

-:Dregoth Ascending:-
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Part I:

The Day of Light



Raven

a Dark Sun adventure by Athas.org for characters of levels 12-16

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In order to play Part I of *Dregoth Ascending*, you will need *The Dungeon Master Guide*, *Player's Handbook*, *Monster Manual*, and the *Expanded Psionics Handbook*, as well as the *Dark Sun 3 Core Rules* and *Terrors of Athas*, available as free downloads from the official Dark Sun site, www.athas.org. The DM is encouraged to read the *Dark Sun Revised Campaign Setting*, *City by the Silt Sea*, *Veiled Alliance* and *Elves of Athas*. These products contain additional information the DM can use to enhance the adventure. *Dregoth Ascending* is set in Free Year 12.

ADVENTURE BACKGROUND

Dregoth the Undead Dragon-King has been traveling the planes of existence for nearly 2,000 years, ever since his discovery of the *planar gate*, a Green Age artifact discovered in the caverns beneath Giustenal. During his travels Dregoth discovered the presence and worship of true gods, both previously unknown to the world of Athas. For nearly two eons Dregoth studied the nature of gods, their incredible power, and their zealous worshipers in hopes of attaining such divinity for himself. The Dread Lord of New Giustenal has traveled to countless worlds in a variety of disguises, researching hundreds of factions and cults, both good and evil, in order to learn of the link between the gods and their devotees. Following the events of the *Prism Pentad*, Dregoth returned to Athas and is putting his plans in motion, hoping to become Athas' first true god.

In his long study of the multiverse, Dregoth uncovered the reason why the gods of the planes have never turned their attention towards the world of Athas. The spiritual conduits that allow the gods of other worlds to draw strength from their worshipers do not exist on Athas. The spiritual conduits found on other worlds are replaced by elemental conduits on Athas, strongly linking the world of Athas to the elemental Inner Planes. Dregoth has theorized that the presence of the Gray, the endless limbo where Athasians go when they die, is responsible for this state of affairs; because spiritual conduits cannot pierce the Gray and link Athas to the Outer Planes. However, the elemental conduits easily pierce the Gray, granting the elemental clerics of Athas their power.

In the end the Dread Lord's plan is a simple one: move the existing elemental conduits so they connect the Outer Planes to Athas. Once the conduits connect to the Outer Planes, Dregoth plans to travel there and receive the power bestowed upon him by his faithful. In addition, all Athasian divine spellcasters would have to turn to Dregoth for spells since Athas would no longer be connected to the elemental Inner Planes.

To achieve this end Dregoth has created an epic *godhood* spell that will not only move the conduits, but instantly elevate him to divinity upon its completion, a spell devised by the Dread Lord during his journey to the Outer Planes, and perfected upon his return to Athas.

THE GODHOOD SPELL

During his time on the Outer Planes, and through research completed since returning to Athas, Dregoth has devised a spell he believes will allow him to achieve divinity. The *godhood* spell is an epic spell developed by Dregoth for the sole purpose of transforming him into a god. The *godhood* spell in its current form can only be cast to affect Dregoth, and only during a specific lunar cycle of the moons of Guthay and Ral. Additionally, the caster must understand and be able to

manipulate the ancient forces of the Pristine Tower, which the Dread King will use to cast the final stages of this spell. The information on preparations, components, and how to cast the spell are all contained within Dregoth's mind and are not recorded in any other form. In other words, the odds that another sorcerer-king or other entity could develop and cast the spell are minute.

The *godhood* spell is cast in eight stages. As each stage of the spell is cast, the spell levels a divine spellcaster can prepare spells from decreases. Divine casters who try to prepare spells of a lost level meet with failure, as the level of power they can normally access from the Inner Planes can no longer pass through the elemental conduits. Any spells prepared prior to the casting of each stage of the *godhood* spell are not lost, but once cast the affected spells cannot be prepared again for the duration of the adventure.

Stage One: This stage is cast by Dregoth from his Dread Palace in New Giustenal just prior to the beginning of the adventure. This stage results in the loss of epic divine spells. Since none of the PCs should have attained the level needed to cast these spells, they will not feel the effects of the spell. However other epic divine spellcasters will. This stage of the spell is mostly a preparation for stages to come, cutting off higher-level access to the Inner Planes.

Stage Two: The second stage is one of the more critical to the spell and deals with Dregoth's invasion of Raam. This portion of the spell requires the forfeit of 10,000 *Hit Dice* of living beings who are not required to be worshipers of the caster. The lifeforce drained from the Raamites is used to fuel the next four stages of the spell. The completion of this stage results in the loss of 9th-level spells to all divine spellcasters on Athas.

Stage Three: This is the first of four stages of the spell that prepares Dregoth for his evolution from mortal to god, and is once again cast from the Dread Palace in New Giustenal. The energy needed to complete these stages comes from the former citizens of Raam, and draws energy away from the elemental conduits. The completion of this stage results in the loss of 8th-level spells to Athasian divine spellcasters. Additionally, all spells that summon creatures with the elemental type or subtypes fail after this stage of the *godhood* spell is completed.

Stage Four: This is the second of four stages of the spell that prepare Dregoth for the evolution to godhood; it is also cast from the Dread Palace in New Giustenal. The completion of this stage results in the loss of 7th-level spells to all Athasian divine spellcasters.

Stage Five: This is the third of the four stages of the spell that prepare Dregoth for the evolution from mortal to god; once again cast from the Dread Palace in New Giustenal. The completion of this stage results in the loss of 6th-level spells to all Athasian divine spellcasters. In addition, all summoned elementals and elemental beasts (including paraelementals) across the face of Athas are banished back to the Inner Planes (unless special circumstances rationalized by the DM apply). Artifacts and magical items that tap the Inner Planes for energy, such as a *ring of elemental command*, fail to function once this stage of the *godhood* spell is completed.

Stage Six: This is the last of the four stages of the spell preparing Dregoth for evolution from mortal to god, and is also cast from the Dread Palace in New Giustenal. The completion of this stage of the spell results in the loss of 5th-level spells to all Athasian divine spellcasters. At the conclusion of this stage of the spell, Dregoth leaves New Giustenal for the Pristine Tower in order to execute the final two stages of the *godhood* spell, leaving High Templar Mon Adderath in charge of his underground city.

Stage Seven: This is the second to last stage of the *godhood* spell, designed to prepare the conduits to make the switch from the Inner to the Outer Planes. The conclusion of this stage results in the

loss of 4th-level spells to all Athasian divine spellcasters and their ability to turn or rebuke undead and other creatures. Creatures with close ties to the Inner Planes, such as *drakes* and *spirits of the land*, fall into a state of hibernation from which they will eventually die if the elemental conduits are not restored. Depending on their timing, the PCs may have a chance to disrupt Dregoth's spell before the completion of this stage.

Stage Eight: Unless the PCs prevent the final stage of the spell from being completed by the Dread King, there is a chance the elemental conduits may be permanently damaged. This stage is the most critical portion of the *godhood* spell, requiring Dregoth's undivided attention to complete. It is at this point the PCs will have a chance to disturb Dregoth's casting. It is also here where the PCs may have to go head to head with this mighty Champion of Rajaat.

Note that divine spellcasters are able to "feel" the completion of each stage of the *godhood* spell as their connection with the Inner Planes becomes more disrupted. A divine spellcaster can only "feel" a stage being completed if he can cast spells of the spell level affected by that stage, i.e. if a cleric can cast 8th-level spells, he does not "feel" this disruption until stage three. As Dregoth completes each stage all divine spellcasters on Athas must make a **Will Save** (DC 20 + stage of *godhood* spell) or lose consciousness for 1d4x10 minutes, even those who cannot sense the disruption at that stage.

MON ADDERATH'S JOURNAL

It has been 26 King's Ages since the death and rebirth of my master Dregoth, and longer still since pledging my allegiance to him. As the Coruscation quickly approaches I have decided to preserve my thoughts, my doubts, so I can reflect upon them following that which is to come. It is not the actions of my lord that I question, but whether the Day of Light has actually arrived. It is not often I disagree with he who is my god, and my impure thoughts shall be followed by hours of meditation in the Temple of the Dragon. It is not that I wish my lord Dregoth to fail, as I desire nothing more than to see him seize his rightful seat of power on Athas. But I have to ask myself if there is a reason for the lack of true divinity in the land of the crimson sun. I have seen the shadow of the realms beyond the planar gate and the gods that dwell there, and for that reason alone I am uncertain.

Often have I asked my lord that if there were a way to achieve godhood, would not Rajaat have discovered it in the 11 millennia before his imprisonment? Or was his power the true extent of omnipotence upon Athas? The Dread Lord has always dismissed my inquiries, calling them short-sighted and lacking in faith. But I have seen the face of the War-Bringer, and know that his strength was beyond measure, though my lord does approach that step of power as the years progress. Having learned the history of Athas from the ancients that once lived beneath Giustenal, I see nothing but testimonials to charlatan gods and the false aspirations of despondent races soon to be wiped from the face of the land. In over 14 millennia there has been no proof a true god, as those I have seen, ever walked the face of Athas. I simply wish to know why.

Nothing would please me more than to have my lord achieve godhood and bring about a return of the Blue Age to Athas. I have laid down the tactical planning for the Day of Light since it was first foretold centuries ago, and I have no doubt the forces of New Giustenal shall be victorious over its enemies. However, the instrument of triumph means nothing if the aspiration was doomed from the start. The followers of Dregoth, the dray of New Giustenal, have worshipped the Dread Lord for thousands of years with no regrets. With the death of Borys of Ebe, our master is now the most powerful force on Athas. Some whisper that Dregoth could bring about the Blue Age today, though none dare breathe such a word for all to hear.

As the Coruscation draws near, the trepidation I feel is not that my lord shall succeed or fail, but perhaps it is not conceivable to achieve that which is sought. If the feat my lord attempts is not possible according to the laws of the multiverse, then what shall happen at the conclusion of his plan? Despite its forces, New Giustenal without its master could never stand against the combined armies of the remaining assassin sorcerer-kings, if they should turn their unmerciful eyes towards the Silt Sea.

My lord Dregoth has ordered me to stay behind and guard New Giustenal in his absence. He shall leave soon to begin the spell that will bequeath him ultimate power. I hope you are right old friend, because for the first time in my life I have doubts.

*- The journal of Mon Adderath, High Templar of Dregoth.
Year of Priest's Contemplation, Merchant Calendar Thaumast 10. Eve of the Coruscation.*

ADVENTURE SYNOPSIS

In Part One: *The Day of Light*, the PCs learn that Dregoth's army has crossed the Silt Sea and is headed for Raam. The actual location of the PCs and how long they take to get to Raam once they have heard the news is up to the DM, but it is recommended the PCs do not begin the adventure in Raam. For whatever reason, the PCs race to Raam to investigate rumors regarding the city being attacked. Regardless of their distance from the city, the PCs arrive towards the conclusion of Dregoth's swift assault on the city.

For PCs who aren't traveling to the city-state by magical or psionic means, the DM has the option to insert one or two optional encounters before they actually reach Raam. Once the PCs are close to Raam, they witness the city under attack by the forces of the Undead Dragon-King. Dregoth's army arrived from the south and conquered the southern gate and the southern sections of the city; should the PCs wish to help fend off the dray troops they can enter the city from the eastern or northwestern gates and make their way to where scattered survivors flee from the superior dray forces. Captive Raamites are brought before Dregoth, who drains their lifeforce to power his epic *godhood* spell.

As the PCs enter the city, Asaran, one of the remaining warriors of Leviath the Calm, approaches them and explains the situation. The PCs can follow Asaran to the Noble District and meet with Leviath, who will urge them into the war-zone in the southern parts of the city to help rescue survivors. Meanwhile, the Night Runners elves are battling dray forces in the Tradesmen's District. The PCs are free to explore other sections of the city. This portion of the adventure supplies the DM with an assortment of possibilities regarding PC actions during this crisis, and use of the Raam map that comes with the adventure is encouraged. However, the PC's greatest chance to affect the outcome of the invasion is the great battle being fought between the Night Runner elves and the dray.

Eventually, Dregoth supplies himself with the lifeforce necessary to move on to the next stage of the *godhood* spell, and suddenly breaks off his attack on the city. This should come as a surprise to the PCs, as it is clear the Dread King has Raam on the brink of destruction and it would take little effort to finish it off. This event leaves the PCs standing in the middle of a war-torn city of chaos and fear. After the dust of the conflict settles, the half-giant Leviath the Calm offers what little knowledge he can regarding the reason for the attack, as well as why it suddenly ceased. At this point the PCs may have more questions than answers...

I. CALL TO ARMS

Depending on each DM's individual campaign, there are several different methods that might be used to launch the PCs into the events of *Dregoth Ascending*. The single common denominator is that the PCs cannot commence play in or near the city of Raam. It is critical they discover Raam is being attacked while they are not in the city-state, then rush to its defense for whatever reason (personal, or supplied by the DM), arriving after Dregoth's forces have conquered the southern parts of the city. The DM can choose one of the following devices to begin the adventure, or choose an appropriate one of his own.

Elemental Master: With the completion of stage one of the *godhood* spell, divine spellcasters of Athas who have become advanced beings are the first to feel its effects. If a character has a former mentor or acquaintance that has reached this level of power, that individual contacts the PC and informs her of a mysterious force tampering with the elemental conduits to the Inner Planes. The particular entity responsible for contacting the PC is currently engaged in a situation far across Athas or contacting the PC from the Inner Planes and asks him or her to investigate this event in their own absence. The advanced being explains that the source of the spell is still in contact with the conduits, and is presently moving towards the city of Raam.

Raamite Comrades: One or more of the PCs have a companion in the city of Raam, who informs them magically or psionically of a massive force of unknown creatures heading towards the city. This contact tells the PCs that the noble and merchant leaders of the city sent out an emissary to learn the intentions of the strange horde, and the emissary was summarily slain. The PC's contact tells them the ruling forces of the city are so preoccupied bickering amongst themselves over what course of action to take that he doubts there will be anyone to defend the city when these obviously hostile

forces arrive. He implores the PCs to lend whatever assistance they can to safeguard the city and to come to Raam immediately.

Investigation: The PCs are ordered or asked to confirm and report on strange rumors regarding an army marching towards Raam. If the PCs have no reservations about working for sorcerer-kings or their agents, their employer is one of the remaining sorcerer-kings. The primary reason for the PCs being chosen over the sorcerer-king's own templars is that the party is more equipped to deal with any unforeseen predicaments that may arise (such as getting caught up in the battle). Additionally, the sorcerer-kings already suspect the nature of the events set in motion and require confirmation of their suspicions by outside agents.

Happenstance: One of the easiest ways to involve the PCs in the adventure is for them to be in the right place at the right time, without actually placing them in Raam. The party might be traveling to Raam with a caravan to do business with House M'ke, on their way to Raam to visit friends or relatives, or have a need to stop somewhere to replenish their water and other supplies and as they approach Raam, they observe some of the city's citizens fleeing across the wastes from their city.

Vendetta: One or more PCs who have played and survived the adventure in *City by the Silt Sea* receive a message from the Undead Dragon-King, delivered by unknown courier. Dregoth recalls the characters from the time they trespassed in his domain, and has the following missive for them:

"I have not forgotten you, mortals. Because of your actions in New Giustenal I have decided the city-state of Raam shall pay for your sins. As you read this my army has descended upon the city-state of my former adversary Abalach-Re, and since she is not present to partake of my revenge, the death of a thousand citizens shall be upon your head."

This message is a ploy by Dregoth to lure the PCs to Raam, where he hopes they will be killed by either his troops or himself, should they be foolish enough to attack him personally.



2. AGENTS OF DREGOTH

Prior to the events of the adventure, disciples of Dregoth spread across the Tablelands at the command of their master. These spies have been concealed in the seven city-states of the Tyr Region, watching for anything that may impede the wicked campaign of the Dread King. There is a 25% chance of dray agents appearing in some of the villages and forts the PCs may stop at.

Dregoth's spies should be played as cautious, clever NPCs whose primary concern is to report any obstacles that may interfere with their master's plans. This could include PC actions such as inquiring about Dregoth, dray or New Giustenal, or attempting to hire mercenaries to aid Raam.

Once information is gathered, the spy uses the psionic power *correspond* to inform either

his superiors of the situation, or Dregoth himself if he is not otherwise engaged with the *godhood* spell. In most cases these spies try to avoid melee situations against superior forces; however, they may engage individual PCs if they feel it is beneficial to do so, and will not reveal their presence or their master's plans.

Note that the death of a dray templar makes Dregoth aware that one or more of his spies may have been uncovered. In his paranoia the Dread King automatically assumes his plan has been uncovered by outsiders (especially the sorcerer-kings); in this case, he may add additional dray to his current forces, meaning the PCs will face additional dray during later encounters of the adventure.

Use of these dray NPCs is optional. Placing them throughout the adventure to create additional suspicion and paranoia is left to the DM.

Use the **dray agent** statistics for a dray spy, should the PCs uncover one.

3. FLEEING SURVIVORS

This encounter assumes the PCs are traveling overland. PCs who use *teleport* or other means of instant transportation to reach Raam can skip this encounter.

PCs approaching on the northwest or eastern roads to Raam encounter refugees up to 15 miles away from the city. The first refugees encountered left before the dray army attacked Raam, suspecting the city was about to fall to a clearly superior force. As the PCs approach nearer to the city they will encounter Raamites who can supply them with intelligence regarding the enemy's attack. Provided below are examples of what information fleeing Raamites may give the party, regardless of which direction they came from. Note that most of the Raamites believe Dregoth to be the Dragon of Tyr returned:

10-15 Miles from Raam

"A huge army massed outside the southern gates of the city yesterday. The nobles and leaders of House M'ke were arguing about what to do even as the army was preparing to attack. My family resolved not to wait around and see what was going to happen. We decided to take our chances in the desert!"

- Dattowan, male human potter

"The army had creatures I've never seen before led by the Dragon himself returned from the grave. The city is surely doomed."

- Batros, male half-elf slave

5-10 Miles from Raam

"The noble ambassador to the unknown army was fatally wounded right before our eyes! His body was then presented to the Dragon who finished the job. When I saw that I headed right for the gates. Better to take your chance under the rule of a sorcerer-king than suffer a ghastly death under the delusion of freedom."

- Amez, male human noble

"Many of the soldiers manning the walls ran moments before the attack began. I think they used magic on them. More ran as the attack began. It was horrible."

- Shamena, female dwarf psion

1-4 Miles from Raam

"They've taken the southern half of the city! The walls have been breached and the remaining forces have drawn back to the northern noble district. Nothing can stop them."

- Er Hamat, male human soldier

"They're not killing everyone! Prisoners and those not quite dead are being taken to the southern gate and presented to the Dragon. Better to die a thousand deaths than be given to that horrifying creature."

