

Dregoth Ascending

Part III:

The Ascension

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A Dark Sun adventure for characters of levels 14-18.

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Dregoth Ascending	1
1. DM's INFORMATION	8
2. APPROACHING GIUSTENAL	8
3. THE CALLER	9
4. TAR PITS	11
5. ROCS	12
6. SILT SEA	12
7. STATUS OF GIUSTENAL	13
8. CITY WALLS	14
9. CITY GATES	15
10. TEMPLE	15
11. DISTRICT RUINS	16
12. ARENA	17
13. DREGOTH'S PALACE	17
14. BLACK TOWER	18
15. BLASTED SPIRE	18
16. MON ADDERATH	19
17. APPROACHING THE PRISTINE TOWER	21
18. CALL OF CHAMPIONS	22
19. BOGO FOREST	23
20. BLOSSOM FIELDS	25
21. GATEHOUSE	25
22. KYST	26
23. THE PRISTINE TOWER	27
24. LIMESTONE POOL	28
25. STEEPLE OF CRYSTALS	28
26. CONFRONTATION	31
27. AFTERMATH	34
APPENDIX I: NPCs	37
APPENDIX II: Artifacts	47
APPENDIX III: New monsters	51
Caller in Darkness, Giustenal	51
Floater, Carnivorous	52
Giant, Shadow (Greater)	54
APPENDIX IV: Dregoth	56
APPENDIX V: The Pristine Tower	61
Open Game License	72

In order to play Part II of *Dregoth Ascending*, you will need the *Dark Sun 3 Core Rules* and *Terrors of Athas*, available as free downloads from the official Dark Sun site, www.athas.org, as well as *The Dungeon Master Guide*, *Player's Handbook*, *Monster Manual*, and the *Expanded Psionics Handbook*. 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 found in the caverns beneath Giustenal. During his travels Dregoth discovered the presence and worshipping of actual true gods, something 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. The Dread Lord of New Giustenal traveled to countless worlds in a variety of disguises, researching hundreds of factions and cults, good and evil, to learn the true nature of gods and their devotees. Dregoth has only recently returned to Athas in the wake of the events of the *Prism Pentad*, and is now putting events in motion, hoping to become Athas' first true god.

After another two years of research, in addition to his previous study of the multiverse, Dregoth uncovered the reason why the gods of the planes have never turned their attentions towards the world of Athas. The spiritual conduits that allow the gods of other worlds to draw strength from their worshipers don't exist on Athas, and so the powers of the planes have turned away from the inhabitants since the earliest days of existence. The spiritual conduits have been replaced by elemental conduits, strongly linking the world of Athas to the elemental Inner Planes. Dregoth has theorized the presence of the Gray, the endless limbo where Athasians go when they die, is responsible; because of the Gray, spiritual conduits cannot be linked to Athas. 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 shall 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. This spell was 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 devised a spell he believes shall 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 is going to use to cast the final stages of the spell. Lastly, 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-monarch or other entity could develop and cast the spell are microscopic.

The *godhood* spell is cast in eight stages. As each stage of the spell is cast, the spell levels a divine spellcaster can prepare decrease. Any spells prepared prior to the casting are not lost, but once they're cast they cannot be prepared again for the duration of the adventure. 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.

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 do. This stage of the spell is mostly a preparation for stages to come, cutting off higher 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 by all divine spellcasters of 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 takes the form of 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. Additionally, all spells that summon creatures with the elemental type or subtypes fail in the attempt.

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

Stage Five: This is the third of four stages of the spell that prepare Dregoth for the evolution from mortal to god cast from the Dread Palace in New Giustenal. The completion of this stage results in the loss of 6th-level spells. 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 at the completion of this stage.

Stage Six: This is the last of the four stages cast from the Dread Palace in New Giustenal. The completion of this stage results in the loss of 5th-level spells. At the conclusion of this stage Dregoth leaves New Giustenal for the Pristine Tower to execute the final two stages, leaving High Templar Mon Adderath in charge of his underground city.

Stage Seven: This is the second to last stage of the spell designed to prepare the conduits to make the switch from the Inner to the Outer Planes upon completion of the final stage. The conclusion of this stage results in the loss of 4th-level spells and the 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'll 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 is the most critical portion of the spell, one requiring Dregoth's near undivided attention to complete. It is at this point the PCs have a chance to disturb Dregoth's casting. It is also here the PCs may have to go head to head with the mighty Champion of Rajaat.

Divine spellcasters are able to "feel" the completion of each stage of the *godhood* spell being cast as their connection with the Inner Planes becomes more defunct. A divine spellcaster can only "feel" a stage being completed if he can cast spells of a spell level that is affected, i.e. if a cleric can cast 8th-level spells, he does not "feel" the spell 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.

ABSALOM'S SPEECH

"The Day of Light is past and we have triumphed, but the Coruscation is not over. While we stand here in the ruined city of our human ancestors, our exalted Lord Dregoth uses the power taken from the loathsome Raamites to complete his quest for ultimate power. The Dread Lord has charged his Army of Light with safeguarding his city from those who would obstruct his grand designs. All approaching Giustenal who are not dray are to be destroyed. When next we see our master he will be the greatest being to ever walk the face of Athas, and we shall follow him into a new age where dray reign supreme and all others must join us or die." - Absalom—High Priest of Dregoth, spoken to the Army of Light following the invasion of Raam

ADVENTURE SYNOPSIS

In Part Three: *The Ascension*, the PCs journey to the ancient city of Giustenal where they encounter Mon Adderath, Dregoth's highest-ranking templar. Mon Adderath, convinced that the *godhood* spell will fail and only bring doom to Athas, offers the PCs information on Dregoth's plans. The high templar hopes the PCs can stop his lifelong friend from casting the *godhood* spell, but strongly doubts they are capable of killing Dregoth – otherwise he wouldn't have aided them. Mon Adderath explains that Dregoth is extremely powerful in his lair in New Giustenal, but once he leaves for the Pristine Tower to complete the final stages of his spell, he is more vulnerable. The High Templar warns the PCs to confront Dregoth in the Pristine Tower rather than attempting to fight their way through him and the dray army to confront the Dragon King in New Giustenal.

The PCs must approach the ancient white spire and prevent Dregoth from completing his spell. Along the way they travel through the dangerous environs that surround the Pristine Tower. Powered by the ancient secrets of Blue Age halflings, close proximity to the Pristine Tower causes often-dangerous mutations should any type of creature become injured. After braving many of the dangers surrounding the tower, the PCs are approached by a group of shadow giants – descendants of the halfling followers of Rajaat. Though servants of the First Sorcerer, the giants have the same goals as the PCs. Since they are not strong enough to defeat the Dread Lord

themselves, they offer to escort the party through the tower to their final confrontation with Dregoth. Without the giants' help, the PCs may find the last portion of the journey very difficult.

In the upper-most chambers of the Pristine Tower the PCs finally confront the Undead Dragon-King, the most powerful dragon on Athas. If the characters play it smart and just prevent the completion of his spell instead of trying to take Dregoth out, they have a slim chance of survival.



DARK
SUN

1. DM'S INFORMATION

As stated in Part II, the **PCs** have 20 days to gather the *Scorcher*, *Star of Badna* and *Pearl of the Sunrise Sea*, and reach New Giustenal before Dregoth relocates to the Pristine Tower. The **DM** should keep track of the time.

For every five days that pass Dregoth completes another stage of his *godhood* spell (3rd stage on day 5, 4th stage on day 10, 5th stage on day 15 and 6th stage on day 20). After Dregoth has completed the 6th stage, he relocates to the Pristine Tower where he will complete the *godhood* spell. Note that once the **PCs** arrive in the vicinity of the surface city of Giustenal, Dregoth detects the presence of any artifacts the **PCs** have in their possession. Assuming the Sorcerer Kings are planning to attack him in his palace, Dregoth completes stages 3 through 6 in quick succession and then relocates to the Pristine Tower to finish the casting of his spell.

