligence Check in order to spot the little imp flying into the camp. All others will be asleep by now. Once the imp finds the center of the army, he places the stone and sulks around it. If any thri-kreen are hunting or patrolling through the camp, there is a 1 in 6 chance per round that they will come upon the imp hiding with the stone among the sleepers. Kalisore will desperately try to defend the stone if he is found. If the stone is picked up by anybody, the spell is ruined and all of the sleepers will cease to dream and can be awakened normally.

Of course, those sleepers who are killed during their dreams before the stone is picked up will not be able to wake up again. It is, therefore, very important for any thri-kreen left conscious to find the stone and examine it, thereby breaking the spell.

The stone is a small, black, uncut jewel with a dark

light glowing from the middle. The stone radiates a magical aura and is indestructible by normal means.

Of course, if a thri-kreen spots the imp flying in or manages to get the stone long before any combat begins, then the mind contacts are over and the gith lord's nightmare attacks are at an end. You may skip ahead to Part Four of the adventure.

Imp(1): THAC0 19; Dmg 1d4; AC2; HD2+2; hp 14; SA poison; SD hit only by silver or magical weapons, immune to fire, cold, or electricity; MV 6, FL 18 (A); SZ T; INT avg; AL LE; ML 10; XP 1,400. Notes: the imp makes all saves as a 7 HD creature, regenerates 1 hp per round, can *polymorph* into a large spider or giant rat, and turns *invisible* at will.

Trapped in a Dream

Until the stone is found and disturbed, one or more characters will likely be caught in the dreamscape of the gith master. Those who are trapped in the dream state seem to awaken as though they were still in their camp. The sand is a dark black and the sky is a deep red with a pair of violet moons high in the sky.

Even worse, there appears to be a large army gathered around on the dunes that Tenpug's army is camped on. The figures are not distinct. They seem to be wearing tattered clothing and loose robes. Some are on strange, gaunt animals with four legs and lizard-shaped heads. They all have broken and chipped weapons in their hands, and they all stare down at the encampment as though waiting for something.

No doubt the PCs will attempt to organize the army into its units in order to make a defense. It is obvious, even by a quick look, that they are outnumbered by at least three to one. Some of the PCs will see that this is a psychic dream attack like the evening before and may try some strange things. Let the PCs try anything; none of



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their actions have any effect. The gith lord is in complete control of this dream reality, and nothing that they attempt will work in any different way than it would in real life. This is not their dream. It is his.

Once the PCs have organized the army, or the army has organized itself if the PCs have not attempted to do so, the creatures on the dunes begin their attack. When they start to cross over the ridge, the purple sky highlights them. The PCs can see the gaunt warriors of the enemy holding broken weapons, and ribs jutting through tattered robes. Their undead mounts trudge unnaturally through the sand toward them.

There are two dunes, one on either side of the PCs, about fifty yards apart. Each unit of undead appears on opposite dunes, and they attack together from opposite sides. As the undead get closer, the PCs and the entire army start to recognize friends, enemies, and family in the rotting faces that have now come to claim them. Morale, needless to say, will be low.

Whatever the PCs do is doomed to fail. No matter how many of these undead riders they cut down, more appear. Before long, only the player characters will be left alive. The dream ends with the PCs making their final stands (either together or separately) against the undead horde.

The Day After

As dawn brightens the surface of Athas, the toll of the battles with the gith lord are more apparent. All of those who were killed in any of the dream battles remain in a deep sleep, and nothing seems able to penetrate these comas.

Whether or not the imp was discovered and defeated, the magical stone has been left in camp and will be discovered by the adventurers. Thus, no matter what happened before, the magical stone is now in the hands of the PCs.

Anyone who attempts to “talk” to the stone with a psionic power discovers that the stone allows them to gain a partial contact with any mind in the army, even if they cannot see the target. The stone amplifies the psionic power contact and can be used to reach people very far away. Smart PCs may reason that it could be possible to use the stone to contact the creator of the dreams. Any ability to detect psionics reveals that the stone has a psionic presence.

Anyone with the psionic ability of contact can use this stone in conjunction with other people with psionics to make contact with its owner. There is no way for the PCs to know exactly what will happen if this is attempted. However, as the PCs have no other method of striking back at their psionic assailant, this is their only possible option.

If the no one in the party has the telepathic ability to make contact with the stone’s owner, the DM might allow clever use of an ESP spell, crystal ball, or other tactic to have the same effect.

When someone has established contact with the stone, he finds himself in the same bizarre landscape on which he battled the gith lord’s undead army. In addition, he can see the auras of other people near his body as though he were simply in an alternate universe that barely overlaps the world of Athas. By mentally contacting these people, he can bring them into this dream world. They come with all of their equipment and spell knowledge. Thus, the PCs can adventure across the dream world in search of the gith lord who has caused them so much harm.

Any character with contact who sleeps near the stone automatically communicates with the stone in their sleep and discovers the same thing. The stone is easy to use in that it calls psionic activity to itself and channels it, but it only has access to this dream world.

If the PCs do not figure all of this out, or do not have access to the correct detection spells or psionic abilities, then they will simply have to put most of the army under



whatever cover they can and go on alone, hoping they can find a way to break the spell when they catch the enemy gith. Not far away they discover the iron mine and the main group of gith. Once this is done, they have to sneak inside and kill the gith lord who is causing this problem. Once that is done, the army awakens normally.

The Iron Sentinels

After the PCs have crossed over into the dreamscape they find themselves in a twisted copy of their camp. As described earlier, the black sand stretches out in an almost endless desert under a crimson sky and twin purple moons. There are no enemies in sight, and the desert is as still as an empty room.

Eventually, the PCs will get bored and will set out in some direction, hoping to spot something on the monotonous terrain. It does not matter which way they go. All directions are the same in this mad dream.

Not long after leaving the camp area, they will encounter the Iron Sentinels. The following text describes these mighty creatures:

After walking across the ebony sands for several hours you come across a pair of gleaming iron pillars some 25 feet tall. Without a sound, they ripple and change, becoming hulking gith-like giants composed of living metal. With a howl that seems to shake the ground beneath your feet they charge toward your party.

These are the psionic defenses of the gith lord, essentially personifications of his tower of iron will. They must be destroyed if the party is to pass deeper into this realm.

Iron Sentinels (2): THAC0 5; Dmg 4d8; AC 0; HD 15; hp 80; MV 15; SZ H; INT avg; AL CE; ML 20; XP 5,000.

Once these creatures are defeated, the PCs may pass deeper into the realm of dreams. Hours pass (actually only a few minutes in the real world) before the party encounters the gith lord's next defense. The following text describes this encounter:

Suddenly, rising from the dark sands is a great gith lord, his chitinous armor gleaming in the red moonlight. He wields a large steel axe and stands nearly twelve feet tall, his face set in to a terrible grin.

Giant Gith(1): THAC0 7; Dmg 1d10+4; AC-5; HD 12; hp 65; MV 12; SZ L; INT genius; AL CE; ML 20; XP 2,000.

Once this beast has been beaten, the gith lord will have been defeated twice in psionic combat. He has only one recourse left to him. As the PCs travel on, they come upon a third beast. The following text begins this encounter:

A great slavering beast rises out of the sand before you. It looks like a large slug lying in the sand. Its head is covered in a hideous mass of tentacles on which many eyes are set. Its body has many segments and it would appear that it walks upon many hundreds of feet like a centipede. It has several large limbs which look to be almost human but end in razor-sharp, crab-like claws.

In actuality, the PCs are in no danger here. This beast, as terrible and frightening as it is, vanishes the first time it is hit with a weapon or spell. It is important that the DM make the creature out to be as horrible as possible, however, for that is the substance of this defense.

If any of the PCs break and run, everything vanishes for them and they awaken back at the camp. If all of them flee from this beast, then they all awaken and the dream stone is broken and unusable. The gith lord has severed



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their ability to make contact with him.

If they don't run, they must fight the horrible creature. However, he is all bark and no bite. Once this danger has been overcome the PCs may do as they wish to the gith lord's unprotected mind.

The Mind of the Enemy

Once the illusory creature is killed, there will be a great shaking and one giant fortress will arise from underneath the black sands. The fortress is made from a dark black stone with the texture and look of coal. It is shaped in all ways like a giant gith skull. Entrance is easy as the mouth hangs open like a great doorway.

The PCs will find that the inside is encrusted with many tiny jewels that glow with a light of their own. There is a large jewel floating in the center of the skull that has dark shapes moving within it. Upon closer inspection, the PCs will see that all of their soldiers are trapped inside this stone. Upon striking it, the stone shatters and the PCs and their entire army awaken from their sleep.

If the PCs strike other stones before destroying the one in the middle, they shatter easily and the gith lord dies. If they break just the center stone, then the gith lord has been driven insane. This will be important later when they have to face the gith lord or his successor.



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Part Four: At the Gate

Now that the PCs have lead their armies across the burning wastes of Athas and through a land of nightmares, they at last arrive at the gith's base camp. The Rune has just barely beat them here, thanks to the help of the gith lord.

The Forces of Nibenay

When the PCs approach the camp (see the map on the following page) they see that it has a stockade and is well guarded. If they manage to get a scout in a good position, they may discover some limited information based on "The Captured Mine" section below.

If the PCs deploy sentries and take time to consider their options, one of the scouts reports that there is another army in the area. He says that they are a ragged bunch, and could be raiders or slavers.

If the PCs do not keep a lid on this information, a rumor starts among Tenpug's Band that the nearby army is a group of slavers hunting for slaves to sell in Nibenay. There will be a growing sentiment that they should be confronted and exterminated.

In fact, the third army is a unit from Nibenay that has come to liberate the iron mine upon which the gith have built their base. Nibenay dug the mine and built the stockade that is currently protecting the gith. When the miners dug too deep, they struck a nest of gith who came pouring out in huge numbers. Armed with metal weapons and using clever tactics, these gith quickly overwhelmed the troops from Nibenay.

From here the gith have sent out small groups to take what they could from anybody who might be in the area. When they discovered Tenpug's Band, they gathered together most of their number and built an army from the three main tribes that had burst out onto the surface. They marched to their position near the temple from which they based their attacks in the last adventure.

The Nibenay unit was part of a much larger force sent

to liberate the mine and reopen it to miners so that the vital iron ore would continue to flow to Nibenay. However, the army had problems with the gith lord's psionics just as the PCs did. That, coupled with gith skirmishers constantly harrying their flanks, has reduced them to the rather pitiful state they are now in.

The leader of this unit is one of the templar-wives of Nibenay, a young woman named Vakskra. She is unsure about what to do. She cannot go back to Nibenay and tell the sorcerer-king that she failed utterly and that only a handful of her men are left alive. She also cannot go forward, as her scouts have reported that the gith garrison is too strong for her small unit to attack alone.

Negotiation

Vakskra is definitely open to negotiation with the PCs and their army. If the PCs can convince their men to work alongside a templar from Nibenay, an arrangement might be reached. Vakskra agrees to help the PCs besiege the fortress as long as Nibenay is allowed to reopen and use it once the gith have been killed.

She is very curious about who the PCs are and where their army came from, but will take no action against them in exchange for their help. Vakskra recognizes good fortune when it smiles upon her and will do nothing to further jeopardize her mission.

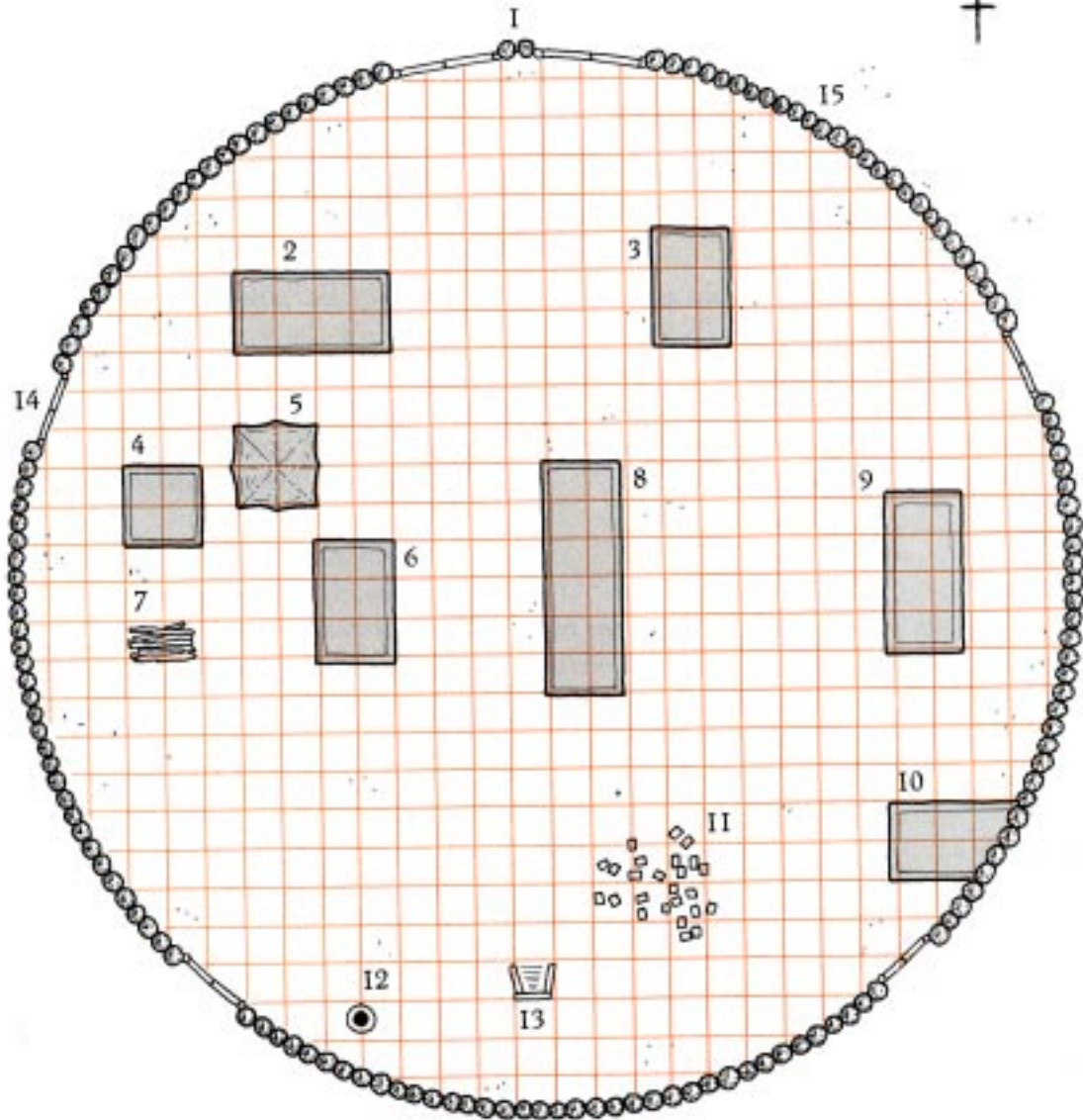
Combat

If the PCs cannot bring themselves to trust a unit from Nibenay, even with the gith as a common enemy, then they may wish to simply engage and destroy them. This is done easily enough, as the soldiers from Nibenay are not ready for battle and will only have time to form up into a single unit should they be attacked. If the PCs come up with a particularly good battle plan, their enemies may not even have time to do that.



The Mine Camp

1 square = 10 feet





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Slave Warriors (2 figures): AD 8; AR 7; Hits 3; ML 7; MV 12. These are 3rd-level fighters wearing hide armor and using shields. Their morale is low, though if freed from 5 slavery it will rise two points.

Nibenay Regulars (3 figures): AD 10; AR 8; Hits 3; ML 11; MV 12. These are 4th-level fighters armed with large bone halberds and wearing thick studded leather armor.

The Captured Mine

The mine has not changed much since the gith took over. Much is still as it was, mostly in a state of half completion as the stockade was still under construction when the gith attack came. The gith have no gift for building or architecture, and they care little for the completion of the fort beyond their own immediate needs.

1. Carts

This area is filled with wooden carts that the miners used to transport the ore to the surface. Each cart is marked with a symbol identifying it as the property of Nibenay. The carts look very new, and a few look like they have never been used.

This could be a good area to hide in, should anybody attempt to sneak into the fort. The carts are laying around at odd angles and are seldom, if ever, inspected by the gith.

2. Larder

This building has no first floor but rather a crude earthen stair that descends in to an open basement. The room contains a variety of disgusting objects. Fungus, molds, lizards, spiders, and large beetles all lie dead and heaped in to large piles.

This used to be the food storage area for the miners, but the gith have converted it into their own disgusting larder. Nothing here is palatable to the player characters, although none of it is toxic. There are 1d4 gith here grabbing a bite to eat.

Gith Warriors (1-4): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

3. Guards' Barracks

This building once contained many beds but now they are broken and lie scattered across the floor. The gith, it would appear, prefer sleeping on the tattered furs and heaps of straw spread across the floor.

This is where the guards of the fort used to sleep. It is conveniently located between the miners' quarters and the food storage area. Now it is used by gith warriors. At any given time there will be 3d6 gith warriors and 1d2 gith sergeants.

Gith Warriors (3-18): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA sprirgl 20 feet (+2 on attacks), psionics; SD psionics; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Gith Sergeants (1-2): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 5; hp 25; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.



Psionics Summary: PSPs 80

Disciplines – Telepathy, psychokinesis

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mental barrier, mind blank, mind thrust

4. Slave Barracks

This building is empty. There are stout bone bars on the shuttered windows and the open doors are heavily reinforced. The walls inside are covered with wooden bunks.

The hall has bars on its few windows and the doors are strong enough to prevent an uprising in this building from spilling over into other parts of the compound. Although the gith do not use it currently, this is where they would likely retreat to make a last stand if the mouth of the mine were blocked.

5. Operations Building

This building used to be a fine place. The walls are made of polished, gleaming wood. and the remains of some well-built furniture are scattered about the poor. The entire place has been defaced with crude graffiti and splashes of dried blood.

This is where the administrating templar-wife from Nibenay would run her business. In this office she recorded the amount of ore taken from the mine, the number of slaves that died in the process, met official visitors, and otherwise oversaw operations. The last templar to hold this office was a young woman named Jacles.

After the mine was taken over, this building was used by the gith lord (until he was mentally defeated by the PCs) and is now used by his first lieutenant, an offensive gith named Drak.

6. Worker's Barracks

This dingy little building houses a few battered men and women, all of whom have been tied to the wall with leather cords around their ankles. They are all asleep or unconscious, and the smell of their unwashed bodies assaults your nose.

Prior to the gith conquest, this was a barracks building for the miners. Currently, it is being used by the gith to house the men and women who survived the gith attack. There are ten prisoners here, all badly beaten and in a state of shock. They will react with fear when spoken to or touched unless some magical or psionic means is used to calm them. They are not skilled combatants and will flee from any encounter with the gith, fearing recapture and additional torture.

Human Miners (10): THAC0 20; Dmg 1 d2 or by weapon; AC 10; HD 1; hp 4; MV9; SZM; INT avg; AL N; ML 8; XP 15; Treasure: nil.

7. Templar's Home

This building was once well appointed, filled with fine furniture, stylish rugs, and fine curtains. Now the furniture is in ruins, the rugs are soiled, and the curtains hang in shreds on the walls. Several interior walls have been punched through and torn apart, leaving the floors covered with debris.

Now used as a headquarters by the largest and most powerful gith, these plush rooms once housed the templar-wife Jacles and her most respected visitors. Most items of any wealth have already been squabbled over by the gith and taken. The rugs are in a terrible state of disrepair, and the whole place smells of sweat. There were several rooms, but the gith have torn down the interior walls in their search for hidden treasure.



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8. Well

A small circle of stones serves as the only marker for a narrow shaft that has been sunk in to the dry ground. A length of frayed cord with a small wooden bucket lies in a pile beside the dark pit.

This is the camp's only well. It is fitful and unreliable, but no better source of water could be found. Indeed, even when the well does prove to have water in it, the stuff is brackish, bitter, and barely drinkable.

3. Towers

Rising over the thick wooden gate are two towers, each supported by four large tree trunks. Two gith are on guard in each tower, their faces covered with canvas strips to provide protection against the blowing sand.

When the mine was established, these thirty foot tall towers were the first structures to be completed. There are always two gith on guard in each tower, keeping a careful watch for attackers. The gith have stored a dozen javelins in each tower.

10. Weak Point

Overall, the fort appears to be well built. The logs that form the outer walls were driven deeply in to the ground and are held together stout leather ties. At one point, however, the logs are cracked and burnt. They stand at odd angles and appear to be upright only because they are leaning against one another.

This area was hit by a stray spell during the gith attack on the compound and has not been rebuilt. It could be pushed over with the effort of several strong men to make a breach wide enough for two men to pass through at a

time. While the gith are aware that this problem exists, they have not given great priority to fixing it.

11. Walkways

Crude walkways have been fashioned along the top of the stockade wall for defenders to fight from. These are very thin and difficult for larger than man-sized characters to stand on.

These walkways can be used by defenders to keep attackers from climbing over the stockade wall. They are not complete and are accessible only by one ladder each.

12. Unfinished Walkway

Here the walkway is unfinished. Whatever carpenters were here are gone or dead, and the gith don't seem interested in continuing their work.

The carpenters did not have time to do everything, so this walkway is only partially finished. The walkway that exists is made up of boards laid across a loose scaffolding. Fighting or running on this requires a Dexterity check to avoid falling to the ground twelve feet below.

13. Wood Pile

A great pile of logs lies in a heap here. They are uncut and not yet dry, filling the air with the sweet smell of sap and freshly fallen timber.

The carpenters who built this compound gathered their materials from the Crescent Forest. As repairs and expansions demanded more material, the builders had additional lumber brought in. The gith have not even touched these logs, but plan to use them to repair the damaged wall (area 10) when they dry.



14. Carpenters' Tent

This is a tattered tent that throws a dark shadow across an assortment of broken wood working tools and half-built furnishings. Several shelves and crates of carpentry supplies appear to have been thoroughly searched, but not destroyed and now seem to have been forgotten.

It was in this tent that the carpenters and their slaves worked to build and maintain the fort. It is currently unused by the gith.

15. Kank Corral

This area of the compound has been fenced off to form a corral for five kanks. The animals have obviously been mistreated by the gith, for their exoskeletons are discolored, they wobble about uncertainly, and their bleating calls are faint and sickly.

The miners had a few kanks that were used to pull mining carts too heavy for the human slaves. The gith have not taken good care of the few that are here. They are all weak and weary and lie around looking rather dejected.

16. Mine Entrance

A great hole has been violently torn in the side of the mountain at this point. Braced now by a solid framework of sturdy wooden beams, this massive stone maw seems to lead in to absolute darkness.

The mine opening is guarded by four gith warriors and one sergeant. In the event of a successful attack on the mining camp, the gith will rapidly retreat down this shaft.

Resolving the Attack

Whether or not the PCs make peace with the soldiers from Nibenay, they will be forced to confront the gith if they are to reclaim the fort and press their attack. How they will go about this depends largely on what resources are available to them.

Scouting the Enemy

By climbing up the slope of the mountain they can see clearly into the fort. From here, they can attempt to determine how many gith there are, what sorts of weapons they have, how many of the human miners are left alive, and the like.

Other scrying methods, both magical and mundane, might provide similar information. Depending upon the tactics used by the PCs, the DM will want to make more or less information available to them.

All told, there are about twenty gith left in the fort. These include four sergeants and one lieutenant. In addition, any gith that survived the battle at Tenpug's temple will be here as well. By watching the camp for any period of time over a few hours, the PCs can get a pretty accurate idea of their enemy's strength.

Askai, the Gith Lord

The fate of Askai, the gith lord who mentally attacked the PCs as they marched here from Tenpug's temple, becomes very important at this point in the adventure.

If he was killed by the PCs, then his replacement has assumed command and the fort will be well defended. If this is the case, the PCs will have a tough fight on their hands.

If the gith lord was driven insane by the PC's counter-attack on his mind, then the gith forces will be scattered about and very poorly organized. If this is the case, their



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morale will be low and any concerted attack on the gith position will result in an all out retreat.

Laying Siege

It is quite possible that the PCs will want to avoid a direct attack on the gith stronghold. After all, they have just led their forces through a great battle and on a long trek through the Athasian desert. Even with the possible help of the army of Nibenay, this may not be an easy battle.

What the PCs will discover, however, is that the gith can draw upon their kin deep beneath the Black Spine to provide them with all the supplies and reinforcements they need. Indeed, the longer the PCs wait to attack, the more powerful their enemy will become.

Resolving the Attack

When the attack finally comes, the PCs find themselves facing a worthy enemy. These gith are well positioned and equipped with excellent weapons. Unless the PCs employ exceptional tactics or have tremendous luck in battle, the clash is certain to cost many lives.

Still, when the day is done, the DM will want to make certain that the fight has one the heroes' way. Further, the battle must be perceived by the players as one in which their characters played pivotal roles.

If the battle is going poorly, the DM may introduce some additional forces from Nibenay sent to investigate the loss of the other unit. If the battle is going to easily for the PCs, then it may be time to unleash another unit of gith to reinforce their kin.

Epilogue

When the battle is done, the PCs will be triumphant. They have done what they set out to do and the gith army appears to be smashed. Still, not every riddle has been solved. For example, they do not know where the gith have been getting their steel weapons from. These and other mysteries await them in the next part of the campaign.



Adventure Three: Into the Mines

Introduction

In search of precious iron, the Nibenay miners cut deeply into the Black Spine. Their last find was not metal, but gith—they cut into a tunnel of a gith nest. Hungry for easy conquest and eager to put their newly forged metal weapons to work, the gith poured through the breach and soon captured the mining camp. Down below the Nibenay mine lies a nest where powerful gith leaders meet and draw up plans for even greater conquests.

“Into the Mines” pits the player characters against several dozen gith warriors, led by three exceptionally powerful gith leaders. A careless or over-confident party may find itself overwhelmed by well-armed, well-trained gith backed by powerful magic. Cautious PCs, however, can break through the gith defenses, take down the leaders, and scatter the demoralized troops. Defeating these gith without sustaining heavy losses requires a combination of raw martial power and careful tactics.

Adventure Overview

In Adventure Three, the party heads into the mines to find the gith nest that the miners accidentally broke into. The narrow mine is a difficult environment, especially for the larger members of the group.

The first test to confront the PCs is a pack of tembo in the mines. They are toying with a wounded miner. If the PCs act quickly enough to save the miner, they may learn valuable clues about the gith.

Next, the group is ambushed by hej-kin. The hej-kin hate miners of all kinds, gith and demihuman alike. Since the hej-kin are no match for the powerful party, the real test is whether quick-thinking PCs can see potential allies in the hej-kin. Those characters who capture instead of slay their attackers may find them to be helpful scouts.

The action really picks up, however, when the group

reaches the limits of the mine and the breaches into a gith nest led by the psionist/fire cleric Zigath. Here, stealth and forethought prove more valuable than simple combat ability. If the PCs can prevent the gith guards from raising the alarm, they can strike the gith nest with an advantage of surprise. If they allow the alarm be sounded, they will meet with stiff resistance when they reach the main chamber of the gith nest.

In the nest itself, the gith defenders mass in a large chamber, where they hope to overwhelm the PCs with superior numbers. They need not rely on numbers alone, for two well-trained gith warriors deal excessive damage, and Zigath herself calls on mighty spells to defend her nest. Once these leaders are taken down, however, the troops may break ranks and flee.

Once the PCs have defeated the gith, they find themselves on the verge of discovering the next major part of the Black Spine mystery: Yathazor, the City of Calamity. This is a ruined underground city built by githyanki and abandoned millennia ago. It is regarded as sacred by the gith. (See Adventure Four in Book Two.)

The Adventure Begins

The PCs have plenty of time to prepare for this adventure, if they choose to take it. The rumors they hear from recently freed the Nibenay miners should warn them that they will face serious dangers in the mountain. The miners can explain to them how to get to the breach in the mine, and what the mine tunnels are like. PCs can even enter them for a short distance to get a feel for the tunnels.

If the PCs suggest taking a small army in with them, the leaders of Tenpug’s Band tell them that the mine tunnels would be disastrous place for a large contingent of warriors. The narrow tunnels would make effective leadership and maneuvering virtually impossible. Morale for those in the front or rear would be terrible, since they



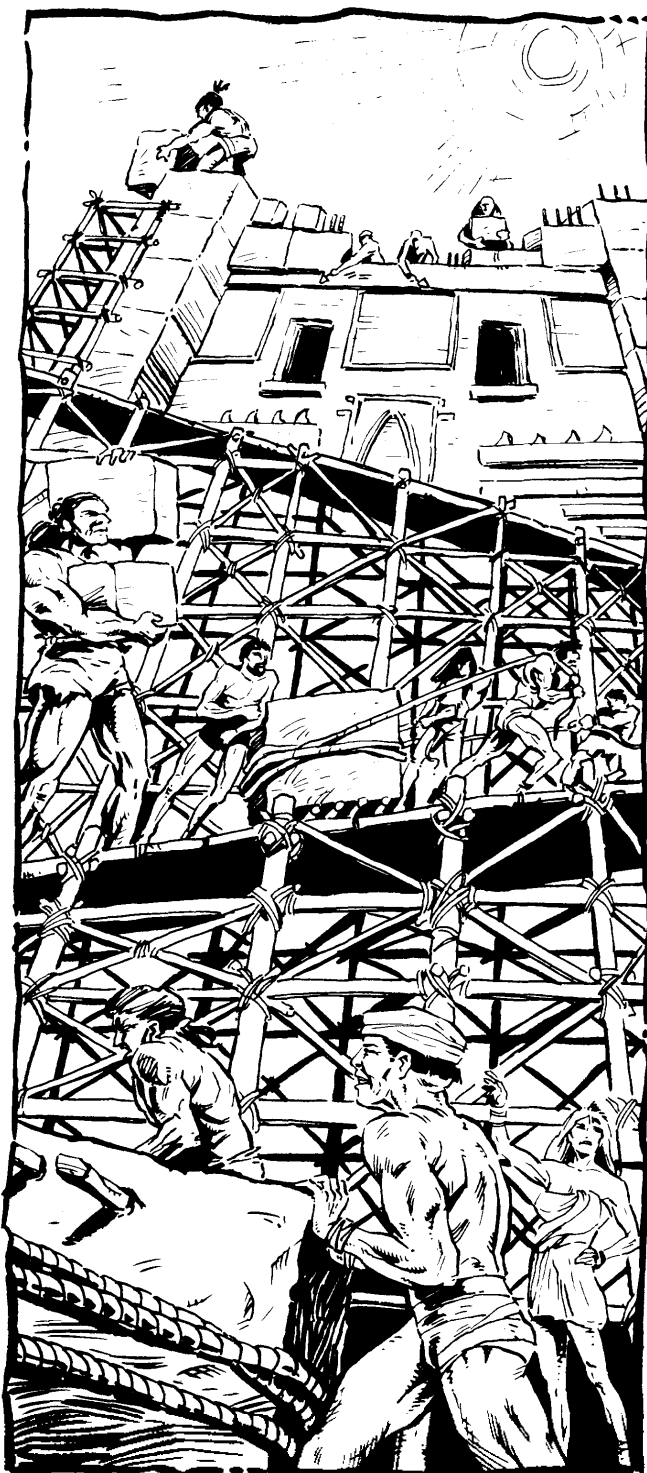
Into the Mines

would know they could rely on neither reinforcements nor space in which to retreat. The leaders of Tenpug's Band will say that, if the PCs scout out the area and ascertain that warriors could get to an open area where they could do some good, then the army may enter the mines. (There is no situation inside the mountain in which a regiment of warriors would be anything but a hindrance.)

Some of the exceptional characters of Tenpug's Band may be willing to join the party for the descent into the mountain. This option is especially useful if any player lost a character in Adventure One or Two. He or she can use one of Tenpug's Band as a temporary PC, or even adopt the character indefinitely (if it fits the player's character tree).

Ask the players what instructions their characters leave with Tenpug's Band. These newly trained soldiers look to the group as saviors, and they are bound to be nervous when the PCs leave. A few standing orders to the troops and suggestions to the leaders would help them feel more confident during the party's absence. Though the PCs don't know it yet, during the raid on the gith nest there is a chance that gith troops will escape through the mine and run out into the mining camp. If the PCs leave instructions to guard the mine entrance, these demoralized and disorganized gith will be cut down easily. If the group does not warn Tenpug's Band to take precautions, these gith may cause significant casualties.

Anytime the PCs feel ready to meet the gith on their home territory, they may enter the mines. If they enter the mines within a day of taking the camp and no gith were allowed to flee into the mine, then the gith of Zigath's Nest still assume that the entrance to the mine is guarded by gith. If, however, fleeing gith reached the mine, then Zigath and her forces are alerted.





Part One: Nibenay's Mine Tunnels

You stand before the mouth of the mine. The time has come to confront the gith again, this time in their own territory, and without an army to back you up. As you enter, cool air wraps around you, easing the sting of the sun, and your footsteps echo down the long, empty tunnel. The tunnel is wide and high, its floor worn smooth by the never-ending footfall of miners.

The miners have told the PCs to follow the main tunnel in order to reach the breach where the gith came through. If the group explores the side tunnels, they find nothing of interest. Once they decide to follow the main tunnel, read on.

You walk down the main tunnel, passing several side tunnels on the way. The side tunnels twist away and out of sight, each sprouting several side tunnels of their own. With each branch you pass, the main tunnel becomes shorter and narrower until finally the ceiling is just over 6 feet high and the tunnel allows only two man-sized creatures to walk side by side. Here the tunnel twists, curves, dips, and rises erratically. The walls and floor are rough, almost jagged. More tunnels extend off to either side.

The walk from the mouth of the mine to the breach where the miners struck the gith tunnel is a long one, and most of it is uneventful. The only two sections where danger threatens are shown in the Map Book. The intervening space is simply a long, dark, twisting, lifeless tunnel.

The ceiling is 6 feet high at best, and near the walls it is even lower. The Nibenay master preferred dwarf miners for excavating exploratory tunnels because they didn't need to dig tunnels as large as taller miners would, so they worked faster. Hence, many tunnels on the fringes of the mine are only a little over five feet high. The tunnels are also narrow—wide enough for two miners going in

opposite directions to pass each other and no more. The miners carried the rock out by hand, so there was no need for the level floor or straight throughways that a push cart would require. As a result, the mine tunnels angle up, down, and to the sides as they progress.

The difficult nature of these mines hampers PCs, with the precise penalties depending on the characters' height (which is determined by their race). All characters except halflings suffer attack penalties if they use weapons that must be swung, such as swords, gythkas, and impalers. While the characters can still fight by swinging weapons sideways, they still suffer the penalties listed below because their attack options are limited.

Characters that must stoop in the tunnels also suffer penalties against their Dexterity scores, which affects armor class (AC), two-weapon use, reaction adjustments, and missile weapon bonuses. Constant stooping is also very uncomfortable, especially for elves, who like to stretch their legs and who love the open land. Encourage players to role-play their reactions appropriately.

Race	Penalty
Halfling	No penalties
Dwarf	-1 to hit with weapons that must be swung to attack
Half-Giant	-2 with weapons that must be swung; a -3 penalty to Dexterity scores; cancel any bonuses for AC due to high Dexterity or Armor Optimization; the character must crawl on all fours and kneel to fight
All others	-2 with weapons that must be swung; those who are at least 74 inches tall suffer a -1 penalty to their Dexterity scores



Into the Mines



Into the Mines



Finally, the group may travel in single file or two abreast, but if a character fights with a slashing weapon like a two-handed sword or a gythka, single file is definitely a good idea.

Ask the players what their characters do to compensate for the problems presented by the tunnel. These surroundings may influence the PCs' choice of weapons and spells. Also be clear about their light source. Infravision detects only heat, and it is almost useless for guiding one through these tunnels. How the characters illuminate their path may affect whether or not they surprise creatures they encounter.

Durdon and the Tembo

You have walked several hundred feet in to the mine. Your footsteps echo softly ahead of you and behind, down the twisting tunnel that leads to the deepest part of the mine. Suddenly a scream shatters the peace, reverberating up the tunnel ahead of you.

In this encounter, the group can save a dwarf miner who escaped from the gith from the tembo pack that is threatening him.

The dwarf miner, named Durdon, was among the last of the miners taken into the gith tunnels. Durdon did not fear death at the hands of the gith, and his current desire is to reach freedom. While being marched through the mine, Durdon took an extraordinary risk to escape. He struck at a gith guard, and when the guard stuck back he used his wild talent for biofeedback to create an impressive splash of blood. Convinced that he'd hit an artery and killed Durdon, the gith left the "corpse" lying at the mouth of a side tunnel.

Durdon then used biofeedback to stop the bleeding and then feigned death as the gith continued without him. When the gith had gone, Durdon crawled down the side tunnel and tended his wounds.

Durdon's plan would have worked if it weren't for the tembo. Six tembo entered the mine to escape the heat of the sun and to lie in wait for easy prey. And what could be easier prey than a wounded dwarf?

When the PCs hear Durdon's scream, the tembo have found him. Since he is no threat to them, they are having fun terrorizing him before they kill him. They will kill him in three rounds unless the PCs intervene. The PCs will have to move fast to save him. (See the map on the following page.)

Though the PCs clearly hear the scream coming from in front of them, Durdon stops screaming once the surprise of encountering the tembo is over. To find him, the group must stop wherever the tunnels branch and listen. At the opening to the side tunnel down which Durdon has crawled is a dried blood stain, which may help the PCs determine that this is the way to take in order to find the source of the sound.

If the tembo hear the PCs' approach, one of them darts into a niche in the side of the passage and uses chameleon power to hide there. The other tembo try to lure the group past the first one so it can strike from the side and possibly kill a vulnerable party member.

In order to attack PCs in the back or middle of the group, three tembo use ectoplasmic form and race through the ranks. They regain normal form and attack immediately on the next round. They strike in the center of the group, where their claws and fangs can be used to good effect (whereas area-affecting spells, missiles, and large weapons would endanger fellow party members).

The tembo do not use their death fields, since they are obviously facing powerful opponents, but they make good use of life draining.

Each tembo has several silver studs in its ears. (Even with their crude paws, tembo can push these studs through holes in their ears.) They use these studs for both decoration and barter. Each tembo has 2d4 studs, and each is worth 1 sp. PCs intent on treasure hunting may

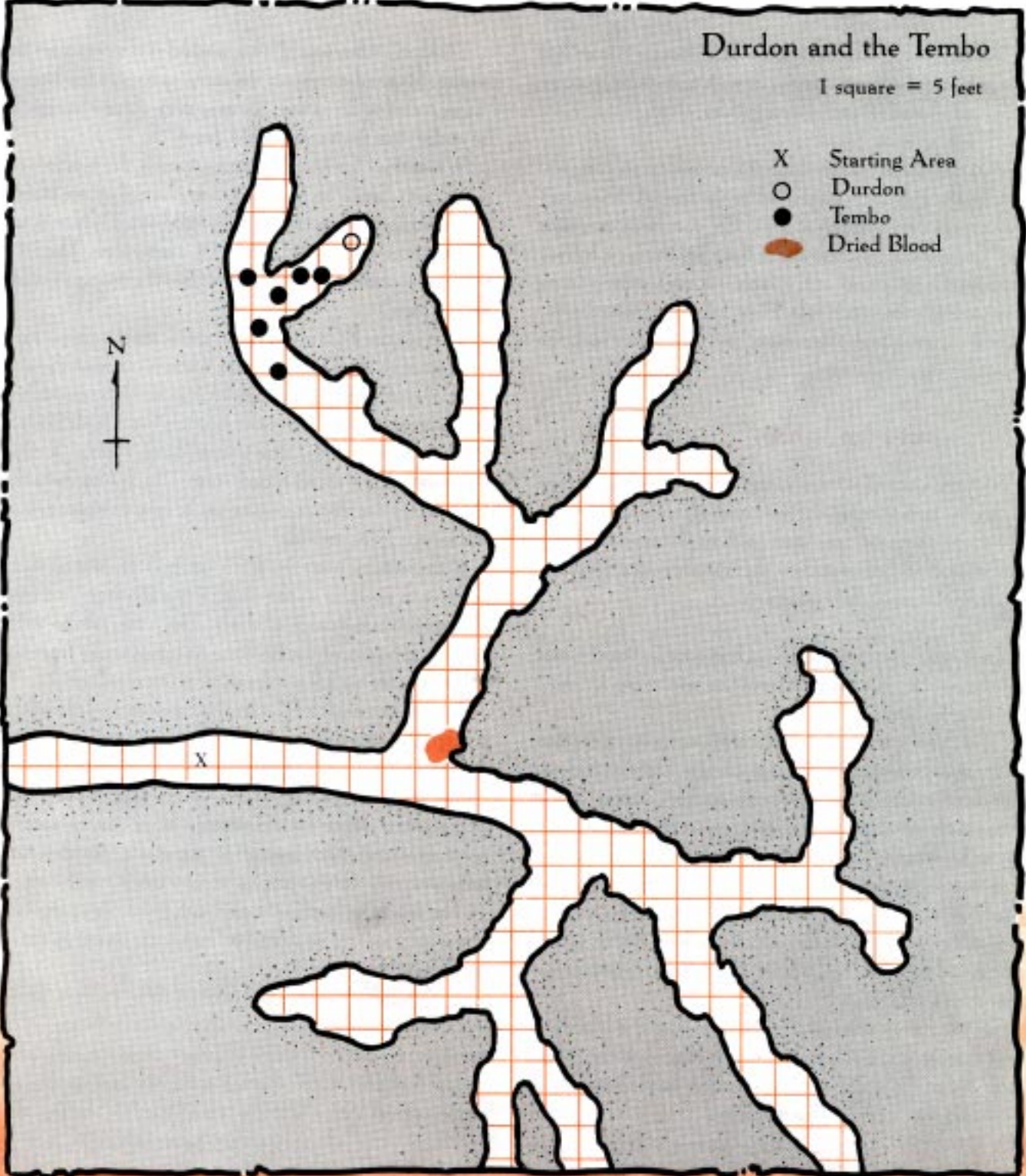


Into the Mines

Durdon and the Tembo

1 square = 5 feet

- X Starting Area
- Durdon
- Tembo
- Dried Blood



Into the Mines





Into the Mines

be able to force a captured tembo to reveal the location of the band's den, where ten 15 sp gems are stored.

If the characters rescue Durdon, he tells them how he escaped the gith. He also has new information that the PCs might find interesting. When the gith were marching the slaves down the tunnels, they said some things that the gith on the surface had never mentioned. Durdon explains:

"They were pushing us along, jabbing us with those metal-tipped spears they so proud of, laughing at those who fell and beating them till they got back up. It was terrible. Now, one of the gith, he was a real braggart. 'You're going to be working for the best,' he said. 'You're just the first. Soon everyone will be slaves of our new queen. You'll see. 'He was vague though, like he didn't know for sure what was going on. He didn't say the queen's name or anything, and I got the idea he didn't know it. 'And don't think anyone's going to rescue you, either,' he said. He said something about there being this super-lord gith warrior who was coming to join the reclamation. Yes, that's what they called this attack: 'the Reclamation.' "

Durdon doesn't know any further details. Though he doesn't know it, he is referring to the lich-queen of the githyanki and to Haza, a 12th-level gith fighter (see page 82). The term "Reclamation" refers to the giths' belief that they once ruled Athas, and that they are merely retaking what is rightfully theirs.

If Durdon is saved, he volunteers to accompany the group on their mission. "By earth and stone," he says, "I'll smash their heads with my bare hands if you won't lend me a weapon. They've got my buddy, Tormar." Allowing him to come along, however, would be a terrible mistake. While filled with good intentions, he has no skill with weapons, and he is likely to get killed in the next encounter. Thoughtful PCs should not only refuse his offer, but give him a good, face-saving reason not to follow

them. They could tell him, for instance, that they need him to go back to the mining camp to pass on what he heard from the gith warriors.

Tembo (6): Int high; AL CE; AC 4; MV 15; HD 4; hp 21, 18, 17, 16, 13, 10; THAC0 17; #AT 5; Dmg 1d4(×2)/1d6(×2)/1d8; SA level drain, psionics; SD dodge missiles (40%), psionics; MR 10%; SZ M; ML 20, XP 375 each; Treasure: Ear studs (2d4, 1 sp each)

Psionics Summary: PSPs 80

Sciences— Death field, life draining, shadow-form

Devotions— Chameleon power, displacement, ectoplasmic form, heightened senses, immovability

Defense Modes— IF, M—; Score 10.

Durdon, Dwarf Miner: AL LN; AC10; MV 12; HD 1; hp 8 (2); THAC0 20; #AT 1; Dmg by weapon; SD psionics; SZ M; ML 15; XP 35.

Str 15; Dex 7; Con 14; Int 14; Avis 15; Cha 8.

Wild Psionic Talent: biofeedback; PSPs 18.

Hej-Kin Ambush

You have followed the tunnels down several levels in the mine, and still it branches endlessly. You estimate you are about half way to the breach that leads to the gith nest.

In this encounter, hej-kin, led by a preserver, attempt to ambush the party. If the characters capture some hej-kin instead of killing them, they may be able to convince the hej-kin to aid them against the gith.

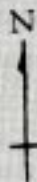
The band of hej-kin has traveled to the mines to investigate recent activity. They hate everyone who defiles the earth (i.e., digs mines), so they are enemies of both the miners and the gith. They have ambushed members of both of these groups in the past, and since their combat experience is mostly against gith and 0-level miners, they

Into the Mines

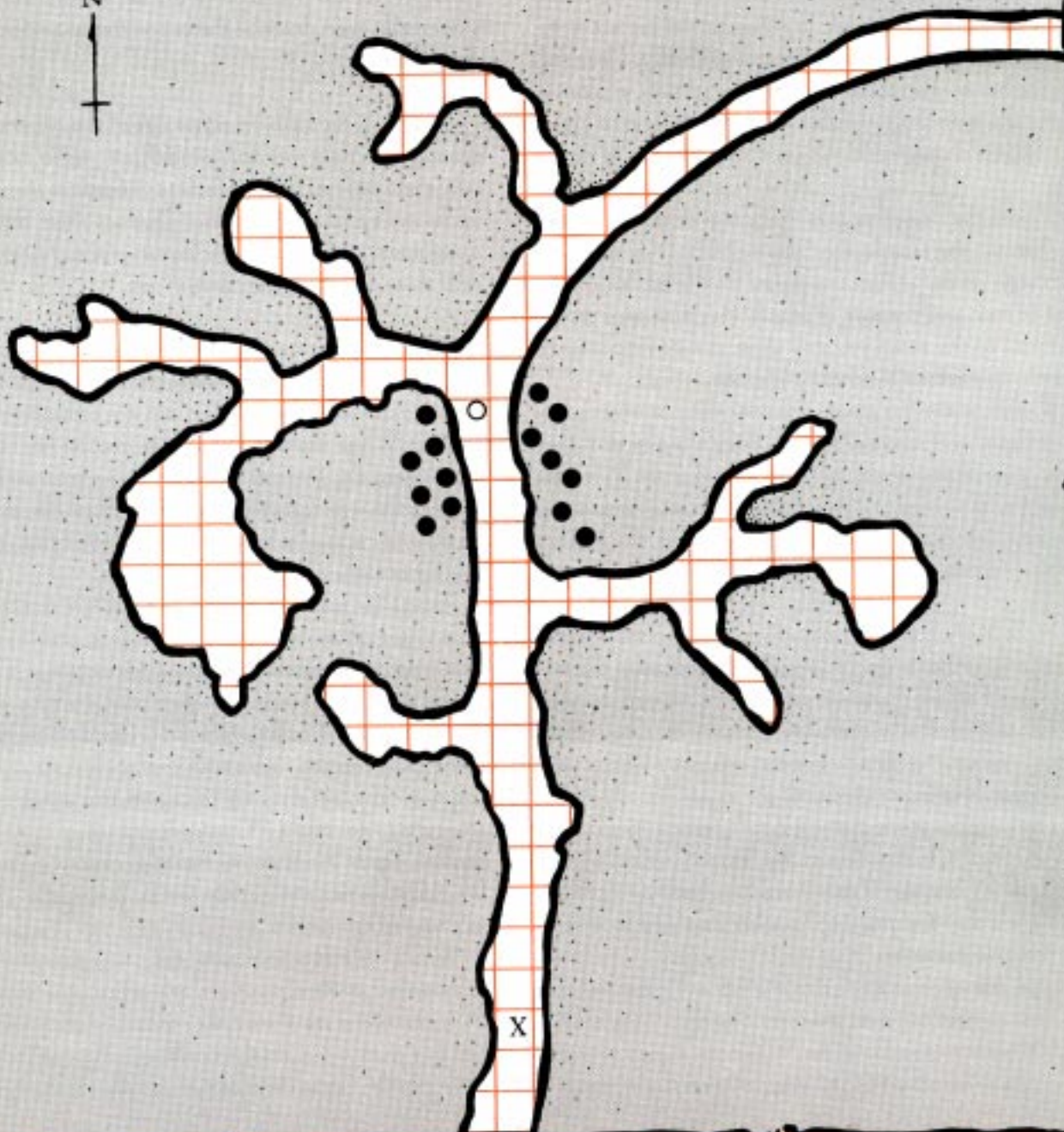


Hej-kin Ambush

1 square = 5 feet



- X Starting Area
- Hej-kin Warrior
- Hej-kin Preserver (invisible)





Into the Mines

expect to defeat most groups they meet. (See the map on the previous page for this encounter.)

A hej-kin preserver (4th level) leads this group. She has cast *invisibility* on herself, and she walks down the center of the mine tunnel. To either side of her are seven hej-kin using their unique phasing ability. They stay beside her as she moves through the tunnels, exploring. Since she is not only invisible but in the dark, even highly intelligent characters don't get a saving throw to notice her.

When the preserver sees the group advancing down the tunnel, she taps on the right wall (the PCs' left) with her large claws. This is the signal for the hej-kin in the wall to stop and prepare to attack. She then taps on the left wall in the same way and then phases into it until only her (invisible) head still sticks out.

The only way the group will hear the preserver's tapping signal is if they are approaching silently, or if they have an exceptional way to detect sound. If the PCs have exceptional means to detect the hej-kin, they may avoid the ambush. If the PCs hold their ground, the hej-kin advance slowly toward them until they are in a position to attack.

Most likely the group will advance down the tunnel, oblivious to the threat. When they are between the two groups of hej-kin, the preserver touches the warrior nearest her as a signal that they should attack. The rest swarm out of the wall, as do the hej-kin in the opposite wall, when they hear the commotion.

The distance at which the hej-kin preserver notices the advancing PCs depends on the amount of noise and light the PCs make. If the characters have an invisible scout or if they are traveling invisibly, they may be able to surprise the preserver.

If the preserver can tell that she has been spotted, she retreats completely into the rock. She then uses heightened senses to hear when the PCs are in a good location to launch an ambush. (She can also feel the vibrations

caused by their footfalls, if they are silent.)

If the hej-kin attack the PCs by surprise, read the description of the attack below. If the PCs detect the invisible hej-kin preserver or the hej-kin waiting in the stone walls, then describe the encounter in a way that fits the situation.

Suddenly, the walls on either side of you come alive! A second ago there was only crudely cut, solid stone, but now there are two lines of hideous creatures leaping out of the walls and attacking you. They are short, thick, and misshapen, with enormous claws in place of fingers. It is with these claws that they assault you.

Because of this startling attack style, the group may be frightened at first. Soon enough, however, it should become obvious that the hej-kin are completely out-classed. When the tide of battle turns, the hej-kin, who anticipated slaughtering helpless miners, turn and phase through the rock to escape. If the PCs think fast, they may be able to capture a hej-kin or two, rather than simply routing or slaying them all.

If the PCs manage to capture a hej-kin, they may be able to get valuable information from it, providing they have magical or psionic means to communicate. The language of the hej-kin is extremely difficult for surface dwellers, and is therefore very rarely heard above ground. If the PCs cannot speak with the hej-kin via magic or other means, yet they try to communicate, a hej-kin attempts to contact a PC psionically, using its ability to send thoughts. Since verbal thoughts cannot get past the language barrier, the hej-kin sends images that the PC will have to interpret.

With a little determination, the group should be able to establish communication, one way or another. If the PCs can convince the hej-kin that they are enemies of the gith, the hej-kin aid them willingly. As much damage as the Nibenay miners may have done, the injuries

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caused by the gith have been much greater, and the hej-kin's grudge against the gith goes back much further.

A hej-kin can tell the PCs that gith live nearby and point them in the general direction. The warrior points to Zigath's Nest, described later in this adventure, not to the gith nest described in Book Three.

If the hej-kin truly believe that the PCs are enemies of the gith, they might even be willing to scout for them, using their phasing ability to best advantage. Convincing a hej-kin to help in this way, however, is difficult. A demonstration of the PCs' good will or intentions might help. For instance, an earth cleric might use his ignore earth ability to meld into the stone like a hej-kin does, establishing a common ability between them.

Even a convinced hej-kin, however, may back out and return to its people. After each useful scouting mission, it must make a 2d10 check against its morale score or head back home. (Add the NPC Reaction Adjustment of the character who talks the most with the hej-kin to its morale rating.) In any event, it abandons the party when they find the "City of Calamity." At that point, things are just too strange and scary for the hej-kin scout.

If the PCs capture the preserver, they can find out about the nearby gith tunnels and about the "City of Calamity" (as the hej-kin call it). She describes it simply as "a deadly, unnatural area where only the foolish tread." She will not serve as a scout, though she may pretend to do so in order to escape. She is too valuable to her clan to risk herself for the party, so she phases away at the first opportunity.

The PCs may try to persuade a captured hej-kin to rally its fellows for a combined assault on the gith, but under no circumstance will such an attack come about. Even if the group can persuade the hej-kin that it would be a good idea, its fellows refuse to go along with it. They would rather the two types of "mountain-killers" (meaning the PCs and the gith) kill each other off without the hej-kin risking their own lives.

Each hej-kin warrior carries a sack of ore nuggets, which the hej-kin use for trade among themselves. (They revere the natural earth too much to smelt metal coins, or even to fire ceramic pieces.) Each sack weighs one-quarter pound and is worth 1d10+10 cp. The preserver carries a similar sack that, in addition to the ingots, contains a large red unpolished garnet worth 50 cp. Hej-kin do not alter gems to improve them, considering "unnatural" polished or cut gems to be in bad taste.

Hej-Kin, 4th-Level Preserver: Int 14; AL NE; AC 10; MV 6; HD 4d4; hp 7; THAC0 17; #AT 2; Damage 1d4/1d4; SZ S; ML 11; XP 420; Treasure: ore chunks (worth 1d10+10cp), unpolished garnet (50 cp). Preserver spells: 1) charm person, sleep, shield; 2) invisibility*, web.

Psionics Summary: PSPs 85

Sciences – Life draining

Devotions – Biofeedback, body equilibrium, contact, heightened senses, post-hypnotic suggestion, send thoughts

*Attack/Defense Modes*** – PB/IF TW; Score 15.

* Already cast.

** Can use defense modes even while in combat.

Hej-Kin Warriors (14): Int avg; AL NE; AC 10; MV 6; HD 2; hp 15, 14, 14, 12, 10, 10, 10, 7, 9, 8, 6, 6, 5, 3; THAC0 17; #AT 2; Damage 1d4/1d4; SZ S; ML 10; XP 65 each; Treasure: ore chunks (worth 1d10+10 cp).

Psionics Summary: PSPs 80

Sciences – Life draining

Devotions – Biofeedback, body equilibrium, contact, heightened senses, post-hypnotic suggestion, send thoughts

*Attack/Defense Modes** – PB/IF TW; Score 14.

* Can use defense modes even while in combat.



Part Two: Zigath's Nest

The PCs reach the limit of the Nibenay mine. They come to the breach that the miners made to a corridor in the gith nest. This encounter leads quickly to a massive battle with the gith. (The maps for this section are on pages 78 and 77 of this book.)

Background

These tunnels had been connected to the main gith nest (see Book Three) by natural and gith-made passages. This nest was a small-scale mining colony and the private domain of a psionicist/fire cleric named Zigath.

However, about 50 days ago a cave-in closed the tunnels that connected Zigath's Nest to the main gith nest (as well as most of the mine tunnels). The cave-in cut these gith off from their brethren.

Twenty days later, miners from Zigath's Nest dug a new tunnel in search of their lost fellows, and in the process they found Yathazor, an ancient ruined underground city. In Yathazor they encountered the *Square of Gurdek*, a group of demented earth clerics. The Square's leader, Slate, helped the gith excavate a wide path to Zigath's Nest.

Now Zigath's Nest serves as a staging area for attacks against the outside world. The first attack, the capture of the Nibenay mining camp, was highly successful, giving the gith a false sense of power. The gith are now preparing to send reinforcements to the garrison holding the mining camp, and the gith hero Haza has arrived, ready to lead the troops. (Little do they know that the garrison is no more, and that the reinforcements are too late.)

Simultaneously, the gith much deeper in Black Spine have been contacted by githyanki, who wish to build a planar gate so they can come to Athas in force. None of the gith in Zigath's Nest know the whole truth about the githyanki, but rumors abound that the leaders of the gith

have contacted powerful beings who will help the gith conquer all of Athas. Those gith who believe that their kind once ruled Athas call this intended conquest the *Reclamation*.

Communication with the main gith nest is still limited because gith do not like marching through Yathazor. If they had an easier way to get to the main gith nest, they would never enter Yathazor at all.

Physically, this nest is a combination of natural and gith-made passages and chambers. The artificial chambers are rough hewn, though the floors are relatively smooth. The natural areas also have smooth floors, as the gith have worked them, but the ceilings are often bizarre, boasting stalactites, narrow chimneys, weird striations, and other formations. Since the gith don't use the ceilings, they haven't bothered to smooth them out.

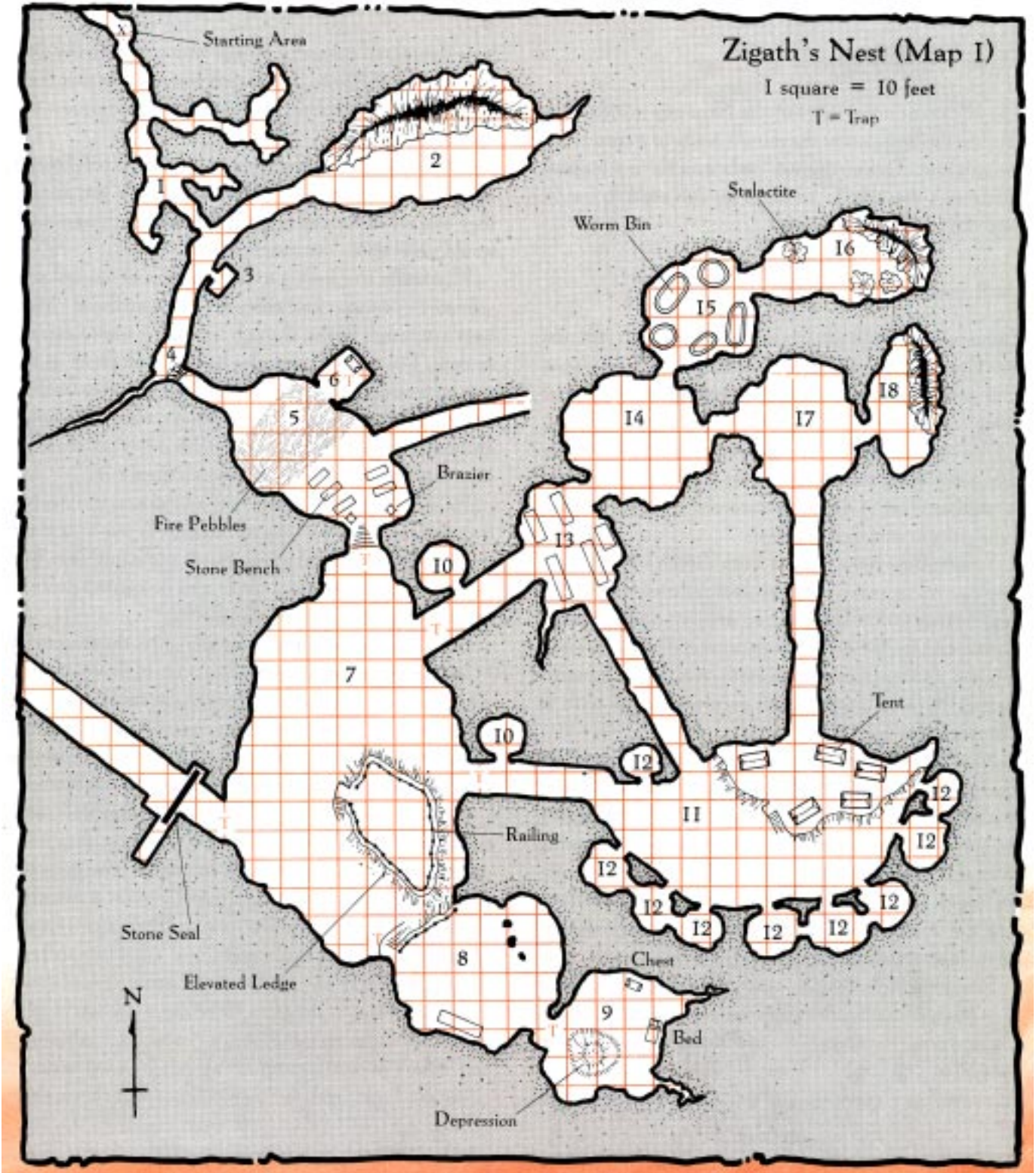
For simplicity's sake, the map represents the nest as two-dimensional, but the natural areas rise and drop irregularly. For normal travel, this is not a problem, but this uneven layout does provide a basic natural defense against gas attacks such as *cloudkill*.

Scholars or water clerics may recognize the structures in the natural caverns as the creations of flowing water. Though the streams that carved these caves have long since dried up, it may give Athasians pause for thought to consider how much water must have been moving through these caverns to cut them out of the mountain.

Since gith are prone to bouncing as they walk, and since they typically use chopping weapons, they have made sure the ceilings are high enough to pose no problem for them. Some PCs may still suffer a penalty, though. Halflings and dwarves suffer no penalties. Humans, half-elves, muls, elves, and thri-kreen suffer a -1 attack penalty in corridors when using weapons that must be swung, if they are 74 or more inches (6' 2") tall—they suffer no penalties in chambers. Half-giants can crouch in corridors (much as they are used to doing in human buildings), but they suffer -1 attack penalties



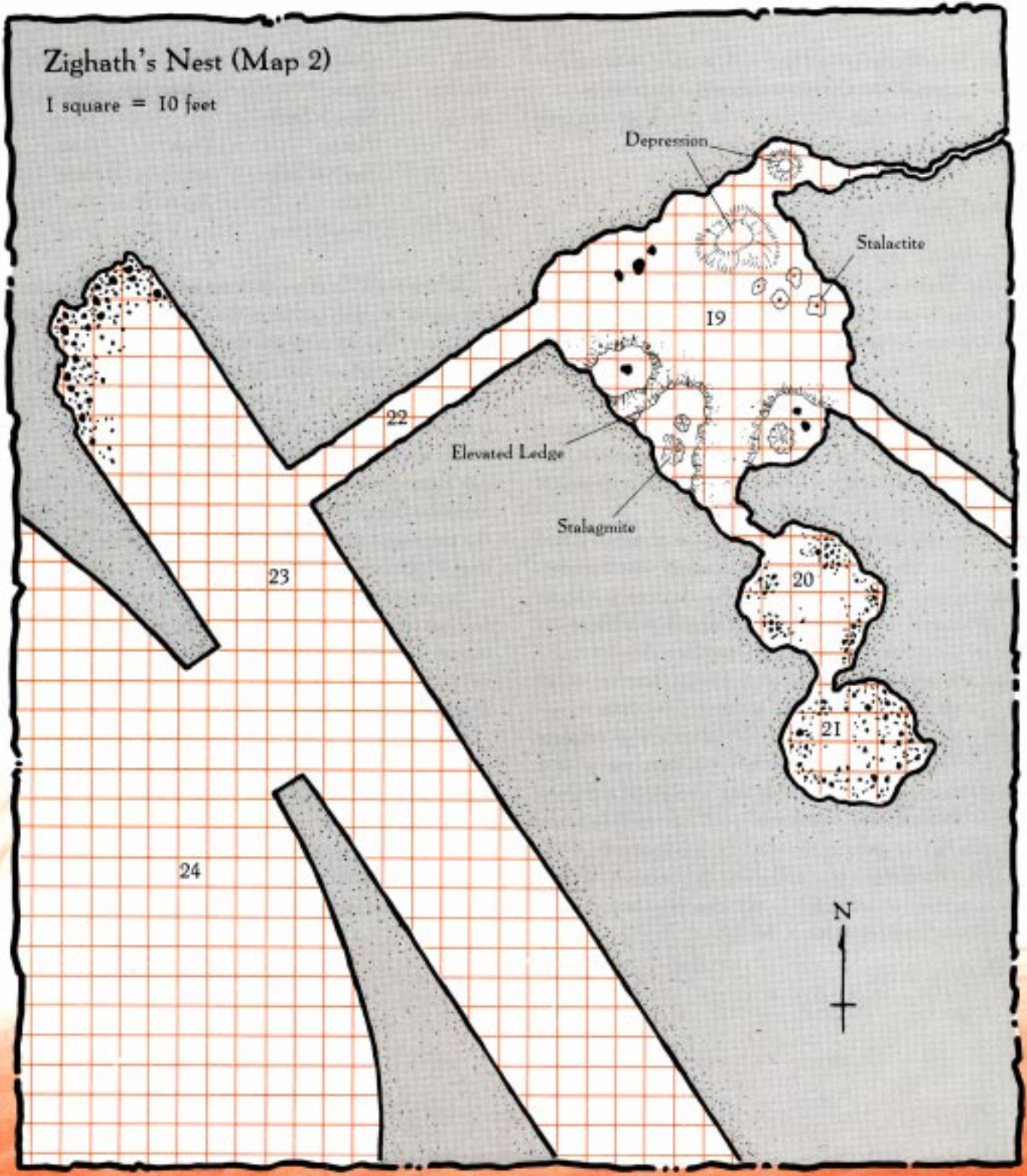
Into the Mines





Zighath's Nest (Map 2)

1 square = 10 feet





Into the Mines

(with swinging weapons) and a -1 penalty to their Dexterity scores. In the chambers they suffer no penalty.

The low ceilings also restrict the gith. They can only use their springing attack in the chambers.

The Gith Forces

The gith forces are spread out in the nest when the PCs arrive. This section details the gith forces and describes how they respond to intrusion.

Three exceptional gith lead the gith forces. They are Haza, a 12th-level fighter (gith male), Zigath, 10th-level psionicist/fire cleric (gith female), and Toogo, a 7th-level fighter (gith male). Haza and Zigath are the brains behind the gith forces. Toogo is a powerful warrior, but not a skilled tactician. Haza and Zigath are in charge of 62 gith warriors, plus two gith sergeants.

There are always twelve gith warriors on active guard duty. They are in the corridors and rooms that intruders come to first. Their job is to raise the alarm as quickly as possible, and to delay intruders as long as possible so the rest of the gith will be able to prepare their defense.

In the center of the gith nest is a large chamber called the Great Hall (area 7). At least one of the three exceptional gith (Haza, Zigath, or Toogo) is always on duty here. The three of them take rotating shifts so that at least one is always on duty, and only one is asleep at any given time. Using the following table, roll 1d6 to determine which shift the gith are on when the group arrives. (PCs who spy on the gith nest and delay their assault may see these shifts progress, and they may choose to launch their attack during an opportune shift.)

Shift	Great Hall	R&R	Asleep
1	Haza	Toogo	Zigath
2	Haza & Zigath	–	Toogo
3	Zigath	Haza	Toogo
4	Zigath & Toogo	–	Haza
5	Toogo	Zigath	Haza
6	Toogo & Haza	–	Zigath

When the PCs enter the nest and the guards sound the alarm, the gith gather in the Great Hall to repel the intruders. The off-duty gith arrive in the Great Hall following the schedule detailed below. Note that the arrival times of the three leader gith are only relevant for those leaders not already in the Great Hall. Round 1 is the round that the gith in the Great Hall are alerted. If the gith's guard system is working as planned, the alarm will reach the Great Hall two rounds after the PCs encounter the perimeter guards. (See "Key to Zigath's Nest" on page 85 for more details.)

For example, on the third round after the alarm reaches the Great Hall, Haza is not present (unless he was on duty), Zigath is present, Toogo is armed but not yet at the Great Hall (unless he was on duty), one sergeant is present, and 30 regular troops are present.

Note that the troops listed here are the 50 who were not on guard duty. If gith guards retreat to the Great Hall, then their numbers will be added to the total.

It may be useful to write on the map of the gith nest to represent the positions of exceptional gith, the progress of guards who are spreading the alarm, and so forth.

Into the Mines



Round	H	Z	T	Sg	Tr
1	—	—	—	1	10
2	—	A	—	1	20
3	—	1	A	1	30
4	A	1	1	2	40
5+	1	1	1	2	50

H: Haza Z: Zigath T: Toogo

Sg: Sergeants— one sergeant is always on duty

Tr: Troops— 10 troops are always on duty

—: means the character is not present (unless rolled as present above)

A: means fully armed and armored, but not yet present

The gith also take the following precautions during this time:

- On the third round, gith miners (from area 17) close a stone seal which blocks the path that leads deeper into the mountain. This path leads to Yathazor, a ruined city that the gith consider to be holy. (Details in Adventure Four.)
- On the 4th round, Zigath drags bound Nibenay slaves to the edge of the balcony from which she fights, in order to deter intruders from launching area-affecting attacks. (See area 8.)

Once the full complement of troops has arrived, they take the following positions:

- Haza and ten of his warriors wait on a platform (called the Stand of the Mighty) in the middle of the Great Hall, crouching out of sight behind the railing.
- Zigath waits on a balcony that overlooks the Great Hall with one sergeant and four warriors.
- Waiting in the corridors and behind the Stand of the Mighty are Toogo, the remaining sergeant, and 35 warriors (plus any guards who have retreated to the Great Hall).
- One warrior stands watch near the northern entrance.

The gith's fighting strategy is influenced by three factors. First, the gith regard the city of Yathazor as sacred. Intruders can reach Yathazor by traveling through Zigath's Nest, but the idea of surface dwellers finding the city and violating it infuriates the gith. Therefore, at the first sign of trouble the gith set a stone seal that blocks the only corridor to Yathazor.

Second, with this stone seal in place the gith are trapped, since the PCs are most likely coming through the only other exit from Zigath's Nest. The gith therefore are unlikely to fail in morale, since there is nowhere to flee. (Very cunning or foresighted PCs may find a way to launch an attack from another direction, or be sure to leave their entrance clear, to encourage gith to flee. If the group uses these tactics, some gith warriors are likely to escape through the mine tunnels.)

Third, the gith are under the command of a very experienced warrior, plus a powerful cleric/psionicist. These truly exceptional gith have gained their status through intelligence and determination, and they have prepared contingency plans for attacks from the surface.

Specific tactics include:

- **Delays.** If the PCs before the gith are prepared, Zigath uses spells such as *wall of fire* to hold them back until more gith arrive.
- **Massive Assaults.** The gith attack with as many troop as they can muster. The warriors try to surround the invaders and keep them penned in. If this plan works, Zigath can strike the center of the PC group with spells such as *flame strike* and *produce fire*. PCs in the center of the group suffer -2 penalties to their saving throws and gain no defensive adjustment for high Dexterity because they cannot dodge freely.



Into the Mines

- **Forward Guard.** One brave, doomed gith is ordered to stand guard near the entrance to the Great Hall to alert the other gith to the approach of intruders.
- **Cover.** Troops on the Stand of the Mighty crouch low behind the railing so that intruders at the entrance to the Great Hall cannot see them.
- **Anti-invisibility.** Zigath is the only gith intelligent enough to notice invisible intruders, so she remains very alert. The gith know that invisibility is a relatively common and powerful tool, and that it is likely to be used against them. If they have reason to suspect that invisible intruders are about, the sergeants may use life detection to verify this. The sergeants may also order the gith to “sweep,” spreading out and sweeping an area with spears in order to find invisible intruders.
- **Psionic Distraction.** The gith sergeants use psionic attacks, such as id insinuation, to occupy powerful opponents.

Though the gith are fierce, their morale can be broken. If the PCs defeat the leaders, the regular troops surrender. Even if they still enjoy a numerical advantage, they retreat simply because no gith wants to be the one in the front rank who dies wearing down a half-giant, just so the third or fourth gith in line can finish him off.

Though Zigath is fierce in battle, she is not willing to throw her life away. If the battle seems lost, she uses her dimensional door psionic ability to move to the far side of the stone seal. She then heads through Yathazor, back to the main gith nest (see Book Three).

Haza

Male Gith Fighter

12th Level

Chaotic Evil

Str 18/51 Int 10

Dex 17 wis 11

Con 16 Cha 14

hp: 80

AC: 0 (plate mail and Dex)

#AT 3 (impaler ×2 & wrist razor) or 3/2 (javelins)

THAC0: 9 (+4 to hit with impaler, -2 to hit with left-hand wrist razor, +4 to hit with javelin)

Dmg: 1d8+8/1d6+4 (steel *impaler* +3/ steel wrist razor), 1d6+5 (steel-tipped *javelin* +2)

Equipment: Plate mail, steel *impaler* +3, wrist razor, *javelins* +2 (×3), *fruit of speed*, *fruit of fire resistance*

Psionics Summary: PSPs 90

Disciplines – Telepathy, psychokinesis

Sciences – Project force, telekinesis

Devotions – Animate object, animate shadow, awe, ballistic attack, contact, control body, control flames, id insinuation, mind thrust

Defense Modes: M–, TW MB

Haza is a tall, muscular gith who uses human-made weapons and armor. His sophisticated equipment is a stark contrast to his bestial visage.

More than almost any other gith, Haza has wandered Athas in search of experience and power. Now he hopes to prove himself so that he can spearhead the Reclamation.

If captured, he firmly resists any interrogation. He knows about the Square of Gurdek, the group of earth clerics in Yathazor who are helping the gith. (They are detailed in Adventure Four.) He also believes that the gith have established contact with “long lost kin” who will help them conquer Athas. (These kin are githyanki, but Haza doesn’t know this.)



Zigath

Female Gith Psionist/Fire Cleric

10th/10th Level

Chaotic Evil

Str 9 Int 13
Dex 15 Wis 17
Con 14 Cha 16

hp: 40

AC: 2 (plate mail & *ring of protection*)

#AT: 2 (claws) or 1 (obsidian *dagger* +3)

THAC0: 14 (+2 with *dagger*)

Dmg: 1d4/1d4 (claws) or 1d4+2 (*dagger*)

Equipment: Plate mail, obsidian *dagger* +3, obsidian-tipped *javelin* +2, *ring of protection* +1, (Her weapons are obsidian instead of steel because she is a fire cleric.)

Psionics Summary: PSPs 132

Disciplines – Telepathy, psychokinesis, psychoportation, clairsentience

Sciences – Detonate, disintegrate, project force, telekinesis, teleport

Devotions – Animate object, animate shadow, ballistic attack, combat mind, contact, control body, control flames, dimensional door, id insinuation, inertial barrier, know location, mind thrust, molecular agitation, soften, time shift

Defense Modes – All

Cleric Spells: 1) *command* (×2), *cure light wounds* (×2), *faerie fire*, *protection from evil*; 2) *aid*, *charm person or mammal*, *flame blade*, *hold person*, *know alignment*, *silence 15' radius*; 3) *dispel magic* (×2), *glyph of warding*, *prayer*; 4) *produce fire* (×3); 5) *flame strike*, *wall of fire*

Zigath is a rare sight: a pudgy gith. She prefers gaudy clothes and armor.

She runs this nest and has profited well from its min-

ing operations. She resents the presence of Haza, who has upstaged her in the eyes of the troops.

If captured, Zigath might reveal that she has heard that the gith deeper in the mountain have made contact with a race of powerful magicians who are going to help the gith reclaim what is “rightfully theirs” – all of Athas.

She has never been to Yathazor, but she has heard about the Square of Gurdek (see Adventure Four).

Toogo

Male Gith Fighter

7th Level

Chaotic Evil

Str 17 Int 8
Dex 18 Wis 6
Con 15 Cha 5

hp: 57

AC: 0 (banded armor and Dex)

#AT 4 or 7/2 (darts)

THAC0: 14 (+2 to hit with claws, +3 with darts)

Dmg: 1d4+3 (claws), 1d3+2 (darts)

SA: Springing, specialized with claws

Equipment: Banded armor, steel-tipped *darts* +1 (×9), *fruit of extra healing*, *fruit of polymorph self*

Toogo is exceptionally thin and lanky, and his armor and clothes are bizarre. He is an alarming figure, especially when leaping at his enemy.

Toogo is a companion of Haza. He follows him faithfully, launching into an attack whenever he gets the chance.

Toogo knows nothing of the gith's plans, but if interrogated he babbles endlessly about great plans, mighty spells, unstoppable armies, great secrets, devastating magical items, and so on. All “information” is invented on the spot.



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Gith Warriors (50): Int avg; AL CE; AC 8; MV 10; HD 3; h_p 14 each; THAC0 17; #AT 1 or 2; Dmg 1d6 or 1d4/1 d4; SA thrown spear, springing; SZ M; ML 13; XP 175.

Gith Sergeants (2): Int avg AL CE; AC 8; MV 10; HD 5; hp 21,20; THAC0 15; #AT 1 or 2; Dmg 1 d6 or 1d4/1d4; SA springing, psionics, thrown spear; SD Psionics; SZ M; ML 14; XP 375.

Psionics Summary: PSPs 80

Sciences— Project force, telekinesis

Devotions— Animate object, ballistic attack, contact, control body, control flames, life detection

Attack/Defense Modes— II, MT/M—, TW MB

Score— 16.

Gith (common and sergeants, both) typically throw spears and then fight with their claws.

Stats for the twelve gith on guard duty are given in the rooms where they are encountered. See “Key to Zigath’s Nest,” below.

Unusual Strategies

The PCs may use some unusual strategies when dealing with Zigath’s Nest. Below are guidelines for dealing with them, should they arise.

- **Avoiding the Gith Nest.** PC groups with the ability to pass through stone or teleport to unknown areas may try to circumvent the nest completely and go deeper into the mountain. If the PCs find a method for getting around the gith nest, let them do so. However, they may find that the gith in this nest have gone through with their plans to head to the surface, and by the time the PCs return to the mining camp, Tenpug’s Band will have been overrun.
- **Delaying.** If the alarm has been sounded, over-cau-

tious PCs may wish to retreat and return the next day, by which time the gith will no longer be massed in the Great Hall. Every day, however, another 2d10 gith warriors arrive from deeper in the mine. (For every twelve warriors, add one sergeant.) Stop adding gith once 35 have been added. In addition, this action gives the gith time to send word of the danger down to the other gith nests, letting them prepare more thoroughly for the assault.

- **Parleying with the Gith.** The gith are chaotic and untrustworthy, and they assume that everyone else is the same. They may parley if it gives them time to prepare their defense, or if the PCs seem so puny that the gith believe them not to be a threat, but in neither case will they discuss anything in good faith.
- **Spying.** Ethereal characters, stealthy hej-kin, and other means can be used to let the PCs spy on the gith nest. While some reconnaissance may be valuable, spending too much time spying runs the same risks as “delaying,” above. By spying, the PCs may be able to choose to attack at a time when one of the exceptional gith is asleep.

Gith on Alert

If any gith escaped the assault on the mining camp (in Part Two) and reached the mine, then they have alerted these gith to the attack. Also, if a day has gone by since the attack, then these gith know something is wrong because the gith in the camp were under orders to send a progress report to Zigath every day. In either case, defenses will be stronger in the gith nest. In the key that follows, reference is made to defenses when the gith are on alert, to reflect this possibility.

Haza has kept more gith on duty if they are on alert (one extra sergeant and four extra warriors). These extra gith are



all on guard, and their stats are given in the descriptions of the rooms where they are found. If they are not on alert, then these troops have returned to the main gith nest.

Key to Zigath's Nest

1. The Perimeter Guards

According to the miners' directions, you must be nearing the breach into the gith nest. The miners could only tell you about the general area of the breach because the ones who actually broke through the wall were slain, but a few old blood splatters on the wall confirm that this is the place. Ahead the tunnel branches several times, and it looks like you'll have to search them to find the breach.

The PCs encounter gith guards, who try to raise the alarm. They can certainly defeat the guards, but keeping them from raising the alarm is a challenge.

Unknown to the group, perimeter guards are 40 feet ahead and around a corner. Gith who displease Haza are sent on perimeter duty. (In an attack, the perimeter guard survival rate is nearly 0%.) Perimeter guards have the job of reporting back to the guard station (area 3) every 15 minutes or so. If the perimeter guards do not report, their absence alerts the guards in the guard station.

Unless the characters are approaching silently, the guards hear them. There are currently two guards patrolling the perimeter. (If the gith are on alert, there are four.) They have memorized the route they take, and it is relatively safe, so they travel without light.