- Rituda, female elf bard

Status of Raam

Regardless of how they get there, sooner or later the PCs end up somewhere in or outside Raam. Odds are they are almost instantly thrown into a state of chaos. The actual time the PCs arrive in the city is preset for the purposes of the adventure. A number of things have occurred or will occur within minutes of their arrival. At this time there is little to nothing that can be done to prevent any of these events.

◆ The forces of Dregoth have secured the southern gate and several surrounding blocks, which are now patrolled by dray. Dray troops have begun moving out into the city in search of the victims Dregoth needs to complete the second stage of his *godhood* spell. The dray have presented their master with the lifeforce of roughly 8,000 **Hit Dice** of Raamites at this point; Dregoth needs approximately 2,000 additional **Hit Dice** to complete this stage of the spell. The dray search for survivors hidden in the southern buildings and will avoid the needless casualties that would come from advancing into the barricaded northern section of the city.

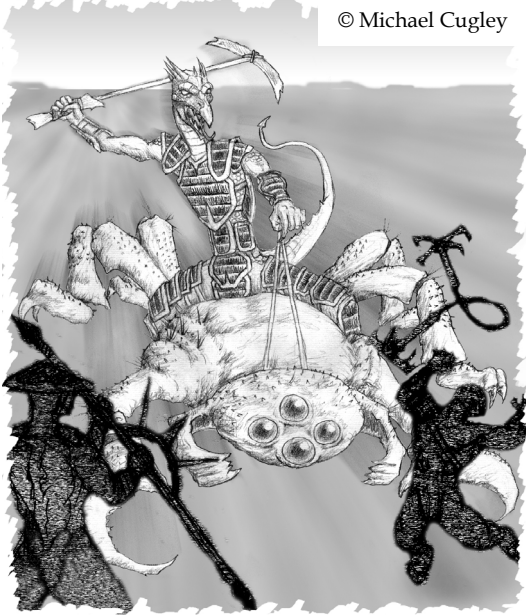
◆ The remains of Leviath the Calm's troops, who first engaged the dray force are a tenth of their original size. They have pulled back to the noble district to regroup. Here Leviath hopes to gain some time and the aid of the noble and merchant forces that have yet to enter the conflict.

◆ **Dray kalin riders** are making their way around the eastern edge of the city in an attempt to ensnare refugees fleeing towards Draj. Given the number of people in flight, this tactic allows the dray to catch a greater number of Raamites who are not likely to oppose them (i.e. women, children, and unskilled fighters).

◆ When the attack came, the nobles (and some of the merchant lords also living there) blocked the entrance to the Noble District,

forcing Raamites to either flee the city or go into hiding. Though the noble's gate was later opened (personally) by Leviath the Calm, many Raamites are still out of sight within buildings in the southern districts, in or near dray occupied territory.

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◆ Leviath and a handful of others are preparing to return to the conquered southern city sections to search for survivors, despite the dray forces, and escort those survivors found back to the Noble District.

◆ Due to his use of magical illusions, Dregoth appears to Raam in the form of a living dragon-king. Nearly all Raamites believe he is the Dragon (i.e. Borys of Ebe), returned to conquer a city without its sorcerer-queen. Those few who may actually know the truth and existence of Dregoth have either not yet realized the deception or have not been able to voice their conclusions amidst the chaos.

◆ A terrible plague is spreading through the city. It affects all races equally. Dubbed "wind sickness" because the first outbreaks occurred after a violent windstorm that roared through the city the same day Abalach-Re died, the plague causes purple blotches on the skin and seriously weakens those who catch it. About 10 percent of the

population has wind sickness, though only advanced cases develop blotches. The general population believes the wind is the cause of the illness, and so they have begun avoiding spending time outdoors. In fact, the plague is spread by touch, and those who have skin blotches are highly contagious. Further, less than 50 percent of those who develop the blotches live to see another week of sunrises. Raamites have responded by calling for the sacrifice of air clerics to appease the evil wind spirits, whom they believe are causing the plague.

| | | |
|-------------------|------------------|-----------|
| Disease | Infection | DC |
| Wind Sickness | Contact | 15 |
| Incubation | Damage | |
| 1d4 days | 1d4 Con | |

4. ARRIVAL IN RAAM

Raam has three gates: the Southern Gate, the Northwestern Gate, and the Eastern Gate. The gates are reached after passing through slum areas. Depending on which gate the PCs arrive at (if any), they may face an overwhelming enemy force, a single dray patrol, or no dray at all.

Southern Gate: The dray army guards the conquered Southern Gate. **Dregoth** himself is present here, where his troops bring him kicking and screaming victims for sacrifice. In addition to the dray troops, the Dread King is accompanied by six of **Dregoth's bodyguards**: thinking zombie giants. Should the PCs be foolish enough to attempt an assault on the Southern Gate, the DM is encouraged to simply slaughter them.

Northwestern Gate: This gate is currently the furthest from the fighting, and has become a central point for agents of **Leviath the Calm** to attempt to herd survivors into the Noble District. Others have used the gate as a primary means of escaping the city. The PCs will encounter no dray troops near the Northwestern Gate.

Eastern Gate: Unlike the Northwestern Gate, this location is much closer to the edge of the fighting, and has less traffic. Nearly everyone who tried to leave the city through this gate already has, though a few stragglers can be seen here and there.

Four squadrons of **dray kalin riders** have been ordered to circle around to the Eastern Gate in an attempt to snare fleeing Raamites. Two squadrons are ordered to the road to catch up to those already in flight, while the remaining squadrons are to lie in wait at the gate for those who choose to abandon the city. As the PCs arrive, only one squadron has reached the gate. The PCs are most likely to walk right into this group. The dray attack the PCs on sight.

Dray kalin riders (4): hp 72 each

The three remaining squadrons arrive 5 minutes later. Unless the PCs have taken measures to remove signs of a battle, one squadron returns to the Southern Gate to report the loss of the missing squadron or any attack upon the others, and a squadron of **elite dray kalin riders** is sent to replace any defeated squads. Should the PCs return to the Eastern Gate at any point during the invasion to regroup or attempt to flee the city, they will be ambushed by one or more of the remaining or replaced squadrons, unless they have somehow managed to destroy all of them and kept any from reporting the battle.

5. ASARAN

If the PCs entered the city through the northwestern or eastern gates, read or paraphrase the following description of the sight that meets them:

The city-state of Raam is in a state of pandemonium that rivals that in Tyr following the death of King Kalak of Tyr twelve years past. The repugnant

stench of sewage in the streets and the vermin crawling everywhere remind you of the poor health conditions most Raamites must endure every day. Here and there citizens rush blindly from building to building, many doing their best to hide from the advancing army threatening from the southern gate. While many Raamites have decided to take their chances in the desert, a small group of men are frantically herding others into the secure walls of a northern district of the city where it appears they wish to make their last stand. To the south you hear frequent screams of terror, see sporadic flashes of magical energy, and hear inhuman cries of triumph from the enemy.

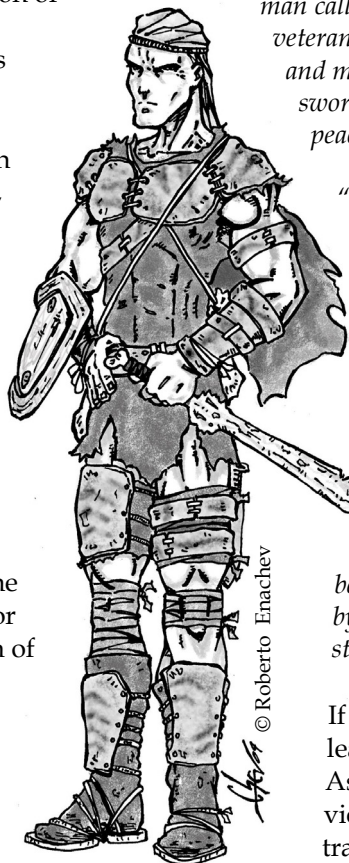
Should the PCs walk in through a gate they will attract the attention of **Asaran**, one of **Leviath the Calm's** lieutenants, since the PCs are entering the city instead of leaving it.

A tired middle-aged man wearing filthy and bloodstained rags hauls a corpse on his back towards the gate. With a chronic cough he dismisses the beckons of one of the men telling citizens to head north to the Noble District. The man calling out to him, a battle-scarred veteran mercenary, if you read his stance and many scars right, sheathes his bone sword as he sees you and signals peaceful intentions.

"It must have been a fierce pack of tembo that chased you into Raam on this day, strangers," the mercenary rasps and grins, "for our city has naught but death to offer weary travelers. I suggest you turn back. You will have a better chance in the wastes than to face the enemy that has descended upon our city.

The tales of the Dragon's death were false - the beast has returned to claim its levy by force! Leave while you can, strangers. Raam is doomed."

If the PCs state they are not leaving, or ignore his warnings, Asaran will relate to them his views on the events that have transpired.



"Word has it the merchant house of M'ke knew of the approaching army for days before the Dragon's forces appeared at the Southern gate," relates the Raamite, "and did nothing but bicker with the nobles until it was too late. The army paused outside the gate for some time. For what, I'm not certain, but it gave Leviath the Calm a chance to rally a force of men and women to repel the assault, though it was doomed from the start. Those who either fled or survived the first attack say the opposing horde of strange creatures numbered over two thousand, and the paltry few defenders stood no chance. And to top it off, those sons of kanks nobles and merchants pulled their considerable forces to the Noble District and sealed the gates. Were it not for Leviath breaking down the gates, we would have all had to flee into the desert.

"When the first wave was over, the enemy stood victorious over the ruins of the Southern Gate, and it was then the Dragon appeared. We had all been told the Dragon was killed two years ago by rebels from Tyr, and none of us expected to ever see the beast again. If the morale of Raam wasn't already broken by the invasion, it was shattered at the sight of the Dragon descending on the city."

"The nobles stepped forward and sent an emissary to see to the creature's demands, which was what Abalach-Re used to do for the levy. The outlying forces attacked the man beneath his white flag, and dragged his bleeding body before the Dragon. As the man pleaded for his life, the monster drained the lifeforce from his body, reducing it to nothing more than ash.

"Lastly," the mercenary concludes, "before many of us made our way toward the Noble District we witnessed a group of several hundred people, of a mixture of races, issue forth from a building thought to be unoccupied. They presented themselves to the Dragon, praised him as their 'savior,' and were then sent to the same horrid death as the noble's emissary. This seems to be the fate of nearly all who face the enemy, as they are concerned more with capturing people and presenting them to the Dragon for their lifeforce. With what's left of Leviath's force pulling back to the Noble's District, those left behind have hidden in buildings from the patrols that now

roam the southern quarter. One thing is certain: Raam is never going to be the same again."

Asaran proceeds to invite the PCs to join Leviath's force.

"Now that a large number are safe for the time being behind the walls of the selfish nobles, many of those from Leviath's force are going back into the southern city sections to try and rescue those who may be trapped there, and maybe kill a few of those hideous creatures for what they did to our city. Enemy patrols have broken away from the main force still poised at the front gate, and may be easier to defeat with quick strikes and ambushes in dark alleyways. Since you're still here and not half way to Urik or Tyr, are you with us?"

If the PCs state they'll offer their help, Asaran encourages them to venture north, to the Noble District and meet with Leviath the Calm.

Exploring Raam

To help visualize the following explorations, the DM is encouraged to use the Raam map included in the adventure. The city has 12 sections: **Abandoned District, Artisan's Quarter, Elven Quarter, Living Quarters District, Merchant District, Noble District, Palace District, Psionicists District, Templar's Quarter, Tradesmen District, Priest's District** and **Weaver's District**. In addition to these city sections, there are the **Slums** outside the city, near the gates. The Artisan's Quarter, Priest's District, and Living Quarters District are completely under enemy dominance.

ENCOUNTERS

Each section of the city is described, in alphabetical order, with references to encounter numbers for any predetermined encounters that occur in a given section. The included map shows Raam with a square grid for this purpose. In addition to the

fixed encounters in each city section, moving between squares in dray occupied areas and parts of surrounding areas marked on the Raam map may trigger a random event (see Random Encounter Table below). For every hour spent in the same square, roll for another possible random encounter.

Random Encounter Table

| 1d100 roll | Event |
|------------|--|
| 1-39 | No encounter |
| 40-49 | Survivors (enc. 9) |
| 50-59 | Battle site (enc. 10) |
| 60-79 | Dray standard patrol |
| 80-89 | Dray standard kalin patrol |
| 90-94 | Dray elite patrol |
| 95-99 | Dray elite kalin patrol |
| 00 | Specific NPC, e.g. Leviath the Calm |

CITY SECTIONS

Abandoned District

This section of the city is where the first outbreak of the Wind Sickness appeared. The disease spread throughout the local neighborhoods, inflicting death and fear. Those without symptoms fled to other parts of the city while those showing signs of illness were rejected and left to die in this district by the various factions battling for dominance of the city. Since that time looters have claimed what spoils were left on the bodies and in the houses. The area is now abandoned and most Raamites won't go near it in fear of attracting Wind Sickness.

Locations and encounters:

- ◆ The PCs can encounter the remains of Korno's Band. See encounter [11. Korno](#).

Artisan's Quarter

This section of the city is under dray control. Dray patrols search the area for survivors they can bring before Dregoth.

Locations and encounters:

- ◆ There are no specific locations of particular interest, nor any fixed encounters in this city section.

- ◆ Being a dray occupied area, the DM should use the random encounter table as described earlier, asking the party how long they decide to search the area for before moving on.

Elven Quarter

The Night Runners controlled the Elven Quarter prior to Dregoth's attack, and almost any substance could be acquired in this section of the city. The area has since been evacuated and the elves of the Night Runners tribe have relocated to the Tradesmen District, taking their trade goods with them. All that is left in the market place are abandoned booths and tents.

Locations and encounters:

- ◆ **Elven Market:** The market place has been cleared and abandoned. See encounter [20. Elven Market](#).
- ◆ **Wrestling Pits:** Previously used for legal and illegal matches, with elven bookmakers organizing bets, the wrestling pits are now empty.

Living Quarters District

This residential area is now under dray control. Dray patrols comb the district in search of more Raamites to bring before Dregoth.

Locations and encounters:

- ◆ **Benevolence Center:** this community-housing complex was an easy target for the dray, who put fire to the building to smoke out the inhabitants. Those who escaped the complex were captured and brought before Dregoth; the rest died a horrible death by fire.
- ◆ This is a dray occupied area, so the DM should use the random encounter table as described earlier.

Merchant District

The Merchant District is under the control of House M'ke. Before the dray attacked, most of the M'ke family withdrew to the Noble District, leaving the defense of the M'ke Trade Emporium to house agents.

Locations and encounters:

◆ **Gallery of the Seven Stars:** This museum is being raided by unscrupulous Raamites. See encounter [13. Scavengers](#).

◆ **M'ke Trade Emporium:** The leaders of House M'ke have retreated to the noble district, leaving the defense of the trade emporium (and the **M'ke Family Palace** that stands within the emporium's outer walls) to trusted agents. See encounter [14. No Welcome](#).

◆ **Livestock Pens:** When the dray invasion started, fleeing merchants and other freemen emptied the livestock pens; only a single kank remains. See encounter [15. Last Kank](#).

Noble District

The noble families and the traders of House M'ke sealed off the Noble District when Dregoth's army attacked. By the time the PCs arrive in the city the Noble District gate

has been broken down by Leviath the Calm, and many remaining Raamites have rushed through seeking shelter. Though the Noble and Merchant forces have enough soldiers to repel those now entering their district, the noble leaders have forbidden this course of action. The nobles have realized that if the dray force presses north they will need every man and woman available to repel the clearly superior force.

Any refugees, injured, or otherwise lost Raamites the PCs come across should be directed to this district. The DM should also remember that the main force of Dregoth's army never reaches the Noble District, though the players (and no one in the district) will know this. Allow the PCs to help in planning or helping with the defense of the district from the assumed forthcoming attack if the players decide to pursue that course of action.



Locations and encounters:

- ◆ The PCs can come into contact with Leviath the Calm near the entrance to the Noble District. See encounter [6. Leviath the Calm](#).
- ◆ A House M'ke family member contacts the PCs. A rumor about monsters in the Noble District concerns him, and he wants the PCs to search for his daughter. See encounter [7. Concerns](#).
- ◆ **Noble's Grove**: An agent of Dregoth is releasing dangerous beasts here, so the PCs may encounter a pair of dune reapers loose in the streets. If the PCs venture to the lush menagerie, they can put an end to the dray's work after fighting these furious beasts. See encounters [17. Beasts in the Streets](#) and [18. Noble's Grove](#).

Palace District

North of the Eastern Gate lies the Palace District, looted and in ruins since shortly following Abalach-Re's death. This area is not available in this part of *Dregoth Ascending*. Abalach-Re, having foreseen the possibility that Dregoth might one day return to exact revenge upon her, prepared an epic spell that has now triggered an invisible barrier surrounding the Palace District. This spell hedges out all non-living and living creatures and prevents psionic and magical travel into or out of the district.

Locations and encounters:

- ◆ There are no location or encounter descriptions since the Palace District cannot be entered at this time.

Priest's District

The dray showed no mercy to the upper caste of Raam and blasphemers against Dregoth. Temples and homes were systematically set aflame, and all priests were slaughtered outright or dragged off for sacrifice. A few artisans and other citizens fled to this district in the time since, believing it to be a safe haven, but to their dismay found dray patrols frequent the area.

Locations and encounters:

- ◆ There are no specific locations of particular interest, nor any fixed encounters in this city section.
- ◆ Being a dray occupied area, the DM should use the random encounter table as described earlier.

Psionicists District

Raam has strong psionic traditions, being the home city of the legendary Tarandas. Several psionic schools exist in Raam, gathered in a cluster that comprises the Psionicists District.

Locations and encounters:

- ◆ **Psiumarkh**: The most prestigious psionic school in the Tyr Region remains open, offering psionic services and items to those who can afford them at 1.5 times the listed price (standard markup at the Psiumarkh). The psionic masters remain neutral in all conflicts, but will defend the school if it is attacked.
- ◆ **Yellow Monastery**: The telepaths of this monastic order have allied with Leviath the Calm's makeshift forces. If the PCs take dray captives, the monks can interrogate them. See encounter [8. Interrogation](#).
- ◆ **Psionoramh**: The masters of this psionic college have relocated to the Noble District, and the school is closed.

Slums

The slums are located outside the city, near the city gates. The southern slums have been emptied and their inhabitants sacrificed to Dregoth. Those living in the eastern and western slums have either fled or ignored the invasion army until now.

Locations and encounters:

- ◆ **Crematorium**: The PCs can find Nanda Shatri in a catatonic state in the Crematorium in the western slums. See encounter [16. Nanda Shatri](#).

Templar's Quarter

Just south of the Eastern Gate was the largest quarter of streets still controlled by the templars at the time of the invasion. Many templars then fled to the Noble

District or left Raam to seek another sorcerer king patron, but some remain in hiding places. The dray have taken partly control of this section of the city now.