Dregoth has warded New Giustenal and the tunnels leading to his underground city as well as the surface city of Giustenal with a more deadly variant of the teleportation wards the Shadow King has set up in Nibenay. Any attempt at teleporting into New Giustenal and Giustenal or within 5 miles of either, automatically fails and also inflicts **10d8** points of damage on all teleporting creatures. They emerge on the same spot they tried to teleport from, wracked with pain from hundreds of cuts seeping with oily black blood all over their bodies. Treat the **PCs** as stunned for 1 round. This prevents the **PCs** from teleporting into any of the tunnels leading down to New Giustenal from Giustenal, forcing manual entry.

In order to reach New Giustenal, the **PCs** must first journey to the surface ruins of Giustenal, where they should encounter Mon Adderath. If the **PCs** agree to Mon Adderath's suggestions, they will not travel

to New Giustenal, but instead directly to the Pristine Tower.

If the **PCs** haven't reached Giustenal by the 20th day, they will be contacted psionically by the Shadow King and told to go immediately to the Pristine Tower before Dregoth is able to complete the *godhood* spell.

2. APPROACHING GIUSTENAL

How the **PCs** get to Giustenal following their quest for the three artifacts is up to them. The simplest method is by overland travel, which puts the **PCs** right at the Army of Light's front door. Flying towards the city puts the **PCs** in a similar situation, though they'll obviously be more visible to dray scouts and patrols — not to mention predators hovering near the shore of the Silt Sea. Approaching Giustenal by skimmer is difficult due to the ever changing conditions near the ruined city, but possible. The **PCs** might be better off setting their skimmer ashore, possibly in nearby Cromlin, and approach on foot.

Dregoth has cast an epic spell that alerts him to the presence of any artifacts the **PCs** have in their possession once they come within 5 miles of Giustenal. When this occurs, Dregoth completes stages 3 through 6 of the *godhood* spell in quick succession and then relocates to the Pristine Tower to finish the casting of his spell. The hurried casting weakens the Dread King (see **Encounter 26. CONFRONTATION**), but he is able to complete one of the stages mentioned above every 10 minutes. This should instill some level of panic in divine spellcaster **PCs**, as they are quickly robbed of their ability to cast high level spells.

Since the invasion of Raam and increased monster activity in the area of ancient

Giustenal most humans and demihumans in the area have departed, seeking safer territory for at least the time being if not permanently. Most activity is limited to points west of Cromlin, west and south of the Blackspine Mountains, and south of Fort Inix. Such groups include the Silt Stalker and Sky Singers elf tribes, and the tar mines of the dwarf brothers Ghodan. Even the para-elemental silt priest of Giustenal -- Abdaleem -- departed after the appearance of Dregoth's faithful, though he may return at the conclusion of the adventure.

It is quite possible the PCs have been to Giustenal and New Giustenal in the adventure *Dregoth's Revenge* found in the *City by the Silt Sea* box set. In this case they'll be very familiar with the environs and hazards of the area surrounding the ruined city. If not, below is a review of the above ground locations they may encounter on their approach (the PCs never reach New Giustenal before encountering Mon Adderath).

Depending on how the PCs approach Giustenal, they may have different encounters.

Encounter 3. THE CALLER: If the PCs use any psionic powers within five miles of Giustenal, they will attract the attention of the Caller in Darkness.

Encounter 4. TAR PITS: If the PCs approach from the south, they will have to pass an area of hazardous tar pits before they reach Giustenal's south gate.

Encounter 5. ROCS: PCs capable of flying, either naturally or supernaturally, will likely be attacked by a pair of rocs.

Encounter 6. SILT SEA: If the PCs approach by the Sea of Silt from the north, east and west, they face several hazards before reaching the walls of Giustenal.

The Gray Death

The Gray Death is the name of the condition brought about from the airborne silt near the Silt Sea. Creatures suffer a -2 penalty to initiative, attack and damage rolls, as well as Spot checks. Each hour there is a 30% chance the wind increases, doubling the penalties to -4. Wearing a moist scarf halves the penalties caused by the Gray Death. By seeking shelter inside a building, cave etc. the full penalty is negated.

Also, if the PCs failed to decapitate Grogh-En in Part II, the Badna zombie will still haunt them, as it is being drawn to the *Star of Badna*. They may also encounter dray agents who have caught wind of the PCs during their quest for the three artifacts. The DM is encouraged to use such encounters to make the PCs feel hunted and keep up the pace.

3. THE CALLER

The Caller in Darkness is the name given to a supernatural entity that haunts the ruined city of Giustenal. PCs who may have traveled here in the past have likely encountered the Caller, possibly being subjected to its power. This unholy cross between undead and psionics is actually the spirits of those killed when the sorcerers destroyed Giustenal 2,000 years ago, in addition to the spirits it has consumed since that time. The Caller in Darkness is the primary reason the second generation dray have not attempted to rebuild Giustenal. This entity is normally drawn to those manifesting psionic powers of any kind in the ruined city or within a five-mile radius of Giustenal.

For Dregoth's Army of Light to begin its assault on Raam and later occupy Giustenal, the Dread Lord needed to deal with the Caller in Darkness. Before beginning his casting of the *godhood* spell, Dregoth used

his magic to temporarily banish the Caller in Darkness from the ruined city. Though the center of its consciousness still resides in Giustenal, it can only use its powers against those within five miles *outside* the city's crumbling walls. At the conclusion of the adventure Dregoth's influence over the entity fades, and it can once again use its powers in the city.

Because it's not concentrating on the interior of the city, the Caller's chance of detecting psionic powers outside of Giustenal is increased to a base 50%. In addition, those killed outside the walls of Giustenal are now sucked into the spirit storm as if they were inside the city. However, because of this weird set of circumstances those then

trapped in the spirit storm are imprisoned for only $10 + 1d10$ years instead of permanently.