The guards turn the corner and see the approaching PCs. If the characters have a light source, the guards see that they are not gith and sound the alarm. If the PCs do not have a light source, the gith reveal a stone that has *continual light* cast upon it, recognize the PCs as enemies, and then sound the alarm.

If confronted by intruders, one guard blows a stone whistle whose shrill note echoes through the caverns and alerts the gith at the guard room. If they have time, they hurl their steel-tipped spears at the intruders and then close to attack with claws. These tunnels are too low for the gith to use their traditional springing attack.

This encounter is merely a test of the PCs' strategy. If they simply walk into the gith nest, these guards sound the alarm and the fight in the Great Hall (see below) will be more challenging. On the other hand, these are just normal (and quite fallible) gith, so careful PCs should be able to deal with them without the alarm being sounded.

All gith that the PCs fight in this adventure enjoy a +7 bonus to their morale rolls because they are fighting a hated enemy and defending their home. However, they receive also suffer a penalty of -2 if there is a wizard among the PCs, and these two gith suffer an added penalty of -4 if they are outnumbered by a ratio of at least 3 to 1.

The only item of interest that the gith have is a "glowstone." A glowstone is an apple-sized rock with *continual light* cast upon it. A glowstone might have a hole drilled through it so that it can be hung on a cord or be set upon the end of a rod like a torch. The gith use glowstones for light since they provide illumination without using oxygen or creating smoke.

Gith Perimeter Guards (2, or 4 if on alert): Int avg; AL CE; AC 6; MV 10; HD 3; hp 17, 10, (13,9); THAC0 17; #AT 1 or 2; Dmg 1d6 or 1d4/1d4; SA thrown spear, springing; SZ M; ML 13; XP 175; Treasure: one glowstone.

2. Refuse Chamber

The floor of this natural cavern slopes steeply to the left, where it becomes a deep crevasse. A pungent, organic



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stench rises up from the crevasse, where jumbles of trash have been heaped. Broken stones of all sizes are scattered there, all splattered with noxious liquids and sludge. No exits are visible from the entrance.

This chamber is unlivable because the floor slopes ever more steeply to the west and soon becomes a crevasse, so the gith throw their garbage here. In the limited environment of the subterranean world, the gith need to recycle almost everything, but those things that are not reclaimable, such as waste products from curing hide or forming bone tools, are thrown here. They also dump pieces of excavated rock here. The gith intend to use the room some day, if their garbage ever fills the crevasse.

3. Guard Station

What the characters see when they come here depends on whether the gith know of their presence. The guards here try to hold the PCs off while one of them races back to the nest to raise the alarm.

This room has recently been carved out to serve as a guard station. One gith is always stationed outside in the hallway. Three others stay inside the station (or five, if they are on alert). These gith pass the time playing boggo, a gith game played with piles of stones and small bones. The guard station is lit by a glowstone.

If the perimeter guards in Area 1 sound the alarm, the gith in the passageway races back to the Great Hall (area 7) to alert the other gith of the attack. He has a covered glowstone that he reveals to light the way. The other gith come out of the guard station to delay the PCs and let their comrade escape. (Whoever won the last boggo game gets to be out in the passageway, the one with the best chance to survive an attack.) The main priority for these gith is to warn the nest of intruders. If the gith guards have heard the perimeter guards' alarm, then read the following to the players when their characters come to this area.

Standing in the rough-hewn corridor are several snarling gith guards. To the left is an open doorway, and bright light shines out of it, on to the guards. Beyond the gith, the corridor extends in to darkness.

The gith attack immediately. There are three gith, or five if they are on alert. The other gith has already run off down the corridor.

If the PCs come to this area without the perimeter guards having raised the alarm, then only a single gith is in the corridor, and the others are playing boggo in the guard room.

Gith Warriors (4, or 6 if alerted): Int avg; AL CE; AC 6; MV 10; HD 3; hp 17 16, 12, 10, (23, 13); THAC0 17; #AT 1 or 2; Dmg 1d6 or 1d4/1d4; SA thrown spear, springing; SZ M; ML 13; XP 175; Treasure: two glowstones.

Once the PCs can get a look at the guard room, read the following.

This roughly cut room shows sharp edges and grooves, indicating recent excavation. Hanging on a cord glued to the ceiling is a glowing stone that lights the whole room. On the floor are little piles of stones and bone fragments.

4. The Climb

Ahead, the passageway abruptly narrows to a mere crack. There's no way to continue in that direction. The ceiling, however, is suddenly 20 feet high here, and strange, convoluted rock formations cover it. In the left-hand wall, 6 feet from the ceiling, is a ledge that leads in to darkness, apparently the only way to continue. The wall beneath this ledge was once rough, but the protrusions and potential handholds have been chipped away.



Here the passageway comes to an abrupt end and the ceiling rises to 20 feet above the floor. The lower, northern passageway connects to the upper, southern passageway through a hole breach in the upper passageway that appears as a hole near the ceiling of the lower passageway.

Coming from the north, the only way to continue is to scale the wall and climb through the breach. The surface is smooth—the gith have chipped off any edges that would have helped the climb. A gith, however, can easily spring up to the next level. It is this obstacle that the gith guard depends on to outdistance his pursuers. In addition, this obstacle slows intruders down, giving the gith more time to rally.

On the ledge of the upper passageway is a large leather basket connected to a leather rope and a leather rope ladder with bone rungs. These are used to get down to the lower passage, but for security they are kept on the upper level.

5. Antechamber

This is an oblong, natural cavern about 70 feet long, 40 feet wide, and up to 30 feet high. Though the ceiling is natural, the floor and lower walls have been chiseled smooth. To the left are a small doorway and a very wide doorway. At the far end are broad stone steps leading up to another chamber. A single glowing sphere hangs in the center of the room, illuminating it fully. Near the far end are a few rows of solid stone benches.

In this room, the PCs fight the guards from area 6. If they've been alerted, these guards have prepared their defense by readying flasks of oil and spreading *fire pebbles* on the floor. *Fire pebbles* are magical pebbles that explode when exposed to fire (see below). If they haven't been alerted, the guards charge out of the guard room and attack.

There are six gith in the guard room, plus a gith

sergeant if the nest is on alert. In addition to what is visible from the northwest doorway, there are two braziers, one behind each of the farthest benches. They are small enough to be hidden behind the benches, and each contains only hot coals, not flame. Fuel for the fires, however, is nearby.

If the alarm has *not* been sounded, then there are no guards in this room. They are playing boggo in area 6. When they hear or see the PCs, they sound the alarm, blowing on a stone whistle like the perimeter guard did.

If the alarm *has* been sounded, then the level of defense in this room depends on how much time has passed since the guard in the hallway outside of area 3 began its run for the nest to raise the alarm. (See below for details.)

Round Action

- 1 The guard is at the Climb (area 4), and the guards in area 6 are not yet alerted.
- 2 Guard from area 3 runs through the chamber yelling "Intruders! Alert! Intruders!" Guards in area 6 put aside their boggo game.
- 3 Guard from area 3 runs into Great Hall, saying the password as he passes the glyphs. One guard from area 6 carries oil flasks to southeast end of room. The other guards begin to spread *fire pebbles* on the floor.
- 4-6 The gith spread the *fire pebbles* and stoke the braziers.
- 7+ The floor is covered with *fire pebbles*. The gith wait behind the benches with flasks of oil.

The *fire pebbles* are a magical weapon that Zigath developed, using some knowledge given to her by



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githyanki who have contacted the gith deeper in the mountain (see Adventure Six). When spread out on the floor and ignited, *fire pebbles* explode and inflict 1d6 points of damage upon to everyone within one foot (save vs. breath weapon for half). They continue to burn for two rounds, inflicting 1d4 points of damage per round to anyone within the 1-foot radius.

If given a round to do so, the gith lay them out so that any one exploding pebble will ignite the rest in a chain reaction. The pebbles have a side benefit of detecting invisible intruders, as the gith will be able to hear the pebbles crunch underfoot and possibly see movement of pebbles, betraying invisible characters.

There are 16 pounds of pebbles. Each pound can cover 50 square feet of ground. Alternately, the pebbles can be lumped together and made into bombs. The damage and blast radius of these bombs depends on the amount of pebbles used. Except for the smallest bombs, the explosion has a primary radius and damage, and then a smaller amount of damage out to a larger radius. See the table below.

Weight	Radius	Dmg	2nd Rad	2nd Dmg
1 lb.	contact	1d6	—	—
2 lbs.	2'	2d6	4'	1d3 hp
4 lbs.	3'	3d6	7'	1d3+1 hp
8 lbs.	4'	4d6	16'	2d3 hp
16 lbs.	5'	5d6	25'	2d4 hp

For example, a four-pound bomb would inflict 3d6 points of damage to everyone within 3 feet of the blast, plus 1d3+1 points of damage to everyone between three and nine feet from the bomb.

The gith also use pottery flasks of oil with oil-soaked fuses. Each group of gith has a small brazier with which to light their flasks.

In the northeast wall is a doorway leading to a large tunnel that slopes steeply down toward the gith nest

described in Adventure Five. Along the first 600 feet of this tunnel are various mine shafts branching off to either side, but there is nothing of note in these near-barren mines. After 600 feet, the passageway comes to an abrupt halt, as rubble of a cave-in blocks progress. About 50 days ago, a collapse cut off Zigath's Nest from the other gith, and blocked access to most of this nest's mines.

6. Guard Room

This room is a low, dead-end chamber with strange symbols carved on the wall. A table with several stools around it lies in the center of the room. On the right-hand wall is a weapons rack for spears. Against the far wall is a large stone chest.

If the PCs look in while the gith are still there, they see six of the creatures playing boggo (plus a seventh, a sergeant, if the nest is on alert).

The only doorway in this room is guarded by a glyph of warding. It strikes blind anyone who enters without saying the password (save vs. spell to negate). This glyph is designed primarily to keep subordinate gith out of the room where the valuable *fire pebbles* are stored. The password is different from that used for other glyphs in the nest, and only gith assigned to this room know it.

The chest at the rear of the room has two chambers. One usually contains a large leather sack that holds flasks of oil, one for every guard present. The other chamber holds several bags of *fire pebbles*. These items are described in area 5, where they are likely to be used. The chest is guarded by a *glyph of warding* that inflicts 10d4 points of shock damage upon those who open it without saying the password (save vs. spell for half).

If the gith are not on alert, then there are only six gith warriors here. If they *are* on alert, then a gith sergeant is here as well. Like other gith in this nest, they have metal-tipped spears which they throw, preferring to attack with claws in melee.



The symbols carved into the wall are not magical, but they boost the morale of the superstitious gith.

Gith Sergeant: Int avg: AL CE; AC 6; MV 10; HD 5; hp 20; THAC0 15; #AT 1 or 2; Dmg 1d6 or 1d4/1d4; SA springing, psionics, flaming oil, thrown, spear; SD psionics; SZ M; ML 13; XP 975.

Psionics Summary: PSPs 80

Sciences – Project force, telekinesis

Devotions – Animate object, ballistic attack, contact, control body, control flames, life detection

Attack/Defense Modes – II, MT/M–, TW,MB;

Score 16.

Gith Troops (6): Int avg: AL CE; AC 6; MV 10; HD 3; hp 16, 15, 12, 11, 11, 11; THAC0 17; #AT or 2; Dmg 1d6 or 1d4/1d4; SA springing, flaming oil, thrown spear; SZ M; ML 12; XP 175.

7. The Great Hall

At the end of a short, broad set of stone steps is a wide doorway. Hanging in the doorway are leather cords, each suspending a bell an inch above the floor. Through this obstacle you can see a huge chamber, brightly illuminated by glowing stones hanging from the ceiling. The chamber is about 150 feet long and 80 feet across at its widest, with an uneven ceiling that reaches as high as 60 feet. In the far half of the chamber is a solid stone platform almost 10 feet high. To the left are two doorways, and to the right is a third. At the far end of the room is a ledge overlooking the area. Beyond that are other caverns.

This is the Great Hall, where the gith mass to defend the nest. This is where the main battle of this adventure is likely to take place. To determine what forces are here, refer to the schedule in “The Gith Forces” (page 80).

The leather cords hanging in the north doorway are

meant to detect invisible or stealthy characters. Even an invisible character who manages to move the cord slowly enough not to ring the bell has to move the cords, revealing his presence to those looking that way.

Several *glyphs of warding* are scattered throughout the area to guard against intruders. When triggered, each glyph casts *flame strike* (6d8 damage; save vs. spell for half). The glyphs in the north and west doorways activate if anyone passes over them without saying “Zigath.” The glyphs in the eastern doorways activate when any sentient being besides a gith passes over them. The glyph at the top of the stairs that lead to Zigath’s chamber (area 8) will trip when crossed by anyone who does not say the password. Only Zigath and her most trusted servants know this password. (Zigath’s mistrust of her fellow gith may prevent them from coming to her aid during the battle. Gith warriors are unwilling to climb the stairs and risk the glyph.)

The most prominent feature of the Great Hall is the “Stand of the Mighty,” the raised plateau in the southern half, which serves much the same purpose as a stand in the town square. The Stand’s floor is six feet off the ground, with a three-foot stone railing encircling it. This railing is solid, natural stone, so it looks like the stand is 9 feet high with no railing (hence the misleading description above).

The corridor to the west slopes downward from the Great Hall to the miners quarters. It is the only route from the nest to Yathazor and the home pith nest. Fifteen feet from the Great Hall is the “stone seal,” a round stone that has been, devised to block movement from down the passageway? It usually rests in a slot on the south side of the corridor, but when the alarm is sounded a few miners roll the seal across the corridor so that it fits into the slot on the far side and blocks the way.

The round, flat rock has pegs on the lower side to make it easy to turn, but on the upper side, facing the Great Hall, it has been ground smooth—there is no way to get a grip on it and turn it from that side. The miners



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open the seal when Zigath uses dimensional door to get past it and tells them that the danger has passed.

8. Zgath's Roost

At the end of the large room, at the top of a low cliff, is a balcony with a stone railing. Stone stairs cut in to the cliff face lead up to an opening in the railing. This balcony is one end of a cavernous chamber. Along the south wall is a long, wooden table covered with pottery jars, skins, and bottles. At the far end of the room is a natural doorway that rises slightly above the floor and leads further on.

This room has a natural balcony overlooking the Great Hall. It is Zigath's semiprivate room, where she makes plans, dabbles in magic, interrogates prisoners, and conducts other daily activities. If she can, Zigath oversees the battle from this location, casting her spells down on the intruders.

As described above, the glyph at the top of the stairs casts *flame strike* (6d8 damage; save vs. spell for half) when anyone crosses through the railing without saying the password, which few gith know. The glyph protecting the south doorway blinds anyone who enters except Zigath (save vs. spell to negate).

Here, on elaborate bone racks, are lashed three Nibenay slaves. Zigath has given them enough food and water to keep them alive, but they are weak and sickly. (They are fed mush made from millipede chitin, which is not renowned for its nutritional value.)

Usually these racks are behind the stone columns in the eastern part of the room. but if given enough time Zigath drags these hapless prisoners to the edge of the balcony so she can cast spells from behind them. She completes this task three rounds after the alarm is raised in the Great Hall. She hopes that these prisoners will deter intruders from firing arrows or casting area-affecting spells, such as *fireball*, at her.

Any good character who kills one or more of these prisoners gains no experience points (XP) for this battle. Good characters who risk themselves or hold back their effective attacks in order to save these slaves earn 100 XP per slave rescued. The slaves are weak and injured, and if saved they want nothing else but to return to the surface. They will offer to carry messages to the mining colony, if the PCs care to send any.

On the table to the south are the various powders and raw ingredients which Zigath has gathered for her experiments. These materials are worth 100 cp to the right buyer. The ingredients for sixteen pounds of *fire pebbles* are here, only partially prepared.

A character can try to finish concocting the *fire pebbles*, but doing so requires an Intelligence check. A fire cleric attempting to do so receives a +2 bonus, a defiler or preserver receives no bonus, an earth cleric or templar suffers a -3 penalty to the check, and characters of all other classes suffer a -6 penalty to their Intelligence checks.

A character who fails their attempt can "push it" if he so desires, taking extra risks to try to make the *fire pebbles*. "Pushing it" adds an additional 3 to the d20 roll for each successive attempt, but successful use of the devotion control fire gives the character a +2 bonus. Also, the slaves have watched Zigath prepare *fire pebbles*. If any survived the battle, they can provide some basic pointers that add an additional +2 bonus as well.

In any case, a result of 20 or higher indicates that the mixture explodes, inflicting 5d6 points of damage upon all within 5 feet and 2d4 points of damage upon all between 5 feet and 25 feet away. If the character was "pushing it," any failure leads to an explosion. A successful roll produces 16 pounds of *fire pebbles*.

Near the table is a pile of 10 pairs of slippers used to cross Yathazor.

For Zgath's complete statistics, see "The Gith Forces" (page 80).



Prisoners (3): Int avg; AL N; AC 10; MV 3; HD 1; hp 2 (×3); THAC0 20; #AT 0; Dmg nil; ML 5; XP 100 (per surviving prisoner).

9. Zigath's Chambers

This room is smaller than the one before it. In the center is a depression, evidently where water once pooled when a stream ran through these caverns. In the far wall are two crevices through which the water used to pour in. To the left is a bed and an ornate stone chest.

These are Zigath's private chambers. Near the bed is a large sack containing her personal effects, which include a small mirror, bottles of strange smelling oil (perfume), and copper scissors. These items could net 300 cp in regular markets, and double that if sold to gith.

The stone chest is not locked. Instead, it is protected by a *glyph of warding* that inflicts 10d4 points of electrical damage upon anyone who opens it besides Zigath (save vs. spell for half). The chest contains seven gems: two red spinels (75 sp each), one amethyst (15 sp), three bloodstones (75 cp each), and one hematite (15 cp). There are also 81 ceramic pieces in the chest. Zigath usually has much more here, but she has spent a great deal of cash on raw ingredients for her *fire pebbles*.

10. Guard Room

This small, dead end room contains several bone-and-leather stools, a low stone table, a couple water skins, a few leather pouches, a bone weapons rack, and a ceramic chamber pot. Small piles of stones and bone fragments dot the table, along with many ceramic bits.

These two rooms are simple guard rooms, each accommodating two to four gith. The piles of stones and bones are interrupted boggo games. There are 5d6 ceramic bits,

the meager wages of the guards playing boggo. The pouches contain personal tools, including crude stone knives used for eating.

11. Barracks

This chamber is almost as large as the main one. To the side is a raised platform dotted with tents. On the main floor are numerous sleeping mats, with the personal clothes, bags, and tools of gith troops heaped in to little piles. Across from the raised platform are numerous small doors.

One third of the soldiers sleep in this common area, but they are eager to leave these cramped quarters and go outside. Among the personal effects of the gith are 4 12 cp, mostly in bits. The curious slippers that the PCs found among the gith in the Nibenay mining camp are here as well, more than one pair per gith.

Haza adopted the raised ledge for his personal quarters. He erected tents here for himself, Toggo, and the sergeants. These are simple affairs, since they merely provide privacy without needing to contend with wind or sun. Among the bags, pouches, and other items here are 26 sp.

Statistics for Haza, Toogo, the sergeants, and the troops are found in "The Gith Forces" (page 80).

12. Soldiers' Quarters

On the floor of this room are several long thick woven blankets which serve as sleeping pallets for the gith. They are stained and smell of old sweat. In small piles are pouches, tools, water skins, and other miscellaneous items.

These rooms are the crowded quarters of two-thirds of the common soldiers. The soldiers who slept in these rooms were on different sleep shifts from those on the com-



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mon floor of area 11. Among their personal effects are (2d6) × 10 cp per room, plus boggo sets, whetstones, needles, knives, leather slippers, and other implements.

13. Mess Hall

This room is filled with long narrow tables that are made of cloth pulled tight over bone frames. The tabletops are encrusted with stains. Similarly constructed bone-and-cloth stools are under the tables.

This is where the soldiers eat. Between meals soldiers often loiter here, bragging, playing boggo, and daring each other to take stupid risks like playing catch with their spears.

Wood is hard to come by underground, and stone is difficult to work and move, thus the abundance of bone-and-cloth construction.

14. Kitchen

Piles of food, stone bins filled with cold stew, stones stained with ground millipedes, and other culinary items fill this room.

Most meals prepared here are cold. The gith prefer warm, fresh meat when they can get it, but under these conditions they eat whatever is available.

15. Worm Bins

Warm moist air, thick with an organic odor, wafts through the doorway. In this room are large stone bins filled with brown, damp garbage, which is covered with slimy fungi of various colors and textures. The rotting matter in these bins seems to be moving slowly.

Gith slaves make judicious use of many organic

wastes, converting them into food for fungi and three-foot-long earthworms. The fungi are, in turn, eaten by two-foot-long millipedes. This whole smelly, messy process lies in huge stone bins.

Against the wall is a rack of long bone hooks and prods used to stir the organic glop, unearth the worms and millipedes, and snare them. The worms and millipedes are then taken to the kitchen.

16. Refuse Chamber

The stench here is worse than that among the worm pens. Here the air seems almost poisonous. At the far end of a nearly natural cavern is a deep crevasse, the source of the stench.

The waste that is too vile for the worm pens is dumped in this room. The slaves who live in area 17 are solely responsible for dumping waste here.

17. Slaves' Quarters

Eight gith slaves wait in this room to learn the outcome of the battle. If the PCs enter the kitchen (area 14) or the corridor leading from the barracks (area 11) and make noise doing so, the servants hear them and scurry out the other direction. Read the following text to the players:

Through the doorway, you hear the scratching of claws against the stone floor: the sound of several gith running. You brace to fend off a charge and then realize that the footsteps are retreating.

This is the sound of the gith fleeing the PCs' approach. The slaves try to get away through the mine or just find good hiding places in the nest. If the PCs pursue them, the slaves could lead the group on a merry chase.

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When the PCs actually enter the room, read the following text:

This room is filled with a jumble of materials: hides, cloth, bones, stones, and twine lie in piles or are scattered on the floor. On closer examination, you can see some half-constructed objects such as water skins, harnesses, stone blades, and rope. Clear paths among the junk connect the three doorways in the room.

The slaves that live here tend the worm pens, work in the kitchen, carry garbage to the refuse chambers, and mend the clothes and weapons of the soldiers. These piles are the raw ingredients that the slaves use to make the tools and goods that supply this nest. Among the piles of junk are eight thin woven mats that serve as sleeping pallets.

Gith Slaves (8): Int avg; AL CE; AC 10; MV 10; HD 2; hp 15, 14, 14, 13, 13, 12, 11,8; THAC0 17; #AT 2; Dmg 1d4/1d4; SA springing; SZ M; ML 8; XP 65.

18. Storage & Well

A musty smell wafts over you as you approach the doorway. Inside the chamber on either side of the door are tall racks from which hang two-foot-long millipedes, long strips of unidentifiable dried meat, net bags of fungi, and other foods. Directly in front of the doorway is a path that leads to a cliff edge at the far side of the room.

This room stores some of the food to feed the gith army. It also supplies the water. The cliff leads 50 feet down to a narrow tunnel, where there is a pool of water two feet deep. A gith slave is almost always to be found here, fetching water for the nest. If the PCs come here after attacking the nest, the well is unmanned.

13. Miners' Quarters

This chamber looks like a natural cavern. filled with fat stalagmites, elongated stalactites, and many folds and twists of stone in the floor. Here and there among the stalagmites are bedrolls and piles of tools.

This chamber is home to a dozen gith miners. It was a little-used side chamber until Zigath's Nest was isolated from the main gith nest. The western corridor (area 22) is a recent tunnel that now connects this chamber to Yathazor.

The bedrolls and mining tools here may be of some value, but there are no coins or other valuables.

20. Rubble Chamber

This chamber appears to be completely natural, with a treacherously uneven floor and a convoluted ceiling. All about the chamber are huge piles of black, broken rocks.

This room contains waste rock from the entrance to Yathazor (area 23). If the PCs are exploring this area within a few hours after their assault on Zigath's Nest, then it also contains the twelve miners who live in area 19. They are hiding among the rubble, waiting for word from Zigath to open the Stone Seal. The miners are a step above the slaves in area 17, so they fight to defend themselves rather than run.

If hours have passed, the miners have given up hope and set off through Yathazor to go home and carry with them word of Zigath's defeat.

Gith Miners (12): Int avg; AL CE; AC 10; MV 10; HD 2; hp 3 (×12); THAC0 17; #AT 2; Dmg 1d4/1d4; SA springing SZ M; ML 10; XP 65.



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21. Rubble Room (Filled)

A mere yard both the entrance to this room is a pile of broken, black rock that completely blocks the way. Entering the room is impossible.

The gith miners have painstakingly hauled rock from area 23 up to this room and dumped it here. They are too awed by Yathazor to pile it in a more easily reached area there such as the entrance dome (area 24). Of course, the miners would have run out of room to pile the rock long before they cleared the exit, but they were following orders and were prepared to face that problem when they reached it.

22. New Corridor

A newly cut corridor slopes steeply down. A hundred feet away, the end opens in to a lighted area. The walls and ceiling of the corridor are very rough, but the floor is smooth, albeit uneven. Small chips of black rock and rock dust are sprinkled over the floor.

This corridor was cut by miners from the main gith nest to reconnect with Zigath's Nest. Any character with the mining proficiency can tell that the corridor was cut from below.

23. Entrance to Yathazor

Light pours in from the left through a giant gate 300 feet away, illuminating this gigantic corridor which is 40 feet across and 60 feet high. One hundred feet to the right, the corridor is completely blocked by black stone.

This area is area 1 a in Adventure Four (see the poster map of Yathazor). It is the original entrance to Yathazor.

24. Entrance Dome

This room is area 1 b in Adventure Four (see the poster map of Yathazor).

Moving On

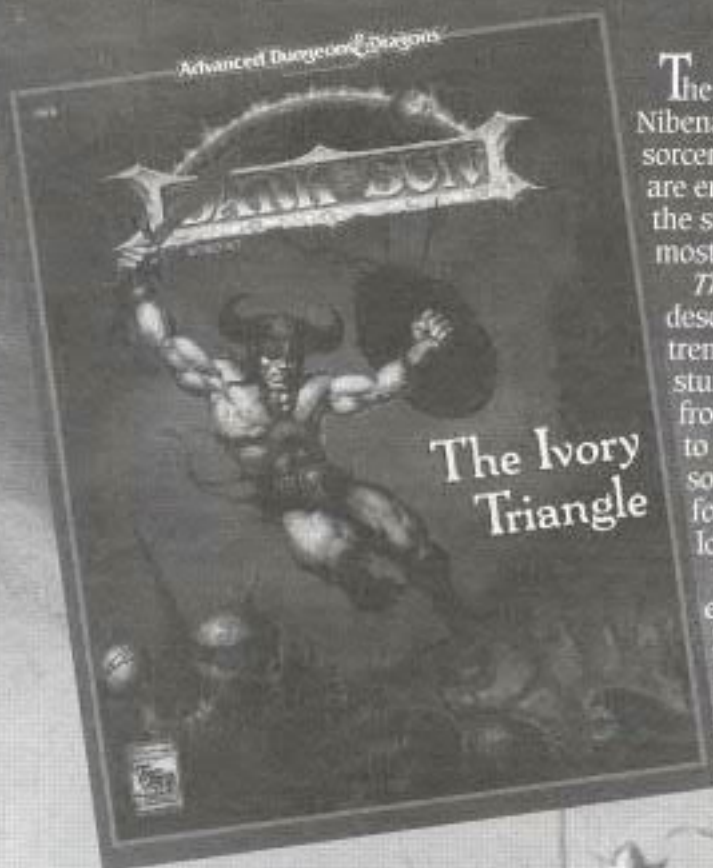
After leaving Zigath's Nest, the PCs arrive in Yathazor, in area 1 of the poster map. The fight with the gith is likely to take a lot out of them, so they should recover before moving on. In fact, they might not even go past the stone seal until they are prepared for another major fight. Once they are ready to move on, Adventure Four begins.

Into the Mines





Athas plunges into war!



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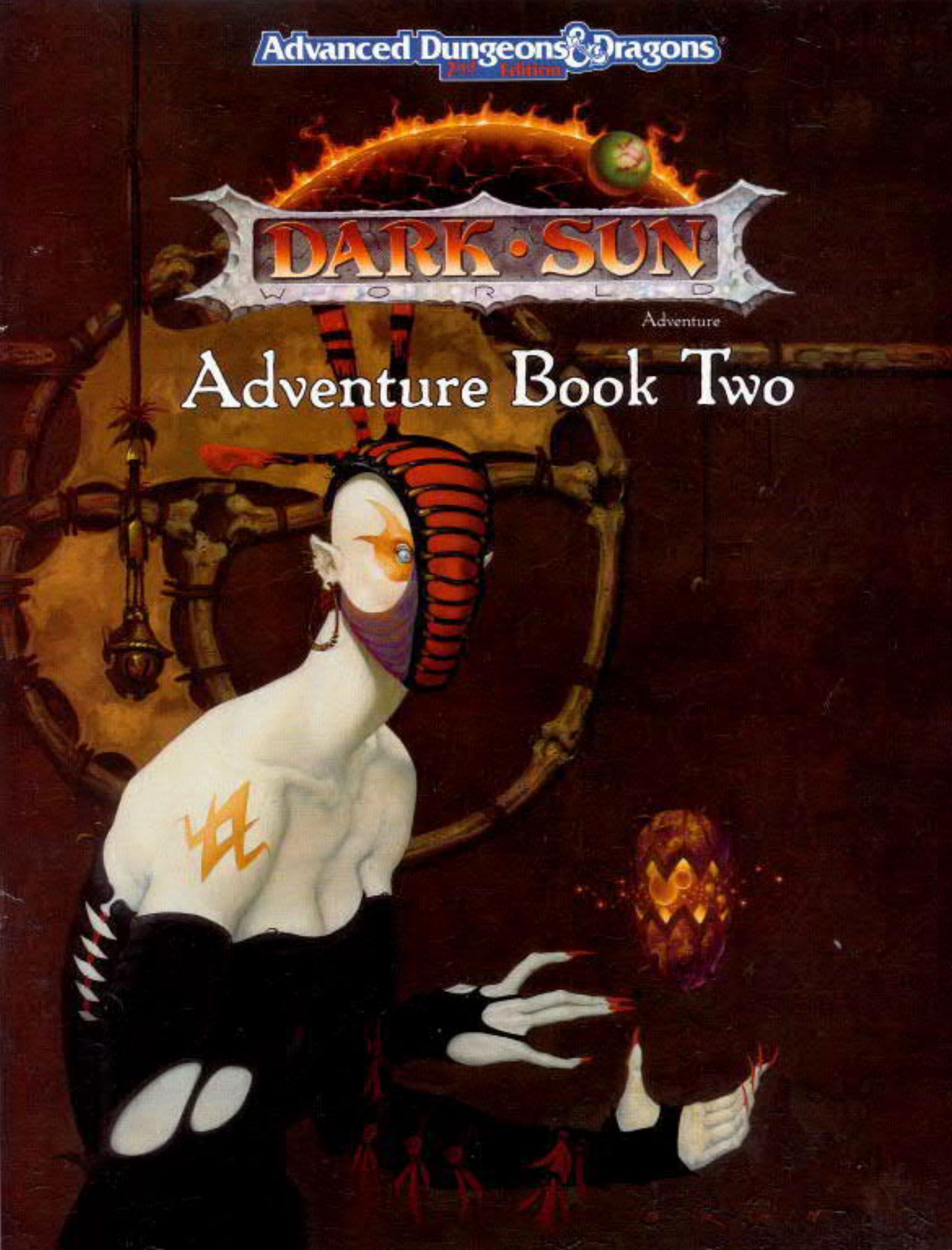
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Advanced Dungeons & Dragons
2nd Edition

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Adventure

Adventure Book Two



Advanced Dungeons & Dragons
2nd Edition



Black Spine

Adventure Book Two

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Black Spine Adventure Book Two

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Introduction

Buried deep beneath the Black Spine mountains is a mystery more dangerous and more ancient than the gith. For thousands of years a ruined city has awaited discovery. Now the trail of the gith leads through Yathazor, a city built by githyanki and then abandoned millennia ago.

When the PCs follow the gith into these fabulous ruins, they must somehow follow the gith trail through the city so they can continue their approach to the main gith nest. In addition to the numerous creatures that have found their way into Yathazor, the PCs face some of the most dangerous survivors of the city's fall. Also, before leaving Yathazor, they contend with the "Square of Gurdek," a group of fanatic earth clerics who seem friendly, but are only waiting for the first opportunity to destroy the PCs.

Previous Events

The party became involved in this adventure when they helped Tenpug's Band fend off marauding gith. They then turned the tide on the gith and led Tenpug's Band in a retaliatory attack against the gith, who had captured a Nibenay mining camp.

This successful attack only proved to be another step in the fight with the gith, for the surviving Nibenay slaves reported that the gith had sent numerous slaves into the mountain, to some unknown fate.

The PCs ventured into Black Spine and raided a gith nest. From captured gith they have heard fearsome rumors of "The City of Death," whose stones the gith fear to touch. The only exit from the gith nest leads to the city, through which the gith have come.

Adventure Four pick up immediately where Adventure Three left off. The PCs have just defeated a major force of gith in a cavernous nest and they are pursuing the gith trail back to their main nest. The group might be in hot pursuit

of fleeing gith. More likely, however, the PCs will take some time to rest and recover their strength before heading out of the gith nest and into Yathazor. The battle in the gith nest should have taxed them thoroughly, and by the time they have rested, they'll find the trail cold.

Overview

Adventure Four begins as the PCs leave the gith nest in Adventure Three and come to the entrance to Yathazor. Here they face "sword spirits," undead githyanki that animate the magical swords they wielded in life millennia ago.

Once past the guardhouse, the PCs come to the ruined subterranean city of Yathazor. Attracted to the abundant life of the artificial ecosystem preserved here, dangerous creatures abound in Yathazor. The group may have to fend off wandering monsters, ranging from giant ants to psionic behir. Even rampant vegetation presents a threat in this ancient city.

The PCs might explore the "Pillar of the Overseer," a 400-foot-high column in the center of the city. At the top of the column is the former residence of Overseer Nlakni, who ruled Yathazor before it was abandoned. This area has not been pillaged over the millennia, and its treasures and dangers are impressive indeed.

Finally, the party must face the "Square of Gurdek," a collection of earth clerics led by the fanatical and demented Slate. He and his people believe the gith to be descendants of "earth spirits" and the rightful rulers of all Athas. Though crazy, they are not immediately hostile, and a careful group of PCs may be able to avoid a confrontation completely. For most groups, however, it will merely be a question of whether they turn on the Square before the Square turns on them.

Located in the "Refuge of the Square" is the tunnel down which the PCs must travel to continue their quest, which is described in Adventure Five.



Adventure Four: The City of Calamity

Part One: A History of Yathazor

Founded as a fortress during an ancient githyanki attempt to establish dominance in this part of Athas, Yathazor has had a relentlessly violent history. The PCs may discover much of this history or none of it, depending upon how they piece the puzzle together. They may have to wait until Part Seven before they learn the truth about Yathazor.

Githyanki Rule

The githyanki created this city millennia ago as a fortress. They first dug a wide tunnel from the exterior of the mountain and the** used this tunnel to get rid of the stone that they excavated. Once the space was excavated, they used the tunnel to bring in native supplies.

When the city was functioning, they plugged the tunnel with stone and disguised its mouth. This blocked almost all access to the city. To get into Yathazor, the githyanki would simply *plane shift* (as the spell). Githyanki who lived on Athas would *plane shift* to the Astral Plane as a stepping stone into or out of Yathazor (since they couldn't directly move from one location to another on the same world). By plugging the tunnel, the githyanki made Yathazor very hard to reach.

In addition, the githyanki created a magical barrier against plane shifting around Yathazor. Called the "Planar Shield," this enchantment surrounded the city with a magical barrier that prevented most plane shifting. Only those who held special keys (which looked like small, metal tuning forks) could plane shift through the Planar

Shield, into Yathazor. This precaution prevented assaults by githzerai, the long-time enemies of the githyanki.

To cope with the dreary underground environment, the githyanki created an artificial ecosystem in Yathazor, complete with an artificial sun.

How long Yathazor functioned as a secret base of operations on Athas no one knows. The githyanki gave up the city when githzerai launched an assault on various other githyanki settlements on Athas. The githzerai were using a dangerous, experimental "psionic devastator" against the githyanki. The devastator was a psionic bomb which sent out tremendous psi-waves that blasted the minds of psionically attuned creatures, and in most of Athas it reduced the githyanki to near idiocy. The descendants of these psi-blasted githyanki are, of course, the modern-day gith.

Scholars who hear this story may wonder whether these psionic devastators might have something to do with the development of psionics in Athas. Could the psi-waves have jarred non-psionic people and creatures, releasing deeply buried psionic talents? Could the psi-waves have wiped out the psionic parasites that usually plague psionic sensitives, thereby paving the way for the development of psionics in many more creatures? Or is this just a coincidence? No one knows for sure.

When a small band of githzerai using stolen planar keys attacked Yathazor with a psionic devastator, most of the githyanki had already left it, thinking the Planar Shield would keep the city safe from githzerai attacks. On other fronts, however, these githyanki fell to deadly githzerai assaults. When the multiplanar battle was over, no githyanki remembered Yathazor or how to reach it.

The City of Calamity





The City of Calamity

The Abandoned City

Credit is due to the architects of Yathazor. for It endured without maintenance for millennia. and the artificial ecosystem has operated continually. The animals and plants of Yathazor, without keepers or gardeners to restrict them, soon grew wild and out of control.

Over the centuries, earthquakes and running water have breached the defenses of Yathazor. creating holes that connect it to the larger subterranean ecosystem of the Black Spine. While the city presents its own dangers. Yathazor is also a rich source of food and water for those creatures that dare to dwell there.

Some PCs may take note of all the metal to be would in, Yathazor, perhaps even plan to return some time with the right equipment to strip the city of this valuable commodity. Except when noted in, the text that follows, all metallic objects should be considered rusted beyond recovery. Any attempt to pry loose a hinge or nail will snap the brittle material, proving it useless except perhaps as a curiosity.

The Earth Clerics

Over 20 years ago. the demented earth cleric Slate discovered Yathazor by using his ignore stone ability to walk through the stone that surrounds the city. Imagine his astonishment at finding a city built of stone and hidden under stone, a veritable world waiting for a deserving earth cleric to find it!

For years Slate wondered about the builders of Yathazor. He ruled out the hej-kin because they do not work stone. He ruled out the kenku because the buildings were obviously designed for beings incapable of flight. He ruled out the gith at first because they lack the sophistication to create such a city. but then he developed the theory that the gith are descendants of the builders, and that they are the rightful heirs of the city. What started out as a theory became, in the mind of Slate. first a fact and then an obsession.

In the intervening years, Slate has invited those he has initiated into Yathazor, and they have taken, up residence there. He has begun to restore life to the city, cultivating plants and partially restoring one small section.

The Gith

About 50 days ago. the gith from the main gith nest found natural tunnels they had never seen before. In an effort to reach their kin who had been isolated by a cave-in, they explored these tunnels. In doing so. they found Yathazor—and Slate.

Slate welcomed them and told their leaders of his theories. With his help. they found a way through Yathazor and dug a connecting tunnel to Zigath's isolated nest.



Part Two: Exploring the City

The architecture of Yathazor was designed to cope with one main problem: how to fit an expanding city into the limited space of a subterranean dome. The githyanki accomplished this task by making almost all the space serve double duty as both an enclosed living area and open air space. Almost all the open space in Yathazor is rooftops. Without concern for rain, wind, or other annoying weather, the githyanki could build their roofs flat and amenable to any occupation. However, despite the lack of bad weather, they still needed roofs so that they could stack their dwellings themselves on top of each other. and increase the amount of effective living space.

This system led to stratification in which one's living accommodations reflected one's status or power. The higher up one lived, the more open patio space one could have, which was a sign of prestige.

When unrelated families lived in the same building, the wealthier or more powerful families lived on the upper floors. When a building was owned by a single family, the lowest floor was for the servants and slaves while the top floor belonged to the patriarch of the family.

Since those who lived on upper floors often regarded those who lived below them as inferiors. they disliked descending to street level, where they would have to rub elbows with their lessers. Therefore, the high-status githyanki built walkways to connect upper levels to each other. Before Yathazor fell, there were some high-status

githyanki who had grown up in Yathazor without ever setting foot on street level.

To give the city a touch of life, and to maintain the air supply, the founders brought in several magical, hardy varieties of plants from various worlds: species that could grow in the unnatural environment of Yathazor and produce large amounts of oxygen for the citizens to breathe. (Descendants of these plants still survive, albeit changed.)

Yathazor's Ecosystem

The ecosystem of Yathazor is founded on the light of an artificial sun and water that bubbles up from below. This water was once a mighty stream diverted into fountains, but now it merely keeps the ground damp enough to support plant life. These elements allow plants to grow in Yathazor, producing fresh air and food for animals. The plants support insects of many varieties and sizes. These insects in turn attract predatory spiders and centipedes (again of many sizes). Larger creatures have also found their way into Yathazor, though they are less common.

The artificial sun is a globe of energy 20 feet in diameter. It gives off cool yellow light. Every 24 hours it completes an oblong, counter-clockwise orbit around the Overseer's Pillar (the column in the center of Yathazor). The globe is always half way between the pillar and the outer wall. In ancient times, the sun was near the ceiling. However, over the centuries, it has sunk so that it comes within 20 feet of the tallest buildings (or about 60 feet from the ground). The shadows it casts on the



The City of Calamity

far end of the city are therefore very long, like the shadows near sunset.

The plants, in true Athasian fashion, have adapted to being on the bottom of the food chain. In a never-ending struggle to make themselves less appetizing than their neighbors, they have adapted defenses that range from the benign, such as thick bark, to the lethal, such as poisonous thorns. Travel through the vegetation of Yathazor is very dangerous. Some creatures' skins are tough enough that they need not concern themselves with such troubles, but most creatures travel about on the roofs of the buildings to avoid the dangerous plants. Even herbivores often travel by rooftop until they spot a type of plant they like to eat, and only then do they descend into the mass of jagged leaves, needlelike thorns, and poisonous saps of Yathazor's plant life. As unappetizing as these plants may be, there are always some creatures, notably ants and beetles, that find them edible.

The plants of Yathazor are truly bizarre. Without wind or flying insects to pollinate them, they've come to rely on ants and other crawling insects. Since they don't need colorful flowers to attract bees, they instead have stunted, drab flowers that ooze sap. The sap attracts ants and other insects, which then pollinate them. Other plants release huge amounts of sticky pollen whenever they are disturbed. The pollen clings to the creatures that brush against the parent plants, which is then spread around Yathazor.

The artificial sun provides constant sunlight. This constant light, and the isolation from the real sun, confuses the activity cycles of creatures in Yathazor, so creatures that are usually nocturnal or diurnal might be active at any time.

The Gith Trail

The gith take a convoluted path through Yathazor. They fear the vegetation that covers the ground, so they stick to the rooftops and upper-level patios. The PCs may try to follow the gith's trail.

The gith consider the city sacred, so they never leave anything here. Furthermore, they always wear simple leather slippers on the "hallowed ground," and they force their captives to do the same. They do not stop to eat, they do not discard trash, and they even carry with them the corpses of anyone slain by monsters rather than leave them in Yathazor. Therefore, any tracks that the characters can find are limited.

The gith often encounter creatures as they pass through Yathazor, but they take precautions to make it as safe as possible. Often they persuade Slate or one of his followers to accompany and protect them. When that is not possible, they try to move in large numbers. When they have slaves, they march with one in the lead in hopes of distracting carnivorous beasts. Inevitably, there are some casualties. When a creature of Yathazor slaughters a gith (or several), the survivors believe that the slain ones must have violated the taboo by stepping onto the stone or otherwise offending the mighty spirits of Yathazor.

Foliage Encounters

For every 100 feet that the PCs move through the vegetation of Yathazor, roll 1d10. If the roll is 1-7, roll percentile dice and consult the table below to see what kind of resistance the vegetation presents.

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Roll 1d100	Result
01-15	Lizard bait
16-40	Nausea gas
41-60	Poisonous thorns
61-70	Psychic crush
71-75	Razor-sharp leaves
76-00	Roll twice

Lizard Bait: A clinging vine with deformed, sappy flowers gives off a foul odor. To subterranean lizards, it smells a lot like rotting meat, a favorite food. The sap, however, tastes terrible to the lizards, so they've learned not to eat the plant. Still, they are too stupid to realize they've been tricked, and their presence deters the approach of herbivores. The group encounters 1d6 hungry and frustrated subterranean lizards.

Subterranean Lizards (1-6): THAC0 15; Dmg 2dG; AC 5; HD 6; hp 30 each; SA clamp jaws on natural 20 (2×damage); MV 3; SZ L; INT animal; AL N; ML 8; XP 1,400; Treasure: nil.

Nausea Gas: A character has stumbled into a plant that, when disturbed, releases a vile gas. Everyone within 20 feet must make a successful save vs. poison or be overcome with nausea. Those who succumb suffer -4 on all attack rolls and saving throws for one turn. (If the PCs wait out this time, there is a 10% chance for a random encounter.) Regardless of the saving throws, any character exposed to the gas retains the stink, and the party receives a -1 penalty on all surprise rolls for the next six hours.

Poisonous Thorns: The party runs into a low bush whose thorns are coated with a sticky poison. Roll to hit the first possible target in the party (THAC0 20, armor worn on the legs counts as complete armor for this roll, and shields don't count). If the first target is missed, roll for each in turn until all pass safely or one is hit. The poison is Class B. It causes immediate, painful itching, and in 2d6 minutes it inflicts 20 points of damage (or 1d3, if a successful save vs. poison is made).

Psychic Crush: A stubby psionic tree attacks creatures that approach it with a psychic crush. Since this tree has no mind (as one usually uses the term), it is immune to telepathic powers or mind-affecting spells. Furthermore, since the tree does not move when it attacks, and it is usually found crowded with other plants and trees, the PCs have no way to tell what is attacking them (unless they use psionic sense).

Psionic Tree (1): THAC0 n/a; Dmg n/a; AC 5; HD 2; hp 14; SA psionics; SD immune to mind affecting powers and spells; MV n/a; SZ M; INT non; AL N; ML n/a; XP 65; Treasure: nil.

Psionics Summary: PSP 50; *Devotions* – contact, psychic crush.

Razor-sharp Leaves: A random party member has stumbled into a fernlike plant with long stiff sharp-edged leaves. The PC suffers his AC value + 1d3 points of damage.



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Animal Encounters

Each time the PCs travel into or past a building unit, or each turn that they remain in the same position, roll 1d10. On a roll of 1, they have a random creature encounter. If the roll is 2, they encounter not a creature, but rather a sign of a creature's passing. Such signs can include a realistic statue left behind by a basilisk, a web-bound and bloodless corpse of a boring beetle that fell prey to giant spiders, tracks left by a fire lizard, and so on. In either case, roll percentile dice and refer to the table below to determine the creature encountered or the creature who has recently passed that way.

These monsters do not have treasures, because coins, gems, and magical items are not common in Yathazor.

Roll 1d100	Result
01-07	1-6 An khegs
08-14	1-100 Giant ants (workers)
15-28	1-4 Lesser basilisks
27-34	1-6 Boring beetles (foraging)
35-48	3-18 Boring beetles (in lair)
47-55	1-2 Behir
56-62	1-4 Cave fishers
63-64	1-4 Fire lizards
65-78	1-6 Subterranean lizards
77-72	1-8 Giant spiders
73-76	Gith
77-77	Morlah
00	Slate

Ankhegs: Since the ground in Yathazor is solid rock, these creatures lurk in buildings instead of underground.

Ankhegs (1-6): THAC0 15; Dmg 2d6 + 1d4; AC 2 or 4; HD 6; hp 30; MV 12; SA squirt acid (8d4); SZ H; INT non; AL N; ML 7; XP 600.

Giant Ants: These workers are gathering choice food from Yathazor to bring back to their subterranean lair. If there are more than 20 ants, they are spread out over a large area. Only 2d10 are visible at first, and another 1d10 appear each round until all of them are present.

Giant Ants (1-100): THAC0 17; Dmg 1d6; AC 3; HD 2; hp 3; MV 18; SZ T INT animal; AL N; ML 9; XP 35.

Lesser Basilisks: These creatures are hunting.

Basilisks (1-4): THAC0 15; Dmg 1d10; AC 4; HD 6+1; hp 32; MV 6; SA petrification; SZ M; INT animal; AL N; ML 12; XP 775.

Boring Beetles: If the PCs encounter the beetles in their lair, they also find a fungus farm.

Boring Beetles (1-6): THAC0 15; Dmg 5d4; AC 3; HD 5; hp 25; MV 6; SZ L; INT non; AL N; ML 14; XP 175.

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Behir: These have staked out an area to nest in and will attack intruders on sight.

Behir (1-2): THAC0 7; Dmg 2d4/2d4+1 or 2d4 (×6); AC 4; HD 12; hp 60; MV 15; SA lightning bolt (24 points) or swallow whole; SD immune to electricity & poison; SZ G; INT low; AL NE; ML 15; XP 7000.

Cave Fishers: These creatures are lurking in buildings with their trap lines strung in front of bridges or other well-used paths.

The cave fishers have laced this area with long, thin filaments that are difficult to detect (20% at 10 feet). *Detect snares and pits* will also reveal the presence of the strands. The filament is coated with an adhesive that can only be dissolved by liquids with a high alcohol content or cut with +1 or better weapons. The fisher can shoot filaments at prey as a 6HD monster, then draw the prey toward it at the rate of 15 feet per round. In case of a tug-o-war the fisher has a strength of 18/00.

Cave Fishers (1-4): THAC0 17; Dmg 2d4 (×2); AC 4; HD 3; hp 15; MV 12; SA adhesive trap line (THAC0 15); SZ M; INT semi; ALN; ML 12; XP 175.

Fire Lizards: They avoid behir and basilisks, but try to eat everything else.

Fire Lizards (1-4): THAC0 11; Dmg 1d8 (×2)/2d8; AC 3; HD 10; hp 50; MV 3; SA breathe fire (2dG); SD immune to fire; SZ G; INT animal; AL N; ML 12; XP 5,000.

Subterranean Lizards: These usually attack by scuttling up or down the nearest wall, hoping to surprise their prey by this unusual route.

Subterranean Lizards (1-6): THAC0 15; Dmg 2dG; AC 5; HD 6; hp 30 each; SA clamp jaws on natural 20 (2×damage); MV 3; SZ L; INT animal; AL N; ML 8; XP 1,400.

Giant Spiders: Since there are few flying creatures in Yathazor, these spiders lace the vegetation with their webs so that creatures walking through the plants are caught. Above ground, they also place their webs across areas where traffic is common, such as bridges or doorways.

Giant Spiders (1-8): THAC0 17; Dmg 1d8; AC 4; HD 4+4; hp 24; MV 3, wb 12; SA poison (type F) and webs; SZ L; INT low; AL CE; ML 13; XP 650.

Gith: A warrior who broke ranks during one of the marches through Yathazor, when a behir attacked the group. He is out of his mind with fear. If he were to find other gith, they would kill him as a coward and a violator of the sacred city, but he also believes he faces certain death if he stays in the city.

At the DM's option, the PCs can encounter the gith as it is menaced by another creature or group of creatures (roll randomly for another encounter type). The PCs may be alerted to the gith by hearing its screams.

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Gith Warrior (1): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 7; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp.

Morlah: This is the insane bard from the Square of Gurdek. If it is too early for the PCs to meet him, he may flee at the first sight of them. In fact, they may simply hear his drumming but fail to find him when they search for its source. His stats are on page 37.

Slate: This is the leader of the Square of Gurdek (see page 30). He may be on his way to or from the eastern cavern entrance (3b), investigating the PCs (if they've made their presence known), or just exploring. At the DM's option, he can avoid or approach the PCs, depending on what would allow the adventure to progress as desired. His stats are on page 32.

Pieces of the Puzzle

This adventure includes many clues to the origin and nature of Yathazor. In addition to finding and puzzling out these clues, the PCs may put their nonweapon proficiencies to use. Below are pieces of the puzzle that characters may learn by making successful checks against their proficiencies.

- **Agriculture:** The plants of this city do not have flowers because there are no flying insects to pollinate them. Some of the plants look like bizarre variants of plants currently found on the surface, but others are

very different in structure, possibly deriving from distant lands or ancient times.

- **Ancient History:** This city is not part of the lore of Athas. It must have been secret, because it would otherwise certainly have survived in some form (albeit distorted) in the legends of the land. The character also knows that there used to be other races in Athas that are no longer found here. This city could be the product of one of these races.
- **Artistic Ability:** (Only or characters who are sculptors.) Decorative markings cut into the stone walls suggest that the inhabitants of the city were the size of humans or elves. The fineness of detail and the hardness of the rock suggests that they made heavy use of metal tools when carving.
- **Carpentry:** When the PC examines any wood worked by the githyanki, he or she recognizes that the wood is not of any known type of tree.
- **Engineering:** The entire city is artificial. There may have been a natural cavern here at first, but none of the existing walls are natural. Excavating something of this magnitude would require great engineering skill and a horde of workers. When a PC examines a building in Yathazor, a successful check reveals that they were built with metal tools, and they required excessive use of metal pieces for hinges, nails, and other items that Athasians almost never make out of metal. Magic was also used to aid that building process.



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- **Herbalism:** The plants found here are like nothing else found in Athas. They may not even be natural.
- **Mining:** A miner's main question will be "Where did the excavated rock go?" If the PCs haven't figured out yet, a miner may be able to reason that the excavated rock was sent out the entrance tunnel. Once the PC travels into the city, a successful check lets him realize that the rock in part of the city is the same rock as that plugging the tunnel. In other words, they cut the rock from here and intentionally plugged the entrance.
- **Stonemasonry:** The nature of the stonework suggest that the builders used both steel and magic to build this city.





Part Three: The Entrance

This section of the text details the areas in which the party is most likely to begin its explorations of the city.

1 a: Plugged Corridor

Read this to the players as the characters come out of the corridor from Zigath's Nest.

Light pours in from the left through a giant gate 300 feet away, illuminating this gigantic corridor which is 40 feet across and 60 feet high. One hundred feet to the right, the corridor is completely blocked by black stone.

This is the corridor through which goods and excavated rock were moved when the githyanki built Yathazor. The tunnel actually extends out of the mountain, but it is packed solid with rock from here to the surface. The gith have been digging away at the rock, preparing for the day when Yathazor will live again. Perceptive PCs may notice that the rock plugging the tunnel is of the same type as that found in areas 20 and 21 of Zigath's Nest.

The light here is from the artificial sun that circles over Yathazor. Since the sun has dropped so low over the millennia, it can cast light far down this corridor. PCs who dawdle in this corridor may notice that the shadows move as the sun slowly circles the Overseer's Pillar.

The corridor in the northeast wall is a newly cut tunnel that slopes up to Zigath's Nest (area 19 of the

Zigath's Nest Map in Adventure Three). The wide opening to the southwest opens into the entrance dome. On the ornate archway that leads to it there are the words, "The Blind Dark is beneath you." These words are in githyanki, and even if they can be deciphered their meaning is unclear, as this phrase refers to an obscure mystic aspect of the githyanki's adoration of their lich-queen.

1 b: Entrance Dome

Your footsteps echo as you step into the huge archway cut in to the wall of the corridor. Ahead of you is a vast open space. The light illuminating the corridor behind you dimly brightens this chamber as well, and as your eyes adjust to the gloom you see that you are standing at the edge of a dome over 200 feet across and 70 feet high. From where you stand, eight lines of black stone fit, out over the floor, a stark contrast to the light-colored stone that makes up the rest of the floor. On the far side of the dome is a large pile of rubble, but at this distance, and in the dim light, you cannot discern what it is. There are no other exits from this dome.

This huge dome was the entrance point to Yathazor. Using special planar keys (metal objects resembling tuning forks), the githyanki could *plane shift* to this dome. Since plane shifting can be inaccurate, and plane shifters sometimes appear some distance away from the precise destination point, the githyanki built a very large dome.



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The lines of black stone built into the floor were designed to orient plane shifters toward the exit, as well as to make the first vision of Yathazor more impressive.

Against the south wall are the remains of various vehicles used to cart goods into Yathazor. Since plane shifters couldn't bring wagons with them, the githyanki needed to have vehicles at hand when they plane shifted in. By now these wagons and carts are merely a pile of husks, splinters, and rust. Perceptive PCs, especially those with the carpentry proficiency, may be able to determine the former purpose of these wrecks.

1 c: Guardhouse

At the end of the corridor are two upper hallways designed to give high-ranking githyanki access to the upper levels of Yathazor. Spanning the corridor is a guard room which is inhabited by five sword spirits, intent on carrying out their final purpose: protecting Yathazor from githzerai. (Refer to the guardhouse map on the following page.)

1. Ground Floor

Directly ahead is an archway 30-40 feet high and 40 feet across. Light pours in to the corridor through this archway, and a tangle of sickly vines covers the ground outside the corridor. Some of these vines reach into the corridor as if exploring it with their tendrils.

On both sides of the corridor, and 50 feet from the gate, is a circular stairway built halfway in to the wall. Each stairway leads to three vertically stacked hallways that overlook the corridor as they run along the wall.

At the end of the lower two hallways on each side, you can see smaller arches, and light pours through these as well. The uppermost hallways, however, are short and shrouded in shadow. They apparently lead to a room that stands over the archway. The arch that crosses the corridor is over 20 feet thick, and you can see a window and several arrow slits in the wall that overlooks the corridor.

Unless the characters are invisible, the sword spirits in the guard room spot them. The sword spirits may fly out of the guard room and attack at any time, perhaps after taking a few rounds to prepare their spells and psionic powers. (See area 5 for their stats and strategy.) If the PCs are invisible, they may be able to slip past the sword spirits, though setting of traps, disturbing vegetation, making noise, or entering the guard room will precipitate an attack. In addition, the sword spirits are intelligent enough to receive saving throws to detect invisible things.

Anyone who approaches the archway sees the impressive view of Yathazor, as described in the following text.

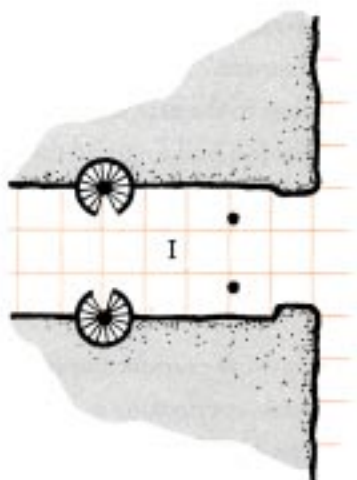
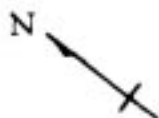
Before you stands an immense city, all encased under a huge dome of stone that reaches perhaps 400 feet high. In the center of this city stands a pillar that reaches to the ceiling of the dome. Floating in the air to one side of the city is a bright ball which illuminates the buildings beneath it and casts long shadows across the buildings on the far side of the city. The buildings themselves are stacked up to three levels high, all built without straight lines. Stone bridges connect the upper levels of the buildings to each other, crossing

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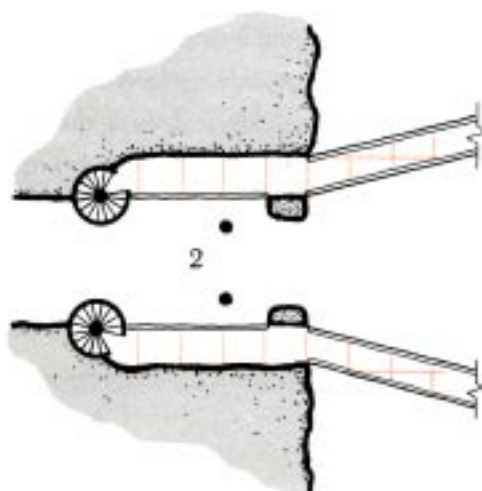


Guardhouse

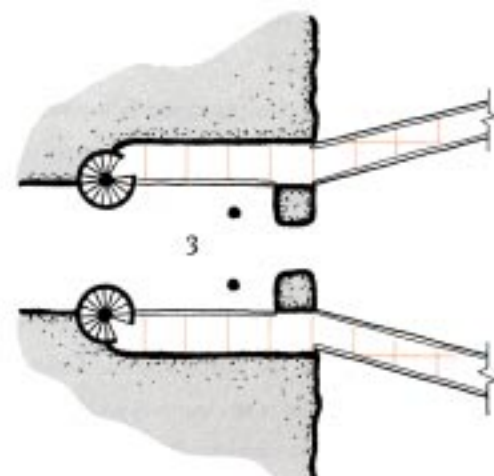
One square = 10 feet



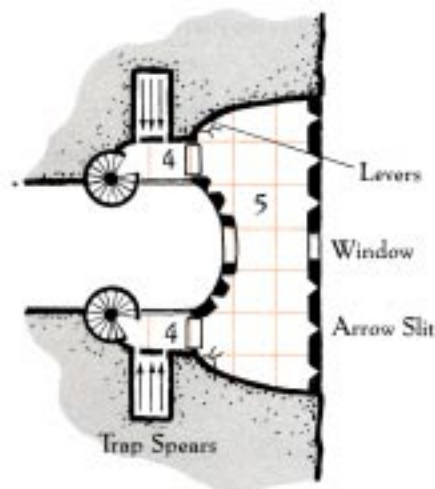
1



2



3



Levers

Window

Arrow Slit

Trap Spears



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avenues that are choked with vines, shrubs, grasses, and occasional stunted trees.

PCs who look closely can see the windows on the structure on top of the central pillar, and the cavern (area 32. Caverns 3a and 3b can only be seen from the Overseer's Quarters, or by approaching closely.

The vegetation looks sickly, as does all the vegetation in Yathazor. Roll for a random foliage encounter if the PCs examine the plants.

2. Second Level

Read the following aloud when the party steps onto this level:

A stone railing runs along the hallway, at the end of which is an archway that comes to a point at the top. Light pours in through archway, and it seems to lead to a footbridge.

The bridges that lead from the archways have ceilings because parallel bridges extend from the archways above. Anyone who comes to an archway sees Yathazor, as described in Area 1 above.

3. Third Floor

The railing on the edge of the hallway looks over a 20-foot drop to the corridor floor. The wall on the other side of the hallway is carved in an intricate bas relief. The relief is abstract, filled with shapes that suggest waves,

snakes, and eggs. At the end of the hall, light shines through an arch that resembles a tear drop in shape.

Above the archways on this level is writing in githyanki (unreadable to the PCs, unless they use *comprehend languages* or similar means). It says: "By the grace of the Queen and in her service."

Anyone who steps to the archway sees a stone bridge leading some 50 feet to a building, and the vista of Yathazor (see the description in Area 1 aLove).

4. Trapped Corridors

This short, 10-foot-wide corridor has a railing running 15 feet along one side, overlooking a 30- to 40-foot drop to the corridor floor. Dead ahead is a wooden door with dust-covered metal bands across it.

These short corridors are identical (or, rather, mirror images of each other).

Ten feet from the far door is a pressure sensitive area. Anyone crossing it releases an ancient trap. Thousands of years ago, there were razor sharp serrated blades on the ends of stone shafts that would spring out of the wall, through holes that are covered by illusory walls. Now the metal blades have rusted away, leaving only the stone shafts. They are nasty just the same. The shafts spring out in two rows, ten shafts in a horizontal row 4 feet off the floor and another ten in a row 2 feet high. The shafts in the lower row emerge through large holes in the railing, and the shafts of the higher row jut out over the railing. Everyone within 5

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feet before or behind the one who sets off the trap may be struck. To avoid the trap, one must roll a Dexterity check. Those who fail and roll an odd number are knocked against the railing and suffer 3d6 points of damage. Those who fail and roll an even number are knocked over the railing. They suffer only 1d6 points of damage from the shafts, but they then suffer another 3d6 + 3 points of damage from falling 36 feet.

The frantic action of characters attempting to avoid these shafts kicks up a lot of dust, which can outline invisible characters.

If the sword spirits in area 5 have not attacked yet, they attack if the PCs spring the trap.

The shafts stay in place after being released, blocking progress along the corridor.

The door at the end of the corridor is rotted through, and the metal bands are rusted through. Anyone can easily tear through the door with his bare hands.

5. Guard Room

Once PCs get through the door, they face a solid slab of rock. Lifting the rock requires a successful lift gates roll (+5 bonus—see the description of the operating mechanism, below). Once the characters get past this slab, read the following text.

You have entered a dusty guard room that spans the corridor below. The walls behind and ahead of you as you enter both have a two-foot-high window in the center and arrow slits on either side. Immediately to one side of

the door you've entered are two stone levers set in the wall. Scattered about the room are ancient remains of wooden tables, chairs, and weapons rack—now splinters in the dust. You also see the fragmentary remains of five humanoids, also covered with dust. The armor of one of the humanoids seems to be intact.

Five sword spirits reside here, though they may already have flown out a window and attacked the PCs by the time the group reaches this room. See below for their history.

The fragmentary humanoid remains are those of five githyanki guards, but they are too incomplete for the PCs to discern their race. The intact armor is *plate mail +1*. It is covered by gaudy beads and tattered strips of cloth, and it fits any humanoid who is approximately 6 feet tall.

On another body is a small metal object similar to a tuning fork. This is one of the plane shifting keys that was designed to bring one to Yathazor. Anyone who strikes the object against a surface and then *plane shifts* appears in the entrance dome (1b), provided he can *plane shift* to Athas in the first place.

Among the junk in the weapon racks are 20 *arrows +2*. The wooden shafts are ruined, but the steel arrowheads retain the enchantment.

The levers on the walls operate the stone slab and the shaft trap. Raising the one nearest the door halfway resets the trap, and raising it all the way disarms it. It is necessary to make a Strength check to manipulate the lever, and each time it is used there is a 50% chance that the mechanism breaks.



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The other lever *used* to raise the stone slab. Now the mechanism is rusted and inoperable, but it does provide a counterweight, adding +5 to the effective Strength of anyone trying to lift the stone slab for purposes of the bend bars/lift gates roll.

Five githyanki guards were manning this guardhouse when a githzerai psionic devastator was used on Yathazor, which drove them mad. Since they had already lowered the defensive blocks and were too crazed to remember how to raise them, they were trapped in the guardhouse. They beat on the walls, screamed, and slowly starved to death. The horror of this slow death gave them the psychic impetus to transfer their life essence into their swords, turning them into sword spirits.

The first four sword spirits occupy *long swords* +2. These are 7th-level fighters. The fifth occupies a *two-handed sword* +1 and is a 7th-level fighter/mage.

The sword spirits want nothing but to slay githzerai intruders. They attack anything resembling githzerai (i.e., humans and demihumans). Members of other races (e.g., thri-kreen) are attacked only if the sword spirits cannot reach humanoids within view, or if the nonhumanoids prove to be allies of the humanoids. The swords do not attack gith because they recognize them as kin on some level, nor will they attack captives of the gith.

In combat, three fighter sword spirits lead the charge, protecting themselves with displacement first. The fighter/mage uses spells to attack the PCs. The fourth fighter sword spirit either strikes the armor of the PCs with its cause decay devotion, or it occupies a powerful opponent by launching a psionic assault on him.

Sword Spirit, Two-handed (1): THAC0 14 (+1); Dmg 1d10+1; AC 0; HD 7; hp 35; MV 18; SA psionics, spell use; SD +1 or better to hit, immune to fire & cold; SZ M; INT exc; AL CE; ML 20; XP 5,000.

Psionics Summary: PSPs 116

Sciences – Energy containment, shadow-form, telekinesis, teleport

Devotions – Aging, cause decay, control sound, displacement, ectoplasmic form, inertial barrier, teleport trigger, time shift, time/space anchor

Attack/Defense Mode – All/All

Score – 16

Wizard Spells: 1) *detect magic, magic missile, protection from good, phantasmal force*; 2) *detect invisibility (x2), web*; 3) *hold person, vampiric touch*; 4) *improved invisibility*.

Sword Spirits, Long (4): THAC0 14 (+2); Dmg 1d8+2; AC 0; HD 7; hp 35 each; MV 18; SA psionics; SD +1 or better to hit, immune to fire & cold; SZ M; NT exc; AL CE; ML 20; XP 3,000.

Psionics Summary: PSPs 221

Sciences – Energy containment, shadow-form, telekinesis, teleport

Devotions – Aging, cause decay, control sound, displacement, ectoplasmic form, inertial barrier, teleport trigger, time shift, time/space anchor

Attack/Defense Mode – All/All

Score – 15



Part Four: Pillar of the Overseer

The rooms within this structure (area 2 on the poster map) were the domain of Overseer Nlakni, the ruler of Yathazor. The pillar served two purposes: First, it protected the Overseer because it could only be reached by teleportation or similar means. Second, it allowed the Overseer to watch over Yathazor. (His title was quite literal.)

Whether or not the PCs investigate these quarters is entirely up to them. They can complete the adventure without doing so. On the other hand, curious or opportunistic adventurers may want to take a detour and look into these quarters. Their curiosity will be well rewarded.

Reaching the Overseer's Quarters

Overseer Nlakni and his trusted aides reached the quarters through teleportation. The PCs may have a slightly harder time reaching it. The easiest way to gain access is to fly. If the PCs have no means to fly, they'll need to resort to more difficult methods.

If the PCs can magically view the interior, they may be able to teleport in, but the quarters are lined with lead, blocking the *clairvoyance* spell.

The PCs also can climb high enough to throw a grappling hook into a window. Doing so requires a successful check against the nonweapon proficiency for rope use. Otherwise, a character without the rope use proficiency must make three simultaneous ability checks against Strength, Dexterity, and Intelligence,

and all three must be successful for the character to succeed. Each character may make three attempts to succeed in all three ability checks; if all three tries fail, that character will never succeed.

It takes a thief over 15 rounds of climbing and four successful climbing rolls to reach the quarters. (See "Climbing" in the *Player's Handbook* for optional rules and modifiers, if so desired.)

An earth cleric could ignore earth and "float" up through the pillar. (All earth cleric who is ignoring earth can move vertically at half speed—for someone with a normal movement rate of 12, getting to the top takes seven rounds.) This system offers the additional advantage of possibly revealing the trap in area 3 if the earth cleric passes into the open space below the floor. Use of the *levitate* spell is yet another option.

Inside the Quarters

This is one of only two areas in Yathazor (the other being the guardhouse, area 1 c) that have not been ruined or stripped. As such, it contains great wealth-and great dangers. The Overseer was a 7th/8th-level fighter/mage, and he placed many traps in his chambers.

The interior gives an impression of extreme age. There are no cobwebs because the spiders could not reach this area, but a fine layer of dust covers everything. Many of the less durable items in these quarters have survived only because there is absolutely no wind or insect life up here to disturb them. Once the PCs enter, the air currents they set into motion cause relatively soft items to crumble into dust.



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The interior reveals that the original inhabitants made extravagant use of iron. The hinges and latches of the doors, nails in the furniture, hanging light fixtures, and even common implements were of metal. All of this, however, has mostly rusted away.

The doors in these quarters still stand, but the hinges and latches are rusted out and the wooden doors themselves are crumbling with dry rot. Characters can practically brush these doors aside. (The *fire traps* on them remain active—see below.)

In one chamber of these quarters is a very fragile d'imensional prison. It breaks and releases its prisoner, a gray slaad, if the PCs make any sound louder than a clap (such as the blow of a weapon). The prison and its occupant are described in area 2 in the key below. The Overseer's quarters are detailed in the map on the following page.

Key to the Overseer's Quarters

1. Administrative Room

Dominating this room is a dusty 10-foot-tall marble statue of a woman holding manacles before her. A hood without eye slits covers the figure's head. The statue stands with its back to the round core of these quarters. The room contains three rickety wooden tables and several collapsed stools. A dust-covered corpse in plate armor lies between two of the tables.

On the floor are the husks of dead and desiccated potted plants. One can still see the shards of the decorated

pottery among the dust.

In the room is a terrible marble statue of the githyanki's mysterious lich-queen. Since Overseer Nlakni had never seen the lich-queen, and the queen does not want her image displayed where others can defile it, this statue does not actually look like her—it is only the likeness of a tall, thin, fierce woman. The significance of the hood over her head without eyes is known only to the ancient githyanki.

Nlakni cast a *magic mouth* spell on the statue so that, should anyone touch it, it says (in githyanki), "*Beware, mortal. the wrath of the Queen. I shall bind my enemies and feed them to the Blind Dark.*" This warning represents some insight that Nlakni had into the mysteries of the lich-queen. The githyanki tongue sounds horrible and is completely incomprehensible to those who don't speak the language.

On the floor directly beneath a window, between the two tables, are the skeletal remains of a githzerai who had managed to gain entrance to these quarters before he was slain. All that are left are fragments of bone (which turn to dust when touched), plate armor that is completely rusted, and a *two-handed sword +1* that is dusty but otherwise in fine shape.

The windows look over the southern half of Yathazor. The southern cavern entrance is plainly visible from them.

The door to area 2 was barred by thick lengths of steel, but these have now rusted away and are useless. The door to area 4 has a *fire trap* that inflicts 1d4 + 8 points of damage.

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2. Prison

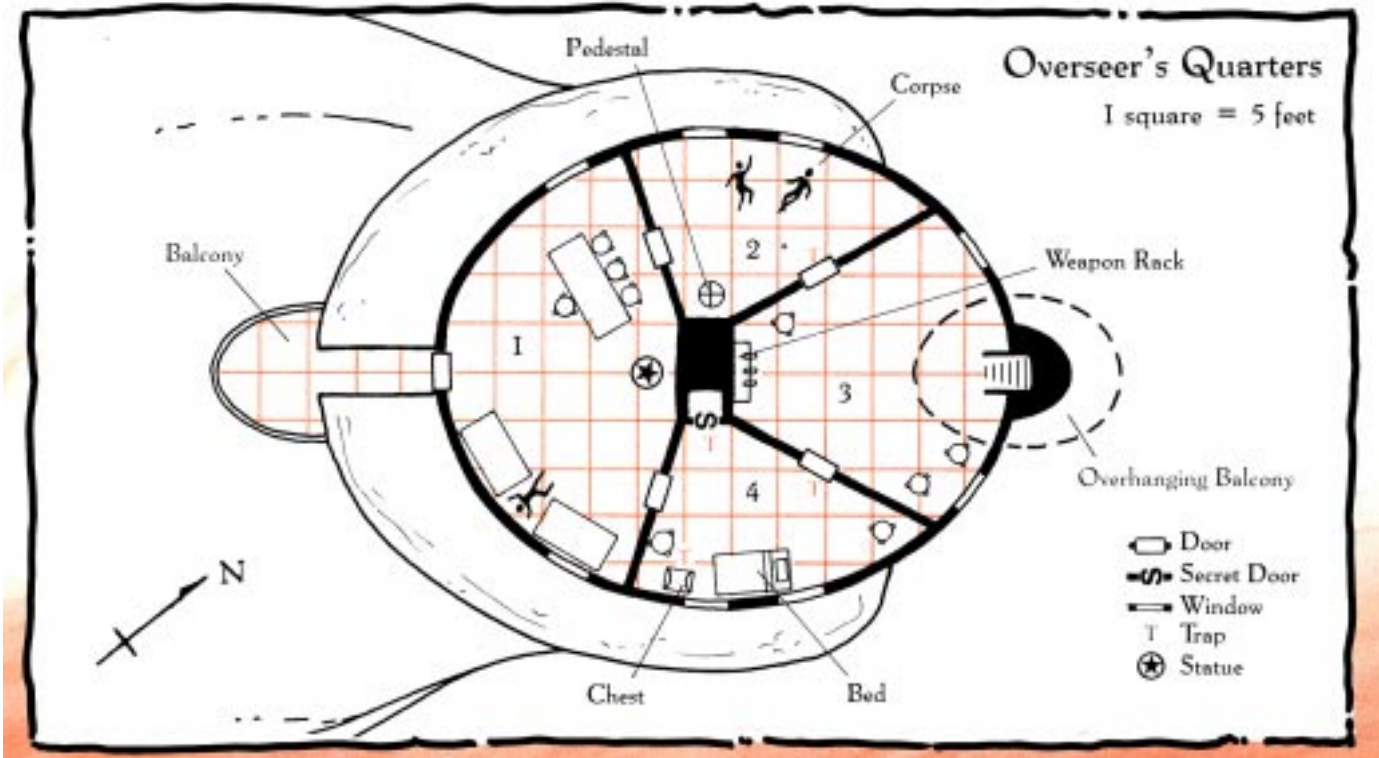
In this room stands a broad stone pedestal. On the pedestal is a copper hoop set in stone. The copper has turned green with age. Against the outer wall are the remains of two piles of bone fragments and dust, each with two piles of rust on top of them. On each pile is a single shackle that still seems to be in good condition.

The door in the east wall is *fire trapped* (1d4 + 8 points of damage).

This room held important prisoners. The same defenses that made these quarters hard to penetrate also made them hard to escape. The bone and dust

against the outer wall are the remains of two githzerai prisoners, and the rust is all that is left of their manacles. The shackles that have survived are *shackles of planar binding*, which prevent anyone wearing one from plane shifting. The keys that open these manacles have long ago rusted away. (A successful check against the blacksmithing proficiency allows a character to manufacture keys to fit the locks, making the manacles usable again. Award 250 XP to any character who manages this feat.) Also hidden in each pile of bone fragments is an *amulet of psionic interference*.

The hoop of copper on the pedestal is an extraplanar prison that has held a gray slaad prisoner since before the fall of Yathazor. (This slaad was an ally of





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the githzerai.) If the PCs haven't made any loud noises in the Overseer's quarters, then the prison is still intact. If so, there is a verdigris-covered chain hanging from the top of the hoop, from which a crystal is suspended. Anyone touching the pedestal or the hoop causes the chain to break, the crystal to fall and shatter, and the prisoner to be released. (If the PC causing the crystal to fall makes a successful Dexterity check with a -4 penalty, he can catch the crystal before it hits the floor, but he must announce his intent to do so first.)

When the slaad is released, it appears suddenly in the room. After spending a few thousand years in an extraplanar prison, it is understandably demented and eager to kill. It attacks the party immediately. If facing defeat, it may plane shift back to the Astral Plane, but there is a 60% chance that it will pursue the fight even to its own death, due to its fury.

The PCs can learn nothing about Yathazor from the slaad. Millennia spent in a magical prison has erased its mind, leaving only rage.

Slaad, Gray (1): THAC0 9; Dmg 2d4+2; AC -2; HD 10+6; hp 56; MV 12; SA spell use; SD +2 or better to hit, immune to cold & disintegration; MR 60%; SZ M; INT high; AL CN; ML 16; XP 45,000.

Spells: *advanced illusion*, *darkness 15' radius*, *fear*, *flame strike*, *infravision*, *invisibility*, *know alignment*, *lightning bolt*, *power word blind* (once/day), *shape change* (between slaad and human only), *symbol* (pain, once/day), *wind walk*.

3. Armory

Against the outer wall of this room is an ancient weapon rack. Five javelins, a round metal shield, and a full suit of metal armor hang on the rack. A few crumbling stools are also placed here and there about the room.

The door in the southwest wall is *fire trapped* (1d4 + 8 damage). At one time it was thoroughly barred with steel bars, but these have rusted through.

The Overseer did not have time to grab all his weapons before he plane shifted away, and some (though not his best ones) remain here. Against the outer wall are stone racks (made with *stone shape*) that hold various magical arms and armor.

These racks are set into the wall and are trapped. Anyone moving these pieces of equipment without first disarming the trap triggers it. The trap was originally disarmed by turning a key in a keyhole in the wall to the right of the rack. Unfortunately, the mechanism within the keyhole is rusted out and cannot be picked or disarmed. The trap causes the entire floor to drop away, dropping everyone in the room 400 feet to the street below. Fortunately, the mechanisms that drive this trap are rusty, and they make a "clunking" sound immediately before the floor drops out. Tell the players that their characters hear this noise and ask for their immediate reactions. Those PCs who dive for a door or otherwise attempt some useful action must make Dexterity checks. Some examples of "useful actions" include grabbing a nearby window sill or the armor rack, leap for safety through a door, or casting *feather fall*. Those who fail, of course, fall.



The fall lasts approximately five seconds and inflicts 20d6 points of damage. Any spell with a casting time of 1 can be attempted, but the character must first roll a successful Wisdom check, to see if he has kept his head in a moment of dire peril. The PC can otherwise use that time to make peace with himself, shout his last words to the world, or perhaps think of a clever way to save himself. Remember that even a character who can withstand 70 or so points of damage still must make a saving throw vs. death for taking that much damage from one source.

Any PC who searches the room carefully can find the keyhole between the right-hand window and the wall, but no one can tell what it is for, since all the mechanisms are internal. A thief who makes a successful find traps roll discovers that the rack is trapped, but a successful disarm traps roll is needed to determine that the thief must jam the supports of the rack so that they do not move, no matter what may be taken from the rack. Of course, an unsuccessful attempt releases the trap.