Locations and encounters:

- ◆ The PCs can encounter a dray kalin rider patrol moving templar prisoners out of the area. See encounter [12. Templar Captives](#).

Tradesmen District

Located to the south and west of the Eastern Gate is the Tradesmen District, where the Night Runner elves fight a large force of dray for control of the district. This is the largest single concentration of battle left in the city. The two forces will remain locked in combat until the dray forces retreat to the Southern Gate, or the PCs intervene and end the battle prematurely. Throughout the entire battle the dray only manage to capture one or two Night Runners now and then (and the occasional hiding merchant), dragging them to the south to present to Dregoth. Should the PCs aid in saving members of the Night Runners, the elves do not forget this act of kindness.

Locations and encounters:

- ◆ **Artisan's Plaza:** The plaza has become a battlefield. See encounters [19. Keelor Dark Moon](#) and [21. Elf vs. Dray Battle](#).

Weaver's District

Silk constitutes Raam's most important export good and weavers are respected craftsmen. Their district fell under dray dominance as the invasion army swept through it. Dray patrols still search the streets and buildings for hidden survivors.

Locations and encounters:

- ◆ There are no fixed encounters in this area, or specific locations of interest.
- ◆ Being a dray occupied area, the DM should use the random encounter table as described earlier.

FACTIONS

Raam was on the brink of civil war prior to the attack of Dregoth's army's. Various factions battling for dominance over the city or working to influence its future included the **Night Runners, Noble-Merchant Alliance, Templars of Abalach-Re, Korno's Band, Leviath's Followers, Raam-tek, Sect of Dregoth the Savior, Veiled Alliance**, and now **Dregoth's Army**. Each is described below, in alphabetical order.

Dregoth's Army

Dregoth's army is frightful. The Undead Dragon-King cared little about doing research on the forces of Raam; he simply knew he was going to be successful in his endeavor due the sheer number of experienced warriors on his side. Regardless of the number of casualties the PCs inflict upon the dray army, Dregoth and his forces emerge victorious from the ordeal. The DM can opt to increase the number or levels of the dray to make them more challenging for the party. The dray army consists mostly of standard and elite patrols of infantry and kalin cavalry, along with defilers, psions, and Dregoth's templars.

Below is a list of the different squads of dray the PCs may encounter, and what unit types each contains.

| Squad | Number, type (class & level) |
|------------------------|--|
| Standard patrol | 6 Footsoldier (Ftr 7) 1 Commander (Tmp 8/Ftr 2) |
| Elite patrol | 6 Elite Footsoldier (Ftr 10) 1 Elite Commander (Tmp 8/Ftr 4) |
| Standard kalin patrol | 4 Kalin Rider (Ftr 6/Tmp knight 3) 4 Kalin |
| Elite kalin patrol | 4 Elite Kalin Rider (Ftr 6/Tmp knight 5) 4 Kalin 1 Defiler (Wiz 5/ Arch defiler 4) |
| Dregoth's bodyguards | 6 Thinking zombie giants |
| Other forces (special) | Templar (Tmp 5/Tmp of the scale 8) Elite Defiler (Wiz 5/ Arch defiler 6) Psion (Psion 13) Agent (Tmp 6/Psion 7) |

The DM may opt to add troops marked as *special* to standard and elite patrols if the previous encounters appear to have been too easy for the PCs to overcome, or the DM can add them to standard encounters the closer the PCs move towards the Southern Gate.

The actual number of dray in Dregoth's army is around 3,000, consisting of the Dread King's most skilled fighters, templars, psions, and defilers. However, this is not a number the DM needs to worry about tracking. Despite the power of the PCs, there is no possible way for them to defeat the entire dray army. Until the PCs become involved in the conflict, the actual losses to Dregoth's army are around 4%, which is insignificant when compared to 90% losses on the part of the Raamite forces. The Dread King has ample troops to accomplish his objective and safely retreat from Raam with minimal losses. Rather than worry about the exact numbers of the army, the DM should act as though there is a nearly unlimited supply of all units except Dregoth's Bodyguards.

If the PCs capture any dray and interrogate them, refer to encounter [7. Concerns](#) for what information can be learned from the enemy.

Korno's Band

A group of ex-slaves in Raam fell under the command of a gladiator named **Korno**, a former champion of Raam's arena; Korno ran a loosely knit slave community for those who had nowhere to go following the death of Abalach-Re. Korno's band was located in the southern Living Quarters District, which fell under the control of Dregoth's dray following the dray's initial victory.

As the forces of Dregoth launched their attack on the city Korno's band was caught totally unaware. As the enemy demolished the Southern Gate and swarmed into the city, the former arena champion didn't even have a sword in his hand. Korno was still gathering his wits when a large group of dray literally came knocking at his door. It was all the gladiator could do to fall back to the north with a small handful of his best warriors. The rest of his band was either killed or brought before Dregoth, their fate sealed.

The heroes may come into contact with Korno and his remaining forces should they enter the Abandoned District along the western wall. If the heroes do not come into contact with Korno's band, the ex-gladiator eventually makes his way to the Northwestern Gate and flees from the city. Future dealings with Korno may include his band gathering together with other refugees and ex-slaves to form their own slave raiding tribe north of Raam or even making their way to the Bandit States. Korno can even return to the city sometime later to gather slaves again, should the DM wish to keep Korno as a major NPC in Raam.

Leviath's Followers

Only days after Abalach-Re had been pronounced slain somewhere on the Ivory Plain, sparking the riots of Raam, **Leviath the Calm** arrived in the city-state of the dead sorcerer-queen to spread his soothing words of harmony and tranquility. Since that day two years ago, many Raamites have flocked to the half-giant's banner, believing in the strength of his words.

The otherwise peaceful half-giant rallied the citizens of Raam to defend the city when the Noble-Merchant Alliance barricaded themselves in the Noble District, but his troops met swift defeat. Leviath retreated with the remainder of his makeshift army to the Noble District, using his enormous strength to open the sealed gate and gain entry. It is quite apparent that the normally gentle half-giant has stepped forward as a leader in this crisis, and that many Raamites have turned to him for guidance since their normal leaders are either not present or have clearly abandoned them.

Night Runners

In the time since the death of the Dragon, the elves of the Night Runners tribe have been abandoning many of their operations across the Tablelands, or in some cases reducing their presence, concentrating their efforts in the chaotic city of Raam, focusing their efforts on infiltrating nearly every aspect of the city. All but the Quarter Moon clan and part of the Full Moon clan were

based in Raam prior to Dregoth's attack. **Hukaa New Moons**, the chief of the Night Runners, plans on turning Raam into the first elven city in 3,000 years by the end of this King's Age, and has many in her tribe convinced this is an attainable goal.

Using their considerable espionage and assassination skills, the Night Runners were able to seize nearly half of the Tradesmen's District's business from House M'ke and the city's nobles. Though Hukaa's intentions are purely self-centered and corrupt, recent control of the district by the elves has actually brought a fraction of placidity to the area, making it more agreeable for Raamites to trade with the Night Runners than House M'ke. Given their success in the past few months, Hukaa and the leaders of the rest of the clans decided to make a stand against the invading dray army to protect their recent gains.

Though they did not participate in Leviath's initial defense of the city's southern wall, Hukaa New Moons ordered all elves of her tribe to pull back to the center of the Tradesmen's District to defend their interests there. Given their talent for gathering information, Hukaa knew of the approaching army even before the nobles or merchants. Only a few Night Runners did not reply to Hukaa's summons, mostly because word had not reached them in time in the various other sections of the city. Minus any of their tribe that was not in Raam prior to the attack, and those she sent out of the city with precious objects and information, Hukaa's force stood at 400 when the dray troops arrived in the district. The Night Runners' fight against the dray is led by Hukaa New Moons along with the known elven assassin **Keelorr Dark Moon**.

Throughout the initial conflict with the dray troops, the elves fought like enraged mekillots, even though they were badly outnumbered. It was not until they were committed to the battle that the Night Runners realized the invaders were not after the city itself, but its occupants. The elves have since fallen back into a savage

defensive position, meaning to hole up and protect themselves until the dray get what they came for and leave the city. Meanwhile, the dray are using not only the force of their kalin riders, but their templars and defilers are using spells to surgically remove elves from the fight and bring them before their master. This is a slow process, however, capturing only a sparse number of elves at a time while often suffering casualties.

Noble-Merchant Alliance

In the days following the death of Abalach-Re the noble families of Raam fought with each other for control of this section of the city. They separated it into smaller and smaller sections, like desert raider tribes carving out pieces of the desert. At the onset of Free Year 11, the remaining nobles gathered together to form an alliance and stand as a single force against other developing factions of the city. In doing so they formed a loose alliance with House M'ke, second largest faction in Raam. In the past few months this alliance has been working to bring the city under their control, though it is obvious to everyone that each side of the alliance has its own agenda for the city's future.

Though House M'ke controlled much of the southern half of the city, the traders moved their base of operations to the Noble District in order to fortify themselves against the more vicious groups roaming the city. With a considerable force of soldiers at their command, this unholy alliance created a city within a city, strengthening the walls of the district to withstand the attacks of other armed camps. In the days before Dregoth's attack on the city several of these bands were to meet with the nobles and House M'ke, under the mediation of Leviath the Calm, who hoped to bring some sort of order to the city. Due to the sudden arrival of Dregoth's army, this never happened.

When a M'ke caravan from Nibenay brought news of the approaching army to Raam, they secretly informed the Noble-Merchant Alliance before it was announced to the rest of the city. The two factions of the

alliance squabbled over what to do for nearly a day, House M'ke wanting to cut their losses and flee the city while the nobles were not so willing to give up the booty they gained from raiding Abalach-Re's palace in the days following her death. Instead, the nobles wanted to fortify themselves in their district and just let the rest of the city die. The army approached more quickly than either side anticipated, and before they could otherwise react the only plan left to follow was the nobles' plan of closing off their district. This meant leaving some of their own men to face the approaching horde, but it was a sacrifice the alliance was willing to make. This course of action will surely set a hostile tone between the surviving factions of the city for years to come once Dregoth's army retreats.

Raam-tek

Raam, under Abalach-Re's reign, had a thriving thri-kreen population numbering 1,500. These kreen were loosely organized in a common hunting pack known as Raam-tek, giving the kreen a sense of belonging. After Abalach-Re's fall, Night Runners hunting parties started to prey on the mantis warriors, who in turn banded together to form a better-organized pack that outnumbered the elves. The Night Runners attacks soon ended, as the elves found themselves becoming prey instead. When Leviath the Calm rallied the citizens of Raam to defend their city, Sok'si, leader of Raam-tek, advised her pack to aid the greater pack (Raam's citizens). Unfortunately, the kreen were among the groups that suffered the most casualties during Dregoth's assault, including their leader. Half of the approximately one hundred mantis survivors of the initial attack have joined Leviath the Calm. The rest have fled the city or are otherwise unaccounted for.

Sect of Dregoth the Savior

Dray agents have been prophesizing the coming of The Day of Light, when Dregoth the Savior will come to Raam and end the chaos that reigns there. Through the efforts of this sect, dray agents were able to gather

a number of sacrifices who willingly appeared before Dregoth's army. These cultists were rewarded with death at the hands of Dregoth himself, who drained the sect members of their lifeforce. The dray agents then joined with the army, their mission completed. None of the sect's followers survived this event, thus this faction no longer exists.

Templars of Abalach-Re

Were it not for loyal members of Raam's military, the templars of Abalach-Re would have joined her in oblivion two years ago when they lost access to their spells. With the protection of devoted troops, rogue templars have taken command of small sections of Raam, mainly along the eastern and southeastern walls of the city. With both the Night Runners and House M'ke growing in power, these occupied templar camps have grown smaller as men and women defected to the more successful factions, or were slain outright in wars over territory and control of the city.

With the attack of Dregoth, the remaining forces of the templars have been thrown into chaos. Many of the templars' troops were commanded to help defend the walls during the first attack, a battle from which few returned. Any templars discovered during a search by the PCs are found huddled in basements or in hidden chambers, their weapons poised before them. It is important to note that the templars do not reveal themselves as such in voice or dress, and the PCs may not know their true identity when encountered.

Some templars know the disguised Dregoth for what he really is, and know that even a united Raam cannot hope to defeat him. With dray troops covering the area, many templars are afraid to flee from their protective hiding places. Dray troops have been ordered to take any former templars of Abalach-Re alive.

Veiled Alliance

The influence of the Veiled Alliance has worsened in the two years since Abalach-Re's death. Raamites trust wielders of magic even less than they did before the death of the Dragon, and members of the Alliance remain in hiding. In fact, the number of Alliance members in Raam has decreased in the past two years. Many of its members, no longer able to stand the chaos and oppression of the factionalized city, have fled to other cities in the Tablelands, with Tyr being the most popular destination because of its welcoming stance towards wizards.

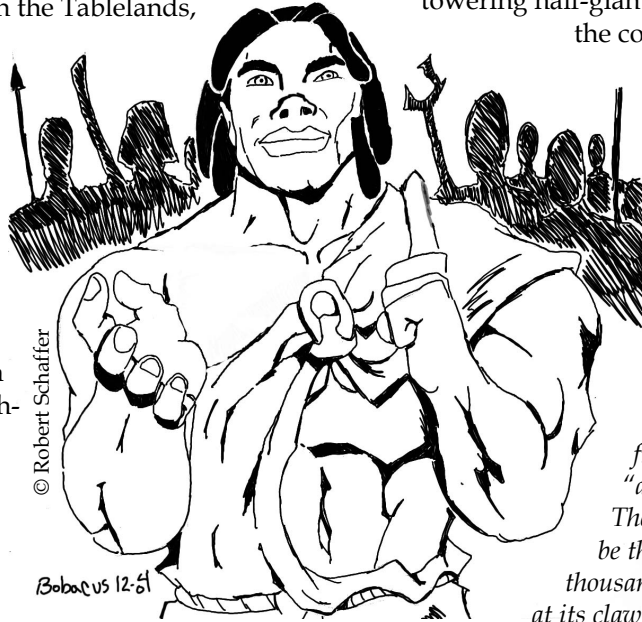
The remaining Alliance of Raam is still lead by Nanda Shatri, 177th daughter of Abalach-Re. Nanda has become extremely indifferent in the past few months, wondering exactly why she continues to follow the path of preservation when it seems to her to do little good. With many Alliance members fleeing to other cities, and her quest to become an avangion at an impasse, she has been seriously re-evaluating her personal objectives.

Like many across the Tablelands Nanda knew little about Dregoth, though due to previous contact with agents of Dregoth she believed he might be able to help in her quest to become an avangion. When Nanda learned of the Dread King's approach, she went to meet him and then secretly watched in horror as he mercilessly drained the life of all members of the Cult of Dregoth the Savior. The frightening sight of the Dread King overwhelmed Nanda, and a spell cast upon her by a dray defiler as she fled caused her to withdraw into a catatonic state from which she has yet to emerge. Without a leader, the remaining preservers of the

Veiled Alliance have either fled the city or gone into hiding.

6. LEVIATH THE CALM

If the PCs enter the Noble District they encounter a makeshift force of mercenaries, mansabdars, slaves and freemen all fighting under the banner of **Leviath the Calm**. The towering half-giant is preparing to reenter the conquered city sections in search of survivors.



The Noble District resembles a walled sub-city designed to keep others out. Unlike the rest of the city, this area does not reek of sewage and appears less plagued by vermin. "The first part of the battle is over, my friends," states Leviath, "and we have lost much.

The creature that appears to be the Dragon has killed thousands, and more are dying at its claws as we speak. Were not the Dragon reported dead, one would think the levy had returned to Raam. Regardless of what has begun, it is far from over, and many are still trapped in the southern half of the city. My scouts have reported that the enemy creatures, whom we think call themselves 'dray', have conquered a large portion of the southern city and are searching for hidden citizens still trapped there. Another group is reported to be engaged with a large number of the Night Runners in the heart of the Tradesmen District, and it appears to be the largest single battle still going on."

"In just a few moments," the half-giant concludes, "a group of us are going back in to try and rescue those still trapped in the southern parts of the city, before they're found by the dray. The Dragon's main force is now scattered throughout the area searching for hidden victims, small forces of up to a dozen dray have fanned throughout the streets and alleyways. We

could not stand up to their full force, but these smaller groups are another matter. We would welcome your help. Are you with us?"

If the PCs agree to help, Leviath allows them to choose whatever direction they wish to go and works around them with his own patrols, as it is apparent the PCs have more experience than many of his current forces. Should the PCs come across survivors, they are told they should escort them back to the Noble District, or at the very least tell them that the Noble District is a much safer place to be at this time. Leviath also mentions that the PCs would be foolish to try and take on the Dragon, especially since a cadre of powerful lieutenants and several undead giants accompany the beast.

If the PCs ask Leviath to help the Night Runners: Leviath is more concerned with rescuing, in his eyes, innocent Raamites as opposed to sending troops to assist the Night Runners in their battle against the dray. The elves did nothing to aid the city during the attack at the Southern Gate, and Leviath's troops are disinclined to lend them any aid. The half-giant respects their opinion.

If the PCs refuse to aid Leviath the Calm, dawdle, or return to the Noble District later, proceed with encounter [7. Concerns](#).

7. CONCERNS

This encounter takes place in the Noble District. The PCs are approached by a member of the M'ke family, Targos M'Ke. The trader raises his concerns over a rumor circulating about monsters being spotted in the eastern Noble District. If the PCs can locate his daughter in said area and return her to him safely, he will reward them handsomely.

A small darkly tanned man clad in silk and sporting a turban approaches you, moving with elegant grace between the gathered crowds of

people. He smiles at you, revealing blue teeth, and gazes at you with sunken eyes. "Please, masters. A word with you." He motions for you to step out of the crowd with him. "Please, I have heard rumors of monsters appearing in the eastern area of our district. My daughter runs a small business over there. Could you go there, masters, and escort her back here safely? I will pay you handsomely in silver. Please, she is my only heir. After her mother died, Amieska and I have only each other."

Targos is willing to give the PCs as much as 1,000 silvers if they return his daughter safely to him, but he will start with an offer at 100 silvers.

If the PCs return his daughter to him uninjured, Targos can also provide them with a signet ring that allows them access to the M'ke Trade Emporium, where they can purchase equipment and services from spellcasters. However, he will only do so if asked specifically by the PCs, or they say they are in need of equipment or spellcasting services.

If the PCs investigate the eastern Noble District, proceed with encounter [17. Beasts in the Streets](#).

8. INTERROGATION

If the PCs capture any dray and interrogate them they can gain valuable information. The dray do not respond to forms of physical interrogation, nor do they speak common, so all interrogation must be accomplished through the use of psionics and spells. Alternatively, the telepaths of the Yellow Monastery can interrogate the dray for the PCs. The following can be learnt from all dray:

- ◆ The dray are lead by their god, Dregoth, who appears to his followers as a dragon.
- ◆ The dray have been waiting for the prophesized Day of Light when they will conquer the surface world. Now the day has come.