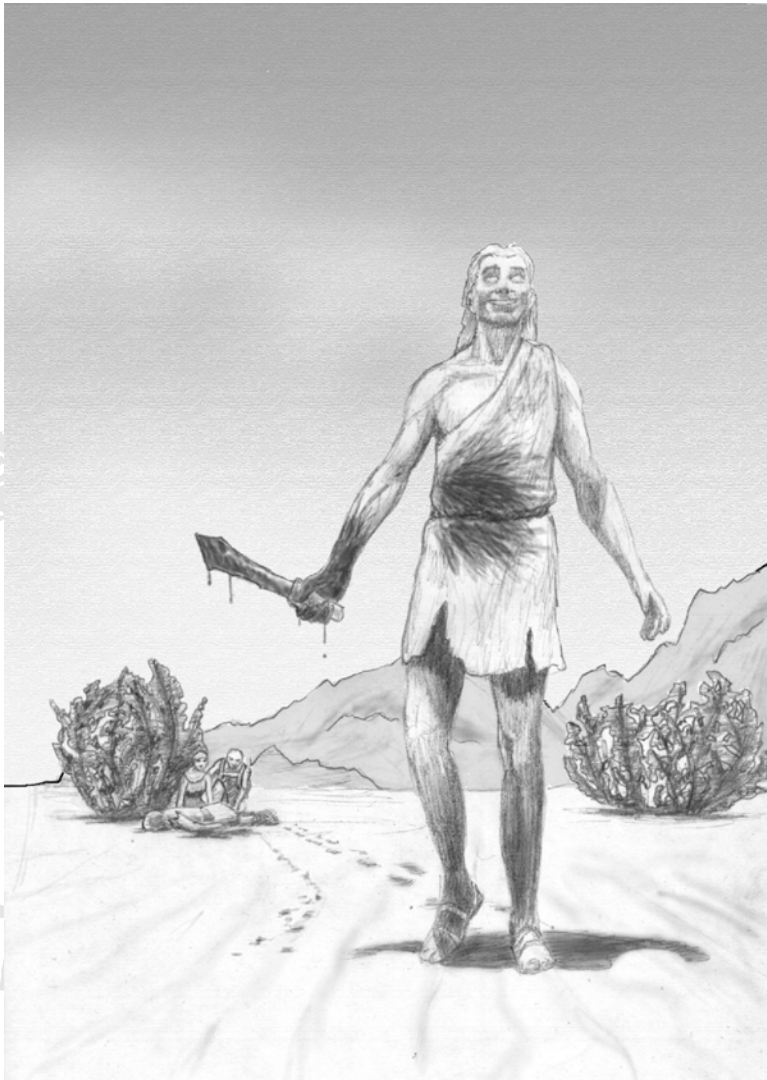
Because the powers of the Caller in Darkness are psionic in nature, any **PC** with the *Pearl of the Sunrise Sea* is immune to the entity's call. In addition, should the invoked power of the artifact be used on another **PC** who has attracted the attention of the Caller, they would be rendered "invisible" to the psionic senses of the Caller until regaining PP and manifesting another power. This creative use of the Pearl's power must be done before someone has begun to lose points of Wisdom as a result of the Caller's influence to protect them from its dreaded commands. The only completely safe

method of avoiding the Caller is for the **PCs** to not use psionic powers until they're safely inside the walls of Giustenal.

For more information on the Caller in Darkness, see [APPENDIX III: New monsters](#).

Remember as well that the **PCs** must eventually leave the city, and may encounter the creature on their way to the Pristine Tower.

There is little the **PCs** can do against the Caller in Darkness, regardless of their experience levels. The **DM** should be merciless when running the Caller in Darkness, especially if the **PCs** have been to Giustenal in the past and have knowledge of the creature. Some of the other encounters in Part III may not present a worthy challenge of high level characters, which is all the more reason to make the Caller in Darkness a difficult adversary to survive against.



Illus. by Michael Cugley

4. TAR PITS

Much closer to the walls of ancient Giustenal than the Jagged Plains, the Tar Pits just south of the city walls present a formidable barrier against those trying to reach the city. These vile pools of tar were created as a result of the defiling magic used by the seven sorcerer-kings when they attacked Giustenal 2,000 years ago. The tar is hot enough to boil flesh in only a few seconds, and any contact with it while it's still in the pits can be fatal. If exposed to flame – magical or otherwise – the tar in these pits does not ignite.

With Dregoth's return to Athas the tar pits have mysteriously grown in size, and the pit snatchers living in them have grown larger and more fierce. Since it is believed that large amounts of defiler magic created this phenomenon centuries ago, it's likely the Dread King's use of magic has caused the pits to expand and the snatchers to become more powerful. With the southern wall of Giustenal near cut off by the tar pits, those trying to reach the city may find it more difficult than in past years. All maps detailing safe paths through the pits are now obsolete and should no longer be trusted. PCs who may have been to Giustenal in the past notice an instant change in the environment, and this should be conveyed by the DM once they come into visual contact with the tar pits.

Crossing the Tar Pits

The above-ground crust that forms paths throughout the pits is extremely brittle. In order to cross the Tar Pits safely, a creature must make two **Survival checks DC 25** at the west and east ends where the distance is the shortest across, and three checks anywhere else.

Because of violent silt storms currently raging to the north, it is difficult to circumvent the tar pits to reach the walls of the ancient city without spells such as *control weather*.

The wind force of the silt storms is severe (see Wind Effects, in the DMG). The fine, airborne silt reduces visibility, smothers unprotected flames and even chokes protected flames such as a lantern's light (50% chance). The silt storms leave behind a deposit of **2d6** inches of silt. Visibility in a silt storm is reduced, so all creatures within a silt storm suffer a -2 penalty to **Search** and **Spot** checks. Furthermore, any living creature caught within a silt storm suffers the effects of the Gray Death (see page 9).

A failed **Survival check** means the crust has broken, forcing a medium-size creature to make a **Reflex Save DC 20** to avoid falling into a tar pit. **Small** creatures gain a +4 size modifier to their roll, whereas **Large** creatures suffer a -4 penalty. **Huge** creatures, if any are present, suffer a -8 penalty.

Anyone falling into the boiling tar takes **3d10** points of fire damage and another **1d10** each round until pulled free. A **Strength check DC 20** is required to pull free by one's self or by an ally. In addition, the victim must make **Fortitude Save DC 15** to avoid suffocation for each round spent in the tar pit. See the drowning rules in the Dungeon Master Guide for details.

Noxious fumes

Another danger when crossing are noxious fumes and heat that waft from the tar pits.

At the same time a character makes a **Survival check** to cross the tar pits, he must make a **Fortitude Save DC 17** against the poisonous fumes. Failure indicates immediate **1d6 Constitution** and **Strength ability score damage**. A creature who falls unconscious from ability score loss begins to suffocate in **2d4** minutes.

Pit snatchers

The tar pits are home to the vile pit snatchers, horrible creatures that live in the black ooze and prey on those trying to reach Giustenal through them. As mentioned, the pit snatchers have become more powerful. In game terms, the pit snatchers have gained **8 Hit Dice**.

Advanced pit snatchers: hp 149

There is a 30% chance per **PC** that they'll attract the attention of **4d8** pit snatchers while moving across the tar pits. This chance can be increased up to a maximum of 95% depending on the **PCs'** actions. The table below outlines modifiers that may influence this check for and against the **PCs**.

Chance of encountering pit snatchers modifiers

Modifier	Reason
+30%	Falling in a tar pit*
+25%	Riding or leading a beast of burden**
+20%	More than 3 people within 20 feet of each other
+15%	For every size category above medium
+10%	Excessive noise
-10%	Under silence spell
-5%	For every size category below medium
-5%	Traveling at half movement

* If there is an encounter from falling into a pit, there is a 50% chance a pit snatcher is in the pit the **PC** fell into.

** Creatures over 1,000 pounds, such as mekillots, roll individually to attract pit snatchers. Crodlu are roughly 800 pounds and kanks are 400 pounds.

5. ROCS

If the **PCs** decide to fly above the Tar Pits or the Sea of Silt, they will attract the attention of a pair of rocs that have been preying on a pack of razorwings living in the area. The **PCs** can avoid this encounter if they use **invisibility** or other means of not being visible. If the **PCs** put up a good fight, the rocs will single out a **PC** and attack her until

she falls unconscious or dies, then grab the body and retreat to their nest located on top of a cliff two miles away to consume the body.

Rocs (2): hp 270

Roc stats can be found in *Terrors of Athas*.

6. SILT SEA**Approaching from the north**

PCs approaching from the north by silt skimmer will have to navigate their way through the reefs outside the shores of Giustenal. This requires three **Profession (navigator) checks (DC 25)**. Failing by more than 5 means the skimmer has run ashore and is stuck. Unless the **PCs** can get it off the reefs somehow and repair it with a spell or four hours of work and **Craft (carpentry) check (DC 20)** assuming they have necessary raw materials, they need to find another means to get to shore.

Wading between the reefs is extremely dangerous, requiring one **Survival check (DC 30)** for each remaining **Profession (navigator) check** on the Silt Skimmer to reach the city walls. Failure requires a **Reflex Save (DC 25)** to avoid falling into a silt trench or pit **1d6 x 10** feet deep and **1d6 x 5** feet wide. Unless he possesses ability to breathe in silt, the **PC** risks drowning in the silt. See the rules for holding one's breath, suffocating and drowning in the *Dungeon Master Guide*.