On the rack are the following items:

- Five steel-tipped *javelins* +2
- *Plate mail* +3, *fire resistant* (When worn, this acts like a *ring of fire resistance*. This armor is incredibly gaudy, with beads and gems set into it. Strips of silk that once adorned it are now in tatters. It fits any thin humanoid approximately 6 feet tall.)
- *Shield* +1, *gaze reflecting* (A round shield with a flat, shiny, metal surface. It reflects gaze attacks like the wizard spell *gaze reflection*.)

The tips of the javelins look much like the points on the javelins that the gith have been using. This clue may lead the PCs to suspect that the gith have simply found a large cache of weapons somewhere in or near Yathazor. In fact, the gith are merely copying the style of the githyanki.

Releasing the trap creates a loud enough sound to release the slaad in area 2, if it hasn't already been released. In this case, the slaad charges madly through the southwest door, sets off the *fire trap*, and falls down through the space where the floor used to be. Surviving PCs may breath a sigh of relief about not being eaten by "the giant mutant toad" and laugh at its stupidity, but it comes rushing back up, wind walking, and attacks.

The windows of this room look out over the northern quarter of Yathazor. The northern cavern (3a) is clearly visible.

4. Personal Quarters

This room contains a tattered bed whose metal frame is covered with green flakes, two rotted stools, and a large stone chest sitting near the inner wall.

The large stone chest (guarded by a *fire trap* that inflicts 1d4 + 8 damage) contains 538 gold pieces divided among eight stone coffers, each of which is warded with a *fire trap* (again, 1d4 + 8 damage). Gold doesn't tarnish, rust, or decay, so it is in perfect condition. The coins show different faces and designs minted on them, representing the various Athasian



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mints operating when the githyanki stole or extorted this gold from the surrounding lands. Historians and collectors will pay up to 10 gp each for up to 150 of these coins (increasing the total value by 1,350 gp). Of course, the PCs first have to find the proper collectors and bargain well to get this price.

Behind a secret door in the west wall (guarded by yet another *fire trap* that inflicts $1d4 + 8$ damage) are shelves that contain the Overseer's personal treasure: seven rings, numerous beads, and three finely wrought bracelets. To the githyanki, the gems were the primary valuables here, but to the PCs the finely worked gold is quite valuable. Taken together, these items are worth 10,000 cp. Historians and collectors may pay more for some of these items because of their age, bringing the price up to 15,000 cp. Also present is a miniature torture rack made of silver, worth 1,000 cp, and a spell book bound in dry crumbling leather and patina-covered bronze (so different from Athasian "books" that the group might not recognize it for what it is). The title, in githyanki, is "Belonging to Nlakni" and it has a *sepia snake sigil* inscribed next to it. (If read, the sigil strikes once with THAC0 13. If it hits, it immobilizes the target for $1d4 + 8$ days.) The interior pages crumble to dust if the book is opened. The spells written on them are irretrievable.

Finally, in this room is a nonfunctioning lever that used to reset the trap in the armory. The eastern cavern mouth (3b) is visible from this room.





Part Five: The Mouths of the Caverns

Over the millennia, the shifting of the earth and the eroding action of water have caused three breaches to open in the walls of Yathazor. most recent breach, through which the gith travel, is a vertical tunnel in "The Square of Gurdek" on page 30.) These three breaches have provided access for various subterranean creatures who find even Yathazor's twisted ecosystem more bountiful than those found under Athas's burning sun or elsewhere in the stony, lightless subterranean world.

The PCs may assume that the gith traveled through one of these cavern mouths and head to investigate. However, if they search the ground near the cave entrances, they see no tracks or other signs of gith. If it looks like the PCs are about to take a lengthy and pointless detour into a cavern mouth, their attentions may be redirected with a relevant encounter. For instance, they may encounter Morlah, the insane bard who lives with the Square of Gurdek. If they do enter the caverns, the group will find them empty and without interesting details.

3a: Northern Cavern

In the dome wall is a jagged cavern, rising like a gash from the ground. The plants nearby have been trampled.

This cavern angles downward as it moves away from Yathazor. A group of eight kenku are lurking nearby, watching the cavern entrance, hoping to learn what kind of creatures go in and come out of it. The two leaders are invisible nearly all the time, and they frequently take to

the air to scout the area. The 2- and 3-Hit Die kenku stay out of sight in the top floor of a building. If the PCs find the kenku and threaten them, the kenku simply fly away. They are here to find information, not to fight.

All kenku here carry one javelin and prefer to fight unarmed if forced into close combat.

Kenku Supreme Leader (1): THAC0 15; Dmg 1d4/1d4/1d6 or 1d6; AC 5; HD 5; hp 25; MV 6, F118 (0); SA spells & *calf lightning*; SD spells, *invisibility*, *shape change*; MR 30%; SZ M; INT avg AL N; ML 13; XP 375.

Wizard Spells: 1) *magic missile*, *shocking grasp*; 2) *web*.

Thief Skills: PP 25, OL 20, F/RT 15, MS 85, DN 60, CW 60, RL 0, backstab for double damage.

Kenku Secondary Leader (1): THAC0 17; Dmg 1d4/1d4/1d6 or 1d6; AC 5; HD 4; hp 20; MV 6, F1 18 (D); SA spells; SD spells, *invisibility*, *shape change*; MR 30%; SZ M; INT avg; AL N; ML 13; XP 650.

Wizard spells: 1) *charm person*, *magic missile*.

Thief Skills: PP 25, OL 20, F/RT 15, MS 85, DN 60, CW 60, RL 0, backstab for double damage.

Kenku, 3 HD (1): THAC0 17; Dmg 1d4/1d4/1d6 or 1d6; AC 5; HD 3; hp 15; MV 6, F1 18 (D); SA spells; SD spells, *invisibility*, *shape change*; MR 30%; SZ M; INT avg; AL N; ML 13; XP 420.

Wizard Spells: 1) *magic missile*.

Thief Skills: PP 25, OL 20, F/RT 15, MS 85, DN 60, CW 60, RL 0, backstab for double damage.

Kenku, 2HD (1): THAC0 13; Dmg 1d4/1d4/1d6 or 1d6; AC 5; HD 2; hp 10; MV 6, F1 18 (D); SA spells;



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SD spells, *invisibility*, *shape change*; MR 30%; SZM; INT avg; AL N; ML 13; XP 175.

Thief Skills: PP 25, OL 20, F/RT 15, MS 85, DN 60, CW 60, RL 0, backstab for double damage.

3b: Eastern Cavern

In the dome wall gapes a cavern mouth 50 feet wide. Stalactites hang from the roof like teeth.

This cavern mouth is the widest and most easily traversed of the three. Large and hungry monsters, such as behir, have been known to come through this tunnel, and Slate wants to protect Yathazor from them. Every day he comes here and casts a *glyph of warding* on the cavern mouth. It is set to explode, inflicting 15d4 points of damage upon any creature weighing more than 300 pounds. The glyph may fool the PCs into thinking that they have found the entrance to the gith caverns, but a search of the area uncovers no sign of gith.

Roll 1d100 to see what is found at the mouth of the cavern when the PCs arrive.

Roll 1d100	Result
01-50	Active glyph
51-75	Inactive glyph
76-80	Dead ankheg
81-85	Dead boring beetle
86-70	Dead cave fisher
71-75	Dead subterranean lizard
76-77	Slate (arriving)
78	Slate (setting the glyph)
77-00	Slate (leaving)

Active Glyph: The glyph is prepared and active, but only half-giants and thri-kreen are large enough to activate the glyph.

Dead Monster: The glyph has been discharged, killing a random monster. Scavengers have descended on the feast, including 5-15 (2d6 + 3) giant ants.

Giant Ants (2d6+3): THAC0 17; Dmg 1d6; AC 3; HD 2; hp 9; MV 18; SZ T INT animal; AL N; ML 9; XP 35.

Slate: Slate comes to this entrance every day, but he always has the psionist Pargo use precognition before he goes to be sure he will be safe. If (in the DM's judgment) the PCs are likely to attack Slate, then Pargo has warned him not to go. Instead of encountering Slate, the characters find something else at this entrance (reroll the encounter). If the PCs are not likely to attack Slate, then they do indeed encounter him. (If the PCs attack Slate anyway, it simply means Pargo was wrong.) Slate has cast *ironskin* on himself (protecting him from 1d6 + 7 attacks) and used a *stone of sharpening* on his sword (giving it +3 damage on its first strike, +2 on its next, and +1 on its third). If he decides his life is in jeopardy (sustaining a 50% loss of hp, for example), Slate ignores stone and slips away into the earth.

Inactive Glyph: Something big has come past here and discharged the glyph, but it survived and moved on, or it was killed and dragged off by scavengers.



3c: Southwestern Cavern

Thirty feet up the dome wall is the mouth of a cavern. It is almost 20 feet above the nearby rooftops

This is a popular route for subterranean lizards, kenku, and other creatures who can fly or climb easily, but it is inaccessible to many other creatures. There is nothing special at this cavern entrance.



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Part Six: Refuge of the Earth Clerics

In this area (marked as 4 on the poster map), the PCs encounter a group of demented earth clerics. Depending on how they act toward the clerics, the adventuring group may find them to be generous hosts or deadly enemies.

The Square of Gurdek

When the eager young Harno was initiated as an earth cleric, his mentor buried him in the earth (as is normal for the ritual). Unfortunately, the elemental entity that came to initiate Harno was not a standard creature of the Elemental Plane of Earth. Instead, it was some unknown and insane creature from that plane. It slew Harno's mentor and ravaged Harno's mind, but it did grant him the powers of an earth cleric. When Harno clawed his way to the surface, he was changed. He no longer remembered his name, his former master, or his past. When he stumbled into the nearest village, he found that others reacted to him with fear. Looking in a mirror, he saw the reason: His face was gray and stony. Thus, he took the name Slate and began his career as a wandering earth cleric.

Slate called the entity that initiated him Gurdek, for reasons only he knows.

When, after decades of effort and experience, Slate was able to initiate others, he put into action a special plan. He would talk with certain humans at length in an attempt to gauge their insight and wisdom. Those that seemed especially wise he would then *charm* and initiate.

Each recruit was visited by Gurdek. Some were rejected and driven mad, but most made the transition to the career of earth cleric. Still, the touch of Gurdek has bent all their psyches. While they are able to maintain the facade of normality, they are quite insane. They did not, however, suffer like Slate did. They retained their identities and memories.

In game terms, Slate was creating dual class earth clerics. Those whose Wisdom scores were below 17 could not make the transition to cleric, and they were rejected by Gurdek. Incidentally, no one with a Wisdom of 19 or higher succumbed to Slate's *charm* spell, so all of these dual class recruits have Wisdom scores of 17 or 18. Slate knows he has recruited no clerics who are as wise as him (since he, himself, is immune to *charm* spells), and he is satisfied in the knowledge that he is superior to all others in the Square.

Slate has kept his crew together, naming it the Square of Gurdek. The term "Square" comes from their habit of sitting in a square when they gather in groups of more than four. The most important members form the corners, with lower-status characters in between them.

Members of the Square are: Slate, a 15th-level earth cleric (human male); Pargo, a 7th-level earth cleric/5th-level psionicist (human male); Mefse, a 6th-level earth cleric/3rd-level fighter (human male); Ari Evan, a 3rd-level earth cleric/9th-level preserver (human female); Ranza, 2nd-level earth cleric/12th-level thief (human male); Olton, a feebleminded 8th-level gladiator (human female); and Morlah, who's insane, formerly a 5th-level bard (human male).

The City of Calamity





The City of Calamity

Founding the Refuge

More than 20 years ago, Slate found Yathazor. As a lone, wandering cleric, he did not feel ready to put this discovery to use, but once he could initiate others to follow the way of Gurdek, he formulated a scheme to claim the city. By this time, he had also theorized that Yathazor was built by earth spirits, and that the gith were the descendants and heirs of this glorious unknown race.

Several years ago when Pargo, Slate's first convert, had learned to ignore earth, the two of them entered Yathazor and began exploring. They found a place where water pooled and decided that it would be the first part of the city they would claim. Thus was the Refuge born. Slate and the Square have come here regularly and worked on it. Now that the gith have arrived, the Square has moved in permanently, expecting the imminent return of the "earth spirits" that supposedly built Yathazor.

Members of the Square

Due to the powerful and alien influence of Gurdek, the minds of the members of the Square have been altered. It is, therefore, more difficult than normal to read their thoughts with magic or psionics. Any character who attempts to do so must roll an Intelligence check. A failed roll means that no thoughts can be read, and a natural 20 means that the character is dazed for 1d6 rounds by contact with the cleric's incomprehensible thoughts.

Ari Evan and Ranza have not gained enough expe-

rience to use their former, nonclerical abilities without penalizing their own progress in their new class. Those abilities linked to their previous classes are given in brackets. These characters use the abilities only when it is obvious that the Square is in danger.

Slate

Male Human Earth Cleric

Level 15

Chaotic Neutral

Str 15

Int 14

Dex 12

Wis 17

Con 16

Cha 3

hp: 73

AC: -1 (*chain mail* +1, *shield* +4)

#AT 1 (*steel sword* +3 or *wooden spear*)

THAC0: 12 (+3 with *sword*, -3 with *wooden spear*)

Dmg: 1d8 + 3 (*sword*) or 1d6 -2 (*spear*)

SD: Resistant to mind reading

Wild Talent: Know location; PSPs: 66.

Cleric Spells: 1) *animal friendship* (×2), *cure light wounds* (×4), *detect magic*, *invisibility to animals*, *sanctuary*; 2) *charm person or mammal*, *dust devil*, *hold person* (×2), *silence 15' radius*, *speak with animals*, *wyvern watch* (×2); 3) *bramblestafi dispel magic*, *glyph of warding*, *hold animal*, *negative plane protection*, *oil spray*, *prayer*; 4) *rejuvenate*, *return to the earth*, *stone of sharpening* (×3), *thorns of binding* (×3); 5) *crumble*, *ironskin*, *transmute rock to mud*, *tree growth*; 6) *heartseeker* (×2); 7) *animate rock*

The City of Calamity



Granted Powers: Ignore earth, gate earth, eliminate tracks, encasement, meld into stone, enhanced saving throw

Equipment: Steel *long sword* +3, *chain mail* +1, *shield* +4, wooden spear, *fruit of etherealness*, *scroll of protection from electricity*, *scroll of abjure & neutralize poison*

Slate is a stately, confident man who gives the impression of power and wisdom. His face, however, is dark gray and almost as hard as rock. Where another man would have wrinkles, he has cracks. His white hair is cut very short. Slate is blessed by a single-mindedness that does not allow him to question his own actions. He is therefore completely at peace with himself. His only moments of mental discomfort are in dreams, when he sometimes relieves the terrifying touch of Gurdek that he experienced as a young man.

Slate has a wooden spear solely for use with the *heart-seeker* spell.

Pargo

Male Human Psionicist/Earth Cleric

Level 5/Level 7

Chaotic Neutral

Str 10	Int 14
Dex 14	Wis 18
Con 12	Cha 7

hp: 28

AC: 5 (hide + shield)

#AT: 1 (steel *hand axe* +2)

THAC0: 16 (+2 with axe)

Dmg: 1d6 + 2 (steel *hand axe* +2)

SD: Resistant to mind reading

Psionics Summary: PSPs 102

Discipline – Clairsentience, psychometabolism

Sciences – Clairaudience, precognition, shadow-form

Devotions – Adrenalin control, biofeedback, body control, cell adjustment, chameleon power, combat mind, danger sense, displacement, enhanced strength, poison sense, spirit sense

Defense Modes – M–, MB, TW

Cleric Spells: 1) *bless*, *cure light wounds*, *invisibility to animals*, *magical stone*, *sanctuary*; 2) *charm person or mammal*, *detect charm*, *hold person*, *silence 15' radius*, *wyvern watch*; 3) *dispel magic*, *hold animal*, *meld in to stone*; 4) *thorns of binding*, *stone of sharpening*

Granted Powers: Ignore earth, gate earth, eliminate tracks, meld into stone, enhanced saving throw

Equipment: Steel *hand axe* +2, hide armor, wooden shield, *amulet of proof against detection and location*, *scroll of protection from evil 10' radius*, *fruit of growth*

Pargo's light eyes suggest a bright, unclouded mind, though he is as crazed as any other member. His skin is pale, and his blond hair is very long. He is often dreamy and distracted. As a psionicist he had been rather withdrawn, and since the touch of Gurdek he's been even more aloof and removed. He follows Slate almost without thought, and the PCs can learn nothing of value from him.



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Pargo's psionic sciences allow him to easily spy on others, and he may use these abilities to check out the PCs. He is not afraid of a good fight, and he can use his psionics to boost his martial ability.

Mefse

Male Human Fighter/Earth Cleric

3rd Level/6th Level

Chaotic Neutral

Str 18/76

Int 10

Dex 17

Wis 17

Con 15

Cha 9

hp: 37

AC: 1 (banded armor + Dex)

#AT 3/2 + 1 (steel long sword + steel wrist razor) or 2 (Strength long bow)

THAC0: 18 (+ 3 with sword, +6 with Strength long bow)

Dmg: 1d8 + 6/1d6 + 5 (steel long sword/wrist razor) or 1d8 + 6 (*sheaf arrows* +2)

SD: Resistant to mind reading

Cleric Spells: 1) *animal friendship*, *cure light wounds* (×3), *detect magic*; 2) *aid*, *dust devil*, *hold person*, *obscurement*, *wyvern watch*; 3) *dispel magic*, *magical vestment*, *spike growth*

Equipment: Banded armor, strength long bow, *sheaf arrows* +2 (7), *ring of x-ray vision*, *girdle of many pouches*, *iron flask* (empty), *fruit of speed*

Mefse is a large, round-faced, jovial fellow. His soft, clean-shaven face has fooled some into thinking he is slow or harmless. Since he is not talkative or well-spoken, he does strikes some as a mindless fellow, but his insight into life is actually quite deep, even if he is slow to share his wisdom with others. Even when facing combat or his own death, Mefse's expression remains placid.

If a fight breaks out, Mefse eats his *fruit of speed*, casts *aid* on himself, and then attacks. He prefers to start by casting *hold person* and then using his bow, if possible. If he needs to escape, he uses *obscurement* and *spike growth* to get away.

If persuaded to comment about the Square, Mefse says, "People are born pretty much alike. But as one travels any path of wisdom, ever he moves further away from this common ground. You are experienced people, I am experienced, but we have had different experiences, so we share little common ground. What I could say would only interest you if you misunderstood it. Please allow me the privilege of silence."

Mefse is more concerned about his daily devotions and peace of mind than political or military conflict. He follows Slate, considering his service to be part of his priestly duty, and he believes the gith to be the rightful heirs of glory, but it is only Slate's leadership that really keeps him involved.

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Ari Evan

Female Human Preserver/Earth Cleric

7th Level/3rd Level

Chaotic Evil

Str 8	Int 17
Dex 10	Wis 17
Con 12	Cha 15

hp: 25

AC: 3 (*bracers of defense AC3*)

#AT 1 or 3 (steel *dagger* +1, staff, or steel darts)

THAC0: 20 [18] (+1 with dagger)

Dmg: 1d4 + 1 (steel *dagger* +1) or 1d3 (steel darts) or 1d6 (staff)

SD: Resistant to mind reading

Wild Talent: Teleport other, teleport; PSPs 80

Cleric Spells: 1) *cure light wounds, magical stone, protection from evil*; 2) *charm person or mammal, dust devil, hold person*

Preserver Spells: 1) *color spray, magic missile* (×2), *shield*; 2) *blindness, detect invisibility, ESP*; 3) *fireball, haste, invisibility 10' radius*; 4) *charm monster, stone-skin*; 5) *chaos*

Equipment: *bracers of AC 3, steel dagger +1, quarterstaff, steel darts* (×6). *fruit of persuasiveness, scroll of preserver spells* (*death spell, disintegrate, geas, globe of invulnerability, invisible stalker, monster summoning IV, reincarnation; scroll guarded by explosive runes*)

Ari Evan is an animated, talkative, and sometimes charming woman. She's in her sixties, and her wrinkles and scars show that the years have taken their toll on her, but she has the energy of a youth, and her wit and insight have only grown over the years.

Ari Evan has proved very valuable during the move to Yathazor, since her teleport other ability allows her to send those who cannot ignore earth (Olton and Morlah) into Yathazor.

If Slate and Ari Evan have time to prepare before combat, Slate may cast *bramblestaff* on Ari Evan's staff.

If asked about the Square's goals, the gith, and so on, Ari Evan says: "The only way to survive is to adapt. We see in this city a beautiful example of adaptation. Here one could live without fear of the burning sun or the biting wind . . . or fear of the sorcerer-kings. Slate is a bold pioneer who sees that the ways of the earth spirits can lead us to a better life. And the gith—well, they've been living here, underground, for centuries. Maybe it's time we learned how they do it rather than fighting them. I've lived a long life and I've seen plenty of surprising developments. Our coming to recognize the gith as brothers and sisters instead of enemies wouldn't be much of a surprise as I reckon it."

Ari Evan strongly believes that the gith are superior beings in ways that humans simply don't understand, and she hopes to qualify as a high-ranking servant in the gith-dominated world that will "inevitably" develop.



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Ranza

Male Human Thief/Earth Cleric

Level 12/Level 2

Chaotic Neutral

Str 10

Int 12

Dex 18

Wis 17

Con 13

Cha 14

hp: 43

AC: 3 (*leather* +1 + Dex)

#AT 1 (*steel sword* +3 or sling or wooden dagger)

THAC0: 20 [15] (+2 with sling, -3 with wooden dagger)

Dmg: 1d8 + 3 (*steel sword* +3) or 1d4 (sling stone) or 1d4 -2 (*wooden dagger*)

SD: Resistant to mind reading

Wild Talents: Psychic impersonation, probe, ESP contact; PSPs 142

Cleric Spells: 1) *command*, *cure light wounds*, *magical stone*, *protection from evil*

Thief Abilities: PP 60%, OL 60%, F/RT 60%, MS 35%, HS 95%, DN 95, CW 95%; backstab for quadruple damage

Equipment: Steel long sword, *leather armor* +1, sling, sling stones (30), wooden dagger, steel dagger, *fruit of animal control*, *fruit of diminution*, *scroll of protection from magic*, jar of *Keoghtom's ointment*

Ranza is thin, short, and unkempt. His face sports an intricate design of black tattoos. He looks gawky and ill at ease. His mood varies from sour to glum. He used to be an experienced thief, to whom walking silently and delicately was an instinct. To adopt to his new clerical studies, he has had to put his thief abilities out of his mind, which has meant con-

sciously giving up the smooth, stealthy step that he had perfected with years of practice and training. He is intentionally clumsy and endlessly upset about the loss of his thieving career. He cannot, however, voice this resentment, even to himself. He just seems to be in a perpetually bad mood.

Ideally, Ranza should forget about his thief skills until he has achieved the 13th level of experience as a cleric, but the Square needs his rogue abilities often enough that he is progressing very slowly as a cleric. If the PCs meet Ranza on friendly terms, he seems to be a low-level cleric (though he seems rather old for such a lowly position). Once trouble starts, however, Ranza happily switches to his old abilities and becomes, in essence, a thief who can cast a few cleric spells.

Ranza is the weak spot in the Square. Somewhere in the back of his mind he knows that he has plummeted from being a highly successful and wealthy thief to being a lowly earth cleric with no status or wealth. If the PCs identify him as the least loyal member of the Square, they may be able to get favors from him, ranging from helpful hints to outright betrayal of the Square.

If Ranza and Slate attack the PCs by surprise, Slate can cast *heartseeker* on Ranza's wooden daggers, which the latter will employ in backstabbing attempts.

Of Slate, Ranza says, "The man's a visionary. I tell you. Not everyone could bear the weight of wisdom like he does. And here's proof: this city. It's been abandoned for centuries, and along he comes and finds it, and he's bringing it back to life."

His opinion of the gith is noncommittal: "I try not to get involved with politics. Not my game, no sir. People can fight and kill each other if they want. I'm a holy man, now. Count me a neutral."

Ranza believes that the gith have been persecuted and oppressed into their current state of devolution.

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Olton

Female Human Gladiator

Level 8

Chaotic Neutral

Str 20 Int 5
Dex 15 Wis 4
Con 18 Cha 6

hp: 76

AC: 3 (hide + shield, Dex, & Armor Optimization)

#AT 2 (steel morning star or bow)

THAC0: 13 (+4 with morning star, +3 with Strength Low)

Dmg: 2d4 + 10 (steel morning star) or 1d8 + 8 (Strength bow with steel-tipped sheath arrows)

SD: Resistant to mind reading

Equipment: Hide armor. *shield* +1, steel morning star, long bow, 15 steel-tipped sheath arrows

Olton is one of Slate's failures. Lacking the wisdom necessary to become a dual-class earth cleric, Olton was driven crazy by the failed initiation. Though she's been reduced to idiocy, she retains her fighting skills. She now follows Slate around like a loyal dog, and protects him from harm.

Olton's face is a study in opposites. The network of scars, deformed (repeatedly broken) nose, and cauliflower ears speak of a violent life, but her guileless mind gives her an expression of innocence. When in battle, however, her expression changes to that of a hurt and angry child.

Her brown, streaked hair grows long, and she sometimes spends hours just playing with it.

Olton has nothing to say about Slate's plans.

Morlah

Male Human Former Bard

Level 5

Chaotic Good (Insane)

Str 16 Int 7
Dex 17 Wis 4
Con 11 Cha 12

hp: 24

AC: 6 (Dex)

#AT 1 (bone club)

THAC0: 18 (+3 with thrown club)

Dmg: 1d6 -1 (bone club)

SD: Resistant to mind reading

At first, Morlah may seem to be a bard who's down on his luck. His clothes are the dirty and tattered remnants of the brightly colored and gaudy clothes he once wore, but one can still recognize that they were a performer's outfit. He walks and gestures as a sane man would. When he speaks, however, only nonsense comes forth, punctuated with hauntingly beautiful snatches of songs tossed together at random. He is young, with boyish good looks and short sandy-blond hair. His expression runs the gamut of human emotions, from idiot friendliness to blinding terror to unholy rage to blissful ignorance.



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Morlah is another failure of Slate's, driven mad by a failed initiation. Without the intelligence, charisma, and neutral viewpoint that bards need, Morlah has lost his bard abilities. He retains his hit points and THAC0, but all that's left of his former abilities are snatches of tunes and songs.

Morlah hangs around the Square of Gurdek, but he is not a member. However, since he has been touched by Gurdek, Slate keeps him fed. Morlah spends most of his time wandering about near the Square. He entertains himself by singing and by pounding on different surfaces with his bone clubs, which double as drumsticks. He carries three clubs at all times.

If persuaded to talk about the city or Slate's plan, Morlah sings the following (as roughly translated from the bard's nonsensical speech):

The day of stone will break your Lone.

Sing hey diddle doddly do.

The day of earth shall be your curse.

Sing hey diddle doodly dee.

The fire dies, and wind just sighs.

Sing hey diddle doodly day.

You think it Lad, but it is worse.

Sing hey diddle doddly die.

First Contact

An encounter with Morlah draws the group into contact with the Square. How they deal with the crazy bard determines how the Square reacts to them. This encounter can occur because of a random roll on the encounter

table (found on page 10), or it can occur at the DM's discretion, initiating this section of the adventure.

Read the following to the players:

Suddenly, you hear an erratic thumping noise, like someone beating an insane drum. Accompanying this uneven beat is a man's beautiful voice singing in an unrecognizable language. The sound seems to be coming from nearby, but you cannot see what is causing it.

It is easy for the PCs to track down the source of the noise: Morlah pounding on a wall with his bone clubs. Note that he is not actually singing in a foreign tongue—he's just babbling.

The PCs are not the only ones to hear Morlah's music. Roll on the random encounter table (on page 10) to see what creatures are nearby. If the result is a type of creature that is likely to investigate (e.g., fire lizards), then these creatures approach 1d10 rounds after the party first meets Morlah. If the creatures are sedentary or shy (e.g., giant spiders or boring beetles), they do not approach and there is no encounter.

Unless they make a lot of noise or there is a dangerous encounter that they need to deal with, the PCs can observe Morlah and decide how they want to approach him. If they make a lot of noise, however, Morlah hears them and becomes wary.

If the PCs are friendly with Morlah, he invites them back to the Refuge (the map for which is on page 41). His invitation is garbled, however, so the PCs are not sure what to expect if they follow him. If they threaten him, he tries to slip away and get back to the Refuge, but the group can



easily follow him. In either event, the PCs should find the Refuge. If the PCs kill or capture Morlah, he won't be able to lead them back to the Refuge, so they will just have to explore a while longer before they find it.

When the PCs meet the Square, two members are asleep and the others are spread out in their dwelling or in the yard. (The members sleep in shifts, so there are usually two of them asleep at any given time.) They welcome the PCs or threaten them, depending on how they have treated Morlah and how they approach the Refuge.

Befriending the Square

If the PCs are friendly to the Square, they invite the PCs to get to know them. The members gather to meet the newcomers and share their food. (They all do their armor-being friendly doesn't mean being stupid.) Ranza, however, stays out of sight. His job is to make sure that no enemies sneak up on the Refuge while the PCs dominate the attention of the Square. He shows up once he is sure that there are *no* sneaks lurking about (three turns later).

The earth clerics do their best to make a good impression on the party. They also try to find out what the PCs are doing here. If any gith escaped Zigath's Nest with news of the nest's destruction, then the Square may already suspect that the PCs are probable adversaries. In any event, the earth clerics talk about the glory of Yathazor, but do not mention the gith. If asked, they say that they've seen gith in Yathazor, but haven't had any dealings with them.

If the members of the Square have reason to doubt the PC's motives, Ari Evan uses *ESP* to scan their minds.

First she leaves "to get more food," and then she casts the spell from hiding. Alternatively, another member may cast *charm person or mammal* on a character and then ask about the party's goals.

If the PCs are able to keep their purpose secret, they can stay with the Square unmolested. More likely, however, the Square will attack before the PCs get a chance to rest and recover from any wounds they've suffered. They might, for instance, retreat to their dwelling "to meditate," plan the attack in private, and then spring it on an unsuspecting party.

Attacking the Square

If the PCs attack the Square while the Square is not aware of them, they will find the defenders scattered about the Refuge, some of them asleep. This strategy has the advantage of preventing a unified defense. yet there is also the disadvantage of not knowing if all the clerics have been met and defeated. If the PCs attack the Square after having been received as guests, they will have a better understanding of who they are up against, but they will have to face them all at once. On the other hand, if they rout only some of the members, the others may slip off and retaliate later, when the PCs are off their guard.

When threatened, the members of the Square usually dart into their dwelling. The glyphs there provide them with some protection, and there they can gather to make quick plans for their defense.

If they are beaten, the survivors of the Square scatter into Yathazor. They then sneak back to the Refuge to



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attack the party by surprise. If she can, Ari Evan uses her scroll to call an invisible stalker and to summon monsters to send against the group.

PCs may be able to sneak up on members of the Square as they sleep, though they generally use *wyvern watch* to protect themselves, if they can.

Members of the Square will not follow the PCs if they go down into the crevasse that leads to the gith mine in the next adventure.

Spying on the Square

The Square looks innocent enough to spying PCs—unless gith arrive. There is a 50% chance per day that some gith come to the Refuge through the entrance in the basement. These might be scouts who are assigned to reconnoiter Zigath's Nest, to ascertain what has happened there. If Slate has gotten word of the fall of Zigath's Nest, he or other members may accompany these gith to protect them as they travel through Yathazor.

At least once per day—usually when the shadows are longest in the Refuge—Pargo takes shadow-form and scouts the area. Since he is effectively invisible and is intelligent enough to warrant a saving throw when confronting invisible things, he may possibly spot PC spies.

What the Square Knows

The PCs may be disappointed to learn how little the Square knows about what is going on in the gith nest deeper in the mountain. The Square has its own ideas

about the fate of the Black Spine and their place in portentous events, and these ideas have little to do with reality. The only thing they know is what has been patently obvious to them.

They know that the gith found this city 50 days ago, that the gith are well armed, and that they have been moving warriors upward and slaves downward through the city. They believe that the gith are descendants of earth spirits, and as such they are an inherently superior race.

If the PCs discuss the gith with Slate, he responds with the following words:

"Look around you, at the glory of this city. Great earth spirits like Gurdek built this city, a haven of stone for the great ones. Here they were shielded from annoying winds, unruly waters, and fickle fire. But the spirits of other elements grew envious of the earth spirits and drove them out of the city. Outnumbered and beaten by their lessers, the earth spirits took the shape of living flesh so they could propagate their kind.

"Now, centuries after that ignominious defeat, they are ready to reclaim what was theirs. Not just the City of Death, but the surface world as well. With water already broken, wind and flame will prove too weak to resist earth's vengeance, even if they unite their powers. At last order shall be restored, and the gith as servants of the earth shall reign supreme."

Key to the Refuge

The Refuge (see the map on the next page) is well defended by spells. Unless otherwise noted, every door

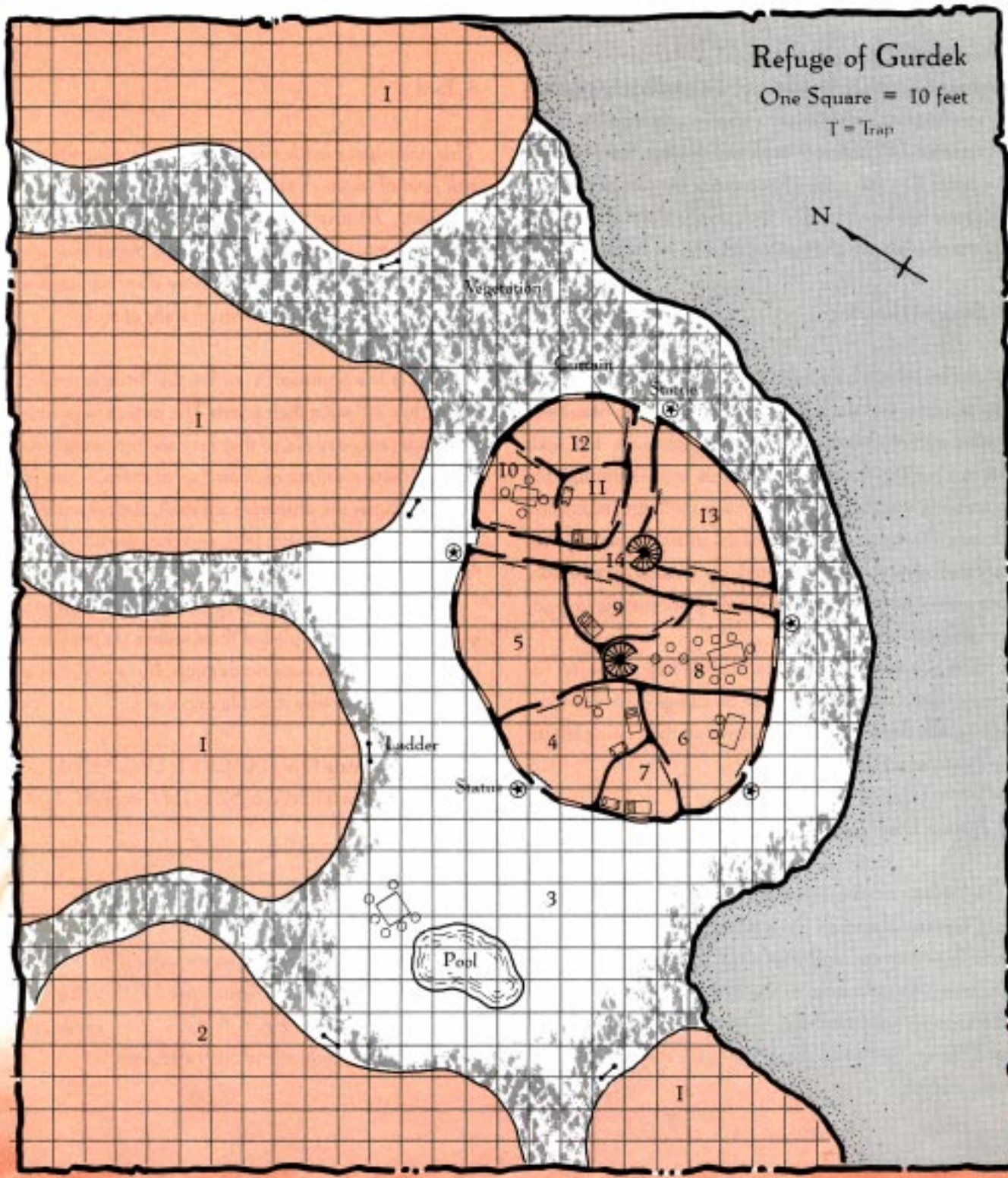
The City of Calamity



Refuge of Gurdek

One Square = 10 feet

T = Trap





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and window on the first floor of the dwelling has a *glyph of warding* that strikes anyone who is not a member of the Square for 7d4 points of explosive damage (save vs. spell for half). On the upper floor, every window, door, and doorway has been warded with glyphs that inflict 15d4 points of explosive damage (again, save for half).

1. Secured Buildings

These buildings have been secured by the Square. All the windows and doors facing into the Refuge have been sealed with plugs formed by *stone shape* spells. The seals are not perfect, so one might be able to peek through the seams, but missile attacks and many spells are impossible to send through the rent (the DM must decide whether any spell effect can pass through the barrier). In addition, the stairs have been knocked down, preventing interior vertical movement.

The Square has placed ladders to make it easier for them to get to the roofs of these buildings. These ladders are usually down on the ground, rather than being left up and against the walls.

2. Former Dwelling

The Square used to live in this building, so it is clean and repaired, but now abandoned. The Square moved into their current building when the gith came out of the newly formed hole in the basement. The stairs to the second and third floors have been knocked out, and the windows and doors that face the Refuge have been sealed.

3. Yard

This open space is blessed with lush plant growth and a still pool of water. A table and several stools stand near the pool. To one side is a clean building with a 3-foot-tall statue next to each doorway. Surrounding this building are other buildings whose doorways and windows have been sealed with rough slabs of rock.

This is the common area for the Square, and it is where they will serve their guests. The statues were created with *stone shape* spells, so they are misshapen and crude. If Slate casts *animate rock* on one of them, it can fight fiercely. As per the *animate rock* spell, these statues have 1d3 hit points per cubic foot, and they are all 18 cubic feet in volume.

In each entrance to the yard between adjacent buildings, the clerics have placed three snares (as per the 3rd-level spell). They cause no damage, but they bind and immobilize those who stumble into them.

Animated Statue (1): THAC0 11; Dmg 3d6 + 12; AC 3; HD 18d3; hp 33; MV 6; SZ L; INT non; AL N; ML 20; XP 2,000.

4. Mefse's Busy Room

This room is in disarray. A stone table is covered with unfolded clothes and half-eaten food. Blankets are in a pile on the floor near a cot. A stone chest gapes open, revealing a disorderly pile of odds and ends.



This is Mefse's room. The chest contains a peridot (75 sp) mixed in with worthless personal items.

Remember that every window and doorway on this floor is warded by a glyph that inflicts 7d4 damage unless otherwise specified.

5. Mefse's Bare Room

This room is completely bare and clean. Every noise echoes in it.

Mefse meditates here once per day.

6. Ari Evan's Parlor

This room has a stone table covered with paper and scrolls, all neatly organized.

The scrolls are notes that Ari Evan has made. They hold the supposed history of Yathazor (as explained by Slate), cosmological musings, half-baked theories about the relation between wizard magic and clerical magic, and some horrible poetry praising the "noble" Slate. PCs will have to read for at least an hour before it becomes obvious that no useful information lies in these scrolls.

7. Ari Evan's Bedroom

This narrow triangular room contains a pleasant cot, a low stone chest, and women's clothes hanging on pegs in the wall.

The chest is guarded by a *fire trap* that inflicts 1d4 + 3 points of damage. In the chest are Ari Evan's "spell books." Her spells are inscribed on seven separate ceramic tablets—two tablets for 1st-level spells, two for 2nd-level spells, and one each for 3rd-, 4th-, and 5th-level spells. Each tablet is protected by explosive runes that inflict 6d4 + 6 points of damage to anyone who reads them (no saving throw) and a like amount (or half, if a saving throw vs. spell is successful) to anyone within 10 feet. The DM should roll a saving throw vs. magical fire for the tablets as well; each needs a roll of 3 or better to survive.

The tablets contain these spells: 1) *alarm, audible glamor, change self: charm person, color spray, comprehend languages, detect magic, enlarge, erase, gaze reflection, grease, hold portal, hypnotism, identify, magic missile, phantasmal force, protection from evil, read magic, shield, Tenser's floating disc, unseen servant*; 2) *blindness, blur, continual light, detect evil, detect invisibility, detect psionics, ESP, flaming sphere, fog cloud, improved phantasmal force, invisibility, irritation, know alignment, magic mouth, Melf's acid arrow, rope trick, wakefulness, web, wizard lock*; 3) *clairaudience, explosive runes, feign death, fireball, fleet feet, haste, invisibility 10' radius, phantom steed, protection from normal missiles, spectral force, wind wall, wraithform*; 4) *charm monster, psionic dampener, shadow monsters, spider strand, stoneskin, transmute sand to stone*; 5) *avoidance, chaos*.

Also in the chest are her personal effects, plus two gems: a piece of amber (15 sp) and a very fine amethyst (21 sp).



The City of Calamity

8. Meeting Room

This long room contains a broad stone table plus a dozen stone stools. Some of these stools are taller than would be comfortable for a human. At the far end is a set of spiral stairs leading down.

The over-tall stools are for the gith. Gith and members of the Square often meet here to discuss the progress made by both parties.

The door that leads to the hallway (area 14) does not have a glyph on it. The gith who come up from the basement have to exit by that door.

The stairs lead to the basement (area 15).

9. Pargo's Room

The floor of this room is covered with a bright, convoluted design, apparently painted quite recently. Against the far end is a simple bedroll and backpack.

The design is an aid to meditation, and any psionicist recognizes it as such. It provides a +1 bonus to the nonweapon proficiencies of harness subconscious, rejuvenation, and meditative focus if they are performed in this room.

Pargo has no valuables.

10. Ranza's Parlor

This room has a stone table and four stone stools, but is otherwise empty.

Stuffed in a groove under the table is a key to the chest in Ranza's bedroom (area 11).

11. Ranza's Bedroom

This room contains a bed and a small wooden chest.

The chest is a decoy. It contains 107 cp, and it is locked. The key is hidden under the table in Ranza's parlor (area 10).

Hidden under a loose stone in the floor is some of the loot Ranza has kept from his thieving days: a dark ruby (75 gp), a large emerald (100 gp), and three blue quartz crystals (75 cp each).

12. Storage

This room contains hoes, sickles, mallets, buckets, and other tools made of stone and wood.

These are the tools that the Square uses to "civilize" the Refuge. There is nothing of interest here.

13. Larder

A variety of smells—some sweet, some sour, some musty—mix in the air of this room. Hanging from the ceiling and on the walls are roots, leaves, and the carcasses of insects of all sizes and shapes.

This is the larder here the Square dries and stores the food it collects and grows.



14. Corridor

This is a bare corridor. In the center, where the corridor branches, is a set of spiral stairs leading up.

The northwest doorway in this corridor is not guarded by a *glyph warding*. The gith exit and enter through that door. The stairs lead up to Slate's room (area 19). A glyph of warding (15d4 explosive damage) protects the top of the stairs.

15. Basement

To one side of this room are stacks of short pieces of wood and large pottery jars. On the far end, the floor has given way, revealing a wide deep damp crevasse in the stone below.

This is where the gith come from. (See the map on the following page detailing this area.) The crevasse leads through natural tunnels to the gith mine described in Part Five (page 27).

The wood is green, and the clerics have stacked it here in piles to dry. The pottery jars contain a fermenting mix of crushed bugs, spices, and lightly cooked lizard meat. Once it has fermented for a few months, it will make a stew that Slate considers a delicacy.

16. The Patio

On the east side of the roof is an oblong structure resembling a house. To one side of the structure's sin-

gle door stands a horrible crude statue over 12 feet tall and made of dark stone. It represents a male humanoid creature with an almost formless face. Its arms end in lumps of short, broad spikes. In the center of the creature's chest is a raised polished square. The rest of the roof is a pleasant, clean patio with several stone stools near a railing that encircles the area. To the northwest is a bridge that reaches 20 feet to the roof of the adjacent building.

Slate spends a lot of time on this patio, watching the city and dreaming of its past and future. He also is sculpting the statue that represents Gurdek. Since Slate has never seen Gurdek (and Gurdek might not even have a physical form), his representation of this entity is based entirely on a twisted imagination.

If Slate cast *animate rock* upon the statue, it has the statistics given below. (As described in the *animate rock* spell, the statue has 1d3 hit points per cubic foot, and the statue is 30 cubic feet in volume.)

Animated Statue (1): THAC0 11; Dmg 3d6 + 12; AC 3; HD 30d3; hp 55; MV 6; SZ H; INT non; AL N; ML 20; XP 3,000.

17. Foyer

This roughly triangular room contains a wooden table that has food, water, a steel chisel, a mallet, a stone plate, and wooden silverware. Two open doorways lead in to other rooms in this structure.

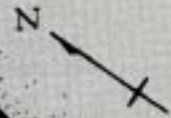


The City of Calamity

The Refuge (Map 2)

One square = 10 feet

T = Trap



Boulder

16

Statue ⊕

19

17

18

Basement

Crevasse

15

Stacked
Wood





18. Storage

This small, triangular room contains a broom, rags, a whetstone, a large quantity of clay, and other miscellaneous tools.

19. Living Quarters

This room contains two bedrolls, a J-foot-high boulder, and various personal effects. To one side is a set of spiral stairs leading down.

The boulder is hollow. It was originally shaped like a pancake, and Slate used *stone shape* to make it into a ball and then left it that way. It contains the Square's treasury: 126 gp. It also contains several gems that Slate has collected over the years: a black opal (15 gp), three sardonyx (75 cp each), and three obsidian gems (15 cp each).

The hole through which the spiral stairs go is protected by a glyph of warding that inflicts 15d4 points of explosive damage.

Moving On

Once the PCs descend into the crevasse in the basement, they can continue their quest with the next adventure. Of course, the PCs may be reluctant to take this course of action. If that is the case, there are many ways that the DM can persuade them to leave Yathazor by this route.

Simple Curiosity

If the PCs have befriended the Square of Gurdek, they can be convinced that the time has come to move on by its members. A few dropped hints that the gith come to visit them through this tunnel ought to be enough. Comments about a great secret and the return of an ancient queen who will lead the gith to conquer all of Athas can only fuel their curiosity.

Stalking the Enemy

If the PCs have neither befriended nor enraged the Square of Gurdek, they might well decide to follow a pack of gith into this tunnel. Perhaps the creatures are returning from a meeting with Slate and his followers. If this is the case, they may well be carrying information about the PCs back to their masters in the deep.

Certain Death

If the PCs don't seem to be getting the hint from either of the above encounters, the DM can resort to brute force. In this case, the party encounters some terrible creature (or perhaps the enraged members of the Square). The beast attacks them, forcing the party to retreat down the tunnel. Once they are on the right track again, the thing loses interest or decides that the gith below will finish them off.



Adventure Five: Beyond Yathazor

The fifth adventure in the Black Spine campaign begins when the characters leave behind the city of Yathazor and delve even deeper beneath the Black Spine. As it continues, they will learn that the gith have been receiving aid from a humanoid race the likes of which the PCs have never seen before.

These mysterious creatures are the githyanki, natives of the Astral Plane who have set their sight on the domination of Athas and all her people. The gith, they may deduce, are a corrupt offshoot of the githyanki race (as mentioned in the previous adventure.)

The reason for the githyanki interest in Athas is unknown to the gith who labor in their service. To them, the githyanki are a patron race that has appeared from nowhere to lead them to conquest. The gith tribes have ancient stories that predict just such an occurrence, so they are eager to follow the githyanki.

Conversely, the githyanki look upon the gith as disgusting creatures. They are repulsed by the thought that this lowly race is related to their own. At the same time, however, they recognize that the psionic power of the gith is not to be underestimated. Indeed, it is the desire to claim such power for themselves that has brought them to Athas, although that will not become clear to the PCs until the next adventure.

Even as the PCs race to discover the secret of the gith, the githyanki labor to complete their Nightmare Gate. Once this terrible portal is open, the gap between dimensions will be bridged and an army of githyanki will pour into the heart of the Black Spine. Yathazor will be reclaimed and from it the armies of the githyanki and their gith followers will fan out to claim all of Athas. Even the sorcerer-kings would be hard pressed to withstand such an assault.

Exploring the Caverns

As the player characters travel deeper underground, there are a number of things that must be kept in mind.

The Gith Position

The gith (and their mentors) have spent the past week examining the entrances and exits from their stronghold and have placed guards along the way. The majority of the passageways needed no fortifying since the resident monsters were themselves the guardians. The gith believe the cavern is secure and give little thought to intruders.

Natural Passages

The walls, ceilings, and floors in the tunnels are natural formations unless otherwise stated. Therefore, the size and shape of the passages constantly vary. To determine the configuration of the passages (except were stated in the text) every 100 feet the PCs move, roll 1d10 + 5, twice. The first number determines the passage width in feet, the second, the ceiling height. Half-giants may be at a disadvantage in these tight quarters, but even the smallest of the passages should be sufficient for a PC to squeeze through in a crawling position.

The walls are soft to the touch. A quarter-of-an-inch layer of limestone coats the underlying harder rock. The powdery limestone will quickly coat the arms, legs, and clothing of the adventurers in a "dirt brown" mud. When mixed with water, the limestone forms a slippery, unworkable clay. The majority of the stalagmites and stalactites found in the cavern were formed through such limestone deposits.

The basalt-like rock found in this strata is extremely hard and durable. It is unlikely that the PCs will be able to break through any of the ceilings or walls during the adventure.



Part One: Obstacles

Since the player characters have just finished exploring the ancient city of Yathazor and perhaps fought the deranged elemental priests who resided there, they will probably need healing and rest. It is advisable for the PCs to be at full strength before beginning this adventure. When the PCs are ready, read the following introduction:

Madness. Madness and death. The ancient city stands at your characters' backs, and they wonder what drove the Priests of Rock to such insanity. "The gith are the chosen children of Athas." Foolishness! But still, deep inside, you know something is amiss. The gith are wielding finely forged and tempered steel weapons. Their raids and battle tactics are much improved over any your characters have faced before. So your party's questions still remain unanswered, and the mystery unsolved. Where are those whom your band seeks? Who is the gith chieftain that is organizing these foul creatures? An ancient flagstone stair descends at your characters' feet in to the caverns. Could it be that the answers lie inside, at the end of this dark path?

The Chasm

The first stage of the PCs' travel into the regions beyond Yathazor requires them to confront several obstacles. Perhaps the most formidable of these is a great precipice that threatens to end their quest abruptly. The map for this section is on the following page.

1. The Descent

The party descends into the darkness. A broad sloping passageway set with smooth flagstones inset runs ahead in to darkness.

This is a fairly general description of the tunnels that run away from the city of Yathazor.

2. The Ambush

An alcove lies 75 feet down the corridor from the PCs' starting point. Once the PCs have moved part of the way down the corridor read the following:

Ahead lies an alcove apparently used in the past as a guards' station. The bones of several humanoids and a few small beasts lie scattered in the corners. The bones are yellowed, appearing to be very old.

The skeletons of eight guards await unwary travelers in this alcove. These beings will take no action until the PCs have passed the guard station. They have been "programmed" to attack all nongithyanki (or gith) parties. The skeletons will attack the PCs from behind after the PCs have passed by.

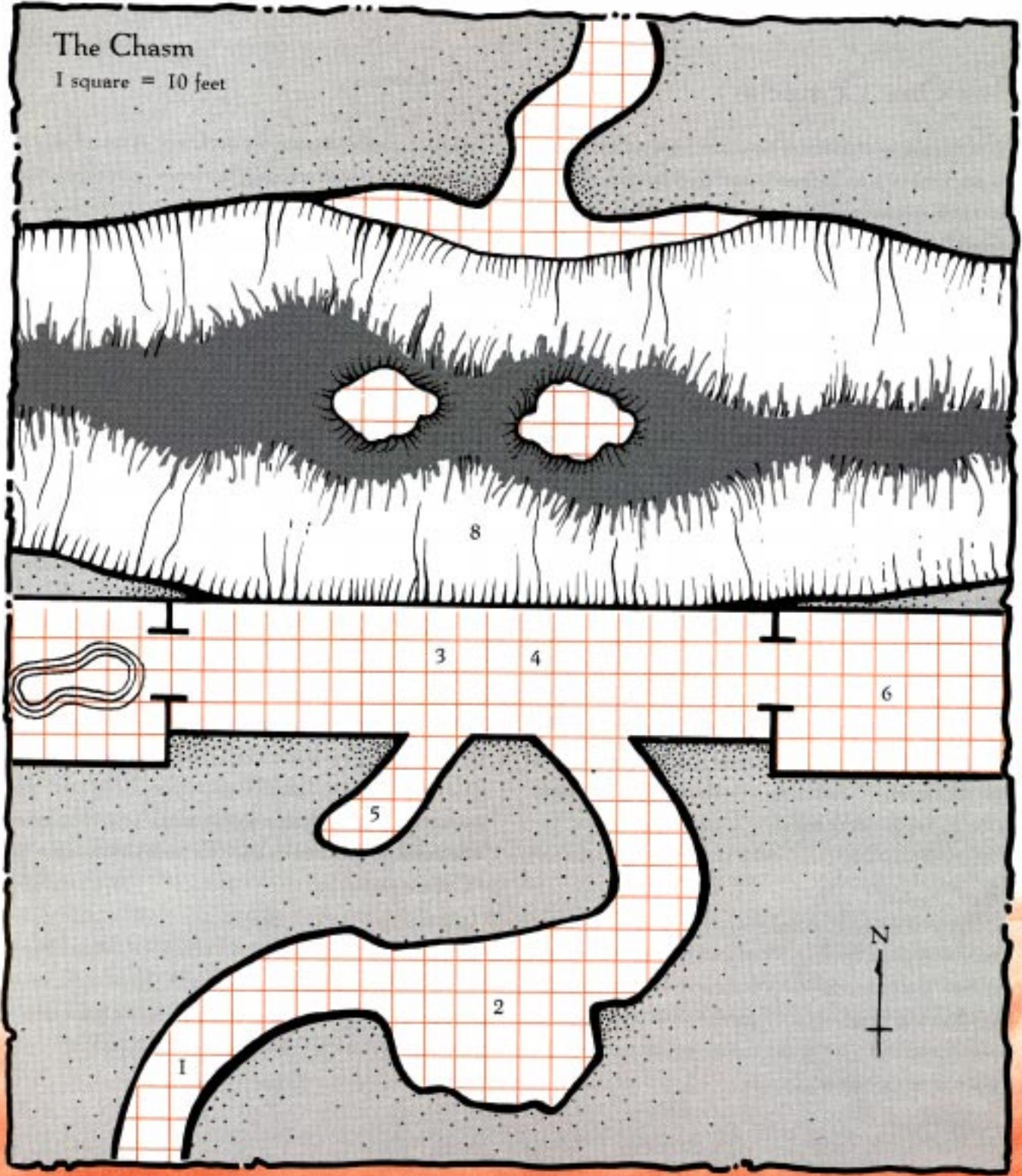
Skeletons, Githyanki (8): THAC0 17; Dmg 1d6-1; AC 7; HD 1; hp 5; MV 12 each; SD immune to *sleep*, *hold*, *charm*, *fear*, and *cold*, ½ damage from edged weapons; SZ M; INT non; AL N; ML 20; XP 65.



Beyond Yathazor

The Chasm

1 square = 10 feet





3. Cave of the Winds

The passageway opens into a huge natural cavern. The vaulted ceilings rise to a height of 100 feet from the floor of the cavern. The expanse is 300 feet in width. The areas has been designed in to a great promenade, the floor of which stretches 40 feet to the edge of a yawning chasm. Your eyes are drawn to a score of skeletons that lie scattered in heaps near the center of the cavern floor. A low, eerie, moaning echoes throughout the vast room.

Ahead lies a 400-foot-deep, 110-foot-wide chasm. Two flat topped stalagmites rise from the chasm floor below like islands in the middle of the expanse. Great carved archways lie to the right and the left. The cavern is bathed in a dim blue light, originating from icicle shaped objects inset in the wall.

If one of the light-giving icicle shaped objects is removed from the wall, it will brightly flare for a moment, then extinguish. They cannot be taken with the party. The brightest light comes from beyond the carved archways at the ends of the cavern.

The moaning sound in the cavern is created by drafts of wind passing through the chasm. The litter of bones are part of encounter 4, Failed Rebellion.

Once the PC have entered the cavern read the following paragraph aloud:

After you enter the cavern, you spy a large natural shaft in the rock to your left. The opening, near the archway the party just exited, gradually ascends in the same direction from which it came.

At this point, if the player characters remain where they are, continue with encounter 4. If they investigate the natural passage near the way they came in, go to encounter 5. If they wish to investigate the alcove to the right, proceed to encounter 6. If they wish to investigate the opening to the left, proceed to encounter 7. And, if the characters elect to cross the chasm, proceed to encounter 8.

4. Failed Rebellion

The skeletal remains of some twenty captured slaves lie in crumpled heaps near the center of the floor. The slaves attempted an unsuccessful rebellion at this juncture and paid dearly for their insolence. The flesh from the slaves' bodies has been stripped clean by giant ants. Two of the fallen were dwarven warriors. They have returned to haunt the area as dwarven banshees. The players must pass them to continue.

Pimns (5th-level Dwarven Female Gladiator): AL NE; AC 10; MV 12; HD 5; hp 42; THAC0 16; #AT 2; Dmg: 1d2 (fist); SZ M; ML Steady (12); Str 18/00; Dex 14; Con 18; Int 9; Wis 8; Cha 10.

Solaq (5th-level Dwarven Male Gladiator): AL N; AC 10; MV 12; HD 5; hp 40; THAC0 16; #AT 2; Dmg: 1d2 (fist); SZ M; ML Steady (12); Str 17; Dex 13; Con 18; Int 13; Wis 12; Cha 14.

Pimns and Solaq won their freedom in the Nibenay arena. Vowing death over captivity they were rebellious against their captors and were often beaten.



Beyond Yathazor

They saw the rebellion as their one chance for escape. They leapt into the battle screaming, "Death before slavery!" Their focus, their dreams, and their chance for a life together all died at the chasm's edge. Here they remain.

Suggested Combat Sequence:

First round: Pimn will scream a malediction while Solaq creates a 20-point death field.

Second round: Solag screams a malediction while Pimn psionically attempts to double pain.

If the players use some magical means to talk to the dwarven banshees or the skeletal remains of the slaves, they may learn the following:

- The dwarves' captors were powerful gith with magical weapons.
- They (the gith) walked to the two great archways and entered each for a few moments. They seemed very angry upon their return.
- A human gladiator named Gort started the rebellion, and tried to drive the dwarves' captors off the edge of the chasm. Two guards died along with Gort and many slaves.
- The survivors crossed the chasm, but Pimn and Solaq do not know how. They were dead at the time.

5. The Shattered Way

If the player characters elect to explore the entrance on the back wall near the way they came in, read the following aloud:

A natural passage way 20 feet wide and 10 feet high ascends back in to the mountain. The floor is hardened limestone that shows considerable wear.

This is the old tunnel that connected the older, larger gith settlement to the smaller, newer settlement nearer the surface. The githyanki decided to close this route and make the gith dig a new tunnel on the other side of Yathazor.

After the PCs have ascended the passage for 20 feet, they see that the passage is blocked floor to ceiling with rubble. This loose rock has created a dangerous area. Anyone attempting to climb or dig through the rock has a 25% chance per round to dislodge the surrounding rock and send it crashing down into the passage. Characters caught in the rock slide take 2d10 points of damage (save vs. breath weapons for half damage). The tunnel is blocked for almost a mile and it would take the PCs a year to reopen the tunnel.

6. Royal Past

If the PCs decide to explore the room beyond the archway to their right, read the following aloud:

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The eerie architecture in this dimly lit area has grotesque humanoid forms carved into the rock. The forms appear to be in agony or extreme pain. The interior walls and roof of the huge room appear ribbed as if one was standing inside some immense beast. Thousands of what appear to be crystalline honeycombs, three feet wide by three feet high, are neatly arranged in rows through out the area.

This was the egg chamber of the eelar queen (see area 7). The characters are free to examine the hexagonal shaped objects. Most are empty. Some contain bone fragments, but no complete skeletons can be found in any single opening. Five honeycombs are sealed with an opaque substance. To open one of these, the PC must have a Strength of 18 or better. However, when one of these is opened two things occur.

First of all, a sickeningly sweet purple fluid oozes out, revealing the immature form of an eelar (it might easily be mistaken for a giant spider). Although it has been dead for some time, it is well preserved. The thick purple liquid is royal honey, similar to kank nectar. Consuming one pint of the liquid each day will fulfill all of the nutritional needs of a character.

Soon after the cell is opened, the player characters are attacked by a large group of giant ants. The little monsters were quickly drawn by the smell of the sweet royal jelly. They will gladly attack the PCs for a substantial meal.

Any character who gets even the smallest amount of jelly on him will draw ants like a magnet until he can thoroughly bathe. Thus, a group of 100 ants will stalk the PCs following this encounter. They will hunt the PCs

(via tiny hidden tunnels) throughout the remainder of this adventure and attack anytime the PCs stop for more than one turn.

7. The Empty Nest

If the PCs explore the room beyond the archway to the left of the promenade, read the following aloud:

The architecture of this room differs greatly from the carved room on the opposite side of the cavern. The walls are intricately carved in great biased reliefs. The attention to detail is exquisite, however, the carvings themselves are unsettling. In the reliefs, epic battle scenes of gith involved in wholesale slaughter of their opponents are depicted. Fantastic creatures, possibly from the early ages of Athas and strange humanoid forms line these ornately decorated walls. The center of the room is dominated by the remains of a monstrous insect that lies in quiet repose on an immense decayed padded pedestal. A great number of spears and broken swords litter the corners of the room. All are broken and aged beyond repair.

The skeleton is all that remains of the eelar, an ancient spider-like race that served the githyanki as slaves centuries ago. The eelar queen used her dying breath to curse all those who enter this sacred chamber. Anyone who defiles her remains must save vs. spells. No immediate spell manifestation is noticed, but any character who fails his save automatically suffers a -2 on all attacks made against githyanki or gith. Those who fail are also -2 on all saves required by magic or psion-



ics for the duration of the curse. A successful *remove curse* must be preformed by a priest of 10th level or higher to dispel the effects of the curse.

8. Crossing the Chasm

If the party decides to cross the chasm, read the following passage aloud:

In the center of the chasm two stalagmites rise from the depths of the cavern to the level of the surrounding floor. The chasm itself is approximately 400 feet deep and 100 feet wide. The ceiling rises 200 feet overhead. The flat 40 foot wide tops of the two stalagmites stand 20 feet apart with no intervening support. Across the chasm a large tunnel can be plainly seen.

When the gith and githyanki passed this way, they crossed the chasm via a series of stone bridges that were drawn back once they had crossed. The four sections of the bridge lie within the tunnel on the other side. A githyanki mage used a *wall of force* to create a span between the stalagmites and the bridge was placed to cross at that point. Once the gith and githyanki crossed, they were pulled across behind them.

For additional protection, the tops of the stalagmites are trapped by a *blade barrier* enchantment. Any living creature that touches the top of a stalagmite causes the barrier to appear. The barrier will last for one turn or until the trespasser departs. The magical trap will then reset until it is disturbed again. A *dispel magic* or the physical destruction of the tops of

the stalagmites will end the spell. The rock walls along the cavern are fairly dense. It takes a Strength of 17 or higher to drive spikes into the walls. Because of their relative smoothness, rogues suffer a -20% penalty on any climbing roll.

There are four bridge sections located in the cavern on the far side of the chasm. Each is 55 feet in length, five feet wide and four inches thick. Each slab of rock weighs 500 pounds. When placed two on end and side by side they will span the chasm (if the supporting *wall of force* is in place). A 5-foot bridge could be put in place using two of the spans end to end. It is possible that a PC could leap from bridge section to section and avoid the trap, but a successful Dexterity roll would have to be made, otherwise the PC would fall to his death.

Should the PC attempt to cross via the ceiling there is a 20% chance they will dislodge a loose stalagmite. Consequences range from a few hit points of damage to falling to the cavern floor below. The DM must judge this situation as he or she sees fit.



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Part Two: Across the Gap

Blood Suckers

After the PCs have gotten past the great chasm, they will travel for quite some distance without incident. Their way will twist and turn through miles of darkness before they must face their next hazard: a flock of blood thirsty var. The map for this section is found on the following page.

9. New Directions

The open rock platform is 150 feet wide and 20 feet from the edge of the chasm to the tunnel opening. Just inside the tunnel opening lie four 55-foot slabs of carved stone. All four pieces appear to be identical.

The tunnel descends for about 50 feet then splits into three pathways. The path on the right gradually ascends and bears to the right. The center path seems to continue forward at this level, gradually bearing to the left. The path to the left seems to slope downward.

The party's tracking skills, if any, will be of no use in following the gith through this area. There has been so much traffic through this area that pathways are obscured by footprints going in every direction.

Unknown to the PCs, an invisible NPC is here. He is a mage that was taken prisoner along with the slaves and has waited for the right time to make an escape. The mage will shadow the PCs until encounter 12, when he will reveal himself. A rogue character with a hear noise rating of at least 25% has one chance per encounter to

"accidentally" hear the mage. A thri-kreen character may also feel that the party is being watched. The mage will not talk to the PCs until encounter 12 and the DM should attempt to safeguard this valuable future NPC by making his influence very subtle.

If the PCs elect to follow the center pathway, proceed with the next encounter. If they prefer to follow the path to the left, go to encounter 11. If they go right, go to encounter 12.

10. Night Wings

The natural cavern floor appears to be well used. The trail continues for several hundred feet halting at a small opening in the rock. The crawl space is about 4 feet in diameter. Several small 1-foot-diameter scorch marks are on the cavern floor to the right of the opening.

Investigation leads the PCs into an enormous natural underground cave. The room is so immense that it is almost impossible for the PCs to gauge the actual size. The cavern is triangular in shape and runs 250 feet per side. The ceiling rises over 700 feet to a 40 foot long 3-foot-wide opening in the mountainside.

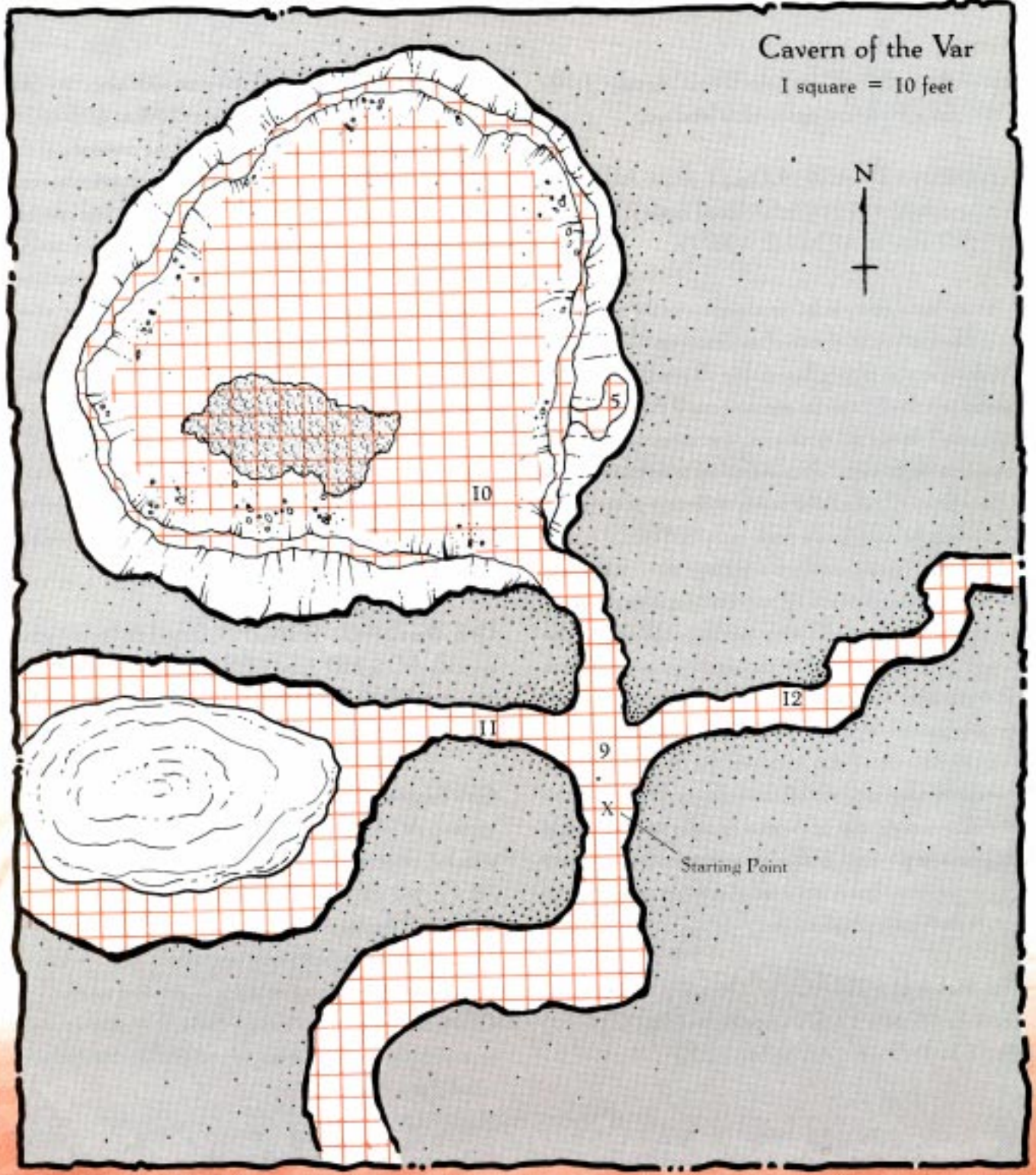
The cave is home to several hundred var. These small winged creatures feed on the blood of the living. They leave the cavern through a small opening in the roof and hunt each night for fresh blood. They will be dormant when the PCs enter the cavern but will be attracted to any light source.

The var will be alerted by any movement within the cave. Spying movement, 10 hungry var will fly to investigate. If they discover an obtainable food source or are



Cavern of the Var

1 square = 10 feet





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injured they will “call” for help. If that happens, 1-100 var will arrive the following round to lend aid.

Var (1,000+): THAC0 13; Dmg 1 point; AC 6; HD 1+1; hp 6; MV 3, Fl 24 (B); SA blood drain (1 pt/turn); SZ T; INT animal; AL N; ML 3; XP 75.

A wide but slippery ledge circumnavigates the edge of the room. The foul stench of years of var droppings fills the room. The dung is also highly flammable. A small bowl of the material will slowly burn for over an hour. If the entire dung pit is ignited, flames will shoot across the room and engulf the cavern in a single round. Any individual or creature caught in the inferno will take 2d10 points of damage per round. It will take several hours for the fire to burn itself out.

Give the player characters warnings when they enter this room that they could be approaching a very dangerous situation. Any PC with mining skill should be allowed to roll to notice that torches taken into the room will burn blue instead of red as they burn off the surrounding gases—a clue to the potential danger.

An ancient cave fisher lives near the back of the room in a narrow recessed cave off the walkway. The fisher survives on a modest diet of injured or older var, but would welcome a larger meal. It also has grown too large to leave the narrow cave, but it has used this as an advantage to protect itself from attacking var.

Cave Fisher (1): THAC0 17; Dmg 2d4 (×2); AC 4; HD 3; hp 15; MV 12; SA adhesive trap line (THAC0 15); SZ M; INT semi; AL N; ML 12; XP 175

The cave fisher has laced this area with long, thin filaments that are difficult to detect (20% at 10 feet). A detect snares and pits will also reveal the presence of the strands. The filament is coated with an adhesive that can only be dissolved by liquids with a high alcohol content or cut with +1 or better weapons. The fisher can shoot filaments at prey as a 6HD monster, then draw the prey toward it at the rate of 15 feet per round. In case of a tug-of-war the fisher has a strength of 18/00.

The flammable var dung is used by the gith for small fires, and a special crew travels to this cavern every day to collect dung to take it to the lower levels. If the PCs explore the cavern, the dung crew will arrive four rounds after the PCs enter the cave. The dung crew will carry no light, leaving their torches at the crossroads of the hallway lest they attract the notice of the var.

Gith Warriors (7): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Gith Sergeant (1): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 5; hp 25; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 7; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp.

Psionics Summary: PSPs 80

Disciplines – Psychokinesis, telepathy

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mind thrust, mind blank, mental barrier

Score – 10

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Once attacked, one of the gith runs to warn the guards below. Every opportunity should be given to the PCs to stop the gith before it can reach earshot of the guards. This portion of the encounter is designed to provide the PCs a chance to gain information regarding the mine below.

The gith in the dung crew will provide the following information under threat of death or duress:

- “You will all die! Your puny race will die as well! Gith will soon conquer all of Athas!”
- “The Ancient Nest-Mother, Queen Goddess of all gith is soon to be reborn! Death to all that oppose her!”
- “Nothing! You can do nothing to stop us!”

After the gith say this, they will only laugh at the PCs, spit on them, and call them names. No other useful information can be gained from the captives.

The PCs must now go back the way they came since the cavern inhabited by var is a dead end. If, when reaching the fork in the tunnels, they go to their right, proceed with encounter 11. If they go to their left, continue with encounter 12.

11. Still Waters

This cavern passage leads to a small underground lake. When the PCs enter this cavern, read the following passage aloud:

The passage winds around and opens up on the banks of a peaceful underground lake the edge which is at the bottom of a 30-foot slope. Several underwater

passages appear to descend deep within the mountain underneath its smooth surface. The air here is cool and fresh, with a slight hint of limestone. This is a relaxing place.

The water in the lake is clean and pure. This area can serve as a good place for the PCs to rest and recover from wounds. There is an essentially unlimited supply of water here and an assortment of fish live in the lake.

The passage is otherwise a dead end and the PCs must return to the main cavern. If encounter 10 has not yet taken place, the PCs arrive in the main tunnel just behind a noisy group of gith dung carriers on their way to fill their baskets described in encounter 10. The adventure can proceed with encounter 12.

12. Nearing the Mine

The pathway rises in front of your party for approximately 100 feet, levels off, then begins a gradual descent. It snakes along twisting and turning approximately every 30 feet. From far ahead the sound of drums, voices, metal striking rock, and machinery can be heard. Soon the increased din of noise is so loud that normal conversation cannot be heard.

At the end of the passage lies the guard station that overlooks the main gith mine. A dozen gith guards are on watch. It is the middle of their guard shift and several have grown bored. They have moved 60 feet up the corridor from the guard station and await the return of the gith dung crew.



Four gith guards stand with their backs to the corridor overlooking the mining operation. Two pet uoo-taas (described below) lie in the corners of the overlook. The other eight guards have moved away from the guard station around a bend in the corridor. They have left their station and are wagering on a game of chance using multicolored sticks.

As the characters approach, read the following aloud:

As you cautiously round the next bend you spy a group of gith squatting in a circle. They appear to be engrossed in wagering and arguing over some game being played in the dirt. They do not yet see your party.

If the PCs are careful, they should be able to dispatch the gith in the corridor without raising an alarm. Due to the noise from the mining operation, neither the guards nor the uoo-taas on the overlook will hear any commotion in the corridor.

Since they know the harsh punishment that befalls those who leave their post and gamble on duty, the gith guards will fight to the death.

Gith Warriors (6): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Uoo-Taas (2): THAC0 20; Dmg 1d2/1d2; AC 7; HD 1+2; hp 7; MV 15; SA psionics; SD psionics; SZ S; INT animal; AL N; ML 3; XP 250.

Psionics Summary: PSPs 50

Science – Clairaudience

Devotions – Feel light, feel sound, hear light, know direction, radial navigation, spirit sense

Score – 5

Uoo-taas are blind, rough skinned, four-legged creatures who navigate via their psionics and acute senses of smell and hearing. They are self-sufficient in the underground, except for their unusually great need for salt. Salt is vital to their survival, and they will serve and protect anyone that gives it to them. The gith know this, and have cultivated a relationship with them for hundreds of years. The psionic ability *synaptic static* throws them into fits.

When the PCs approach, the uoo-taas have a 75% chance of hearing the party. Any character attempting to use the *move silently* proficiency suffers a -25% penalty due to the uoo-taas' acute hearing. If the PCs are detected, the uoo-taas will make a low growling noise, attempting to alert the guards. The guards will kick them, thinking that there is nothing wrong. On the second round, they will look at the creatures then peer up the hallway. On the third round, the four guards will reluctantly turn and follow the uoo-taas into the passage to investigate.

The guard station sits several levels above the mining works and affords an overview of the operations below. From here the PCs can stop and plan their attack if they so choose.



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Part Three: Allies and Others

Gith Mining Facility

At this point, the PCs are on the verge of an amazing discovery. They have traveled through twisting passages and are now deep beneath the Black Spine. Ahead of them lies a crew of gith and their slaves scratching away at the stone to pull out the last meager traces of the mountain's iron. With the help of the githyanki, however, the gith have built a phenomenal smelting complex unlike any other on Athas. The map for this section is on the following page.

13. The Guard's Station

At this viewpoint you can see an entire gith camp below. Everything is bathed in a red light emanating from the center of the room. The guard post walls stand five feet in height and conceal your party from view. The rough natural ceiling hangs 30 feet above your head. A great stair descends to either side to the floor a hundred feet below. It too has a protective 5-foot wall. The cavern floor below is bustling with activity. Dozens of gith guards are commanding humanoid slaves to various tasks around the compound. Under duress, the slaves work at a furious pace.

At the bottom of the stair to the immediate right, slaves bring broken rock and dump it down a ravine. Next to this area are four openings in the cavern wall where the rock is emerging. Gith guards line this area, along with five gith youths that pound a steady rhythm on their drums. In the far right hand corner stands an

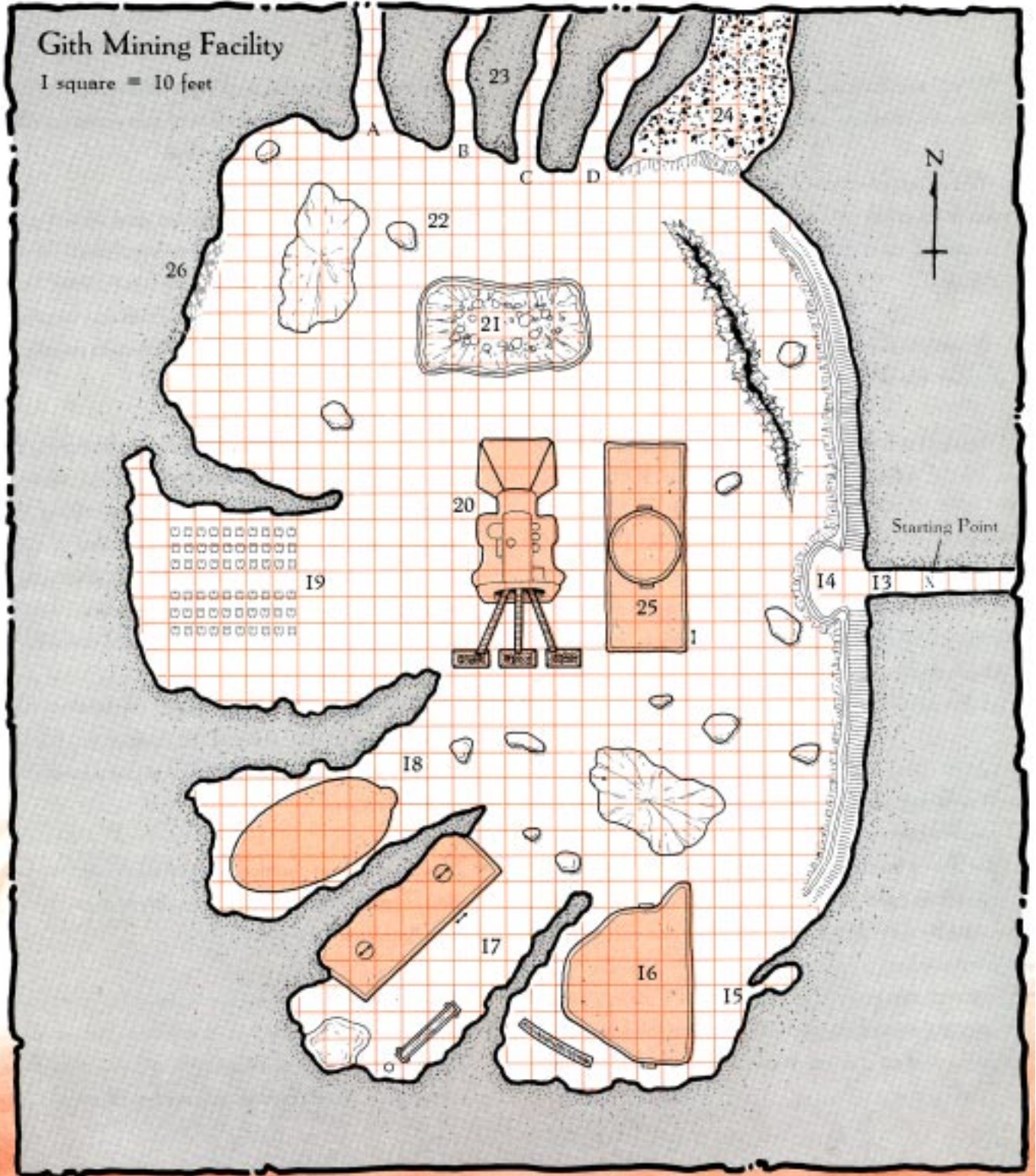
ornately carved archway similar to the ones your party has seen before. Closer, on the right, is an area where a dozen slaves are breaking rocks in to powder.