◆ Dregoth' and the army's champion is supreme commander Zar'kat Daar. He is a tall dray in dark full plate armor. He wields a lotulis in melee combat.

◆ Dray troop objectives are to capture Raamites alive, especially templars of Abalach-Re, and bring them before Dregoth for sacrifice.

Additional information can be learned if a commander or special unit (defiler, psion, templar or agent) is captured:

◆ Dray agents infiltrated Raam some time ago and have been preparing the city for Dregoth's arrival.

◆ The dray are moving elite squadrons into position, readying to attack the Night Runners in the Tradesmen District.

9. SURVIVORS

This is a possible random encounter in dray occupied areas. The PCs may stumble upon wandering survivors or come across them hiding in a building. The latter requires a [Search](#) check DC 20. The DM has the option to include a dray patrol trailing or capturing these Raamites.

There are 2d4 unarmed survivors here. If encountered out in the streets, they are fleeing on foot in a random direction (except to the south). There is a 40% chance they just came from a dwelling about to be searched by dray, to which they happily give directions in exchange for passage to a safe section of the city. These survivors are typical **Raam Citizens** or **Raam Mansabdars**, or they can be other NPCs of the DM's design.

There is a 10% chance that each survivor has Wind Sickness, as described in [Status of Raam](#). If the PCs come into physical contact with any infected survivors, they could contract the dreaded disease.

10. BATTLE SITE

This is a possible random encounter in dray occupied areas. The PCs come across a recent battle site. The dray are difficult at best to kill, and their victims are typically taken alive, so the chances of finding traces of a battle are slim. There is a 5% chance of finding a dead dray at the scene, while there's a 30% chance to find a slain Raamite. Unless such obvious clues are present, identifying a battle site requires a [Spot](#) or [Search](#) check DC 15. Trails of blood, broken weapons and other evidence all lead towards the Southern Gate.

11. KORNO

If the PCs explore the Abandoned District, they may encounter **Korno** and the remains of his band fleeing towards the Northwestern Gate. The dray have dogged Korno's retreat north through the streets and alleys of Raam and of the original 13 men Korno fled with, only six remain (four muls and two humans). The dray are closing in on them when the PCs come into contact with Korno's Band.

Most buildings are in poor condition, with cracked mortar and clay walls and broken doors. It appears this area has been abandoned for some time. Here and there you spot vermin peeking out from underneath rubble, but beyond that this area seems lifeless. The sounds of battle are distant in this area. Then you hear the sound of footsteps approaching at a rapid pace.

Allow the PCs to ready actions or take other precautions. They have three rounds to prepare before the remains of Korno's Band arrive.

From around a nearby corner a group of armed muls and men appear. They are panting and throw occasional glances behind them. When they spot you, they raise their weapons. The group's leader, a mul brandishing gladiator's tattoos and wielding a steel-headed lotulis, shouts to you. "Enemy or ally?"

The encounter with Korno starts off as *indifferent*, with any aggressive actions on the part of the PCs turning the confrontation immediately to *hostile*. Both Korno and his remaining men are extremely tense and high-strung given the events they've experienced, and would sooner kill first and ask questions later. If the PCs' encounter with Korno becomes a less agitated affair, he and his remaining men might join the party to search for survivors. However, first there is an elite dray patrol to deal with, as the dray catch up with Korno at this moment. If the PCs aid in defeating the dray, Korno will be more easily persuaded to aiding their cause.

Your meeting with Korno is interrupted by the noise of claws scratching against a wall. Five armed, reptilian humanoids appear from an alley. They hiss and point at you then charge forth.

The dray begin their charge 50 feet from the PCs and Korno's band. Korno and his troops will hold their ground and fight. With the PCs' aid they have a greater chance of avoiding either capture or death. Note that the dray will try to capture their foes alive. This means they will attempt to inflict non-lethal damage upon foes that appear to be on the brink of defeat (taking a -4 penalty to attack), and the dray commander will use spells such as *greater command* and *hold person* against foes.

Elite Dray Footsoldier (4): hp 79, 76, 83, 79

Elite Dray Commander (1): hp 102

Human Follower of Korno (2): hp 57, 57

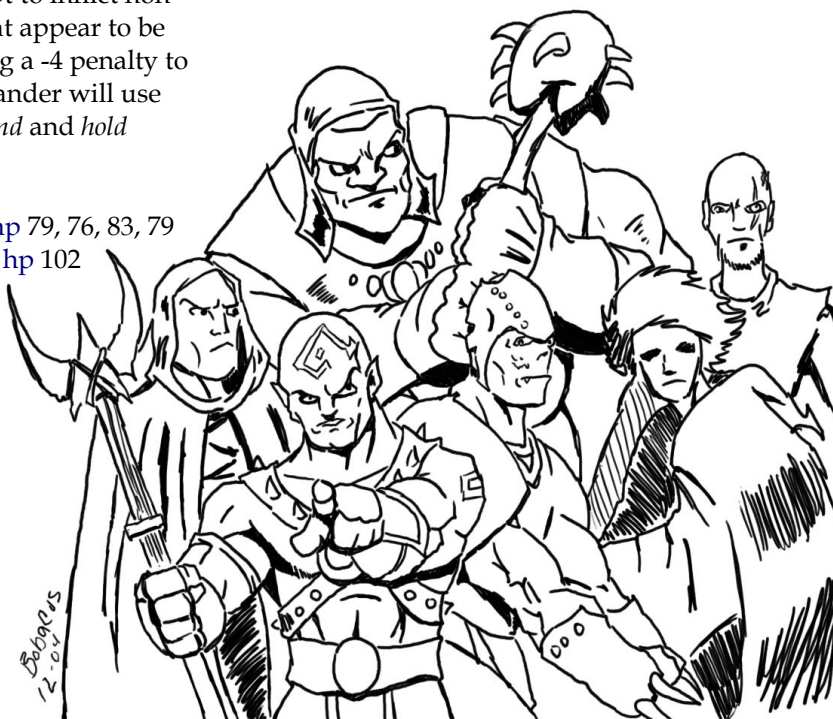
Mul Follower of Korno (4): hp 55, 56, 56, 57

Korno: hp 100

After the battle, Korno's band may decide to join the PCs. However, the group is reluctant to take orders from anyone except Korno during

such a course of action, and often stop to pillage items of value here and there when the PCs are not looking. At the first sign of serious trouble Korno's men have a 30% chance of withdrawing from battle. If they withdraw from battle twice, Korno's men instantly desert.

Should Korno decide to join the PCs in the search for survivors, it becomes apparent he is becoming unstable regarding his defeat at the hands of the dray. The gladiator was living the good life at the expense of ex-slaves, and is extremely resentful that it was taken away. As the PCs encounter dray, Korno's chaotic nature and a berserk fury that made him dominant in Raam's arena, become more and more discernible. Should the members of his band flee during the course of a battle, Korno may kill them for "being weak" at the first opportunity. During any instance where Korno has to make a moral or ethical choice, the DM should roll a **Wisdom** check against DC 10, with a -1 penalty for each previously failed check. Failure indicates Korno chooses the most harsh and violent solution to the problem (i.e. slaying a retreating henchman, slaying a loud NPC to avoid detection by the dray, etc.).



If the PCs ask Korno to help the Night

Runners: Korno sees no reason to lose his remaining men to what he thinks is a futile cause, nor do his followers. Even if offered a tangible reward, they will refuse.

12. TEMPLAR CAPTIVES

This encounter takes place in the Templar Quarters. The PCs encounter a dray kalin rider patrol moving templar captives out of the area, towards Dregoth and the Southern Gate.

The Templar Quarters were once among the city's finest districts. In their battle for dominance after the fall of their queen, the templars waged war against each other and other factions. Barricaded structures, broken windows and trash littering the ground testify to the decay and ruin that have befallen the once grand Templar Quarters.

Up ahead a patrol of reptilian invaders riding spider-like mounts are making their way down the street. You see four humans among them, being prodded along with javelins if they fail to keep up the pace set by the dray. They do not appear to have spotted you yet.

The kalin riders travel in a square formation surrounding four human templars, who are prodded along if they fail to keep up the pace. The templars are identified as such by their cassocks with a successful **Knowledge (religion)** or **Knowledge (local)** check DC 10. If the PCs attack the dray riders, the templars will try to avoid battle, cowering and awaiting the revelation of their fate. If the PCs want to avoid the dray, they still have time to hide among rubble and street trash or use magical and psionic means to disappear. The PCs and the dray are at 200 feet distance.

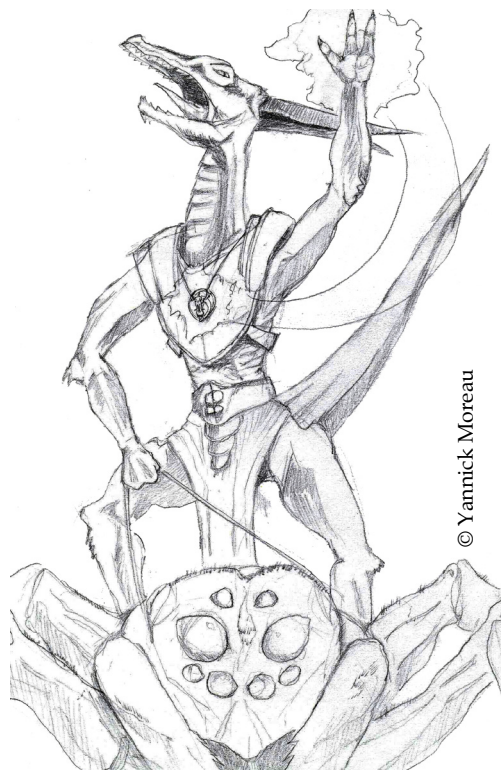
If the PCs defeat the dray, the templars beg to be escorted to either the Eastern or Northwestern gates of the city. Since they have been more or less hiding since the

initial attack, the templars have no useful reconnaissance information for the PCs. If asked how they became captives, the templars can relate that the dray discovered their refuge in a hidden cellar, and also mention there may be more templars still in hiding in their district.

Dray Kalin Rider (4): hp 75, 69, 73, 71

Templar of Abalach-Re (4): hp 20, 20, 19, 21

Note: The templars are unarmed.

**13. SCAVENGERS**

This encounter takes place in the Merchant District at the Gallery of the Seven Stars. A group of Raamites is raiding the famous sculpture museum.

The Gallery of the Seven Stars is a magnificent structure of white rock with ornate murals and minarets. The name stems from the museum's seven star-shaped halls showcasing sculptures of all sizes and motives. You spot a group of Raamites hauling undoubtedly valuable pieces of

art out of the museum, among them the mansabdars who were probably in charge of protecting the Gallery against thieves. Those not carrying are busy loading sculptures onto a kank-pulled wagon.

The group raiding the Gallery of Seven Stars consists of mansabdars and common citizens. The PCs are ignored unless they somehow intervene. If they ask questions as to what is going on, a mansabdar by the name of Jaref uses **Bluff** (no modifier) to convince the PCs they are moving the artwork to a safe location, where it will not be harmed by the dray should they come this far north.

The group is not very brave. A display of destructive magic or psionics, such as *fireball* or *ultrablast*, will send any surviving raiders running, as will a brief display of superior martial ability – the raiders flee if more than five are slain in battle.

Raam Citizen (10): hp 4 each.

Raam Mansabdar (6): hp 8 each.

14. NO WELCOME

This encounter takes place in the Merchant District at the House M'ke Trade Emporium. The fortified walls surrounding the emporium are heavily guarded, and the agents in charge have given orders to the guards not to let anyone inside.

As you approach the walled trade compound, you notice a number of bows and crossbows pointed in your direction from atop the walls. The banner of House M'ke, a silver quill depicted on a red flag hangs still over the compound. You count more than thirty hooded mercenaries standing on the barricaded walls. One signals your approach with a whistle, alerting the gathered force to your presence. One of the mercenaries, a tall human male clad in an ankheg breastplate and wearing a crimson cape displaying the house M'ke emblem, calls out to you. "You are trespassing on M'ke property.

Leave or we will open fire. This is your only warning."

The mercenary's name is Mohaj, and he has orders not to allow anyone inside the compound. If the PCs try negotiating with Mohaj, his initial disposition is *unfriendly*. A successful **Diplomacy** check DC 15 will make Mohaj hold back his order to fire on the PCs. A **Diplomacy** check DC 40 is required for the PCs to be allowed inside the walls of the emporium, where they can purchase equipment and clerical services, both at three times the regular listed price.

Mohaj is not interested in helping defend Raam, or in aiding House M'ke's rivals, the Night Runners, in their battle against the dray. He is only concerned with his orders. Note that it is possible to persuade Mohaj through magical or psionic means, but the DM is to keep in mind that Mohaj would place himself at great personal risk from his superiors should he send any troops to help the Night Runners.

House M'ke guards (40): hp 49 each

Mohaj: hp 64

15. LAST KANK

This encounter takes place at the Livestock Pens in the Merchant District. There is only one animal remaining, a venerable old kank.

The livestock pens smell of beasts despite the fact that they have been emptied. However, a faint wheezing noise can be heard coming from one of the booths. Closer inspection reveals a single domestic kank lying on its side in a cramped pen too small to accommodate its full size. The kank's food and water trays are empty and dry, and the pen reeks from not being cleaned in days. It is obvious this venerable creature has been left behind and is unlikely to survive for long if left unattended. A yoke is bound to the kank's neck, preventing it from moving much even if it were to be released.

The yoke is bound to the kank's neck with a hemp rope, which is easily cut.

The domesticated worker kank has not been fed and will die of thirst and hunger in two days if it remains bound in the livestock pens. Nor can the feeble kank survive in the streets of Raam for long. The kank toddles along if released, following the PCs around. Due to its age, the kank moves at only 20 ft. per **round**, and its **Strength** is reduced to 8. It can only survive if the PCs feed it, or take it with them, in which case it is likely to slow them down. If the PCs do not remove the yoke from the kank's neck, it moves at 10 ft. per **round**. The kank carries a saddlebag containing a blowgun, three blowgun darts, and a sitak feather.

16. NANDA SHATRI

This encounter takes place at the Crematorium in the slums outside the city. Nanda Shatri can be found in a catatonic state, hidden in the Crematorium – the headquarters of the Veiled Alliance chapter in Raam. She witnessed Dregoth eradicating the Sect of Dregoth the Savior, and became the target of a dray elite defiler's *feblemind* spell. Reduced to the intelligence level of an average lizard, Nanda fled in terror to her "lair", the Crematorium.

Nanda can be found huddled in a corner, hiding in a pile of corpse sheets reeking of ceremonial balms. Noticing or finding her requires a **Search** or **Listen** check against DC 10.

You notice the shape of a creature huddled in a corner among a pile of reeking corpse sheets. Upon inspection, you find it is a shabby looking human woman. She wears

ragged brown smocks and scuffed sandals, her stringy gray hair is tied into a waist-length ponytail. Her sparkling green eyes shine with fear and she stutters, repeating one word or name over and over with a voice almost as deep as a man's – "Dregoth."

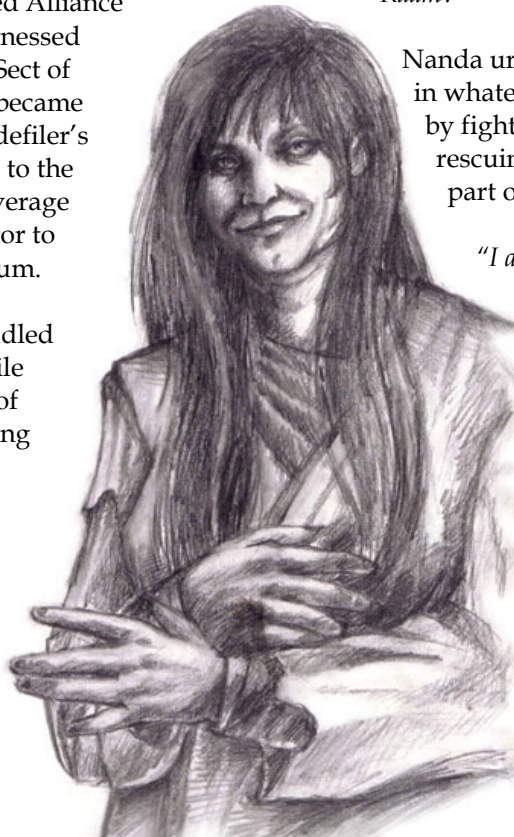
Nanda is unable to communicate coherently, the only word she keeps repeating is "Dregoth". Nanda will remain in this state until she becomes the subject of a *heal*, *limited wish*, *wish* or *miracle* spell, or psionic powers such as *psychic chirurgery* or *bend reality*, which cancel the effects of *feblemind*. If the PCs cure Nanda's condition, she can relate the following:

"The creature that appeared to be Borys, the Dragon of Tyr, is in fact another entity called Dregoth. I have met with agents of this being, the same creatures that are now attacking Raam. They promised that Dregoth could help my cause, but after witnessing the cruelty and mayhem of this Dread King, I suspect those promises were but part of an elaborate lie. If Dregoth could sacrifice his own cult of followers, what is to stop him from destroying all of Raam?"

Nanda urges the PCs to help the city in whatever ways they can – mainly by fighting dray troops and rescuing survivors. She will do her part on her own.

"I am in your debt for restoring my mind. Please help other Raamites as you have aided me. Our city is in dire need of heroes. I will lend my help to Leviath the Calm if he is still alive. Don't worry about me." With those words, Nanda departs, disappearing in a shroud of yellow smoke.

Nanda used *teleport* to leave. She is going to search for surviving members of the Veiled Alliance and aid Leviath the Calm.



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17. BEASTS IN THE STREETS

This encounter takes place in the Noble District if the PCs explore the eastern portion of this district where they find a pair of escaped dune reapers loose in the streets. PCs who succeed at a **Spot** check (DC 10) notice a trail of blood leading into a wide alley. If they investigate, they find the half-eaten corpse of a female human lies in the alley.

A trail of blood leads to the corpse of an unidentified human female in a wide alley. What remains of her is twisted about, as if tossed away by something very large and powerful. Her clothes are torn, and what remains of her half-eaten body is mutilated by slash marks running across her chest and the remains of her arms and legs.

These are the remains of Amieska, daughter of Targos M'ke from encounter **7. Concerns**. If the PCs are to claim a reward, they must have Amieska brought back from the dead and healed to full **hit points**. Use the **Raam Citizen** stats for Amieska.

Have the PCs roll a **Spot** check against DC 15 to avoid being ambushed and surprised by the pair of dune reapers responsible for this. The dune reapers appear at the opposite end of the alley. The alley is 60 ft. long and 20 ft. wide. The corpse lies 15 ft. into the alley from where the PCs came, and the dune reapers start at the opposite end of the alley. If the PCs are surprised, the dune reapers quickly close the distance to the PCs before they can react.