Approaching from the east and west

Wading through silt towards the city walls is extremely dangerous, as the terrain shifts with the ever-changing winds. To successfully reach the walls of Giustenal requires two **Survival checks (DC 25)**.

Failure requires a **Reflex Save (DC 25)** to avoid falling into a silt trench or pit **1d6 x 10** feet deep and **1d6 x 5** feet wide. Unless he possesses ability to breathe in silt, the **PC** risks drowning in the silt. See the rules for

holding one's breath, suffocating and drowning in the *Dungeon Master Guide*.

Silt horror

Regardless of the direction they are coming from, the PCs have a 50% chance of attracting a white silt horror while crossing the Sea of Silt to get to Giustenal. The silt horror stands a good chance of gaining surprise on the PCs. It will attempt to grapple the largest PC available and drag that character off, below the silt. When the victim stops moving, the silt horror will drop it at the bottom of the silt. Then it will return and attempt to snatch another target. It repeats this tactic until either all PCs are taken, or it is reduced to less than 20% of its hit points upon which it flees, taking with it the body of the largest PC it has captured.

If the PCs somehow track the silt horror to its lair – the monster fights to the death if still alive. Its lair contains some lost treasures, but finding them can be difficult unless the PCs can see beneath the silt somehow. A [Search check](#) of the lair can unveil the following:

DC 30: A psionic +1 *agafari heavy shield*

DC 40: A magical +1 *steel dagger*

DC 50: *cognizance crystal (11 pp)*

DC 60: A corroded iron needle

7. STATUS OF GIUSTENAL

Currently, the bulk of the Army of Light is stationed in the ruined Arena. This location was chosen since it is best shielded from the blasting silt from the north, and its underground chambers (cleared of undead prior to the Day of Light) make for excellent sleeping quarters. Regular squads of dray patrols as well as individual scouts are scattered throughout Giustenal, alert for any activity not of a dray nature. Despite their best efforts, the dray should eventually detect the presence of the PCs if they attempt to reach one of the two entrances to the underground city of New Giustenal. At the very least the PCs are confronted by

Mon Adderath before entering one of these two passages.

Only days prior to their assault on Raam, the Army of Light did its best to clear all monsters and other harmful creatures from the ruins of Giustenal. Where one or two of the beasts may have been missed, the majority of them have been slain or temporarily driven off. This applies only to the city itself, not the environs outside the city walls – though many of the intelligent creatures have gone into hiding with the recent comings and goings of Dregoth's army. As a result the normal chance of having a random encounter in the Giustenal environs is doubled, while only dray are encountered inside the city's walls.

Another problem for the Dread Lord was the presence of huge amounts of silt blanketing the city. Though some of it has returned in the two or more weeks since the army left for Raam, Dregoth's magic uncovered the ruins from the centuries of silt gathered there. Unless the sorcerer-king's magic is used again in the future, the silt eventually returns.

In his preparations for the Day of Light, Dregoth revived many old memories regarding his ruined city of Giustenal – memories the Dragon-King thought purged centuries ago. After removing much of the silt from within the city's walls, Dregoth noticed that a fair portion of his city was still intact – though weathered through the years. Should Dregoth ever succeed in attaining ultimate power and launch his own Cleansing War against the races of Athas, he would need an above-ground city to do it from. Coupled with the recent increase in the dray population and overcrowding in New Giustenal, Dregoth has had notions of late of rebuilding his once great city. This, however, would be done at another time.

PCs that may have been to Giustenal in the past barely recognize the city upon their return. With the removal of much of the silt things such as city streets, small structures,

and other features – though crumbled through time – have appeared where before they were hidden beneath mounds of silt. Additionally, where once there were monsters and other hidden horrors now lurk dray patrols on the lookout for groups such as the **PCs** who wish to thwart their master’s plans.

Once in the city, the **PCs** are likely to begin making their way towards one of the two entrances to the ruins below. The two entrances down can be found in the Blasted Spire and Dregoth’s Tower, which may be known to the **PCs** on a previous journey to New Giustenal. Each of these entrances is guarded by the most powerful of Dregoth’s dray templars, warriors, and defilers. If the **PCs** have never been to New Giustenal in the past, they’ll likely be confronted by Mon Adderath long before discovering either of these locations. In the case of the High Templar he has instructed that any prisoners be taken alive – if possible – for questioning regarding their presence in the city.

What if...

High-level **PCs** are resourceful. If the **PCs** somehow find a means to get to New Giustenal undetected, there are approximately 1 000 dray who have returned to the subterranean city along with 1 000 undead stationed to protect the city since the Army of Light first left for Raam. If the **PCs** make it all the way to the Dread Palace, they will find the obsidian fortress is guarded with an epic spell that prevents living creatures from entering it. Circumventing this obstacle is theoretical, but were it to occur, the **PCs** would have to face not only Dregoth – but also a dozen of his undead giant bodyguards and a host of contingencies placed by the undead dragon king in case the champions of Rajaat once again unite against him.

Reaching Giustenal from the north

PCs approaching from the north must scale the city walls or enter through a rift.

Reaching Giustenal from the west

PCs approaching from the west must scale the city walls or enter through a rift.

Reaching Giustenal from the east

PCs approaching from the east have the option of entering through the eastern city gates, or they can scale or enter through a rift in the city walls.

Reaching Giustenal from the south

PCs approaching from the south have the option of entering through the southern city gates, or they can scale or enter through a rift in the city walls.

Location and encounter list for Giustenal:

- 8. CITY WALLS
- 9. CITY GATES
- 10. TEMPLE
- 11. DISTRICT RUINS
- 12. ARENA
- 13. DREGOTH’S PALACE
- 14. BLACK TOWER
- 15. BLASTED SPIRE
- 16. MON ADDERATH

8. CITY WALLS

Some **PCs** may decide that the walls surrounding Giustenal offer a better entrance to the city than one of the two smoke-shrouded gates. While this may be true, the 40-foot walls offer hazards of their own. Following Dregoth’s attack on Giustenal during the Cleansing Wars, the Dread Lord instructed his masons to replace sections of the wall damaged during his attack. A well-trained eye can spot these large sections of wall, which are inferior and have begun to crumble over the years. Those unlucky enough to choose one of these wall sections to ascend are sure to plummet to the desert floor.

Actually, the first 30 feet of the wall are easy to climb, requiring a **Climb check (DC 10)**; it's the last 10 feet that contain the most patchwork masonry. At this point the characters must make a **Climb check (DC 20)** to make it over the remainder of the wall. If the check fails by 5 or more, the **PC** falls taking **4d6** points of damage. There is also a 50% chance that a significant portion of the wall has followed the climber down, causing an additional **5d6** points of damage if the **PC** fails a **Reflex save DC 18**.

Because of the unstable masonry, no dray patrol the walls.

9. CITY GATES

Giant roaring dragons cast in the visage of Dregoth 2,000 years ago stand to either side of Giustenal's 30-foot gates. Two gates still bar the way into the ancient city, one on the south wall and one on the east. The doors that used to bar these gates have crumbled into rubble following the passing of the Army of Light through them, as have portions of the dragon statues. The southern gate opens into the **Temple Area**, while the eastern gate leads into the heart of the city.