Directly in front of your party, a low stone building partially blocks the view of what your characters might call a "fire machine." The machine makes a great roaring noise and belches fire to provide enough light to illuminate the cavern. The machine is operated by more than twenty slaves, and guarded by a bout half that many gith. Behind that are covered pits inset in to the cavern floor. These are protected by a stockade and heavily guarded. Further to the left, hideous screams emanate from some dark rocky alcove. A gigantic stalagmite partially blocks your party's view to the next alcove. Closest to the left a crude stone building stands. A fire can be seen burning on the far side. The cavern is approximately 280 feet across and 360 feet wide in some places. Two massive natural columns rise from floor to ceiling. A single deep crevasse scars the uneven floor. Randomly littering the floor are a dozen or so huge boulders.

14. The Guide

While the PCs are studying the gith camp (or making attack plans) they are contacted by the invisible mage that has been shadowing them. The mage is currently invisible and has followed the PCs since Encounter #8, studying them before making contact. The mage was taken prisoner with the slaves and has not been able to make an escape. He followed the dung crew out but could not return to the mine for fear of being detected by the uoo-taas.

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He will stand off to one side and begin speaking in a quiet soothing tone of voice trying not to startle the PCs.

"Greetings, rescuers. Please do not be startled. My name is Quixoth. A compatriot and I were accidentally captured along with the slaves when the gith attacked the mines."

Quixoth will remain silent and allow the players to ask questions. He will answer them as truthfully as possible.

Quixoth (10th-level Human Male Preserver Mage):
AL N; AC 4 (bracers and Dex); MV 12; HD 10; hp 41; THAC0 17; #AT 1; Dmg: 1d2 (fists); SZ M 6'; ML Average (10); Str 13, Dex 16, Con 16, Int 17, Wis 15, Cha 11.

Quixoth has managed to keep his bracers AC 6. He has the following spells retained in memory: read magic, *strength*, and *haste*. All Quixoth's other spells have been used during his escape.

Quixoth will offer to bargain with the PCs. He is willing to exchange information for aid and rescue. Quixoth's compatriot is a priestess of the air known as Iselle. She is badly injured and in need of assistance. He has managed to sneak her out of camp and hide her, but he does not know how long she will survive without healing.

Quixoth can be used as a helpful NPC or as a player character if one of the party dies during the game. The following is what Quixoth knows of the gith mining camp and their plans:

- "I do know the general workings of the mine. but I do not know the exact compliment of gith or the number of captured slaves that remain alive."
- "We were captured in a surprise raid by the gith. After a long time underground we were blindfolded. I heard horrible sounds. Part of me was curious, but I feared for my life. At one point, cloth was wrapped around my feet as we walked. I do not know why. It was removed later."
- "During my incarceration I used a spell to comprehend the gith language. I overheard the gith commander talking to one of the guards, regarding the preparation for someone he called 'queen or nest-mother.' I remember the commander said that all was going well, but someone or something named 'Nyzethgyr' was still displeased with the progress of the mine."
- "Something sinister is occurring at the smelter. Not the main one in the center of the compound, but the smaller one in the back. Slaves enter for a work shift but never retune."
- "Slaves are kept in guarded pits in the back of the operation. They are rotated every ten hours as or so. A half-dozen gith guard the pens."
- "There is something terrible beyond the great arch. Several slaves have attempted to escape via the arch. There is a flash of pinkish light when they run in, then a scream, and that's the last they are heard from."



- “The gith guards and workers rotate through the great archway. Where they come from or go to is beyond me. They are due to rotate again in 3 hours!”

In return for his help. Quixoth will demand that the PCs to first travel to the place where Iselle lies (area 15) and try to help her. Quixoth will tell the PCs that he will use the remaining spells in his power to aid them. but only if they help Iselle first.

15. Iselle’s Niche

If the players decide to help Quixoth they can descend the southern (left) stair without incident. Keeping to the wall of the cave they find a small niche inset into the rock about 4 feet above the ground. In the narrow niche lies the *invisible* body of Iselle. She currently has 2 hit points remaining but will lose one per turn (from earlier injuries) if not helped.

Iselle of the Wing (11 th-level Female Human Priest of Air): AL NG; AC 10; MV 12; HD 11; hp 67; THAC0 14; #AT 1; Dmg: 1d2 (fist); SZ M (5’7”); ML Steady (12); Str 10, Dex 14, Con 15, Int 13, Wis 16. Cha 16.

Iselle is in shock and has lost all of her memorized spells. She has no possessions save the rags she wears.

Once the PCs have healed or comforted her they are free to move on. Quixoth will cast any of his remaining spells for the party only if they have helped her. He will refuse to accompany the PCs into the fray (for now), preferring to stay and guard Iselle.

Once completely healed she will begin to pray for spells. Iselle may be used as an NPC to heal the party or added as a player character should a party member not survive the adventure.

16. Food for Thought

A crude stone and adobe building occupies a rocky alcove. The smell of burning meat and strange herbs waft from fires on the far side. There are three visible entrances: a 10-foot-high archway, a gith-sized door in the front, and a gith-sized open arch in the back of the building.

This is the gith slop house used for the storage and preparation of food. The doorway in the front of the building leads to a sleeping area for gith cooks. Three gith are currently sleeping on lichen palettes on the floor.

Gith Warriors (3): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasures: 1d6 cp each.

The archway leads to the main food preparation area. Another archway can be seen on the far side of the building. Seven gith are standing and working at the two large tables in the room chopping meats, mushrooms, and vegetables in preparation for the next meal. Two large ceramic urns filled with water sit near the tables. There are two doors in the back of the room, one stands open.



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Another gith is in the back room bringing out more meat for dinner. It will not emerge for another three rounds.

Inside the larger of the two storage room hangs salted meats. A dozen, small, six-legged lizards hang on hooks throughout the room. The smaller store room contains ceramic jars of various shapes and sizes. Each one seems to have a different pattern painted on the outside. The jars contain one pound each of the following: dried mushrooms, flour, cactus needles, seeds, berries, pepper, and salt. Also found are jugs containing a gallon of ale and a gallon of vinegar.

A curved fire pit stands to the rear the building nearest the cavern wall. A gith armed with a whip stands (back to the building) keeping an eye on three human slaves working at the fire pit. The slaves have their feet enclosed in stone block. which greatly hinders their movement.

The gith guard is oblivious to almost everything, except the action at the fire pit. He is amused with the on-going duel between the slaves and the lesser elemental in the fire pit. The slaves know that they will be lashed if they falter in their job. The lesser elemental knows that it cannot currently escape, so it amuses itself attempting to burn the slaves while not cooking the food the slaves are attempting to prepare.

The slaves (Orac, Mihus, and Toel) will welcome freedom. Each must make a morale check to decide whether they will aid the PCs or take their chances up the stairs.

If set free, the lesser fire elemental will not remain to take revenge on its capturers. The creature will expedi-

ently depart for the Elemental Plane of Fire, as it has been gone too long.

Gith Warriors (3): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Slaves (3): THAC0 20; Dmg 1d2; AC 10; HD 1; hp 5; MV 12; SZ M; INT avg; AL N; ML 7; XP 15.

Elemental, Lesser Fire (1): THAC0 15; Dmg 2d 10; AC 4; HD 6; hp 30; MV Fl 15 (A); SA flame tongue; SD +1 or better to hit SZ M; INT low; AL N; ML 14; XP 975.

17. The Guard Barracks

Peeking around the corner your characters see two things. First, a long, one story, stone and adobe structure is built into the rock wall on the far side. A free standing ladder is propped against the building. Second, there are five slaves working near the back of the cavern wall. They appear to be transferring water from a shallow pool to a water trough using ceramic plates.

A movement catches your attention. It is a gith unseen at first glance. The gith guard is sitting on the backs of two slaves using them like a chair!

Gith Warriors (1): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp.



Slaves (7): THAC0 20; Dmg 1d2; AC 10; HD 1; hp 5; MV 12; SZ M; INT avg; AL N; ML 7; XP 15.

Once the PCs ascend the ladder read the following:

Two gith lie sleeping on the roof of this building. Two ladders descend through each opening in to the building.

Gith Warriors (2): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

This building houses gith guards not currently on duty. These two have sought refuge on the roof rather than fight the overcrowded conditions below. Forty guards are currently gambling, fighting, sharpening their new steel weapons, and trying to sleep in the quarters below. There are no windows or other entrances or exits from the structure.

Gith Warriors (38): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Gith Sergeants (2): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 5; hp 25; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Psionics Summary: PSPs 80

Disciplines – Psychokinesis, telepathy

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mind thrust, mind blank, mental barrier

Score – 10

The ladders descend 15 feet through a 5-foot-round opening. At the bottom of each vertical stairwell is a archway that opens into a circular sleeping room. Lichen palettes line the floor where a dozen gith (on each side of the building) lie sleeping fitfully. In the center of the building is a common room or kiva. Five guards sit in one corner of the room cleaning their weapons preparing for duty. Ten gith huddle in a corner wagering and tossing multicolored sticks into a pile.

18. The Black Flame

This chamber is unnaturally cold, sending shivers through your body as you enter. A seamless black hemisphere stands inside the next alcove. You can hear mournful human wails and screams coming from within.

An insidious cold smelter lies within the thick shell of finely polished obsidian stone. The room is abnormally cold (45° F) and a occupants, save the slaves, are wearing protective clothing (+1 to their AC).

The entrance is located in the front. Although appearing to be solid stone, there is a 10-foot-square archway masked by a permanent illusion. A 5-foot-round sphere of darkness is located just inside the archway, and a pair of gith guards flank the sphere



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awaiting trespassers, while a third keeps watch over the operation.

The focal point of the room is huge disk-within-a-disk in the back of the oblong room. This is the cold smelter, an abomination that absorbs life energy for its fuel. A screaming humanoid is bound to the smaller central disk engulfed in a black flame. This flame can only be extinguished by magical means (ie. *dispel magic* or the like). This insidious horror consumes life-force energies at a rate of 1 hit point per round, and finally eats away the entire victim—leaving no remains. One can avert the black flame's damage only by severing the limb or appendage it is consuming or by casting a successful *dispel magic* (10th level or higher), *limited wish*, or *wish*.

The room also contains three tables filled with strange objects. Three githyanki metallurgists work preparing the final "cold firing" of the steel. They are quite engrossed in their work, and it will take them a round to draw their weapons and attack.

A large holding cage containing two prisoners is located against the center of the left wall. The two prisoners wail and moan in despair. In truth they have been driven insane by abuse and are little more than animals. Unable to work as slaves, they were sent to the cold smelter. If freed they will attack the PCs or any other creature in the room. They will fear leaving the room since there is no visible door. If freed of the building they will run around the complex howling and throwing rocks until recaptured or killed.

If the battle goes against the githyanki, one of the metallurgists thrusts his hand into the black flame

and attempts to strike a PC on the arm with the flame. This will be a last resort for the noble githyanki, because it will kill him in the same fashion that it does the humanoid slaves. If he is successful in striking, the PC will be engulfed by the black flames in 1d4 rounds.

Gith Warriors (3): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; 'Treasure: 1d6 cp each.

Githyanki Metallurgists (3): THAC0 13; Dmg 1d4 (steel daggers); AC 8; HD 5; hp 25; MV 12; SA spells, magical items; SZ M; INT genius; AL CE; ML 12; XP 2,000.

Spells: 1) *magic missile* (x2), *shield*, *Tenser's floating disc*; 2) *fireball*.

Magical items (one each): *staff of the serpent* (python), *potion of fire breath*, *potion of invisibility*.

Slaves (2): THAC0 20; Dmg 1d2; AC 10; HD 1; hp 5; MV 12; SZ M; INT avg; AL N; ML 7; XP 15.

19. The Slave Pits

In the very back of the cavern are the slave pits. Two separate pits are carved out of the hard stone. Each pit is 80 feet long and 30 feet wide, segmented in to 15-foot-deep, 10-foot-square pens. Twelve alert gith guards patrol the stockade surrounding the pits.



There are currently 38 slaves being held in the pens. The pits themselves have slick stone walls making it impossible for the slaves to escape unassisted.

Slaves (38): THAC0 20; Dmg 1d2; AC 10; HD 1; hp 5; MV 12; SZ M; INT avg; AL N; ML 7; XP 15.

Gith Warriors (11): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Gith Sergeant (1): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 5; hp 25; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 3; SZ M; INT avg; AL CE; ML 12; XP 270; Treasure: 1d6 cp.

Psionics Summary: PSPs 80

Disciplines – Psychokinesis, telepathy

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mind thrust, mind blank, mental barrier

Score – 10

20. The Smelter

Located near the center of the cavern is a bizarre collection of exotic machinery. Eighty feet from end to end and 30 feet across, the complex device seems beyond the creative potential of the gith. A dozen slaves carry powdered ore from a rock pit and feed it into one end of the machinery. Two additional slaves push the ore in to the

cylinder with long stone poles. Fire belches from the center where a huge cylinder is turned continuously by ten slaves. The slaves use wooden poles with stone tips to push the red hot stone cylinder. Rivulets of molten metal trickle out the far end, where they are segregated into three holding areas.

The metal must go through a cold smelting process before it can be used. The entire process produces ten pounds of steel per day.

The smelter works by forcing powdered ore into the cylinder. Inside the stone cylinder, a major fire elemental has been magically bound (by the githyanki and earth clerics from the previous adventure). He is only visible by magical means. The fire elemental unwillingly turns the raw ore into molten metal for the gith. If the PCs release the fire elemental, he will assist their cause by destroying 6 of the nearby gith. Then he will escape to his own dimension.

Four gith guard the ore carriers two to a side. Two guard the slaves with stone poles. Four gith, two to a side, guard the slaves turning the cylinder. These guard the slaves attending to the steel receptacles.

Gith Warriors (8): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Elemental, Greater Fire (1): THAC0 5; Dmg 4d10; AC 1; HD 18; hp 70; MV 12; SA engulf; SD +3 or better weapon to hit; MR 50%; SZ H; INT avg; AL N; ML 18; XP 14,000.



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In lieu of a normal attack, the fire elemental can engulf a victim on a successful attack roll. The victim takes 4d10 points of damage per round or 2d20 with a successful save. While engulfed the victim may only try to escape, this requires a Strength Check at -10. If the fire elemental takes in excess of 25 points of damage in a single round it will release the victim. The fire elemental is undetectable in the kiln except by magical means. Any flammable object struck by the elemental must save at -3 or burn.

21. The Quarry

The constant sound of rock striking rock rings from the four foot deep pit. Sweat drenched slaves pound their rock hammers against chunks of ore brought from the mine. Eight of the slaves wield two-handed stone hammers. Another six slaves use smaller hammers to crush the remaining rock in to even smaller pieces. These fragments are then placed between two great round stones and ground in to rough powder. Four slaves are required to turn each of the stone wheels. Eight gith guards brandishing steel swords watch over the workers.

Rocks containing raw ore are dumped into the quarry. Here the rocks are pulverized into powder. The powder is then collected by other slaves and taken to the smelter. This area is heavily guarded due to the potential weapons the slaves wield.

Slaves (30): THAC0 20; Dmg 1d2; AC 10; HD 1; hp 5; MV 12; SZ M; INT avg; AL N; ML 7; XP 15.

Gith Warriors (8): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

22. Gith Drummers

Five gith youths stand in a circle. They keep a slow steady beat pounding mallets on to the heads of cylindrical drums. The sound reverberates throughout the cavern. The drums are tuned to different pitches and the tonal quality of the percussion changes each beat. Each drummer sits out a section of rhythm every few minutes.

Gith Drummers (5): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

The drummers fall into a type of trance as they play. They are completely unaware of their surroundings. They only stop playing if attacked or replaced by another drummer.

23. The Mines

The northern cave wall is marked by four separate openings. Slaves carry armloads of rock from the cave. The sound of metal striking rock can be heard deep within the caves.

These are the gith mines. Beyond, the entrances the shafts split off in several directions. Some shafts are long



abandoned, others lead deep into the mountain where the gith's slaves are still chasing ribbons of ore.

The Gith Mine map on the next page illustrates the location of various sub-encounters within this encounter. The mine sub-encounters are each represented with a letter and a number to denote the location of the encounter with respect to the tunnel entered. There are several crossovers between the tunnels, and the PCs should have no trouble crossing from one location to another.

Should the PCs enter the mine using a frontal assault, the guards will "fall back," traveling deeper into the mine to ally with other armed guards. They will also send a single guard down each of the pathways in hopes of reaching the main cavern to alert the gith Overlord. The Overlord will leave a few guards at each slave location and station the bulk of the remaining guards outside the tunnels to trap the intruders.

If all else fails the Overlord will build fires outside the entrances of three of the tunnel openings and fan the smoke into the mine. The smoke will be drawn through the other two mine openings. The entire mine will fill with smoke in 1d4 + 2 turns.

Slaves (30): THAC0 20; Dmg 1d2; AC 10; HD 1; hp 5; MV 12; SZ M; INT avg AL N; ML 7; XP 15.

A1: Sentries

Four gith guards are stationed just around the bend of the opening to watch the work of the slaves. Two stand on each side of the broad passage with their backs against the tunnel wall.

Gith Warriors (4): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

A2: Guard Station

Four gith guards are stationed at this crossroad as a precaution against escaping slaves. Two stand against the east wall and another two against the southwest wall.

Gith Warriors (4): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

B1: Crossroads

The cavern splits into four directions here. Two broad passageways lead off straight ahead and to the left. A smaller passage leads to the right.

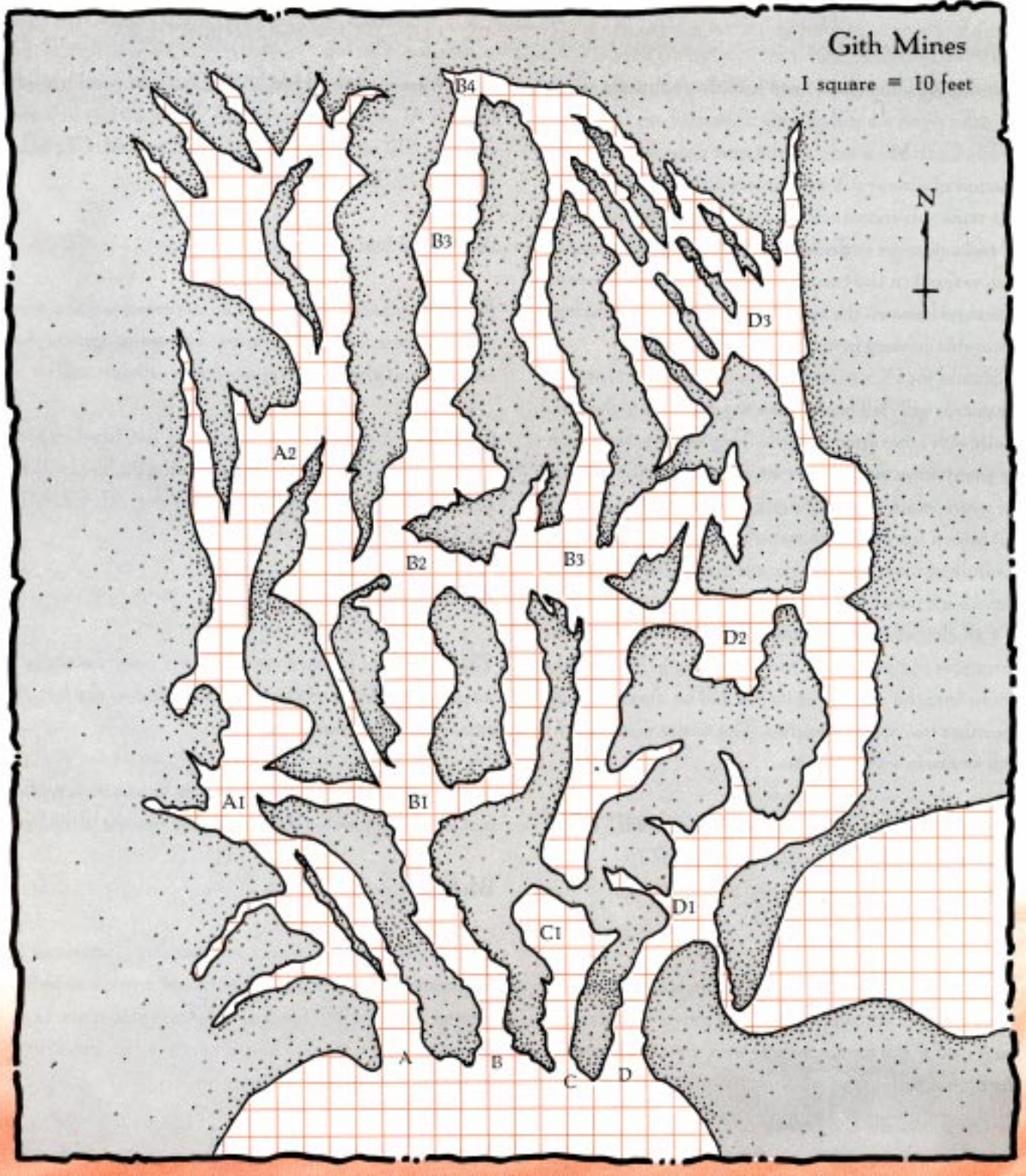
The passage to the right is narrow (4 feet wide and 8 feet high) and travels a distance before turning to the left.

B2: Screaming Guard

The passageway opens on to another large intersection, the room and walls slope to shape the area into a rounded cavern. A 4-foot-tall black and red mushroom stands in the center of the room. The sound of mining comes from the corridor directly beyond it.



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The mushroom-like creature in the center of the room is a shrieker. It was placed in this little used area to detect slaves that might try to use this passage as an escape route. The fungus has no offensive capabilities. Although it cannot harm the PCs, it will alert the nearby guards.

The shrieker will begin a horrid excessively loud shrieking if light comes within 30 feet or movement within 10 feet of the fungus. This racket will continue for 1-3 rounds or until the shrieker is destroyed.

Shrieker (1): THAC0 n/a; Dmg n/a; AC 7; HD 3; hp 15; MV 0; SD shrieking; SZ M; INT non; AL N; ML n/a; XP 120.

B3: Guard Station

The sound of mining can be heard up ahead in the tunnel. As you look into the area, you see two humans and a dwarf pounding the stone with two-handed metal picks. The body of a dead slave lies in the corner. Five other human slaves stand wearily awaiting another opportunity to collect broken rock, and five gith guards are present. The guards watch the working slaves. One other gith, dressed in the apparel of a leader, leans against a wall holding his side. He appears to be hurt or wounded.

A rebellious slave, who has since been killed, struck the leader in the side breaking several ribs and puncturing a lung. The leader knows he is in bad shape, but refuses to leave his post.

Slaves (30): THAC0 20; Dmg 1d2; AC 10; HD 1; hp 5; MV 12; SZ M; INT avg; AL N; ML 7; XP 15.

Gith Warriors (5): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Gith Sergeant (1): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 5; hp 25; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 3; SZ M; INT avg; AL CE; ML 12; XP 270; Treasure: 1d6 cp.

Psionics Summary: PSPs 80

Disciplines – Psychokinesis, telepathy

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mental barrier, mind blank, mind thrust

Score – 10

B4: The End of the Mines

The clink and clank of hammers and picks is almost deafening here. Thirty human slaves gouge the walls with picks or mar the stone with hammers. Another twenty gith work the walls to the left. A dozen other slaves crawl on the floor collecting the fallen rock. Fifteen gith guards surround a strange-looking gith wearing gaudy, ornate clothing. He rolls a long staff back and forth between his hands. The staff is adorned with a human skull!



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Gith Overseer Keehya (1): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 6; hp 30; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 420; Treasure: 1d6 cp each

Psionics Summary: PSPs 80

Disciplines— Telepathy, psychokinesis

Sciences— Project force, telekinesis, tower of iron will

Devotions— Animate object, ballistic attack, contact, control body, control flames, id insinuation, mental barrier, mind blank, mind thrust

Score— 10

Gith Warriors (35): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 7; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Slaves (42): THAC0 20; Dmg 1d2; AC 10; HD 1; hp 5; MV 12; SZ M; INT avg; AL N; ML 7; XP 15.

C1: Dead End

The broad tunnel is still empty, and a separate dark corridor descends gently to the left at this location.

The tunnel only descends for a short distance then ends. Six human bodies lie in a crumpled pile at the end of the tunnel. They are partially covered by large rocks and loose stones. They died here when a portion of the roof collapsed. The gith left them there and decided to mine elsewhere. The dead miners have nothing of value.

D1: Left Tunnel

As your party walks down this tunnel you see a rocky corridor to the left. The sound of metal striking rock seems louder here.

A large natural cavern is located to the left. Some digging has been done here. Broken tools (made of stone) and one large undamaged hammer have been left behind. Outside this cavern, the tunnel continues north.

D2: Guard Station

Four gith guards are stationed at this crossroad as a precaution against escaping slaves. Two stand by the east wall and two by the southwest wall.

Gith Warriors (4): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

D3: Guard Station

There is mining activity in the next segment of the tunnel. There are five gith guards and a gith supervisor. Three humans with two-handed metal picks chip away at the hard rock wall. Three other slaves collect the broken rock. The rock fragments are brought before a gith wearing many jeweled rings on his fingers who scrutinizes them. The gith selects some of the rocks, places them in a pile, and points at the slaves. Without a word

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spoken, they collect the remaining rocks and begin to carry them from the area. Two of the guards move to accompany them.

Gith Warriors (5): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Gith Sergeant (1): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 5; hp 25; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 3; SZ M; INT avg; AL CE; ML 12; XP 270; Treasure: 1d6 cp.

Psionics Summary: PSPs 80

Disciplines – Psychokinesis, telepathy

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mind thrust, mind blank, mental barrier

Score – 10

Slaves (6): THAC0 20; Dmg 1d2; AC 10; HD 1; hp 5; MV 12; SZ M; INT avg; AL N; ML 7; XP 15.

If the party continues north after this sub-encounter, it will reach the location of sub-encounter B4 from the other side.

24. The Rubble Field

Located between the bottom of the stair and the mine lies a 50-foot-wide, 200-foot-deep natural chasm. The

chasm is being used to discard useless rock and ore. This has created a sloping rubble field that descends at a 30-degree angle.

The amount of loose rock delivered here over the past couple of months has made the slope a dangerous place for the adventurers to travel. There is an 80% chance of starting a rock slide by attempting to climb it. An individual unfortunate enough to be caught in the slide will take 1d4 of damage per 10 feet traveled (save vs. breath weapons for half damage). Any rogue character attempting to climb the slope will suffer a -30% penalty on his Climbing Walls chances. Those without such skills will not be able to ascend the loose rock.

25. The Overlord's Quarters

If viewed from ground level:

A wide, freestanding stair leans against the side of this stone and adobe building. The building is ornate with crude drawings and hieroglyphs adorning all sides. No windows or doors are visible.

If viewed from above:

A single circular opening is located in the middle of the roof of the structure. A freestanding ladder descends into the building.

This building houses Overlord Zuzar, the gith overseer of the mine. She has just finished conducting a tour for two visiting githyanki commanders. They have accused her of insubordination for failing to maintain a



steady supply of iron for the construction of their Nightmare Gate.

The Overlord explained that she has met every deadline given to her and as each one was met a more impossible schedule took its place. Now in the final hours of the Nightmare Gate's preparation, she has been commanded to work her slaves to death in order to meet demand.

The githyanki commanders departed through the arch at area 26, swearing that Zuzar's life would be forfeit if she failed in this task. She is currently meeting with her three top officers to decide how the slaves can best be used in their final hours.

Zuzar knows that the arch (area 26) is impassable to her, leaving her no means of escape if the plans of her superiors fail. She also knows that any delays in the mining operations will slow the opening of the Nightmare Gate, a delay that would certainly mean her death.

If Zuzar is aware of the PCs, she will recognize that they pose a great threat to her plans and must be destroyed as quickly as possible. She will divert as many of her troops to this task as possible, leaving the slaves rather poorly guarded. If the PCs notice this, they might take advantage of the situation to lead a slave revolt.

Should the player characters create a commotion and let their presence be known in the gith camp, a guard immediately informs the Overlord. She rallies as many guards as possible into a defensive position and will not hesitate to use slaves as a shield wall or hostages. She will negotiate with the player characters

only until she feels that her troops are in a position to overrun them.

Gith Overlord Zuzar (1): THAC0 13; Dmg 1d6 (steel-tipped spear); AC 8; HD 7; hp 35; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 3; SZ M; INT exc; AL CE; ML 12; XP 650; Treasure: 1d6 sp.

Psionics Summary: PSPs 80

Disciplines – Psychokinesis, telepathy

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mental barrier, mind blank, mind thrust

Score – 13

Magical items: *scarab of enraging enemies*, *gem of brilliance*

Gith Lieutenants (3): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 6; hp 30; SA spring 20 feet (+a on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 420; Treasure: 1d6 cp each.

Psionics Summary: PSPs 80

Disciplines – Psychokinesis, telepathy

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mental barrier, mind blank, mind thrust

Score – 10



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26. The Gray Archway

In the northwest corner of the gith camp stands an ornately carved stone archway. An opaque shimmer of gray shields the opening like a curtain, blocking any view of the other side.

This archway was recently carved by the githyanki. Runes in the stone create a one-way door similar to a *wall of force* that allows only githyanki or gith (and those in their company) to pass through it.

In order to pass through the barrier, the PCs will have to devise some means of breaking the spell or avoiding the barrier altogether. The former might be done with a *dispel magic*, which will cause the *wall of force* to fail for one turn. The latter might be as simple as an earth cleric's ability to ignore stone and walk through the walls around the arch.

Another option might be the taking of a gith or githyanki prisoner. With such a person at the head of the group, the party can pass easily through the gate. Finding a githyanki to use in this manner will be difficult, but the two metallurgists offer one possibility.

Beyond the Gray Arch

The next adventure takes place beyond the shimmering wall of the Gray Arch. Convincing the PCs that they need to pass through this barrier shouldn't be too difficult.

If the party spends much time at all watching the activity around the portal they will see that the slaves avoid it

at all times. Every so often, they'll see a gith step out of the gate or into it.

If the DM wishes, they might even witness a party of gith officers passing through the gate with a githyanki escort. This should give them a clue about how the gate functions.

When the players figure out some way of getting past the Gray Arch, the campaign continues with Adventure Six: The Nightmare Gate.





Adventure Six: The Nightmare Gate

In this adventure the player characters finally reach the heart of the Black Spine and discover the secret of the gith. They uncover the dreadful Nightmare Gate and face the githyanki general charged with the conquest of Athas.

Just as the Nightmare Gate is ready to open, the characters battle with the githyanki leader. Psionic attacks charge the air and steel weapons flash as the fight rages. Then, without warning, the gate is activated. Terrible magical energies surge through the area and the PCs are drawn into a vortex of mystical power. At that moment, everything grows dark and play concludes with Adventure Seven: The City of Spires.

The Settings

This adventure takes place in two very different locations deep within the Black Spine Mountains.

The Garden of the Gith

The gith derive the majority of their food from a biosphere created by the githyanki centuries ago in an underground cavern. This lush chamber is over a mile long and half a mile wide. It is lit from above by magical orbs that provide light for the plants below.

This cave is one of many inhabitable biospheres created by the githyanki to feed the people of Yathazor. All of the others lie in ruin. This one, however, is fully functional.

Up to 100 gith work in the garden at any time. At any given time, half of these laborers are asleep.

Large pyrotechnics or major offensive spells (*lightning bolt*, *fireball*, etc.) will be visible throughout the cavern when cast. Most of the workers in the garden will forsake the task at hand to investigate minor disturbances. A coordi-

nated force of armed gith could well arrive to investigate anything that appears to threaten the garden.

For the gith in the garden it is business as usual. They concentrate on daily tasks to prepare for arrival of the new githyanki queen. Each of the gith in this chamber believes that the arrival of the new queen will change his or her life for the better. They have also been led to believe that they will soon move from this underground city to conquer the great city-states of Athas's Tyr region.

The characters will also encounter strange life forms that have made the biosphere their home. These creatures are throwbacks to a time on Athas' when water was abundant and all was verdant. These creatures, called *morphs* or *biomorphs* by the gith and githyanki, are half-animal and half-plant. As such, they feed by both photosynthesis and caloric intake. They are almost certainly completely unlike anything the player characters have ever encountered before on Athas.

The City of the Gith

With luck, the PCs find the main gith nest, a large underground city built into the walls of a bowl-shaped cavern. The gith are commanded by an elite group of githyanki. The PCs should, at this time, make the final connection between the gith and their ancestry.

Here, they will also discover that the metal from the mines is being used to build the Nightmare Gate. Once opened, the gate will allow thousands of githyanki to enter this plane. Work on the portal has just been completed when the PCs arrive. At the close of the adventure, they should be battling just at the edge of the Nightmare Gate. The PCs are either sucked into the gate or choose to enter it on their own, setting the stage for the final adventure.

The Nightmare Gate



Part One: Garden of the Gith

This adventure begins when the characters manage to get through the Gray Arch at the end of the previous scenario. When they emerge from the shimmering wall of *force* that covered that gate, they find themselves at one end of a vast, lushly forested chamber. This is area 1 of the map on the next page.

To set the opening scene, read this passage aloud:

Hurt, bone weary, and in need of rest, your party has managed to defeat the Gray Arch. You have uncovered part of the gith secret, but there are still questions to be answered. Now you must press on, for time is running out.

The adventure continues as the PCs move through the garden and deeper into the mountain.

1. The Gray Gate

After stepping through the gray barrier, it takes a second for your eyes to adjust to the odd light. The air here is thick and heavy. Moisture strikes your face. It is as if you can see the air before you. With a sudden shock, you realize that it is raining!

Your eyes adjust further and you begin to see the immensity of the cavern in which you stand. The walls extend beyond at least a mile in every direction. Above them, the rock wall climbs several hundred feet before arching toward the center of the cavern. Even more fantastic than the size of this place is the fact that it is filled with a lush, sprawling jungle.

The entire cavern is dimly illuminated by glowing orbs on the ceiling. Their pale green light makes everything seem sickly and off color. A semicircular stone plaza with four separate pathways lies ahead of them, leading into the forested cavern.

The cavern is a protective biosphere created by the githyanki untold centuries ago when they first inhabited Yathazor. The biosphere is fed by an underground aquifer that maintains a very humid atmosphere in the cavern at all times. A gentle rain falls constantly throughout the room. A series of magical ultraviolet lights, located in the roof of the cavern, provides illumination and allows growing plants to conduct photosynthesis.

To the local gith population, this cavern is a magical garden. When the githyanki first showed it to them, the place was barren and dry. There was enough moisture to raise some mushrooms and underground plants, but nothing compared to what it has become since.

Now, with the aid of their powerful magic, the githyanki have turned it into a paradise. Ample foodstuffs are raised and collected here for the 500 or so gith that live in the adjoining city and mine complex. This alone was enough to convince the gith that they would do well to follow the githyanki.

The garden is filled with all manner of plants, mushrooms, and tubers. A plethora of crawling and flying insects coexists in a symbiotic relationship with the forest.

Nox, 3-foot-long, six-legged lizards that the gith use as a primary source of meat, also wander about here (usually in groups of about a dozen). The players will almost certainly see these creatures, but may not recognize them as harmless.



The Nightmare Gate

Garden of the Gith

1 square = 100 feet



The Nightmare Gate



There is a large marsh at the center of the cave, a source of edible plants and fresh water. A plant called *psivy* grows on the banks. It is similar to esper weed but much more dangerous. The garden is also the home to a race of intelligent spiders. They are similar to those that inhabit the Forest Ridge, only not as friendly.

The PCs will face certain encounters regardless of the path they choose. This is due to similar groups in different areas.

Crossing the Garden

The four paths crisscross midway in the garden. The PCs may explore several paths before discovering the city entrance. Some paths are more deadly than others. All are dangerous.

The cavern is more than a mile wide and a half mile across. The PCs will make better time if they stick to the paths, although they more are likely to encounter gith workers that way. If they choose an overland route, the trek will take longer, but their chances of encountering the gith will be greatly reduced.

It will take the PCs roughly fifteen minutes to half an hour to cross the garden on the paths (assuming they have no encounters). It will take more than hour if they go through the forest. In either case, the DM should roll 1d10 for an encounter every 5 minutes. If they are on the path, any even roll indicates an encounter. If they are in the woods, a roll of 10 indicates an encounter. If an encounter occurs, roll 1d8 on the table on the next page for specifics. Use the map on the previous page for this section of the adventure.





The Nightmare Gate

Roll

1d8 Garden Encounter

- 1 Two to eight (2d4) gith workers returning to the city with baskets of deep red fronds that they have harvested from the forest. They drop their burdens and attack on sight.
- 2 One to four (1d4) gith children playing in the garden. They turn and run to warn their families at the first sight of the adventurers. In 2d6 turns, 15 gith warriors will begin searching the area for intruders.
- 3 One to four (1d4) intellect devourers. They will retreat once injured.

Monster

Gith Warriors (2-8): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Gith Children (1-4): THAC0 13; Dmg 1d3 (toy bone spears); AC 8; HD 1; hp 5; SA spring 10 feet (+2 on attacks); SD nil; MV 9; SZ S; INT avg; AL CE; ML 8; XP 35; Treasure: nil.

Intellect Devourer (1-4): THAC0 13; Dmg 1d4 (×4); AC 4; HD 6+6; hp 36; MV 15; SA psionics; SD psionics, +3 or better weapon to hit; SZ T; INT very; AL CE; ML 18; XP 6,000.

Psionics Summary: PSPs 200

Disciplines – Psychometabolism, psychoportation, telepathy

Sciences – Domination, ectoplasmic form, mind link

Devotions – Astral projection, aversion, body equilibrium, chameleon power, contact, ego whip, ESP expansion, id insinuation, reduction, telepathic projection

Score – 12

The intellect devourer is immune to normal or magical fire and suffers but 1 point of damage per die of any electrical attack. It can sense all psionic activity within 60 feet and may attack both mentally and physically in the same round. Only weapons with a +3 or better enchantment can harm the creature, and those do but 1 point of damage per hit. Bright light drives intellect devourers away.

The Nightmare Gate



Roll

1d8 Garden Encounter

Monster

- 4 One to two crystal spiders. Though they prefer direct sunlight they can survive on the magical light in the cavern.

Crystal Spider (1-2): THAC0 17; Dmg 2d4 (×2)/1d4; AC 2; HD 4; hp 20; MV 24; SA poison, grab, light beam; SZ L; INT semi; AL N; ML 13; XP 1,400.

Psionics Summary: PSPs 33

Disciplines – Psychokinesis

Devotions – Control light, inertial barrier

Score – 16

Anyone walking into a crystal spider's web suffers 4d6 points of damage. Anyone bitten by the spider is injected with type E poison and saves at -2. If both forelegs hit with an 18 or better roll, the victim is grabbed and suffers 4d6 points of damage. Grabbed victims are attacked with a +4 bonus. Given one round to prepare, the spider attacks with a light beam that attacks with a +4 bonus. A hit burns the victim for 3d6 points of damage and blinds those who fail a save vs. wands.

- 5 A giant scorpion stands motionless (looking like an outcropping of rock) until the party gets near-then strikes!

Giant Scorpion (1): THAC0 15; Dmg 1d10 (×2)/1d4; AC 3; HD 5+5; hp 30; MV 15; SA poison (type F); SZ M; INT non; AL N; ML 11; XP 650.

- 6 A gith officer has taken a few hours off from his labors and is wandering through the garden. He will attack if he has surprise, otherwise he will flee and return with 2d6 gith warriors in 2d6 turns.

Gith Lieutenant (1): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 6; hp 30; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 420; Treasure: 1d6 cp.

Psionics Summary: PSPs 80

Disciplines – Psychokinesis, telepathy

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mental barrier, mind blank, mind thrust

Score – 10

- 7 The PCs have stumbled across a nest of giant spiders. The horrible creatures attack at once.

Giant Spiders (1-8): THAC0 17; Dmg 1d8; AC 4; HD 4+4; hp 24; MV 3, wb 12; SA poison (type F) and webs; SZ L; INT low; AL CE; ML 13; XP 650.

- 8 Two to twelve (2d6) gith are chasing an escaped pet (a hurrum). They literally run into the adventurers.

Gith Warriors (2-12): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.



The Nightmare Gate

2. The Keepers

Gith men, women, and children tend the garden to plant and harvest needed foodstuffs. The garden keepers, as they are called, will work in one area for a few hours and then move on to another. As the keepers work, they talk of the future victorious conquests that their soon to arrive mother will bring them.

Up ahead, just off the path, ten gith workers dig in the dark soil preparing to harvest a tangle of black moss. A second group of five gith keep watch over a dozen fat six-legged lizards. Another five gith guide a bone plow drawn by a pair of kanks. What appear to be mushroom spores are then sprinkled in the open soil. A second group of herders drag broken stalagmite fragments behind a second pair of kanks, closing the furrows in the soil.

The workers will be angered by the PCs' intrusion into their domain. They attack the PCs immediately (with no regard for their own safety) with farming tools. These gith have labored hard for weeks attempting to increase production levels in order to compensate for the upcoming rise in population that will coincide with the arrival of the githyanki queen and her army.

There are currently four groups of keepers working in the garden (their locations are indicated on the "Garden of the Gith" map on page 82). If the PCs double back on a different path, they encounter a second group of workers identical to the first. If the PCs are very stealthy, they'll hear the gith working before they stumble upon them.

Gith Workers (24): THAC0 17; Dmg 1d6 (steel-tipped farming implements); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 3; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

The smaller lizards are nox, a main meat source for the gith. The nox are biomorphic survivors from the Green Age. Their epidermis is comprised of a rough bark-like skin. They will scatter and attempt to hide in the underbrush. They possess a submissive temperament and only fight if cornered or injured.

3. Tumbling Down

This item is an event rather than an encounter. It occurs as the PCs are moving through the garden. Some time ago, the githyanki closed the tunnel that linked the gith city to the outside world. This was done to prevent possible interference from outsiders. The githyanki are now ready to activate the Nightmare Gate and are thus about to open the tunnel to the surface again. To that end, they have placed a large explosive charge in the tunnels. What they don't realize is that this blast will crack the bedrock roof of the garden.

Suddenly, the cavern trembles and you feel the floor jolt sharply beneath you. In the distance a deep rumbling can be heard. A booming sound like thunder, followed by a noise like shattering pottery, fills the chamber.

The explosion has just separated countless large pieces of the cavern roof. This debris showers down on

The Nightmare Gate



the garden like a hail of boulders. Each character must make a Dexterity Check or be struck by a fragment of the ceiling.

The damage inflicted by impact varies with the size of the debris. To determine how much damage a character takes, roll 1d10 to determine how large the fragment was. A "1" indicates a relatively small rock while a "10" indicates a large boulder. To determine the exact amount of damage inflicted, roll a number of d6 equal to the roll for the rock's size. Thus, a small rock does 1d6 points while a boulder will inflict 10d6 points.

4. Broken Body

Ahead, you see the body of a partially crushed gith warrior lying twisted upon the ground. A number of large stone fragments litter the floor around him. A pair of giant lizards lie beside the body, occasionally licking it with their long tongues.

This gith warrior died when he was struck by a hail of rocks that fell from the ceiling. He was out for a walk with a pair of trained lizards (his pets) when he was killed. The lizards are very protective of their master and will attack anyone who comes near his body.

Subterranean Lizards (2): THAC0 15; Dmg 2d6; AC 5; HD 6; hp 30 each; SA clamp jaws on natural 20 (2× damage); MV 3; SZ L; INT animal; AL N; ML 8; XP 1,400; Treasure: nil.

5. At the Water's Edge

The cavern air seems more humid here than it was when you first entered the garden. It has the distinct smell of water. Ahead the path seems to rise several feet before leveling off.

The PCs are nearing the gith marsh-garden. This area holds a very wide, but shallow (one foot deep) body of water. Many edible tubers and lichen grow in the water.

You have come upon a stone bridge that has been built over a swampy area filled with water. The water is muddy and it is impossible to say how deep it is. A tangling vine curls along the edge of the marsh and coils around the trunks of the trees at the water's edge.

The plant is psivy, a piece of vegetation that looks identical to esper weed with one major difference—psivy is intelligent and fights back when attacked or harvested. The gith learned long ago the danger of this plant. Occasionally a chieftain will send raiders to collect the plant, since it has the same psi-enhancing properties as esper weed, but those times are rare.

Psivy (10): THAC0 15; Dmg n/a; AC 10; HD 5; hp 25; MV 0; SA psionics; SD psionics; SZ L; INT non; AL N; ML 20; XP 1,000.

Psionics Summary: PSPs 100

Disciplines – Telepathy

Sciences – Psychic crush, tower of iron will

Devotions – Contact, ego whip, id insinuation, intellect



The Nightmare Gate

fortress, mental barrier, mind blank, mind thrust, psionic blast, thought shield

Score- 12

6. The Crossroads

Up ahead, the path upon which you travel is intersected by another pathway.

There is no combat here, but the PCs must choose a direction of travel. The encounters they face depends upon their chosen path.

7. Dead End

The pathway arches toward the cavern wall and abruptly ends at a cleft in the rock. The cleft is filled with rubble and debris. The rock appears to have purposely placed there quite some time ago.

The players have reached the end of the path. The pathway ends in small rock cleft that has been filled with rock and rubble. This was once a passageway to another biosphere but it long ago collapsed.

Anyone tampering with the rock will start a minor avalanche. Individuals caught in the rockfall will take 3d6 points of damage. Successful saves throws vs. breath weapons indicate that only half damage is taken.

8. Shift Change

Up ahead you hear the sound of many strange voices

chanting in unison. The chant seem to be keeping time with several dozen footfalls.

A large unit of heavily armed gith guards are passing through the garden on their way to the mining camp. The warriors are en route to relieve guards who have worked the past few days. They feel confident that all plans are going well and morale is very high. The PCs may elect to let them pass or to attack them.

Gith Warriors (45): THAC0 17; Dmg 1d6 (steel-tipped spears); AC 8; HD 3; hp 15; SA spring 20 feet (+2 on attacks); SD nil; MV 9; SZ M; INT avg; AL CE; ML 12; XP 175; Treasure: 1d6 cp each.

Gith Sergeants (3): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 5; hp 25; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 9; SZ M; INT avg; AL CE; ML 12; XP 270; Treasure: 1d6 cp each.

Psionics Summary: PSPs 80

Disciplines – Psychokinesis, telepathy

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mind thrust, mind blank, mental barrier

Score – 10

Gith Lieutenant (1): THAC0 15; Dmg 1d6 (steel-tipped spears); AC 8; HD 6; hp 30; SA spring 20 feet (+2 on attacks), psionics; SD psionics; MV 3; SZ M; INT avg; AL CE; ML 12; XP 420; Treasure: 1d6 cp each.

Psionics Summary: PSPs 80

The Nightmare Gate



Disciplines – Psychokinesis, telepathy

Sciences – Project force, telekinesis, tower of iron will

Devotions – Animate object, ballistic attack, contact, control body, control flames, id insinuation, mental barrier, mind blank, mind thrust

Score – 10

9. The Cleft in the Rock

The pathway that your party is following leads to a huge opening in the cavern wall. The opening is 100 feet in height and 40 feet in width. The cleft in the rock extends inward for several hundred feet.

The wide cleft in the rock is unlit. A band of misfit gith juveniles use this dark corridor as a meeting place. They are discussing the changes taking place around them. They have avoided work so far, and live off the leavings of the colony. They hide in rock niches when they see (or hear) anyone approach.

The young gith are bored and looking for a good time. The inexperienced gith attack with ruthless abandon even though they are totally outclassed.

Gith Juveniles (3-12): THAC0 15); Dmg 1d4 (assorted minor weapons); AC 8; HD 2; hp 10; SA spring 10 feet (+2 on attacks); SD nil; MV 3; SZ S; INT avg; AL CE; ML 8; XP 35; Treasure: nil.

Moving On

After the PCs have dealt with the gith juveniles, they may proceed through the cleft in the rock. This tunnel leads through an area of absolute (although nonmagical) darkness. Eventually, it opens up on the city of the gith and the next part of this adventure.



The Nightmare Gate

Part Two: City of the Gith

After walking for a long way in darkness, the PCs enter a smoothly worked hallway. Ahead, a wavering green light ripples and dances. The adventure continues as the PCs explore the area.

10. Outside the City

Your party has begun to move down a wide hallway. The entire place is illuminated by a foreboding green light that seems to ripple like the water of an oasis. Four pairs of stone pillars rise up around you, tapering to points high above your head and forming tall, thin pyramids. Each of these monoliths is covered with crude mosaics depicting gith in battles with various horrible creatures.

The pillars are rigged with a warning system that alerts the inhabitants of the city to any non-gith (or githyanki) walking down the hallway. The first such creature that walks between the pillars sets off a bright flash that alerts the gith in the city below. Each non-gith intruder that enters repeats the effect. If the PCs are in a tight formation it is possible that the effect may only be set off once or twice. A *detect magic* or similar spell will reveal this trap before it is set off.

As your party enters the area between the pillars a brilliant blue flash fills the air. The light lasts only a second, but is sufficient to momentarily illuminate the entire cavern.

The githyanki supreme commander is currently in conference with his advisors. At the first sight of a blue flash he instructs the elite guard detail to investigate. These troops will be teleported to the walkway, attacking intruders on sight the instant they arrive. Once this patrol has been dealt with, the PCs can continue to the end of the hall and the walkway that rings this chamber.

Githyanki Guards (4): THAC0 18; Dmg 1d6+1 (*short sword* +1); AC 4 (*chain mail* +1); SA psionics; SD psionics HD 3; hp 16; MV 12; SZ M; INT Exceptional; AL NE; ML 14; XP 175.

Psionics Summary: PSPs 160

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate

Devotions – Animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier

Attack/Defense Modes – All/All

Score – 15

Githyanki Sergeant (1): THAC0 16; Dmg 1d8+1 (*long sword* +1); AC 3 (*chain mail* +2); SA psionics; SD psionics HD 5; hp 30; MV 12; SZ M; INT Genius; AL NE; ML 14; XP 350.

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes – All/All

Score – 15

The Nightmare Gate



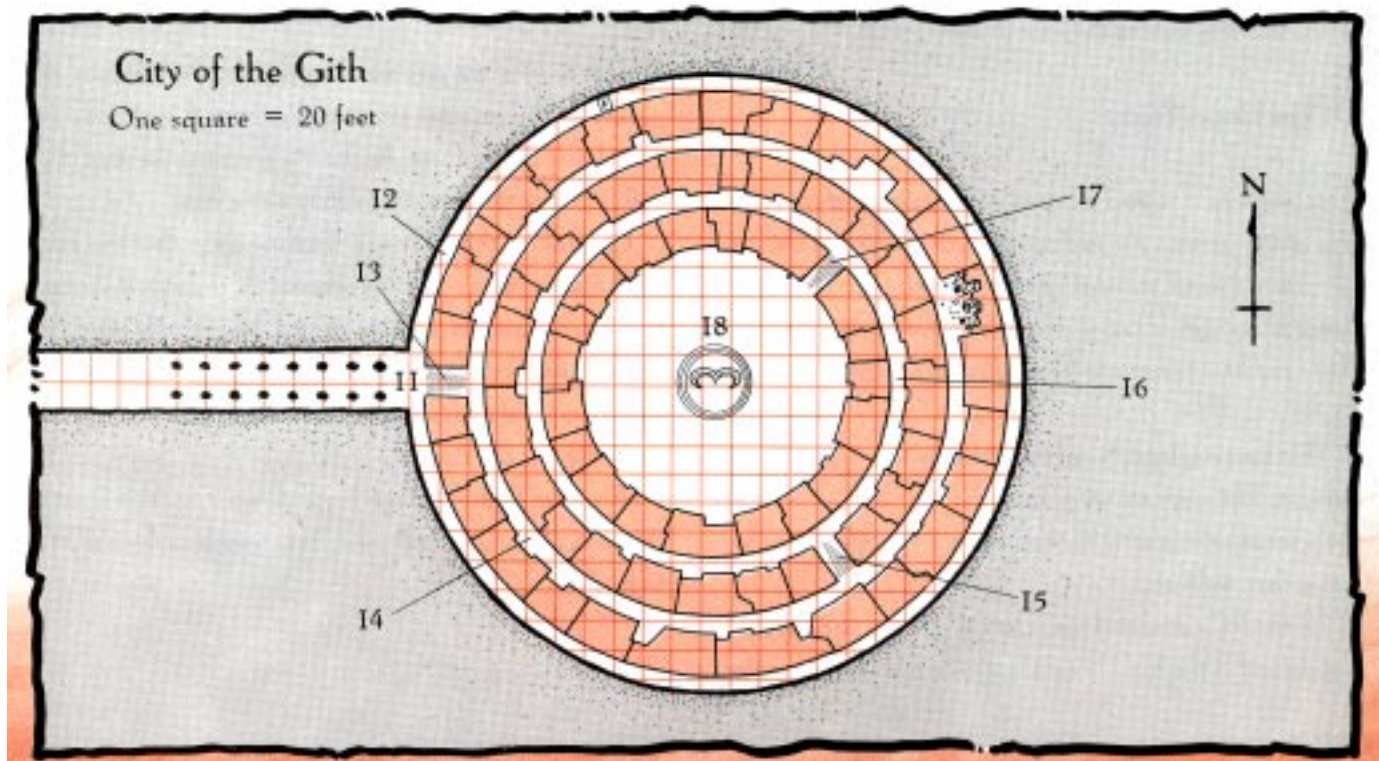
11. The City of the Gith

Your party emerges on a wide walkway that looks down in to a vast circular chamber some 2,000 feet across. From where you stand, the stone walkway spreads out to the left and right, circling the entire chamber. It is impossible to tell how far down it is to the floor of this cavern, for a thick white mist shrouds the entire place just beneath the walkway.

At the center of the mist is a bright green light. The vast sea of mist diffuses the light, filling the entire chamber with a foreboding green glow. The sharp sound of metal on metal echoes like thunder through this eerie place.

Although the adventurers cannot see the city from their present position, it is spread out beneath them. The city is built on three tiers that rise from the cavern floor, each twice as high as the last. (See the map below for details.) The stone structures overlap adjoining structures hugging the cavern walls. The tiers appear as expanding rings that move higher and farther away from the cavern center.

The central floor is adorned by ancient lines etched deep in the stone. The newly metal arch, the githyanki Nightmare Gate, stands at the center of these patterns. Long before, this cavern was used as a mass exodus point by the githyanki when they abandoned Yathazor. The lines on the floor represent the line of magical energy that travel through their homeland on the Astral Plane.





The Nightmare Gate

12. On the Walkway

Before your party lies a walkway that circles the edge of the cavern above mists. The green fog laps at the edge of the walkway like water on the shore of an oasis.

The PCs may take many steps before they finally descend into the mists. They will probably test to see if the vapors are corrosive, poisonous, or otherwise unpleasant. In truth, they are completely harmless and are merely the result of spells being used to ready the Nightmare Gate.

If the PCs show too much reluctance to continue moving into the fog, a company of gith soldiers will begin to move down the hallway behind them. With this force to their backs, the players will almost certainly want to get off the walkway (where they are in clear view).

13. The Upper Stairs

You begin to descend a broad stairway carved from the wall of the cavern. As you move farther down it, the circling mists wash around you and finally lap over your head. It is difficult to see in the vapor—even an outstretched hand seems to be swallowed up by it.

This stairway leads from the walkway to the first of the terraces. The steps are worn smooth from years of use and their unusual spacing makes them uncomfortable for non-gith to walk on.

As the PCs descend the stairs, a low chanting sound begins to fill the air. Drums begin to speak, filling the

cave with a deep vibration that the characters feel as much as they hear. This is the beginning of the last spell that will open the Nightmare Gate. Any character who makes a successful spellcraft check will be able to recognize that these somber tones are indeed part of a spell casting ritual. At this point, the drums beat evenly about once every five seconds.

14. The Upper Terrace

The fog is so thick here that it is difficult for you to make out your surroundings. Everything is muted by rolls of vapor that glow green with the light from the center of the chamber. Eventually, it becomes clear to your party that you are in an area of small, tightly packed stone buildings.

This level of the city was occupied by the lowest of the gith. Their homes are small and cramped, with only the most basic of furniture. As the PCs explore the area, they will find that they are completely alone here.

Gradually, the PCs will become aware that the pace of the drumming has increased. Although still slow and even, the drums now sound once every four seconds. It may be alarming for them to note that the pulsation of the green light have begun to match the pounding of the drums.

Another flight of stairs leads down from this level to the next, although it will take some searching for the PCs to find it.

The Nightmare Gate



15. The Middle Stairs

This is a wide flight of stairs that slopes down at a severe angle. As you move down them, the pacing of the drums grows auster. Matched by the pulsations of the green light, this creates a disorienting effect within the swirling clouds of vapor.

By the time the PCs reach the bottom of this second flight of stairs, the drums will be sounding about once every two seconds. In addition, the macabre chanting has begun to grow louder.

Even without a spellcraft check, there can be no doubt that powerful magic is at work here. The characters will feel energy tickling through their hair and the bitter smell of sulfur will become apparent.

16. The Middle Terrace

You reach the bottom of the stairs and find that the fog is somewhat thinner here. Although visibility is certainly far from ideal, it is possible for you to make out the buildings that surround your party. Like those on the upper level, these are simple structures fashioned from stone. However, the buildings on this level are larger and better built.

This level was used by the gith officers and leaders. Originally, the upper class of the gith city lived one level lower, but the buildings there have been turned over to the githyanki. Hence, this area has been somewhat more populated of late. As with the upper level, however, there is no sign of life here. All of these buildings will be empty.

As the PCs explore this level, the magical energies of the Nightmare Gate will increase yet again. Slender traces of lighting will begin to snake through the vapor, always lancing down toward the center of the chamber. If one of the PCs checks carefully, he can also notice that there is a very slight breeze drifting toward the center of the pit.

17. The Lower Stairs

As you descend these stairs, a noticeable wind begins to blow past you. The flow of air creates currents in the mists, causing it to run past your party and toward the center of this room. All of the metal objects that you are carrying have become surrounded by a faint green aura that sparks and flashes.

If the PCs aren't being careful, they're in for a nasty surprise. The fog layer ends about half-way down the last flight of steps and anyone who is not paying attention will suddenly walk out of the vapor shroud and into the plain view of everyone on the bottom floor.

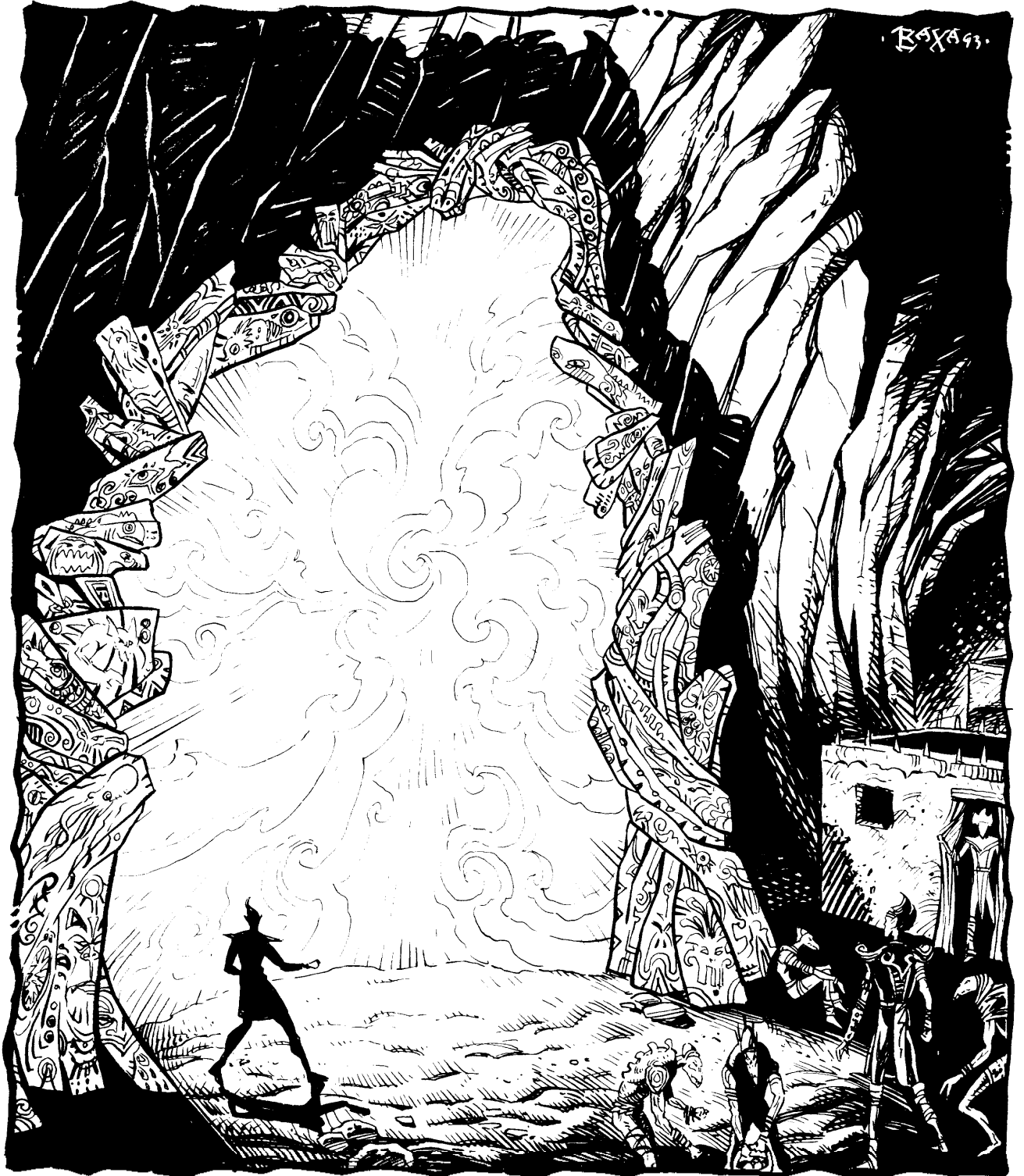
18. Shadow of the Arch

You stand at the edge of a great, circular courtyard. Behind you a flight of stairs leads upward in to a cloud of vapor. Spread out around your party are at least 200 gith warriors. Armed and armored they are a formidable-looking army. In perfect harmony, the host of gith chant a deep song that seems to echo forever. Still, as dangerous as this host might be, they are not what draws your attention.

At the center of this broad circular area is a twisted



The Nightmare Gate



The Nightmare Gate



arch fashioned of corroded metal sculptures. Each of the shapes that makes up the arch is individually repulsive, but taken as a whole the structure is nothing short of atrocious. It is difficult to look at, with edges that seem to constantly shimmer out of focus.

Gathered around this arch are a half dozen drummers pounding out a rapid beat, much like a living heart. With a great crash, the drummers stop, the gith fall silent, and all is deadly quiet.

This tranquility lasts only a second before an incredible burst of energy rips into the air. A great rush of air races past the characters as the mist above them swirls into an aerial whirlpool. With a sound like thunder, all of the gith are gripped by a powerful magic spell. As the PCs watch, the pitiful beasts scream in agony. One by one, the ghostly essence of their life forces are torn from their bodies and absorbed by the terrible Nightmare Gate.

Then, as quickly as it began, all is quiet. The PCs stand at the base of the stairs with a field of slain gith spread out before them. The last wisps of fog vanish, drawn into the arch, and the air is clear.

At the center of the room, the hooded drummers rise and remove their masks. They are githyanki. Brilliant green light pours out of the gate and a powerful figure steps into sight. This is Raskon, the githyanki general charged with the construction of the Nightmare Gate.

Raskon (1): THAC0 17; Dmg 1d8 + 1 (*long sword* +1); AC 2 (*chain mail* +3); HD 7; hp 45; MV 12; SA psionics & magic; SD psionics & magic; SZ M; INT Genius; AL NE; ML 14; XP 5,000.

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes – All/All

Score – 16

Spells: 1) *charm person, color spray, magic missile* (x2); 2) *invisibility, stinking cloud*; 3) *lightning bolt*

Gish (lieutenants) (4): THAC0 17; Dmg 1d8 + 1 (*long sword* +1); AC 3 (*chain mail* +2); HD 5; hp 30; MV 12; SA Psionics & magic; SD psionics & magic; SZ M; INT Genius; AL NE; ML 14; XP 3,000.

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Science – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Score – 15

Spells: 1) *magic missile* (x2), *wall of fog*; 2) *stinking cloud, web*



The Nightmare Gate

The Great Battle

At this point, the stage is set for a titanic clash between the PCs and some very powerful githyanki. Raskon will order the four gish to attack, while staying out of harms way himself if at all possible. The DM should make certain that this battle is very close. The players should be given every reason to believe that they are perfectly matched and only luck will allow them to overcome their adversaries.

At some point during the battle, one of the PCs will probably direct a magical or psionic attack at the Nightmare Gate in an attempt to destroy it. If none of them does this, then a stray spell cast by one of the gish strikes the gate. In either case, the gate is unharmed. However, when this happens the following text should be read:

Suddenly, a shower of sparks erupts from the nightmarish gate. You are thrown to the ground as the stone beneath your feet heaves and buckles. Brilliant green light pours out of the gate and a shrill rending sound fills the air. An instant later, everything goes dark.

This is the end of the sixth adventure. The player characters (and the githyanki, for that matter) have all been pulled into the Nightmare Gate and yanked across space to the Astral Plane. *Black Spine* concludes in Adventure Seven: The City of Spires, found in the third book in this product.



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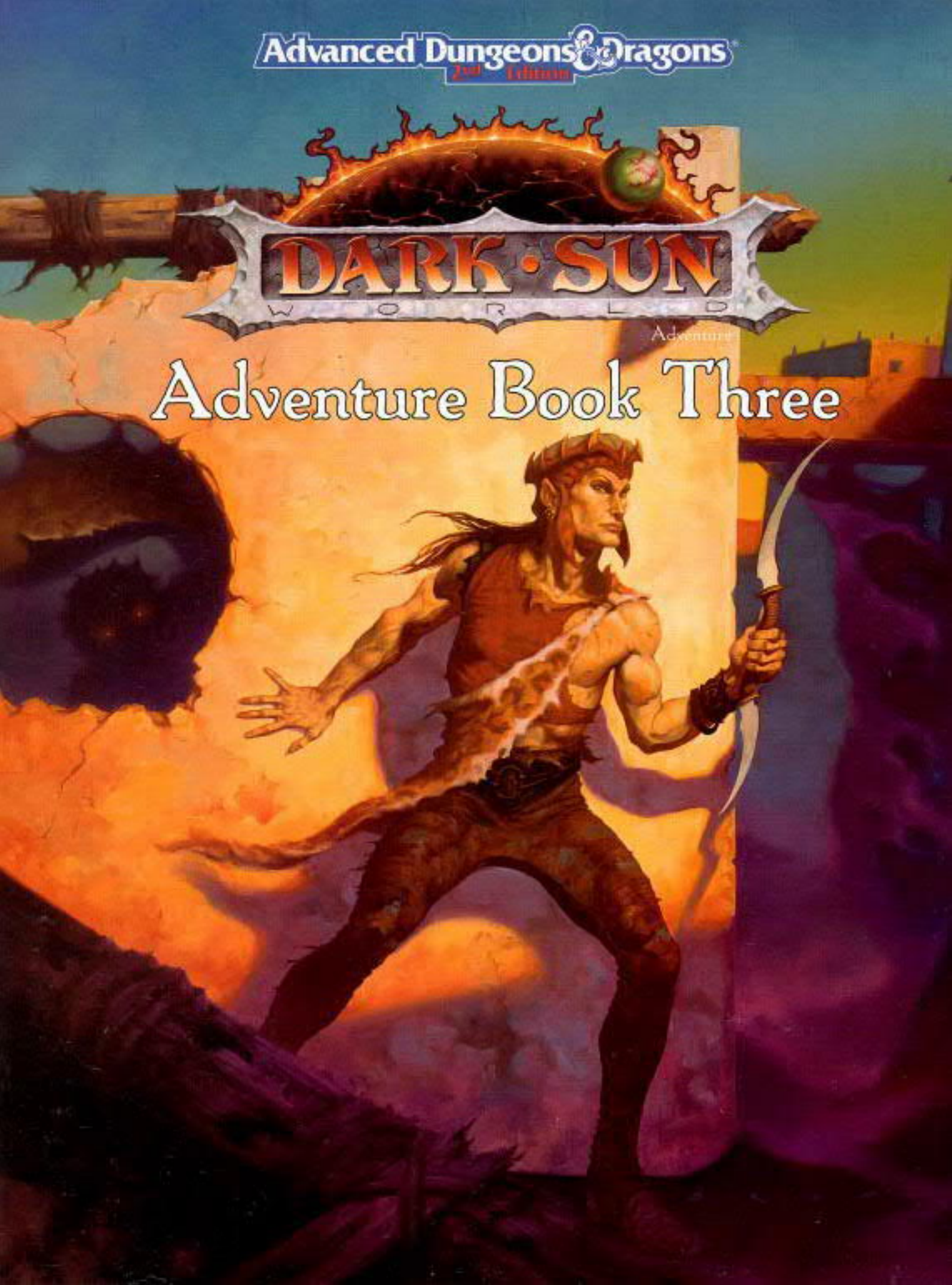
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Adventure

Adventure Book Three



Advanced Dungeons & Dragons
2nd Edition



Black Spine

Adventure Book Three

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Black Spine Adventure Book Three

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Introduction

Deep within the Black Spine mountains is a vortex known as the Nightmare Gate. Built by the githyanki, this portal leads to the Astral Plane and Galnaki, the fabulous City of Spires. Here, the sinister Trinth, self-proclaimed queen of the githyanki, has intentions of invading and conquering all of Athas.

Due to the efforts of the heroes, the invasion has been stymied, at least for the moment. In a great battle with the githyanki general Raskon, the Nightmare Gate was damaged and the cavern in which it stood shattered. Unfortunately, the resulting shockwave has pulled the heroes through the rift between dimensions and dropped them on the Astral Plane. Helpless after the traumatic transition, the PCs have all been captured, stripped of their possessions, and thrown into a dungeon deep beneath the City of Spires.

Adventure Overview

City of Spires is the climax of the Black Spine campaign. The last adventure ended with the characters being drawn through the magical vortex deep below the Black Spine mountains and into the Astral Plane. Still unconscious because of the shock of their journey, they are captured by Queen Trinth and held in a prison below her fortress-city of Galnaki. Coming to their senses in this strange and unusual prison, the characters quickly realize that their only hope of survival rests in a daring escape from their cells.

Once out of the prison, the characters find that others oppose Trinth's plan as well. With the aid of a githzerai spy, the PCs must attempt to learn the secret of the githyanki queen's power. Armed with this knowledge, they may at last confront the woman who would claim their world.

Unfortunately, slaying the queen is not enough to protect Athas from the githyanki, as the artifact Trinth is using still leaves the vortex open to the world of Athas.

In a final climactic battle, the characters must defeat the guardian of this great relic, destroy the artifact, and close the gateway to Athas forever. With careful planning, timing, and good luck, the characters can manage things so that they can enter the collapsing vortex and return to Athas.

Trinth's Story

When Trinth came into possession of the artifact Yrinolir, she began to conceive a great plan. Whether this was her doing, the item's doing, or a combination of the two is impossible to say.

With the powers of her newly found treasure, she began to assemble an army of faithful followers. As their number grew, they sought out and claimed the asteroid fragment upon which the city of Galnaki would be built.

As the city grew, Trinth began to research an ancient story that had been handed down in her family for generations. This tale told of a strange planet on the Prime Material Plane that was almost uninhabitable. The harsh nature of life on this world had twisted the inhabitants, making them far more powerful as they fought to survive. Trinth dreamed of finding this world, claiming it for her own, and using the powers she would find there to seize control of the entire Prime Material Plane. With that prize in her grip, she would turn her attention to the rest of the Astral Plane and overthrow the githyanki lich-queen.

Trinth sent her agents to the Prime Material Plane with orders to find this mythical world. In the end, one of them came across the burnt wastes of Athas. There could be no doubt that this was the planet of Trinth's legends.

At once, Trinth began to examine the world. Sure enough, she found the remnants of Yathazor, an ancient githyanki city buried far beneath a chain of mountains.



Introduction

This would be the base from which she would dominate this world.

Then, with horror, she found the gith. This devolved race was clearly a twisted off-shoot of the githyanki. She saw the hand of the githzerai in this and vowed revenge. As for the gith, she decided that they were clearly an inferior race. As long as they could be of use to her, she would permit them to live. In the end, however, she would have them all killed so that the githyanki need never look upon this horrible reflection of themselves again.

For some reason, the area around Yathazor was difficult for her people to *plane shift* into and out of. If she was going to bring an army into this place, she would need to create a fixed portal through which her followers could pass. Thus, she called Raskon, one of her most trusted officers, and commanded him to begin construction of such a portal. He dubbed it the Nightmare Gate and eagerly began his task.

Meanwhile, back on the Astral Plane, Trinth began to ready her army. With the help of Yrinolir, she enclosed the city of Galnaki and a great region of space around it in an impenetrable globe of force. Within this barrier, she recreated the conditions that her army would encounter on Athas. She duplicated the atmosphere of that world, the gravity, and even the temperature. When the time came to take Athas, her army would already be acclimated to this hostile planet.

It is worth noting that Trinth's plant to return to the Astral Plane and seize control over it from the currently reigning lich queen is not known to her followers. To almost all of them, the idea of any githyanki attacking another is obscene. It is only the corrupting influence of Yrinolir that enabled Trinth to think of such a thing.

The City of Galnaki

The city of Galnaki was established several decades ago by Trinth and a legion of her most faithful followers. Since then, the city has grown in population and power. It is now one of the most formidable places in the Astral Plane. With the power of Yrinolir, Trinth recently enclosed the city and the space around it in a bubble of force, cutting it off from all contact with the rest of the Astral Plane.

The city of Galnaki is a wonderful and diverse place. Some of the more interesting areas of the city are described below.

Warlock's Quarter

The practice of magic is not discouraged in Galnaki like it is in the cities of Athas. Indeed, it is looked upon as a noble and worthy field of study. One of the most impressive sections of Galnaki is the Warlocks' Quarter. Walking the streets of this district is a virtual tour of magic and all its powers. Shops dealing in spell components, magical items, and even magic spells themselves constantly try to undercut each other's prices.

Slaves' Quarter

The githyanki keep a wide variety of slaves in Galnaki. For the most part, these poor creatures are housed in the Slaves' Quarter by night and sent out to their respective tasks during the day.

Because of the wide assortment of slaves kept by the githyanki, this area also doubles as a public zoo. It is not uncommon for githyanki couples or families to spend their free time wandering through the Slaves' Quarter giggling and gaping at the many wondrous creatures to be found here.



Theater District

The githyanki have a great love of theater and other performing arts. The Theater District of Galnaki offers patrons an incredible assortment of entertainments. While most of the productions center around violent or warlike themes, they range in format from operas and concerts to mimes and dance troupes.

Warehouse District

Before Trinth closed off the city from contact with the rest of the Astral Plane, it had a thriving import and export business. Indeed, Galnaki was an almost unrivaled trade nexus. At that time, this was one of the busiest sections of the city.

Since then, however, this area has fallen into disuse. It is now almost a ghost town.

Artisan's Quarter

A large section of the city is devoted to the fashioning of artwork and finely crafted items. Before Trinth estab-

lished the barrier around Galnaki, these items were a primary export of the city.

A walk through this section of the city rivals a trip to almost any museum. The quality and variety of artwork displayed here is unequalled. Of course, the vast majority of the items produced and displayed here are of a military nature.

The Crypts

Few races honor their noble dead more than the githyanki. This section of the city is a combination museum and mausoleum devoted to the reverence of the dead and the memory of their actions.

While some might think of this as only a glorified cemetery, it is much more than that. All of the buildings in this area are divided into large wings with each of the wings belonging to one families. When a family member dies, his body is placed in a coffin and interred here along with an assortment of things that will serve to remind visitors to the shrine of his personality and accomplishments.



Adventure Seven: City of Spires

Part One: The Escape

Over the course of the last few adventures the characters have battled their way into the heart of the gith city deep beneath the Black Spine mountains. At the conclusion of the last adventure, they faced a great foe, but were sucked through a magical gateway and into the unknown. The shock of this transit was so great that all of the characters lost consciousness.

Beginning the Adventure

This adventure begins when the characters awaken in a prison cell somewhere below the githyanki city of Galnaki on the Astral Plane. Their cells are areas 3 and 4 on the Galnaki Prison Complex map on page 12. No more than four characters are placed in one cell. The characters can talk among themselves and see through the bars of their cells.

When the DUNGEON MASTER™ (DM™) is ready to begin play he or she should read the following to the players:

Gradually you begin to awaken. Long before you open your eyes, you become aware that you are very uncomfortable. When you are at last able to look around, you find yourself chained to the wall of small prison cell.

Forgetting for a moment the aches and pains that wrack your bodies, you note with awe that the walls, floor, and ceiling are made of gleaming metal. Your first instinct is to dismiss this as impossible. After all, the metal in the bars alone is worth a fortune.

As this shock passes, you notice that you are clad only in silken tunics. There is no sign of your weapons, armor, or other equipment. Only one other occupant is visible in your area of this prison, a female half-giant chained to the wall of a cell opposite your own.

Footsteps sound crisply on the metal floor. While their source is not obvious, they are clearly approaching.

The characters wake up with no items or weapons and just enough clothing left for modesty. All equipment, no matter how well hidden, is gone.

The characters are restrained by metal shackles attached to the walls by a foot or so of steel chain. The chains allow only very limited movement. They do not permit a character to reach his collar with his hands. A thri-kreen character will have shackles on all of his arms and legs, as well as his thorax.

Although the players have no way of knowing this, a small black gem has been set into their collars. This stone is too small to be noticed without some determined looking and cooperation among the characters. These gems muffle psionic powers, making it impossible for the characters to use any such abilities while wearing these collars.

An Unwelcome Visitor

After the players have had a little time to consider their situation, they are visited by Raskon, the githyanki charged with constructing the Nightmare Gate. If they killed Raskon he is replaced in this adventure by his brother, Raskine. In the latter case, Raskine is understandably vengeful.

The footsteps draw nearer and at last you see the githyanki Raskon. He is accompanied by five others of his kind, one of them armed with a sword that appears to be made of solid silver.

"I hope you are all comfortable. You shall spend the rest of your lives here as slaves of the queen. The queen has big plans for you and I'm pleased to say that I'll be overseeing your progress myself. I trust that you'll all recognize that this fate is as inescapable as the prison that surrounds you."





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Raskon is willing to talk to the characters for a few minutes, although he is really just here to gloat and torment them. As such, he'll punctuate the conversation with threats, verbal abuse, and the occasional volley of blows. The characters were responsible for his failure on Athas and his position in the city is not all that secure. He hopes that by using the characters to further the queen's ends he can recover some of the status he lost.

Raskon answers questions with a sneer. He doesn't really want to give the characters any helpful information. On the other hand, he certainly doesn't expect the characters to ever have a chance to use any information that he gives them. If it can be passed as part of an insult, he probably gives the characters some sort of an answer.

With the right questions the characters can learn the following:

Where are we?

In Galnaki, the city of the queen, your home for the rest of your miserable lives.

Who is the queen?

Trinth is a great and glorious queen, who someday will rule all of Athas. You may experience her greatness, but I doubt you'll appreciate it. Your lower life forms have no eye for beauty.

What does the queen want with us?

She has her plans. You are to be the fuel that ignites our complete rule of Athas.

Where did all the metal come from?

This is merely one of the many tools at our disposal.

Don't let this go on too long. Remember that Raskon is here to gloat, not answer questions. If the questioning gets too persistent, he remembers this himself, and takes his leave.

If the characters attempt to attack, Raskon is with a patrol of 5 githyanki guards. They will respond quickly and brutally to any act of aggression by the player characters.

Githyanki Guards (5): THAC0 18; Dmg 1d6+1 (*short sword +1*); AC 4 (*chain mail +1*); SA Psionics; SD Psionics HD 3; hp 16; MV 12; SZ M; INT Exceptional; AL NE; ML 14; XP 175.