Suddenly two creatures appear from around the corner of the opposite end of the alley and lunge forth. Scuttling swiftly towards you is a pair of horrendous leathery quadrupeds with no discernable features on their long heads, except for a fanged orifice flanked by a pair of snapping mandibles. Their front two limbs end in scythe-like blades and they have a scattering of short

spines across their backs and down their twitching tails.

Dune reaper, drone (2): hp 60, 60

The PCs can easily trail the dune reapers' course through the district, which is littered with molested corpses. The trail leads to the Noble's Grove, a menagerie. A dray agent inside the Noble's Grove released the dune reapers. Proceed with Encounter **18. Noble's Grove**, if the PCs decide to venture within.

18. NOBLE'S GROVE

This encounter takes place at the Noble's Grove in the Noble District. The Noble's Grove is a menagerie hosting a variety of exotic humanoid and beasts. A dray agent is seeking to spread mayhem and confusion by releasing deadly creatures into the streets of the Noble District. PCs exploring the Noble's Grove will encounter several released terrors before they encounter the dray agent as it is about to release yet another beast.

The DM is encouraged to use the Noble's Grove map included in the appendix. The PCs may encounter the following beasts (The DM should refer to *Terrors of Athas* for creature descriptions):

Klar: hp 104

Strine (5): hp 39 each

Tembo (4): hp 34 each

The dray agent is about to release a korinth when the PCs catch up with him. Unless the PCs defeat the agent in 3 rounds, the korinth is released to wreak havoc.

You draw closer to the largest fence in the entire Noble's Grove. Behind it towers the colossal shape of a gray-colored lizard with a massive tail. A cloaked figure stands before the fence, in front of a large gate with stone seals. Massive slabs of stone unhinge one at a time as the cloaked figure points his hands at them. Out of eight, six remain in position.

The dray agent is using *psionic knock* to unfasten the bounds on the locked gate keeping the korinth inside its cage. It takes three rounds to remove the remaining six of the eight bars keeping the beast locked away. On the fourth round, the korinth exits its cage through the opened gate, unless the PCs have stopped the agent in time.

Dray Agent: hp 87

Korinth: hp 438

19. KEELORR DARK MOON

This encounter takes place in the Tradesmen District at the Artisan's Plaza. The Night Runners are under near constant attack from dray patrols, and have just repelled an attack when the PCs arrive. The dray are currently regrouping and awaiting the arrival of squadrons of elite kalin riders and elite infantry before they make their final attack on the elves.

The Artisan's Plaza gives a viewer many impressions, but only a Draji would see artistry in the scene laid out before you. Arrows and broken weapons litter the ground alongside the corpses of elven warriors and reptilian invaders. Wooden artisan's stands have been turned into barricades granting cover to elven archers.

You hear a grunt of pain as one elven warrior pulls a javelin free from a fellow tribesman's shoulder. A female elf kneels weeping over the body of an elven youth, grieving the loss of what could be her brother or son.

A beautiful blonde, gray-eyed elven female wearing kank chitin armor walks about inspecting casualties and the wounded. She

moves with the grace of an elven dancer, but a worried look mars her face. She places her hands upon her hips and gazes in your direction, giving you a brief nod, accepting your presence.

The elf is Keelorr Dark Moon, second in command. If the PCs don't initiate contact, she will. Keelorr knows an experienced adventurer when she sees one, and she can do well with help.

"You've wandered into a war zone. My tribe is under the attack of dray forces. I am Keelorr Dark Moon, second in command." The elf's voice is as sweet as her looks, despite her tone of seriousness. "The enemy attacks in waves, every time in greater numbers. My spies report the dray are gathering their elite forces and preparing to overrun us. As you can tell by looking around, we are losing this war. For every dray we take down, two more appear in the next attack. They seem more interested in capturing us though, than slaying us outright."

"I am not going to sit back and let our tribe be slaughtered like a pack of herd animals. My people are proud, but not stupid. We recognize the need for outside help. If you will help us in the upcoming battle, I will make sure you are rewarded for your efforts."

If asked about the nature of the reward, Keelorr says the PCs will gain the favor of the Night Runners, but she will also offer concrete sums of silver if the PCs ask for it. If the PCs agree to help or want to know more about what Keelorr has in mind for them, continue with the following:

"I sent a runner to the market in the Elven Quarter, but he has not returned. I fear something has happened to him, and I want you to continue his mission. We packed up our goods and relocated here, but it appears we went a bit



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too quickly. By accident, a secret stash of magical items was left behind. If you can retrieve these items and bring them here, they will grant our remaining spellcasters a considerable advantage in the upcoming battle."

Keelorr would usually never trust such a task with outsiders, but she is desperate. Woe to the PCs if they betray her trust, for after the war, the elves will come after them if they do. If the PCs agree to help, Keelorr reveals the location of the magical items in the Elven Quarter – buried near the northernmost corner of a blue and white striped tent in the elven market. Proceed with encounter [20. Elven Market](#) if the PCs venture there.

DM note: Keelorr's elven runner was captured by a perimeter dray patrol and sacrificed to Dregoth.

20. ELVEN MARKET

This encounter takes place in the Elven Quarter at the Elven Market.

"The elven market looks abandoned. What is usually a bustling marketplace alive with the voices of excited elven traders and wary visitors is now deserted. The only evidence of the market's former activities is empty booths and multicolored tents. Silence permeates the scene, and a slight breeze whirled into the air and sends ripples through the tents."

The Night Runners abandoned the Elven Market soon after Hukaa New Moons learnt of the approaching army. They relocated to the Tradesmen District and took all their goods with them, leaving the tents and booths behind.

As the elves left in a hurry, they accidentally left

behind a secret stash of magical items wrapped in a canvas sheet. These items are buried near the northernmost corner of a blue-and-white striped tent. If the PCs have been informed of this location by Keelorr Dark Moons, a [Search](#) check DC 10 is required to find the stash. Otherwise the [Search](#) check DC is 40.

The stash contains the following items: *wand of cure moderate wounds* (CL 5, 36 charges), *wand of fireball* (CL 10, 15 charges), *wand of slow* (CL 8, 21 charges), *wand of stinking cloud* (CL 5, 28 charges), *metamagic rod (maximize, lesser)*, *scroll of mass suggestion* (CL 11).

21. ELF VS. DRAY BATTLE

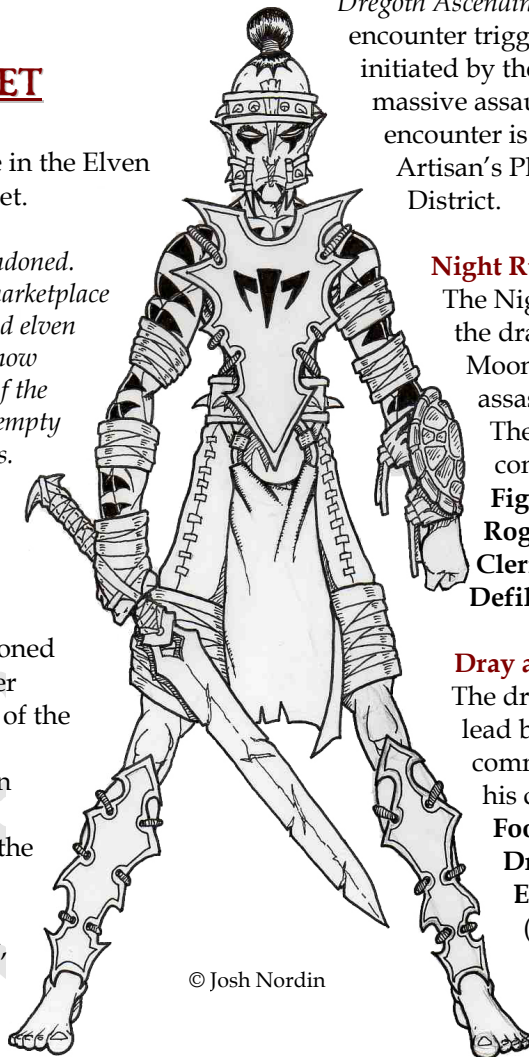
When the DM is ready to conclude Part I of *Dregoth Ascending: The Day of Light*, this encounter triggers a chain of events, initiated by the dray mounting a massive assault on the elves. The encounter is played out at the Artisan's Plaza in the Merchant District.

Night Runners

The Night Runners' fight against the dray is lead by Hukaa New Moons along with the elven assassin **Keelorr Dark Moon**. The remainder of the elf force consists of **Night Runner Fighters** (220), **Night Runner Rogues** (168), **Night Runner Clerics** (5) and **Night Runner Defilers** (3).

Dray assault force

The dray assault on the elves is lead by dray supreme commander **Zar'kat Daar**. At his command are **Elite Dray Footsoldiers** (100), **Elite Dray Kalin Riders** (52), **Elite Dray Commanders** (25), **Elite Dray Defilers** (6), **Dray Psions** (6) and **Dray Templars** (4).



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Running the battle

The DM is encouraged to use the Night Runners vs. Dray battle map in the appendix. Read or paraphrase the following:

Elven archers nock their arrows and take cover behind the barricades. Elven wizards ready their spells, and clerical healers stand by. An elven scout has just reported that the enemy is moving to attack and will arrive any minute. Judging from the scout's report, the elves appear to outnumber the dray by two to one. Hukaa New Moons and Keelorr Dark Moon exchange unreadable gazes and faceless expressions. The noise of marching troops can be heard faintly now. Soon the enemy will arrive.

The PCs have five **rounds** to prepare if they want to cast spells, manifest psionic powers, etc. After five **rounds**, the enemy appears and attacks without further warning.

From the southern entrance to the plaza mounted dray riders appear in two lines. Their kalin mounts break into a charge as more kalin riders appear on the roofs and walls of surrounding buildings. On Hukaa's command, the elven wizards unleash their magic – great spheres of crimson energy explode among the ranks of the kalin riders, but those who fall are few compared to the vast number of troops pouring into the Artisan's Plaza. The elves' archers release a volley of arrows that rain down upon the speeding riders, then the riders break formation and spread out to attack the entire elven front line of defense. Elven warriors draw their blades as the kalin surge up the barricades. This is it!

If the PCs partake in the battle, the DM should have them face a squadron of four Elite Dray Kalin Riders.

Immediately following the first wave comes the second wave consisting of Elite Dray Footsoldiers.

Immediately following the kalin cavalry, dray infantry march in. Elven cries are heard as the defense line shatters at one point, where a kalin rider breaches the barricade. Mere seconds later,

a second cry is heard at the opposing barricade, where two riders have broken through. Hukaa orders her spellcasters to ward the gaps, and orders reinforcements to take out the three riders. Your focus is drawn towards the approaching infantry troops. Tens of squadrons each consisting of four dray footmen and a commander are heading towards the elven checkpoints and the breaches in the barricades, hoping to exploit the openings. If the line breaks further, this battle will have been decided.

If the PCs partake in the battle, the DM should have them face a squadron of four Elite Dray Footsoldiers and one Elite Dray Commander who will cause a breach of the defense line unless stopped at the exploited opening in the barricade.

Following the infantry, comes the special forces of the Dray: templars, **psions** and defilers, along with supreme commander Zar'kat Daar.

The elves, somehow, are still holding their ground, even though all realize now the superior strength of the dray troops. Pairs of elven rogues and warriors work together as one, but for every dray that falls, two elves have been slain or dragged off. Elven mages have tried to seal the breaches in the barricades with magical walls of fire, but the dray march through the heat and flame as if they were but a desert breeze! The only thing keeping the Dread King's forces at bay is the elven defilers, who unleash deadly spell after spell upon their enemies, leaving the entire battleground covered with black ash. No creature is exempt to the agonizing pain caused by these magi and their desperate spellcasting.

It is then a crackling bolt of bluish-white energy strikes Hukaa New Moons and arches towards her defilers, who tremble in pain and fall to their knees. Hukaa remains standing despite the smoking wound in her chest. Elven clerics rush to the aid of the wounded. Behind the cavalry and infantry line, where the lightning originated, you spot a third line of dispersed attackers using spells as their weapons; a tall horned dray in full body armor as dark as the sun, stands in the rear, supervising the dray troops and giving commands.

This is the PCs' chance to really affect the outcome of the battle. If they don't take initiative to take out Zar'kat Daar, Keelorr Dark Moon will shout to them that this is the only chance they have if the elves are to survive.

If the PCs race across the battlefield, it is quite likely they will attract the attention of the dray spellcasters and manifesters, who will target them with spells and psionics. Note that the members of these groups stand 10 feet apart, so area affecting spells used against them will only affect a few at a time.

If the PCs use spells or powers such as *dimension door* and *teleport* to appear behind the enemy line where Zar'kat stands, they will have the upper hand. The same applies if the PCs approach with *invisibility* spells cast on them, or use spells to appear to be dray.

Note that during any fight with Zar'kat, one dray templar, one elite dray defiler, and one elite dray psion will assist their leader. The rest are occupied with fighting the elves or are not aware of the situation occurring behind their lines.

Zar'kat Daar: hp 151
Elite Dray Defiler: hp 51
Dray Templar: hp 88
Dray Psion: hp 73

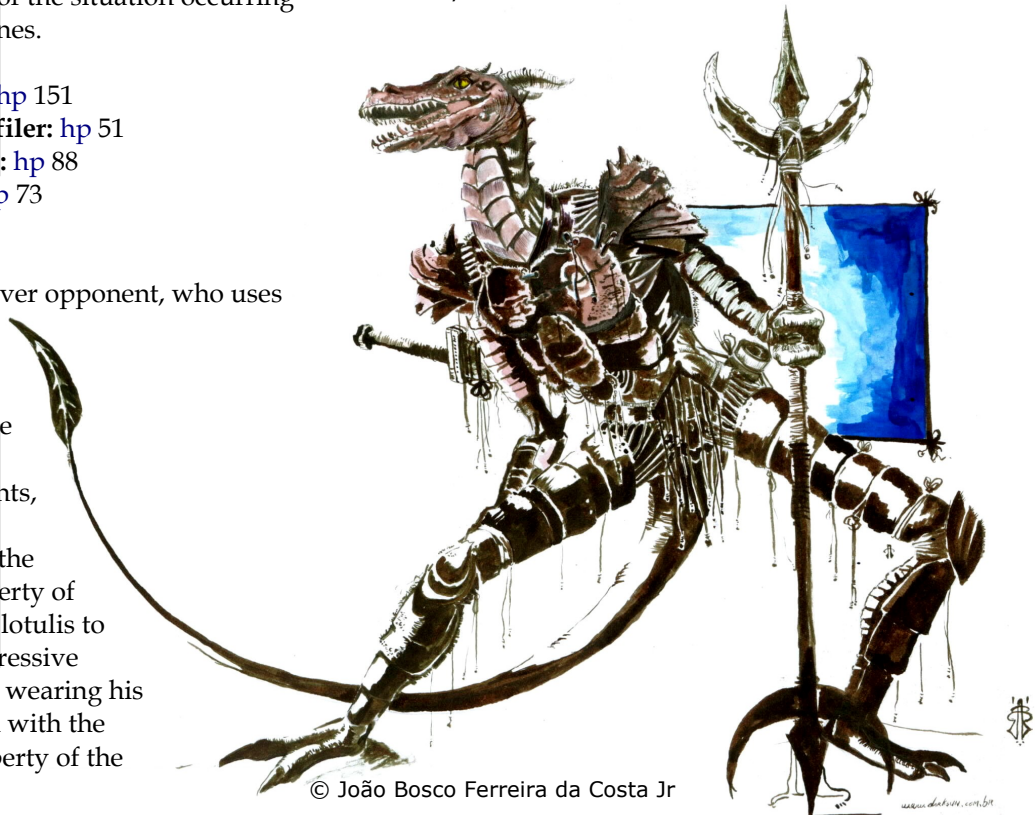
Zar'kat is a clever opponent, who uses his magical lotulis to full extent. If caught in battle with powerful melee opponents, Zar'kat uses *Expertise* and the *defending* property of one end of his lotulis to mount an impressive defense, while wearing his enemies down with the *wounding* property of the

other end of the lotulis.

At the DM's discretion, Zar'kat may have already cast one or more of the following spells: *bless*, *divine favor*, *divine power*, *magical vestment*, *prayer*, *shield of faith*. He may also have used his *scroll of true seeing*.

If the PCs defeat Zar'kat, the dray attack loses cohesion and coordination. The Night Runners manage to force the dray back. A psionic message is sent to all dray by Dregoth, with instructions to leave the city.

The dray supreme commander has been defeated. Around you, shocked dray troops do not believe their eyes. The reptilian humanoids everywhere stare blankly at one another for a few moments. In these seconds of indecisiveness, the battle turns, as the Night Runners launch an all-out counterassault. Charging and screaming elves firing arrows and swinging swords flow forth from the breached barricades. The battlefield becomes even more chaotic as the disciplined ranks of the dray fall apart without their great commander to lead them. Before long, the dray are forced back, and ultimately they turn and flee, battle-frenzied elves chasing them from the plaza.



If the PCs fail to defeat Zar'kat or take no action towards doing so, the Night Runners are on the brink of defeat and suffering heavier losses when the psionic message is received by the dray and they retreat in an organized manner under Zar'kat's command.

The Night Runners have suffered heavy losses. Dray troops have breached the barricades, and the elves are with their backs to the wall. As Hukaa rallies her tribesmen to a final stand, the dray supreme commander suddenly orders his troops to retreat. The dray withdraw with caution, while the elves gaze in wonder after them.

Body count

The Night Runners have suffered significant casualties, but how many casualties depends on the PCs' actions. Of the approximately 400 Night Runners who began the battle, by default only 150 will remain at the time of the enemy's retreat.

- ▶ If the PCs participated in the battle and defeated one or more elite kalin cavalry squadrons, casualties were reduced by 30.
- ▶ If the PCs participated in the battle and defeated one or more elite infantry squadrons, casualties were reduced by 20.
- ▶ If the PCs defeated Zar'kat Daar, the dray attack lost coordination ability and elven casualties were reduced by 50.
- ▶ If the PCs returned the magical items from the Elven Market to Keelorr Dark Moon, the elven spellcasters put them to good use and casualties were reduced by 50.

If the PCs aided the Night Runners, Hukaa New Moons and Keelorr Dark Moon do not forget their actions. The favor of the Night Runners' leaders and their network can be of value to the PCs in the future.

22. DRAY RETREAT

Once Dregoth has drained the lifeforce of 1,000 Raamites, the second stage of the *godhood* spell is complete. With that, all dray are psionically instructed by their master to retreat from the city and head back towards Break Shore and their awaiting silt skimmers, and the ability to prepare 9th-level divine spells is lost. This is the first loss of spells that can be "felt" by divine spellcaster player characters.