Each gate is guarded by a patrol of dray elite kalin riders accompanied by a dray psion. The dray cannot be seen from the outside wall, as they're positioned just inside the walls beyond the arches dedicated to Dregoth. Because of the blowing silt outside and not inside, the dray get a chance to spot someone entering the gates before the intruders would see the secluded dray. Unless the **PCs** use **Hide**, the **Spot check DC** to notice them is 15 at 60 feet distance from the gates and 10 at 30 feet. Once the **PCs** enter the gate, it is **DC 5** – but the dray lose the opportunity for an ambush.

If someone is detected trying to enter Giustenal, the psion notifies Mon Adderath of the intrusion telepathically, while the kalin riders cast *shield of faith*, then the dray prepare an ambush at the arches. The psion

will use *ultrablast*, then the kalin riders charge. Note that the kalin riders have *hold person* spells stored in their melee weapons. The dray have orders to take the **PCs** alive and bring them before Mon Adderath.

If the message reaches Mon Adderath, additional dray forces appear 1 minute after the **PCs** were spotted. **2d10** dray of the **DM's** choosing arrive every 5 rounds until they **PCs** are either overwhelmed or retreat. Any captured **PCs** will be brought to the **Arena** where they will meet Mon Adderath.

Elite Dray Kalin Rider (4): hp 87 each
Dray Psion: hp 73

10. TEMPLE

At one time this was a temple to Taraskir the Lion, giant ruler of Giustenal before being killed by Dregoth during the Cleansing Wars. When the Ravager of Giants took control of the city, much of the temple was renovated in the image of the Dread Lord. Knowing that many of Dregoth's faithful would be spending time above ground during the Coruscation, High Priest Absalom had the structure stabilized so the faithful of Dregoth could come and pray for his success and conquest over his enemies. Though holes remain in the walls and ceiling, the floor to the temple will not collapse into the building's basement. The murals inside, depicting Dregoth's victory over Taraskir the Lion, have been restored (as best they can due to their age) and now act as an altar for the prayers of the dray.

Dregoth's High Priest, the morg Absalom, presides here for the duration of the dray's visit to the surface world. He constantly preaches to the dray, keeping their faith during this time of change and preparing them for their master's ascension to godhood. Unlike Mon Adderath, Absalom fully believes in his master's success. Should the **PCs** confront Absalom, the morg rallies those dray dedicated to him to fight the invaders to the death.

If the **PCs** have met Absalom before in the *Dregoth's Revenge* adventure and aided the first generation dray of Kragmorta, he will show the **PCs** mercy of sorts— instead of death, he offers human and half-elf **PCs** to be transformed into dray and **PCs** of other races to become undead servants of the king of Giustenal. If they refuse, Absalom orders their deaths.

There are at least 20 dray here at all times. The **DM** is free to add more. Also, since Absalom will cry alarm once battle ensues, **2d10** dray arrive every 5 rounds thereafter.

Dray Footsoldier (16): hp 64 each

Dray Commander (4): hp75 each

Dray Defiler (2): hp 42

Absalom: hp 144

11. DISTRICT RUINS

There are several districts in the city of Giustenal: **Merchant District**, the **Warrens of the Poor**, **Freeman District**, **Noble's District**, **Trader's District**, and the **Templar Buildings**. Each of these districts consists of deteriorating buildings, though these appear much different now that some of the silt has been removed by Dregoth.

Treasure

The removal of the silt has uncovered many ancient items in each districts should a **PC** take the time to search them out. A general **Search check (DC 20)** taking 5 minutes can turn up treasure. Failure means a **PC** finds nothing of interest for certain. For every 5 additional minutes spent searching the **PC** gains a +2 bonus to their Search check.

However, remember that the **PCs** are supposed to be under a dead line in their attempts to reach Dregoth, and taking time out to search through ruins shouldn't be done more than a few times. Also, for each 10 minutes spent

in the districts, there is a chance of encountering a dray patrol (see below).

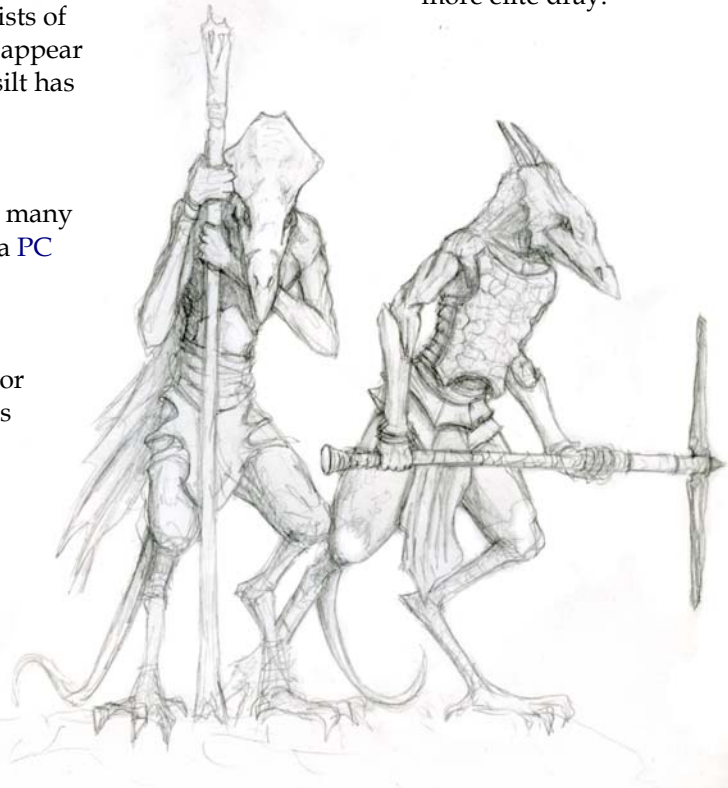
Giustenal Random Treasure

Roll 1d100	Result
1-29	Nothing
30-39	Misc. jewelry worth 10 Cp
40-49	Metal dagger
50-59	Metal longsword or short sword
60-74	Misc. jewelry worth 5d10 Cp
75-84	Misc. jewelry worth 5d8 Sp
85-94	Misc. random metal weapon
95-98	One random psionic item (max. value 4.000 Cp)
99-100	One random magical item (max. value 4.000 Cp)

Dray patrols

While spending time in any of these districts there is a 4 in 10 chance per 10 minutes of meeting a dray patrol moving through the city. These patrols are looking for not only intruders but also wandering monsters that may have decided to prematurely return home.

Each patrol consists of 2 kalin riders, 6 footmen, 1 commander, 1 defiler, 1 templar and 1 psion. There is a 25% chance the patrol consists of one or more elite dray.



Illus. by Steve Bell

Dray Kalin Rider (2): hp 72 each
Dray Footsoldier (6): hp 64 each
Dray Commander: hp 75
Dray Defiler: hp 42
Dray Templar: hp 88
Dray Psion: hp 73

If the PCs are detected, the psion tries to inform Mon Adderath of the intruders. If the psion is killed or otherwise unable to manifest powers, one of the kalin riders falls back and tries to reach the **Arena** to get reinforcements and have a message sent to Mon Adderath at the **Black Tower**.

The templar and defiler start by wearing the PCs down with heavy damage spells such as *elemental strike* and *cone of cold*. Then the templar casts *prayer* and targets PC spellcasters with *silence*. The defiler will use *haste* and *slow*. Kalin riders combine the **Power Attack** and **Spirited Charge** feats with *inflict light wounds* stored in their weapons, then use **Power Attack**. The footsoldiers will use **Power Attack** against PCs in light or no armor, but not against those in medium or heavy armor. The commander's tactics vary depending on PC actions, but can include healing allies or neutralizing PC spellcasters.

12. ARENA

This one-time gladiatorial arena is now home to the Army of Light. The slave pens beneath the southern seating section have been cleared of dozens of ancient corpses (slaves left here after the sorcerer-kings attacked), silt, and other filth. Now the pens serve as temporary housing for the dray troops. Some of the larger rooms have become headquarters for high level templars, including Mon Adderath, and if still alive after the assault on Raam – supreme commander Zar'kat Daar.