Psionics Summary: PSPs 160

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate

Devotions – Animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier

Attack/Defense Modes – All/All

Score – 15

Githyanki Captain (1): THAC0 17; Dmg 1d8+1 (*long sword +1*); AC 2 (*chain mail +3*); HD 7; hp 45; MV 12; SA psionics & magic; SD psionics & magic; SZ M; INT Genius; AL NE; ML 14; XP 1000

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Mode – All/All

Score – 18

Spells: 1) *charm person, color spray, magic missile (x2)*; 2) *invisibility, stinking cloud*; 3) *lightning bolt*

The Half-Giant

After Raskon and the guards leave, there is a wait of about five minutes until the characters hear more footsteps. A patrol of five githyanki passes by the cells, peering into each. These sentries pass by every 15 minutes. After the first patrol moves on, the half-giant across the aisle speaks with them if they have not already spoken to her.

The half-giant introduces herself as Ela and says that she is from Balic. She knows the patrol schedule. She also knows that the queen has been capturing citizens of



Athas. Some of them, especially the psionics, usually don't come back. She was a gladiator in Balic who won her freedom. Now she's forced to fight again, this time for the amusement of the githyanki queen.

Ela does not believe there is a way out of here. She reports that many others have tried to escape and all were recaptured or killed. She does know that there are several other important prisoners nearby. If the characters have any tricks up their sleeves, it wouldn't be hard to get some help from the other prisoners.

Making the Break

The githyanki are still not used to the tremendous strength possessed by some of the Athasian races. There is a chance that one or more of the characters will be able to break free of his chains. If this is attempted as a feat of brute strength, the character must make a bend bars/lift gates roll.

Success indicates that the character has pulled his manacles from the wall. This does not mean that the character has been able to remove the collar which is preventing him from using psionic powers. Removing that collar will require another bend bars/lift gates roll. Anyone who manages to remove his collar will begin to regain PSPs at the normal rate.

Spellcasting characters may be able to use their magic to escape from the shackles, but it won't be easy. Only spells without material or semantic components can be cast while in shackles.

The githyanki are not foolish, they know that there may be spellcasters among the characters. Therefore, the cell doors are resistant to magic. The bars and door of the cell are 70% resistant to all magic. This doesn't affect spells cast within the confines of a single cell, but stops most magic cast between cells, into the corridors, or on the bars themselves.

As long as the players are clever about it, the Dungeon Master should allow them to get out of their shackles.

No matter how it happens, though, the DM should make it seem like a very heroic effort. Once the characters are free, a bend bars/lift gates roll will allow them to open a gap in the bars that they can slip through.

The Githzerai Spy

If the characters are unable to escape, the DM can arrange a rescue for them. After two days of confinement, a lone guard slips quietly up to their cell and identifies herself as Krika. Although she has been *polymorphed* to resemble a githyanki, she is really a githzerai spy. Krika motions for them to be quiet and tosses a metal key to the nearest prisoner. She whispers for the characters to look for her atop the stairs, if they make it that far, and leaves.

The PCs will encounter Krika again after they have fought their way through to area 22 of the dungeon complex map. This meeting is an important one, because it provides the link to the next part of the adventure.

The Prison Complex

Once the characters are free of their cells, they must make their way out of the detention area. The map on page 12 can be used with the following key to referee that effort. If the players wish to free Ela, she will join their party gladly.

The majority of the cells in this part of the prison complex are empty. The entire place is spotless, as the githyanki are a very clean race. Most of the other prisoners are not chained to the wall, only the more powerful ones, like Ela and the characters. There is an identical prison complex to the south of the one the characters are in although it is not currently in use. The characters really have no reason to enter that part of the complex.

The halls are patrolled by a single group of five githyanki guards. It takes them a few minutes to do a sweep of the entire complex.



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Cast of Characters

As the player characters explore the prison complex, they will meet several types of githyanki. For the most part, these will be simple guards who are only 3rd-level fighters and can be dealt with fairly easily by the heroes. Others, however, will be more deadly. All of the statistics for the various types of githyanki are assembled here for easy reference by DMs during play.

Githyanki Guards (?): THAC0 18; Dmg 1d6+1 (*short sword* +1); AC 4 (*chain mail* +1); SA Psionics; SD Psionics HD 3; hp 16; MV 12; SZ M; INT Exceptional; AL NE; ML 14; XP 175.

Psionics Summary: PSPs 160

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate

Devotions – Animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier

Attack/Defense Modes – All/All

Score – 15

Githyanki Sergeants (?): THAC0 16; Dmg 1d8+1 (*long sword* +1); AC 3 (*chain mail* +2); SA Psionics; SD Psionics HD 5; hp 30; MV 12; SZ M; INT Genius; AL NE; ML 14; XP 350.

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes – All/All

Score – 18

Gish (githyanki fighter/wizard, lieutenant) (1): THAC0 17; Dmg 1d8+1 (*long sword* +1); AC 3 (*chain mail* +2); HD 5; hp 30; MV 12; SA Psionics & magic; SD psionics & magic; SZ M; INT Genius; AL NE; ML 14; XP 1400.

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes – All/All

Score – 18

Spells: 1) *magic missile* (x2), *wall of fog*; 2) *stinking cloud*, *web*

Githyanki Captain (1): THAC0 17; Dmg 1d8+1 (*long sword* +1); AC 2 (*chain mail* +3); HD 7; hp 45; MV 12; SA psionics & magic; SD psionics & magic; SZ M; INT Genius; AL NE; ML 14; XP 1000.

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes – All/All

Score – 18

Spells: 1) *charm person*, *color spray*, *magic missile* (x2); 2) *invisibility*, *stinking cloud*; 3) *lightning bolt*

Map Key

The next few pages contain information on the prison complex and its occupants. Each room description includes a bit of boxed text that can be read aloud to describe the scene to the players.

This section of the githyanki city was carved from nickel-iron rock and then plated over with gleaming steel panels. The entire area is kept spotless and shining at all times. At no point in the exploration of this complex should the DM ever describe the githyanki jailers as anything other than meticulous, well trained, and very orderly.



Light

There are no specific light sources in the complex, yet the whole area is brightly lit. This is a natural property of the Astral Plane and exists even within the magical barrier that surrounds the city of Galnaki. This unusual effect can be quite disorienting to characters for the world of Athas.

Doors

All of the doors on this map are locked. Any sergeant or higher ranking githyanki has a key that will open all of them except the doors to the storage rooms in area 19.

Alarms

All of the guards in this complex carry silver whistles. When one of them spots an escape in progress or similar hazard, he blows it and a shrill note fills the entire dungeon. This alerts all of the githyanki to the danger and makes it impossible for the characters to surprise them from that point on. In addition, a number of guards will be sent out to investigate any alarms from the troops stationed in area 21.

1. Guard Post

This room, like the others in the complex, is kept spotlessly clean with walls, floors, and ceilings made of gleaming steel. Eleven githyanki are scattered about the area and engaged in different activities. Some are seated at small tables playing dice games, while others are sharpening their weapons or cleaning their armor.

Ten of the githyanki are guards and the other is a sergeant. When the characters first come across them, they are engaged in various routine activities. If they are attacked and any sort of noisy conflict erupts, the guards in areas 2 and 21 come to investigate in 1d4 rounds.

Githyanki Guards (10): THAC0 18; Dmg 1d6+1 (*short sword +1*); AC 4 (*chain mail +1*); SA Psionics; SD Psionics HD 3; hp 16; MV 12; SZ M; INT Exceptional; AL NE; ML 14; XP 175.

Psionics Summary: PSPs 160

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate

Devotions – Animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier

Attack/Defense Mode – All/All

Score – 15

Githyanki Sergeant (1): THAC0 16; Dmg 1d8+1 (*long sword +1*); AC 3 (*chain mail +2*); SA Psionics; SD Psionics HD 5; hp 30; MV 12; SZ M; INT Genius; AL NE; ML 14; XP 350.

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes – All/All

Score – 18

2. Barracks

This is a large, gleaming room decorated with several tables and chairs. More than 20 githyanki are scattered around the room passing the time in various ways.

There are actually 25 githyanki here: 16 guards, 4 sergeants, 2 gish (githyanki fighter/mages), and 1 captain. The troops in this room will respond to noises and alarms in the prison complex.

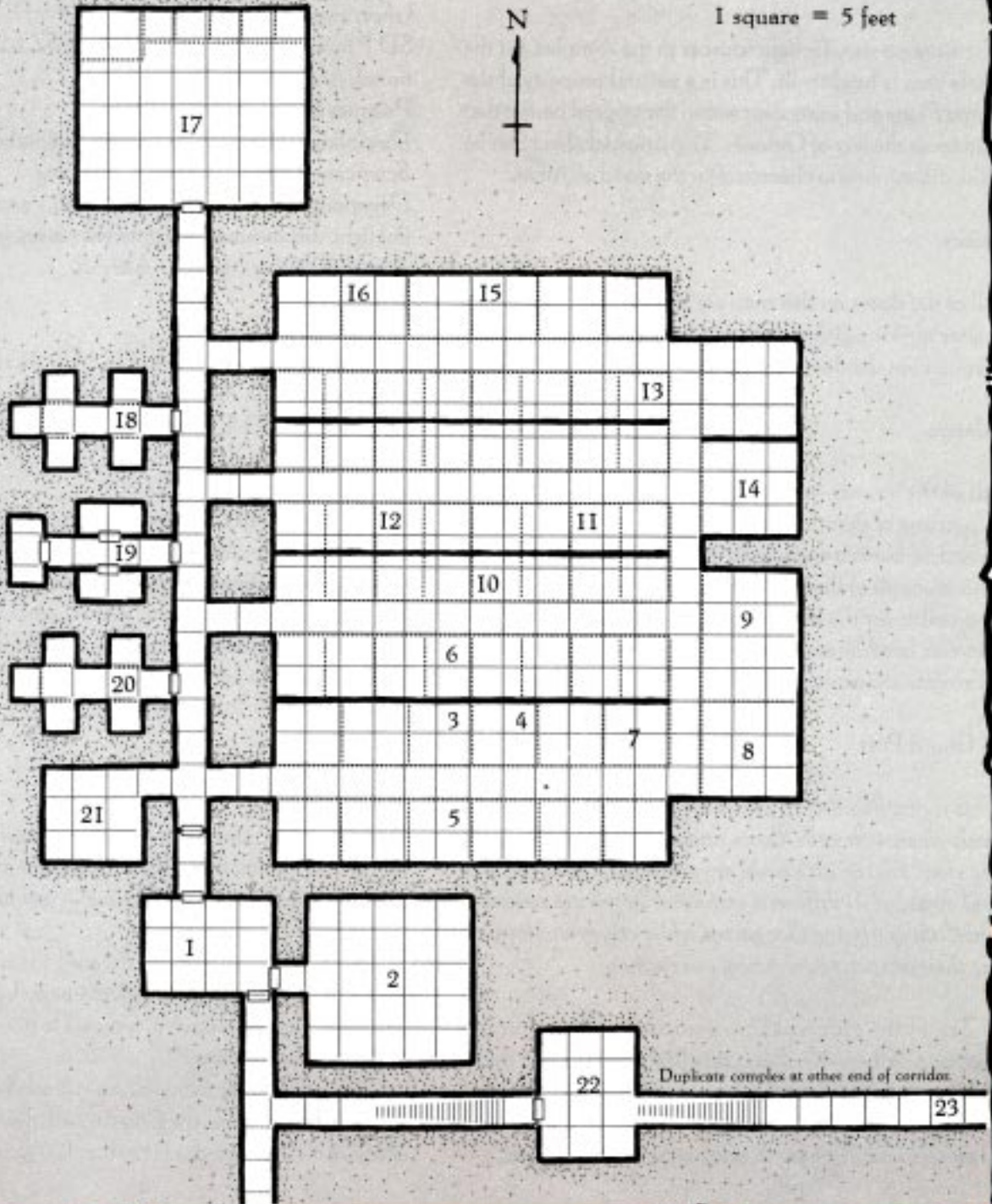
On his person the captain carries 2 small gems worth 75 gp each. He also has the keys to the cells. The personal effects of the guards include another 120 gold pieces total.



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The Githyanki Prison

1 square = 5 feet





Githyanki Guards (16): THAC0 18; Dmg 1d6+1 (*short sword +1*); AC 4 (*chain mail +1*); SA Psionics; SD Psionics HD 3; hp 16; MV 12; SZ M; INT Exceptional; AL NE; ML 14; XP 175.

Psionics Summary: PSPs 160

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate

Devotions – Animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier

Attack/Defense Modes – All/All

Score – 15

Githyanki Sergeants (4): THAC0 16; Dmg 1d8+1 (*long sword +1*); AC 3 (*chain mail +2*); SA Psionics; SD Psionics HD 5; hp 30; MV 12; SZ M; INT Genius; AL NE; ML 14; XP 350.

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes – All/All

Score – 18

Gish (lieutenants) (2): THAC0 17; Dmg 1d8+1 (*long sword +1*); AC 3 (*chain mail +2*); HD 5; hp 30; MV 12; SA Psionics & magic; SD psionics & magic; SZ M; INT Genius; AL NE; ML 14; XP 1400.

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes – All/All

Score – 18

Spells: 1) *magic missile* (x2), *wall of fog*; 2) *stinking cloud*, *web*

Githyanki Captain (1): THAC0 17; Dmg 1d8+1 (*long sword +1*); AC 2 (*chain mail +3*); HD 7; hp 45; MV 12; SA psionics & magic; SD psionics & magic; SZ M; INT Genius; AL NE; ML 14; XP 1000.

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes – All/All

Score – 18

Spells: 1) *charm person*, *color spray*, *magic missile* (x2); 2) *invisibility*, *stinking cloud*; 3) *lightning bolt*

3 & 4. The Cells

These are the cells where the characters are held prisoner at the start of the adventure.

5. Ela's Cell

This is the cell that contains the half-giant Ela. The characters should already have spoken with her earlier in the adventure and gotten some information about their current situation from her. If released, she can become an NPC ally or replace a lost character. The DM should assign her a level that will fit in with the rest of the adventuring party.



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Ela of Balic

Female Half-giant Gladiator
Neutral Good

Str 21	Int 11
Dex 10	Wis 11
Con 21	Cha 15

hp: var.

AC: 10

#AT: var.

THAC0: var.

Dmg: var.

Psionics Summary: Wild talent—Shadow-form (PS 15; cost 12+ 3/round); PSPs 24+4/level.

Ela is wearing the same sort of silken tunic that the other characters are. Like them, she has been stripped of all her weapons and equipment and fitted with a collar that smothers her psionic abilities.

6. Bardak's Cell

This cell contains a worn and beaten dwarf. Despite his brutal treatment, his eyes burn with hatred that defy his captivity.

This is Bardak, a dwarven priest of earth. He can become an NPC ally, or replace a lost character. If released and used as an NPC, Bardak insists on releasing all of the other prisoners. He uses the first weapon that comes to hand and is quick to attack any githyanki that he sees. Bardak long ago gave up any hope of getting back to Athas, now he just wants to kill as many githyanki as he can before this mysterious enemy stills his own blade.

Bardak knows where the githyanki store captured equipment (area 19) until the queen's agents can be called to claim it.

Bardak

Male Dwarf Fighter/Priest of Earth
Lawful Good

Str 19	Int 10
Dex 15	Wis 17
Con 17	Cha 8

hp: var.

AC: 10

AT var.

THAC0: var.

Dmg: var.

Psionics Summary: Wild talent—Tower of Iron Will (PS 15; Cost 2); PSPs 2 + 4/level.

Bardak is wearing the same sort of silken tunic that the characters are. He has also been stripped of his weapons and equipment and fitted with a collar that smothers his psionic abilities.

7. Trasrani's Cell

This cell holds a single githyanki prisoner. He is not chained, although he does have a steel collar on his neck. An air of despondency hangs over the slender, elf-like figure as he sits crosslegged on the floor of his cell. It is hard to tell if he is awake or in some sort of trance.

This is Trasrani, the captain that Raskon blamed for the damage to the Nightmare Gate on Athas. Trasrani recognizes that he has been unfairly imprisoned and looks upon the characters as a chance to win his way back into the good graces of his leaders. If the adventurers release him, Trasrani will travel with them for a time and then betray them.

If it looks as if he will be left behind, Trasrani will attempt to buy his way out of the cell with information.



He knows a great deal about the layout of the dungeon complex, the city above, and the catacombs in between. However, he will guard what he says very carefully and may even lie to avoid revealing any truly important information to the characters. After all, in his eyes they are nothing more than filthy barbarians.

8 & 9. The B'rohg

These large cells contain two dozen savage-looking creatures, none of which are chained or bound in any way. Although humanoid, these creatures have four arms and stand roughly fifteen feet tall. From time to time a scuffle breaks out among the group which is resolved by a flurry of brutal blows and a cacophony of growls and snorts.

These large cells are occupied by two dozen B'rohg. They were captured some time ago by githyanki scouts on Athas. When tests on several of them revealed no psionic powers, they were slated for execution the arena.

It is possible that one of the characters may know the sign and grunt language of the B'rohg. If not, psionic communication is also possible. Concepts are very limited, promising the B'rohg freedom is about as complicated as it can get.

B'rohg (22): THAC0 15; Dmg 1d8+10 (x4); AC 10; HD 5+3; hp 30 ea.; MV 15; SZ H; INT Low; AL N; ML 10; XP 650. Note: the third and fourth attack rolls each round are made with a -2 penalty.

B'rohg Leaders (2): THAC0 13; Dmg 1d8+10; AC 10; HD 6+3; hp 40 ea.; MV 15; SZ H; INT Low; AL N; ML 10; XP 975. Note: the third and fourth attack rolls each round are made with a -2 penalty.

10. Gremlish the Defiler

This cell contains a gaunt, frail looking man. His hair is cut short and his eyes have a keen, feral look. Numerous scars, perhaps caused by burns or cuts, mark his face. Like the rest of the dungeon's inhabitants, he is dressed in a silken tunic but is not chained.

This man is Gremlish, a defiler from Athas who has joined forces with the githyanki. Gremlish has been planted here by the prison commander to ferret out any secrets the prisoners might have. He is currently in a cell across the hall from Bardak and has won the dwarf's confidence.

Although Gremlish wears no more than any other prisoner, a hidden pouch in his tunic contains all of the components that he needs to cast the spells he has memorized.

If questioned, the defiler admits to being a spell caster but claims to be out of spells. He also claims to know where the treasure is. If the characters take him along with them, he will attempt to lead them to area 17 where they will be ambushed. In any battle that looks as if it will go against the characters, he will switch sides and attack the party.

Gremlish

Male Human Defiler

10th Level

Neutral Evil

Str 16

Dex 18

Con 10

Int 17

Wis 11

Cha 9

hp: 28

AC: 10 (6)

#AT: 1

THAC0: 17

Dmg: var.



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Psionics Summary: Wild talent—Tower of Iron Will (PS 15; Cost 2); PSPs 42.

Spells: 1) *armor, change self charm person, magic missile*; 2) *blindness, invisibility (x2), knock*; 3) *dispel magic, lightning bolt, suggestion*; 4) *charm monster, ice storm*; 5) *cloudkill, wall of force*

Gremlish is a coward. He turns *invisible* as soon as any battle starts, and then tries to hide somewhere out of range of spells and missiles. He has been completely won over by Trinth's psychic surgery power and is very loyal to the githyanki cause.

11. Empty Cell

It is impossible to say what this cell once held. Whatever it was, however, was a fearsome and terrible creature for the steel bars have been bent, twisted, and torn. The resulting hole is easily large enough for a half-giant to slip through. For the time being, there is no sign of the escaped creature.

The creature that was kept here escaped only a day or so ago and the githyanki have not yet managed to repair the damage.

12. The Dazed Prisoner

The occupant of this cell was once a powerful mul gladiator. Now his body is lashed with crimson welts and his eyes are dim and lifeless. Whatever spirit and vitality this man once had it was long ago physically and psionically beaten out of him.

This cell holds Karasus, a recent victim of the githyanki queen whose mind has been completely wiped clean. Only a properly worded *wish* can bring back the mind of the mul. In his present condition, Karasus is a worthless

creature who simply stands around and stares into space.

Any ranger or druid character can tell that Karasus is a wild mul as described in the MONSTROUS COMPENDIUM® DARK SUN® appendix. Any of the freed prisoners can explain that this is the most recent victim of the queen's mysterious experiments.

13. The Dog-men

This cell holds a dozen grotesque creatures smaller than the smallest halfling. Although you've never seen their like before, it isn't hard to see that they are savage and vicious. They continually hiss and bark at each other, filling the air with a storm of angry sounds.

This small cell holds half a dozen kobolds gathered from another world. Since they are not psionic, they'll probably end up as slaves somewhere in the city. They cannot speak any Athasian language. If communicated with by some other means they eagerly agree to join in any bid for freedom. If a battle commences, they flee rather quickly.

Kobolds (12): THAC0 20; Dmg 1d4; AC 10; HD ½; hp 2; MV 6; SZ S; INT Average; AL LE; ML 8; XP 7 each.

14. Horrible Creatures

This cell contains a pair of hulking, humanoid creatures the likes of which you've never seen on Athas. Standing nearly eight feet tall and covered in thick fur, they look equally comfortable walking on two legs or four. Their arms and legs end in long, deadly looking talons and they sport powerful looking beaks that seem as deadly as any sword.

These creatures are mated owlbears who, like the kobolds in area 13, were captured on a recent githyanki



expedition to the Prime Material Plane. They cannot communicate with the adventurers unless magic or psionic means are used. If that happens, they will eagerly accept the chance to join in any escape attempt.

Owlbears (2): THAC0 15; Dmg 1d6/1d6/2d6; AC 5; HD 5+2; hp 35 ea.; MV 12; SA hug (2d8); SZ L; INT Low; AL N; ML 12; XP 420. Note: On an attack roll of 18 or better the owlbear drags its enemy into a hug.

15. Defiant Githyanki

This cell holds a pair of githyanki. Unlike the other prisoners kept here, they have normal clothing and their cell has been equipped with comfortable furniture to relax on.

These two githyanki are awaiting trial on a minor offense and are being held here until their day in court. They are not interested in helping with an escape. They are convinced that their trial will clear them, and think that helping to stop an escape can only help their case. As soon as they see the escaping prisoners, they start calling for help.

If they are freed, they have the same statistics as one of the guards, although their AC is 10 and they have no weapons. They will not voluntarily join the characters under any circumstances.

Githyanki Prisoners (2): THAC0 18; Dmg 1d2; AC 10; SA Psionics; SD Psionics HD 3; hp 16; MV 12; SZ M; INT Exceptional; AL NE; ML 14; XP 175.

Psionics Summary: PSPs 160

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate

Devotions – Animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier

Score – 15

16. The Body

This cell holds the body of a thri-kreen warrior. Two of his arms have been broken and his carapace is cracked. It is impossible to say just how long ago this creature died, but the condition of the body would seem to indicate that the thri-kreen has only recently expired.

This thri-kreen was captured on Athas and brought back to the Astral Plane for study. When he was found to have only a minimal psionic ability, the queen sent him to the arena where he received the wounds that eventually killed him. The wandering patrols have not yet noticed that he is dead.

17. The Chimera

This is a vast room with a number of small, open cells along the far wall. The normally gleaming steel walls here are den ted and blackened with soot. At the center of this room are two tremendous beasts, the likes of which you've never seen before. They have the body of a great cat, the wings of a dragon or bat, and three heads. One of the heads belongs to a savage feline, one is that of a great serpent, and the third appears to be some sort of farm animal.

This is where the defiler Gremlish attempts to lead the escaped characters if he is traveling with them. It is the lair of two beasts just recently captured on an expedition to a world other than Athas. They are to be examined before being sent to the arena, but have already eaten three of the examiners. They are furious at being kept here, and attack anyone who enters the room. The walls are damaged from their attempts to escape.

Chimera (2): THAC0 11; Dmg 1d3 (x2, claws)/1d4 (x2, horns)/2d4 (bite); AC 6 (rear)/5 (front)/2 (flank);



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HD 9; hp 65; MV 3, Fl 18 (E); SA breath weapon; SZ L; INT Semi-; AL CE; ML 14; XP 5,000. Note: The chimera can breathe fire in lieu of biting. This does 3d8 points of damage with a save allowed for half damage.

18. Political Prisoners

This is a lesser cell complex with five cells branching off of a central chamber. Four of the cells are occupied by armed and armored githyanki who are being held in relative comfort. Each of them is confined in a furnished cell and appears to be very well treated.

This small complex is where the political prisoners are kept. Four githyanki are being held here in relative comfort. None of them are chained or collared, the cells are comfortably furnished, and assortment of recreational items are available. These prisoners are agents of the githyanki lich-queen (the supreme ruler of githyanki society) and are being held captive while so that word of the Athasian conquest does not spread. They still have their arms and armor with them.

These githyanki are interested in escape, but not in the company of lesser races (such as the player characters). If freed, they will expect to be in charge of the escape and treat the characters like an inferior group of slaves. They will gladly sacrifice any of the PCs or other NPCs in an effort to further their own escape.

Githyanki Agents (2): THAC0 17; Dmg 1d8+1 (*long sword* +1); AC 3 (*chain mail* +2); HD 5; hp 30; MV 12; SA Psionics & magic; SD psionics & magic; SZ M; INT Genius; AL NE; ML 14; XP 1400.

Psionics Summary: PSPs 180

Disciplines– Psychokinesis, psychometabolism

Sciences– Complete healing, detonate, project force

Devotions– Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened

senses, inertial barrier, levitation, molecular manipulation
Attack/Defense Modes – All/All

Score – 18

Spells: 1) *magic missile* (x2), *wall of fog*; 2) *stinking cloud*, *web*

19. The Storerooms

This area is a long hallway with a heavy steel door set in to each wall. Otherwise, it is utterly featureless. A pair of armored githyanki, each wearing gleaming armor and wielding a glistening metal sword, stand guard over this area. One of them is passing the time by twirling an ornate silver whistle on a leather cord.

The areas behind the steel doors are storage chambers and one of the holds the holds the items taken from the characters. Behind the other two doors are pieces of equipment taken from other travelers and captives.

The guards attack any non-githyanki who enters the area. The senior member of the pair will use his first action to blow on the whistle that he carries. This will produce a shrill tone that can be heard throughout the complex and informs all of the other githyanki that an escape is in progress.

All three of the steel doors are locked with an intricate mechanism that requires two keys to open. Each of the guards carries one of the keys, which must be employed one after the other in the single keyhole to open each door. If only one key is used, the door remains locked. Thieves attempting to pick these locks do so with a -50% penalty unless they are aware that two keys are required.

The items belonging to the characters have been scattered randomly between the three storage areas. They have been neatly sorted, tagged, and placed in drawers set into ornate cabinets. All of the tags are in the githyanki script and probably can't be read by anyone in the party without magical or psionic assistance. If they can be deci-



phered, these labels simply say things like “ring of protection taken from human prisoner number 123456” and the like. In addition to the items taken from the PCs, the Dungeon Master should roll once for Treasure Type Z and once for Treasure Type V to determine what else is found here.

If the players only manage to open one or two of the doors, the DM should randomly determine which of the three doors each of the items will be found behind with coins being more or less evenly distributed between the three rooms.

Githyanki Guards (2): THAC0 18; Dmg 1d6+1 (short sword +1); AC 4 (chain mail +1); SA Psionics; SD Psionics HD 3; hp 16; MV 12; SZ M; INT Exceptional; AL NE; ML 14; XP 175.

Psionics Summary: PSPs 160

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate

Devotions – Animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier

Attack/Defense Modes – All/All

Score – 15

20. Renegade Halflings

This is a gleaming hallway with six barred cells branching off of it. The cells are filled with wild looking halflings who hiss and spit as they rip at the unyielding manacles that hold them fast to the metal walls.

This group of a dozen renegade halflings were captured and imprisoned here. They are evenly split between the cells. All of the cell doors are locked and the halflings are chained and collared to the wall.

The halflings speak only their own language but no others. They are not very trustworthy, but do wish to

escape. If released, they would travel with the party for a while, but turn on them as soon as the group escaped the dungeon complex.

Renegade Halflings (12): THAC0 15; Dmg 1d6; AC CN; HD 5; hp 20 ea; MV 7; SZ S; INT 14; AL CN; ML 10; XP 270.

21. Main Guard Post

This is a large room set with comfortable looking furniture, a trio of tables, and several shelves containing bound volumes. At least twenty-five githyanki soldiers are scattered around this room, looking through books, maintaining their weapons or armor, and otherwise passing the time.

This room holds the largest group of guards in the prison complex. It is from this room that patrols leave every 15 minutes, returning about 10 minutes later if nothing is amiss. If an alarm is sounded by anyone in the complex, half of the soldiers here will be dispatched to investigate. Twenty-five of the githyanki in this room are guards, three are sergeants, one is a gish, and one is a captain.

Githyanki Guards (25): THAC0 18; Dmg 1d6+1 (short sword +1); AC 4 (chain mail +1); SA Psionics; SD Psionics HD 3; hp 16; MV 12; SZ M; INT Exceptional; AL NE; ML 14; XP 175.

Psionics Summary: PSPs 160

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate

Devotions – Animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier

Attack/Defense Modes – All/All

Score – 15



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Githyanki Sergeants (3): THAC0 16; Dmg 1d8+1 (*long sword* +1); AC 3 (*chain mail* +2); SA Psionics; SD Psionics HD 5; hp 30; MV 12; SZ M; INT Genius; AL NE; ML 14; XP 350.

Psionics Summary: PSPs 180

Disciplines– Psychokinesis, psychometabolism

Sciences– Complete healing, detonate, project force

Devotions– Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes– All/All

Score– 18

Gish (lieutenant) (1): THAC0 17; Dmg 1d8+1 (*long sword* +1); AC 3 (*chain mail* +2); HD 5; hp 30; MV 12; SA Psionics & magic; SD psionics & magic; SZ M; INT Genius; AL NE; ML 14; XP 1400.

Psionics Summary: PSPs 180

Disciplines– Psychokinesis, psychometabolism

Sciences– Complete healing, detonate, project force

Devotions– Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes– All/All

Score– 18

Spells: 1) *magic missile* (x2), *wall of fog*; 2) *stinking cloud*, *web*

Githyanki Captain (1): THAC0 17; Dmg 1d8+1 (*long sword* +1); AC 2 (*chain mail* +3); HD 7; hp 45; MV 12; SA psionics & magic; SD psionics & magic; SZ M; INT Genius; AL NE; ML 14; XP 1000.

Psionics Summary: PSPs 180

Disciplines– Psychokinesis, psychometabolism

Sciences– Complete healing, detonate, project force

Devotions– Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular

manipulation

Attack/Defense Modes– All/All

Score– 18

Spells: 1) *charm person*, *color spray*, *magic missile* (x2); 2) *invisibility*, *stinking cloud*; 3) *lightning bolt*

22. The Obsidian Warrior

At the center of this room is the magnificent statue of a githyanki warrior. In every respect, this statue is a masterpiece. Carved from gleaming obsidian, it stands nearly 20 feet tall. The statue's left hand holds a gleaming silver blade high above its head.

Only githyanki (or those in their company) can pass through this room without being attacked by this terrible golem. Only by battling and defeating this great creature can the player characters escape from this dungeon complex.

Githyanki Statue (1): THAC0 5; Dmg 4d10; AC 4; HD 15; hp 100; MV 9; SA magic sword; SD +1 or better weapons to hit; SZ H; INT Nil; AL N; ML 20; XP 12,000.

The sword carried by this statue is actually a magical weapon from which the power to animate the statue is drawn. If the statue is destroyed the sword can be taken and wielded by any half-giant character. Once it is no longer animating the statue, the weapon acts as a two-handed *sword of the planes*. Because the weapon is even larger than the average two-handed sword it does extra damage. Against small or man-sized targets it does 2d8 points of damage and against larger foes it inflicts a full 4d6 points.



Part Two: The Githzerai Spy

The characters have escaped their cells, defeated the guards, and even fought their way past the Obsidian Warrior. As they flee up the stairs from the prison complex, freedom is almost in their grasp.

As the PCs reach the top of the stairs from area 22, they come across a wide landing. At this point, the Dungeon Master should read to them the following description:

Your party has reached a wide landing where the metal stairs double back upon themselves before continuing on. Half a dozen githyanki warriors lie dead here, their hands clutching at their throats and their skin shaded a sickly green. A seventh githyanki, a slender and unarmored female, stands at the base of the next section of stairs, apparently unharmed by whatever claimed her companions.

The githyanki woman is actually Krika, a *polymorphed* githzerai spy. When she learned of the escape attempt in the prison complex she raced to this point, hoping to aid the PCs and convince them to help her. The githyanki on the floor were racing up the stairs to bring reinforcements to battle the characters, but she killed them with a cloud of poisonous gas.

As soon as she spots the characters, she removes a magical amulet from her neck and resumes her true form. This mystical object functions only for Krika and allows her to assume the shape of a githyanki as often as three times each day.

If Krika met the characters in the dungeon, they'll recognize her instantly. If not, she introduces herself and assures the party that she's on their side. She'll explain that her people, the githzerai, have long been at war with the githyanki. Additional information on this conflict can be found in the *Monstrous Manual*

and the PLANESCAPE™ *Campaign Setting* boxed set, but the details of this ancient conflict are not greatly important to this adventure. If asked about them, Krika will go into long tirades about the cruel injustices done to her people by the githyanki since the dawn of time. She is a fanatic and can provide few actual examples of such events.

If the characters agree to help Krika, she motions for them to follow her and opens a secret door in the wall of the landing. Beyond it is a vertical shaft with a narrow ladder leading upward. Krika ducks in and starts up the ladder, calling for the PCs to follow her. The door will close automatically behind the last person to start up the ladder.

If the PCs don't agree to help her, Krika will point out that the stairway they are on continues upward into the city of Galnaki. There is no way that the adventurers can hope to survive a battle against an entire city of githyanki. As if to drive home that point, the sounds of armored troops can be heard descending the stairs. If the DM just keeps sending more and more githyanki to kill them, the PCs will decide to go with Krika sooner or later.

The ladder in the gleaming metal shaft takes over an hour to ascend. At its top the shaft opens into a large chamber that has been furnished very comfortably. Krika announces that the party can rest here for a while to recover spells and heal.

If the adventurers did not recover any of their equipment from the storage areas in the dungeon complex, Krika has a few of their possessions here. Each player should be allowed to reclaim 1d4 of the items taken from his character.

After the party has rested and is ready to move on, Krika will trigger yet another hidden switch and open a panel in the wall of her sanctuary. She motions for the party to step through and the adventure continues with *Part Three: The Githzerai Asteroid*.



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Krika

Female Githzerai Fighter/Wizard/Psionist
Lawful Good

Str 15

Dex 18

Con 11

Int 17

Wis 16

Cha 15

hp: 40

AC: -2

AT: 3/2

THAC0: 14

Dmg: var.

Psionics Summary: PSPs 175

Disciplines— Metapsionics, psychometabolism, psychoportation

Sciences— Complete healing, teleport, teleport other, ultrablast

Devotions— Aura alteration, body control, dimension door, dimension walk, dream travel, flesh armor, lend health, martial trance, psionic sense, suspend animation, time shift, time/space anchor

Score— 17

Spells: 1) *alarm, comprehend languages, hold portal, magic missile*; 2) *knock, mirror image, web*; 3) *haste, hold person*; 4) *improved invisibility*

Krika wields a *silver sword* +3 in combat and wears *chainmail* +3, a combination that makes her a deadly foe. She also has a magical amulet that allows her (and no one else) to *polymorph* into a githyanki woman thrice per day.





Part Three: The Githzerai Asteroid

At this point in the adventure the characters will be forced to confront a world unlike any they have ever seen before. None of their experiences on Athas have prepared them to face the wonders of a githyanki fortress.

Leaving Galnaki

This part of the adventure begins when the characters step out of Kirka's hidden sanctuary. At that point the DM should read the following text to the players:

One by one your party steps out of Krika's sanctuary and onto a rocky plain. Behind you is a narrow opening in a rock outcropping that would be impossible to find if you didn't know that you had just stepped out of it. While this minor marvel of engineering might impress you on Athas, it pales in comparison to the wonders that now surround you.

Your party now stands at the base of a high wall of metal plates. Behind this incredible barrier is a great city of steel and glass that gleams with an unnatural light. At the heart of all this majesty is a scintillating palace that can only belong to the githyanki queen.

When you are able to pull your eyes away from the city, you see that the sky above you is dotted with floating mountains, glistening bubbles of light, and rippling globes of liquid. On each of the mountains is a cluster of metal buildings and glistening spires. The very air seems to glow and light comes from everywhere.

Krika is aware that this is an awe inspiring experience for the characters. She allows them a few minutes to take it all in.

If questioned about their new environment, she'll try to explain things to them. Krika will tell the characters

that they are now in the Astral Plane, a universe quite unlike the one they know. The city behind them is the fortress of Queen Trinth and is built upon a floating mountain just like the others they see in the distance. On another one of those mountains, even she doesn't know which one, is a secret base built by her people to study the actions of Queen Trinth.

All that they can see is encased in a magical bubble of force that simulates the environment of Athas. Outside of that shield, Krika explains, the universe of the Astral Plane is even more bizarre than they can imagine. The DM shouldn't allow this scene to go on for too long as Krika fears that they may be discovered. The adventure can continue with the reading of the following text:

"We must be going," Krika says at last. "If we remain here much longer the githyanki may discover us. Gather near." With that, she pulls out a transparent crystal and closes her eyes. The gem instantly begins to glow and then suddenly releases a brilliant flash of white light.

With this release of mystical energy, the party is instantly transported to the secret githzerai base.

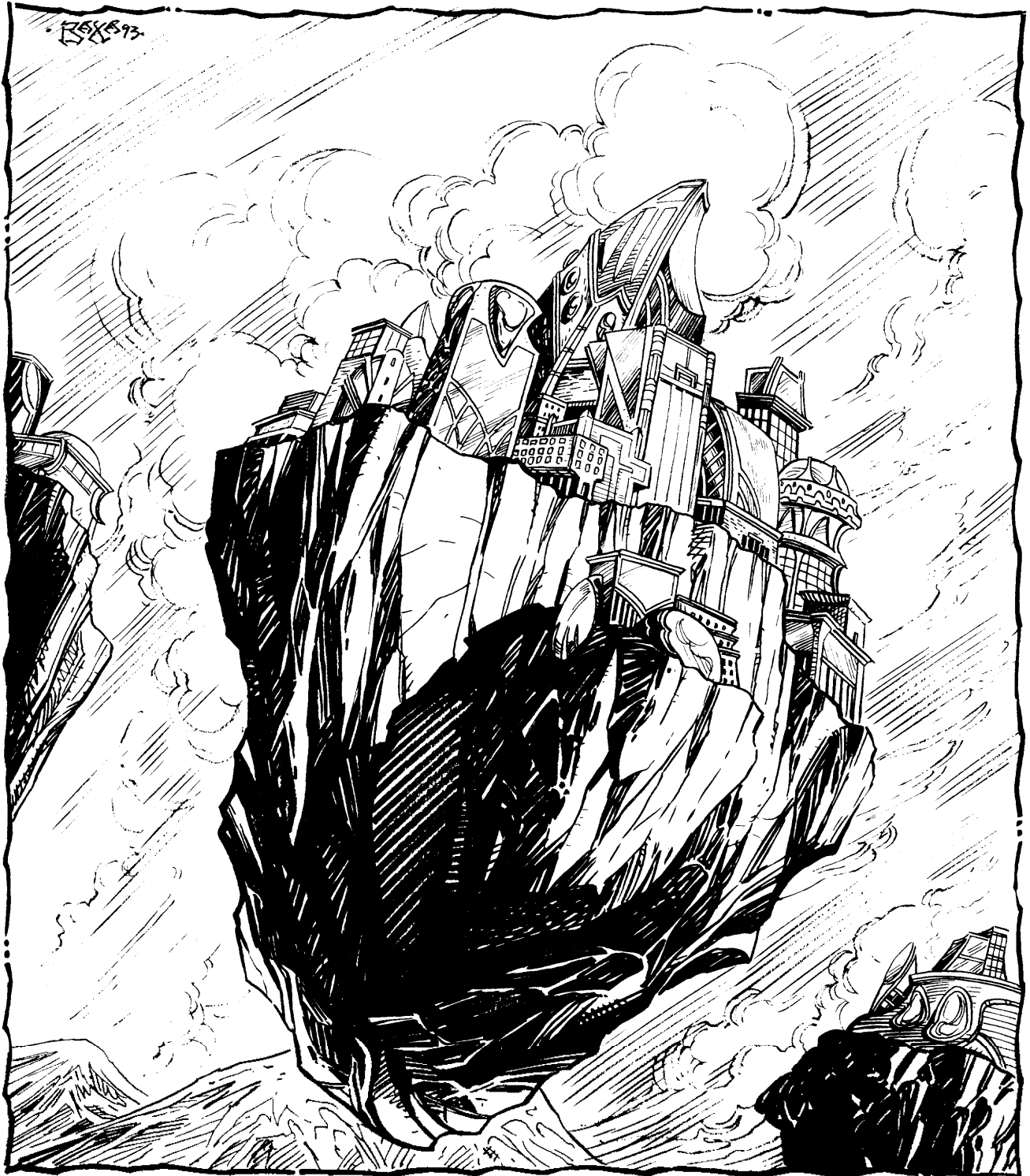
First Impressions

Krika's magical crystal teleports the party to area number one on the *Githzerai Asteroid Base* map. She expects this area to be a guard post that will be well manned when she arrives. Instead, she finds a shattered chamber with a number of corpses strewn about. The following text describes the PCs' arrival in area 1 of the githzerai base:

Without the faint sensation of movement you find yourselves suddenly standing in an irregularly shaped stone room. Although the walls have been polished to an almost mirror finish, they are cracked and broken. Five



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bodies lie scattered about the room, each badly broken and torn apart. Whatever killed them was terribly savage and cruel. Blood has been splattered on the walls and formed great pools on the floor.

Krika lets out a gasp of surprise and horror. Her eyes dart back and forth as she tries to take in the horror of this scene. At last her eyes open wide and she begins to scream in terror. There is nothing but wild panic in her eyes.

Quieting Krika is not a difficult task. She just needs to be reminded of the importance of her mission, her dedication to the githzerai cause, or something else vital to her. With that done she calms down and comes back to her senses.

Krika's first thought will be to investigate the base and discover what has gone on here. While she assumes that the githyanki are responsible for the destruction around her, she knows better than to assume that without some investigation.

Exploring the Asteroid

In order to find out who or what has attacked the githzerai, the PCs will have to explore the facility. Krika will accompany them and offer what help she can, but she is almost in a state of shock. The map key over the next few pages allows the DM to referee the PCs' attempts to explore the githzerai complex.

Long ago this mountain was home to the Order of the Rising Shadow, a cult of mysterious wizards. Their experiments in magic eventually opened a mystical portal to the Astral Plane and yanked the mountain through. The shock of this transition proved fatal to the magicians, but left their catacombs intact. When the githzerai were looking for a place from which to study the actions of the githyanki queen Trinth, they stumbled upon the abandoned lair and claimed it for themselves.

Krika is unaware that the githzerai asteroid has been ransacked by a beholder. Long before the githzerai took possession of this place, the members of the Rising Shadow imprisoned the beholder here. The recent activities of the githzerai woke the creature and it quickly lashed out at them. The havoc wrought by the beholder has left the entire place in ruins and all of the soldiers stationed here dead.

Most of the tunnels in this place are more or less round. Thus, if the map shows a shaft to be 15 feet wide it is also fifteen feet tall. All of the tunnel walls have been polished smooth but are now laced with cracks.

As with the dungeon complex beneath Galnaki, these catacombs are suffused with a pale white light that seems to come from everywhere and nowhere. Because of this, there are no shadows in which thieves can hide and no dark corners in which monsters might lurk.

There are actually two entrances to the githzerai base, marked as 1 and 2 on the map, which is found on the following page. The player characters have arrived at area 1 (the main entrance) thanks to Krika's magical gem. If asked about another way in Krika will gladly guide the PCs to area 2. The shock of discovering that the base has been attacked has left her too stunned to think of this on her own, however. The walk from the main entrance to the secondary one takes about half an hour of scampering over the broken, rocky terrain of the asteroid's surface.

1. Main Entrance

This area was described above when the PCs and Krika teleported here from outside the walls of Galnaki. The sheet of rock that usually covers the exit to the northwest has been shattered and the glowing splendor of the Astral Plane stands visible to all.

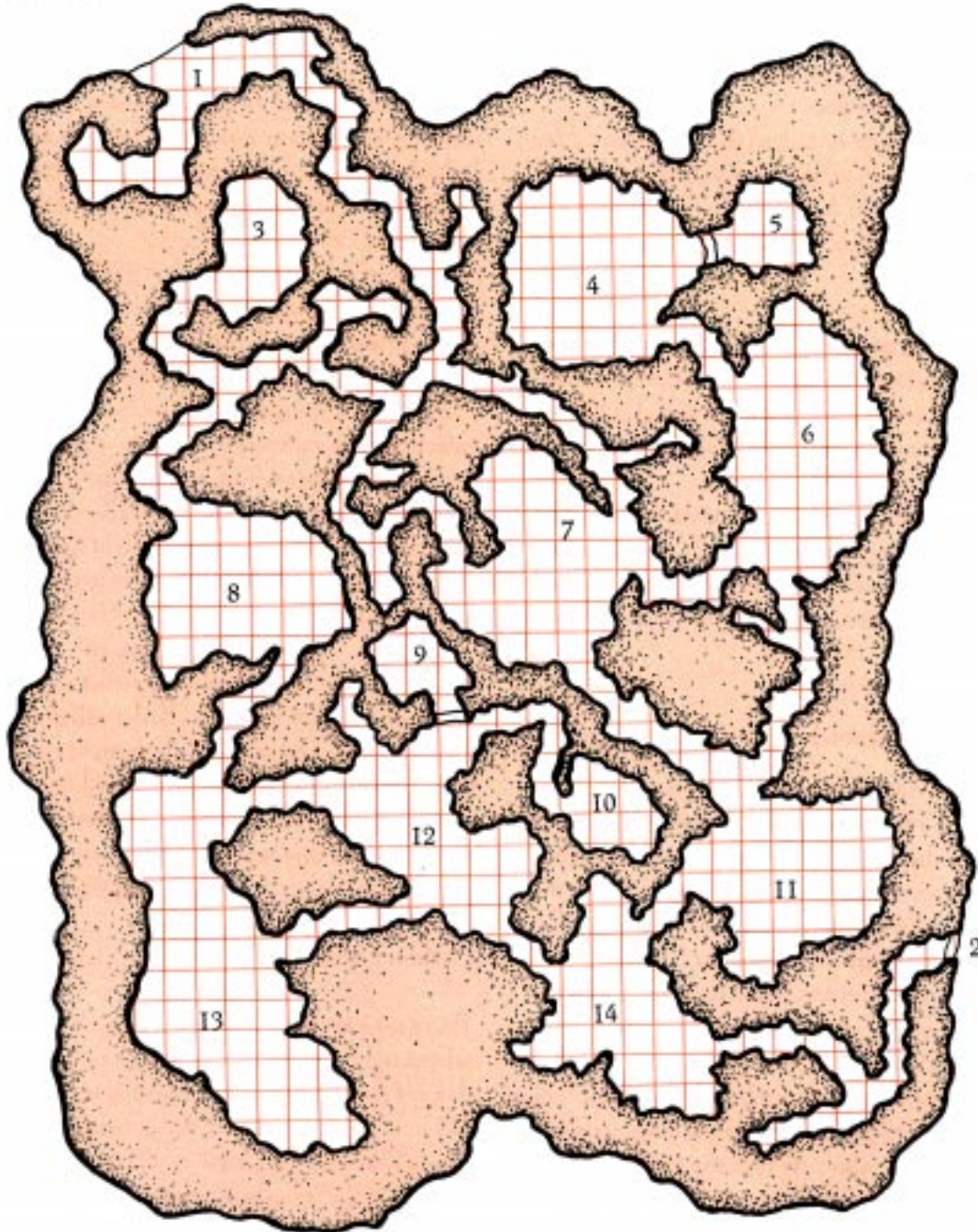
One of the guards wears a ring of metal keys on his belt. Krika objects to the looting of the bodies, insisting that they will be buried with dignity, but does allow the



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The Githzerai Asteroid

1 square = 10 feet





PCs to take the keys. If the characters are not willing to respect Krika's wishes, she points out that their only route back to Athas lies with her.

Characters who still refuse to leave the bodies of the githzerai where they lie will find themselves abandoned by Krika. Rather than being a part of their desecration, she has *plane shifted* back to Limbo. She will return in a few hours with a company of githzerai warriors and attempt to clean out the base herself. At that point, the PCs will be nothing more than intruders and will be killed upon sight. It might be possible for the characters to complete this adventure without Krika's help, but the DM should make this a very unattractive option.

Anyone who takes the time to look carefully will discover that there are no swords near the bodies in this area. This is a most curious fact because all of the bodies are wearing scabbards which would seem to indicate that they had been armed with swords. Other weapons, primarily daggers and small knives, lie scattered about the floor. If this is pointed out to Krika she will be most surprised. Every soldier on this base should have had a magical *silver sword* to defend himself with.

The reason for the missing swords is simple enough. When the beholder attacked the githzerai it saw the threat posed by these weapons. Therefore, it lashed out at them with its deadly *disintegration* ray and utterly destroyed them.

2. Secondary Entrance

At this point a narrow shaft breaches the surface of the asteroid. A stone door which once fit across the end of the shaft has been shattered by some great blow, leaving fragments of debris scattered about the surface outside of the opening. A lone githzerai corpse lies amid the debris,

apparently he tried to escape from whatever attacked the base and failed.

This entrance is normally all but invisible from the outside. With the door burst open, however, it is obvious to all.

The body of the githzerai soldier here has been half eaten by the rampaging beholder. The nature of his wounds make it clear that he the creature he fled from had a very broad mouth (about three feet wide) with row after row of wickedly sharp teeth.

3. Armory

The door to this area is open but does not appear to have been broken in. It is quite clearly an armory, with three racks of weapons along one wall and several stands supporting suits of chainmail armor.

This room was used for storage, and has not been touched. The beholder has been here and looked the place over, but found no githzerai here and promptly left to seek out other victims. None of the equipment here is magical, so the beholder didn't bother destroying it.

Each of the racks holds a different type of weapon. One stores a dozen long swords fashioned from fine steel and expertly crafted. A much smaller rack holds twenty small metal knives. While these don't look particularly deadly, they are perfectly balanced for throwing. The last rack has five light crossbows hanging from metal hooks. A quiver with 10 bolts hangs with each crossbow.

The stands each support a suit of chainmail armor. While a man might fit uncomfortably into these, they were fashioned for githzerai. An elf can use one of these suits without difficulty.



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4. Barracks

This room was once home to several dozen githzerai warriors. Thirty small beds are neatly dispersed around the room, each accompanied by a small wooden chest. Plush furniture, tables, bookshelves, and other homey touches make the place look as if it was very comfortable.

At one time there were 30 githzerai warriors living here. Now, the mutilated corpses of a dozen are all that remain. The rest have either fled, or were killed defending the place. As in the rest of the complex, there are no swords left in this room. It looks as if these githzerai were defending themselves only with daggers and the like.

The chests contain only personal effects like clothing, jewelry, and similar items. All of them are locked with the keys on the belts of their owners. A search of each body will uncover a key, but it will take several minutes to find the chest that each particular key fits.

Krika will strongly object to the ransacking of this place. Indeed, even searching the bodies will offend her. Because she knows that she cannot defeat the PCs in open combat, she will not attack them if they don't respect her wishes. However, she will use her *plane shifting* ability to escape to Limbo as described in the description of area one.

5. Captain's Quarters

This is a well appointed but spartan room with a wooden desk, a comfortable bed, and some carefully crafted furniture. A silk standard bearing an ornate crest hangs on the wall between two shelves that hold books, bottles of wine, and an assortment of keepsakes. Half a dozen figurines of githzerai warriors stand along the front edge of the desk, each apparently an award for some outstanding deed.

A single githzerai soldier sits at the desk with a blank expression on her face. She stares straight ahead; unblinking and seemingly unaware of anything that transpires.

Krika can identify the githzerai as Bahkus, the captain who commanded this place. It was Bahkus who entrusted Krika with the mission of infiltrating the Githyanki base. Bahkus is almost comatose and has been sitting in her seat for several days waiting for the beholder to come and devour her.

As a last act of defiance Bahkus has rigged a trap to destroy the creature that shattered her command. A close examination of Bahkus will reveal that she has a thin cord looped around the fingers of her left hand. If anyone touches the githzerai captain she will do two things. First, she will scream in absolute terror. Then, she will release the thread, setting off her trap.

As soon as Bahkus lets go of the thread (or if it is cut, broken, or disturbed) one of the figurines on her desk will tumble forward and fall to the floor. As it falls, an almost invisible cord is yanked tight and a large glass bottle topples off of the shelves. When the bottle hits the floor it shatters. Upon contact with the air, the liquid inside ignites and the entire room is filled with flames.

The detonation of this liquid is almost exactly the same as that of a *fireball* cast by a 10th level wizard. Thus, it does 10d6 points of damage and fills not only Bahkus' office but also the officers' barracks (area 4) and the warriors' barracks (area 6). A saving throw versus breath weapons is allowed for half damage. Unlike a true *fireball*, however, the flames created by this liquid take longer to burn out. On the round after the detonation the flames will have drawn back from the warriors' barracks, but will still do full damage to every character in areas 4 or 5. On the second round after the blast the flames will still burn in area 5. A new sav-



ing throw must be made for each character in an affected area each round.

After the fire dies down there is little but smoking debris in areas 4, 5, or 6.

6. Second Barracks

This is a long chamber littered with broken cots, overturned furniture, and similar debris. Six slain githzerai warriors, their bodies broken and torn, are crumpled near the center of the room.

This was the barracks for 20 githzerai. Six of them lay dead, the rest fled escaped. The six are still clutching daggers and wearing their chain armor, but there is no sign of their silver swords. A number of foot lockers, some broken and some still sealed tight, are distributed around the room. Adventurers who search through them, something Krika will strongly object to, will find only the personal effects of the soldiers. The contents of this room can be generated as treasure types J, K, L, and M.

7. Meeting Hall

This is an unusual chamber with rows of comfortable looking benches flawlessly carved out of the floor. At the front of the room, also carved from the stone of the floor, is a large podium and lectern. Behind the lectern is a slab of white marble with an excellent picture of a grand city of spires perched atop what appears to be a floating mountain. There can be little doubt that this is the githyanki city from which you recently escaped.

This is the room where meetings and routine briefings were held. There are enough benches to accommodate at least 200 people. The picture on the white marble is indeed an excellent likeness of the city of Galnaki. The

characters are free to examine it closely and the DM should allow them to examine the cross-section of the city of spires presented on page 37.

8. Chamber of the Stars

This is a roughly spherical chamber with a wondrous image floating in the center of it. Hanging in the air at the center of the room is great asteroid with a magnificent city atop it. Other floating mountains, some dotted with buildings and towers, rippling globules of liquid, and scintillating spheres of light drift through the room in gradual loops about the central city.

Krika identifies this place as a map of the area around Trinth's citadel. It is nothing more than a magically produced image and cannot be touched or manipulated in any way. Krika can show the PCs which of the orbiting mountains they now stand on and where on the surface of Galnaki they were when they teleported out.

9. Mysterious Vault

Note: The door to this area is a massive metal affair that is all but impossible to force. It was warded by (and now contains) the master of the Order of the Rising Shadow with a powerful *wish* spell.

The githzerai have always assumed that the vault held some great cache of treasure. They have never been able to open it and it is unlikely that the PCs will manage this feat either.

The only means by which the chamber can be entered is by the successful casting of a *dispel magic* on the mystical fields that surround it. These enchantments are assumed to have been cast by a wizard of 20th level. If such action is taken and is successful, the DM should read the following text to describe the opening of the safe:



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A brilliant blue glow springs to life around the vault door. For a brief second it is painfully bright, but the glow quickly fades to nothing. There is a loud click and the door rolls slowly and soundlessly open.

An almost palpable blackness fills the chamber beyond the massive door. It seems to seep across the floor like an expanding pool of thick oil. Within the rippling void a pair of crimson eyes flash open and a hiss of absolute evil fills the air. Slowly, a dark and terrible form moves forward.

The terrible creature within the mysterious chamber is the mind flayer Maelactorus. This fell creature was actually the master of the Order of the Rising Shadow. When the asteroid jumped into the Astral Plane and the wizards were killed, he sealed himself into this vault as a protective measure. A mistake in the wording of the *wish* resulted in him being imprisoned since that time.

He will not be in the least grateful to the PCs for freeing him, but will attempt to dominate them as he did the wizards that were here before. It might be possible to negotiate with Maelactorus, but the DM will want to make this a difficult prospect. This prospect is further hampered by the fact that Krika will insist that the creature cannot be trusted and must be destroyed. Her people lived for centuries under the yoke of the mind flayers and an intense hatred of that evil race lingers in them to this day.

Maelactorus (Illithid) (1): THAC0 11; Dmg 2 points (x4); AC 5; HD 8+4; hp 55; MV 12; SA psionics; SD psionics; MR 90%; SZ M; INT 18; AL LE; ML 15; XP 7,000.

Psionics Summary: PSPs 310

Disciplines – Psychokinesis, psychometabolism, psychoporation, telepathy

Sciences – Body equilibrium, domination, mindlink, probability travel, teleport

Devotions – Animate shadow, astral projection, attraction, awe, contact, control body, dimension walk, ESP, ego whip, id insinuation, inflict pain, levitation, phobia amplification, post-hypnotic suggestion, time shift

Score – 18

10. Empty Alcove

This room is rough and unfinished, quite a change from the rest of the place. A single githzerai warrior lies curled on the floor. He was badly mauled before he died and now rests in a dark pool that must certainly be his own blood. A small metal icon dangles from a slender silver chain clutched in the warrior's right hand.

Krika is somewhat confused by the presence of this chamber. It was not here when she left the asteroid, and yet it does not look like new construction. She can identify the dead warrior as Karros. He was new to the outpost and she doesn't know too much about him. She has never seen the item that he holds, but she recognizes the icon as a githyanki symbol that they use on their maps to indicate a secret door or portal.

In truth, this is the place where the beholder was imprisoned. Karros was a githyanki spy who was about to teleport over to his masters in Galnaki and tell them of the githzerai presence here. He slipped into this dead end tunnel and activated his magical icon, but the proximity of the magical fields holding the eye tyrant prevented it from working. Instead of transporting him off of the asteroid, the spell collapsed the wards containing the beholder. The first thing the beholder did upon being released was to destroy Karros.

11. The Gardens

This is a towering chamber with terraced walls and an impressive fountain at its center. The entire place is



filled with magnificent plants and the sweet smell of life. The water jetting from the fountain fills the entire place with a cool, refreshing mist.

This chamber supplied the githzerai with the food they needed to sustain themselves. When the beholder came through this area it found nothing of interest and thus left the place intact. Player characters who search through the area will find a wide assortment of fruits and vegetables to eat. Krika will gladly point out her personal favorites.

12. Training Arena

This chamber is a small arena with a wide assortment of exercise equipment and training equipment. While the walls are lined with racks to hold all this equipment, none of them are in use as all of the training gear lies scattered and broken around the room. The bodies of fifteen githzerai warriors are spread about the room, badly broken and all quite dead.

A company of githserai soldiers attempted to hold off the beholder here while their comrades escaped to the portal in area 14. Of course, their stand was ill-fated and they all perished. However, they did manage to allow at least a score of their kin to escape back to Limbo.

An examination of the debris here by any fighter can provide some useful information. If an Intelligence Check is made, he will deduce that much of the equipment was heaped up to provide a makeshift defensive fortification. He can also tell that the positioning of this barricade was such that the defenders wished to prevent their enemy from advancing down the tunnel to area 14.

13. Lair of the Beast

This chamber appears to be a great library. All of the walls have been carved with shelves that are filled with

books, scrolls, and similar items. A collection of benches and tables fills the center of the room, many of them covered with the broken remnants of magical and scientific equipment. A pile of broken bodies lies along one wall, most of them half eaten.

Floating in the center of the room is a great spherical thing some five feet in diameter. A wide gash of a mouth filled with jagged teeth cuts across what must be the creature's face. A single great eye rests above the mouth and a cluster of eyestalk waves back and forth atop the spherical body.

This terrible creature is Alukas, the beholder that was imprisoned here centuries ago by the Order of the Rising Shadow. After he wiped out the inhabitants of this place, Alukas settled in here to examine the githzerai records and figure out what was going on. It recently discovered that Trinth had come to possess a magical artifact of great power. With that object, she plans to attack a realm in the Prime Material plane. The beholder will not wait around to talk with the PCs, but will attack them at once.

Alukas (Beholder) (1): THAC0 3; Dmg 2d4; AC 0 (body)/2 (eyestalk)/7 (central eye); HD Special; hp 50; MV Fl 3 (B); SA see below; SD see below; SZ M; INT 15; AL LE; ML 18; XP 14,000.

The beholder's eye stalks enable it to use the following powers: *Charm person, charm monster, sleep, telekinesis, flesh to stone, disintegrate, fear, slow, cause serious wounds, and death ray.* The central eye projects an *anti-magic ray* that affects even the creature's lesser eyes.

Alukas is no fool. He will do all that he can to defeat the player characters, but will not fight them to the death. If it becomes clear to him that he is about to be killed, he will sue for peace. Once the beholder is defeated, whether it is slain or subdued, the adventure continues with the "Aftermath" section that follows this map key.



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14. Staging Area

A wide circle surrounding an ornate rune has been set in the floor of this room and inlaid with platinum. Energy flickers and dances along the edges of the gleaming sigil and the air is bitter with the smell of lightning.

Ordinarily, the githzerai are able to *plane shift* at will, making it easy for them to pop back and forth between their home in Limbo and the Astral Plane that houses their githyanki enemies. However, the protective sphere that Trinth has created around Galnaki makes this very difficult. As such, they have constructed this magical portal that provides for access between Limbo and the Astral Plane. It is not unlike the gateway that the PCs encountered on Athas far beneath the Black Spine mountains.

It is quite possible that some of Krika's companions were able to escape from whatever attacked them by jumping back to Limbo. For her part, Krika will refuse to leave the base until after the creature that attacked the githzerai have been found and destroyed.

Aftermath

Once the beholder is defeated, the adventurers can attempt to piece together what is going on. If Alukas has been captured the PCs can question him to learn the story of the creature's imprisonment, escape, and attack upon the githzerai. Further, the beholder is able to tell the party that the master of that order was an illithid, information that will horrify Krika.

Alukas's Story

In exchange for its release, the beholder will offer to share some important information with Krika and the characters. By going over the records kept by the githzerai,

Alukas has learned a great deal that will interest them. If the PCs will permit Alukas to leave the base by means of the gate in area 14 he will share that information with them. Because he recognizes the importance of what he has discovered to the githzerai and their cause, Alukas will drive a hard bargain and point out repeatedly that his knowledge is the only thing that stands between Trinth and her success on Athas.

If some manner of deal can be struck, the beholder will reveal that Trinth has come into possession of Yrinolir, a magical scepter of incredible power. Physically, the scepter has a thick, rune-covered platinum shaft with a great ruby set atop it. This ruby is the crystallized heart of the pit fiend Nalcariz and still beats with a dusky light.

When Trinth found the object, she did not know its full power. Months of careful research, however, revealed all that she needed to know. With a full understanding of the artifact in her grip, Trinth sealed off this section of the Astral Plane and created a private kingdom within an almost impenetrable sphere of magic. The rest of her race had no great love for the ambitious Ninth and made no attempt to end her self-imposed exile.

While the rest of the githyanki continued on with their war against the illithids and githzerai, she decided to carve her own empire on the Prime Material Plane. Once her power there was absolute, she plans to strike at the githzerai with a great army drawn from the enslaved races of Athas. With the incredible legions of psionic warriors that she would command, Trinth felt certain that nothing could stop her. When the ancient enemies of her people were defeated, she would turn her attention to the githyanki lich-queen herself.

Much of the above information can also be had by questioning Krika, although she is reluctant to share this all with the PCs. The beholder, however, has learned several things that happened while Krika was working in Galnaki and, thus, does not know.

Several days ago, the githzerai discovered a way to shat-



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ter the artifact Yrinolir. Their researches uncovered the fact that this object was forged in the rifts between dimensions and that only in such a place can it be unmade. The portal that connects Galnaki with Athas or the one that links the githzerai base to Limbo would both do. If a great magical attack can be directed at the scepter as it is passing through such a gate, it will be destroyed.

Krika sees at once the importance of this information. If the scepter is lost, Trinth's power will be greatly diminished. Indeed, the barrier around her fortress will fall and the githzerai will be able to *plane shift* an army across the dimensions and attack her.

Krika's Contribution

If the beholder is slain by the PCs, the above information can also be gotten from Krika. In this case, she spends several hours going over the papers in the library before presenting it to the characters. This is an ideal time for the party to rest and regain spells for the coming mission.

If Krika is not with the group or has been killed during their battles, the PCs will encounter another githzerai spy returning from the githyanki city. This spy will then take Krika's place during the rest of the adventure.

Krika's Plan

With the information that she has acquired from either the beholder or the githzerai library, Krika is able to piece together a plan of action. She will return to Limbo and assemble a strike force. Meanwhile, the PCs must return to the githyanki city and attempt to destroy Yrinolir.

If the characters refuse this mission, Krika will be quick to remind them that their only way back to Athas is through the portal at the heart of Galnaki. If the players give the situation a little thought, they really don't have much choice in the matter.

Krika can provide the characters with a great deal of

useful information about the githyanki city. She can tell them about the patrol schedules, the location of her hideouts, and provide them with rough sketches of several secret tunnels.

Krika suggests that the best way to get into Trinth's palace is through the Royal Garden. One of Krika's secret tunnels opens up near the edge of the garden. By posing as garden workers, the party can move freely through the area. Because the githyanki employ slaves from countless unusual races, thri-kreen and half-giant characters will not be at all conspicuous.

While passing themselves off as slaves, it is important that the characters do nothing to attract attention to themselves and always behave in a servile manner. If they are discovered, they'll be tossed back into the dungeon or perhaps just put to death on the spot.

If the players opt to disguise themselves as githyanki via *illusion* or *polymorph* spells, they may be able to move about more easily. However, they stand a good chance of being discovered if they are forced to speak with another githyanki.

The Return Trip

When the characters have made all of the preparations that they are able to, the adventure continues with *Part Four: The Palace of Trinth*.

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Part Four: The Palace of Trinth

The Palace of Trinth is a magnificent structure. Fashioned with the aid of great magical spells, this gleaming structure of steel and glass has a base fully 250 feet across. Two great entwined towers, known to the githyanki as the Silver Spires, rise hundreds of feet above the palace.

Getting into the Palace

There are several ways to get into the palace. Exactly how the characters go about it is up to the players.

Sneaking in

At some point, the characters will be ready to enter the palace and confront the queen. The palace is very heavily guarded and the queen is a trifle paranoid. Sneaking in is not easily done, although a daring and resourceful group of characters might manage it.

Fighting

It is quite possible that a group of adventurers might attempt to fight their way into the palace. This is a really bad idea. After all, there are hundreds of githyanki in the city, all utterly loyal to Trinth. Characters who attempt this tactic will be faced with such overwhelming odds that they are almost certain to die. The best thing to do in this case is to assume that the characters are captured when they fall and given medical attention.

Being Captured

Trinth demands that captured spies be taken before her. She deals with them by dropping them into the arena and watching them die in combat. Those who suffer this fate are promised their freedom. Although this is a lie, it does give the characters a chance to get into the throne room.

Posing as Slaves

Perhaps the best method of getting into the castle is by posing as slaves. This will not be foolproof, for the castle guards are certain to ask questions of slaves they do not recognize.

Other Methods

On the whole, the players are a clever and resourceful lot. They are liable to attempt almost anything in their efforts to reach the queen. As such, the DM should judge the chance of getting in fairly.

Remember, the githyanki are intelligent, but this is the heart of their power. They simply do not believe that any outside force can penetrate their fortress or pose a threat to their queen.

A poorly conceived plan should fail, such as if the characters try to bluff through with brazen lies. Well-planned attempts should be given an attempt to succeed.

Ground Level

The first floor of the palace is a large, circular area located at the heart of the githyanki city. The twin towers rise above the city and a labyrinth of passages runs beneath it.

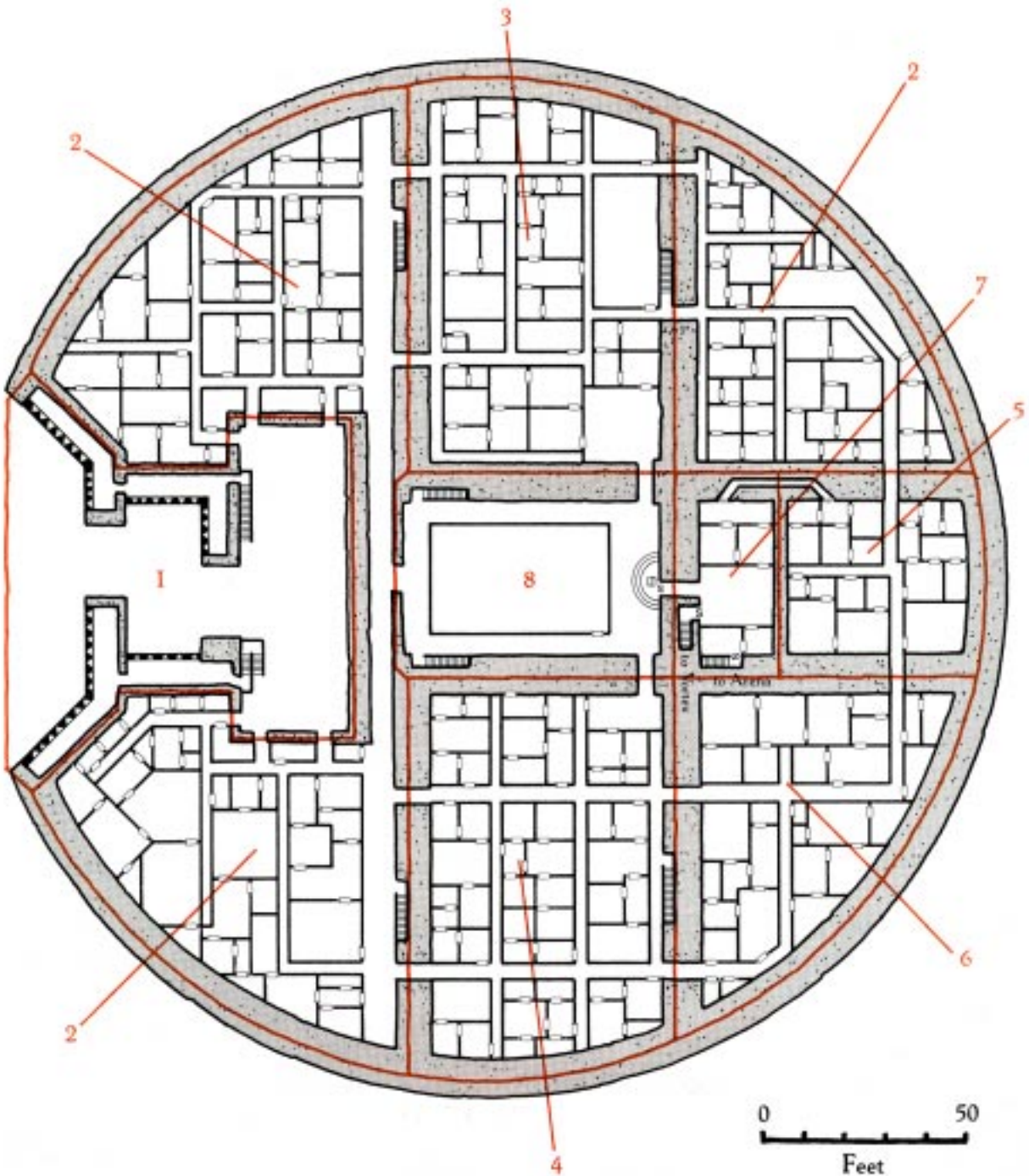
1. Front Gates

The front gates of the palace are heavily guarded. Two warlocks and five knights stand guard here at all times. They are commanded by a captain, who examines all who enter. The only hope the party has of sneaking by is to use some manner of disguise or invisibility.

If a character is polymorphed into githyanki form, the captain will have questions that he cannot answer. He'll want to know what unit the character is from, his business in the palace, etc. A story that these are spies captured and being brought before the queen would be successful. In this event, the captain details a patrol of three knights and a warlock to accompany them.



The Palace of Trinth (Ground Floor)





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The gates are 25 feet wide, 15 feet tall, and made of delicately wrought gold. This means they aren't very strong, so they have been magically enhanced. They can be opened or closed only with a magical command word. Both warlocks and the captain know the command word.

The captain takes his job very seriously. A poorly conceived attempt to sneak past the guards is likely to get the characters captured and brought before the queen.

If the characters are captured, weapons and things like wands and staves are taken. They are carried by the guards who escort them to the queen. If the party is prepared for this, they have a good chance of getting into the queen with hidden weapons still on their persons.

Githyanki Captain (1): THAC0 17; Dmg 1d8+1 (*long sword* +1); AC 2 (*chain mail* +3); HD 7; hp 45; MV 12; SA psionics & magic; SD psionics & magic; SZ M; INT Genius; AL NE; ML 14; XP 1,000.

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes – All/All

Score – 18

Spells: 1) *charm person, color spray, magic missile* (x2); 2) *invisibility, stinking cloud*; 3) *lightning bolt*

Githyanki Knights (4): THAC0 13; Dmg 1d8+1 (*long sword* +1); AC 2 (*chain mail* +3); HD 8; hp 60; MV 12; SA psionics; SD psionics; SZ M; INT Genius; AL NE; ML 14; XP 3,000.

Psionics Summary: PSPs 200

Disciplines – Clairsentience, psychokinesis, psychometabolism

Sciences – Aura sight, complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, combat mind, control body, control light, danger sense, displacement, heightened senses, inertial barrier, know location, levitation, molecular manipulation, poison sense
Score – 18

Githyanki Warlocks (2): THAC0 17; Dmg 1d4+2 (*dagger* +2); AC 10; HD 5 (d4); hp 15; MV 12; SA psionics & spells; SD psionics & spells; SZ M; INT Genius; AL NE; ML 14; XP 3,000.

Psionics Summary: PSPs 180

Disciplines – Psychokinesis, psychometabolism

Sciences – Complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation

Attack/Defense Modes – All/All

Score – 18

Spells: 1) *charm person, color spray, magic missile* (x2); 2) *invisibility, stinking cloud*; 3) *lightning bolt*

2 and 3. Guard Barracks

Areas 2 and 3 of the main level of the palace contain the barracks of the palace guard. Rather than detail each room in these sections, a table is given for the contents of these rooms. If the room is large (20 feet in any dimension), it is for guards. If the room is smaller, it is for a higher-ranking githyanki. The following key can be used.

- *Large rooms:* All of the large rooms in these areas serve as a barracks for 20 guards. There is a 50% chance that the room is empty at any given time. Otherwise, there will be from 1 to 20 soldiers here. They will question intruders before attacking, but will be cautious of anyone they don't know.
- *Small rooms:* To determine what is in any of the smaller rooms in these areas, roll 1d6 and consult the following table.



Roll 1d6	Small Room	Description	Monster
1	Empty room	This room is an unused living area. When important visitors come to Galnaki, they are housed in these chambers. As such, they are well appointed and very comfortable.	None
2	Sergeants' room	This room serves as living quarters for four githyanki sergeants. There is a 25% chance that the room is unoccupied; otherwise there will be 1d4 sergeants here.	<p>Githyanki Sergeants (1-4): THAC0 16; Dmg 1d8+1 (<i>long sword</i> +1); AC 3 (<i>chain mail</i> +2); SA psionics; SD psionics; HD 5; hp 30; MV 12; SZ M; INT genius; AL NE; ML 14; XP 350.</p> <p>Psionics Summary: PSPs 180</p> <p><i>Disciplines</i> – Psychokinesis, psychometabolism</p> <p><i>Sciences</i> – Complete healing, detonate, project force</p> <p><i>Devotions</i> – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation</p> <p><i>Attack/Defense Modes</i> – All/All</p> <p><i>Score</i> – 18</p>
3	Warlock's quarters	This is the quarters of a single githyanki warlock. A search of the place will reveal spell components, spell books, and other things associated with magic and research. This room is likely to be trapped with magical wards. There is a 50% chance that the warlock is present when the room is entered.	<p>Githyanki Warlock (1): THAC0 17; Dmg 1d4+2 (<i>dagger</i> +2); AC 10; HD 5 (d4); hp 15; MV 12; SA psionics & spells; SD psionics & spells; SZ M; INT genius; AL NE; ML 14; XP 3,000.</p> <p>Psionics Summary: PSPs 180</p> <p><i>Disciplines</i> – Psychokinesis, psychometabolism</p> <p><i>Sciences</i> – Complete healing, detonate, project force</p> <p><i>Devotions</i> – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation</p> <p><i>Attack/Defense Modes</i> – All/All</p> <p><i>Score</i> – 18</p> <p>Spells: 1) <i>charm person, color spray, magic missile</i> (x2); 2) <i>invisibility, stinking cloud</i>; 3) <i>lightning bolt</i></p>



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- 4 Knight's quarters This room is the quarters of an individual knight. There is a 50% chance that he will be here when the room is entered. This room will contain numerous weapons, suits of armor, and the tools for maintaining them.
- Githyanki Knight (1):** THAC0 13; Dmg 1d8+1 (*long sword* +1); AC 2 (*chain mail* +3); HD 8; hp 60; MV 12; SA psionics; SD psionics; SZ M; INT genius; AL NE; ML 14; XP 3,000.
Psionics Summary: PSPs 200
Disciplines – Clairsentience, psychokinesis, psychometabolism
Sciences – Aura sight, complete healing, detonate, project force
Devotions – Adrenalin control, animate shadow, catfall, combat mind, control body, control light, danger sense, displacement, heightened senses, inertial barrier, know location, levitation, molecular manipulation, poison sense
Score – 18
- 5 Captain's quarters A githyanki captain is quartered here. This room will contain things like patrol lists, personnel reports, armor polish, and possibly spell books or components. There is only a 25% chance that the room is occupied.
- Githyanki Captain (1):** THAC0 17; Dmg 1d8+1 (*long sword* +1); AC 2 (*chain mail* +3); HD 7; hp 45; MV 12; SA psionics & magic; SD psionics & magic; SZ M; INT genius; AL NE; ML 14; XP 1000.
Psionics Summary: PSPs 180
Disciplines – Psychokinesis, psychometabolism
Sciences – Complete healing, detonate, project force
Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation
Attack/Defense Modes – All/All
Score – 18
Spells: 1) *charm person, color spray, magic missile* (x2); 2) *invisibility, stinking cloud*; 3) *lightning bolt*
- 6 Gish quarters These are the quarters of a gish. There will be a mix of things in this room indicating that the inhabitant is both a skilled warrior and a talented spellcaster. There is only a 25% chance that the room is occupied at any given time.
- Gish Lieutenant (1):** THAC0 17; Dmg 1d8+1 (*long sword* +1); AC 3 (*chain mail* +2); HD 5; hp 30; MV 12; SA psionics & magic; SD psionics & magic; SZ M; INT genius; AL NE; ML 14; XP 1400.
Psionics Summary: PSPs 180
Disciplines – Psychokinesis, psychometabolism
Sciences – Complete healing, detonate, project force
Devotions – Adrenalin control, animate shadow, catfall, control body, control light, displacement, heightened senses, inertial barrier, levitation, molecular manipulation
Attack/Defense Modes – All/All
Score – 18
Spells: 1) *magic missile* (x2), *wall of fog*; 2) *stinking cloud, web*



4. Music Wing

This part of the palace is devoted to the musical arts. The rooms are soundproofed and acoustically balanced. They contain a variety of instruments. The love of music is very common throughout githyanki society, so many of the palace guards can be found here practicing when off duty.

The githyanki play a variety of instruments, including those known to Athasian characters. They also play quite a few that are unknown to characters of Athas.

The DM can use the following table to determine the contents of any room in the music wing. Inventive referees may wish to add other rooms to the list. Roll 1d6 to determine the contents of each room. There is a 25% chance that any given room will be occupied by 1d4 githyanki guards.

Roll

1d6 Music Room

- 1 *Woodwind room:* This room is devoted to the playing of various woodwind instruments. The walls are lined with glass cases storing a variety of finely created woodwinds including such traditional pieces as piccolos, flutes, clarinets, and oboes.
- 2 *Brass room:* The walls of this room are lined with fine wooden racks and glass cases that hold a wide variety of brass instruments. Horns of every shape and size can be found here ranging from very tiny coronets to almost impossibly large tubas.
- 3 *Percussion room:* A wide variety of drums, xylophones, and other percussion instruments are evenly distributed around this room. Along the walls are racks and cases holding a great array of rattles, cymbals, and the like.