If a group is foolhardy enough to try and pursue the army (or even follow it at a distance), Dregoth orders a dozen squads of elite kalin riders to deal with it. The Dread King stays with the dray army until it reaches the Silt Sea, and then magically returns to New Giustenal to continue the next stage of the *godhood* spell, leaving the army in the hands of high level dray templars. Despite any losses they may have suffered, the dray army is still a supreme foe, even for high level PCs.

23. RAAM IN RUINS

The PCs' first concern should be the welfare of the surviving Raamites.

Dregoth's attack on the city has thrown it into a state of chaos nearly as great as that following the death of Abalach-Re. Distrust among the populace towards the nobles and merchants increases dramatically due to their actions (or inactions) during the crisis, and many who know the truth behind who truly gave their lives for Raam turn away from their rule. The entire incident has been a very humbling experience for many Raamites, including the likes of Korno the Gladiator, the Night Runners, Nanda Shatri, and many others who had previously lived in fear of those more powerful than themselves.

Over the next few days the different factions of Raam unite into three groups: the Merchant Circle, Leviath's Alliance, and the Night Runners. At first animosity over the invasion keeps the Merchant Circle apart from the other two, but eventually commerce brings the three closer together to change Raam into a more coherent society. This takes several months to occur, well beyond the course of this adventure. Below is a brief overview of these three factions for future use and to set the stage for the PCs' return in *Dregoth Ascending Part II*. The DM may wish to alter this new view of Raam to better suit his or her own campaign.

Merchant Circle

The Merchant Circle consists of nobles, templars, and merchants. The selfish cowardice of the nobles and House M'ke during the invasion costs them dearly. Witnessing first hand the contempt shown for many Raamites, including family members trapped outside the closed Noble District, many guards and servants have changed their allegiance to he who is viewed as the true savior of the city, Leviath the Calm. To compensate for this loss, the nobles and merchants enter into an agreement with several of the remaining templars to bring the three forces together. This agreement benefits all parties involved, since each was severely weakened by the assault and would have had to bend a knee to either of the two other groups. This coalition resides in the Noble District, and has laid a claim (yet to be opposed) to the ruined Palace District.

Leviath's Alliance

The actions of the gentle half-giant known as Leviath did not go unnoticed during the Dread King's attack. Dozens of Raamites owe their lives to the quick thinking psion, and have flocked to his banner like kanks to water. NPCs of note who have thrown in their lot with Leviath (if they still live in the DM's campaign) include Nanda Shatri and Korno the Gladiator. Leviath's following consists of all the remaining ex-slaves, former freemen and small-time merchants, a significant number of Raam's military that

survived the attack or was once part of the templar faction, the remaining mantis warriors of Raam-tek, and the preservers of the Veiled Alliance.

Nanda Shatri emerges from her moody stupor to become the great leader she once was. If the PCs didn't find and cure her condition, Kalihana, a prominent Veiled Alliance preserver, did. With Leviath's help, Nanda openly proclaims Raam's crematorium to be the headquarters of the Veiled Alliance of Raam. This bold move is primarily done to bring surviving preservers out of hiding in an effort to rebuild the Alliance in the torn city.

Though he despises them for their selfish actions, Leviath sees Raam's need for the nobles and House M'ke and the commerce they bring to the city. Once things in the city begin to settle down, the half-giant will approach the Merchant Circle in an effort to form a council to rule the city. As for the Night Runners, Leviath sees the wisdom in letting the elves retain what they defended during the invasion. As long as their actions do not ravage Raam's fragile organization too much he does not stand in their way.

Leviath has set up a council hall in one of the larger buildings near the Southern Gate, and his first priority is to restore the destroyed Southern Gate and the surrounding wall.

Night Runners

Following the dray retreat the Night Runners claimed several blocks surrounding the merchant square as their own. Buildings or stalls left unclaimed by their previous owners become the direct property of the elves (including all material wealth within them), while those returning to their businesses are told by the Night Runners that 5% of their profits are to be paid to the Night Runners tribe. Most readily agree to this deal, which, over time, makes the Night Runners the richest elven tribe on Athas.

Hukaa New Moon and the rest of the moon leaders despise the Merchant Circle for their actions, which nearly destroyed the city. However, over time (2-3 weeks, once the city is more stable) the elves' business sense will realize their new enterprise cannot function without the nobles and merchants, and a loosely binding agreement will be made with the Merchant Circle.

PC Status

Depending on their actions, the PCs can have acquired minor hero status among one or more of the three groups. If they helped Leviath rescue survivors and cured Nanda Shatri, they have gained powerful allies. If they retrieved the stash of magical items for Keelorr Dark Moon and defeated the dray supreme commander during the final battle between the Night Runners and the dray, they have the favor of Hukaa New Moons

and the Night Runners. If the PCs defeated the dune reapers in the Noble District and stopped the dray agent in the Noble's Grove, prevented the looting of the Gallery of Seven Stars, and rescued templars from the dray in the Templar District, they also gain some favor with the Merchant Circle.

If the DM allows it, the PCs can become involved in shaping the future of the city. There is need for skilled ambassadors in good standing with the three groups. Perhaps the PCs want a portion of the city for themselves. The factions will certainly want intelligence on why this attack occurred, who was behind it, if it will happen again, and why it was broken off so suddenly. There are many possibilities. Only one thing is certain - Raam will never be the same again.



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APPENDIX I: NPCs

Generic NPCs

Dray Agent
 Dray Commander
 Dray Defiler
 Dray Footsoldier
 Dray Kalin Rider
 Dray Psion
 Dray Templar
 Dregoth's Bodyguard
 Elite Dray Commander
 Elite Dray Defiler
 Elite Dray Footsoldier
 Elite Dray Kalin Rider
 House M'ke Guard
 Human Follower of Korno
 Mul Follower of Korno
 Night Runner Cleric
 Night Runner Defiler
 Night Runner Fighter
 Night Runner Rogue
 Raam Citizen
 Raam Mansabdar
 Templar of Abalach-Re

Specific NPCs

Asaran
 Hukaa New Moons
 Keelorr Dark Moon
 Korno
 Leviath the Calm
 Mohaj
 Nanda Shatri
 Zar'kat Daar

GENERIC NPCs

Dray Agent: Male dray Tmp 6/Psion (telepath) 7; CR 14; Medium monstrous humanoid; HD 6d8+18 plus 7d4+21; hp 87; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +7; Grp +8; Atk +9 melee (1d8+2/x3, +1 *carrikal*) or +9 ranged (1d4+1/19-20, dagger); Full Atk +9/+4 melee (1d8+2/x3, +1 *carrikal*) or +9/+4 ranged (1d4+1/19-20, dagger); SA -; SQ

discipline (telepathy), fire resistance 10, light sensitivity, secular authority, rebuke undead 6/day; AL LE; SV Fort +10, Ref +6, Will +11; Str 13, Dex 14, Con 16, Int 17, Wis 13, Cha 16.

Skills and Feats: Bluff +19, Concentration +18, Diplomacy +23, Gather Information +19, Knowledge (psionics) +12, Knowledge (religion) +12, Sense Motive +17; Empower Power, Extend Spell, Greater Psionic Weapon, Hostile Mind, Inquisitor, Martial Weapon Proficiency (carrikal), Martial Weapon Proficiency (longsword), Psionic Weapon, Stand Still.

Templar Spells Known: (6/7/6/4; save DC 13 + spell level): 0 - *cure minor wounds, defiler scent, detect magic, detect poison, inflict minor wounds, mending, resistance, virtue*; 1st - *bless, command, cure light wounds, divine favor, inflict light wounds, shield of faith*; 2nd - *enthrall, hold person, undetectable alignment*; 3rd - *cure serious wounds, dispel magic*.

Psion Powers Known (power points 56, save DC 13 + power level): 1st - *conceal thoughts, deceleration*, inertial armor*, mind thrust*, psionic charm**; 2nd - *biofeedback*, ego whip*, psionic knock, read thoughts, thought shield**; 3rd - *crisis of breath*, forced share pain*, psionic blast*; 4th - *correspond, mindwipe**.

*Power can be augmented.

Possessions: +1 *carrikal*, *hat of disguise*, leather armor, 2 daggers (bone), amulet of the dragon.

Dray Commander: Male dray Tmp 8/Ftr 2; CR 11; Medium monstrous humanoid; HD 8d8+16 plus 2d10+4; hp 75; Init +2; Spd 20 ft.; AC 20, touch 12, flat-footed 18; Base Atk +8; Grp +11; Atk +13 melee (1d8+5/17-20, *metal longsword* +1); Full Atk +13/+8 melee (1d8+5/17-20, *metal longsword* +1); SA rebuke undead 6/day; SQ fire resistance 10, light sensitivity, secular authority; AL LE; SV Fort +11, Ref +4, Will +8; Str 16, Dex 14, Con 15, Int 11, Wis 14, Cha 16.

Skills and Feats: Bluff +14, Concentration +13, Diplomacy +18, Knowledge (warcraft) +2, Ride +4, Sense Motive +13; Craft Magic Arms and Armor, Empower Spell, Improved Critical (longsword), Mounted

Combat, Silent Spell, Weapon Focus (longsword).

Templar Spells Known: (6/7/7/6/3; save DC 13 + spell level): 0 – *cure minor wounds, defiler scent, detect magic, detect poison, guidance, inflict minor wounds, mending, resistance, virtue*; 1st – *bless, cure light wounds, divine favor, doom, inflict light wounds, shield of faith*; 2nd – *enthral, hold person, silence, undetectable alignment*; 3rd – *cure serious wounds, dispel magic, prayer*; 4th – *divine power, greater command*.

Possessions: Breastplate (braxat), +1 longsword (metal), dagger (bone), amulet of the dragon.

Dray Defiler: Male dray Wiz 5/Arch defiler 4; CR 10; Medium monstrous humanoid; HD 9d4+18; hp 42; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +5; Atk +5 melee (1d4+1/19-20, dagger) or +7 ranged (1d4+1/19-20, dagger); SA -; SQ casting time metamagic 1/day, fire resistance 10, light sensitivity, tainted aura; AL LE; SV Fort +6, Ref +5, Will +9; Str 12, Dex 16, Con 14, Int 17, Wis 12, Cha 10.

Skills and Feats: Bluff +10, Concentration +14, Disguise +12 (+14 acting), Intimidate +4, Knowledge (arcana) +15, Spellcraft +17; Agonizing Radius, Destructive Raze, Fast Raze, Great Fortitude, Scribe Scroll, Silent Spell, Still Spell.

Wizard Spells Prepared: (4/5/5/4/2/1; save DC 13 + spell level): 0 – *daze, detect magic, message* (2); 1st – *charm person* (2), *mage armor, magic missile, ray of enfeeblement*; 2nd – *bear's endurance, flaming sphere, hypnotic pattern, protection from arrows, still shocking grasp*; 3rd – *haste, lightning bolt, hold person, slow*; 4th – *silent lightning bolt, fire shield*; 5th – *cone of cold*.

Possessions: 2 daggers (bone), spellbook (sandstone).

Dray Footsoldier: Male dray Ftr 7; CR 8; Medium monstrous humanoid; HD 7d10+21; hp 64; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +7; Grp +10; Atk +11 melee (1d8+6/x4, impaler) or +10 ranged (1d6+3, javelin); Full Atk +11/+6 melee (1d8+6/x4, impaler) or +10/+5 (1d6+3, javelin); SA -; SQ fire resistance 10,

light sensitivity; AL LE; SV Fort +8, Ref +5, Will +2; Str 16, Dex 16, Con 16, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +13, Intimidate +9, Jump +13; Cleave, Diehard, Endurance, Power Attack, Quick Draw, Weapon Focus (impaler), Weapon Specialization (impaler).

Possessions: Leather armor (kalin), impaler, 2 javelins, dagger (bone).

Dray Kalin Rider: Male dray Ftr 6/Templar knight 3; CR 10; Medium monstrous humanoid; HD 9d10+18; hp 72; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +9; Grp +12; Atk +13 melee (1d8+6/19-20, metal longsword) or +12 ranged (1d6+3, javelin); Full Atk +13/+8 melee (1d8+6/19-20, metal longsword) or +12/+7 (1d6+3, javelin); SA smite 1/day; SQ *detect magic* at will, fearless presence, fire resistance 10, light sensitivity, secular authority, spellstoring 1/day; AL LE; SV Fort +10, Ref +6, Will +3; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Concentration +6, Diplomacy +6, Handle Animal +11, Jump +10, Ride +13; Mounted Combat, Quick Draw, Power Attack, Ride-By Attack, Spirited Charge, Trample, Weapon Focus (longsword), Weapon Specialization (longsword).

Templar Knight Spells Known (2/0; save DC 11 + spell level): 1st – *inflict light wounds, shield of faith*.

Possessions: Leather armor (kalin), longsword (metal), 2 javelins, dagger (bone), amulet of the dragon.

Dray Psion: Male dray Psion (telepath) 13; CR 14; Medium monstrous humanoid; HD 13d4+39; hp 73; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +6; Grp +7; Atk +7 melee (1d4+1/19-20, dagger) or +9 ranged (1d4+1/19-20, dagger); Full Atk +7/+2 melee (1d4+1/19-20, dagger) or +9 ranged (1d4+1/19-20, dagger); SA -; SQ discipline (telepathy), fire resistance 10, light sensitivity; AL LE; SV Fort +7, Ref +7, Will +9; Str 12, Dex 16, Con 16, Int 18, Wis 13, Cha 11.

Skills and Feats: Bluff +16, Concentration +19, Gather Information +16, Knowledge

(psionics) +20, Psicraft +22, Sense Motive +17; Burrowing Power, Chain Power, Delay Power, Expanded Knowledge, Inquisitor, Maximize Power, Overchannel, Talented.

Psion Powers Known (power points 173, save DC 14 + power level): 1st – *deceleration**, *inertial armor**, *mind thrust**, *missive**, *psionic charm**; 2nd – *biofeedback**, *ego whip**, *psionic knock*, *read thoughts*, *thought shield**; 3rd – *crisis of breath**, *false sensory input**, *forced share pain**, *psionic blast*; 4th – *aura sight**, *detect remote viewing*, *psionic dominate**, *schism*; 5th – *leech field**, *mind probe*, *power resistance*, *psychic crush**; 6th – *retrieve**, *psionic overland flight*, *temporal acceleration**; 7th – *ultrablaster*.

*Power can be augmented.

Possessions: 2 daggers (bone).

Dray Templar: Male dray Tmp 5/Templar of the scale 8; CR 14; Medium monstrous humanoid; HD 13d8+26; hp 88; Init +2; Spd 20 ft.; AC 22, touch 12, flat-footed 20; Base Atk +11; Grp +13; Atk +16 melee (1d8+5/x3, +2 *carrikal*); Full Atk +16/+11/+6 melee (1d8+5/x3, +2 *carrikal*); SA rebuke undead 6/day; SQ damage reduction 2/-, fire resistance 25, incite racial superiority, *inspire fear* 2/day, light sensitivity, lower enemy morale, secular authority; AL LE; SV Fort +12, Ref +5, Will +12; Str 14, Dex 14, Con 15, Int 12, Wis 14, Cha 17.

Skills and Feats: Concentration +18, Diplomacy +19, Knowledge (religion) +13, Knowledge (warcraft) +11, Spellcraft +11; Craft Magic Arms and Armor, Greater Spell Penetration, Heighten Spell, Martial Weapon Proficiency (*carrikal*), Martial Weapon Proficiency (longsword), Spell Penetration, Weapon Focus (*carrikal*).

Templar Spells Known (6/7/7/7/6/4; save DC 13 + spell level): 0 – *cure minor wounds*, *defiler scent*, *detect magic*, *detect poison*, *guidance*, *inflict minor wounds*, *mending*, *read magic*, *resistance*, *virtue*; 1st – *bleed*, *cure light wounds*, *divine favor*, *doom*, *inflict light wounds*, *shield of faith*; 2nd – *battlefield healing*, *enthrall*, *hold person*, *inflict moderate wounds*, *silence*, *undetected alignment*; 3rd – *animate dead*, *cure serious wounds*, *dispel magic*, *magic vestment*, *prayer*; 4th – *air walk*, *divine power*, *elemental burst*,

greater command; 5th – *elemental strike*, *mark of justice*, *true seeing*.

Possessions: +2 *breastplate* (braxat), +2 *carrikal*, dagger (bone), amulet of the dragon.

Dregoth's Bodyguard (5): CR 11; Huge undead; HD 14d12; hp 864*; Init +2; Spd 40 ft.; AC 26, touch 10, flat-footed 24; Base Atk +10; Grp +29; Atk +20 melee (2d8+16/x3, spear) or +19 melee (2d6+11, claw) or +11 ranged (2d8+8/, rock); Full Atk +20/+15 melee (2d8+16/x3, spear) and +14 melee (1d8+5 plus disease, bite); or +19/+19 melee (2d6+11, 2 claws) and +14 melee (1d8+5 plus disease, bite); or +11 ranged (2d8+8/, rock); Space/Reach 15 ft./15 ft.; SA disease, rock throwing; SQ holy element vulnerability, immunities, *raise dead* vulnerability, undead traits; AL NE; SV Fort +9, Ref +6, Will +5; Str 33, Dex 15, Con -, Int 14, Wis 12, Cha 13.

Skills and Feats: Climb +21, Jump +23, Listen +16, Search +5, Sense Motive +5, Spot +16, Survival +12; Cleave, Combat Reflexes, Great Cleave, Power Attack, Weapon Focus (spear).

Disease (Su): A thinking zombie's bite causes disease in its victim. A successful bite attack requires a **Fortitude** save (DC 18) from the victim. Failure means that the victim contracts the disease, which duplicates the effect of a *contagion* spell.

Holy Element Vulnerability (Ex): A holy element that is splashed or thrown onto a thinking zombie inflicts 2d4 points of damage.

Immunities (Ex): Electrical and cold-based attacks do only half damage to a thinking zombie. The creature is also immune to all mind-affecting effects and death magic.

Raise Dead Vulnerability (Ex): If a thinking zombie is subjected to a *raise dead* spell, it must make a **Fortitude** saving throw or be destroyed.

* The bodyguards have been enchanted by Dregoth with the epic spell *rift*, which multiplies their hit points by nine.

Elite Dray Commander: Male dray Tmp 8/Ftr 4; CR 13; Medium monstrous humanoid; HD 8d8+24 plus 4d10+12; hp

102; Init +2; Spd 20 ft.; AC 20, touch 12, flat-footed 18; Base Atk +10; Grp +13; Atk +15 melee (1d8+7/17-20, +1 metal longsword); Full Atk +15/+10 melee (1d8+7/17-20, +1 metal longsword); SA rebuke undead 6/day; SQ fire resistance 10, light sensitivity, secular authority; AL LE; SV Fort +13, Ref +7, Will +9; Str 16, Dex 14, Con 16, Int 11, Wis 14, Cha 16.