Mon Adderath can sometimes be found here giving orders to subordinates and planning with Zar'kat Daar, but spends most of his time in the **Black Tower**. Should the PCs be

captured by dray patrols they'll be brought to the Arena and Mon Adderath is summoned here.

Over half of the Army of Light can be found here. The rest have returned to New Giustenal to resume their various duties that keep the underground city functional. What remains are the most powerful of Dregoth's forces – high level templars and elite commanders, kalin riders, defilers, footmen, and psions (despite protections, many psions still fear the Caller in Darkness and refrain from using their powers). Including the dray on guard at the gates and on patrol through the ruins, there are roughly 1,000 dray in Giustenal.

Should the PCs be foolish enough to initiate combat in or near the Arena, the DM is encouraged to use all dray troops at his disposal in the Appendix.

13. DREGOTH'S PALACE

The removal of silt from the Dread Lord's former palace was not kind to the ancient ruins. Because of poor construction following the vanquishing of giants from Giustenal, Dregoth's Palace did not wear well through the centuries. In many cases the encroaching silt actually helped keep much of the palace together, and with it "vacuumed" from the city by Dregoth's magic many of the buildings have collapsed. Much of the palace is now extremely unstable, and anyone on their way to the Black Tower located at the center of Dregoth's Palace has to pass through the ruins. Be sure to tell the PCs, especially if they've been to Giustenal before, that the remaining structures look extremely unstable.

All creatures weighing more than 20 pounds passing through the ruins must make a **Dexterity check (DC 12)**, else they'll accidentally cause the collapse of some wall or other construction. Small creatures gain a +2 modifier to the check, while large

creatures suffer a -2 penalty. Victims failing the check take **6d6** points of damage, and all of their items must make a **Fortitude Save DC 15** or take equal damage.

There is a safe passage through the rubble and crumbling walls, which was created by the dray to reach the Black Tower. **PCs** who succeed at a **Search check (DC 15)** or **Survival check (DC 15)** if they have the Track feat can find this passage after actively searching the northern edge of the outside of the palace.

In addition, like the district ruins there is a chance to find ancient artifacts in the uncovered palace. Searching through the ruins increases the chance of becoming a victim of crumbling walls. Another **Dexterity check** must be made for each five rounds spent searching for relics, making this a dangerous task. However, if any items are found they are considered to be of superior worth. Metal weapons would be masterwork, and items of jewelry are increased in value by a factor of 10. Magical and psionic items can be worth as much as 8,000 Cp.

Even if the **PCs** are skilled enough to make it this far, they're still likely to be spotted entering the palace ruins. This close to the passage down in the Black Tower there are several hidden Dray Agents among the ruins. News of the **PCs'** approach is immediately sent to Mon Adderath at the Arena via psionics to alert him of their intentions in reaching the Black Tower. It is also possible for resourceful **PCs** to discover the hidden dray amongst the ruins. In this case the agent's primary concern is to contact Mon Adderath, then defend himself against the attacking **PCs**. There are 10 agents scattered across this district.

14. BLACK TOWER

Located at the center of Dregoth's Palace, this structure is the only portion of palace not on the verge of collapse. This tower

contains the primary path to the lower environs of New Giustenal, used by the Army of Light to reach the surface. In the year prior to the invasion dray masons stabilized and increased the passage to New Giustenal to insure its safety for Dregoth's troops. With the entrance to their city more accessible, a contingent of 8 elite dray footsoldiers and 2 elite dray commanders stand in constant watch over the passage. If the **PCs** actually make it this far, they are confronted by Mon Adderath here (see **Encounter 16. MON ADDERATH**). If combat erupts all dray agents in the area come to the High Templar's aid, and **2d10** dray (**DM's** choice) arrive every five rounds.

The **PCs** should have no need of entering New Giustenal after their conversation with Mon Adderath. If the **DM** is going to allow the **PCs** to kill Mon Adderath and the dray guards and enter New Giustenal, then refer to information presented in *City by the Silt Sea*.

15. BLASTED SPIRE

If the **PCs** have played the adventure *Dregoth's Revenge* found in the *City by the Silt Sea* box set, they may have already discovered this entrance to the Sunken City and New Giustenal beyond. This structure was once one of the most ornate and decorated building in all of ancient Giustenal, reaching heights that exceeded even the spire of the Dread Lord's former palace. The superior construction of this building has also helped it weather the centuries, especially since its base rests in the Silt Sea.

There are two things that make using this entrance difficult. The first is that despite any previous efforts by the **PCs**, the bottom floor containing the passage down is completely mired in silt to a depth of 50 feet – which is 20 feet more than two years ago. This is primarily due to recent storms, and the fact that much of the silt swept out of Giustenal by Dregoth's magic was done so in the direction of the Blasted Spire. The

second obstacle for the **PCs** is that Dregoth himself has renewed the wards once placed here by Abalach-Re to seal this portal (and restored the stone door if it was previously destroyed). To get past the door the **PCs** must defeat a permanent *prismatic wall* and then an *arcane lock* placed on the door. Both spells were cast by Dregoth with an effective caster level of 29.

It may be possible for the **PCs** to use the Star of Badna to negate the spells placed here by Dregoth. Mon Adderath is magically informed if the spells or the door are attempted breached, and appears in one minute along with the dray guard contingent mentioned under Black Tower (see above).



16. MON ADDERATH

At some point during their attempt to reach New Giustenal and confront Dregoth the **PCs** encounter Mon Adderath. Where and when this occurs is a combination of location, circumstance, and timing on the part of the **DM**.

As stated in the introduction, the High Templar does not think Dregoth's attempt at godhood will succeed. However, Dregoth ignored Mon Adderath's warnings and the *godhood* spell was begun. In the time since the spell began Mon Adderath reflected on many things, and the High Templar decided that if an opportunity presented itself he would try to prevent the casting of the godhood spell.

What this means for the **PCs** is that Mon Adderath is going to help them – to a point. Mon Adderath does not wish the death of his friend, or the destruction of the dray or their homes. All he wishes is for Dregoth to cease his casting of the *godhood* spell and put his energies towards the future of New Giustenal instead of what Mon Adderath believes to be the possible end of the world.

The High Templar believes he can accomplish this by using the **PCs**. There is, of course, a certain amount of risk involved, but that's a chance Mon Adderath is willing to take. With the artifacts they possess the **PCs** have the best chance of accomplishing what Mon Adderath wishes, the only other alternative being the remaining sorcerer-kings – who would surely kill his master.

Illus. by Steve Bell

Read or paraphrase the following when the PCs encounter Mon Adderath:

"I am Mon Adderath," states the figure before you, "High Templar of Dregoth and regent of New Giustenal at this time. Before any further actions are taken I wish a discourse to learn why you are here and what you seek. Do you agree? Or do we have to put you to death?"

Any aggressive actions here on the part of the PCs ends all their hopes of a pact with Mon Adderath. If the PCs are captives of the dray at the Arena, they are summarily executed. If they're parlaying with Mon Adderath at either the **Black Tower** or the **Blasted Spire**, the dray under his command immediately attack – with additional troops arriving every turn. If aggressive actions were taken by individual, foolish PCs, the DM may opt to kill them as an example to the others.