- 4 *Keyboard room:* Depending on the size of this room, it will hold one or more keyboard instruments. Examples of the things found in this room include pianos, harpsichords, and organs.
- 5 *String room:* This room is filled with ornate stands and glass cases that hold an array of string instruments. Examples range from delicate violins to large cellos and basses.
- 6 *Workshop:* This room is intended for the repair and construction of musical instruments. A second roll can determine the nature of the instruments serviced in this area, with any roll of a "6" being ignored and rerolled.

5. Gaming Wing

This wing of the palace is especially popular among off-duty soldiers. When the party enters any given room the DM should roll 1d6 on the table below to determine the exact type of games played in the area.

Roll

1d6 Gaming Room

- 1 *Card games:* This room is set with a number of circular tables (each with 4 to 8 chairs). Along the walls are several glass cases filled with all manner of card decks. In addition, there are racks holding betting chips, score-keeping boards, and the like. At any given time there is a 25% chance that 6 to 36 githyanki will be present in this room playing different card games.
- 2 *Dice games:* This room contains several tables of different sizes and shapes. Some of them are marked with unusual patterns on their tops as aids to game play. Cabinets along the walls contain



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wagering chips and a seemingly endless variety of dice and similar gambling items. At any given time there is a 25% chance that 6 to 36 githyanki will be present in this room playing different card games.

3 *Board games:* This room is set with a number of rectangular tables in various sizes and dimensions. Fine glass cabinets are stacked with all manner of wooden boards and boxes containing a variety of playing pieces. At any given time there is a 25% chance that 6 to 36 githyanki will be present in this room playing different card games.

4 *Dart games:* This is a most unusual room. While there are many chairs and a few small tables, the most obvious feature of this area is an assortment of dart boards hanging on the walls. Some of them are circular, some square, and some of irregular shapes. Glass doored cabinets along one wall hold an assortment of darts and other object that are in used in these games. At any given time there is a 25% chance that 6 to 36 githyanki will be present in this room playing different card games.

5 *Physical games:* This area is outfitted with several mats and cushioned areas designed for wrestling, martial arts practice, and other related physical pastimes. At any given time there is a 25% chance that 6 to 36 githyanki will be present in this room playing different card games.

6 *Mind games:* This room is outfitted with an array of featureless black tables. Indeed, the walls of the room and the chairs of the table are also a gleaming black. This room is used by githyanki for various contests of psionic prowess. At any given time there is a 25% chance that 6 to 36 githyanki will be present in this room playing different card games.

6. Administration Area

All of the rooms in this area are used by the githyanki administrators who handle the day to day operations of the palace, the city, and the details of the invasion of Athas. Any given room in this section of the palace has a 25% chance of being occupied by 1d4 githyanki warriors.

7. Artist's Wing

This section of the palace is given over to artistic pursuits, another popular pastime among the cultured githyanki. Whenever the party enters a specific room, the DM should roll 1d6 on the following table to determine the exact type of pursuits that an area is devoted to.

Roll

1d6 Studio Room

1 *Painter's studio:* This room is an artist's galley filled with dozens of easels. A wide variety of pigments are stored in cabinets around the edges of the room and finished paintings of various quality hang on the walls. The room has chairs placed for viewing the paintings, and rich carpeting on the floor. There is a 25% chance that 1d4 githyanki are spending some free time in this room.

2 *Sculptor's studio:* Small fragments of other countless varieties of stone cover the floor of the this area. Many partially finished sculptures stand in the middle of the room. An assortment of hammers, chisels, and other tools lie on a small workbench beside each statue. Pinned to the wall are sketches of various things, obviously serving as models for the statues. There is a 25% chance that 1d4 githyanki are spending some free time in this room.



- 3 *Potter's studio:* This room has been set with a half dozen potter's wheels. These are similar to the kick-wheels commonly found on Athas, but somewhat more sophisticated in design. Racks of simple shelves hold both raw clay and completed pots awaiting firing. Trays with various potter's tools stand next to each of the wheels. There is a 25% chance that 1d4 githyanki will be present in this room when the characters enter.
- 4 *Weaver's studio:* This room is dominated by a large loom at its center. Several smaller looms are scattered about. On each of these is a half-finished tapestry blanket, or other such work of art. Glass cabinets along the walls all hold an assortment of yarns, threads, and strings in a great variety of colors. There is a 25% chance that 1d4 githyanki will be working in this room at any given time.
- 5 *Beading studio:* This room is set with a variety of bead-looms similar to those used by many cultures on Athas. Glass cabinets line the walls, each filled with jars of beads in a staggering array of colors and sizes. There is a 25% chance that 1d4 githyanki will be working in this room.
- 6 *Galley:* This is a room devoted to the display of various artwork. The DM should roll a second d6 to determine what type of things are represented here. Any additional roll of a "6" is ignored and rerolled.

8. Throne Room

You enter what truly appears to be the heart of the githyanki power. A magnificent throne stands at the end of the room; it is carved from a single huge piece of jade.

Many beautiful statues, paintings and tapestries line the walls, and overhead a huge crystal chandelier hangs from the ceiling. Apart from a wide stone walkway at the edge of the room, the entire floor appears to have been fashioned from a gleaming sheet of silver.

The throne room is the largest single room in the palace. The ceiling arches to almost 60 feet above the floor. A throne rubbed out of a single piece of jade dominates the far wall of the room. The walls are lined with fabulous tapestries, paintings, and sculptures. A standing guard of 20 knights, under the command of a captain, is stationed here at all times. They all stand at attention, lining the walls between the entrance and the throne.

The center of this room appears to be made of a single glistening slab of pure silver. In actuality, this is a force-field. If the queen is displeased by a visitor, she has only to press a hidden button in the arm of the throne the field disappears. When this happens, those standing on the silver floor fall 30 feet to the arena below. The silver field can also be made transparent so that those in the throne room may view the combats below.

In addition, this area can be used to magically transport anyone standing on it to the chamber that houses the Galnaki end of the Nightmare Gate. Once again, Trinth activates this feature by pressing a hidden button in the arm of the throne upon which she sits.

A third hidden button in the arm of the throne opens a secret door in the wall behind it. This leads to her private quarters. Many of the githyanki know about this door, but few know how to open it.

7. Queen's Chambers

The queen's chambers consist of more than just Trinth's private room. There are seven rooms that make up this section of the palace. In these rooms the queen keeps her



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spellbooks, does magical research, and does her most potent conjuring. All of these rooms are sealed in solid steel and laced with lead to block unwanted scrying.

H (x2). It is suggested that the DM choose the magical items in the queen's horde rather than rolling them up at

armor and weapons. The queen favors items usable by psionicists and mages.

can be found. She has kept detailed accounts of her experiments on the psionic creatures of Athas. It is clear that she

world to manifest such potent psionic powers. If she can learn the secret of their remarkable psionic powers, she can begin to alter the githyanki children born in Galnaki and produce a whole generation of tremendously powerful githyanki psionicists. With this army, she would return to the Astral Plane, drive out the githyanki lich-queen, and claim the entire realm for herself.

The Towers

The Twin Towers of Trinth entwine high above the city. These gleaming silver structures hold the fine living quarters of Galnaki's noble class. Like the ancient githyanki city of Yathazor on Athas, the higher a person's place in the towers the more important his standing in society. Any intrusion in the towers is certain to bring a swift, crushing response from legions of guards determined to put on a good show for their superiors.

The Arena

The arena is a chamber some 45 feet long by 30 feet wide. It is located directly beneath Trinth's throne room and is roofed over with a force field that looks like gleaming silver. Eight doors are set in the walls of the arena, each of which

leads to a cell complex similar to the one characters were placed in when they first reached Galnaki. There are three doors on each side of the arena and one at each end.

Confronting Trinth

One way or another, the characters will end up in the throne room facing the object of the quest, the githyanki queen Trinth. This also means that they will almost certainly end up being dropped into the arena.

If they have been captured trying to enter the palace, they will have no weapons in hand when brought before the queen. However, they may have concealed daggers, wands, and so forth before being captured.

If they fought their way into the palace they may not end up in the arena, but they will have to fight many guards. When they reach the throne room, the queen joins in the battle, using her spells, psionic abilities, and the artifact that the PCs seek.

The queen is an impressive figure, standing a full 9 feet tall. She is dressed in clothing and armor that could purchase a city on your world. In her hand she holds a scepter. The ruby at the tip pulses with an angry red light. The queen looks at you and scowls.

"Spies in MY palace! If you wish a clean death in combat, you will tell me who sent you and what you have learned. If not, I can always operate on your mind. Well, what say you?"

Let the characters answer as they will. The queen is using her truthhear devotion and is expecting them to lie to her. When their story is finished, she demands that they tell her why Athas has so many characters with strong powers of the mind. Of course, the reason for this is not known to the characters; that's simply the way it has always been. Whatever the characters say, she doesn't believe them.



The characters may attempt spellcasting while being questioned. The githyanki are not familiar with the somatic concealment proficiency and may well be caught off guard by those who are skilled in its use.

Fighting in the Arena

The drop to the arena is fully thirty feet. Those dropped into the arena from the throne room take 3d6 points of damage from the fall. They are given a few rounds to pick themselves up and prepare for the combat. Eventually, Trinth speaks to them.

“You must now choose your fate. One of these doors leads to freedom, the rest have an inhabitant that will be most pleased to see you. You must select the correct door, or die trying. If you choose incorrectly and survive, you may choose again.”

If the characters have no weapons visible, the queen offers them a fighting chance. One dagger per character is tossed into the arena. The daggers are steel and two of them are *daggers +2*. As soon as the daggers are tossed into the pit, the transparent *wall of force* is put into place, and the githyanki in the throne room move in to watch. Almost at once they begin placing bets on which door the characters will choose and which character will be the first to fall.

The arena holds eight different opponents. Most of them should be no challenge to a high-level party, but confronted one after another they could certainly wear the party down.

The encounters behind each door are listed in a clockwise order, starting to the one to the left of the throne and ending up with the door below the throne.

If the characters refuse to choose a door, the queen picks one she'd like to see. The DM should roll 1d8 on the following table to see which door she selects. Any roll of 8

should be rerolled, as Trinth saves that door until last.

Between battles the characters have exactly two minutes to catch their breath. During this time, bets are collected and new bets made. The characters can get off a spell or two. Two rounds after the battle ends, the queen calls for their next choice. Again, if they don't choose, Trinth chooses for them.



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Roll

1d6

Door Description

- 1 *The red door:* This door will swing open to reveal a pair of braxats. Like the characters, they have been promised their freedom if they win in the arena.

Monster

Braxats (2): THAC0 11; Dmg 2d4+10; AC 0; HD 10; hp 50; MV 15; SA breath weapon; SD magical or steel weapons to hit; SZ H; INT high; AL NE; ML 19; XP 5,000.

Psionics Summary: PSPs 80

Sciences – Psychic crush, tower of iron will

Devotions – Awe, contact, inflict pain, intellect fortress, invincible foes, mental barrier, mind blank, mind thrust, psionic blast, thought shield

Score – 15

Both carry a huge spiked club. They are able to breath a cone of acid that is 10 feet long by 5 feet wide. This acid inflicts 2d10 points of damage to anything it touches, save vs. breath weapon for 5 damage. The braxat are highly intelligent and like to use inflict pain or invincible foes to reduce the odds against them.

- 2 *The orange door:* This door swings open to reveal a small flock of ugly birds unlike anything the characters have ever seen on Athas.

Cockatrice (5): THAC0 15; Dmg 1d3; AC 6; HD 5; hp 20; MV 6; SA petrification; SZ S; INT animal; AL N; ML 12; XP 650.

When a cockatrice hits, there is a chance it touches exposed flesh. This chance is equal to 10% times the adjusted AC of the victim. If flesh is touched, the victim must save vs. petrification or be turned to stone.

- 3 *The yellow door:* The door swings open to reveal a pack of four-armed giants that will probably be all too familiar to the characters.

B'rohg (4): THAC0 15; Dmg 1d8+10 (x4); AC 10; HD 5+3; hp 30 ea.; MV 15; SZ H; INT Low; AL N; ML 10; XP 650.

Note: The third and fourth attack rolls each round are made with a -2 penalty.

B'rohg Leader (1): THAC0 13; Dmg 1d8+10 (x4); AC 10; HD 6+3; hp 40; MV 15; SZ H; INT low; AL N; ML 10; XP 975. Note: The third and fourth attack rolls each round are made with a -2 penalty.

- 4 *The green door:* The door swings open to reveal a ravenous hell hound. It lunges forward at once and attacks without mercy.

Hell Hound (1): THAC0 13; Dmg 1d10; AC 4; HD 7; hp 35; MV 12; SA breathe fire (7 points); SD immune to fire, surprised only on a 1 or 2, able to see invisible objects 50%; SZ M; INT low; AL LE; ML 13; XP 1,400.



- 5 *The blue door:* Beyond this door is another type of creature that is not native to Athas. **Displacer Beasts (3):** THAC0 15; Dmg 2d4/2d4; AC 4; HD 6; hp 30; MV 15; SD -2 on opponent's attack rolls; SZ L; INT semi; AL LE; ML 14; XP 975.
- 6 *The purple door:* This door yields creatures native to Athas and thus familiar to the PCs. **Silt Runners (20):** THAC0 19; Dmg 1d3/1d3/1d6; AC 7; HD 2; hp 10; MV 48; SA psionics; SZ S; INT low; AL CE; ML 10; XP 35.
Psionics Summary: PSPs 24
Sciences – Clairaudience
Devotions – Combat mind, radial navigation, see sound, thought shield
Score – 10
 The silt runners flee as soon as the odds drop to less than 2 to 1 in their favor, and they cower in their cell.
- 7 *The white door:* This door seems to open upon nothing. Indeed, it looks as if the characters have found the way out of the arena. In truth, their enemy is just invisible. **Invisible Stalker (1):** THAC0 13; Dmg 4d4; AC 3; HD 8; hp 40; MV 12, Fl 12 (A); SA surprise; SD invisibility; MR 30%; SZ L; INT high; AL N; ML 14; XP 3,000.
 Unless its victims can somehow see invisible things, the stalker imposes a -6 penalty on its target's surprise roll. Further, any attack against the creature are made with a -2 penalty.
 Normally, the invisible stalker would be partially visible on the Astral Plane. However, the barrier that Trinth employs to mimic the surface conditions of Athas renders him fully invisible.
- 8 *The black door:* This door slides open to reveal a truly terrible creature that Trinth has been kind enough to import into Athas. **Nightmare Beast (1):** THAC0 5; Dmg 2d6 (x2)/2d10 (x2)/4d10; AC -5; HD 15; hp 75; MV 12; SA psionics & spells; SD +1 or better to hit; MR 20%; SZ G; INT avg; AL CE; ML 16; XP 16,000.
Psionics Summary: PSPs 180
Disciplines – Psychokinesis, psychometabolism, psychoportation, telepathy
Sciences – Disintegrate, psionic blast, summon planar creature, teleport, tower of iron will
Devotions – Ballistic attack, biofeedback, contact, double pain, ego whip, id insinuation, intellect fortress, mental barrier, mind blank, molecular agitation, molecular disruption, psychic crush, teleport trigger, thought shield
Score – 17



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This Way Out

When the party defeats the nightmare beast behind door 8, they can clearly see a large gate at the back of its cell. As they finish, the queen speaks:

“Congratulations, you have survived the trials of Trinth. You have earned your freedom. Exit the arena through the doorway before you.”

The characters will have to wait several minutes in front of the gate before it opens. When they step through, the following text describes the scene:

The queen awaits you outside the cell. She stands at the base of a stairway leading up to her private quarters. Behind her stand by several of her knights. In her hand is the ruby-tipped scepter. “I have decided to allow you a rare honor. Kneel and receive my blessing.”

If any of the characters kneel, she touches them with Yrinolir, attempting to *charm* them. She was impressed with the characters, but assumes that they are too badly beaten up to even think of attacking her. The characters will never get a better opportunity.

If one of the characters fails his saving throw to resist the *charm* spell he immediately throws down his weapon in front of the queen and pledges to serve her for life.

The characters can choose to attack the queen or they can grab for Yrinolir. The scepter can be pulled from her hands by any character with a hit on AC 4. Anyone who grasps the scepter takes 1d4 points of damage a round, unless he is of evil alignment. No one can command the scepter while the queen lives, she is linked too closely with it. In fact, anyone who is holding the scepter can be charmed by the queen. It does mean the queen stays until she recovers Yrinolir.

If the party actually threatens the queen's life, she flees

for a secret door in the wall next to the stairs. The githyanki knights move to cover her retreat, of course. It takes her one round to reach the door. On the second round, the queen races down the stairs. She is headed for the room with the Nightmare Gate in it.

Githyanki Knights (?): THAC0 13; Dmg 1d8+1 (*long sword* +1); AC 2 (*chain mail* +3); HD 8; hp 60; MV 12; SA psionics; SD psionics; SZ M; INT Genius; AL NE; ML 14; XP 3,000.

Psionics Summary: PSPs 200

Disciplines – Clairsentience, psychokinesis, psychometabolism

Sciences – Aura sight, complete healing, detonate, project force

Devotions – Adrenalin control, animate shadow, catfall, combat mind, control body, control light, danger sense, displacement, heightened senses, inertial barrier, know location, levitation, molecular manipulation, poison sense

Score – 18

Trinth: AL LE; AC -5; MV 24; HD 17 (M 15/Ps 17); hp 102; THAC0 6; #AT 2; Dmg 1-6+6/1-8+6; SA spells, psionics, magical items; SD 25% magic resistant, spells, psionics; Str 16, Dex 18, Con 16, Int 13, Wis 15, Chr 13; SZ L (9' tall); ML 19; XP 15,000.

Psionics Summary: PSPs 200

Sciences – Domination, empower, energy containment, mindlink, probe, psychic crush, psychic surgery, summon planar creature, telekinesis, tower of iron will, ultrablast

Devotions – Adrenalin control, aging, animate object, animate shadow, awe, all-round vision, conceal thoughts, contact, control body, control flame, danger sense, double pain, dimension door, ectoplasmic form, ego whip, feel light, flesh armor, gird, id insinuation, intellect fortress, know location, mental barrier, mind blank, mind thrust, poison sense, psionic blast, psionic sense, receptacle, stasis field, synaptic static, thought



shield, time/space anchor

Score – 18

Spells Memorized: *Charm person, color spray, hypnotism, shocking grasp, friends, ray of enfeeblement, blindness, blur, mirror image, detect good, hold person, protection from normal missiles, spectral forces, suggestion, slow, charm monster, fumble, illusionary wall, phantasmal killer, fire shield, domination, false vision, feblemind, hold monster, shadow magic, eyebite, globe of invulnerability, prismatic spray*

Trinth has a +1 on her saves versus illusions and enchantment/charm spells, opponents have a -1 to their saves versus such spells when she casts them. In addition to her *vorpal sword* +5, she may also have Yrinolir, which can act as a +5 *rod of smiting*.

The queen fights intelligently. Remember that even she cannot *dimension door* away from danger inside the sphere. She does yell for more guards. By attacking the githyanki on the stairs, the characters can prevent more help from arriving from that direction.

Through the Secret Door

The physical layout of this area is not too complicated. The characters are in a 10-foot-wide corridor as they emerge from the arena. The queen stands on a wide landing at the base of the stairs next to the entrance. The secret door to the stairs down is on the opposite side of the corridor, directly across from the stairs that lead up.

There is space for two to fight abreast in the corridor, and two on the landing of the stairs. If the attack is well-timed, several characters can attack the queen while two others occupy the knights. The corridor is 15 feet high; half-giants have no trouble in this circumstance.

Once the queen is hurt, she gets serious. She may cast a *blur* to improve her armor class, *globe of invulnerability* to protect her from spells, or use one of her psionic

attacks like *id insinuation* against the characters.

The queen may be killed here, or she may get away and flee to the Nightmare Gate. If she is surrounded with her back to the wall, that wall contains the secret door to the stairs leading down to the vortex. The queen won't flee until she is sure that things are going badly. She expects more guards momentarily, and she is very confident in her own abilities.

If the queen is killed, read the following:

As you strike the last blow, the queen falls dead. All around you things begin to shake and groan. Crack begin to lace the walls. The entire place seems to be breaking up. Below you, you can feel the asteroid shake. It appears that things are not going to hold up well. A sharp crack and some rumbling sounds are next. Down the tunnel a support pulls apart, and a huge boulder falls free.

Amid all this chaos, you hear a voice in your head. "I alone can get you out of here now. Without the queen to control it, the Nightmare Gate will explode. If you want to live, you must act quickly." With a sudden shock, you seem to realize that you are hearing the thoughts of Yrinolir.

Down the stairs you see dozens of githyanki coming toward you. They have all drawn their weapons and have rage burning in their eyes.

Suddenly, Krika and a group of githzerai in armor appear in the corridor behind them. With a roar they fall upon the githyanki, and soon the corridors are filled with a pitched battle.

If the characters have not already gotten Yrinolir, they should do so now.

As soon as someone grasps Yrinolir it will attempt to take control of him. Use the rules for intelligent weapons in the *DUNGEON MASTER™ Guide* to determine the success of this venture.

If Yrinolir controls the character, it immediately forces the character to head down the stairs to the Nightmare Gate. If not, it attempts to offer help by giving the charac-



ter directions. Further, it offers the only way for the characters to get home, power enough to defeat the sorcerer-kings, things connected with realizing the character's goals, and anything else that might convince the character to flee before this whole place breaks apart.

As the characters move down the stairs, describe the shaking and trembling. A few explosions take place, as spells are broken in the collapsing city.

The Nightmare Gate

You enter a room and see what may be the strangest sight in this very strange place. Against the far wall a line of posts stand, with visible fields of force between them. An arch leads to a swirling pool of colors. It looks very much like the vortex that got you here in the first place, but much more violent.

The characters stand before the Nightmare Gate. It is surging even more wildly. Those characters who jump through will vanish instantly. When the character holding the artifact enters the gate there is a deafening scream of agony. Yrinolir has been torn apart by the energy of the collapsing gate. Once again, the shock of this transition causes the characters to lose consciousness.

Aftermath

You awaken in a dark place. It takes a few moments to get your bearings. You realize that you are under the Black Spine mountains, in the that once held the Nightmare Gate. The entire place is ruined now. The great city that was once here has been shattered, the bodies of the gith that fell here are half decayed, and the obscene gate is twisted and bent.

Appendix One: Player Characters

Rowan

Female Elf Preserver/Thief

8th level/9th level

Neutral Good

Str 14

Dex 21

Con 15

Int 17

Wis 13

Cha 16

Reaction Adjustment: Surprise +4

NPCs +5

#AT: 1 and 1 (sword and dagger)

2 with bow

THAC0: 16

13 bone *long sword* +2

13 steel *dagger* +3 (9 thrown)

17 bone wrist razor

12 short bow

Damage: bone *long sword* +2 (1d8+1/1d12+1)

steel *dagger* +3 (1d4+3/1d3+3)

bone wrist razor 1d6/1d4

steel-headed arrows 1d6/1d6

steel-headed *arrows* +1 (1d6+1/1d6+1)

AC: 1 (leather armor, Dexterity, ring)

HP: 37

Preserver Spells:

Four 1st-level spells

Three 2nd-level spells

Three 3rd-level spells

Two 4th-level spells

Wild Talent: Empathy

Power Score: Wis

Cost: Contact/1, 1 per round to maintain

Wild Talent: Contact

Power Score: Wis

Cost: varies, 1 per round to maintain

PSP: 74

Thieving Percentages

PP	OL	F/RT	MS	HS	DN	CW	RL
75	65	65	90	90	45	95	27

Backstab: +4 to hit, 4xdamage

Player Characters



Saving Throws:

D M	RSW	P P	BW	SP
11	9	10	13	10

Weapon Proficiencies: Long sword, dagger, short bow, wrist razor, chatkcha

Nonweapon Proficiencies: Ancient Languages, Appraising, Dancing, Direction Sense, Disguise, Heat Protection, Herbalism, Jumping, Read/Write Common, Somatic Concealment, Tumbling

Languages: Common, elven, halfling

Spell Book (parchment scrolls in bone case):

1st level: *change self, charm person, color spray, comprehend languages, detect magic, identify, light, magic missile, phantasmal force, read magic, sleep, wall of fog*

2nd level: *blur, continual light, forget, invisibility, knock, levitate, Melf's acid arrow, mirror image, web, whispering wind, wizard lock*

3rd level: *clairvoyance, dispel magic, fireball, fly, spectral force, suggestion, wraithform*

4th level: *emotion, improved invisibility, plant growth, solid fog, wizard eye*

Equipment: Kip-leather armor, bone *long sword* +2 (tribal design), steel *dagger* +3, wrist razor, short bow, quiver with 12 steel-headed arrows and 6 steel-headed arrows +1, belt pouch with thieves' tools, 100 feet of silk rope, bone grapple, 2 one-gallon waterskins, 1 week's rations, sandals, cloak.

Magic: *Ring of protection* +2, *wand of lightning* (16 charges), *dust of appearance* (4 pinches), scroll with *lim-*

ited wish, polymorph any object, and mass invisibility, fruit of healing, fruit of gaseous form

Starting Money: 8 gold pieces, 31 silver pieces, 37 ceramic pieces, opal worth 20 gp

Background

You were born into the Taga-Elanni elf tribe, but were taken from your tribe at an early age and sold into slavery in the city of Draj. While your life as a slave was miserable, you learned many skills that would help you later on—the arts of stealth and guile. You learned to filch what extra food and trinkets you could. And most importantly, you learned magic from an old scribe slave named Arshon. Arshon saw your potential and passed what few spells he possessed to you.

Eventually, your day came. With your spells and thief abilities, you escaped and eluded pursuit, setting off in search of a new life. For years you lived in fear of slave-hunters on your trail, but you have grown strong and skillful enough to defend yourself should any enemies find you. In Draj you are a criminal marked for death, but the rest of Athas is your home now.

Your adventures with your current companions have taken you far and wide across Athas. You journeyed to the ruined city of Yaramuke as the pawns of an evil dragon and fought among the merchant wars of Balic and Altaruk. You trust them as you would a member of your own tribe. Stug and Shayira are loyal friends and Galek is courageous and honorable. You enjoy Ashathra's company, and even the thri-kreen Ka'Cha is honorable and loyal in his own way.



Player Characters

Shayira the Earth-Singer

Female Human Earth Cleric

10th Level

Chaotic Good

Str 17

Dex 13

Con 16

Int 12

Wis 19

Cha 14

Reaction Adjustments: Surprise 0

NPCs +2

#AT: 1

THAC0: 14

12 stone *mace* +4

13 steel dagger

14 sling

Damage: stone *mace* +4 (1d6+5/1d6+4)

Steel dagger 1d4+1/1d3+1

Sling stone 1d4/1d4

Lead sling bullet 1d4+1/1d6+1

AC: 4 in rasclinn hide armor

HP: 68

Cleric of Earth Spells:

(includes Wisdom adjustment)

Seven 1st-level spells

Six 2nd-level spells

Four 3rd-level spells

Five 4th-level spells

Two 5th-level spells

Spheres of Access: Major to Earth

Minor to Cosmos

Other: Turn Undead

Ignore earth 10 rounds per day

Gate 4 cubic feet of earth/stone, 1/day

Wild Talent: Domination

Power Score: Wis-4

Cost: contact, 2xcontact cost to maintain

Wild Talent: Mindlink

Power Score: Wis-5

Cost: contact, 8/round to maintain

Wild Talent: Contact

Power Score: Wis

Cost: varies, 1/round to maintain

PSP: 79



Saving Throws:

D M	RSW	PP	BW	SP
6	10	9	12	11

+4 to saves versus mind-affecting spells

Immune to *cause fear*, *charm person*, *command*, *friends*, *hypnotism* (high Wisdom)

Weapon Proficiencies: Mace, dagger, sling, long sword, staff

Nonweapon Proficiencies: Ancient History, Direction Sense, Healing, Fire-building, Land-based Riding, Singing, Stonemasonry, Water Find

Languages: Common, gith, giant

Equipment: Rasclinn hide armor, stone *mace* +4, steel dagger, sling, pouch with 20 sling stones, pouch with 12 lead *sling bullets* +1, backpack with flint and steel, 6 torches, 1 flask of oil, 1 week's rations, 1 one-gallon water-skin, small glass mirror, quartz crystal, bedroll.

Magic: *fruit of speed*, *ring of free action*, scroll of *protection from magic*

Starting Money: 6 silver pieces, 24 ceramic pieces, and a ruby worth 30 sp

Background

You were born to a nomadic clan of herders in the foothills of the Ringing Mountains. From birth you were marked as an Earth-Singer, or priestess of earth, by your tribe. The sign of the Earth-Singer—tattooed circles on the backs of your hands—was given to you when you reached maturity. The rock, the stone, the mountains are all sacred to you. As Earth-Singer, you healed the sick and injured while keeping the old ways and observing the honored rites of your ancestors.

During your twentieth year, a marriage was arranged for you, as is the custom in your tribe. The prospective groom was a young warrior named Therek the Lion, the Earth-singer of another clan. You could not bring yourself to marry him. The elders were shocked by your refusal to obey, and you were forced to flee. Years later you returned to the tribe, only to find that your name had been forgotten and that you were no longer welcome among your people. Now you roam the Tablelands, fighting for good and helping the weak, as you would be expected to do as the Earth-singer of your tribe.

You met your current companions when your wanderings led you to sign on with a caravan. You have shared many adventures over the years. Once you journeyed into the ruins of Yaramuke at the side of a powerful defiler seeking dragonhood, and witnessed his destruction at the hands of Abalach-Re, sorceror-queen of Raam. Another time you fought against the merchant house of Shom to stop an evil trade in psionic parasites. Although you still find your companions to be devious and manipulative at times, you have learned to trust them. Rowan and Galek are good friends, but you find the thri-kreen Ka'Cha to be a true ally. As a fellow priest of earth, he shares a common cause and calling with you.



Player Characters

Ashathra the Swift

Female Human Bard

12th Level

Chaotic Neutral

Str 12

Int 15

Dex 19

Wis 10

Con 15

Cha 18

Reaction Adjustments: Surprise +3, NPCs +7

#AT: 1 and 1 (with daggers)

2 with blowgun

1 with light crossbow

THAC0: 15

13 bronze *Sword of Life Stealing*

14 pterrax-tooth *dagger* +2 (11 thrown, 15 off-hand)

15 iron dagger (12 thrown)

12 blowgun

12 light crossbow

Damage:

bronze *short sword of Life Stealing* (1d6+2/1d8+2)

pterrax-tooth *dagger* +2 (1d4+1/1d3+1)

iron dagger 1d4/1d3

blowgun needle 1/1

blowgun barbed dart 1d3-1/1d2-1

steel-headed quarrel 1d4/1d4

Armor Class: 0

Bracers of Defense and Dexterity modifier

HP: 51

Wild Talent: Ectoplasmic Form

Power Score: Con-4

Cost: 9, 9/round to maintain

PSP: 87

Thieving Percentages:

PP	OL	F/RT	MS	HS	DN	CW	RL
60	30	45	70	70	30	95	15

Influence Reactions: -4 die modifier

Inspire: +1 THAC0, +1 to Saving Throws, or +2 Morale

Identify Magical Item: 60%



Saving Throws:

D M	RSW	PP	BW	SP
11	10	10	14	11

Weapon Proficiencies: dagger, light crossbow, blowgun, short sword

Nonweapon Proficiencies: Dancing, Disguise, Etiquette, Jumping, Land-based Riding, Lip Reading, Local History, Read/Write Common, Tightrope Walking, Tumbling

Languages: Common, Dwarven, Nikaal

Poisons Known:

- A (Injected, onset 10-30 minutes, strength 15/0)
- B (Injected, onset 2-12 minutes, strength 20/1-3)
- D (Injected, onset 1-2 minutes, strength 30/2-12)
- E (Injected, onset immediate, strength death/20)
- H (Ingested, onset 1-4 hours, strength 20/10)
- I (Ingested, onset 2-12 minutes, strength 30/15)
- J (Ingested, onset 1-4 minutes, strength death/20)
- L (Contact, onset 2-8 minutes, strength 10/0)
- M (Contact, onset 1-4 minutes, strength 20/5)
- N (Contact, onset 1 minute, strength death/25)

Equipment: Bronze *short sword of life stealing*, pterax-tooth *dagger* +2, second iron dagger in hidden boot sheath, light crossbow, case with 22 steel-headed quarrels and 3 *quarrels* +3, blowgun, pouch with 6 bone needles and 6 bone barbed darts, backpack, 1 one-gallon water-skin, 1 week's rations, tinder kit, oil lamp, thieves' picks, 1 flask oil, 50 feet silk rope, blanket.

Magical Items: *bracers of defense AC 4*, *fruit of gaseous form*, *fruit of extra healing*, *brooch of shielding*

Starting Money: 22 gold pieces, 17 silver pieces and 27 ceramic pieces

Background

You grew up in the city of Tyr as an abandoned waif. Quick and agile, you discovered that you could take what you needed as a thief. Your daily meal was stolen from a fruit vendor or snatched from a passing wagon. Your clothes were taken from laundry lines. Everything you needed was there for the taking, and you found that a steady hand and a bit of nerve more than made up for a lack of a home or parents to care for you.

When you were twelve years old, you met a bard who called herself Sandwhisper. She took you under her wing, teaching you the skills of the bard: how to sing, how to dance, how to fight, and how to kill. But eventually she grew restless and moved on, leaving you to find your own way in the world. You learned that everyone leaves sooner or later, and that the only person you can count on is yourself.

Things began to change when you were hired on by a caravan as entertainment and met your current companions. You soon found yourselves involved in a perilous adventure. an expedition into the ruins of Yaramuke as tools of an evil defiler-dragon. You were forced to work together to survive. Since that first adventure, you have shared many other dangers—and rewards—with your friends. You keep telling yourself that Ashathra comes first. but in your heart you are not sure whether you still believe it.



Player Characters

Stug Two-Blades

Male Half-Giant Gladiator

9th level

Neutral ?

Str 22

Dex 15

Con 19

Int 13

Wis 11

Cha 7

Reaction Adjustment: Surprise 0, NPCs -1

#AT: 2 with one bastard sword

2 and 1 with sword in each hand

2 with gythka (2 and 1 with gythka in each hand)

3/2 with bone club

3/2 unarmed

THAC0: 12

6 steel *bastard sword* +1

7 steel bastard sword

7 gythka (7 thrown)

10 obsidian harpoon (10 thrown)

9 bone club

8 unarmed

Damage:

steel *bastard sword* +1 (1d8+13/1d12+13)

steel bastard sword 1d8+12/1d12+12

gythka 2d4+12/1d10+12

harpoon 2d4+9/2d6+9

bone club 1d6+9/1d3+9

unarmed 1d3+10

AC: 5 in hide armor

4 with gladiator ability

3 with successful Armor Optimization

HP: 148

Gladiator Abilities:

+/-4 Chart Modifier with unarmed combat attacks

Optimize Armor, -1 AC bonus

Wild Talent: Complete Healing

Power Score: Con

Cost: 30

Wild Talent: Energy Containment

Power Score: Con -2

Cost: 10, 1/round to maintain

Wild Talent: Dimensional Door

Power Score: Con -1

Cost: 4, 2/round per 50 yards to maintain

PSP: 86

Player Characters



Saving Throws:

D M	R S W	P P	BW	SP
8	10	9	9	11

Weapon Proficiencies: All, Ambidexterity

Weapon Specializations: Two-weapon Fighting Style, Gythka Specialization, Bastard Sword Specialization

Nonweapon Proficiencies: Armor Optimization, Blind-fighting, Direction Sense, Endurance, Heat Protection, Rope Use, Water Find

Languages: Common

Equipment: Inix *hide armor* +1, steel *bastard sword* +1, steel bastard sword, 2 gythka, 6 obsidian harpoon, harpoon quiver, bone club, 3 50-foot coils of giant-hair rope, 6 two-gallon waterskins, 2 week's rations, whetstone, blanket, backpack, flint and steel, lamp, 1 flask oil

Magical Items: *fruit of healing*

Starting Money: 6 gold pieces, 15 silver pieces and 38 ceramic pieces

Background

Your father served as a guard to an important templar of Balic. When you were still quite young, your father's patron was accused of treason and executed. His guards were executed as well, and you were thrown into the gladiatorial arena. Growing up quickly, you learned the skills of battle you know today. Angry and resentful of your unjust enslavement, you became a vicious killer with powerful psionic talents. The sight of your paired gythkas flashing in the sun was a favorite with the arena crowds. After a time, you earned enough to buy your own freedom, and wisely left the city before your masters could change their minds.

Once Balic's arenas were behind you, you worked odd jobs and kept moving, not really sure what to do with your life. You found employment as a caravan guard, then served as the lieutenant of a defiler, defending his stronghold. You tired of the wizard's harsh and arrogant manner and moved on. You even turned to raiding for a while, leading a fierce band of unruly gith.

You met your friends when you were serving as a mercenary for a dune trader in Raam. An evil defiler manipulated you and your companions into entering the haunted ruins of Yaramuke, but you managed to escape with your lives and destroy the creature when he came after you. Since that first adventure together, you and your companions have wandered the Tyr Region, fighting evil and looking for adventure.

You admire all of your friends. Galek is a true fighting companion, a warrior after your own heart, while the thri-kreen Ka'Cha commands your respect for his natural fighting ability. Shayira seems cold and distant to you, and Ashathra is a lying schemer who seems to care nothing for any of the rest of you. Rowan's magic fascinates you, and you enjoy being her friend.



Player Characters

Ka'Cha

Male Thri-Kreen Cleric/Psionicist

8th/8th Level

Neutral

Str 16

Dex 17

Con 17

Int 16

Wis 19

Cha 11

Reaction Adjustments: Surprise +2

NPCs 0

#AT: 4 claws and 1 bite

2 with chatkcha

1 and 1 with gythka and bite

1 and 1 with quabone and bite

THAC0: 16

chatkcha (thrown only) 14

obsidian *gythka* +2 16

quabone 16

Damage: claws 1d6/1d4

bite 1d4+1/1d4+1 and paralysis

chatkcha 1d6+2/1d4+1

obsidian *gythka* +2 (2d4+2/1d10+2)

quabone 1d6/1d3

AC: 2 (natural AC 5 plus Dexterity)

HP: 52

Cleric of Earth Spells:

(includes Wisdom adjustment)

Six 1st-level spells

Five 2nd-level spells

Four 3rd-level spells

Four 4th-level spells

Spheres of Access: Major to Earth

Minor to Cosmos

Turn Undead

Ignore earth 8 rounds/day

Gate in earth/stone (2 cubic feet, 1/day)

Thri-kreen Abilities:

Leap 20 feet up or 50 feet forward

Poison saliva: save vs. paralyzation (Size S creatures immobilized 2-20 rounds, size M for 2-16 rounds, size L for 1-8 rounds, and size H and larger only 1 round.)

Dodge missiles on a 9 or better (d20)

Player Characters



Saving Throws:

D M	RSW	P P	BW	SP
7	11	9	13	12

+6 to saves versus mind-affecting spells

Immune to *cause fear*, *charm person*, *command*, *friends*, *hypnotism*, *hold person* (High Wisdom score and thri-kreen resistances)

Weapon Proficiencies: Chatkcha, gythka, quabone, claw and bite, short sword

Nonweapon Proficiencies: Endurance, Rejuvenation, Artistic Ability (Paint), Direction Sense, Psionic Detection, Read/Write Common, Sign Language, Somatic Concealment, Water Find

Languages: Thri-kreen, common, gith, tohr-kreen

Psionics: PSPs 129

Disciplines: Psychokinetic, Psychometabolic, Telepathy

Sciences: Detonate (Con-3, 18, na), Energy Containment (Con-2, 10, na), Mindlink (Wis-5, contact, 8/rd), Telekinesis (Wis-3, 3+, 1+/round)

Devotions: Adrenalin Control (Con-3, 8, 4/rd), Ballistic Attack (Con-2, 5, na), Contact (Wis, varies, 1/rd), Control Body (Con-2, 8, 8/rd), Control Light (Int, 12, 4/rd), Control Sound (Int-5, 5, 2/rd) Heightened Senses (Con, 5, 1/rd), Id Insinuation (Wis-4, 5, na), Inertial Barrier (Con-3, 7, 5/rd), Invincible Foes (Wis-3, contact, 5/rd), Levitation (Wis-3, 12, 2/rd), Molecular Agitation (Wis 7, 6/rd), Reduction (Con-2, varies, 1/rd)

Defense Modes: Intellect Fortress (Wis-3, 4, na), Mind Blank (Wis-7, 0, na), Thought Shield (Wis-3, 1, na), Tower of Iron Will (Wis-2, 6, na)

Equipment: Obsidian *gythka* +2, quabone, 4 chatkcha, leather harness, leather backpack (metal bell, chalk, 50-foot rope, ceramic whistle), cloak, holy symbol (hunk of obsidian), 1 week's rations, 1 one-gallon waterskin

Magic: *fruit of flying*, *fruit of healing*, *portable hole*

Starting Money: 18 silver pieces and 27 ceramic pieces

Background

How swiftly the years pass! It seems a lifetime ago that you were a hatchling of the Chtik-kek pack in the sun-baked Yellow Hills. When you were still quite young you joined the clutch of the the kilkektet, or seekers. The Chtik-kek were fortunate to have been visited by a tohr-kreen named Klik-chaka'da, who taught you your intellectual pursuits and skills and helped you to develop the powers of the mind. When your training was completed, it fell to you to go into the world of humans and their kind and learn what you could of their ways.

Your current clutch of companions earned your trust during an adventure in the ruined city of Yaramuke. They seem to be more civilized than many of the human barbarians you have dealt with in the past, and at times you believe they might begin to appreciate the thri-kreen ways. You have shared many adventures in the years since, wandering the Seven Cities.

Years of adventure and the tohr-kreen's teachings have made you more worldly than your old clutch-mates of the Yellow Hills, but there are still many things about humans and other such creatures that you do not understand. Who can explain such creatures?



Player Characters

Galek Sandstrider

Male Half-Elf Ranger/Psionicist

8th/8th Level

Neutral Good

Str 19

Dex 16

Con 17

Int 15

Wis 16

Cha 15

Reaction Adjustments: Surprise +1
NPCs +3

#AT: 2 with long bow

3/2 and 1 with sword and impaler

3/2 with dagger

THAC0: 13

3 bone *long sword* +2

10 steel impaler

12 custom long bow

11 obsidian *dagger* +1 (10 thrown)

Damage: bone *long sword* +2(1d8+8/1d12+8)

steel impaler 1d8+7/1d8+7

steel flight arrow 1d6+7/1d6+7

obsidian *dagger* +1 (1d4+7/1d3+7)

Armor Class: 2

studded leather +2, modified for Dexterity

HP: 79

Species Enemy: Dune Freak (Anakore)

+4 to attack rolls, -4 to reaction checks

Ranger Spells

Sphere of Access: Water

One 1st-level spell

Ranger Abilities

Hide in Shadows: 49%

Move Silently: 62%

Animal Empathy: -3 to saving throw

Saving Throws:

D M	RSW	PP	BW	SP
10	12	9	12	13

+4 on all saves vs. enchantment/charm spells and similar effects (psionicist bonus, high Wisdom score)

Player Characters



Weapon Proficiencies: Composite long bow, impaler, spear, dagger, long sword

Nonweapon Proficiencies: Heat Protection, Land-based Riding, Rejuvenation, Running, Survival—Stony Barrens, Survival—Sandy Wastes, Survival—Mountains, Tracking, Water Find

Languages: Common, Giant

Psionics: PSPs 101

Disciplines: Psychokinesis, Clairsentience, Psychoportation

Sciences: Disintegrate (Wis-4, 40, na), Project Force (Con-2, 10, na), Telekinesis (Wis-3, 3+, 1+/rd), Teleport (Int, 10+, na)

Devotions: Animate Object (Int-3, 8, 3/rd), Combat Mind (Int-4, 5, 4/rd), Control Body (Con-2, 8, 8/rd), Control Light (Int, 12, 4/rd), Control Sound (Int-5, 5, 2/rd), Danger Sense (Wis-3, 4, 3/t), Dimensional Door (Con-1, 4, 2/rd), Know Direction (Int, 1, na), Know Location (Int, 10, na), Levitate (Wis-3, 12, 2/rd), Molecular Manipulation (Int-3, 6, 5/rd), Soften (Int, 4, 3/rd), Time Shift (Int, 16, na)

Defense Modes: Intellect Fortress (Wis-3, 4, na), Mind Blank (Wis-7, 0, 0), Mental Barrier (Wis-2, 3, na), Tower of Iron Will (Wis-2, 6, na)

Equipment: *studded leather armor +3, bone long sword +2, steel impaler, obsidian dagger +1, composite long bow (custom-built for strength damage bonus), quiver with 20 steel-headed arrows and 4 silver-headed arrows, backpack (50-foot rope, clothing, blanket, 2 week of food), 4 1-gallon water skins, 2 large belt pouches, small tent*

Magical Items: *fruit of healing, fruit of vitality, ring of life*

Background

Born to an elven mother and a human father, you were raised in an elven clan—the Shal-armani, a merchant tribe that wanders from city to city through the vast deserts. As you grew, you learned how to survive and how to fight, because the Shal-armani never accepted you fully. You spent much of your time off alone, hunting and wandering in the wastelands.

Eventually you decided that you would be better off without the elven prejudices and suspicions, and you struck out on your own. There was always someone ready to pay you for your abilities, and you found work as a caravan guard. This led to your first adventure with your companions, as an evil defiler separated you from the caravan and coerced you into accompanying him to the ruins of Yaramuke. Another adventure pitted your company against an evil conspiracy of the Shom dynasty.

You tend to conceal your mental talents, preferring to reserve them for an unexpected advantage in a tight situation. Your experiences with your former tribe have made you a loner, cautious to trust anyone. It has been your experience that sooner or later the prejudices of all companions surface, forcing you once again to depart for new territories. You are especially sensitive of Rowan, since she is the only full-blooded elf in the group, but so far she has not shown any arrogance towards you. All the others are your friends, although you can see that some of them do not get along with each other.

The title is set within a decorative arch that resembles a dark, jagged horizon or a silhouette of a creature's head against a reddish-orange background. The text is white and serif.

Appendix Two: MONSTROUS COMPENDIUM® Entries

The nature of the *Black Spine* campaign is such that it calls upon Athasian characters to travel to realms unlike any they have even seen before. In so doing, they will be forced to confront creatures from many scattered and diverse worlds. With this in mind, we have included all of the MONSTROUS COMPENDIUM® entries for creatures not found in the *Terrors of the Desert* MONSTROUS COMPENDIUM Appendix. Thus, a Dungeon Master who does not own all of the MCs from which creatures were drawn for this adventure will have the applicable information readily available.

Non-Athasian Monsters

A Dungeon Master who runs a DARK SUN® campaign will want to bear in mind that player characters born and raised on Athas will be unfamiliar with many of the creatures common to other game worlds. For instance, the owlbears and kobolds found in *Adventure Seven: The City of Spires* are not found in the scorched kingdoms of Athas.

With this in mind, a skilled DM will want to add an element of mystery and suspense to his or her game when using these creatures. While it might be okay to introduce a group of FORGOTTEN REALMS® adventurers to an encounter by saying, “You see a group of kobolds lurking in the tunnel ahead of you,” this is a waste in DARK SUN games. The introduction of new and potentially very deadly enemies in games set beneath the dark sun allows for one of the world’s greatest role-playing possibilities.

The kobolds mentioned in the previous paragraph should be described as fierce and savage-looking creatures. Perhaps they resemble the feral halflings of Athas, although horribly mutated and changed. Any number of evocative descriptions come to mind, all playing upon the players’ fear of the unknown. After all, how many times have they encountered creatures of small stature

that proved to be fierce, deadly opponents? If anything, the diminutive size of the kobolds should be a warning to the party. They are likely to assume that creatures of this sort could not have evolved without some great natural defense. Perhaps the monsters are proficient spellcasters or powerful psionics. Indeed, a clever DM might hint that this is the case.

Changing the Encounters

Of course, none of the encounters in this book should be looked upon as fixed, absolute things. If the DM feels that an encounter is too hard or too easy for his or her players to overcome, he or she should certainly feel free to change it.

This doesn’t mean that the number or type of creatures encountered must be changed. Indeed, the DM can certainly leave the encounter exactly as described in the book but resolve it differently. For example, creatures that are on the verge of slaughtering the party might take to quarreling among themselves over who is going to get what share of the treasure once they win before the fight is concluded, thus allowing the PCs a chance to turn the tables and win.

Other ways in which an encounter can be subtly changed include monsters that make or fail morale checks, creatures that are willing to negotiate with (or even help) the party, and encounters where the PCs surprise monsters that would normally defeat them in a head to head battle.

CLIMATE/TERRAIN:	Temperate and tropical/ Plains and forests
FREQUENCY:	Rare
ORGANIZATION:	Brood
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Non- (0)
TREASURE:	C
ALIGNMENT:	Neutral

NO. APPEARING:	1-6
ARMOR CLASS:	Overall 2, underside 4
MOVEMENT:	12, Br 6
HIT DICE:	3-8
THAC0:	17-13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	3-18 (crush) + 1-4 (acid)
SPECIAL ATTACKS:	Squirt acid
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L-H (10' to 20' long)
MORALE:	Average (9)
XP VALUE:	175-975

The ankheg is a burrowing monster usually found in forests or choice agricultural land. Because of its fondness for fresh meat, the ankheg is a threat to any creature unfortunate enough to encounter it.

The ankheg resembles an enormous many-legged worm. Its six legs end in sharp hooks suitable for burrowing and grasping, and its powerful mandibles are capable of snapping a small tree in half with a single bite. A tough chitinous shell, usually brown or yellow, covers its entire body except for its soft pink belly. The ankheg has glistening black eyes, a small mouth lined with tiny rows of chitinous teeth, and two sensitive antennae that can detect movement of man-sized creatures up to 300 feet away.

Combat: The ankheg's preferred attack method is to lie 5 to 10 feet below the surface of the ground until its antennae detect the approach of a victim. It then burrows up beneath the victim and attempts to grab him in its mandibles, crushing and grinding for 3d6 points of damage per round while secreting acidic digestive enzymes to cause an additional 1d4 points of damage per round until the victim is dissolved. The ankheg can squirt a stream of acidic enzymes once every six hours to a distance of 30 feet. However, since it is unable to digest food for six hours after it squirts enzymes, it uses this attack technique only when desperate. A victim struck by the stream of acidic enzymes suffers 8d4 points of damage (half damage if the victim rolls a successful saving throw vs. poison).

Habitat/Society: The ankheg uses its mandibles to continuously dig winding tunnels 30-40 feet deep in the rich soil of forests or farmlands. The hollowed end of a tunnel serves as a temporary lair for sleeping, eating, or hibernating. When an ankheg exhausts the food supply in a particular forest or field, it moves on to another.

Autumn is mating season for ankhegs. After the male fertilizes the female, the female kills him and deposits 2d6 fertilized eggs in his body. Within a few weeks, about 75% of the eggs hatch and begin feeding. In a year, the young ankhegs resemble adults and can function independently. Young ankhegs have 2 Hit Dice and an AC 2 overall and an AC 4 for their undersides; they bite for 1d4 points of damage (with an additional 1d4 points of damage from enzyme secretions), and spit for 4d4 points of damage to a distance of 30 feet. In every year thereafter, the ankheg functions



with full adult capabilities and gains an additional Hit Die until it reaches 8 Hit Dice.

Beginning in its second year of life, the ankheg sheds its chitinous shell just before the onset of winter. It takes the ankheg two days to shed its old shell and two weeks to grow a new one. During this time, the sluggish ankheg is exceptionally vulnerable. Its overall AC is reduced to 5 and its underside AC is reduced to 7. Additionally, it moves at only half its normal speed, its mandible attack inflicts only 1d10 points of damage, and it is unable to squirt acidic enzymes. While growing a new shell, it protects itself by hiding in a deep tunnel and secreting a repulsive fluid that smells like rotten fruit. Though the aroma discourages most creatures, it can also pinpoint the ankheg's location for human hunters and desperately hungry predators.

Ankhegs living in cold climates hibernate during the winter. Within a month after the first snowfall, the ankheg fashions a lair deep within the warm earth where it remains dormant until spring. The hibernating ankheg requires no food, subsisting instead on nutrients stored in its shell. The ankheg does not secrete aromatic fluid during this time and is thus relatively safe from detection. Though the ankheg's metabolism is reduced, its antennae remain functional, able to alert it to the approach of an intruder. A disturbed ankheg fully awakens in 1d4 rounds, after which time it can attack and move normally.

The ankheg does not hoard treasure. Items that were not dissolved by the acidic enzymes fall where they drop from the ankheg's mandibles and can be found scattered throughout its tunnel system.

Ecology: Though a hungry ankheg can be fatal to a farmer, it can be quite beneficial to the farmland. Its tunnel system laces the soil with passages for air and water, while the ankheg's waste products add rich nutrients. The ankheg will eat decayed organic matter in the earth, but it prefers fresh meat. All but the fiercest predators avoid ankhegs. Dried and cured ankheg shells can be made into armor with an AC of 2, and its digestive enzymes can be used as regular acid.

Basilisk

	Lesser	Greater	Dracolisk
CLIMATE/TERRAIN:	Any land	Any land	Any land
FREQUENCY:	Uncommon	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Low (5-7)	Low to Average (5-10)
TREASURE:	F	H	C, I
ALIGNMENT:	Nil	Neutral	Chaotic evil
<hr/>			
NO. APPEARING:	1-4	1-7	1-2
ARMOR CLASS:	4	2	3
MOVEMENT:	6	6	9, Fl 15 (E)
HIT DICE:	6 + 1	10	7 + 3
THAC0:	15	11	13
NO. OF ATTACKS:	1	3	3
DAMAGE/ATTACK:	1-10	1-6/1-6/2-16	1-6/1-6/3-12
SPECIAL ATTACKS:	Gaze turns to stone	See below	See below
SPECIAL DEFENSES:	Nil	Surprised only on a 1	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	M (7' long)	L (12' long)	H (15-20' long)
MORALE:	Steady (12)	Champion (16)	Champion (15)
XP VALUE:	1,400	7,000	3,000

These reptilian monsters all possess a gaze that enables them to turn any fleshy creature to stone; their gaze extends into the Astral and Ethereal planes.

Basilisk

Although it has eight legs, its sluggish metabolism allows only a slow movement rate. A basilisk is usually dull brown in color, with a yellowish underbelly. Its eyes glow pale green.

Combat: While it has strong, toothy jaws, the basilisk's major weapon is its gaze. However, if its gaze is reflected, and it sees its own eyes, it will become petrified itself, but this requires light at least equal to bright torchlight and a good, smooth reflector. In the Astral plane its gaze kills; in the Ethereal plane it turns victims into ethereal stone. These will only be seen by those in the Ethereal plane or who can see ethereal objects.

Greater Basilisk

The greater basilisk is a larger cousin of the more common reptilian horror, the ordinary basilisk. These monsters are typically used to guard treasure.

Combat: The monster attacks by raising its upper body, striking with sharp claws, and biting with its toothy maw. The claws carry Type K poison (saving throws vs. poison are made with a +4 bonus). Its foul breath is also poisonous, and all creatures, coming within 5 feet of its mouth, even if just for a moment, must roll successful saving throws vs. poison (with a +2 bonus) or die (check each round of exposure).

Even if a polished reflector is used under good lighting conditions, the chance for a greater basilisk to see its own gaze and become petrified is only 10%, unless the reflector is within 10 feet of the creature. (While its gaze weapon is effective to 50 feet, the creature's oddly-shaped eyes are nearsighted and it cannot see its own gaze unless it is within 10 feet.)

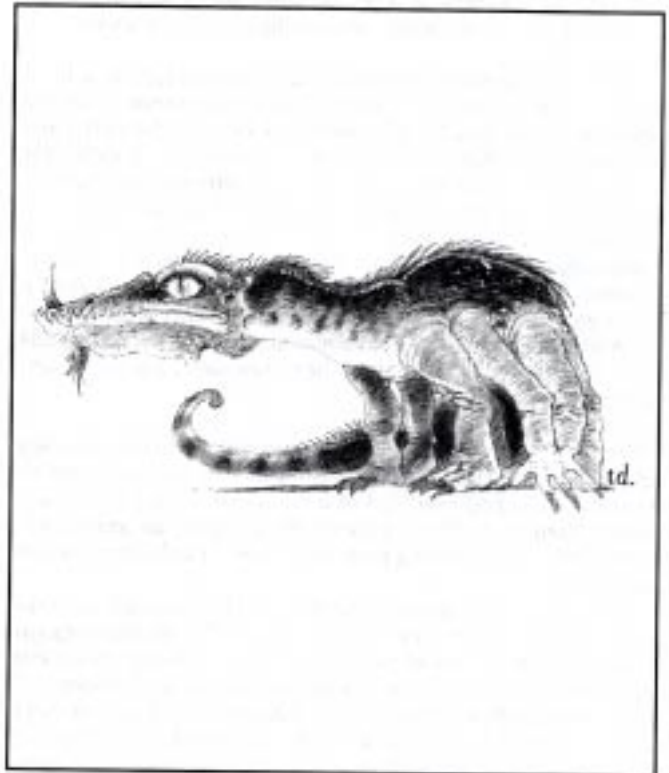
Dracolisk

The sages say that the dracolisk is the offspring of a rogue black dragon and a basilisk of the largest size.

The result is a deep brown, dragon-like monster that moves with relative quickness on six legs. It can fly, but only for short periods—a turn or two at most.

Combat: This horror can attack with its taloned forelegs and deliver vicious bites. In addition, it can spit a stream of acid 5 feet wide and up to 30 feet away. The acid causes 4d6 points of damage, half-damage if a successful saving throw vs. breath weapon is rolled. The dracolisk can spit up to three times per day.

The eyes of a dracolisk can petrify any opponent within 20 feet if the monster's gaze is met. Because its hooded eyes have nictating membranes, the monster is only 10% likely to be affected by its own gaze. Opponents in melee with a dracolisk and seeking to avoid its gaze fight with a -4 penalty to their to attack rolls.



	Bombardier	Boring	Fire	Rhinoceros	Stag	Water
CLIMATE/TERRAIN:	Any forest	Any land	Any land	Any jungle	Any forest	Fresh water
FREQUENCY:	Common	Common	Common	Uncommon	Common	Common
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Night	Night	Any	Any	Any
DIET:	Carnivore	Omnivore	Omnivore	Herbivore	Herbivore	Omnivore
INTELLIGENCE:	Non- (0)	Animal (1)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	C, R, S, T	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	3-12	3-18	3-12	1-6	2-12	1-12
ARMOR CLASS:	4	3	4	2	3	3
MOVEMENT:	9	6	12	6	6	3, Sw 9
HIT DICE:	2 + 2	5	1 + 2	12	7	4
THACO:	19	15	19	9	13	17
NO. OF ATTACKS:	1	1	1	2	3	1
DAMAGE/ATTACK:	2-12	5-20	2-8	3-18/2-16	4-16/1-10/ 1-10	3-18
SPECIAL ATTACKS:	Acid cloud	Nil	Nil	Nil	Nil	Nil
SPECIAL DEFENSES:	Fire cloud	Nil	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	S (4' long)	L (9' long)	S (2 1/2' long)	L (12' long)	L (10' long)	M (6' long)
MORALE:	Elite (13)	Elite (14)	Steady (12)	Elite (14)	Elite (13)	Elite (14)
XP VALUE:	120	175	35	4,000	975	120

Giant beetles are similar to their more ordinary counterparts, but thousands of times larger—with chewing mandibles and hard wings that provide substantial armor protection.

Beetles have two pairs of wings and three pairs of legs. Fortunately, the wings of a giant beetle cannot be used to fly, and in most cases, its six bristly legs do not enable it to move as fast as a fleeing man. The hard, chitinous shell of several varieties of these beetles are brightly colored, and sometimes have value to art collectors. While their shells protect beetles as well as plate mail armor, it is difficult to craft armor from them, and a skilled alchemist would need to be brought in on the job.

All beetles are basically unintelligent and always hungry. They will feed on virtually any form of organic material, including other sorts of beetles. They taste matter with their antennae, or feelers; if a substance tasted is organic, the beetle grasps it with its mandibles, crushes it, and eats it. Because of the thorough grinding of the mandibles, nothing eaten by giant beetles can be revived by anything short of a wish. Beetles do not hear or see well, and rely primarily on taste and feel.

Except as noted below, giant beetles are not really social animals; those that are found near each other are competitors for the same biological niche, not part of any family unit.

Bombardier Beetle

The bombardier beetle is usually found above ground in wooded areas. It primarily feeds on offal and carrion, gathering huge heaps of the stuff in which to lay its eggs.

Combat: If it is attacked or disturbed, there is a 50% chance each round that it will turn its rear toward its attacker and fire off an 8-foot, spherical cloud of reeking, reddish, acidic vapor from its abdomen. This cloud causes 3d4 points of damage per round to any creature within range. Furthermore, the sound caused by the release of the vapor has a 20% chance of stunning any creature with a sense of hearing within a 15-foot radius, and a like chance for deafening any creature that was not stunned. Stunning lasts for 2d4 rounds, plus an additional 2d4 rounds of deafness afterwards. Deafening lasts 2d6 rounds. The giant bombardier can fire its vapor cloud every third round, but no more than twice in eight hours.

Ecology: The bombardier action of this beetle is caused by the explosive mixture of two substances that are produced internally and combined in a third organ. If a bombardier is killed before it has the opportunity to fire off both blasts, it is possible to cut the creature open and retrieve the chemicals. These chemicals can then be combined to produce a small explosive, or fire a projectile, with the proper equipment.

The chemicals are also of value to alchemists, who can use them in various preparations. They are worth 50 gp per dose.

Boring Beetle

Boring beetles feed on rotting wood and similar organic material, so they are usually found individually inside huge trees or massed in underground tunnel complexes.

Combat: The large mandibles of the boring beetle have a powerful bite and will inflict up to 20 points on damage to the victim.

Habitat/Society: Individually, these creatures are not much more intelligent than other giant beetles, but it is rumored that nests of them can develop a communal intelligence with a level of consciousness and reasoning that approximates the human brain. This does not mean that each beetle has the intelligence of a human, but rather that, collectively, the entire nest has attained that level. In these cases, the beetles are likely to collect treasure and magical items from their victims.

Ecology: In tunnel complexes, boring beetles grow molds, slimes, and fungi for food, beginning their cultures on various forms of decaying vegetable and animal matter and wastes.

One frequent fungi grown is the shrieker, which serves a dual role. Not only is the shrieker a tasty treat for the boring beetle, but it also functions as an alarm when visitors have entered the fungi farm. Boring beetles are quick to react to these alarms, dispatching the invaders, sometimes eating them, but in any case gaining fresh organic matter on which to raise shrieker and other saprophytic plants.

Beetle, Giant

Fire Beetle

The smallest of the giant beetles, fire beetles are nevertheless capable of delivering serious damage with their powerful mandibles. They are found both above and below ground, and are primarily nocturnal.

Combat: Despite its name, the fire beetle has no fire attacks, relying instead on its huge mandibles to inflict up to three times the damage of a dagger in a single attack.

Ecology: Fire beetles have two special glands above their eyes and one near the back of their abdomens. These glands produce a luminous red glow, and for this reason they are highly prized by miners and adventurers. This luminosity persists for 1d6 days after the glands are removed from the beetle, and the light shed will illuminate a radius of 10 feet.

The light from these glands is “cold”—it produces no heat. Many mages and alchemists are eager to discover the secret of this cold light, which could be not only safe, but economical, with no parts to heat up and burn out. In theory, they say, such a light source could last forever.

Rhinoceros Beetle

This uncommon monster inhabits tropical and subtropical jungles. They roam the rain forests searching for fruits and vegetation, and crushing anything in their path. The horn of a giant rhinoceros beetle extends about 6 feet.

Combat: The mandibles of this giant beetle inflict 3d6 points of damage on anyone unfortunate enough to be caught by them; the tremendous horn is capable of causing 2d8 points of damage by itself.

Ecology: The shell of this jungle dweller is often brightly colored or iridescent. If retrieved in one piece, these shells are valuable to clerics of the Egyptian pantheon, who use them as giant scarabs to decorate temples and other areas of worship. It is a representation of this, the largest of all beetles, that serves as the holy symbol for clerics of Apshai, the Egyptian god whose sphere of influence is said to include all insects.

Stag Beetle

These woodland beetles are very fond of grains and similar growing crops, and they sometimes become great nuisances when they raid cultivated lands.

Combat: Like other beetles, they have poor sight and hearing, but they will fight if attacked or attack if they encounter organic material they consider food. The giant stag beetle’s two horns are usually not less than 8 feet long; they inflict up to 10 points of damage each.

Ecology: The worst damage from a stag beetle raid is that done to crops; they will strip an entire farm in short order. Livestock suffers too, stampeding in fear and wreaking more havoc. The beetles may even devour livestock, if they are hungry enough.



Water Beetle

The giant water beetle is found only in fresh water no less than 30 feet deep.

Combat: Voracious eaters, these beetles prey upon virtually any form of animal, but will eat almost anything. Slow and ponderous on land, they move very quickly in water. Giant water beetles hunt food by scent and by feeling vibrations.

Habitat/Society: Water beetles sometimes inhabit navigable rivers and lakes, in which case they can cause considerable damage to shipping, often attacking and sinking craft to get at the tasty morsels inside.

Ecology: Although they are air breathers, water beetles manage to stay underwater for extended periods of time by catching and holding a bubble of air beneath their giant wings. They will carry the bubble underwater, where it can be placed in a cave or some other cavity capable of holding an air supply.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Day
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	See below
ALIGNMENT:	Neutral evil

NO. APPEARING:	1-2
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	12
THACO:	9
NO. OF ATTACKS:	2 or 7
DAMAGE/ATTACK:	2-8 (2d4)/2-5 (1d4 + 1) or 2-8 (2d4)/6 x 1-6
SPECIAL ATTACKS:	Lightning bolt
SPECIAL DEFENSES:	Immune to electricity, poison
MAGIC RESISTANCE:	Nil
SIZE:	G (40' long)
MORALE:	Champion (15)
XP VALUE:	7,000

The behir is a snake-like reptilian monster whose dozen legs allow it to move with considerable speed and climb at fully half its normal movement rate. It can fold its limbs close to its long, narrow body and slither in snake-fashion if it desires. The head looks more crocodilian than snake-like, but has no difficulty in opening its mouth wide enough to swallow prey whole, the way a snake does.

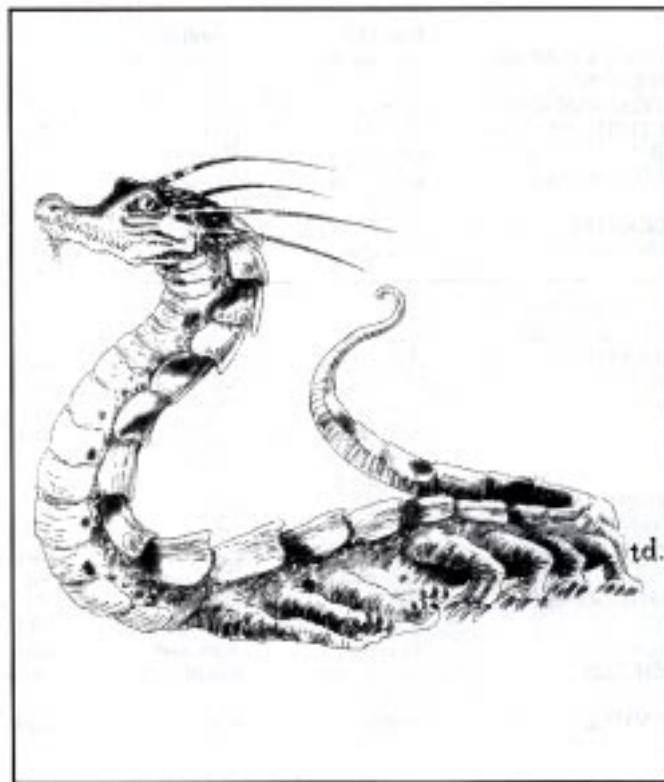
Behir have band-like scales of great hardness. Their color ranges from ultramarine to deep blue with bands of gray-brown. The belly is pale blue. The two large horns curving back over the head look dangerous enough but are actually used for preening the creature's scales and not for fighting.

Combat: A behir will attack its prey by first biting and then looping its body around the victim and squeezing. If the latter attack succeeds, the victim is subject to six talon attacks next round.

A behir can discharge a 20-foot long stroke of electrical energy once every 10 rounds. This *lightning bolt* will cause 24 points of damage unless a saving throw vs. breath weapon is made. In the latter case, the target takes only half damage.

On a natural attack roll of 20 the behir swallows man-sized prey whole. Any creature swallowed will lose 1/6 of its starting Hit-Points each round until it dies at the end of the sixth round. The behir will digest its meal in 12 turns, and at that time the victim is totally gone and cannot be raised from the dead. Note, however, that a creature swallowed can try to cut its way out of the behir's stomach. The inner armor class of the behir is 7, but each round the creature is in the behir it subtracts 1 from the damage each of its attacks does. This subtraction is cumulative, so on the second melee round there is a -2, on the third a -3, and so on.

Habitat/Society: Behir are solitary creatures, meeting others of their kind only to mate and hatch a clutch of 1-4 eggs. The female guards these eggs for eight months while the male hunts for the pair. When the young hatch, they are immediately turned out of the nest to fend for themselves, and the adults separate.



Newly hatched behir are about 2 feet long. Behir grow at a rate of 8 feet per year until fully mature. Interestingly enough, newly hatched behir do not have all of their legs, having instead only six or eight. Additional pairs of legs grow slowly over time until the creature has its full complement when it reaches adulthood.

Behir range over a territory of about 400 square miles, often living high up a cliff face in a cave.

Behir are never friendly with dragonkind, and will never be found coexisting in the same geographical area with any type of dragon. If a dragon should enter a behir's territory, the behir will do everything it can to drive the dragon out. If the behir fails in this task, it will move off to find a new home. A behir will never knowingly enter the territory of a dragon.

Ecology: Behir are useful to mages, priests, and alchemists for a number of concoctions. The horns of a behir can be used to brew the ink necessary to inscribe a lightning bolt scroll, and the sharp talons can likewise be used by a cleric to make the ink for a neutralize poison scroll. The heart of the behir is one of the more common ingredients for ink for a protection from poison scroll.

As behir sometimes swallow prey whole, there is a 10% chance that there will be some small items of value inside the monster. More often than not (60%) these will be gems (10 x Q). Otherwise, there is a 30% chance that there will be from 1-8 pieces of jewelry and a 10% chance that a single small magical object of an indigestible nature may be found. Such objects are never found in a behir's lair, because the creature expels this waste and buries it elsewhere.

The scales are valued for their hardness and color, and are worth up to 500 gp to an armorer who can use them to fashion a highly ornate set of scale mail armor.

Beholder and Beholder-kin

	Beholder	Death Kiss	Eye of the Deep	Gauth	Spectator	Undead
CLIMATE/TERRAIN:	Any remote	Any remote	Deep ocean	Any remote	Any remote	Any remote
FREQUENCY:	Rare	Very rare	Very rare	Rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Day	Day	Day	Any
DIET:	Omnivore	Carnivore	Omnivore	Magic	Omnivore	Nil
INTELLIGENCE:	Exceptional (15-16)	Average to high (8-14)	Very (11-12)	Exceptional (15-16)	Very to high (11-14)	Special
TREASURE:	I, S, T	I, S, T	R	B	See Below	E
ALIGNMENT:	Lawful evil	Neutral evil	Lawful evil	Neutral evil	Lawful neutral	Lawful evil
NO. APPEARING:	1	1	1	1	1	1
ARMOR CLASS:	0/2/7	4/6/8	5	0/2/7	4/7/7	0/2/7
MOVEMENT:	FL 3 (B)	FL 9 (B)	Sw 6	FL 9 (B)	FL 9 (B)	FL 2 (C)
HIT DICE:	45-75 hp	1d8 + 76 hp	10-12	6+6 or 9+9	4+4	45-75 hp
THAC0:	45-49 hp: 11 50-59 hp: 9 60-69 hp: 7 70+ hp: 5	11	10 HD: 11 11-12 HD: 9	6+6 HD: 13 9+9 HD: 11	15	45-49 hp: 11 50-59 hp: 9 60-69 hp: 7 70+ hp: 5
NO. OF ATTACKS:	1	10	3	1	1	1
DAMAGE/ATTACKS:	2-8	1-8	2-8/2-8/1-6	3-12	2-5	2-8
SPECIAL ATTACKS:	Magic	Blood drain	Magic	Magic	Magic	Magic
SPECIAL DEFENSES:	Anti-magic ray	Regeneration	Nil	Regeneration	Magic	Anti-magic ray
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	5%	Nil
SIZE:	M (4'-6' in diameter)	H (6'-12' in diameter)	S-M (3'5' in diameter)	L (4'-6' in diameter)	M (4' in diameter)	L (4'-6' in diameter)
MORALE:	Fanatic (18)	Fanatic (17)	Champion (15)	Champion to fanatic (15-18)	Elite (14)	Fanatic (18)
XP VALUE:	14,000	8,000	4,000	6+6 HD: 6,000 9+9 HD: 9,000	4,000	13,000

The beholder is the stuff of nightmares. This creature, also called the *sphere of many eyes* or the *eye tyrant*, appears as a large orb dominated by a central eye and a large toothy maw, has 10 smaller eyes on stalks sprouting from the top of the orb. Among adventurers, beholders are known as deadly adversaries.

Equally deadly are a number of variant creatures known collectively as beholder-kin, including radical and related creatures, and an undead variety. These creatures are related in manners familial and arcane to the "traditional" beholders, and share a number of features, including the deadly magical nature of their eyes. The most extreme of these creatures are called *beholder abominations*.

The globular body of the beholder and its kin is supported by levitation, allowing it to float slowly about as it wills.

Beholders and beholder-kin are usually solitary creatures, but there are reports of large communities of them surviving deep beneath the earth and in the void between the stars, under the dominion of hive mothers.

All beholders speak their own language, which is also understood by all beholder-kin. In addition, they often speak the tongues of other lawful evil creatures.

Combat: The beholder has different Armor Classes for different parts of their body. When attacking a beholder, determine the location of the attack before striking (as the various Armor Classes may make a strike in one area, and a miss in another):

Roll	Location	AC
01-75	Body	0
76-85	Central Eye	7
86-95	Eyestalk	2
96-00	One smaller eye	7

Each of the beholder's eyes, including the central one has a different function. The standard smaller eyes of a beholder are as follows:

1. *Charm person* (as spell)
2. *Charm monster* (as spell)
3. *Sleep* (as spell, but only one target)
4. *Telekinesis* (250 pound weight)
5. *Flesh to stone* (as spell, 30-yard range)
6. *Disintegrate* (20-yard range)
7. *Fear* (as wand)
8. *Slow* (as spell, but only a single target)
9. *Cause serious wounds* (50-yard range)

10. *Death ray* (as a *death* spell, with a single target, 40-yard range)

The central eye produces an *anti-magic ray* with a 140-yard range, which covers a 90 degree arc before the creature. No magic (including the effects of the other eyes) will function within that area. Spells cast in or passing through that zone cease to function.

A beholder may activate the magical powers of its eyes' at will. Generally, a beholder can use 1d4 smaller eyes if attackers are within a 90 degree angle in front, 1d6 if attacked from within a 180 degree angle, 1d8 if attacked from a 270 degree arc, and all 10 eyes if attacked from all sides. The central eye can be used only against attacks from the front. If attacked from above, the beholder can use all of the smaller eyes.

The beholder can withstand the loss of its eyestalks, each eyestalk/smaller eye having 5-12 hit points. This loss of hit points is over and above any damage done to the central body. The body can withstand two thirds of the listed hit points in damage before the creature perishes. The remaining third of the listed hit points are located in the central eye, and destroying it will eliminate the anti-magic ray. A beholder with 45 hit points will have a body that will take 30 points of damage, a central eye that will take 15 points, while one with 75 hit points will have a body that will withstand 50 points of damage, and a central eye that takes 25 hit points to destroy. Both beholders would have smaller eyestalks/eyes that take 5-12 (1d8 +4) points of damage to destroy, but such damage would not affect the body or central eye. Slaying the body will kill the beholder and render the eyes powerless. Destroyed eyestalks (but not the central eye) can regenerate at a rate of one lost member per week.

Habitat/Society: The beholders are a hateful, aggressive and avaricious race, attacking or dominating other races, including other beholders and many of the beholder-kin. This is because of a xenophobic intolerance among beholders that causes them to hate all creatures not like themselves. The basic, beholder body-type (a sphere with a mouth and a central eye, eye-tipped tentacles) allows for a great variety of beholder subspecies. Some have obvious differences, there are those covered with overlapping chitin plates, and those with smooth hides, or snake-like eye tentacles, and some with crustacean-like joints. But something as small as a change in hide color or size of the central eye can make two groups of beholders sworn enemies. Every beholder declares its own unique body-form to be the "true ideal" of beholderhood, the others being nothing but ugly copies, fit only to be eliminated.

Beholders will normally attack immediately. If confronted with a particular party there is a 50% chance they will listen to negotiations (bribery) before raining death upon their foes.

Beholder and Beholder-kin

Ecology: The exact reproductive process of the beholder is unknown. The core racial hatred of the beholders may derive from the nature of their reproduction, which seems to produce identical (or nearly so) individuals with only slight margin for variation. Beholders may use parthenogenic reproduction to duplicate themselves, and give birth live (no beholder eggs have been found). Beholders may also (rarely) mate with types of beholder-kin.

The smaller eyes of the beholder may be used to produce a *potion of levitation*, and as such can be sold for 50 gp each.

Death Kiss (beholder-kin)

The Death Kiss, or "bleeder," is a fearsome predator found in caverns or ruins. Its spherical body resembles that of the dreaded beholder, but the "eyestalks" of this creature are bloodsucking tentacles, its "eyes" are hook-toothed orifices. They favor a diet of humans and horses, but will attack anything that has blood. An older name for these creatures is *eye of terror*.

The central body of a death kiss has no mouth. Its central eye gives it 120-foot infravision, but the death kiss has no magical powers. A death kiss is 90% likely to be taken for a beholder when sighted. The 10 tentacles largely retract into the body when not needed, resembling eyestalks, but can lash out to a full 20-foot stretch with blinding speed. The tentacles may act separately or in concert, attacking a single creature or an entire adventuring company.

A tentacle's initial strike does 1-8 points of damage as the barb-mouthed tip attaches to the victim. Each attached tentacle drains 2 hit points worth of blood per round, beginning the round after it hits.

Like the beholder, the death kiss has variable Armor Classes. In ordinary combat, use the following table, though situations may dictate other methods (should the creature be attacking with a tentacle from 20 feet away, then no attack on the body or central eye may be made, while attacks on the stalk and mouth are still possible).

Roll	Location	AC	Hit Points
01-75	Body	4	77-84
76-85	Central Eye	8	6
86-95	Tentacle stalk	2	6
96-00	Tentacle mouth	4	See following text

A hit on a tentacle-mouth inflicts no damage, but stuns the tentacle, causing it to writhe helplessly for 1-4 rounds. If its central eye is destroyed, a bleeder locates beings within 10 feet by smell and sensing vibrations, but it is otherwise unaffected.

Tentacles must be struck with edged weapons to injure them. They can be torn free from the victim by a successful bend bars/lift gates roll. Such a forceful removal does the victim 1-6 damage per tentacle, since the barbed teeth are violently torn free from the tentacle.

If an attached tentacle is damaged but not destroyed, it instantly and automatically drains sufficient hit points, in blood, from the victim's body to restore it to a full 6 hit points. This reflex effect occurs after every non-killing hit on a tentacle, even if it is wounded more than once in a round. This cannot occur more than twice in one round. The parasitic healing effect does not respond to damage suffered by the central body or other tentacles.