Skills and Feats: Bluff +14, Concentration +13, Diplomacy +18, Knowledge (warcraft) +4, Ride +6, Sense Motive +13; Craft Magic Arms and Armor, Empower Spell, Improved Critical (longsword), Lightning Reflexes, Mounted Combat, Silent Spell, Weapon Focus (longsword), Weapon Specialization (longsword).

Templar Spells Known (6/7/7/6/3; save DC 13 + spell level): 0 – *cure minor wounds, defiler scent, detect magic, detect poison, guidance, inflict minor wounds, mending, resistance, virtue*; 1st – *bless, cure light wounds, divine favor, doom, inflict light wounds, shield of faith*; 2nd – *enthral, hold person, silence, undetectable alignment*; 3rd – *cure serious wounds, dispel magic, prayer*; 4th – *divine power, greater command*.

Possessions: Breastplate (braxat), +1 longsword (metal), dagger (bone), amulet of the dragon.

Elite Dray Defiler: Male dray Wiz 5/Arch defiler 6; CR 12; Medium monstrous humanoid; HD 11d4+22; hp 51; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +6; Atk +6 melee (1d4+1/19-20, dagger) or +8 ranged (1d4+1/19-20, dagger); SA -; SQ casting time metamagic 1/day, fire resistance 10, light sensitivity, painful radius, tainted aura; AL LE; SV Fort +7, Ref +6, Will +10; Str 12, Dex 16, Con 14, Int 17, Wis 12, Cha 10.

Skills and Feats: Bluff +11, Concentration +16, Disguise +14 (+16 acting), Intimidate +4, Knowledge (arcana) +17, Spellcraft +19; Agonizing Radius, Destructive Raze, Exterminating Raze, Fast Raze, Great Fortitude, Scribe Scroll, Silent Spell, Still Spell.

Wizard Spells Prepared: (4/5/5/5/3/2/1; save DC 13 + spell level): 0 – *daze, detect magic, message* (2); 1st – *charm person* (2),

mage armor, magic missile, ray of enfeeblement; 2nd – *bear's endurance, flaming sphere, hypnotic pattern, protection from arrows, still shocking grasp*; 3rd – *haste, lightning bolt, hold person, slow, vampiric touch*; 4th – *silent lightning bolt, fire shield, stonewall*; 5th – *cone of cold, feeblemind*; 6th – *chain lightning*.

Possessions: 2 daggers (bone), spellbook (sandstone).

Elite Dray Footsoldier: Male dray Ftr 10; CR 11; Medium monstrous humanoid; HD 10d10+30; hp 89; Init +3; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +10; Grp +13; Atk +15 melee (1d8+6/x4, impaler) or +13 ranged (1d6+3, javelin); Full Atk +15/+10 melee (1d8+6/x4, impaler) or +13/+8 (1d6+3, javelin); SA -; SQ fire resistance 10, light sensitivity; AL LE; SV Fort +10, Ref +6, Will +3; Str 17, Dex 16, Con 16, Int 13, Wis 10, Cha 8.

Skills and Feats: Climb +13, Intimidate +12, Jump +13; Cleave, Combat Reflexes, Diehard, Endurance, Great Cleave, Greater Weapon Focus (impaler), Power Attack, Quick Draw, Weapon Focus (impaler), Weapon Specialization (impaler).

Possessions: Masterwork breastplate (braxat), impaler, 2 javelins, dagger (bone).

Elite Dray Kalin Rider: Male dray Ftr 6/Templar knight 5; CR 12; Medium monstrous humanoid; HD 11d10+22; hp 87; Init +3; Spd 20 ft.; AC 21, touch 13, flat-footed 18; Base Atk +11; Grp +14; Atk +15 melee (1d8+6/19-20, metal longsword) or +14 ranged (1d6+3, javelin); Full Atk +15/+10/+5 melee (1d8+6/19-20, metal longsword) or +14/+9/+4 (1d6+3, javelin); SA smite 2/day; SQ *detect magic* at will, fearless presence, fire resistance 10, light sensitivity, secular authority, spellstoring 1/day; AL LE; SV Fort +11, Ref +6, Will +3; Str 16, Dex 16, Con 14, Int 13, Wis 10, Cha 12.

Skills and Feats: Concentration +9, Diplomacy +9, Handle Animal +10, Jump +5, Ride +13; Cleave, Mounted Combat, Quick Draw, Power Attack, Ride-By Attack, Spirited Charge, Weapon Focus (longsword), Weapon Specialization (longsword).

Templar Knight Spells Known (2/1/-); save DC 11 + spell level): 1st – inflict light wounds, shield of faith; 2nd – inflict moderate wounds, hold person.

Possessions: Masterwork breastplate (braxat), longsword (metal), 4 javelins, dagger (bone), amulet of the dragon.

House M'ke Guard: Male human Ftr 6; CR 6; Medium humanoid (human); HD 6d10+12; hp 49; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +8; Atk +8 melee (1d8+2/19-20, macahuitl) or +8 ranged (1d8/x3, longbow); Full Atk +8/+3 melee (1d8+2/19-20, macahuitl) or +8/+3 ranged (1d8/x3, longbow); SA -; SQ -; AL CN; SV Fort +7, Ref +4, Will +4; Str 15, Dex 14, Con 14, Int 12, Wis 11, Cha 10.

Skills and Feats: Handle Animal +9, Intimidate +9, Knowledge (warcraft) +10, Ride +11; Cleave, Concentrated Fire, Great Cleave, Iron Will, Power Attack, Quick Draw, Shield Wall, Teamwork.

Possessions: chitin armor (kank), heavy wood shield, macahuitl, longbow, quiver with 20 arrows.

Human Follower of Korno: Male human Ftr 7; CR 7; Medium humanoid (human); HD 7d10+14; hp 57; Init +2; Spd 20 ft.; AC 15, touch 12, flat-footed 13; Base Atk +7; Grp +11; Atk +12 melee (1d8+7/19-20, masterwork bone longsword); Full Atk +12/+7 melee (1d8+7/19-20, masterwork bone longsword); SA -; SQ -; AL CN; SV Fort +7, Ref +4, Will +3; Str 18, Dex 14, Con 14, Int 13, Wis 12, Cha 10.

Skills and Feats: Bluff +5, Climb +11, Intimidate +12, Jump +11; Combat Expertise, Cleave, Great Cleave, Improved Disarm, Power Attack, Quick Draw, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: hide armor (mekillot), masterwork longsword (bone).

Mul Follower of Korno: Male mul Gld 6; CR 7; Medium humanoid (mul); HD 6d12+12; hp 56; Init +2; Spd 20 ft.; AC 15, touch 12, flat-footed 13; Base Atk +6; Grp +10; Atk +11 melee (1d6+6/x4, impaler); Full Atk +11/+6 melee (1d6+6/x4, impaler);

SA -; SQ arena guile +3, armor optimization (hide armor), mercy, no mercy, uncanny dodge, mul traits; AL CN; SV Fort +7, Ref +4, Will +3; Str 19, Dex 14, Con 15, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +10, Climb +8, Intimidate +9, Sense Motive +9, Tumble +8; Exotic Weapon Proficiency (talid), Exotic Weapon Proficiency (wrist razor), Improved Feint, Improved Unarmed Strike, Mekillothead, Quick Draw, Weapon Focus (impaler).

Possessions: hide armor (mekillot), impaler (bone).

Nightrunner Cleric: Male elf Cle 7; CR 7; Medium humanoid (elf); HD 7d8+7; hp 42; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +5; Grp +6; Atk +6 melee (1d8+1, heavy mace) or +6 ranged (1d6+1/x3, composite shortbow [+1 Str bonus]; SA turn undead 4/day; SQ elf traits; AL LN; SV Fort +6, Ref +5, Will +8; Str 12, Dex 13, Con 12, Int 10, Wis 16, Cha 13.

Skills and Feats: Concentration +11, Heal +8, Spellcraft +5; Brew Potion, Lightning Reflexes, Rotate Lines.

Clerics Spells Prepared: (6/6/5/4/2; save DC 13 + spell level): 0 – detect magic, guidance (2), light, mending, resistance; 1st – bane, bless (2), command, divine favor, magic stone*; 2nd – aid, bear's endurance, bull's strength, heat metal*, hold person, resist energy; 3rd – dispel magic (2), searing light, spike stones*; 4th – greater magic weapon, giant vermin*.

* Domain spell. *Domains:* Meek of the Land (rebuke/command vermin), Mountain's Fury (no armor check penalty to Climb and Balance checks while touching the ground and both hands are free).

Possessions: shell armor, heavy mace, composite shortbow, 20 normal arrows, bone holy symbol, 2 potions of cure light wounds (bone fetish).

Nightrunner Defiler: Female elf Wiz 5/Arch defiler 4; CR 9; Medium humanoid (elf); HD 9d4; hp 24; Init +3; Spd 40 ft.; AC 13, touch 13, flat-footed 10; Base Atk +4; Grp +4; Atk +4 melee (1d4/19-20, dagger) or +7 ranged (1d4/19-20, dagger); SA -; SQ casting time metamagic 1/day, tainted aura, elf

traits; AL LE; SV Fort +4, Ref +5, Will +9; Str 10, Dex 16, Con 10, Int 17, Wis 12, Cha 10.

Skills and Feats: Bluff +10, Concentration +12, Disguise +12 (+14 acting), Intimidate +4, Knowledge (arcana) +15, Spellcraft +17; Agonizing Radius, Destructive Raze, Empower Spell, Fast Raze, Great Fortitude, Maximize Spell, Scribe Scroll.

Wizard Spells Prepared: (4/5/5/4/2/1; save DC 13 + spell level): 0 – daze, detect magic (2), ghost sound; 1st – mage armor, magic missile (2), shield, shocking grasp; 2nd – blindness/deafness, cat's grace, false life, invisibility, summon swarm; 3rd – empowered ray of enfeeblement, fireball, nondetection, wind wall; 4th – dimension door, wall of fire; 5th – empowered fireball.

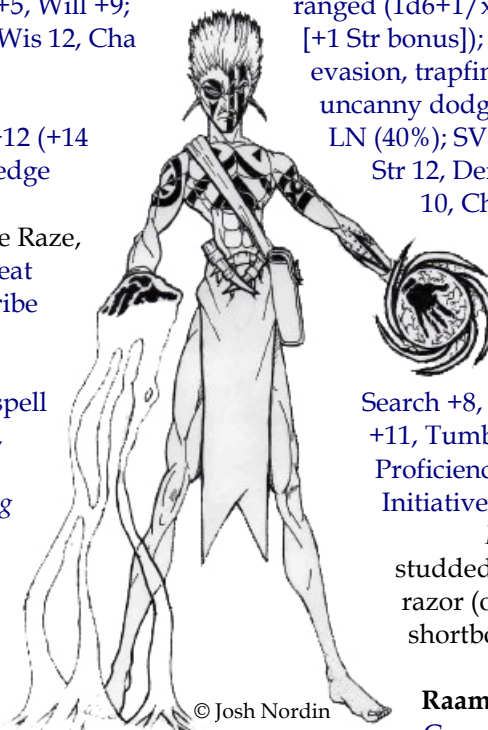
Possessions: 2 daggers (bone), scroll of telekinesis (papyrus), spellbook (tattoos).

Nightrunner Fighter: Male and female elf Ftr 5; CR 5; Medium humanoid (elf); HD 5d10+5; hp 37; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 17; Base Atk +5; Grp +7; Atk +8 melee (1d8+4/18-20, elven longblade) or +8 ranged (1d8+2/x3, composite longbow [+2 Str bonus]); SA -; SQ elf traits; AL LE (70%), LN (30%); SV Fort +5, Ref +4, Will +1; Str 15, Dex 16, Con 12, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +0, Intimidate +8, Jump +0; Improved Initiative, Point Blank Shot, Quick Draw, Weapon Focus (elven longblade), Weapon Specialization (elven longblade).

Possessions: Breastplate (spinewyrm), heavy wood shield, elven longblade, composite longbow [+2 Str bonus], 20 normal arrows.

Nightrunner Rogue: Male and female elf Rog 6; CR 6; Medium humanoid (elf); HD 6d6; hp 23; Init +8; Spd 40 ft.; AC 17, touch 14, flat-footed 13; Base Atk +4; Grp +5; Atk +8 melee (1d6+1/18-20, wrist razor) or +8



ranged (1d6+1/x3, composite shortbow [+1 Str bonus]); SA sneak attack +3d6; SQ evasion, trapfinding, trap sense +2, uncanny dodge, elf traits; AL LE (60%), LN (40%); SV Fort +2, Ref +9, Will +2; Str 12, Dex 18, Con 10, Int 13, Wis 10, Cha 12.

Skills and Feats: Appraise +10, Bluff +10, Diplomacy +12, Hide +13, Listen +11, Move Silently +11, Search +8, Sleight of Hand +13, Spot +11, Tumble +12; Exotic Weapon Proficiency (wrist razor), Improved Initiative, Weapon Finesse.

Possessions: masterwork studded leather armor, wrist razor (obsidian), composite shortbow, 20 normal arrows.

Raam Citizen: Male and female Com 1; CR ½; hp 4; AC 10; Full Atk +0 melee (1d6, club); SV Fort +0, Ref +0, Will +0.

Possessions: club, 1d4 bits, 1d4 beads.

Raam Mansabdar: Male and female human War 1; CR ½; hp 9; AC 14, touch 10, flat-footed 14; Full Atk +3 melee (1d8+1/19-20, macahuitl); Fort +3, Ref +0, Will +0; Str 12, Dex 11, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Intimidate +4, Ride +4; Teamwork, Weapon Focus (macahuitl).

Possessions: leather armor (carru), wood heavy shield, macahuitl, 1d6 bits, 1d6 beads.

Templar of Abalach-Re: Male and female human templar 3; CR 3; Medium humanoid (human); HD 3d8+3; hp 20; Init +0; Spd 30ft.; AC 14, touch 10, flat-footed 14; Base Atk +2; Grp +4; Atk +4 melee (1d6+1/18-20, bone scimitar); Full Atk +4 melee (1d6+1/18-20, bone scimitar); SA sigil, rebuke undead 3/day; SQ secular authority, SV Fort +4, Ref +1, Will +5; AL LN; Str 14, Dex 10, Con 12, Int 10, Wis 15, Cha 11.

Skills and Feats: Appraise +6, Diplomacy +8, Intimidate +6, Sense Motive +8, Spellcraft +6; Cleave, Martial Weapon Proficiency (greatclub), Martial Weapon

Proficiency (scimitar), Power Attack, Weapon Focus (scimitar).

Possessions (each): bone scimitar, wood large shield, leather armor, 1d6+1 sp and 3d4 cp.

SPECIFIC NPCs

Asaran: Male human Ftr 7; CR 7; Medium humanoid (human); HD 7d10+14; hp 57; Init +6; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +7; Grp +11; Atk +12 melee (1d8+5/19-20, masterwork bone longsword); Full Atk +12/+7 melee (1d8+5/19-20, masterwork bone longsword); SA -; SQ -; AL CN; SV Fort +7, Ref +4, Will +3; Str 18, Dex 14, Con 14, Int 13, Wis 12, Cha 10.

Skills and Feats: Climb +9, Intimidate +10, Jump +9, Knowledge (Warcraft) +11; Combat Expertise, Dodge, Improved Disarm, Improved Initiative, Mobility, Rotate Lines, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: hide armor (inix), wood heavy shield, masterwork longsword (bone).

Asaran is a veteran mercenary captain who used to work for House M'ke, but after the merchant family's indecisive response to the dray threat, Asaran and his men deserted to join Leviath the Calm's forces. Most of his men died in the battle at the Southern Gate. The few survivors later regrouped and are now helping Raamites find their way to the Noble District, where they will be safer.

Asaran is a headstrong but battle-tempered mercenary. His tanned face is rough from the stinging winds of the desert, his grin misses a couple of teeth, and his chin regularly has two or three day old stubble.

Hukaa New Moons: Female elf Rog 15/Dune trader 5; CR 20; Medium humanoid (elf); HD 20d6+20; hp 92; Init +5; Spd 40 ft.; AC 21, touch 15, flat-footed 16; Base Atk +14; Grp +17; Atk +19 melee

(1d8+5/15-20, +2 *elven longblade*) or +22 ranged (1d6+3/x3, masterwork composite shortbow [+3 Str bonus] with +3 *arrows*); Full Atk +19/+14/+9 melee (1d8+5/15-20, +2 *elven longblade*) or +22/+17/+12 ranged (1d6+3/x3, masterwork composite shortbow [+3 Str bonus] with +3 *arrows*); SA sneak attack +8d6; SQ agent, allies, contact 3/week, fast talk, improved evasion, improved uncanny dodge, integrative bargaining, slippery mind, trapfinding, trap sense +5, elf traits; AL LE; SV Fort +7, Ref +15, Will +11; Str 16, Dex 20, Con 12, Int 19, Wis 14, Cha 19.

Skills and Feats: Appraise +26, Bluff +29, Diplomacy +31, Gather Information +29, Hide +28, Listen +27, Move Silently +28, Profession (merchant) +17, Search +31, Sense Motive +25, Sleight of Hand +28, Spot +27, Tumble +18; Improved Critical (elven longblade), Investigator, Leadership, Martial Weapon Proficiency (elven longblade), Quick Draw, Trader.

Possessions: +3 *studded leather armor* (carru), +2 *elven longblade*, +3 *dagger* (obsidian), masterwork composite shortbow [+3 Str bonus], 20 +3 *arrows*.

Hukaa New Moon has been chief of the Night Runners tribe for more than 20 years, taking over the role when her father felt the weight of his great age slowing his once lightning-fast reflexes. As Hukaa herself is fast approaching middle age, she has taken a greater interest in training her children so that at least one of them will be prepared to lead the tribe when she finally decides to step down. For now, she sees that event happening far in the future. Because she understands the mercantile arts as well as the shadow arts, Hukaa has striven to make the Night Runners operate like a successful merchant house. All operations are organized and administered in an orderly fashion, and all missions are viewed as profit-making ventures. While she allows her advisors and clan leaders the freedom to operate independently of her control, she likes to stay involved in the day-to-day operations of the tribe. To facilitate this, Hukaa requests frequent meetings and

updates so that she can stay on top of her tribe's activities.

The Night Runners learned of the dray army when it began moving towards Raam and Hukaa ordered all elves to the Tradesmen District, to defend their newly acquired territory. She realizes the dray wish to capture live Raamites, and is fighting tooth-and-claw to prevent her people from becoming sacrifices to Dregoth.

Hukaa has sun-bleached white hair that shines around her well-tanned face. Her great beauty has served her as well as her thieving and trading skills over the years, and she seems to have only become more beautiful with age.