If the PCs agree to a parlay, Mon Adderath isolates them from other dray to insure they are not overheard, though this will never be more than a few yards away from any dray reinforcements. Once they are apart Mon Adderath says:

"I know why you've come, mercenaries," whispers Mon Adderath, "but you are too late – Dregoth is departing New Giustenal to complete his spell elsewhere. I wish to bargain with you mortals, and if you refuse it may likely mean your death. Betray me and it will also mean your death. The choice is up to you. As you know, since you plot with the Assassins to slay my master, the Dread Lord is in the final stages of casting a spell he believes shall transform him into a supreme being. Though I would want nothing more than my lord to succeed, all research I've done has indicated that he shall fail. The outcome, however, could be catastrophic for Athas. Thus, I wish to help you.

"Take care mortals," warns the High Templar, his mood suddenly turning unfriendly, "should you somehow kill my lord and master, the entire dray nation will stop at nothing to see that you and everything you hold dear is destroyed. It is unlikely you would be able to kill Lord Dregoth

in the first place – but you do not have to, you only need to prevent him from completing his spell. After that I would recommend running for your lives. I am the only other person on Athas that knows some of the workings of the spell, and you can tell the traitorous Champions the spell can never again be attempted. Prevent the spell from being cast now, and it shall never be cast again.

"While you ponder your decision," he concludes, "you should know that only I know where Dregoth has gone. None of his other templars, especially the morg Absalom, knows where our master has gone to complete his spell. Even if you would discover his location, I would do all I can to see you didn't make it there alive unless you agree to my concession. Choose your answer carefully . . . I give you a moment to confer."

Should the PCs need further proof from Mon Adderath, he does explain his reasoning to them (see the Mon Adderath entry in the Appendix). Despite his alliances and evil alignment, Mon Adderath is sincere in both his offer – and threats. He will not be intimidated by the PCs, and his terms are not open to negotiation. If the PCs do not agree to Mon Adderath's terms the PCs are attacked by wave after wave of dray patrols as they try to leave ancient Giustenal, and dray assassins stalk them for the rest of their lives should they escape.

If the PCs agree to Mon Adderath's terms continue with the following:

"You have chosen wisely mortals," states Mon Adderath, "and I shall hold you to this bargain – take care not to break it. Dregoth has gone to the Pristine Tower to complete his spell. Only the inherent powers placed there by the Blue Age nature masters and the First Sorcerer can amplify my master's energies enough to achieve his goals. To avoid Absalom and not appear traitorous to the dray, I shall pretend to destroy you with a spell – but instead I shall transport you beyond the tar pits surrounding Giustenal. Travel south. Remember, if you do not live up to your end of this agreement, we shall meet again." Mon Adderath then steps back and menacingly points a finger at you. A brilliant flash of light fills your vision, and you

suddenly find yourself standing in the hills south of Giustenal. You then turn your gaze south in the direction of the Pristine Tower . . . and your dreaded confrontation with the Undead Dragon-King.

It is possible that the **PCs** could discover Dregoth's location on their own, preventing them from making any type of deal with Mon Adderath. It's important to remember that Dregoth doesn't depart for the Pristine Tower until the **PCs** are already in ancient Giustenal. On the other hand, players knowledgeable with the DARK SUN campaign may guess the Dread Lord's location without the aid of Mon Adderath. In this case, however, they'll still have to escape Giustenal and the Army of Light before making their way to the Pristine Tower.

If the **PCs** decline to deal with Mon Adderath and somehow escape Giustenal, dray forces immediately set out to track down the party. This death squad consists of 10 elite dray kalin riders, 2 elite dray defilers, 2 elite dray psions and 1 dray agent. The **DM** may opt to give the dray magical and psionic items to help track the **PCs**.

Should the **PCs** survive the conclusion of the adventure, the **DM** should follow through on Mon Adderath's threat and send frequent assassins (not limited to dray, as others can be hired to attack the **PCs**) after the characters for the rest of their days.

Following learning of Dregoth's location, the Pristine Tower is one day's travel overland from Giustenal. Timing from here on becomes important, as Dregoth has entered the final stages of his spell. Once they've learned the location of the Dread King, proceed with encounter 17.

17. APPROACHING THE PRISTINE TOWER

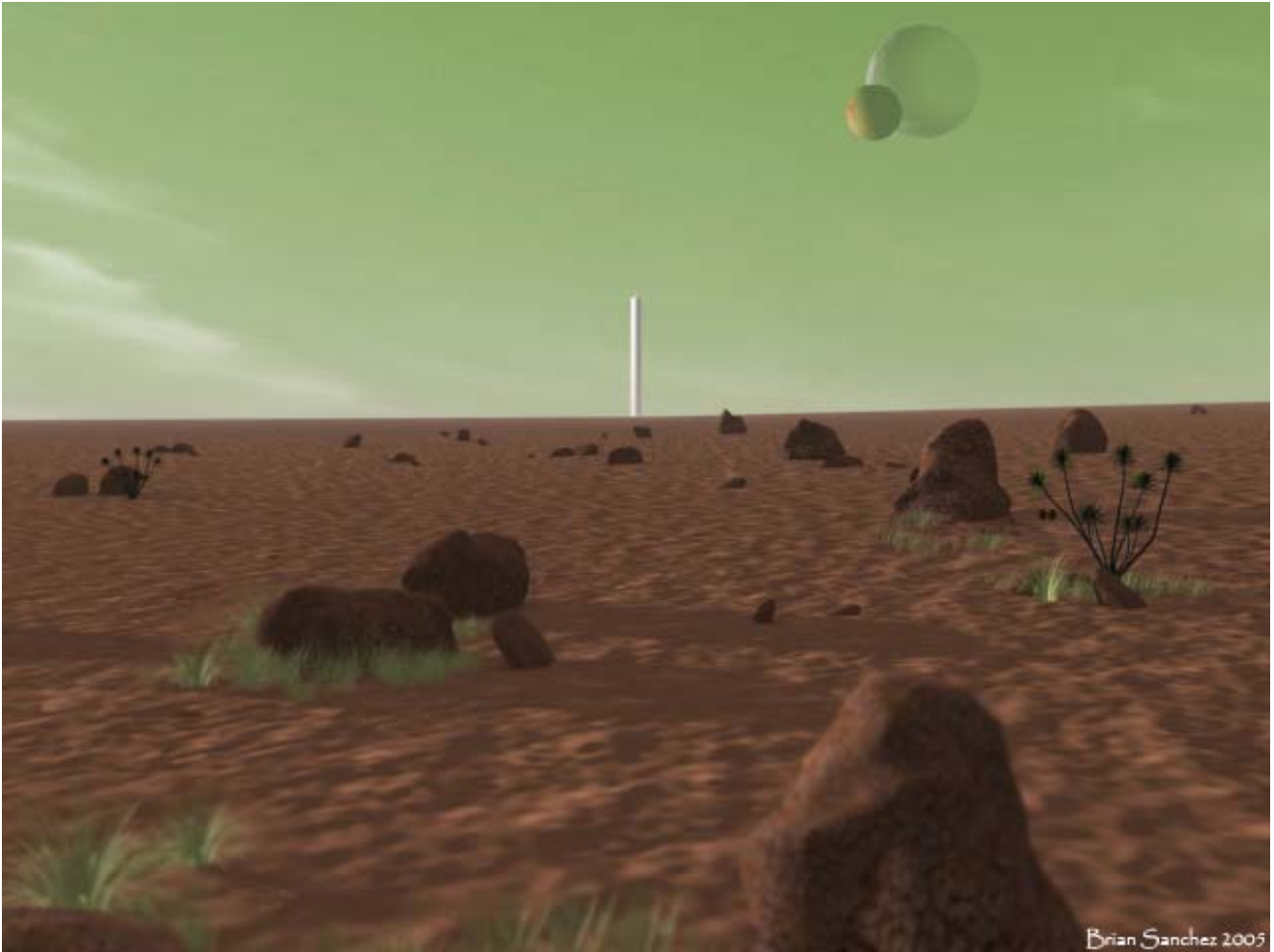
The Pristine Tower is south/southwest of Giustenal, roughly a day's forced march. The history of the tower can be found in **APPENDIX V: The Pristine Tower.**

Reaching the Pristine Tower is not without its perils. There are several obstacles the **PCs** must overcome when approaching the Pristine Tower: mutations, the bogo forest, the blossom field (and the creatures living there), and the gatehouse sheltering the shadow giants.