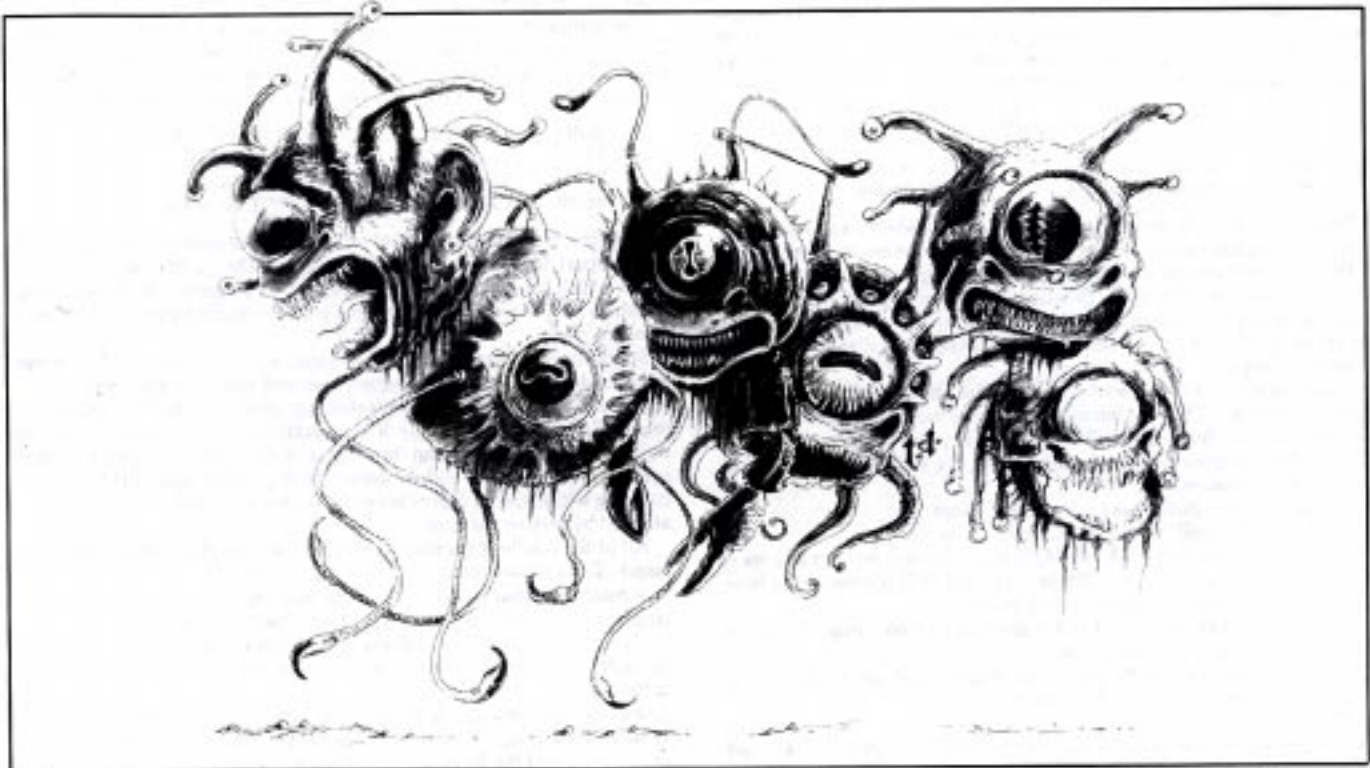
A tentacle continues to drain blood, if it was draining when the central body of the death kiss reaches 0 hit points. Tentacles not attached to a victim at that time are incapable of further activity. A death kiss can retract a draining tentacle, but voluntarily does so only when its central body is at 5 hit points or less; it willfully detaches once the victim has been drained to 0 hit points.

Ingested blood is used to generate electrical energy—1 hit point of blood becomes 1 charge. A death kiss uses this energy for motor activity and healing. An eye of terror expends one charge every two turns in moving, and thus is almost constantly hunting prey. Spending one charge enables a bleeder to heal 1 hit point of damage to each of its 10 tentacles, its central body, and its eye (12 hit points in all). It can heal itself with one charge of stored energy every other round in addition to its normal attacks and activity.

Each tentacle can store up to 24 charges of drained energy, the body capable of storing 50 charges of drained energy. A severed tentacle is 70% likely to discharge its cumulative charges, when severed, into anything touching it; each charge delivers 1 hit point of electrical damage.

Finally, bleeders can ram opponents with their mass. This attack does 1-8 damage.

A death kiss may "shut itself down," remaining motionless and insensitive on the ground, and can remain alive in that state for long periods of time. To awaken from its hibernation, the creature requires an influx of



Beholder and Beholder-kin

electrical energy, considerable heat, or the internal shock caused by a blow, fall, wound, or magical attack; any of the above stimulants must deal at least 5 points of damage to the death kiss to awaken it. Adventurers finding a hibernating death kiss usually provide such stimulation, thinking the sleeper helpless prey.

Eyes of terror are solitary hunters, fully inheriting the paranoia and ego of their cousins, the beholders. If they encounter one of their kin, the result is often a mid-air struggle to the death. The loser's body becomes an incubator and breeding ground for the death kiss' offspring. Within one day, 1-4 young will "hatch". Each new bleeder has half its parent's hit points, and fully matures in 1 month.

The death kiss has an organ in the central, upper body that is a valued ingredient in magical potions and spell inks concerned with levitation (and may be sold like beholder eyes). In addition, a brain or nerve node, deep in a bleeder's body hardens into a soft-sided, faceted red gem upon the creature's death. Called "bloodeyes," these typically fetch a market price of 70 gp each. They are valued for adornments since they glow more brightly as the wearer's emotions intensify.

Eye of the Deep (beholder-kin)

This is a water breathing version of the beholder, and dwells only at great depths, floating slowly about, stalking prey. They have two crab-like pincers which inflict 2-8 (2d4) points of damage each, and a wide mouth full of sharp teeth that does 1-6 points of damage.

The primary weapons of the eyes of the deep, however, are their eyes. The creature's large central eye emits a cone of blinding light 5 feet wide at its start, 30 feet long, and 20 feet wide at its base. Those in the cone must save vs. poison or be stunned for 2-8 (2d4) rounds.

The eye of the deep also has two smaller eyes on long stalks, and uses both to create illusion. Acting independently, the small eyes are able to cast hold person and hold monster spells respectively.

The eye of the deep has an Armor Class of 5 everywhere, including its eyes and eye stalks. If its eyestalks are severed they will grow back in about a week.

Gauth (beholder-kin)

The Gauth is a relative of the beholder that feeds on magic. Its spherical body is 5 feet in diameter and brown in color, mottled with purple and gray. Located in the center of the gauth's forward hemisphere is a large central eye surrounded by a ring of smaller eyes that are protected by ridges of tough flesh. These secondary body eyes provide the creature with normal vision in lighted areas and infravision to 90 feet. On the underside is the beast's fearsome mouth with its accompanying cluster of four feeding tendrils, while the top is adorned with a crown of six eye stalks. Attacks on the creature hit as follows:

Roll	Location	AC	Hit Points
01-85	Body	0	As listed
86-90	Central Eye	7	Part of Body
91-00	Eyestalk/Tendrils	2	6 hit points

While the gauth is similar to the beholder, its ability to feed on the energy of magical objects makes it even more dangerous in some ways.

When a gauth moves into combat, it begins to glow, much as if it were the object of a faerie fire spell, to attract the attention of its foes. A creature that meets the gaze of the central eye must roll a successful saving throw vs. spell, with a -2 penalty, or be affected as if the victim of a feeblemind spell.

If a gauth chooses to bite with its great maw, the sharp fangs inflict 3d4 points of damage. The four tendrils around the mouth can grab and hold victims as if they had a Strength of 18, but they can inflict no damage.

A gauth in combat can also employ its six eye stalks. These eyes have the following powers:

1. Cause serious wounds (as spell, 30-foot range).
2. Repulsion (as spell, 10-foot wide path, 40-foot range)
3. Cone of cold (as spell, inflicts 3d4 points of damage and has an area of effect 5 feet wide at the start, 50 feet long, and 20 feet wide at the base; this eye can be used only three times per day)
4. Lightning bolt (as spell, inflicts 4d4 damage with 80' range; this power can be used up to four times per day)
5. Paralyzation (as wand, 10-foot range, single target; only a dispel magic or the beholder's death can free the victim)
6. Dweomer drain (see below)

Perhaps the most feared of the gauth's powers, its dweomer drain, per-

mits the gauth to drain charges from magical items. It has a 40-foot range and can be targeted on one individual per round. In addition to preventing one object from functioning for the duration of that round, this power drains one charge from one charged object. Permanent objects, such as magical swords, are rendered powerless for one round by this ability. Artifacts are not affected by the dweomer drain. The eye has no effect on spells that have been memorized (but not yet cast) and it will not break the concentration of a wizard. It does neutralize any spell cast by its target that round, however.

A dispel magic spell cast on any of the gauth's eye stalks prevents its use for 1d4 rounds. The central eye, any fully retracted eye stalks, the body's ability to glow, and the gauth's natural levitation are not subject to injury by such a spell.

If a gauth is slain, its magical energy dissipates. Usually, this is a harmless event, but there is a 2% chance that it is catastrophic, inflicting 4d4 points of damage to all creatures within 10 feet (no saving throw). Gauth are immune to their own powers and to those of other gauth. They have an unusual physiology that enables them to regenerate 1 hit point every two turns.

Although gauth are not known to fight over territories or prey, they do go to great lengths to avoid each other. Even when they encounter another of their kind in the wilderness, they often ignore them utterly.

A gauth can survive by eating meat but it greatly prefers to devour magical objects. In some unknown manner, the creature is able to absorb magical energy and feed on it. Each turn that an object spends in the gauth's stomach causes it to lose one charge. A permanent object is rendered inoperative after one day (artifacts are not affected, nor do they provide sustenance). Magical objects that cannot be entirely digested by a gauth are spat out after they have been drained of all their power.

Gauth are thought to live a century or so. Within a week of their "natural" death, two young gauth emerge from the corpse. Although smaller than their parent (each has 2+2 or 3+3 HD and a bite that causes only 2d4 points of damage), they have all the powers of a full-grown adult.

Spectator (beholder-kin)

Another relative of the beholder, the spectator is a guardian of places and treasures, and capable of limited planar travel. Once it is given a task, the spectator will watch for up to 101 years. It will allow no one to use, borrow, or examine an item or treasure, except the one who gave it its orders. The spectator has a large central eye and four smaller eye stalks protruding from the top of its hovering, spherical body.

The spectator is difficult to surprise, and has a +2 surprise modifier and a +1 initiative modifier. It is basically a passive creature, and will attempt to communicate and implant suggestion as its first act, unless it is immediately attacked. Striking a spectator has the following effects:

Roll	Location	AC	Hit Points
01-70	Body	4	4+4 HD
71-90	Eyestalk/Eye	7	1 hit point
91-00	Central Eye	7	1 hit point

A spectator, if blinded in all of its eyes, cannot defend its treasure and will teleport to the outer plane of Nirvana. This is the only condition under which it will leave its post. Its eyes regenerate in one day and then it returns. If the treasure is gone, the creature again leaves for Nirvana, never to return.

Spectator has a general magic resistance of 5%. As long as the central eye is undamaged, it can also reflect one spell cast at it, per round, sending it back against the caster. This does not apply to spells whose range is touch. Reflection occurs only if the spectator rolls a successful saving throw vs. spell. If the saving throw fails, magic resistance (and a further saving throw) must be rolled. Reflection is possible only if the caster is standing within the 60 degree arc of the central eye. Only the spellcaster is affected by a reflected spell.

All of the smaller eyes may be used at the same time against the same target. Their powers are:

1. Create food and water (creates the amount of food and water for a large meal for up to six people; this takes one full round)
2. Cause serious wounds (inflicts 2d8 + 3 points of damage to a single being at a range of 60 yards; a saving throw vs. spell is allowed for half damage)
3. Paralyzation ray (range 90 feet, one target only, for 8d4 rounds).
4. Telepathy (range 120 feet, only one target; communication is possible in this way, and the beast can also plant a suggestion if the target fails a

Beholder and Beholder-kin

saving throw vs. spell; the *suggestion* is always to leave in peace).

If properly met, the spectator can be quite friendly. It will tell a party exactly what it is guarding early in any conversation. If its charge is not threatened, it can be very amiable and talkative, using its telepathy.

Spectators move by a very rapid levitation, in any direction. They will drift aimlessly when asleep (20% likely when encountered), never touching the ground.

The treasure being guarded is 90% likely to be a magical item. If the spectator gains incidental treasure while performing its duty, this is not part of its charge and it will freely allow it to be taken. Incidental treasure can be generated as follows: 40% for 3-300 coins of mixed types, 30% for 1d6 gems of 50 gp base value, 20% for 1d4 potions, 15% for a +1 piece of armor, 15% for a +1 weapon, and 5% for a miscellaneous magical item valued at 1,000 XP or less.

Spectators are summoned from Nirvana by casting *monster summoning V* with material components of three or more small eyes from a beholder. (The chance of success is 10% per eye.) The spectator can be commanded only to guard some treasure. It performs no other duty, and if commanded to undertake some other task, it returns to Nirvana immediately. If its guarded treasure is ever destroyed or stolen, the spectator is released from service and returns to Nirvana. The summoner may take the item with no interference from the spectator, but this releases the creature.

Undead Beholder (Death Tyrant)

Death tyrants are rotting, mold-encrusted beholders. They may be shriveled, wounds exposing their internal, spherical networks of circular ribs, among the remnants of their exoskeletal plates. All sport wounds, some have eyestalks missing, or a milky film covering their eyes. They move and turn more slowly than living beholders, striking and bringing their eyes to bear last in any combat round.

An undead beholder can use all the powers of its surviving eyes, just as it did in life. The powers of 2-5 eyes (select randomly, including the central eye) are lost due to injuries or death, and the change to undeath. Although a death tyrant "heals" its motive energies through time, it cannot regenerate lost eyestalks or their powers.

Charm powers are lost in undeath. The two eyes that charmed either become useless (60%), or function as weak *hold monster* effects (40%). A being failing to save against such a *hold* remains held as long as the eye's

gaze remains steadily focused on them. If the eye is turned on another being, or the victim hooded, or forcibly removed, the hold lasts another 1-3 rounds. Death tyrants are immune to *sleep*, *charm* and *hold* spells.

If not controlled by another creature through magic, a death tyrant hangs motionless until its creator's instructions are fulfilled (for example, "Attack all humans who enter this chamber until they are destroyed or flee. Do not leave the chamber."). If no instructions are given to a "new" death tyrant, it attacks all living things it perceives. Death tyrants occur spontaneously in very rare instances. In most cases, they are created through the magic of evil beings—from human mages to illithid villains. Some outcast, magic-using beholders have even been known to create death tyrants from their own unfortunate brethren.

Death tyrants have no self-awareness or social interaction; they are mindless servants of more powerful masters. "Mindless" is a relative term; the once highly intelligent brains of death tyrants still use eyes skillfully to perceive and attack nearby foes. When a death tyrant is controlled by another being, consider it to have the intelligence of its controller.

Death tyrants are created from dying beholders. A spell, thought to have been developed by human mages in the remote past, forces a beholder from a living to an undead state, and imprints its brain with instructions. "Rogue" death tyrants also exist: those whose instructions specifically enable them to ignore all controlling attempts. These are immune to the control attempts of all other beings. Beholders often leave them as traps against rivals.

Human spell researchers report that control of a death tyrant is very difficult. A beholder's mind fluctuates wildly in the frequency and level of its mental activity, scrambling normal charm monster and *control undead* spells. A special spell must be devised to command a death tyrant.

Saving Throws

Most beholders make saving throws according to their Hit Dice. The Death Kiss makes saving throws as a 10th-level warrior. The typical beholder and undead beholders make saving throws as follows:

Creature hit points	Saves as
45-49	10th level warrior
50-59	12th level warrior
60-69	14th level warrior
70+	16th level warrior



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	Hive Mother	Director	Examiner	Lensman	Overseer	Watcher
CLIMATE/TERRAIN:	Any remote	Any remote	Any remote	Any remote	Any remote	Any remote
FREQUENCY:	Very rare	Very rare	Very rare	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Squad	Squad	Squad	Solitary	Solitary
ACTIVITY CYCLE:	Any	Day	Night	Day	Any	Any
DIET:	Omnivore	Omnivore	Omnivore	Insectivore	Omnivore	Scavenger
INTELLIGENCE:	Genius (17-18)	Average (8-10)	Genius (17-18)	Low (5-7)	Supra-genius (19-20)	Semi- (2-4)
TREASURE:	I, S, T	G	V x 4	R	U	Nil
ALIGNMENT:	Lawful evil	Lawful evil	Lawful neutral	Neutral evil	Lawful evil	Neutral
NO. APPEARING:	1	2-5	1-6	1-10	1	1-4
ARMOR CLASS:	0	2 (4)	5	3/7	2/7	7
MOVEMENT:	Fl 6 (A)	15, Fl 3 (A)	Fl 6 (C)	9	1	Fl 6 (A)
HIT DICE:	20	12 (8)	8	2	14	3+3
THACO:	5	9	13	19	7	17
NO. OF ATTACKS:	1		1	1	1	1
DAMAGE/ATTACKS:	5-20	2-8/2-8	1-6 or weapon	1-8 or weapon	3-12	3-18
SPECIAL ATTACKS:	Magic	Magic	Magic	Nil	Magic	Magic
SPECIAL DEFENSES:	Anti-magic ray	Nil	Magic	Magic	Magic	Magic
MAGIC RESISTANCE:	5%	20%	25%	Nil	35%	Nil
SIZE:	H (8' in diameter)	H (8-10' in diameter)	M (4 in diameter)	M (5' tall)	H (15' tall)	L (6' in diameter)
MORALE:	Fanatic (18)	Fanatic (18)	Steady (11)	Elite (14)	Champion (16)	Average (10)
XP VALUE:	24,000	10,000	6,000	175	15,000	420

Hive Mother (beholder-kin)

The legendary hive mothers are also called the "Ultimate tyrants", or just "Ultimates". They are twice the size of typical beholders, and differ in appearance as well.

Their mouths are larger, so large that they can gulp down a man-sized target on a natural die roll of 20. Once swallowed, the prey takes 5-20 points of damage (5d4) each round until it is dead or escapes. The beholder's mouth is not very deep, so a victim can escape by making a successful attack roll.

The ultimate has no eyestalks, but its magical eyes are protected by hooded covers in the flesh of the creature's body, so that they cannot be severed. The central eye has 15 hit points.

Roll	Location	AC	Hit Points
01-90	Body	0	20 HD
91-00	Central Eye	7	15 hp

The ultimate's true ability is in controlling the actions of large numbers of beholders and beholder-kin. A hive mother may have 5-10 ordinary beholders under its command, or 5-20 abomination beholder-kin (see below), which it communicates with telepathically. A nesting hive mother spells disaster for the surrounding region, as it can apparently create a community of beholders, beholder-kin, and abominations. If destroyed, the beholders and beholder-kin will turn on each other, or seek their own lairs.

Hive mothers may be the ancestral stock of the better known beholder, the next step of its evolution, a magical mutation, or a separate species. The reality remains unknown.

Director (abomination)

Directors are a social, warrior-beholder, and breed specialized mounts. They mindlink with their mounts to better control them.

Directors resemble beholders, but their central eye is smaller. They possess only six small eyes on retractable eye stalks. Directors have a fanged mouth below the central eye and possesses three clawed, sensory tendrils on their ventral surface. These tendrils are used to cling to the mount and link with its limited mind.

Directors' eyes have their own powers:

1. *Magic Missile* (as spell, 2/round)
2. *Burning Hands* (as spell at 8th level)
3. *Wall of Ice* (as spell)
4. *Slow* (as spell)
5. *Enervation* (as spell)
6. *Improved Phantasmal Force* (as spell)

A director's central eye has the power of *deflection* – all frontal attacks on director suffer a -2 penalty to the attack roll and damage is halved. The director also gains a +2 bonus to all saving throws against spells cast by those in the field of vision of the central eye.

Director mounts seem to have derived from an insect stock, as they are covered in chitin and have simple eye spots and multiple limbs.

Directors normally possess 8 Hit Dice, but when mounted the director and mount are treated as a single creature whose Hit Dice equals the sum of those of the director and the mount. After a director/mount suffers half damage, the mount's speed is reduced to half and the director gets only one physical attack per round. A director may flee and leave his mount to fend for itself (the mount suffers a -4 penalty to its attack rolls). Directors have an AC of 4, but are AC 2 when mounted. Directors may use all of their normal powers while mounted, within the restrictions of beholder targeting angles.

Crawler (a typical mount): A crawler resembles a cross between a centipede and a spider. It has 4 Hit Dice. It has 10 legs, two pairs of frontal antennae, and two fighting spider fangs that can be used for separate stabbing attacks causing 2d4 points of damage each. Victims who fail to roll successful saving throws vs. poison are paralyzed for 1d4 rounds. Crawlers are omnivores that prefer to eat smaller creatures. Unmounted, they may roll into a ball to gain an AC of 0. They have cutting mandibles beneath their front fangs.

Examiner (abomination)

An examiner is a 4-foot diameter sphere with no central eye and only four small eyes, each at the end of an antenna, mounted atop the sphere. They have one small, lamprey-like mouth on their ventral surface. The mouth is surrounded by four multi-jointed limbs ending in gripper pads. These limbs can pick up and manipulate tools, the chief strength of the examiner.

Examiners are scholars and clerks involved in spell and magical item enhancement, research, and creation. They can use any artifact or tool as well as humans, and they can wield up to four items at a time. Examiners regenerate 1 point of damage each round. The powers of their four eyes are given below (all spell-like effects are cast at the 8th level).

1. *Enlarge* or *Reduce*
2. *Identify* or *Legend Lore*
3. *Transmute Form* (similar to a *Stone Shape* spell, but works on all types of nonmagical, nonliving material)
4. *Spell Reflection* as a *ring of spell turning*

Examiners are not the bravest of beholder-kin, but they are potentially the most dangerous with their command of artifacts. They are often the lackeys of beholders, overseers, and hive mothers.

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Lensman (abomination)

A lensman has one eye set in the chest of its five-limbed, starfish-shaped, simian body. Beneath the eye is a leering, toothy maw. Four of the five limbs end in three-fingered, two-thumbed, clawed hands. The fifth limb, atop the body, is a prehensile, whip-like tentacle. Its chitin is soft and there are many short, fly-like hairs. Lensmen are the only kin to wear any sort of garb—a webbing that is used to hold tools and weapons. Their preferred weapons are double-headed pole arms.

Lensmen are semi-mindless drones that don't question their lot in life. The eye of each lensman possesses only one of the following six special powers (all at the 6th level of ability).

1. *Emotion*
2. *Heal*
3. *Dispel Magic*
4. *Tongues*
5. *Phantasmal Force*
6. *Protections* (as scrolls, any type, but only one at a time)

Overseer (abomination)

Overseers resemble fleshy trees. They have 13 limbs, each of which ends in a bud that conceals an eye; one of these limbs forms the top spine, and three yammering mouths surround the spine. There are eight thorny, vine-like limbs that are used to grasp tools and for physical defense, inflicting 1d10+2 points of damage each. Overseers sit on root-like bases and can inch along when movement is required. They cannot levitate.

Overseers are covered with a fungus which changes color as the overseers desire, commonly mottled green, gray, and brown.

Overseers may use any physical weapons or artifacts. The powers of their 13 eyes are as follows (all magical effects are cast at 14th level).

1. *Cone of Cold*
2. *Dispel Magic*
3. *Paralysis*
4. *Chain Lightning*
5. *Telekinesis* 250 lb. weight
6. *Emotion*
7. *Mass Charm*
8. *Domination*
9. *Mass Suggestion*
10. *Major Creation*
11. *Spell Turning*
12. *Serten's Spell Immunity*
13. *Temporal Stasis*

An overseer's AC is 2, but each eye stalk is AC 7 and is severed if it suffers 10 points of damage.

Like hive mothers (that operate with them), overseers can convince similar beholders and beholder-kin to work together. Overseers are very protective of their health and always have one or two beholder guards and at least a half dozen directors protecting their welfare.

Watcher (abomination)

Watchers are 6-foot-diameter spheres with three central eyes arranged around the circumference of the sphere. These eyes are huge and un-lidded. On the crown of the sphere is a compound eye and a ring of six eye spots that make it difficult to surprise a watcher. A large tentacle with a barbed prehensile pad extends from the ventral surface, right behind the small mouth with its rasp-like tongue. Watchers feed on carrion and stunned prey. They are information gatherers and are the least brave of all the eye tyrant races.

Watchers can attack with their single tentacle for 3d6 points of damage. The tentacle also inflicts an electrical shock; victims who fail a system shock roll fall unconscious.

Each of a watcher's main eyes has two powers, and the compound eye on top may draw on three different abilities. The six eye spots have no special powers.

1. *True Seeing* and *ESP*
2. *Advanced Illusion* and *Demi-Shadow Magic*
3. *Telekinesis* 1,000 lb. and *Teleport*

Compound Eye: *Message*, *Tongues*, and *Suggestion*

Watchers are not aggressive warriors; they prefer misdirection and flight to actual confrontation.

Other Beholders and Beholder-kin

The beholder races are not limited to the ones presented here. The plastic nature of the beholder race allows many mutations and abominations in the breed, including, but not limited to, the following.

Beholder Mage

Shunned by other beholders, this is a beholder which has purposely blinded its central eye, so that it might cast spells. It does so by channeling spell energy through an eyestalk, replacing the normal effect with that of a spell of its choice.

Eider Orb

These are extremely ancient beholders of godlike intelligence and power. Though they have lost the function of some of their eyestalks, they have more hit points and are able to cast spells. They can supposedly create and control death tyrants.

Orbus

This is a stunted, pale-white beholder retaining only its anti-magic eye and reputed to have great magical ability.

Doomsphere

This ghost-like undead beholder is created by magical explosions.

Kasharin

An undead beholder, it passes on the rotting disease which killed it.

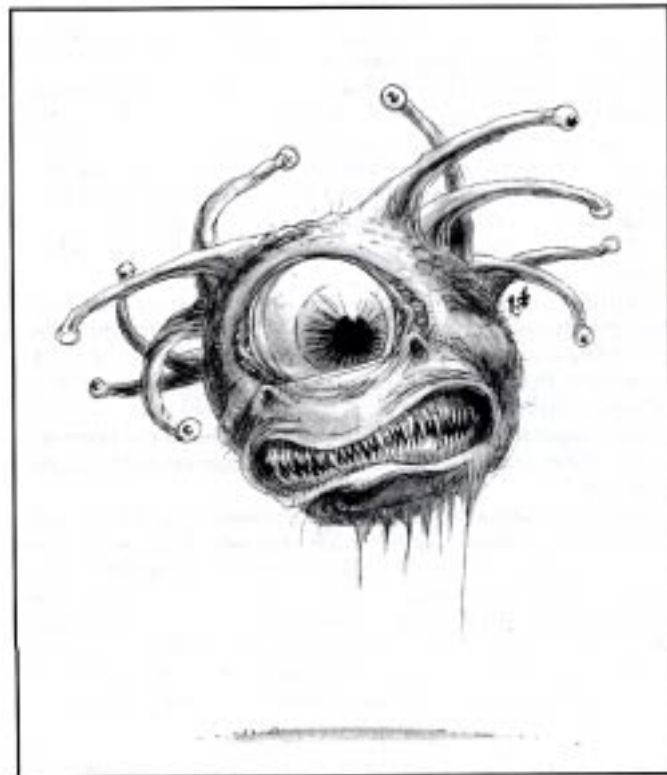
Astereater

This abomination is a great boulder-like beholder-kin without eyes.

Gorbel

The gorbel is a wild, clawed beholder-kin lacking magic but with the nasty habit of exploding if attacked.

In addition, there are beholders which are in all appearances "normal" but have eyes with alternate magical abilities, such as a *detect lie* instead of a *death ray*. Such creatures are usually treated as outcasts by all the beholder and beholder-kin races.



Cave Fisher

CLIMATE/TERRAIN:	Subterranean
FREQUENCY:	Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Night
DIET:	Carnivorous
INTELLIGENCE:	Semi- (2-4)
TREASURE:	Any
ALIGNMENT:	Neutral

NO. APPEARING:	1-4
ARMOR CLASS:	4
MOVEMENT:	1
HIT DICE:	3
THAC0:	17 or 15 (see below)
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-8 (2d4)/2-8 (2d4)
SPECIAL ATTACKS:	Adhesive trapline
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	M (7' long)
MORALE:	Steady (11-12)
XP VALUE:	175

The cave fisher is a large insectoid that has adapted to life below ground. It combines many of the characteristics of a spider and a lobster.

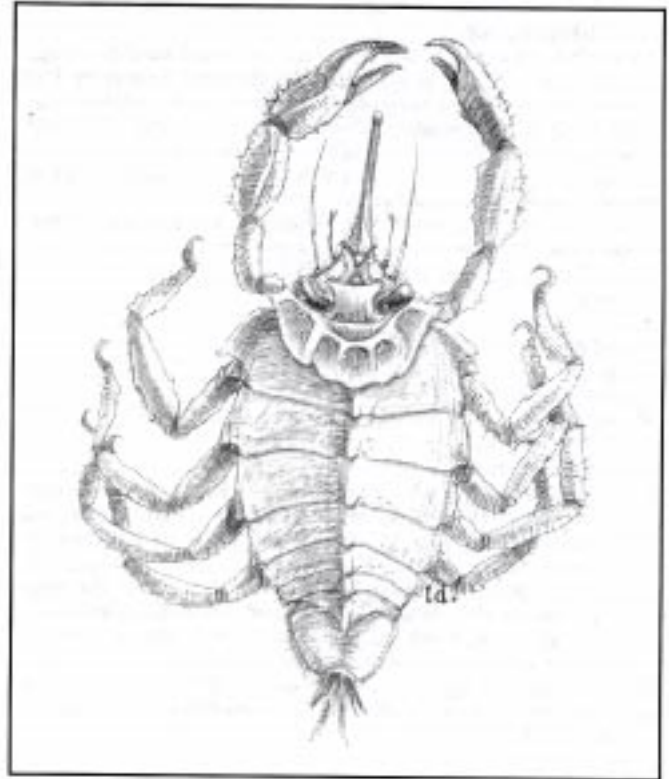
The cave fisher has a hard, chitinous shell of overlapping plates and eight legs. The 6 rear legs are used for movement and traction on stony walls and corridors. Because of these limbs, the fisher has no difficulty in moving up and down vertical walls. The front pair of legs are equipped with powerful pincers, which are used for killing and dismembering prey. The most unusual feature of the cave fisher is its long snout, which can fire a strong, adhesive filament. The monster can also use its adhesive to anchor itself in place on walls and ledges.

Combat: The cave fisher has two ways of hunting. Its preferred method is to string its long filament in the vicinity of its lair. The filaments are thin and strong, making them exceedingly difficult to detect or cut. There is only a 20% chance of noticing the strand at 10', and no chance at all of seeing them at a greater distance. A detect snares and pits spell will reveal a strand. The filament is coated with an adhesive which can only be dissolved by liquids with a high alcohol content (such as the cave fisher's blood). The filaments can only be cut by +1 or better edged weapons.

The fisher's favorite food are small, flying creatures like bats. Ever opportunistic, they are constantly trying to vary their diet by trapping a careless adventurer, foolish goblin, or orc (provided that they think that they can get away with it). If more than one fisher inhabits a lair, they will frequently pool their resources to catch larger prey. Once the victim is trapped in the filament, the cave fisher draws its prey in, reeling its filament in like a fishing line.

Should a tempting target escape the monster's neatly laid traps, the cave fisher will try another mode of attack. It will spend one round drawing its filament in and then shoot it at the prey, striking as a 6 Hit Die monster. It will try to snare its prey in this manner so long as it remains within the fisher's established territory. If the prey is hit by the filament, the monster can pull a weight of up to 400 pounds at a movement rate of 15' per round. In the event that a "tug of war" breaks out, the fisher has a strength of 18/00 with its strand.

Habitat/Society: Cave fishers prefer living on ledges and caves located above well-traveled paths, sharing their lairs with others of



their kind. No more than four cave fishers will be found in one lair. Their filaments are always strung before their lair, and they attempt to kill anything they trap, often storing food for future use.

Their territories are very small, and never larger than about 300 feet to either side of the lair. Anything man-sized or smaller is considered fair game by the cave fisher and halflings are thought to be tasty treats. A single cave fisher would never attack a large, well armed party for the sake of a single meal. Still, they are cunning, and a group of the monsters might reel in their filaments and attempt an ambush if they thought they could get away with it. If hunting in one area becomes scarce, the cave fisher will simply find a new area to hunt, where the small game is more plentiful and careless.

Like all predators, the cave fisher is interested in survival. This means a steady supply of food and a mate. Females lay eggs in the vicinity of the lair, which they protect from predators. The young scatter when the eggs hatch, seeking lairs of their own.

Although the cave fisher does not collect treasure, its lair is often strewn with the possessions of its former victims.

Ecology: The cave fisher preys primarily on small flying game, and in the subterranean world this frequently means a diet of bats. It is not the top predator in its ecological niche, and has learned caution in dealing with other monsters. The cave fisher is sufficiently intelligent to know the dangers of preying on large, well-organized groups, who might grow tired of its depredations and hunt it to extinction. The monster instinctively picks the easiest route for survival, and relies on stealth and cunning to trap its prey and avoid being eaten itself.

The filaments of the cave fisher are highly prized by many thieves' guilds, for they can be made into thin and very strong rope which is nearly invisible. The filaments are wound onto reels and then specially treated to dilute the adhesive. The resulting strands are made into ropes, while the diluted adhesive is turned into a special solution, which when applied to gloves and boots, greatly increases traction for climbing.

	Chimera	Gorgimera
CLIMATE/TERRAIN:	Any temperate to tropical	Any temperate to tropical
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Solitary or pride	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Semi- (2-4)	Semi- (2-4)
TREASURE:	F	F
ALIGNMENT:	Chaotic evil	Neutral
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NO. APPEARING:	1-4	1
ARMOR CLASS:	6/5/2	5/2
MOVEMENT:	9, Fl 18 (E)	12, Fl 15 (E)
HIT DICE:	9	10
THAC0:	11	11
NO. OF ATTACKS:	6	5
DAMAGE/ATTACK:	1-3/1-3/1-4/1-4/ 2-8 (2d4)/ 3-12 (3d4)	1-3/1-3/2-8 (2d4) /2-12 (2d6)/ 3-12 (3d4)
SPECIAL ATTACKS:	Breath weapon	Breath weapons
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	L (5' tall at the shoulder)	L (5' tall at the shoulder)
MORALE:	Elite (13-14)	Elite (13-14)
XP VALUE:	5000	6000



How chimerae were created is a dark mystery better left unexplored. The chimera has the hindquarters of a large, black goat and the forequarters of a huge, tawny lion. Its body has brownish-black wings like those of a dragon.

The monster has three heads, those of a goat, a lion, and a fierce dragon. The goat head is pitch black, with glowing amber eyes and long ochre horns. The lion head is framed by a brown mane and has green eyes. The dragon head is covered with orange scales and has black eyes.

The chimera speaks a limited form of the foul language of red dragons. As a rule, however, it will only pause to communicate with those creatures who are more powerful than itself.

Combat: Its many heads and powerful physique make the chimera a deadly foe in combat. The monster prefers to surprise its victims, often swooping down upon them from the sky. It can attack 6 times each round, clawing with its forelegs, goring with its two horns, and biting with its lion and dragon heads. If it desires to do so, the dragon head can loose a stream of flame some 5 yards long in lieu of biting. The dragon's fire causes 3-24 (3d8) points damage, although a saving throw vs. breath weapon will cut the damage in half. The chimera will always attempt to breathe if its opponents are in range. If more than 1 chimera is encountered, they will attack in concert.

The armor classes are split as follows: Dragon, AC 2 (flank); Lion, AC 5 (front); Goat, AC 6 (rear).

Habitat/Society: The chimera, being a hybrid, combines the preferences of the lion, the goat, and the dragon in its habitat, society and ecology. The dragonish part of its nature gives the chimera a distinct preference for caves as lairs. The dragon and lion parts seem to war with one another, for some chimerae are dragon-like in their preference for solitude, while others live in small prides. Even if they mate, offspring are rare.

The monster is an omnivore. The goat head will browse on the toughest plants and shrubs and will derive nutrition from the most barren vegetation while the lion and dragon heads can only be satisfied with flesh. The chimera hunts once every 3 or 4 days, using its strength and limited intelligence to gain an advantage

over those it preys on. Having a voracious appetite, it sometimes roams over territories as large as 20 square miles.

Being chaotic evil in nature, the chimera enjoys preying upon men, elves, dwarves, and halflings. It will even gladly attack other monsters in its search for food. Anyone entering its territory becomes prey, and will be treated accordingly.

The chimera cannot resist attacking groups of travelers or monsters for another reason: its dragon nature craves the treasure that its prey might be carrying. Although it has no earthly use for it, the chimera will gather the coins of its fallen foe into a heap and roost on it like a dragon. Its hoard is nothing like that of a true dragon, however, and consists mainly of copper and silver coins, with perhaps some jewelry and a few magical items.

Ecology: The chimera fills the role of both omnivore and a top predator in its ecosystem. It is very adaptable. During times when its prey is scarce or non-existent, the chimera can make do with a vegetarian diet.

The Gorgimera

The gorgimera has the hindquarters of a gorgon, forequarters of a lion, and body and wings of a red dragon. Like the chimera, it has the heads of its three constituent creatures.

The monster can attack with its claws, bite with its lion and dragon heads, and butt with its gorgon head. In place of making its normal attack, the gorgon and dragon heads can employ their breath weapons. While the dragon's attack is similar to that of the chimera, the gorgon's breath causes petrification to any caught in its area of effect. The gorgon head can use its breath weapon twice per day to strike in a cone 3 feet long which is 1 foot wide at its base and 3 feet wide at its mouth. The gorgimera will always use one of its breath weapons if its foes are within 10 feet. A save vs. petrification will allow a victim to avoid the effects of the gorgon's breath.

The gorgon's head can see into both the Astral and Ethereal planes, and its breath weapon extends therein.

Like its relative the chimera, the gorgimera can also speak a limited form of the language of red dragons.

Cockatrice

	Cockatrice	Pyrolisk
CLIMATE/TERRAIN:	Temperate to tropical, any terrain	Temperate to tropical, any terrain
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Flock	Flock
ACTIVITY CYCLE:	Any	Any
DIET:	Omnivorous	Omnivorous
INTELLIGENCE:	Animal (1)	Low (5)
TREASURE:	D	D
ALIGNMENT:	Neutral	Neutral evil
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NO. APPEARING:	1-6	1-4
ARMOR CLASS:	6	6
MOVEMENT:	6, Fl 18 (C)	6, Fl 18 (C)
HIT DICE:	5	6 + 2
THACO:	15	13
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-3	1-4
SPECIAL ATTACKS:	Petrification	Gaze
SPECIAL DEFENSES:	Nil	Immune to fire
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (3' tall)	S (3' tall)
MORALE:	Steady (11-12)	Steady (11-12)
XP VALUE:	650	1400

The cockatrice is an eerie, repulsive hybrid of lizard, cock, and bat. It is infamous for its ability to turn flesh to stone.

The cockatrice is about the size of a large goose or turkey, and has the head and body of a cock, with two bat-like wings and the long tail of a lizard tipped with a few feathers. Its feathers are golden brown, its beak yellow, its tail green, and its wings gray. The cockatrice's wattles, comb, and eyes are bright red.

Females, which are much rarer than males, differ only in that they have no wattles or comb.

Combat: The cockatrice will fiercely attack anything, human or otherwise, which it deems a threat to itself or its lair. When attacking, the cockatrice will attempt to grapple with its foe, touching exposed flesh and turning it to stone. Flocks of cockatrices will do their utmost to overwhelm and confuse their opponents, and they will sometimes fly directly into their victims' faces.

While the fatal touch of a cockatrice's beak will affect victims clothed in leather or fabric, it will not work through metal armor. The touch will, however, extend into the ethereal plane. The cockatrice is somewhat aware of the limits of its powers, and natural selection has taught it to strike only at exposed flesh. If large areas of the opponent's flesh are exposed, it should be assumed that the cockatrice automatically touches flesh. If the target is reasonably well armored, the base chance of a cockatrice striking an area which it can affect is equal to 10% times the adjusted Armor Class of the victim.

Habitat/Society: The cockatrice is immune to the petrification powers of others of its kind.

The diet of the cockatrice consists of insects, small lizards and the like. When it hunts these animals, the creature does not employ its power to petrify living things.

It is distinguished from other avians by its unusual habits and nasty temperament. Since females are rare, they are the dominant sex, and will often have more than one mate. In fact, males will often fight or strut for the privilege of joining a female's harem. These mated groups usually build their nests in caves. Nest sites are permanent, and the cockatrice constantly seeks to decorate its nesting site by lining it with shining objects like coins and gems.



Females lay 1 or 2 brownish red, rust speckled eggs per month. There is only a 25% chance that any given egg will hatch. Those that are fertile will hatch in 11-19 days. The young reach maturity and full power within 6 months. Once they achieve adulthood, the hatchlings are driven away from the nesting site by their parents. Larger groups of cockatrices encountered will frequently be young driven from the nest who have temporarily united for survival.

Ecology: The cockatrice thrives in the wilderness. Its petrification power makes it immune to most predators, and enables it to compete with other birds for food. The feathers of the cockatrice are prized by certain wizards as many magical scrolls must be inscribed with pens made from such quills. Many people also seek unhatched eggs, or even a live cockatrice, as unusual pets or guardians.

Pyrolisk

Frequently mistaken for its less malignant relative, the pyrolisk is virtually identical to the cockatrice except for the single red feather in its tail and the reddish cast of its wings. Whereas the cockatrice is motivated by instinct alone, the pyrolisk revels in spreading mayhem. Any victims who fail to save vs. death magic when meeting its gaze will instantly burst into flames, dying in agony. If the save is made, they are still burnt for 2-13 (1d12+1) points of damage. Any creature innately or magically immune to fire will not be affected by its gaze, and anyone who makes their saving throw is thereafter immune to the gaze of that particular pyrolisk.

The creature can cause any fire source within 30 yards to explode in fireworks (as a *pyrotechnics* spell) once per round.

The pyrolisk is itself immune to all fire-based spells and attacks.

The pyrolisk's mortal enemy is the phoenix, although any creature which the monster encounters is likely to be attacked.

Displacer Beast

CLIMATE/TERRAIN:	Temperate mountains
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivorous
INTELLIGENCE:	Semi- (2-4)
TREASURE:	(D)
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-5 (1d4+1)
ARMOR CLASS:	4
MOVEMENT:	15
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	2
DAMAGE/ATTACKS:	2-8 (2d4)/2-8 (2d4)
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	-2 on opponent's attack roll
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-12' long)
MORALE:	Elite (13-14)
XP VALUE:	975

The displacer beast is a magical creature that resembles a puma with two powerful black tentacles growing from its shoulders. Very rare, they stay far from human habitations.

The displacer beast has the blue-black coloring of a dark panther, and a long cat-like body and head. Females range in length from 8 to 9 feet, and weigh 450 pounds; males are 10 to 12 feet long, and weigh up to 500 lbs. They have 6 legs. Tentacles are tipped with rough horny edges that can inflict terrible wounds. Their eyes glow bright green, even after death.

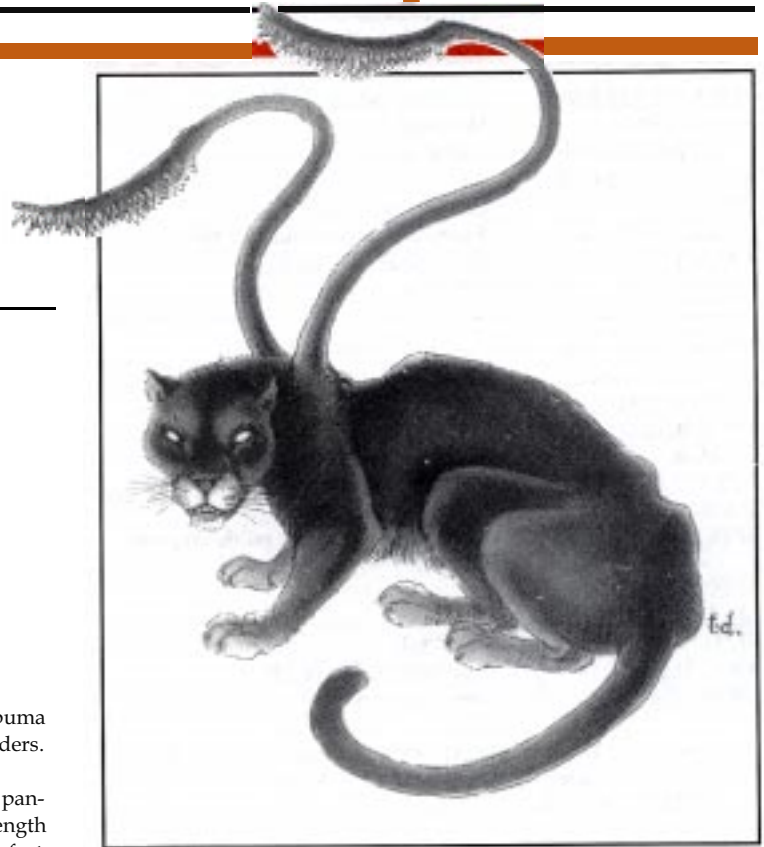
Combat: The displacer beast is a fierce, savage creature that hates all forms of life. Highly aggressive, the displacer beast will attack on sight, using its tentacles to inflict 2-8 (2d4) points of damage to its victims.

Their main advantage in combat is their magical power of displacement, which allows them to appear to be some 3 feet from their actual location. Anyone attacking a displacer beast does so at -2 on his attack roll. In addition, the beasts save as 12th-level fighters; adding +2 to their die rolls.

To determine the true position of the displacer beast and its illusion, roll 1d10. On 1-5, the illusion is in front of the creature, 6-7 to the creature's left, 8-9, to the right. On 10, the illusion is behind the beast's actual position. Although this ability is magical, the beast's location can not be determined by dispel or detect magic. Only true seeing will reveal its position.

Displacer beasts will not use their claws or teeth unless near death, or when in combat with a very large opponent. If they do employ them, each claw does 1-3 points of damage, and each bite does 1-8 points of damage.

Habitat/Society: Displacer beasts are carnivores. Unless they are raising young, they usually run in packs, carving a savage swath of destruction as they go. They hate all life, and will sometimes kill purely for pleasure. Fierce and vicious as they are, however, displacer beasts never fight among themselves. The pack is a well-run and highly efficient killing machine. When encountered in packs, displacer beasts are more than a match for many large creatures and have been known to make a meal of orcs, goblins, and bands of men. Any creature entering their territory is viewed as potential prey.



Displacer beasts mate in the autumn, and the young are born in spring. A mated pair of displacer beasts makes its home in a cave, producing litters of 1-4 young. The cubs, about the size of domestic cats, are born without tentacles and reach maturity, though not full size, within 4 months. They remain in the cave until their displacement abilities are fully developed. This is followed by a two month period during which the cubs are taught how to hunt. When this is completed, the family group disbands and the monsters wander off to join separate packs. While raising young, the monsters are fiercely protective of their lairs. One adult always remains with the cubs, usually the female, while the other goes off to hunt. Dead prey is dragged back to the lair to be eaten by the family. Lair is littered with the bones, equipment, and the treasures of its victims.

Naturally vicious and almost evil at times, displacer beasts harbor an undying hatred of blink dogs. Many theories attempt to account for this enmity. Some sages believe it springs from antipathy in temperaments—the lawful good blink dog would naturally be the enemy of a creature as savage and destructive as the displacer beast. Others argue that it is the displacement and blink abilities which cause this antipathy—the two abilities, when in close proximity, somehow stimulate the nervous system and produce hostile reactions. Encounters between the two breeds are rare however, since they do not share the same territory.

Ecology: Displacer beasts have little to fear from other large predators, save perhaps trolls or giants. Some wizards and alchemists value their hides for use in certain magical preparations, and will offer generous rewards for them. The eyes of a displacer beast are a highly prized, if uncommon, good luck charm among thieves who believe that they will protect the bearer from detection.

Githyanki

CLIMATE/TERRAIN:	Astral or prime
FREQUENCY:	Very rare
ORGANIZATION:	Dictatorship/monarchy
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to genius (15-18)
TREASURE:	Individuals R; Lair H
ALIGNMENT:	Any evil

NO. APPEARING:	2-8 (away from lair)
ARMOR CLASS:	Per armor
MOVEMENT:	12, 96 on Astral plane
HIT DICE:	Per class and level
THAC0:	Per class and level
NO. OF ATTACKS:	Per class and level
DAMAGE/ATTACK:	Per weapon type
SPECIAL ATTACKS:	Possible spell use, possible magical weapon
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (6' tall)
MORALE:	Average to elite (8-14)
XP VALUE:	Per class and level

Level	Dis/Sci Dev	Attack Defense	Power Score	PSPs
= HD	per level	All/All	= Int	1d100 + 150

Githyanki are an ancient race descended from humans. They dwell upon the Astral plane but will often leave that plane to make war on other races. They are engaged in a lengthy war with the githzerai.

Githyanki are strongly humanoid in appearance. They are approximately of human height but tend to be much more gaunt and long of limb. They have rough, yellow skin and gleaming black eyes that instantly betray their inhumanity. Like many demihuman races, their ears have sharp points and are serrated at the back. Dress for the githyanki is always an elaborate affair. Their baroque armor and weapons of war are decorated with feathers, beads, and precious metals and gems.

Githyanki speak their own tongue, and no others.

Combat: The githyanki have had long years to perfect the art of war. Their very existence attests to their battle prowess. Each individual githyanki has a character class and level from which are derived such things as THAC0, armor class, spell use, etc.

	Class	Level
01-40	Fighter	01-20 3rd
41-55	Mage	21-30 4th
56-80	Fighter/Mage	31-40 5th
81-85	Illusionist	41-60 6th
86-00	Knight	61-80 7th 81-90 8th 91-95 9th 96-98 10th 99-00 11th

The armor for each githyanki varies according to class. Mages and illusionists have AC 10. Fighters and fighter mages have differing armor—AC 5 to AC 0 (6 -1d6). Knights have AC 0.

Githyanki have Hit Dice according to their class and level, and their hit points are rolled normally. Their THAC0 is determined per class and level, as well. Fighters, fighter/mages, and knights may receive more than one attack per round—other githyanki have one attack per round.

Githyanki knights are evil champions who take up the causes



of the githyankis' mysterious lich-queen. Githyanki knights are very powerful and highly revered in their society. Githyanki knights have all of the powers and abilities of a human paladin except these are turned toward evil (e.g. detect good instead of detect evil, *command undead* instead of turning undead, etc.).

Githyanki mages, fighter/mages, and illusionists will receive all the spells available at their level of experience. Spells should be determined randomly, keeping in mind that they are by nature creatures of destruction—offensive spells should be favored.

The githyanki soldiers use arms and armor similar to humans, however these are normally highly decorated and have become almost religious artifacts. A githyanki would likely show greater care for his weapons and armor than he would toward his mate. Half of the githyanki fighters, fighter/mages, or knights that progress to 5th level receive a magical *two-handed sword* +1, the remainder using normal two-handed swords. Githyanki fighters of 7th level and above are 60% likely to carry a *long sword* +2. Knights of 7th level and above will always carry a *silver sword*—a *two-handed sword* +3 that, if used astrally, has a 5% chance per hit of cutting an opponent's silver cord (see *The Astral Plane, DMG*, page 132), but *mind barred* individuals are immune. A supreme leader of a lair will carry a special *silver sword* that is +5 with all the abilities of a *vorpal weapon* that also affects mind burred individuals.

Githyanki will never willingly allow a silver sword to fall into the hands of a nongithyanki. If a special silver sword should fall into someone's hands, very powerful raiding parties will be formed to recover the sword. Failure to recover one of these highly prized weapons surely means instant death to all the githyanki involved at the hands of their merciless lich-queen.

All githyanki have the natural ability to *plane shift* at will. They will rarely travel anywhere besides back and forth from the Astral plane to the Prime Material plane.

Habitat/Society: History provides some information on the githyanki—their race is both ancient and reclusive. Sages believe

they once were humans that were captured by mind flayers to serve as slaves and cattle. The mind flayers treated their human slaves cruelly and the people harbored a deep resentment toward the illithids. For centuries these humans increased their hatred but could not summon the strength necessary to break free. So they waited for many years, developing their power in secret, waiting for an opportunity to strike out against their masters. Finally, a woman of power came forth among them, a deliverer by the name of Gith. She convinced the people to rise up against their cruel masters. The struggle was long and vicious, but eventually the people freed themselves. They had earned their freedom and become the githyanki (which, in their tongue, means sons of Gith).

These astral beings progress through levels exactly as a human would. However, there has never been a githyanki that has progressed beyond the 11th level of experience and very few progress beyond 9th. When a githyanki advances to 9th level, he is tested by the lich-queen. This grueling test involves survival in one of lower planes for a number of weeks. Failure quite obviously results in death. Githyanki that reach 12th level of experience are immediately drawn out of the Astral plane and into the presence of the lich-queen where their life force is drawn to feed the ravenous hunger of the cruel demi-goddess.

Githyanki dwell in huge castles on the Astral plane. These ornately decorated castles are avoided by all other dwellers on the Astral plane for the githyanki are infamous for being inhospitable to strangers.

A githyanki stronghold will be ruled by a supreme leader. This leader will be a fighter/mage of 10th/8th level or 11th/9th level. The supreme leader is the undisputed overlord of the castle with the power of life and death over all who dwell there. A typical leader will be equipped with 2-8 random magical items in addition to the weapons described above.

All castles have a retinue of 20-80 knights of 9th level that serve as the supreme leader's elite shock troops. They are fanatically loyal. There will also be up to 1,000 githyanki of lesser status.

Githyanki, having the ability to plane shift at will, often travel to the Prime Material plane. These treks across the planes often lead to the formation of underground lairs used to mount surface raids, though their hatred is more often directed against mind flayers. Outside the war with the githzerai, these raids are conducted largely for the perverse pleasure of the kill.

A typical githyanki lair on the Prime Material plane will contain the following:

One supreme leader	11th-level fighter or 7th/8th-level fighter/mage
Two captains	8th-level fighter and 7th/6th-level fighter/mage
One knight	8th level
Two warlocks	magics of 4th/7th level
Three sergeants	fighters of 4th/7th level
Two 'gish'	fighter/mages of 4th/4th level
20-50 lower levels	determined randomly using the table above, of 1st-3rd level

On the Prime Material plane, githyanki have a pact with a group of red dragons. These proud creatures will act as mounts and companions to the githyanki. When encountered on the Prime Material plane and outside their lair, a githyanki group will typically consist of the following:

One captain	8th-level fighter
One warlock	4th to 7th-level mage
Five lower githyankis	fighters of 1st-3rd level

Such a group will have two red dragons as steeds, transporting between four and six githyanki per dragon. The dragons will fight for the safety and well-being of the githyanki but will not directly risk their lives, fleeing when the battle is turned against them. Just what the githyanki offer the red dragons in return for these services is unknown.

An interesting aspect of githyanki society is the apparent bond between military leaders and their subordinates. This bond allows a leader to give his men short, almost senseless commands (to human standards) and actually relay complex and exacting messages. Although this has no actual affect during the meleé round, it often leads to more effective ambushes and attacks and allows complex military decisions to be relayed quickly.

Ecology: Githyankis have similar ecology to that of humans. However, the Astral plane does not offer the same type of environments as the Prime Material plane, so their cultural groups are much different. In a society where farmers and tradesmen are unnecessary, more unique, specialized groups have evolved.

G'lathk: The g'lathk, (admittedly nearly unpronounceable in human tongues) are the equivalent of farmers. Due to the barrenness of the Astral plane, the githyanki are forced to grow food in vast, artificial chambers. They rely upon a variety of fungi and other plants that require no sunlight to grow. The g'lathk are also experts in aquatic plantlife, sometimes tending gigantic water-gardens.

Mlar: Not all magic-using githyanki ever attain the power and self-discipline necessary to become wizards. Some use their magical talents in the field of architecture and construction. The mlar are such individuals, focusing their creative energies toward designing and constructing the buildings and structures used in day-to-day life in githyanki society. The mlar have developed their jobs into an art form.

Hr'a'cknir: The Astral plane has many strange energies moving through it. Some of these energies are obvious to the senses, such as heat and light. Others are not so easily observed. There are many psychic and strange astral energies that humans generally are not aware of. Being a psychically aware race, however, the githyanki cannot only sense these energies, but harness them too. The hr'a'cknir are the collectors of those energies. They are similar to the mlar, in that they use innate magical powers to perform their crafts.

More than humans, githyanki are hunters and predators. They will typically engage in raiding and plundering seemingly for the joy they derive from it. It is likely that the long centuries of enslavement of their race has caused the githyanki to bully those weaker than themselves.

Unlike humans, though, the githyanki never war amongst themselves. The split of the githyanki and the githzerai (*q.v.*) is the closest thing the gith races have known to civil war. Githyanki never battles githyanki. It is the unwritten rule of gith society and is never broken. This, too, may be an effect of the race's enslavement.

Githzerai

CLIMATE/TERRAIN:	Limbo
FREQUENCY:	Very rare
ORGANIZATION:	Monarchy/dictatorship
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Exceptional to genius (15-18)
TREASURE:	Individual P; Lair H X 2
ALIGNMENT:	Chaotic neutral

NO. APPEARING:	2-8 (away from lair)
ARMOR CLASS:	Variable
MOVEMENT:	12, 96 in Limbo
HIT DICE:	Per class and level
THAC0:	Per class and level
NO. OF ATTACKS:	Per class and level
DAMAGE/ATTACK:	Per weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	50%
SIZE:	M (6' tall)
MORALE:	Average to steady (8-12)
XP VALUE:	Per class and level

Level	Dis/Sci Dev	Attack/ Defense	Power Score	PSPs
= HD	per level	All/All	= Int	1d100 + 150

Githzerai are the monastic, chaotic neutral counterparts to the githyanki (*q.v.*). The two races share a stretch of time in history; the githzerai are the lesser and more repressed offshoot of the original people that the warrior Gith helped to escape the slavery of the mind flayers millennia ago.

Githzerai are very similar in appearance to their githyanki cousins, although they tend to look much more human. Their features are for the most part unremarkable, with vaguely noble countenance. Their skin tone is that of human caucasian flesh. Githzerai dress simply, wearing functional clothing and favoring conservative tones.

Combat: The githzerai are unadorned and ruthlessly straightforward with their combat and magic. Their strong resistance to magic seems to make up for their generally inferior fighting ability.

Class		Level	
		<i>(add 3 if thief)</i>	
01-55	Fighter	01-10	1st
56-75	Fighter/Mage	11-20	2nd
76-95	Mage	21-30	3rd
96-00	Thief	31-45	4th
		46-60	5th
		61-75	6th
		76-90	7th
		91-96	8th
		97-00	9th

The armor for each githzerai varies according to class. Mages have AC 10. Fighters and fighter mages have differing armor—AC 5 to AC 0 (6 - 1d6). Thieves have AC 7.

Githzerai have Hit Dice according to their class and level, and their hit points are rolled normally. Their THAC0 is determined per class and level, as well. Fighters and fighter/mages may receive more than one attack per round—other githzerai have one attack per round.

On rare occasions, a githzerai will progress as a thief. These thieves seem to have some significance to the strange githzerai



religion. Although they are never known to become leaders in any capacity, these thieves are an exception to the maximum level of 9th, often progressing up to 12th level of experience. Just what role these thieves play is unknown.

Githzerai fighters of at least 5th level have use of *silver swords*. These magical weapons are *two-handed swords* +3 that, if used in the Astral plane, have a 5% chance of cutting an opponent's silver cord upon scoring a hit (see *The Astral Plane, DMG*, page 132), though mind barred individuals are immune. These weapons are of powerful religious value to the githzerai and they will never willingly allow them to fall into the hands of outsiders. If this happens, the githzerai will go to great ends to recover the weapon.

All githzerai have the innate power to plane shift to any plane. This is rarely done except to travel back and forth to the Prime Material plane where the githzerai have several fortresses.

Habitat/Society: The githzerai were originally offspring of a race of humans that were freed from slavery under mind flayers by a great female warrior named Gith. These men and women did not, however, choose to follow Gith's ways after they revolted against their slavers. Instead, they fell sway to the teachings of a powerful wizard who proclaimed himself king—and later, god-of the people. The githzerai then separated themselves from the githyanki, beginning a great racial war that has endured the long millennia without diminishing.

Githzerai can progress as fighters, mages, or fighter/mages, and thieves. They will rarely attain levels above 7th and, in any case, will never progress beyond 9th. The githzerai, who worship a powerful and ancient wizard as though he were a god (he is not), are destroyed before they have enough power to become a threat to their ruler.

If encountered outside of their lair, githzerai will usually be in the following numbers:

One supreme leader	9th-level fighter or 4th/7th-level fighter/mage
One captain	6th-level fighter or 4th/4th-level fighter/mage
Two warlocks	magics of 3rd-5th level
Three sergeants	fighters of 3rd-5th level
Three 'zerths'	fighter/mages of 3rd/3rd level
20-50 lesser githzerai	evenly distributed between the three possible classes and of 1st-3rd level

A thief, if present (10% chance), will replace one of the lower level githzerai and will be of 6th-10th level.

The githzerai dwell primarily on the plane of Limbo. They have mighty fortresses in that plane of chaos and their position there is very strong. Typically, one of these fortresses contains approximately 3,000 githzerai led by a single supreme leader. This leader has absolute control over the githzerai, including the powers of life and death.

The githzerai hold only a few fortresses on the Prime Material plane, but these are particularly strong holdings, with walls of adamantite rising as huge squat towers from dusty plains. Each house approximately 500 githzerai, including a supreme leader.

On Limbo, however, the githzerai presence is very strong. Living in cities typically of 100,000 or more, the githzerai enjoy total power over themselves on an otherwise chaotic and unpredictable plane. One notable example of this is the city *Skra'kt'lor*. This large githzerai capital is composed of some 2,000,000 githzerai living in great power. *Shra'kt'lor* serves as both a capital and as a headquarters for all githzerai military matters. The greatest generals and nobles of the race meet here to plan githzerai strategy for battling both the githyanki and the mind flayers. There is likely no force on Limbo that could readily threaten the power of *Shra'kt'lor* or its many inhabitants.

One of the prime motivations among the githzerai is their war with the githyanki. These offshoots of Gith's original race are obsessed with this war of extermination. They often employ mercenaries on the Prime Material plane to aid them in battling the githyanki. The evil, destructive nature of the githyanki makes the hiring of mercenaries to fight them a relatively simple task.

Legend of the Zerthimon: In githzerai lore there is a central figure that is revered above all others—Zerthimon. The githyanki believe him to be a great god that was once a man. According to githzerai lore, when the original race broke free of the mind flayers, it was Zerthimon that opposed Gith, claiming that she was hateful and unfit to lead the people.

There ensued a great battle and the people were polarized by the two powers. Those that chose to support Gith became the githyanki. Those that supported Zerthimon became the githzerai.

Zerthimon died in the battle, but in his sacrifice he freed the githzerai from Gith. The githzerai believe that someday Zerthimon, in his new godly form, will return and take the them to a place on another plane.

Zerths are special among the githzerai, acting as focal points for the attention of Zerthimon. The githzerai believe that when Zerthimon returns for them, he will first gather all of the zerths and lead them to their new paradise. It might be said that the zerths are the center of githzerai religion. Unfortunately, they are not free from religious persecution.

The wizard-king (whose name is not known) that rules over the highly superstitious githzerai would like very much to stamp out the legend of Zerthimon. The wizard-king believes that this legend challenges his authority, and very likely it does. However, he has never been able to rid the githzerai of this legend and he is now forced to tolerate it.

Rrakkma bands: Although the githzerai are not a bitter or overly violent race, they still tend to hold a strong enmity and hatred for the race of illithids that originally enslaved the gith race so many thousands of years ago. By human terms, that may be a very long time to hold a grudge, but the githzerai see the mind flayers as the cause of the split of the Gith race and much of the hardships the githzerai are forced to endure. Thus large rrakkma (in the githzerai tongue) bands are often formed to hunt mind flayers. These bands typically consist of 30-60 githzerai warriors led by the githzerai equivalent of a sergeant. For roughly three months, these bands will roam the outer and inner planes, searching for groups of illithids and destroying them utterly. The rrakkma bands are very popular in githzerai society and it is considered to be an honor to serve in one.

The githzerai fortresses on the Prime Material plane tend to be very large affairs with great, impenetrable walls. Wherever these fortresses stand, they destroy the landscape for miles. No plants or animals live within many miles of the fortresses and the land is reduced to wasteland around them. It is not known if the effect is just the land's reaction to the "other-planar" stuff of which the castles are constructed, or if githzerai mages magically produce the effect in order to keep material beings away from these fortresses.

The most likely purpose of these fortresses on the Prime Material plane is to keep tabs on the githyanki. The githzerai, not being a particularly war-mongering or violent race, have no desire to conquer the Prime Material plane like the githyanki do. However, the githzerai realize that if their enemies have a strong hold on the Prime Material plane, they will become more powerful and thus will hold power over them. The githzerai carefully monitor the progress on the githyanki and lead coordinated, focused strikes against strongpoints of the githyanki, thus hampering their ability to expand and grow in the Prime Material plane.

During these attacks, the githzerai will not intentionally attack the natural denizens of the Prime Material plane (humans, demihumans, humanoids, etc.), but they will never sacrifice a well-planned attack on the githyanki just to preserve life. With the githzerai, the ends will always justify the means.

Like the githyanki, the githzerai really have no part in the Blood War (*q.v.*) of the fiends. They seldom venture to the lower planes, and only then for matters of absolute importance. The githzerai find the bloodthirsty, destructive nature of the fiends to be distasteful, so they will typically not deal with those creatures for any reason. They coexist with the slaadi, and githzerai are rumored to have mental powers beyond those described here.

Ecology: For as long as men have known of the ability to travel the planes, they have wondered at the natural power of the githzerai to wander from plane to plane at will. Although man and githzerai are not natural enemies, battles are frequently fought between the two races, due in part to some humans' desire to capture a live githzerai for study. To date, no such creature has been secured.

Hell Hound

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	C
ALIGNMENT:	Lawful evil

NO. APPEARING:	2-8
ARMOR CLASS:	4
MOVEMENT:	12
HIT DICE:	4-7
THACO:	4 HD: 17 5-6 HD: 15 7 HD: 13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	Breathe fire
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Standard
SIZE:	M
MORALE:	Elite (13)
XP VALUE:	4 HD: 420 5 HD: 650 6 HD: 975 7 HD: 1,400

Hell hounds are fire-breathing canines from another plane of existence brought here in the service of evil beings.

A hell hound resembles a large hound with rust-red or red-brown fur and red, glowing eyes. The markings, teeth, and tongue are soot black. It stands two to three feet high at the shoulder, and has a distinct odor of smoke and sulfur. The baying sounds it makes have an eerie, hollow tone that send a shiver through any who hear them.

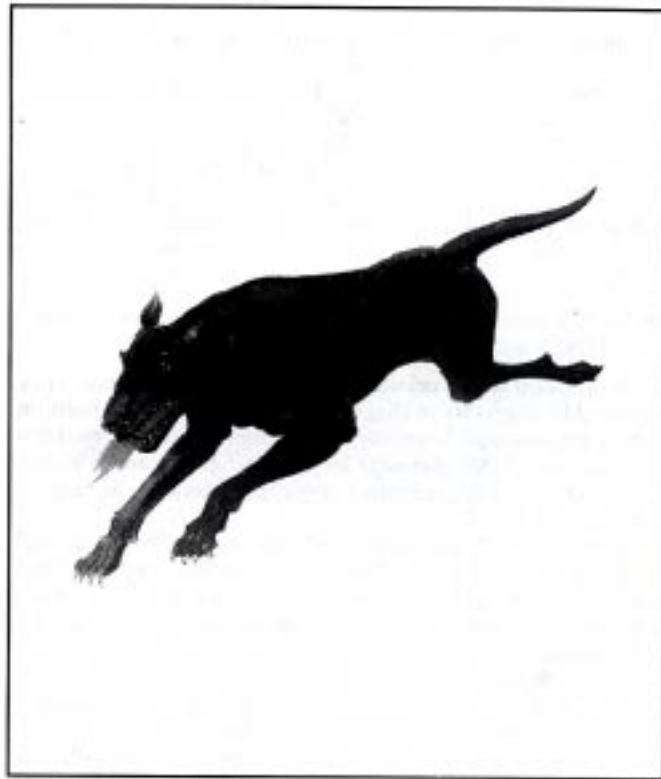
Combat: Hell hounds are clever hunters that operate in packs. They do not bay like normal dogs while hunting. They move with great stealth, imposing a -5 penalty to opponents' surprise rolls. One or two of the pack sneak up on a quarry while the others form a ring around it. The first hell hound then springs from ambush, attacks the nearest victim, and attempts to drive the others toward the rest of the pack. If the prey does not run away, the rest of the pack closes in within 1d4+2 rounds. If hell hounds are pursuing fleeing prey, they might bay.

Hell hounds attack first by breathing fire at an opponent up to 10 yards away. The fire causes 1 point of damage for each of the hell hound's Hit Dice. A successful saving throw vs. breath weapon cuts the damage in half. The hell hound then attacks with its teeth. The hell hound can continue to exhale flame while biting. If the hell hound rolls a natural 20 on its attack roll, it grabs a victim in its jaws and breathes fire on the victim.

Hell hounds have a variety of defenses. They are immune to fire. Their keen hearing means they are surprised only on a 1 or 2 on 1d10. They can also see hidden or invisible creatures 50% of the time.

Habitat/Society: Hell hounds are native to those extradimensional planes notable for their hot, fiery landscapes. There they roam in packs of 2d20 beasts. The hell hounds on the Prime Material plane are summoned there to serve the needs of evil creatures. Most of them later escape to the wild.

Hell hounds may have 4 to 7 (1d4 + 3) Hit Dice. The more Hit Dice a hell hound has, the larger it is and the more damage it causes. Each pack is led by a 7-Hit Die hell hound. The leader



drives off other 7 HD rivals, who form their own packs.

The diet of hell hounds is similar to that of normal canines. They roam a wide area of 1d10 + 4 square miles centered on their den. Pack territories may overlap.

They do not easily reproduce on the Prime Material plane. Only 5% of encounters include puppies. Such puppies are born in litters of 2d4. They burp flame uncontrollably at least once a day. The flames are harmless aside from the tendency to set fire to anything flammable in the area. Newborn puppies are at 10% of the adult growth; they quickly grow an additional 5% each month and reach full adult growth (4 HD) in 1½ years. While growing they can attack with their incendiary bite. Hell hound puppies up to two months old inflict 1 point of damage. Older ones add an additional 1 point for each additional six months of growth.

Prey is usually eaten where it is slain, though hell hounds occasionally haul a carcass back to their den for later meals. Hell hounds are also similar to normal canines in that they may act as retrievers. Some objects are specifically sought; this is especially the case in trained hell hounds. Other hell hounds are simply playful and use the retrieved items as toys. They especially like noisy bags and pouches filled with their late victims' treasures. Flammable containers eventually burn and spill their contents in or around the den. Parchments are rarely found here unless protected by nonflammable containers.

Ecology: Hell hounds have little place in the ecology of the normal world. They are dangerous annoyances prone to cause fires wherever they hunt. Hell hounds cause more forest fires than any other creature except for humanoids. Hell hounds have their uses, though. Because of their ability to easily detect hidden or invisible creatures, hell hounds make excellent watch dogs, especially for intelligent monsters such as fire giants.

Hell hounds can be domesticated if raised from puppies, but there is a 10% chance each year that domesticated hell hounds go wild.

	Imp	Quasit
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average	Low
TREASURE:	O	Qx3
ALIGNMENT:	Lawful evil	Chaotic evil
NO. APPEARING:	1	1
ARMOR CLASS:	2	2
MOVEMENT:	6, Fl 18 (A)	15
HIT DICE:	2 + 2	3
THAC0:	19	17
NO. OF ATTACKS:	1	3
DAMAGE/ATTACK:	1-4	1-2/1-2/1-4
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	25 %	25 %
SIZE:	T (2' tall)	T (2' tall)
MORALE:	Average (8-10)	Average (8-10)
XP VALUE:	1,400	2,000

Imps are diminutive creatures of an evil nature who roam the world and act as familiars for lawful evil wizards and priests.

The average imp is a 2' humanoid with leathery, bat-like wings, a barbed tail, and sharp, twisted horns. Its skin is a dark red and its horns and jagged teeth are a gleaming white.

The imp can *polymorph* itself into two other animal forms. The most commonly encountered alternate forms are those of a large spider, raven, giant rat, or goat. In such forms the imp is physically identical to a normal animal.

Combat: In its natural form, the imp attacks with the wicked stinger on its tail. In addition to inflicting 1-4 points of damage, this stinger injects a powerful poison which is so deadly that those who fail their save versus poison are instantly slain by it. When it is *polymorphed*, the imp attacks with the natural weaponry of its adopted form, though the goat and raven forms lack damaging attacks.

The imp can use its special magical abilities no matter what its form. All imps are able to *detect good*, *detect magic*, or become *invisible* at will. Once per day they can use a *suggestion*.

Imps are immune to attacks based on cold, fire, or electricity and resist all other spell attacks as if they were 7 Hit Die creatures. They can be harmed only by silver or magical weapons and are able to regenerate one hit point per melee round.

Habitat/Society: Imps are beings of a very evil nature who originate on the darkest of evil planes. Their main purpose on the Prime Material plane is to spread evil by assisting lawful evil wizards and priests. When such a person is judged worthy of an imp's service, the imp comes in answer to a *find familiar* spell.

Once they have contacted their new "master", imps begin at once to take control of his actions. Although imps maintain the illusion that the summoner is in charge, the actual relationship is closer to that of a workman (the imp) and his tools (the master).

Although an imp's body can be destroyed on the Prime Material plane, it is not so easily slain. When its physical form is lost, its corrupt spirit instantly returns to its home plane where it is reformed and, after a time, returned to our world to resume its work.

While they are technically in the service of their master, imps retain a basic independence and ambition to become more powerful someday. They may acquire treasure from those they slay, and will often pilfer valuables encountered during their travels.



The imp confers some of its powers upon its master. A telepathic link connects the two whenever they are within one mile of each other. This enables the master to receive all of the imp's sensory impressions, including its infravision. The master also gains the imp's inherent 25% magical resistance and is able to regenerate just as the imp does. If the imp is within telepathic range, the master acts as if he were one level higher than he actually is. Conversely, if the imp is more than a mile away, the master acts as if he were one level of ability below his actual rank. If the imp is killed, the master instantly drops by four levels, though these can be regained in the usual manner.

Ecology: Imps are the errand boys of the powerful evil beings who command the darkest planes. They often act as emissaries and agents, but their primary task is to enhance the spread of evil in our world.

Quasit

Quasits are chaotic evil counterparts to imps. The chaotic evil priests and wizards which quasits "serve" gain the same benefits and disadvantages that an imp's master does. Like imps, each quasit can assume two other forms. Those most commonly chosen by quasits are bats, giant centipedes, frogs, or wolves. They can use their magic in any of their forms.

The quasit attacks with its clawed hands (doing 1-2 points each) and its deadly bite (doing 1-4 points). The quasit's claws are coated in a toxin which causes anyone struck by them to save versus poison or lose one point of dexterity for 2-12 (2d6) rounds. The effects of multiple wounds are cumulative.

Quasits can turn *invisible*, *detect good*, or *detect magic* at will. They regenerate 1 hit point per round and can unleash a blast of fear with a 30 foot range radius once per day. Once each week the quasit can *commune* with the lower planes (asking up to 6 questions).

Quasits can only be harmed by cold iron or magical weapons. They are able to resist magic 25% of the time, save as if they were 7 Hit Die monsters and are immune to cold, fire, and lightning.

Intellect Devourer

CLIMATE/TERRAIN:	Adult Any subterranean or dark areas	Larva Dark, moist areas
FREQUENCY:	Very rare	Rare
ORGANIZATION:	Solitary	Solitary
ACTIVITY CYCLE:	Any	During darkness
DIET:	Mental energy	Emotions
INTELLIGENCE:	Very (11-12)	Not ratable
TREASURE:	D	Qx1d20
ALIGNMENT:	Chaotic evil	Neutral (evil)

NO. APPEARING:	1-2	1-3
ARMOR CLASS:	4	5
MOVEMENT:	15	9
HIT DICE:	6+6	3+3
THAC0:	13	17
NO. OF ATTACKS:	4	1
DAMAGE/ATTACK:	1-4/1-4/1-4/1-4	2-5 (1d4+1)
SPECIAL ATTACKS:	Psionics, stalking	Psionics, poison
SPECIAL DEFENSES:	+3 weapon needed to hit; see below	Psionics
MAGIC RESISTANCE:	Nil (see below)	Nil
SIZE:	T (6" long)	T (6" long)
MORALE:	Fanatic (17-18)	Unsteady (5-7)
XP VALUE:	6,000	650

The term "intellect devourer" refers only to this creature's adult form; its larva is an ustilagor. Both resemble a brain on four legs. The body of the intellect devourer has a crusty protective covering, and its legs are bestial, jointed, and clawed. The ustilagor's body is soft and moist and usually covered with a gray fungus; it has a 3-foot-long tendril at the front, and its legs are spindly and coral-like. Though both forms are about brain-sized, the adult can use psionics to alter its size.

Combat: The ustilagor attacks by striking with its flexible tendril. The tendril secretes an alkaline substance which causes 1d4+1 damage on a successful hit, as well as another 1d4+1 damage the following round, unless the victim makes a successful saving throw vs. poison. The creature is quite agile, and can jump and dart quickly.

The ustilagor can also attack psionically, first making contact with a victim's mind. It uses aversion to give a victim an aversion to fungus or to a certain area; id insinuation to effectively paralyze the victim; or telepathic projection to increase an opponent's dislike or distrust of companions.

Despite its psionic prowess, the ustilagor cannot be attacked mentally (magically or psionically) except by psionic blast. Its fungal growth interferes with and prevents mental attacks, protects the ustilagor from drying out, prevents cerebral parasites from attacking, and makes the creature immune to fungal attacks and any power that reads or affects an aura.

The adult form also prefers to attack with psionics, though its three-taloned paws can all be used in the same round, as the creature jumps on an opponent and rakes.

Aside from its regular psionic powers (see below), the adult intellect devourer has specialized forms of three psionic powers; these are constantly in effect and cost no PSPs, but they do count as psionic activity for detection purposes. Through a special form of energy containment, the intellect devourer is immune to damage from normal and magical fires, and takes only one hit point per die of electrical damage; a form of split personality is always in effect, allowing the creature to attack with psionics and claws in the same round; and it has psionic sense with a 60 foot range.

The intellect devourer is immune to weapons with less than a +3 enchantment, and takes only 1 point of damage per hit from those weapons which can harm them. A death spell has only a



25% chance of success, but *power word: kill* is effective. A *protection from evil* keeps the intellect devourer at bay, and bright light (including that caused by fire) drives it away.

An intellect devourer hunts and stalks psionic creatures. After killing a psionic victim, it sometimes uses reduction to enter the body, devour the brain, and occupy its place. It reads the victim's mind as it devours it, then animates the body from within, using it to find other minds to attack and devour.

Psionics Summary:

	Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
Larva	2	2/1/5	II/M-	10	150
Adult	6	3/3/11	EW,II/M-,TS,IF = Int	200	

Intellect devourers have the following psionic powers; ustilagor have only those powers marked by asterisks:

- **Psychometabolism - Sciences:** ectoplasmic form*. **Devotions:** body equilibrium*, chameleon power, expansion, reduction.

- **Psychportation - Devotions:** astral projection.

- **Telepathy - Sciences:** domination, mindlink. **Devotions:** aversion*, contact*, ego whip, ESP, id insinuation*, telepathic projection*.

Habitat/Society: Intellect devourers dwell beneath the ground or in dismal wilderness areas. Their reproductive method is unknown. The intellect devourer rarely protects its young, and may even devour them. Ustilagor develop a symbiotic relationship with a bizarre fungus which feeds on residual thought emanations from the ustilagor's victims. An ustilagor becomes an adult by consuming the brain of a psionic creature.

Ecology: Mind flayers raise intellect devourers, treating the ustilagor as culinary delights, and using adults as watch dogs. Both forms of the creature can be used as components in items and potions related to ESP and mind control.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	3
MOVEMENT:	12, Fl 12 (A)
HIT DICE:	8
THAC0:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	4-16 (4d4)
SPECIAL ATTACKS:	Surprise
SPECIAL DEFENSES:	Invisibility
MAGIC RESISTANCE:	30%
SIZE:	L (8' tall)
MORALE:	Elite (13-14)
XP VALUE:	3,000

The invisible stalker is a creature from the elemental plane of Air. Those encountered on the Prime Material plane have almost always been summoned by wizards to fulfill a specific task.

The true form of the invisible stalker is unknown. On the Material, Astral, or Ethereal planes, the invisible stalker can only be perceived as a shimmering air mass which looks much like the refraction effect caused by hot air passing in front of cold.

Invisible stalkers understand the common speech of men, but can not speak it. They can converse only in their own language, which sounds much like the roaring and whooshing of a great wind storm.

Combat: Invisible stalkers attack by using the air itself as a weapon. It is capable of creating a sudden, intense vortex that batters a victim for 4-16 (4d4) points of damage. Such attacks affect a single victim on the same plane as the invisible stalker.