Keelorr Dark Moon: Female elf Ftr 4/Rog 3/Assassin 5/Shadow dancer 3; CR 15; Medium humanoid (elf); HD 4d10+8 plus 8d6+16 plus 3d8+6; hp 98; Init +8; Spd 40 ft.; AC 19, touch 14, flat-footed 15; Base Atk +11; Grp +14; Atk +16 melee (1d8+7/18-20, +1 *elven longblade*) or +16 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); Full Atk +16/+11/+6 melee (1d8+7/18-20, +1 *elven longblade*) or +16/+11/+6 ranged (1d8+3/x3, masterwork composite longbow [+3 Str bonus]); SA death attack, sneak attack +5d6; SQ darkvision, evasion, hide in plain sight, improved uncanny dodge, poison use, save bonus against poison +2, *shadow illusion*, summon shadow, trapfinding, trap sense +1, elf traits; AL LE; SV Fort +9, Ref +15, Will +4; Str 17, Dex 19, Con 14, Int 14, Wis 11, Cha 18.

Skills and Feats: Bluff +12, Climb +11, Disguise +13, Gather Information +12, Hide +20, Intimidate +12, Jump +10, Listen +10, Move Silently +20, Perform (dance) +18, Search +11, Sleight of Hand +11, Spot +10, Tumble +13; Combat Expertise, Combat Reflexes, Dodge, Mobility, Improved Initiative, Spring Attack,

Weapon Focus (elven longblade), Weapon Specialization (elven longblade), Whirlwind Attack.

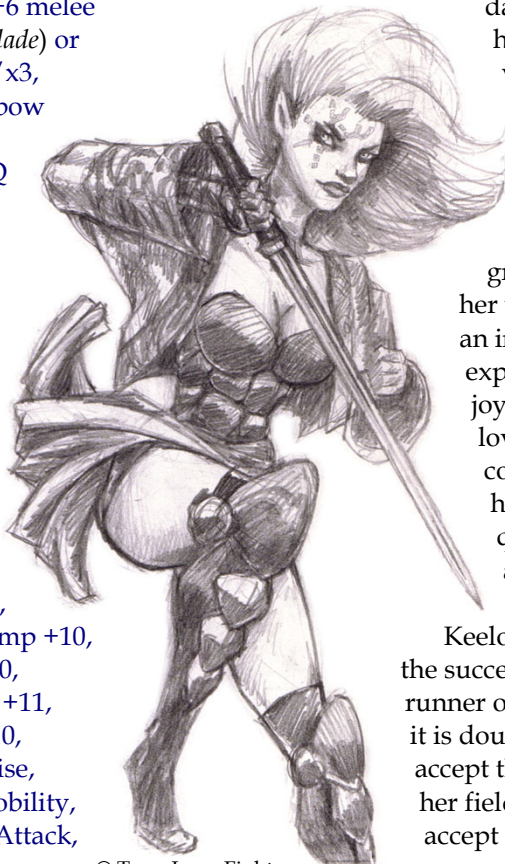
Assassin Powers Known (power points 12, save DC 12 + power level): 1st – *disguise self*, *feather fall*, *true strike*; 2nd – *invisibility*; 3rd – *deep slumber*.

Possessions: +1 *chitin armor*, +1 *elven longblade*, masterwork composite longbow [+3 Str bonus], 20 masterwork arrows.

Keelorr Dark Moon is an accomplished assassin who uses stealth and misdirection to complete her missions, much as other assassins use poisons and ranged weapons. She almost always takes on an assumed role, pretending to be a beggar or dancing girl, a serving wench or a common trader in order to get close to her target and beneath his or her guard. Her favorite role is that of an elven dancer.

Keelorr's dancing skills are so great that she often headlines at the Tent of the Dancing Swords in the Sky Singer's market. She lavishes attention on those she has been hired to murder, flirting mercilessly and dancing only for them. It is her practice to give her victims one last moment of joy before she strikes, making them happy with her dancing, her smile, or the welcoming attention of her large gray eyes. If she can make her victims love her, even for an instant, then she experiences her own sense of joy. Once this ritual she loves to perform has been completed, she carries out her mission. Her kills are quick, painless, and accomplished with hardly any struggle.

Keelorr has been mentioned as the successor to the current master runner of the Dark Moon clan, but it is doubtful that she would accept the position, for she enjoys her field work much too well to accept a leadership role.



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However, during this time of crisis, Keelorr has been selected as second in command to lead the Night Runners in the fight against the dray invaders – a role she quickly accepted and manages quite well.

Korno: Male mul Brt 1/Gld 4/Arena champion 4; CR 10; Medium humanoid (mul); HD 9d12+36; hp 100; Init +3; Spd 40 ft.; AC 17, touch 13, flat-footed 14; Base Atk +9; Grp +14; Atk +16 melee (1d8+10/19-20, +1 *lotulis*); Full Atk +16/+11 melee (1d8+10/19-20, +1 *lotulis*); or +14/+9 melee (1d8+8/19-20, +1 *lotulis*) and +14 melee (1d8+5/19-20, +1 *lotulis*); SA -; SQ arena guile +2, crowd support +1, fast movement, mercy, rage 1/day, reputation, signature move (+1 dodge bonus to AC when fighting defensively or using total defense), uncanny dodge, weapon mastery, mul traits; AL CN; SV Fort +14, Ref +5, Will +4; Str 21, Dex 16, Con 19, Int 14, Wis 13, Cha 15.

Skills and Feats: Balance +15, Climb +17, Intimidate +16, Jump +17, Perform +14, Sense Motive +13; Exotic Weapon Proficiency (*lotulis*), Improved Feint, Improved Unarmed Strike, Leadership, Mekillothead, Two-Weapon Fighting, Weapon Focus (*lotulis*).

Possessions: +2 *leather armor* (carru), +1 *lotulis* (metal), widow's knife (bone).

Korno, a former champion of Raam's arena, ran a loosely knit slave community for those who had nowhere to go following the death of Abalach-Re. Though he spoke of freedom from hardship and oppression, Korno is no better than the slave taskmasters of the past. The slaves that have come to the ex-gladiator in search of a better life have continued to be treated as slaves, working without wages to pamper Korno and his best warriors. On the other hand, despite his group's only modest size, Korno has some of the best warriors in the city. Many ex-slaves feel that it is better to live under the persecution and protection of Korno than to die at the hands of the other factions of the city.

As the forces of Dregoth began their approach to the city Korno's band was

caught totally unaware. The former arena champion didn't even have a sword in his hand when the enemy demolished the southern gate and swarmed into the city. Korno was still gathering his wits when a large group of dray came knocking at his door (literally). It was all the gladiator could do to fall back towards the Noble District with a small handful of his best warriors. The rest of his band was either killed or brought before Dregoth, their fate sealed.

Korno has become mentally unstable after his defeat at the hands of the dray, with everything he has attained taken from him. The mul's leadership has become more unstable, and Korno's furious rage (known from the arena) has manifested in uncontrolled outbursts.

Leviath the Calm: Male half-giant Psion (shaper) 9; CR 10; Large Giant; HD 2d8+6 plus 9d4+27; hp 68; Init -1; Spd 40 ft.; AC 11, touch 9, flat-footed 11; Base Atk +5; Grp +15; Atk +10 melee (1d4+6, unarmed); SA -; SQ discipline (metacreativity), half-giant traits; AL LN; SV Fort +9, Ref +2, Will +7; Str 22, Dex 8, Con 16, Int 15, Wis 8, Cha 13.

Skills and Feats: Climb +11, Concentration +13, Diplomacy +9, Jump +11, Knowledge (psionics) +11, Listen +4, Psicraft +8, Sense Motive +4, Spot +4; Expanded Knowledge, Iron Will, Mind Over Body, Negotiator, Open Minded, Stand Still.

Psion Powers Known (power points 81, save DC 12 + power level): 1st – *detect psionics, inertial armor*, matter agitation, missive*, psionic minor creation*; 2nd – *biofeedback*, detect hostile intent, energy stun*, psionic tongues, thought shield**; 3rd – *body purification, dispel psionics, ectoplasmic cocoon, psionic blast*; 4th – *aura sight*, detect remote viewing, psionic fabricate, quintessence*; 5th – *adapt body, tower of iron will**.

*Power can be augmented.

Possessions: Breechcloth.

Born in the slave pens of Draj forty years ago, Leviath the Calm was sold to a noble house at an early age by a greedy templar (who was later slain for selling the sorcerer-king's slaves without authorization). Since

the templar kept no records of his transactions, the young half-giant was never returned to the pens and the noble that purchased him never came forward out of fear for his life. In fact, the noble hid Leviath from the prying eyes of others for several years, living in fear that other templars would arrest him if they discovered he owned "stolen property." It was during this seclusion that Leviath learned of the Way.

Also in the service of the noble house that had purchased Leviath was an aged dwarf by the name of Barguss. Most nobles considered it fashionable to have psionicists as either slaves or hirelings, and this was the case with Barguss. After a short time Leviath became friends with the dwarf, and the noble lord hit upon the idea that the half-giant could become his next servant of the Way, but a cheaper slave rather than a hireling.

Shortly after Leviath began his psionic training, the templars of King Tectuktitlay came to the noble's house—but not in search of Leviath. It seems the half-giant was not the only piece of "illegal" property owned by the noble, and he and his family were sentenced to the arena for crimes known to (or fabricated by) the templars. Fortunately, neither Barguss nor Leviath were at the estate when the templars came, as the dwarf was a freeman and Leviath's daily lessons were conducted in the wastes outside the city walls. When Barguss learned of the noble's arrest he used the Way to sneak back into the sealed estate to obtain his belongings, and left Draj never to return.

For many years, Leviath and Barguss traveled the lands of Athas, all the while the old dwarf teaching everything he knew—and believed in—to his student. After a time Barguss felt it was time to teach Leviath about peace and serenity outside the Tablelands, so he took his pupil to the safest place he knew on all of Athas—New Kurn. It was there Leviath learned the teachings of Oronis of Kurn, the great scholar and avangion whose secret city the half-giant believed was the closest thing to paradise he had ever seen. Soon after arriving in New Kurn, Barguss died. Before his death he told Leviath to make sure he passed on his

knowledge to the rest of the world, else all he had learned would disappear.

Leviath studied in New Kurn for many years to become a skilled psion, but this was not the half-giant's forte. The teachings of Barguss, and later Oronis, had taught Leviath a compassion and tranquility that is difficult to attain on Athas. After spending over two decades in New Kurn, Leviath exiled himself from that paradise in order to fulfill Barguss' last wish—to teach Athas that there can be a better peace for everyone in the world. Only days after Abalach-Re was pronounced dead somewhere on the Ivory Plain, and the riots of Raam had begun, Leviath arrived in the city-state of the dead sorcerer-queen to spread his soothing words of harmony and tranquility. Since that day two years ago, many Raamites have flocked to the half-giant's banner believing the strength of his words.

Mohaj: Male human Ftr 7; CR 7; Medium humanoid (human); HD 7d10+21; hp 64; Init +5; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +7; Grp +9; Atk +10 melee (1d8+2/19-20, masterwork macahuitl) or +8 ranged (1d8/x3, longbow); Full Atk +10/+5 melee (1d8+2/19-20, masterwork macahuitl) or +8/+3 ranged (1d8/x3, longbow); SA -; SQ -; AL CN; SV Fort +9, Ref +4, Will +7; Str 14, Dex 13, Con 16, Int 12, Wis 14, Cha 15.

Skills and Feats: Handle Animal +12, Intimidate +12, Knowledge (warcraft) +11, Ride +13; Concentrated Fire, Dodge, Improved Initiative, Iron Will, Protective, Quick Draw, Shield Wall, Teamwork.

Possessions: +1 cloak of resistance, breastplate (ankheg), heavy wood shield, masterwork macahuitl, longbow.

Mohaj is a House M'ke agent charged with preventing outsiders from gaining access to the M'ke trade emporium during the dray invasion.

Mohaj is mostly loyal and follows his orders, but his loyalty is first and foremost to himself. He is unlikely to pursue any action that can cause him grief (or worse) from his employers, and to those who don't know him he can be perceived as hostile.

Nanda Shatri: Female human Wiz 7/Psion (telepath) 4/Veiled One 10; CR 21; Medium humanoid (human); HD 21d4+63; hp 117; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +9; Grp +11; Atk +11 melee (1d3+2, unarmed); Full Atk +11/+6 melee (1d3+2, unarmed); SA -; SQ alliance secrets (glyph resistant, spell bane, study), spell archive, , subdual magic, twin casting; AL LG; SV Fort +9, Ref +8, Will +20; Str 14, Dex 15, Con 17, Int 19, Wis 18, Cha 18.

Skills and Feats: Bluff 20, Concentration +23, Decipher Script +24, Diplomacy +19, Disguise +20 (+22 acting), Gather Information +12, Knowledge (arcana) +34, Knowledge (history) +10, Knowledge (local [Raam]) +12, Knowledge (nobility and royalty) +9, Knowledge (psionics) +12, Profession (herbalist) +8, Sense Motive +10, Spellcraft +26; Brew Potion, Craft Wondrous Item, Eschew Materials, Extend Spell, Heighten Spell, Leadership, Negotiator, Psionic Meditation, Scribe Scroll, Silent Spell, Skill Focus (Knowledge [arcana]), Spell Penetration, Still Spell, Widen Spell.

Wizard Spells Prepared:
(4/5/5/5/5/4/4/3/2/1; save DC 14 + spell level): 0 – *detect magic, ghost sound, open/close, read magic*; 1st – *charm person, mage armor, magic missile, shield, sleep*; 2nd – *fog cloud, mirror image, misdirection, rope trick, spider climb*; 3rd – *dispel magic, nondetection, stinking cloud, slow, tongues*; 4th – *confusion, fire shield, silent still invisibility, shout, wall of fire*; 5th – *dominate person, hold monster, telekinesis, teleport*; 6th – *globe of invulnerability, greater dispel magic, greater heroism, true seeing*; 7th – *heightened confusion, mass hold person, spell turning*; 8th – *mass charm monster, power word stun*; 9th – *wail of the banshee*.

Psion Powers Known (power points 25, save DC 14 + power level): 1st – *attraction**, *detect psionics, know direction and location, mindlink**, *sense link**; 2nd – *aversion**, *detect hostile intent, id insinuation, mind trap**.

*Power can be augmented.

Possessions: spellbook (glass bead strings).

The 177th child of the sorcerer-queen Abalach-Re, Nanda Shatri was outcast from her mother's palace at an early age. She was

later adopted by palace servants and grew to be a resourceful and determined woman. Through many endeavors Nanda earned a fair amount of money that she invested in the finest teacher of magic she could find. Following the death of her adopted parents, Nanda returned to Raam to confront her true mother. During the meeting Nanda requested authority of Raam's crematory from the sorcerer-queen – who quickly agreed – happy to entrust the unpleasant job to someone competent. Within weeks of Nanda taking control of the crematory, it became the headquarters of Raam's faction of the Veiled Alliance.

For two decades Nanda led the Alliance faction of Raam, and in that time progressed as far as possible in her magical studies. She learned of the existence, and death, of the avangion named Korgunard from an Alliance contact in Urik, and investigating further, she discovered that only a psionically-tuned mind can contain the power needed to become a creature of such power. So at the age of 53, Nanda joined a class of noble children at Raam's Academy for the Way, and though she has progressed far in the past eight years, she does not believe her progress has been quick enough.

While studying psionics during the day, Nanda researched the avangion transformation at night – but has become aggravated at her lack of progress. Nanda obtained some information from the Alliance of Urik about the avangion Korgunard, who had obtained the avangion metamorphosis spell from some unknown party. She has failed to duplicate the spell, however. Coupled with her slow progress in psionic advancement, this has made her wonder if Korgunard's transformation can ever be repeated.

Nanda is a small, heavy-set woman in her late fifties. Since the death of her mother two years ago, Nanda has dropped her title of outcast, and dresses in whatever style is currently fashionable. Her hair is gray and waist length, her eyes green, and her voice is almost as deep as a man's. Nanda loves to talk for hours on dozens of subjects, but is extremely interested in the topics of preserving magic and psionics.

Zar'kat Daar: Male dray Tmp 5/Templar of the Scale 5/Templar Knight 5; CR 16; Medium monstrous humanoid; HD 10d8+50 plus 5d10+25; hp 151; Init +3; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +13; Grp +17; Atk +19 melee (1d8+7/17-20, +1 *wounding lotulis*); Full Atk +17/+12/+7 melee (1d8+5/17-20, +1 *wounding lotulis*) and +19/+14 melee (1d8+5/17-20, +3 *defending lotulis*); SA rebuke undead 7/day; damage reduction 1/-, *detect magic* at will, fearless presence, fire resistance 20, incite racial superiority, *inspire fear* 1/day, light sensitivity, lower enemy morale, secular authority, smite 2/day, spellstoring 1/day; AL LN; SV Fort +17, Ref +6, Will +11; Str 18, Dex 17, Con 21, Int 13, Wis 15, Cha 18.

Skills and Feats: Bluff +10, Concentration +20, Diplomacy +18, Knowledge (religion) +9, Knowledge (warcraft) +10, Ride +6, Sense Motive +15, Spellcraft +6; Expertise, Improved Critical (lotulis), Improved Two-Weapon Fighting, Leadership, Protective, Two-Weapon Fighting, Weapon Focus (lotulis).

Templar Spells Known (6/7/7/7/5; save DC 14 + spell level): 0 – *cure minor wounds, defiler scent, detect magic, detect poison, guidance, inflict minor wounds, mending, resistance, virtue*; 1st – *bless, cure light wounds, divine favor, doom, hand of the sorcerer-king, shield of faith*; 2nd – *battlefield healing, hold person, remove paralysis, silence, zone of truth*; 3rd – *cure serious wounds, dispel magic, magic vestment, prayer*; 4th – *divine power, greater command, status*.

Templar Knight Spells Known (2/2/1; save DC 14 + spell level): 1st – *entropic shield, cure light wounds*; 2nd – *bear's endurance, bull's strength*; 3rd – *invisibility purge*..

Possessions: Full plate (braxat), +1 *wounding*/+3 *defending lotulis*, dagger (bone), amulet of the dragon, *scroll of true seeing* (CL 14).

Zar'kat Daar is Dregoth's favored general and war templar, ranked supreme commander of the dray forces. His secular authority is second only to Mon Adderath and Absalom. Zar'kat rose through the

ranks of the dray templarate before attracting Dregoth's attention. Dregoth promoted Zar'kat to be one of his war champions, and the dray did not disappoint his lord. After years of excellent service, Zar'kat became supreme commander of Dregoth's forces.

Zar'kat is a tall and powerful warrior in his own right, but with his strong presence and sense of leadership he is an even more powerful commander. Zar'kat is loyal, efficient, and respected by all dray. On the battlefield the dray supreme commander wears dark braxat plate armor with a full face helmet designed to take his two curved horns into account.

APPENDIX II: Maps



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Map of Raam



Map of the Noble's Menagerie



Night Runners vs. Dray battle map



Dray Occupation of Raam

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