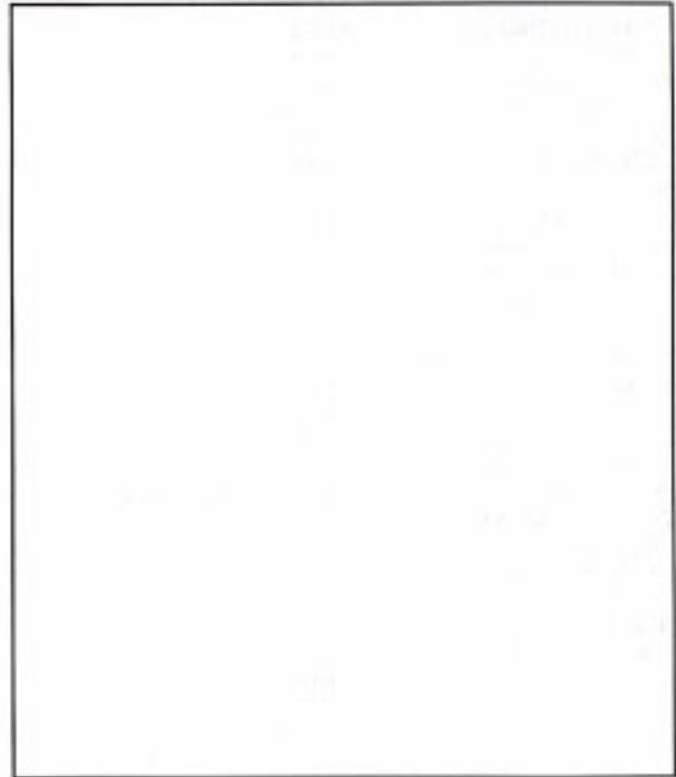
Due to their invisibility, these creatures impose a -6 penalty on the surprise rolls of those they choose to attack. Similarly, all opponents who are unable to see or *detect invisible* foes are at a -2 on their attack rolls. Although they are fully *invisible* on the Prime Material plane, their outlines can be dimly perceived on the Astral or Ethereal planes.

Invisible stalkers can only be killed on the elemental plane of Air. If attacked on another plane, they automatically return to their home plane when their total hit points are exceeded by the damage they suffered.

Habitat/Society: Little is known about the lives of these creatures on their home plane. It is assumed that they are similar to normal air elementals when encountered there.

Those present on the material plane are there as the result of a conjuration by some wizard. This magic causes the creature to serve its summoner for a time. The conjurer retains full command of the stalker until it either fulfills its duties or is defeated and driven back to its home plane. Once given a task, an invisible stalker is relentless. They are faultless trackers who can detect any trail less than a day old. If ordered to attack, they will do so with great fury and will cease their efforts only upon their own destruction or the direct orders of their master. Once their mission is accomplished, the creature is free to return to its home plane.

The invisible stalker is, at best, an unwilling servant. It resents any task assigned to it, although brief, uncomplicated labors



may be seen as something of a diversion and thus undertaken with little resentment. Tasks that require a week or more of its time will drive the invisible stalker to pervert the stated intent of the command. Such commands must be carefully worded and come from a powerful wizard. An invisible stalker may look for a loop hole in the command as a means of striking back at its master. For example, a simple command such as "keep me safe from all harm" may result in the stalker carrying the conjurer back to the elemental plane of air and leaving him there in a well hidden location.

Each day of the invisible stalker's indenturedness there is a 1% cumulative chance that the creature will seek a means to pervert its commands and free itself of servitude. If no option is open, the creature must continue to serve.

Ecology: Invisible stalkers are a species unwillingly transplanted to the Prime Material plane. They are slaves whose terms of servitude dominate their brief stays. Those who have been subjected to great hardship, assigned very difficult tasks, or who have faced death at the hands of humanoids, tend to retain a distrust or outright hatred of them. Those that have had an easy time during past periods of service or who are first time arrivals on the Prime Material plane may be easier to deal with. Such feelings may carry over to influence encounters with humanoids traveling in the aerial plane. Anyone who has befriended an invisible stalker in the past will find that voyages through the plane of elemental Air are far less hazardous than they might otherwise have been.

Invisible stalkers only obey those who actually summon them and few wizards can be commissioned to summon such a being on another's behalf. Some mercenary wizards have been able to construct the necessary summons onto scrolls that are usable by others. These sell for between 5,000 and 10,000 gp and are very dangerous to use. Even the slightest error can cause users of such scrolls to come to a tragic end.

Kenku

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Uncommon
ORGANIZATION:	Clan
ACTIVITY CYCLE:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	F
ALIGNMENT:	Neutral

NO. APPEARING:	2-8
ARMOR CLASS:	5
MOVEMENT:	6, Fl 18 (D)
HIT DICE:	2-5
THACO:	2 HD: 19 3-4 HD: 17 5 HD: 15
NO. OF ATTACKS:	3 or 1
DAMAGE/ATTACK:	1-4/1-4/1-6 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	30%
SIZE:	M (5'-7' tall)
MORALE:	Elite (13)
XP VALUE:	2 HD: 175 3 HD: 420 4 HD: 650 5 HD: 975

Kenku are bipedal, humanoid birds that use their powers to annoy and inconvenience the human and demihuman races.

The typical kenku resembles a humanoid hawk wearing human clothing. Kenku have both arms and wings. The wings are usually folded across the back and may be mistaken at a distance for a large backpack. Height ranges from 5 to 7 feet. The feathers are predominantly brown with white underfeathers and face markings. The eyes are a brilliant yellow.

Combat: All kenku have the skills of 4th-level thieves. They are expert fighters and usually attack with a scimitar or quarterstaff. If unarmed, they attack with either pair of claws (two attacks for 1d4 points of damage apiece) and their beak (1d6 points of damage). If they are on foot, they use the hand claws. If in flight, the foot claws are used. They do not usually kill unless their own lives are threatened by the survival of their foe. All kenku have well-developed disguise skills. They have a 50% chance of passing for human, although their disguises often have telltale large noses.

A 3-Hit Die kenku has one 1st-level wizard spell, usually *magic missile*. Once each 30 days a kenku can shape change and retain that shape for up to seven days. A 4-Hit Die kenku has an extra 1st-level spell, often *shocking grasp*. They gain the innate ability to become invisible with no limitation on duration or frequency of use. A 5-Hit Die kenku leader gains an additional 2nd-level mage spell, usually *mirror image* or *web*, and the innate ability to call lightning (the same as the 3rd-level priest spell).

Habitat/Society: Kenku are a secretive race that lives among the human and demihuman races without the bulk of the population ever being aware of their presence.

If a group of kenku is encountered, the group's size determines its composition. A group of five or fewer contains two 2-Hit Dice and three 3-Hit Dice kenku. A group of six or seven has a leader with 4 Hit Dice, three kenku with 3 Hit Dice, and the rest have 2 Hit Dice. A group of eight kenku adds a supreme leader of 5 Hit Dice.

Kenku do not speak; although they may give out bird-like squawks, these are gibberish. Kenku apparently communicate with each other telepathically. They are adept at symbols, sign



language, and pantomime.

Kenku may appear to be friendly, helpful, and even generous. They freely give treasure to humans and demihumans, but it is rarely genuine and crumbles into dust within a day. They may offer nonverbal advice to humanoids, but this is carefully designed to mislead. It may actually lead the party into dangers and difficulties they might otherwise have avoided. As a rule of thumb, kenku have only a 5% chance of actually helping people.

The actual structure of kenku society is elusive. The kenku themselves either refuse to comment or lie. Those kenku lairs that have been encountered tend to be small underground chambers or cave complexes. It is believed that large caverns deep underground may hold sizeable kenku communities, including individuals of 6 Hit Dice or more and with greater magical powers.

Kenku reproduction is similar to that of large birds. The female lays a clutch of two to four eggs that hatch after 60 days. New hatchlings are featherless, helpless, and have 1 hit point each. Hatchlings grow swiftly and gain 1 hit point each month. Within six to eight months they have adult feathers and are able to function independently as 1-Hit Die kenku. At this point they can begin to learn to use the skills they need as adults (thieving, fighting, disguise). If a hatchling is captured, it either lacks this training or has whatever minimal skills it acquired before capture.

Younger kenku (3 Hit Dice or less) are reckless and prone to audacious plans. They have been known to pass themselves off as gods and collect the worshipers's offerings. Older kenku are more reserved and cunning, preferring to kidnap wealthy humans and demihumans as a source of revenue.

Ecology: Domestically raised kenku are prized as servants. Kenku eggs are commonly sold for 250 gp, hatchlings for 300-500 gp. However, this is a form of slave trade, with all the attendant complications. If a kenku discovers captive kenku, it will attempt to secretly rescue the captive and, if possible, kidnap the slave trader or owner. They will avenge slain kenku.

	Kobold	Urd
CLIMATE/TERRAIN:	Any land	Temperate to tropical/Hills and mountains
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Tribe	Gens
ACTIVITY CYCLE:	Night	Night
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average (8-10)	Low (5-7)
TREASURE:	J, O (Q X 5)	J (Q X 5)
ALIGNMENT:	Lawful evil	Neutral evil
<hr/>		
NO. APPEARING:	5-20 (5d4)	3-300
ARMOR CLASS:	7 (10)	8
MOVEMENT:	6	6, Fl 15 (C)
HIT DICE:	½ (1-4 hit points)	2-5
THACO:	20	2 HD: 19 3-4 HD: 17 5 HD: 15
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	1-4 or 1-6 (by weapon)	1-3 or 1-4 (weapon) Rock bomb
SPECIAL ATTACKS:	Nil	Rock bomb
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (3' tall)	S (3' tall)
MORALE:	Average (8-10)	Unsteady (7)
XP VALUE:	7	2 HD: 35 3 HD: 65 4 HD: 120 5 HD: 175
Chiefs/guards	15	



Kobolds are a cowardly, sadistic race of short humanoids that vigorously contest the human and demi-human races for living space and food. They especially dislike gnomes and attack them on sight.

Barely clearing 3 feet in height, kobolds have scaly hides that range from dark, rusty brown to a rusty black. They smell of damp dogs and stagnant water. Their eyes glow like a bright red spark and they have two small horns ranging from tan to white. Because of the kobolds' fondness for wearing raggedy garb of red and orange, their non-prehensile rat-like tails, and their language (which sounds like small dogs yapping), these fell creatures are often not taken seriously. This is often a fatal mistake, for what they lack in size and strength they make up in ferocity and tenacity.

Kobolds speak their own language; some (75%) speak orc and goblin.

Combat: The kobold approach to combat uses overwhelming odds or trickery. Kobolds will attack gnomes on sight, but will think twice about attacking humans, elves, or dwarves unless the kobolds outnumber them by at least two to one. They often hurl javelins and spears, preferring not to close until they see that their enemies have been weakened.

Kobolds attack in overwhelming waves. Should the kobolds be reduced to only a three to two ratio in their favor, they must make a morale check. Kobolds are wary of spellcasters and will aim for them when possible.

This diminutive race also enjoys setting up concealed pits with spikes, crossbows, and other mechanical traps. They usually have view ports and murder holes near these traps so that they can pour flaming oil, missile weapons, or drop poisonous insects on their victims.

Kobold war bands are armed with spiked clubs, axes, javelins, short swords and spears. Their shields are seldom metal, but are normally wood or wicker. Chiefs and guards tend to have the best weapons available.

Kobolds have 60-foot infravision but do not see well in bright sunlight, suffering a -1 on their attack rolls.

Habitat/Society: Kobolds live in dark, damp places underground and in overgrown forests. They can be found in almost any climate. As kobolds are good miners, any area with potential for mining is fair game for settlement.

The average kobold tribe has 40 - 400 (4d10 x 10) adult males. For every 40 kobolds in a band there will be one leader and two bodyguards (AC 6; HD 1-1; hp 4 each; damage 1-6). In a lair there will be 5-20 (5d4) bodyguards, females equal to 50% of the males, young equal to 10% of

the males and 30-300 (3d10x10) eggs. There will also be a chief and 2-8 guards (AC 5; HD 1 + 1; hp 7 each; damage 1-8). Further, there is a 65% chance there will be guard animals: (70%) 2-5 wild boars (AC 7; HD 3+3; damage 3d4 gore) or (30%) 1-4 giant weasels (AC 6; HD 3+3; damage 2d6 bite and blood drain). There may be one or more shamans.

Their society is tribal but can be further broken up into war bands based on specific clans. As many as 10 families can be part of a clan, and each clan usually is responsible for controlling the area in a 10 mile radius from the lair. Kobolds recover treasure from the bodies of their victims and often carry them back to their lair as food. In some instances, kobolds will not kill their victims, but will sell them as slaves.

Kobolds are distrustful of strangers. They hate brownies, pixies, sprites and gnomes. Gnomes are never eaten or taken prisoner.

Ecology: Perhaps kobolds are so cruel because they are easy prey for larger humanoids and hungry monsters. They have many enemies, and even the dwarves have had to admit that the numerous kobold-goblin wars have kept the number of goblins down to a safe level.

Kobolds can live 135 years.

Urd

Urds are distant relatives of kobolds. Three feet tall, with short ivory horns, their bodies are frail and covered with mottled yellow to brick red scales. Their leathery, batlike wings span 8 feet.

Urds have 60-foot infravision and prefer to hunt at night, dropping jagged stones (2-3 pounds each) from the air. Unsuspecting victims are AC 10 for the attack roll. Actively dodging opponents are considered AC 2 before modifications to Dexterity. Rocks cause 2d4 points of damage. Some urds (25%) carry light spears (1d4 damage).

A band of 20 urds is accompanied by a subchieftain (AC 7, 7 hp). Urd flocks of 100 or more include the chieftain (10 hp, 50% have magical leather armor). Urd lairs contain 1d6 shamans able to speak with bats as per *speak with animals*.

Urd life spans can exceed 100 years, but they rarely live past 50.

Lizard

	Fire	Giant	Minotaur	Subterranean
CLIMATE/TERRAIN:	Any warm land	Any warm land	Tropical hills and mountains	Any subterranean
FREQUENCY:	Very rare	Uncommon	Rare	Uncommon
ORGANIZATION:	Solitary	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	B, Q (x10), S, T	Nil	J-N, Q, C (magic)	O, P, Q (x5)
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	1-4	2-12 (2d6)	1-8	1-6
ARMOR CLASS:	3	5	5	5
MOVEMENT:	9	15	6	12
HIT DICE:	10	3 + 1	8	6
THAC0:	11	17	13	15
NO. OF ATTACKS:	3	1	3	1
DAMAGE/ATTACK:	1-8/1-8/2-16	1-8	2-12/2-12/3-18	2-12
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	G (30')	H (15')	G (40')	H (20')
MORALE:	Steady (11-12)	Average (8-10)	Average (8-10)	Average (8-10)
XP VALUE:	3,000	175	975	650

Fire Lizards

Fire lizards resemble wingless red dragons and are sometimes called "false dragons." They are gray-colored with mottled red and brown back and reddish undersides. Hatchlings are light gray in color, and darken as they age.

Combat: Fire lizards attack with a combination of raking claws and bite. They can simultaneously breathe a fiery cone 5 feet wide at the mouth, 10 feet wide at the end, and 15 feet long which inflicts 2-12 points of fire-based damage (half if saving throw vs. breath weapon is made). Fire lizards are immune to fire-based attacks.

Habitat/Society: Fire lizards prefer subterranean lairs but come out every fortnight to hunt fresh game. Prey is hauled back to the lair for a leisurely meal; the debris forms the treasure trove. Fire lizards are slow moving and sleep 50% of the time. Their lairs may have 1-4 eggs (10% chance, market value 5,000 gp each). Hatchlings immediately leave to hunt on their own. Shiny objects attract fire lizards; gems and metals form the bulk of treasure found in their dens.

Ecology: Fire lizards are perhaps an ancestral dragon type or offshoot of a common ancestor. Real dragons avoid these "false dragons," which live to be 50-100 years old. Fire lizard eggs are worth 5,000 gp, hatchlings 7,500 gp.

Giant Lizards

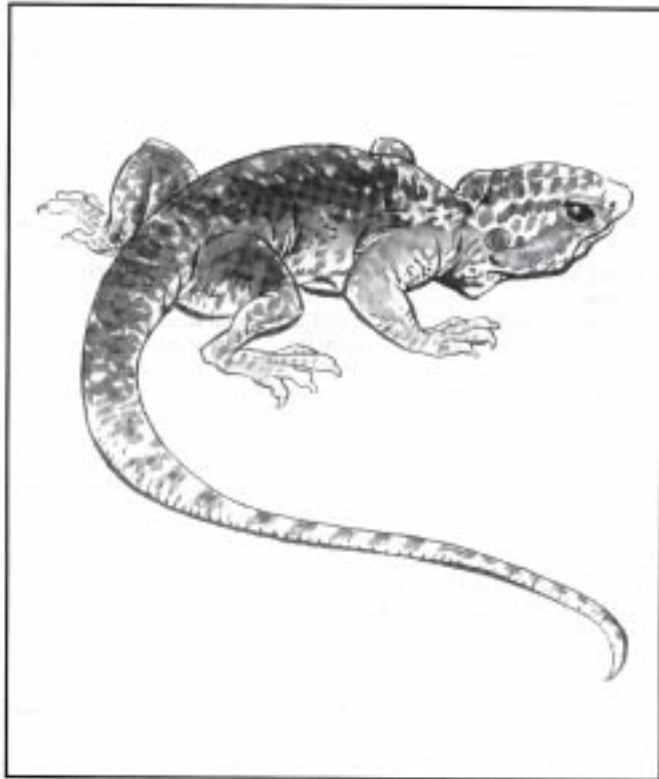
This lizard is relatively normal, albeit large, and lives in marshes and swamps. An attack score of 20 means the giant lizard's victim is trapped in the mouth and suffers double damage (2-16 points). The giant lizard inflicts 2-16 points of damage each round thereafter. Giant lizards are lazy hunters and tend to attack anything edible that wanders by. While their great size protects them from most predators, it renders them a sumptuous feast to the black dragons who share their swamps. Giant lizards are sometimes domesticated by lizard men, who use them as mounts, beasts of burden, and food. Their lairs may be home to a wide range of lizards, from eggs to century-old adults.

Minotaur Lizards

This huge, aggressive lizard derives its name from its horns. While these horns look like those of a minotaur, the male's horns are not used in combat—rather, they are believed to be a means of attracting a mate. The minotaur lizard attacks with sharp claws and teeth. They are adept at ambushes; others are -5 on their surprise roll. An attack roll of 20 means the lizard has trapped its victim within its jaws and can automatically inflict 3-18 points of damage each round thereafter until the victim escapes or dies. The victim is unable to attack the following round. Minotaur lizards are found in tropical hills and mountains near copper and red dragons.

Subterranean Lizards

This aggressive lizard is able to run across walls or ceilings with the help of its suction cup-tipped feet. An attack roll of 20 means the lizard has clamped its jaws on its victim and does double damage (4-24 points). The victim automatically suffers an additional 2-12 points of damage each round thereafter. These lizards never leave their caves voluntarily. Some species are albino; these shun light and attack at -1 in daylight or its equivalent. Other species have tongues up to 20 feet long. Any man-sized or smaller prey seized by the tongue will be drawn into the mouth and bitten the next round unless a *bend bars* roll is made.



Mind Flayer (Illithid)

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Rare
ORGANIZATION:	Community
ACTIVITY CYCLE:	Any
DIET:	Carnivore (brains)
INTELLIGENCE:	Genius (17-18)
TREASURE:	S, T x (B)
ALIGNMENT:	Lawful evil

NO. APPEARING:	1-4
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	8 + 4
THACO:	11
NO. OF ATTACKS:	4
DAMAGE/ATTACK:	2; see below
SPECIAL ATTACKS:	Mind blast, see below
SPECIAL DEFENSES:	Magical powers
MAGIC RESISTANCE:	90%
SIZE:	M (6' tall)
MORALE:	Champion (15) + special
XP VALUE:	9,000 (7,000 for psionic version)

The illithid, or mind flayer, is an evil and feared creature of the Underdark; its powers are formidable and it feeds on the brains of any creature it encounters. Using arcane powers, it enslaves or destroys its foes, which include such powerful creatures as drow and kuo-toa.

Mind Flayers stand about 6 feet tall and have hideous mauve skin that glistens with slime. The head resembles an octopus, with white eyes (no pupils are evident) and four tentacles around its mouth, a round, many-toothed orifice like that of a lamprey. The creature has three reddish fingers and a thumb on each hand.

Illithids have infravision. They can communicate with any creatures via innate telepathy; they have no spoken language, although they often accompany their thoughts with hissing, and the eager lashing of their tentacles. Mind flayers dress in flowing robes, often with high, stiff collars, adorned with symbols of death and despair.

Combat: A mind flayer's preferred method of attack is the *mind blast*, projected in a cone 60 feet long, 5 feet wide at the mind flayer, and 20 feet wide at the opposite end. All within the cone must make a saving throw vs. wands or be stunned and unable to act for 3d4 rounds. The illithid tries to grab one or two stunned victims (requiring normal attack rolls if others try to prevent this) and escape with them.

The illithid keeps some victims as slaves and feeds on the brains of the others. When devouring the brain of a stunned victim, it inserts its tentacles into the victim's skull and draws out its brain, killing the victim in one round. A mind flayer can also use its tentacles in combat; it does so only when surprised or when attacking a single, unarmed victim. A tentacle which hits causes 2 hp damage and holds the victim. A tentacle does no damage while holding, and can be removed with a successful bend bars/lift gates roll. Once all four tentacles have attached to the victim, the mind flayer has found a path to the brain and kills the victim in one round. If preferred, the DM can simply roll 1d4 for the number of rounds required to kill a struggling victim.

A mind flayer can also use the following arcane powers, one per round, as a 7th-level mage: *suggestion*, *charm person*, *charm monster*, *ESP*, *levitate*, *astral projection*, and *plane shift*. All saving throws against these powers are made at a -4, due to the creature's mental prowess.

If an encounter is going against a mind flayer, it will immediately flee, seeking to save itself regardless of its treasure or its fellows.

Habitat/Society: Mind flayers hate sunlight and avoid it when possible. They live in underground cities of 200 to 2,000 illithids, plus at least two slaves per illithid. All the slaves are under the effects of a *charm person* or *charm monster*, and obey their illithid masters without question.

The center of a community is its elder-brain, a pool of briny fluid that contains the brains of the city's dead mind flayers. Due to the mental powers of illithids, the elder-brain is still sentient, and the telepathic union of its brains rules the community. The elder-brain has a telepathic range of 2 to 5 miles, depending on its age and size. It does not attack, but telepathically warns the mind flayers of the presence of thinking crea-



tures, so a mind flayer within its telepathic radius can be surprised only by non-intelligent creatures. The range of the elder-brain determines the territory claimed and defended by the community, though raiding parties are sent far beyond this limit.

Mind flayers have no family structure. Their social activities include eating, communicating with the elder-brain, and debating on the best tactics to conquer the Underdark. For amusement, they inflict pain on their captives and force slaves to fight in gladiatorial games.

Mind flayers are arrogant, viewing all other species only as cattle to be fed upon. They prefer to eat the brains of thinking creatures.

Ecology: Mind flayers live about 125 years. They are warm-blooded amphibians, and spend the first 10 years of life as tadpoles, swimming in the elder-brain pool until they either die (which most do) or grow into adult illithids. On an irregular basis, adult illithids feed brains to the tadpoles, which do not molest the elder-brain. Illithids are hermaphroditic; each can produce one tadpole twice in its life.

Mind flayer ichor is an effective ingredient in a *potion of ESP*.

Psionic Illithids

Psionic flayers, considered the only true illithids by some (including themselves), have most of the same statistics and abilities as other mind flayers. Instead of magic-based abilities, however, theirs are purely psionic. Psionic mind flayers have a beak-like mouth and disdain the stiff-collared robes preferred by their cousins.

Psionics Summary:

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
10	4/5/15	EW, II/All	= Int	1d100 + 250

Illithids use psionics for attack, mind control, and travel. All psionic illithids have at least the following powers:

- **Psychokinesis - Devotions:** control body, levitation.
- **Psychometabolism - Sciences:** body equilibrium (their only psychometabolic power).
- **Psychoportation - Sciences:** probability travel, teleport. **Devotions:** astral projection.
- **Telepathy - Sciences:** domination, mindlink. **Devotions:** awe, contact, ESP, ego whip, id insinuation, post-hypnotic suggestion.

Owlbear

CLIMATE/TERRAIN:	Temperate forest
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVITY CYCLE:	Late afternoon/early evening
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	(C)
ALIGNMENT:	Neutral

NO. APPEARING:	1 (2-8)
ARMOR CLASS:	5
MOVEMENT:	12
HIT DICE:	5 + 2
THAC0:	15
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-6/1-6/2-12
SPECIAL ATTACKS:	Hug
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8' tall)
MORALE:	Steady (11-12) + Special
XP VALUE:	420

Owlbears are probably the crossbred creation of a demented wizard; given the lethality of this creation, it is quite likely that the wizard who created them is no longer alive. Owlbears are vicious, ravenous, aggressive, and evil tempered at all times.

Owlbears are a cross between a giant owl and a bear. They are covered with a thick coat of feathers and fur, brown-black to yellow-brown in color. The 8-foot-tall males, which weigh between 1,300 and 1,500 pounds, are darker colored. The beaks of these creatures are yellow to ivory and their terrifying eyes are red-rimmed. Owlbears speak their own language, which consists of very loud screeches of varying length and pitch.

Combat: The owlbear attacks prey on sight, always fighting to the death (ignore morale rating for purposes of determining retreat). It attacks with its claws and snapping beak. If an owlbear scores a claw hit with a roll of 18 or better, it drags its victim into a hug, subsequently squeezing its opponent for 2-16 points of damage per round until either the victim or the owlbear is slain. The owlbear can also use its beak attack on victims caught in its grasp, but cannot use its claws. A single attempt at a bend bars/lift gates roll may be made to break from the grasp of an owlbear. Note that if the Armor Class of a victim is high enough that 18 is insufficient to hit, the hug is not effective and no damage is taken.

Habitat/Society: Owlbears inhabit the depths of tangled forests in temperate climes, as well as subterranean labyrinths, living in caves or hollow stumps.

Owlbears live in mated pairs; the male is slightly larger and heavier than the female. If encountered in their lair there is a 25% chance that there will be 1-6 eggs (20%) or young (80%) in addition to the adults. The offspring will be 40% to 70% grown and fight as creatures with three or four Hit Dice, depending on their growth. They have hit points based on their adjusted Hit Dice. Immature offspring inflict 1-4/1-4/2-8 points of damage with their attacks and a character has a +20% to his bend bars/lift gates roll to escape the hug of an immature owlbear.



An owlbear pair claims a territory of one or two square miles and will vigorously defend this territory against all intruders.

An owlbear's main weakness is also its greatest strength—its ferocity. Because owlbears are so bad-tempered, they stop at nothing to kill a target. It is not difficult to trick an owlbear into hurling itself off a cliff or into a trap, provided you can find one.

Ecology: Owlbears have a lifespan of 20 years. They are warm-blooded mammals, but lay eggs. They prey on anything, from rabbits to bears, to trolls, to snakes and reptiles. Owlbears prefer temperate climates, but some thrive in subarctic environments. As a hybrid of two animals, one diurnal and the other nocturnal, they have an unusual active time, waking at noon, hunting animals active during the day, then hunting nocturnal creatures before going to sleep at midnight. Owlbears are active in the summer months and hibernate during the cold season. There are rumors of white arctic owlbears, a cross between arctic owls and polar bears, but no specimens have ever been captured.

An owlbear does not actively seek treasure but the remains of victims may be found buried in shallow holes around an owlbear lair. Owlbear eggs are worth 2,000 silver pieces and hatchlings are worth 5,000 silver pieces on the open market. These are typically bought by wizards; while they are impossible to domesticate, they make formidable guardians and wizards sometimes place them in locations of strategic importance (it has been said that an owlbear is a less subtle version of a "keep out" sign). Owlbears in dungeons and ruins almost always have been placed there by someone.

	Large	Huge	Giant
CLIMATE/TERRAIN:	Warm wilderness and subterranean areas	Warm wilderness and subterranean areas	Warm wilderness and subterranean areas
FREQUENCY:	Uncommon	Common	Uncommon
ORGANIZATION:	Swarm	Swarm	Swarm
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	D	D	D
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1-6	1-4	1-4
ARMOR CLASS:	5	4	3
MOVEMENT:	9	12	15
HIT DICE:	2 + 2	4 + 4	5 + 5
THACO:	19	15	15
NO. OF ATTACKS:	3	3	3
DAMAGE/ATTACK:	1-4/1-4/1	1-8/1-8/1-3	1-10/1-10/1-4
SPECIAL ATTACKS:	Poison sting	Poison sting	Poison sting
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2' long)	M (4' long)	M (5'-6' long)
MORALE:	Average (8)	Average (10)	Steady (11)
XP VALUE:	175	420	650

Giant scorpions are vicious predators that live almost anywhere, including relatively cold places such as dungeons, though they favor deserts and warm lands. These creatures are giant versions of the normal 4-inch-long scorpion found in desert climes.

The giant scorpion has a green carapace and yellowish green legs and pincers. The segmented tail is black, with a vicious stinger on the end. There is a bitter smell associated with the scorpion, which probably comes from the venom. They make an unnerving scrabbling sound as they travel across dungeon floors.

Combat: The giant scorpion is 95% likely to attack any creature that approaches. The creature has a hard, chitinous carapace that gives it Armor Class 3. This monster attacks by grabbing prey with its two huge pincers, inflicting 1-10 points of damage each, while it lashes forward with its tail to sting. Thus, it can fight three opponents at once. If a giant scorpion manages to grab a victim in a pincer, it will automatically inflict 1-10 points of damage each round until it releases the victim. The victim has but one chance to escape. If he can make his *bend bars/lift gates* roll, he will escape the claw. However, this can be the character's only action that round and it can be tried only once per combat. If the sting is employed against an untrapped victim, an attack roll is required for a successful attack, but a trapped character is automatically struck by any sting attack directed at him with no attack roll required.

The sting inflicts 1-4 points of damage and the victim must save versus poison or die the next round (type F). Note that scorpions are not immune to their own poison. If a scorpion is reduced to 1 or 2 hit points, it will go into a stinging frenzy, stinging everything in sight, gaining two attempts to hit per round with only the tail. Slain creatures are dragged to the scorpion's burrow to be eaten.

Habitat/Society: Giant scorpions live in underground burrows or dungeons. Each lair may (20%) have 5d4 scorpion eggs. These beasts eat any living creature that is unfortunate enough to stray too close to their lair. Any treasure found comes from the bodies of human or demihuman victims that have been dragged here to be consumed. Armor is rarely found intact, since the scorpion will surely have used its pincers to cut up its prey.

Ecology: These bizarre insects contribute to the ecosystem by feeding on other giant versions of insects such as spiders and ants. They themselves are prey for purple worms and other huge, subterranean creatures. Alchemists and assassins prize the scorpion's venom because of its potency.

Large and Huge Scorpions

Often found in dungeons and wildernesses, these creatures are merely smaller versions of the giant scorpion. Colors range from tan to brown to black, and rumors persist of rare white scorpions deep underground. All attack with pincers and tail stinger. If struck by the stinger, the victim must save versus poison or die the next round. However, the poison of the large scorpion is weaker than normal (type A, 15/0 points damage), giving the victim a +2 on his saving throw. Huge scorpions have deadly (type F) poison and can pin a victim in a way similar to the giant scorpion, but with the huge scorpion, the victim can still fight back. It is not unusual to see scorpions of various sizes fighting with each other.



Skeleton

	Skeleton	Animal	Monster
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Band	Band	Band
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Nil	Nil	Nil
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	See below	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
<hr/>			
NO. APPEARING:	3-30 (3d10)	2-20 (2d10)	1-6
ARMOR CLASS:	7	8	6
MOVEMENT:	12	6	12
HIT DICE:	1	1-1	6
THAC0:	19	20	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-6 (weapon)	1-4	Special
SPECIAL ATTACKS:	Nil	Nil	Nil
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	See below
SIZE:	M (6' tall)	S-M (3'- 5')	L-H (7'-15')
MORALE:	Special	Special	Special
XP VALUE:	65	65	650

All skeletons are magically animated undead monsters, created as guardians or warriors by powerful evil wizards and priests.

Skeletons appear to have no ligaments or musculature which would allow movement. Instead, the bones are magically joined together during the casting of an *animate dead* spell. Skeletons have no eyes or internal organs.

Skeletons can be made from the bones of humans and demi-humans, animals of human size or smaller, or giant humanoids like bugbears and giants.

Combat: Man-sized humanoid skeletons always fight with weapons, usually a rusty sword or spear. Because of their magical nature, they do not fight as well as living beings and inflict only 1-6 points of damage when they hit. Animal skeletons almost always bite for 1-4 points of damage, unless they would obviously inflict less (i.e., skeletal rats should inflict only 1-2 points, etc.). Monster skeletons, always constructed from humanoid creatures, use giant-sized weapons which inflict the same damage as their living counterparts but without any Strength bonuses.

Skeletons are immune to all *sleep*, *charm*, and *hold* spells. Because they are assembled from bones, cold-based attacks also do skeletons no harm. The fact that they are mostly empty means that edged or piercing weapons (like swords, daggers, and spears) inflict only half damage when employed against skeletons. Blunt weapons, with larger heads designed to break and crush bones, cause normal damage against skeletons. Fire also does normal damage against skeletons. Holy water inflicts 2-8 points of damage per vial striking the skeleton.

Skeletons are immune to *fear* spells and need never check morale, usually being magically commanded to fight to the death. When a skeleton dies, it falls to pieces with loud clunks and rattles.

Habitat/Society: Skeletons have no social life or interesting habits. They can be found anywhere there is a wizard or priest powerful enough to make them. Note that some neutral priests of deities of the dead or dying often raise whole armies of animated followers in times of trouble. Good clerics can make skeletons only if the dead being has granted permission (either before or after death) and if the cleric's deity has given express permission to do so. Otherwise, violating the eternal rest of any being or animal is something most good deities disapprove of highly.

Skeletons have almost no minds whatsoever, and can obey on-

ly the simplest one- or two-phrase orders from their creators. Skeletons fight in unorganized masses and tend to botch complex orders disastrously. It is not unheard of to find more than one type of skeleton (monsters with animals, animals with humans) working together to protect their master's dungeon or tower.

Ecology: Unless the skeleton's remains are destroyed or scattered far apart, the skeleton can be created anew with the application of another *animate dead* spell. Rumors of high-level *animate dead* spells which create skeletons capable of reforming themselves to continue fighting after being destroyed have not been reliably confirmed.



	Red	Blue
CLIMATE/TERRAIN:	Limbo	Limbo
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Group	Group
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	K, Q	K, Q
ALIGNMENT:	Chaotic neutral	Chaotic neutral

NO. APPEARING:	3-18	2-12
ARMOR CLASS:	4	2
MOVEMENT:	6	6
HIT DICE:	7 + 3	8 + 4
THACO:	13	13
NO. OF ATTACKS:	3	5
DAMAGE/ATTACK:	1-4/1-4/2-16 2-12/2-16	2-12/2-12/ 2-12/
SPECIAL ATTACKS:	Stun, egg-pellet	Disease
SPECIAL DEFENSES:	See below	+1 or better weapons to hit
MAGIC RESISTANCE:	30%	40%
SIZE:	L (8' tall)	L (10' tall)
MORALE:	Average (8-10)	Steady (11-12)
XP VALUE:	7,500	16,500

The slaadi are great frog-like beings, who dwell on the outer plane of Limbo. Their form is that of a large bipedal frog, though some of the more powerful slaadi have *polymorph self* or shape change abilities and sometimes appear as men. In frog form their heads are huge and their claws are extremely sharp. There are powerful symbols embedded into their foreheads signifying rank. They speak their own language and, occasionally, some additional evil languages. Telepathy allows them to understand and converse with all things.

Red Slaad

Slaadi are vicious combatants and quick to attack all other creatures. They can be ruthless when encountered in numbers, often surrounding smaller groups of beings and bullying and tormenting them before finally slaying the lot.

Combat: Red slaadi attack with two claws for 1-4 points of damage per hit and bite for 2-16 points. They are not terribly intelligent, so they choose predictable, uninspired tactics.

Red slaadi have a special gland under the skin of each claw. When one hits with a claw attack, there is a 25% chance that an egg pellet is planted in its opponent's body. The egg pellet begins to move through the victim's body, often without the victim even knowing he has been infected until it reaches the chest cavity. There it gestates for three months, forming a baby red slaad that will eat its way out of the victim's body, killing him. The victim falls very ill 24 hours before the baby slaad eats its way out. An egg pellet can only be detected by a *detect evil* spell, and destroyed by a *remove curse* or similar spell.

Red slaadi regenerate at a rate of 3 hit points per melee round. They can attempt to gate in 1-2 additional red slaadi twice per day with a 35% chance of success. Once per day, red slaadi may stun by emitting a loud croak that affects all opponents within 20 feet of the slaad. Victims must make a saving throw vs. petrification or be disabled for two rounds.

Blue Slaad

Blue slaad are ruthless warriors that specialize in mass combat.



Combat: Blue slaadi have two razor-sharp bone rakes sticking out from the back of each hand. These potent weapons inflict 2-12 points of damage on a successful hit. They have perfected their fighting style with these rakes, which give them two attacks per hand. Their bite does 2-16 points of damage per hit and has a 10% chance of infecting the slaad's opponent with a rotting disease. Blue slaadi have the following magical abilities:

hold person, one person only, *passwall*, and *telekinesis*.

They may attempt to *gate* in either 1-4 red slaadi or 1-2 blue slaadi, four times per day, with a 40% chance of success.

Green Slaad

Very rarely seen, they are the highest form of lesser slaadi. They attack with claws for 3 to 8 (1d6+2) points of damage.

Gray Slaad

Known as *executioners*, and very rare, gray slaadi are great slaadi. They use a claw/claw/bite routine for 4 to 10 points of damage from their wicked claws, and 2 to 16 points of damage from the vicious bite they inflict upon opponents.

Death Slaad

The greatest of all the slaadi, and the absolute masters of their race. Their claws strike for 3 to 18 points of damage and their bite inflicts 2 to 20 points of damage.

Habitat/Society: Slaadi have a hierarchial society. Their caste system is rigid because the strong will simply destroy the weak for disobedience; lesser slaadi are forced to be their servants. Reds and blues aid each other only in extreme emergencies.

Ecology: Although slaadi are inhabitants of the outer planes, and are frequently found traveling the lower planes, they have little or nothing to do with the Blood War between the baatezu and the tanar'ri.

Spider, Giant

	Giant
CLIMATE/TERRAIN:	Any non-arctic land
FREQUENCY:	Uncommon
ORGANIZATION:	Nest
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	C
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-8
ARMOR CLASS:	4
MOVEMENT:	3, Wb 12
HIT DICE:	3+3 or 4+4
THAC0:	3+3 HD: 17; 4+4 HD: 15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (8'-12' diameter)
MORALE:	Elite (13)
XP VALUE:	3+3 HD: 420
	Flying: 650
	4+4 HD: 650
	Steeder: 975
	Trap door: 975

Spiders are aggressive predators, dwelling both above and below ground. Most listed here are poisonous and bite prey first, because unconscious victims are easier to carry to a lair.

Spiders have eight legs and eight eyes. They usually fit into two categories: web-spinners, which have bulbous abdomens and thin, sleek legs; and hunting spiders, which have smaller bodies, larger heads and fangs, and hairy bodies and legs.

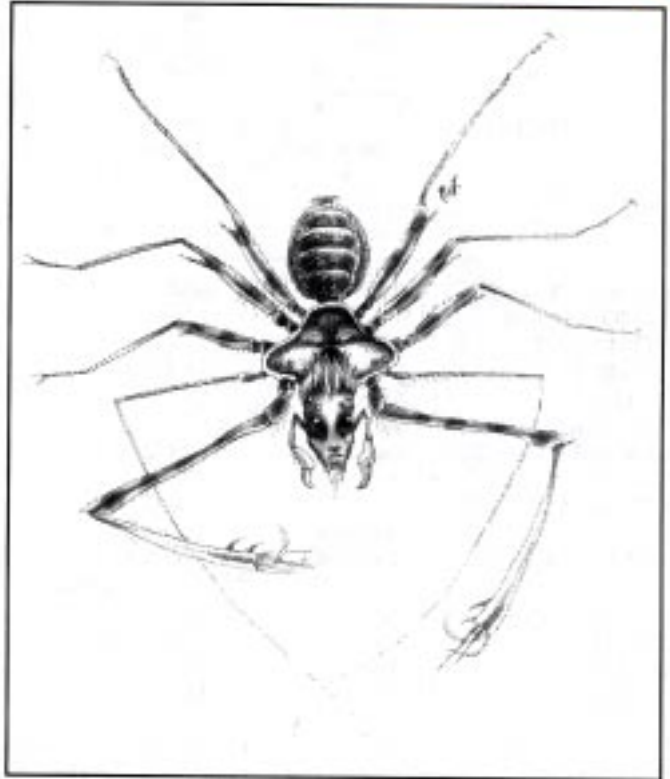
Giant Spider

Most giant spiders are simply much bigger versions of the web-spinning large spiders. Their poison is Type F, which causes immediate death if the victim fails the saving throw.

The **giant water spider** is a small version (8-foot diameter, 3+3 HD) of the giant spider. It lives in a burrow in a body of fresh water, and fills its burrow with bubbles of air. These spiders drag prey underwater to their lairs, where they can safely wrap it in cocoons for later repasts. It is faster than a normal giant spider (movement rate 15), but cannot travel through webs. It is only semi-intelligent (2-4) and has treasure as a huge spider; its bite causes only 1d4 damage plus poison.

The **flying spider**, sometimes just called a hunting spider, is a giant, winged, hunting spider. They are sometimes trained as guard animals, especially by the drow. They are 10 feet in diameter and have 3+3 Hit Dice. Its normal movement rate is 9, and its great gossamer wings allow it to fly at the same rate (MC: D). These spiders can also leap up to 70 feet, and fall any distance without harm upon landing, as long as they use their wings. Hunting spiders have Type A poison, just as a large spider, with the same damage and saving throw adjustment.

The **giant trap door spider** is a hunting spider which builds tunnels and surprises prey like a huge spider; it is brown or golden, with red strips around its legs. On a successful attack roll, the spider can grab a victim and attempt to drag it into its lair. A victim can get free by making a successful Strength check, with a -2 penalty, or be freed by companions, if their Strength totals 20 or more. The victim can make no attacks.



A giant trap door spider has 4+4 Hit Dice and causes 2d4 damage per bite. Its poison causes an additional 1d6 points of damage if the victim fails a saving throw vs. poison. Though it does not build webs, it can travel through webs of other spiders, and it can shoot web strands up to 3 feet. The web strands require normal attack rolls to hit; they cause no damage, but entangle a victim for 1d4 rounds.

The **steeder** is a giant hunting spider with tarantula markings, 4+4 Hit Dice, and a movement rate of 12. It does not spin webs and cannot move in them, but its feet exude a sticky substance which allows it to cling to precarious surfaces, even if only one foot is touching the surface. The steeder also uses the secretions (50% of the time) to cling to prey; this requires an attack roll from the steeder, against AC 10 for the victim, adjusted only for magic and Dexterity. A victim can escape by making a successful Strength or Dexterity roll with a -10 penalty. While held, the victim suffers a -2 penalty to attack and damage rolls and is automatically bitten once per round.

Duergar dwarves use steeders as mounts, fitting the spiders with complex saddles and control straps. A steeder can leap 240 feet, even with a rider. Leaps are considered charging attacks. A steeder moves on walls and ceilings at half its normal rate; duergar saddles are built for this kind of motion.



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THEATER DISTRICT



THE GARDEN

Piazza of
Queen TRINITY



WARLOCKS' QUARTER

~ GALANAKI ~

THE CITY OF THE QUEEN



SCALE IN FEET



SIDE VIEW

ARTISAN'S DISTRICT

SLAVES' QUARTER



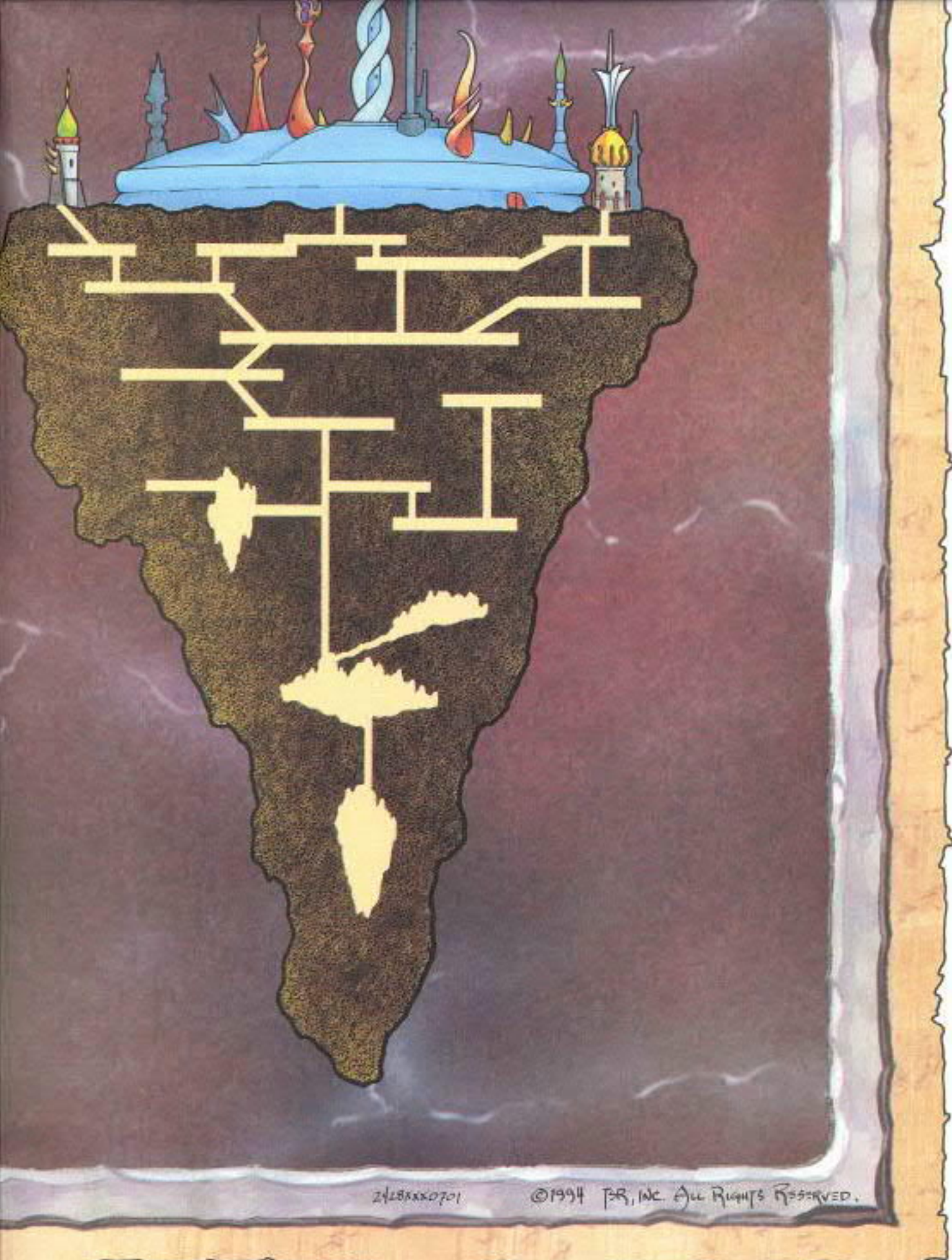


THE CRYPTS

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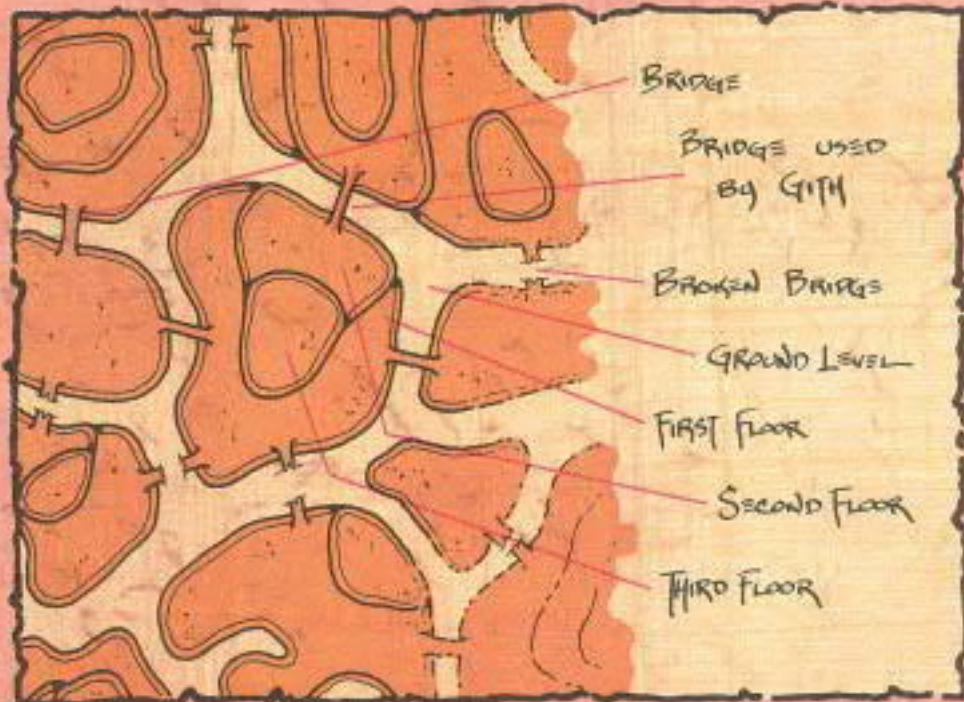


WAREHOUSE DISTRICT



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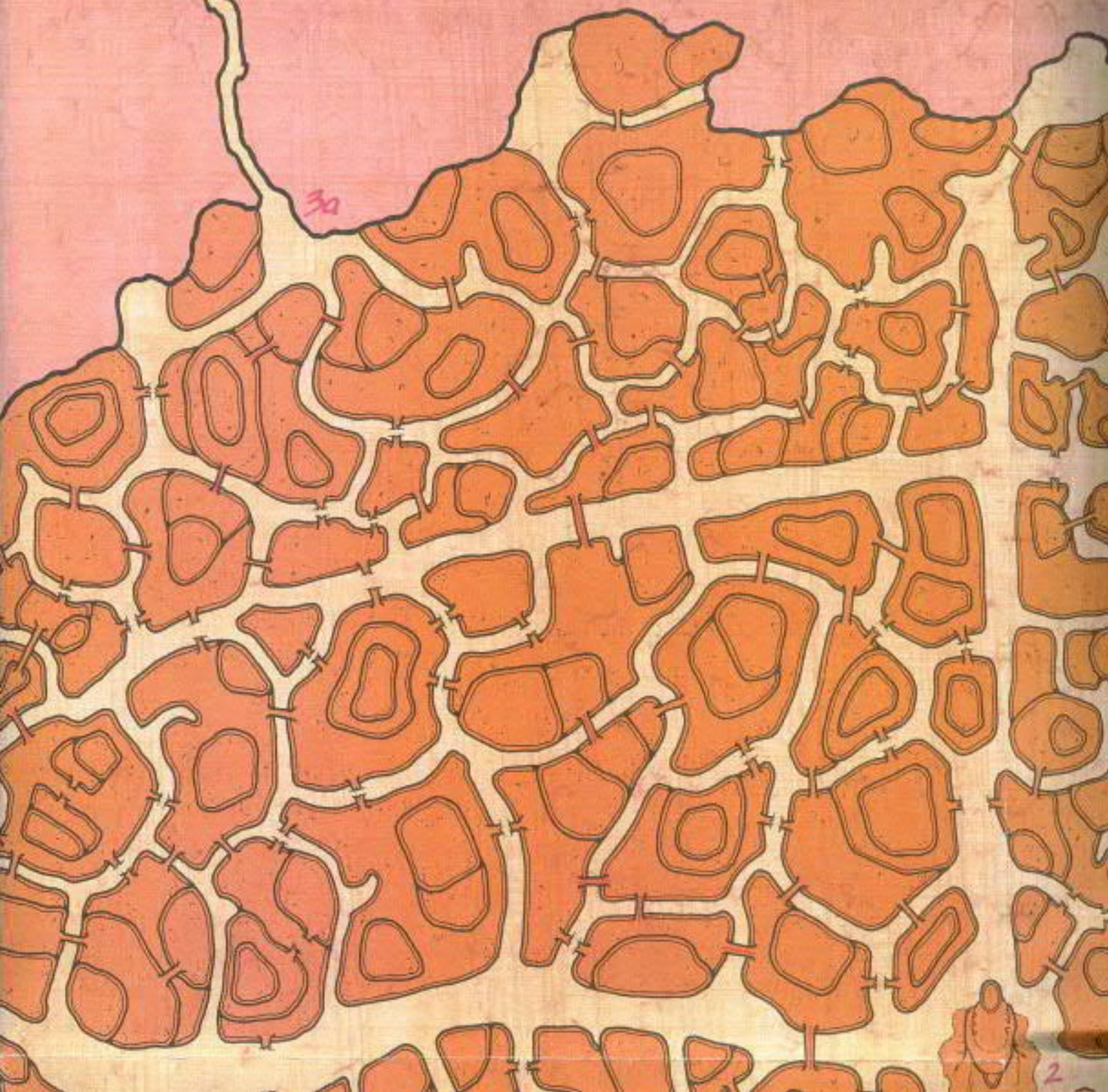
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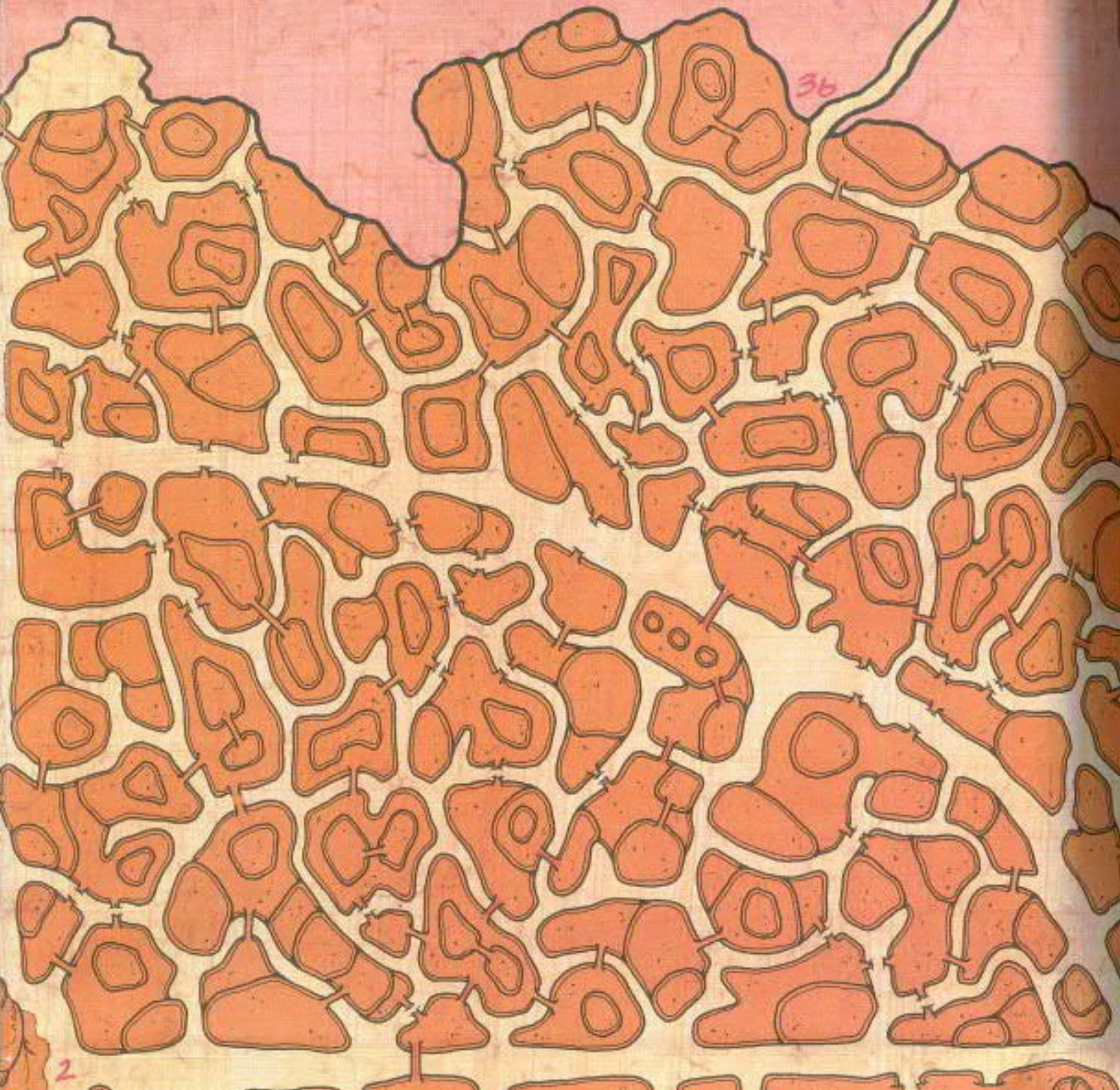
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SCALE IN FEET

- 1a. PLUGGED CORRIDOR
- 1b. ENTRANCE DOME
- 1c. GUARDHOUSE
- 2. OVERSEER'S PILLAR
- 3a. CAVERN ENTRANCE (KENKU)
- 3b. CAVERN ENTRANCE (GLYTH)
- 3c. CAVERN ENTRANCE (30' OFF GROUND)
- 4. REFUGE

YATHAZOR, CITY



TY OF CALAMITY



THE OVERSEER'S PILLAR



4

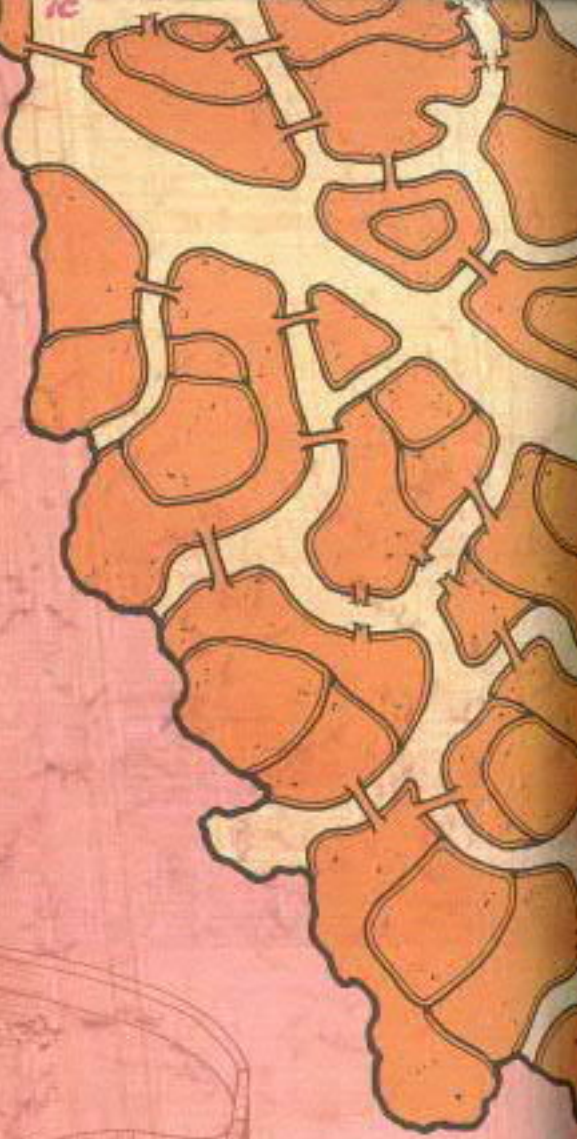
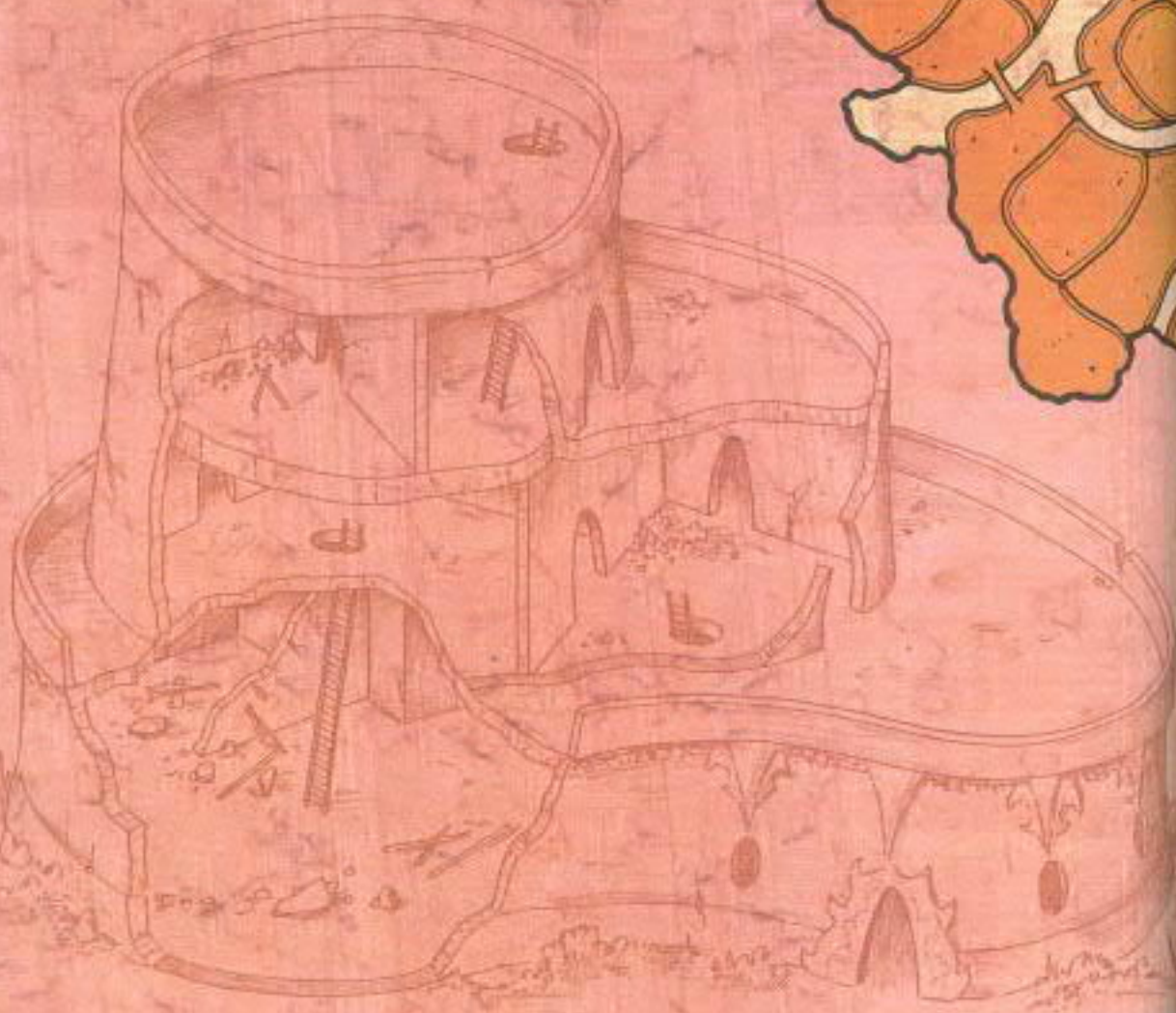


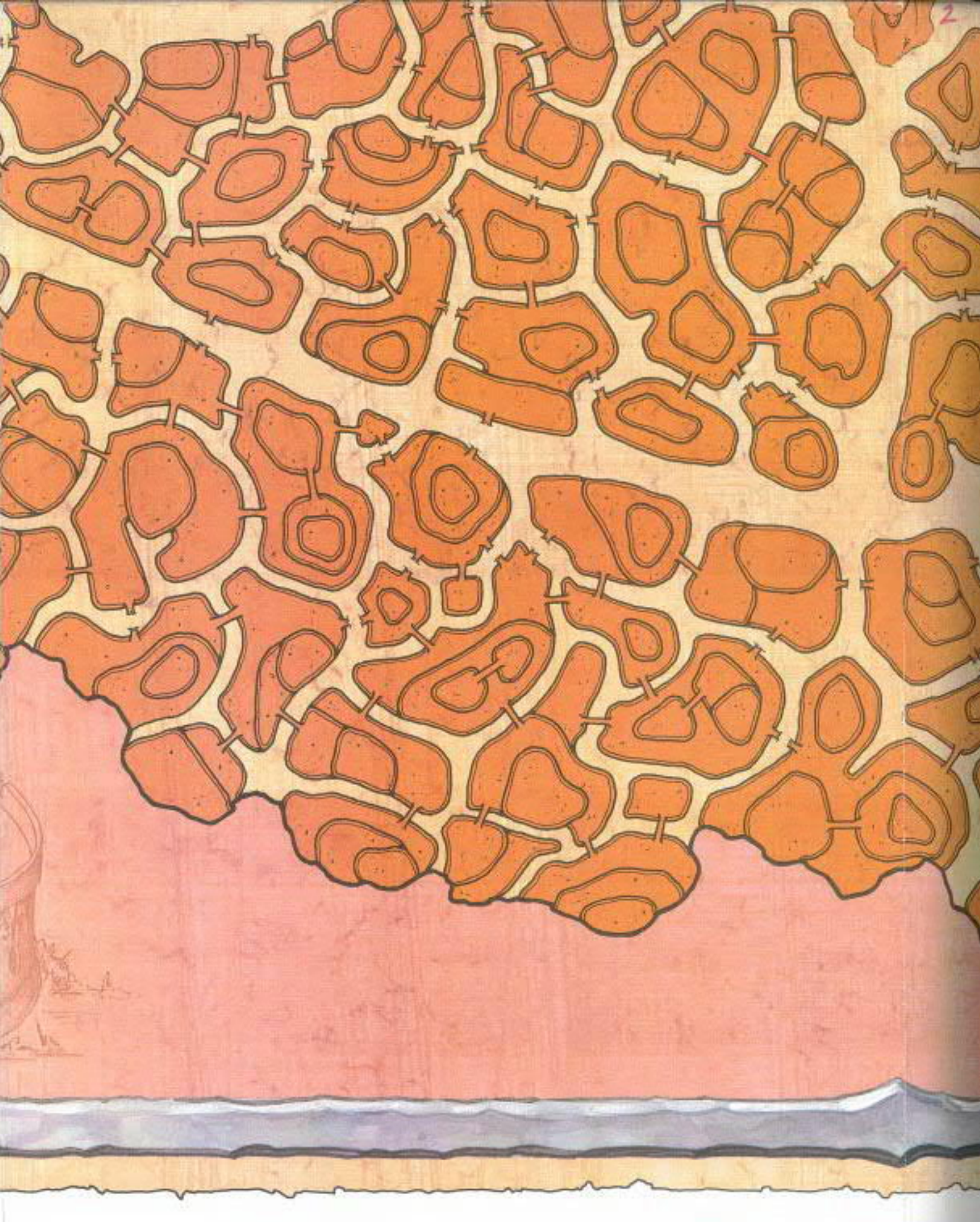
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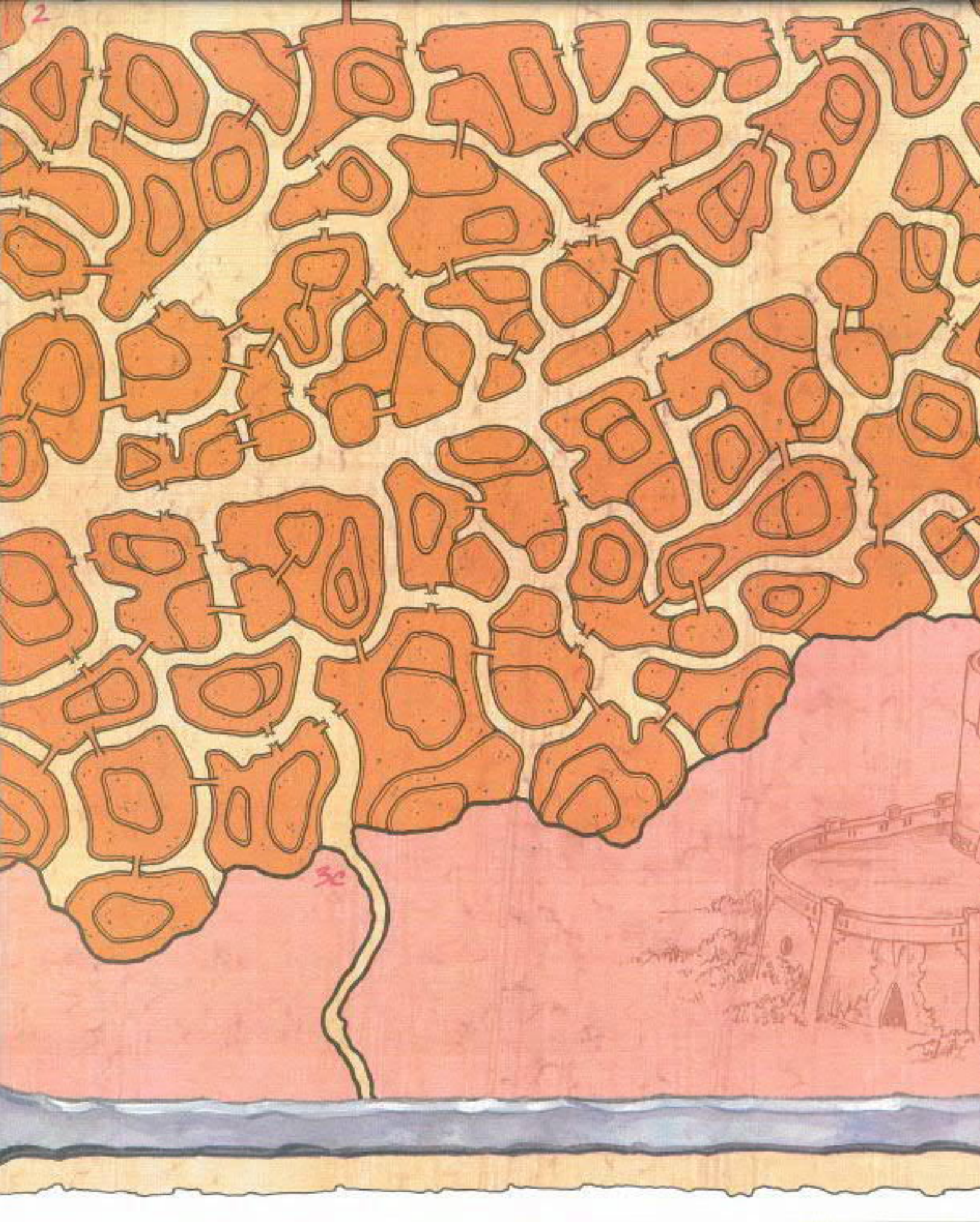
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Cut-Away View

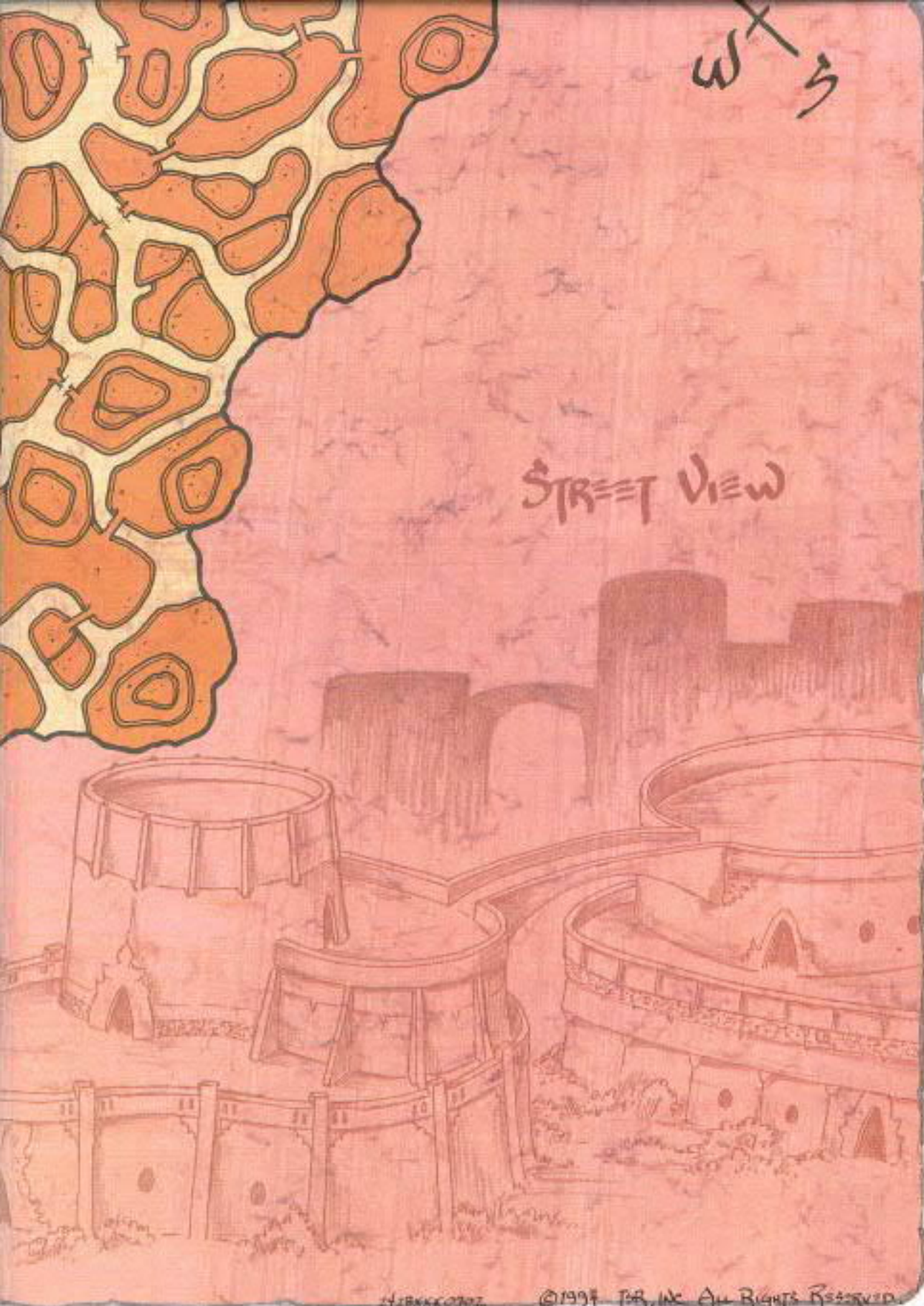


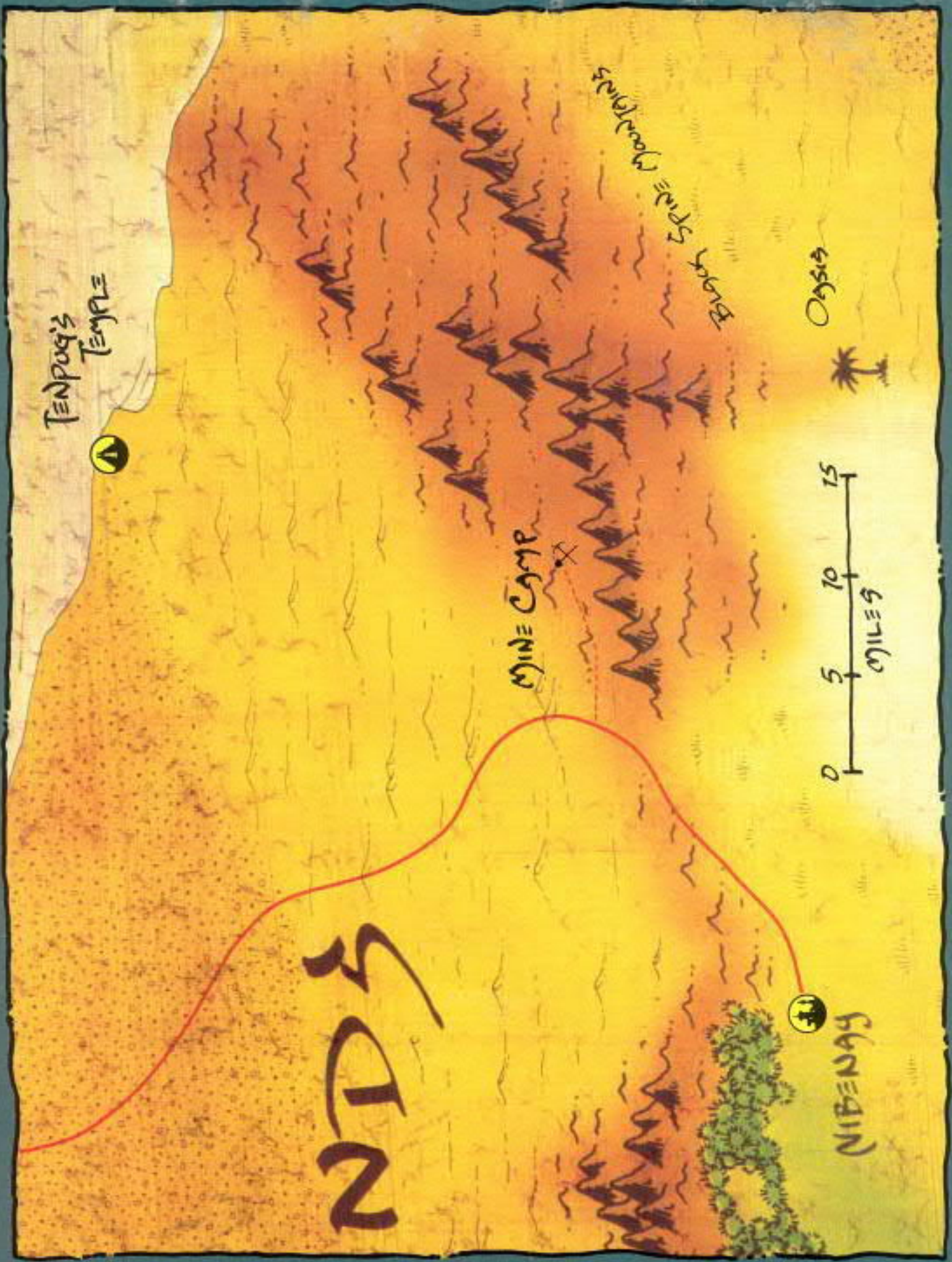




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STREET VIEW





TENPOG'S
TEMPLE

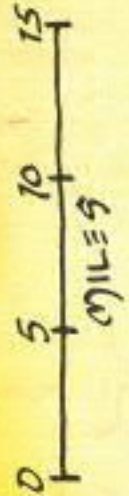


MINE CAMP



BLACK SPINE MOUNTAINS

OASIS



SANDS

NIBENAY



The Books of *Black Spine*



Welcome to *Black Spine*!

Black Spine is the second in TSR's series of Epic Adventures set beneath the crimson rays of the dark sun. Within the pages of the three books that comprise this adventure is a sweeping saga in which the heroes from *Black Flames*, *Merchant House of Amketch*, and *Marauders of Nibenay* must face the greatest peril ever to threaten Athas.

The adventure begins with the characters being contacted by the members of Tenpug's Band, a slave tribe living in the shadow of the Black Spine mountains. For months they have dealt with gith raiders. Now, this tribe of artists and craftsmen faces destruction at the hands of these monsters. Forging these determined folk into an army, the PCs lead them against the gith.

Only after saving Tenpug's Band do the heroes discover that their real enemy lies far beneath the surface of Athas. As they delve deeper and deeper beneath the Black Spine mountains, the heroes begin to piece together a puzzle that could well mean the absolute destruction of human life in the Tyr Region.

At last, far beneath the tower peaks of the mountains, they come face to face with their true enemy, a race of forgotten creatures who left Athas long ago. Now this menacing army plans to return to the tortured world they left behind, and only the player characters stand in their way. Facing an enemy that makes even their mighty powers seem feeble, they must step across time and space to confront this foe in its otherworldly home.

If they fail, the armies of conquest will sweep across the face of Athas.

Black Spine

by Walter Baas, Dustin Browder, Tom Prusa, and Jonathan Tweet



Unknown to even the mightiest of the great sorcerers-kings, a fire is stirring deep beneath the barren soil of Athas. Sheltered by the titanic bulk of the Black Spine mountains, a terrible force has ripped open the very fabric of time and space. Now a shimmering portal stands open and a long-forgotten enemy assembles its sinister forces to invade the kingdoms under the dark sun.



The only thing that stands in the way of this terrible fate is a band of heroes. Assembled from the four corners of this tortured world and bound together by the tangled cords of fate, they must face an enemy the likes of which they have never seen before. The odds are against them, but they dare not fail. The fate of the world is in their hands.

Black Spine is an adventure for 4 to 6 characters of 10th through 13th level. The previous flip-book modules (*Black Flames*, *Merchant House of Amketch*, and *Marauders of Nibenay*) precede this adventure, but they are not necessary to enjoy *Black Spine*.

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