"I never understood why Rajaat created the Champions. He possessed ultimate mastery of both the Way and Sorcery, and could have cleansed Athas of every race save the halflings in the course of a day. Yet he did not. For three millennia I have tried to answer this question, and each time I believe I have the answer two more questions arise. I have often thought that the key was the Pristine Tower, though I've been reluctant to return there. The first time I stood before the marble-white spire, my life was changed beyond my control, and there began an age on Athas I sometimes regret. To my knowledge none of us have ever journeyed there, even to reminisce of a time when we thought we ruled the world. Should the choice be mine, I shall never see it again."

— Manu of Deche

The mutating influence of the tower extends to a circular radius of three miles, with the white spire at the center. It's important to note that the bogo forest, the first visible obstacle, reaches slightly less than two miles from the tower. That means the one mile of scrublands before the forest can be affected by Pristine Tower mutations. It's in this area that many "new beasts" are created, as well as those attempting to harvest wood from the forest. Each of these obstacles presents major problems for the **PCs** even before they confront the Undead Dragon-King.



Illus. by Brian Sanchez

Like the **PC**'s approach to Giustenal, magical and psionic means of transportation, such as *teleport*, are not feasible here. Even if the **PC**s have traveled here in the past, the powerful energies of the Pristine Tower interfere and cause any creatures to end up outside the Bogo Forest. Note that attempts at magical and psionic travel is only prevented one-way. The **PC**s can always transport themselves out of the area, but not into the area. If the **PC**s try to transport themselves within the area, such attempts automatically fail, but the **PC**s remain in their locations.

It is possible for the **PC**s to avoid many of the dangers surrounding the tower through flying. One of the dangers to flying characters - as well as those on the ground - is floaters. These floaters are different than their cousins living near the Silt Sea, as this type is carnivorous in nature. After poisoning their victims, the floaters quickly

drain them of blood. Mutations occur to the victim after the floater detaches itself. There are hundreds of these floaters living near the Pristine Tower, and they'll spot flying characters much easier than those on the ground.

Carnivorous floater: hp 26

18. CALL OF CHAMPIONS

If either 20 days pass from the time the **PC**s meet Arru, or Dregoth has finished the 6th stage of the *godhood* spell prematurely due to the **PC**s approaching Giustenal, the **PC**s are contacted psionically by the Sorcerer-Monarchs and instructed to go to the Pristine Tower to confront Dregoth.

You sense a stinging surge in the back of your mind, a sharp pain from the force of the mind intruding on you. The powerful voice of the

Shadow King rings in your ears. "Time is short. Dregoth moves to the Pristine Tower, where you must confront him. Travel south from Giustenal and cross the Bogo Forest to reach the white spire."

The stern voice of the Oba interrupts. "Be careful when approaching the forest. Even a small scratch can be fatal due to the mutating properties of the Pristine Tower. We have no tolerance for meaningless deaths after you have come this far."

"Lalali-Puy is correct, mortals." The Shadow King confirms. "Be careful, lest you be mutated into forms we can only guess. The birth of a New Race spawned by the Pristine Tower is uncontrollable. Even Rajaan could not control the process. Go now."

If the PCs have the Scorcher, add the following:

A third presence manifests itself. "The Lion of Urik has some information for you concerning his sword," concludes the Shadow King before his presence drifts off into the distance along with the Oba's. The powerful voice of Hamanu of Urik echoes off the walls of your mind. "You have perhaps tasted the power offered by the Scorcher, mortals, but its true power can only be utilized by one true to his cause. Listen closely and you will learn how to wield the Scorcher with all its might.

The blade never served Vorr as it served me, or how it will serve you. Focus – become one with your goal. Visualize its completion – your emotions, your strength – and the ordeals you have conquered. Do this – and the Scorcher will show you true power. Do it now – visualize your goal completed.

If the PC with the Scorcher states he is focusing on visualizing the completion of his goals and succeeds at a **Charisma check** (DC 15), the Scorcher is considered activated. This check can be retried. See **APPENDIX II: Artifacts** for details.

19. BOGO FOREST

The bogo forest consists of large, gnarled trees that have dagger-like thorns protruding from the trunk. The wood of the bogo tree is a hardwood, and brave members of local elf tribes and outlying villages occasionally come to harvest them for sale in nearby city-states. Though not quite as hard as agafari wood, bogo wood is hard enough to make weapons capable of holding an enchantment. Weapons constructed from bogo wood are treated as masterwork.

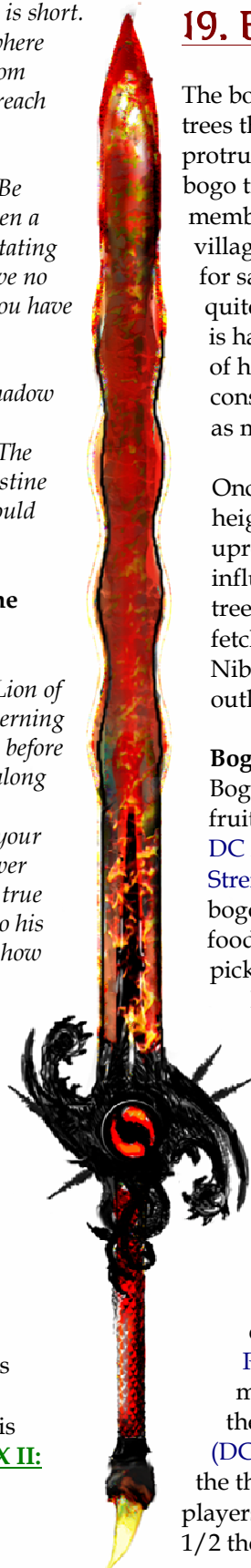
Once cut a bogo tree grows back to its full height in 1d10 days, unless it has been uprooted. If uprooted and taken from the influence of the Pristine Tower a bogo tree dies within 24 hours. Bogo wood fetches a price of 1 Cp per pound in Nibenay, Gulg, and Tyr, while Urik has outlawed the wood for unknown reasons.

Bogo fruit

Bogo trees also produce a small berry-like fruit. This fruit is poisonous (**Fort Save DC 24; 3d6 Strength primary damage; 3d4 Strength secondary damage**) to all but the bogo snake, which is their sole source of food. The fruit rots after 24 hours if picked, emitting a vile stench. The poison loses its potency when the fruit rots (**Fort Save DC 12, 1d6 Strength primary damage, 1d4 Strength secondary damage**). If the poison is conserved in a container, its potency remains for 1d4+3 days.

Thorns

Damage caused by the dagger thorns of the bogo tree, though only amounting to one point, are just enough to cause mutations for the PCs. If the PCs move at their normal movement rate through the bogo forest they must make four **Dexterity checks** (DC 10) or become scratched by one of the thousands of dagger thorns. If the players expressly state they're moving at 1/2 their movement rate or less the checks



Illus. by Rev. Raven Daegmorgan

are reduced to a minimum of two. Apply the subject's natural armor bonus and size modifier to **AC** to the check, i.e. a large creature with no natural armor suffers a -1 penalty and a small creature benefits from a +1 bonus. Anyone damaged by the thorns must immediately roll on the Pristine Tower Mutation Chart. Creatures with damage reduction need not worry about the thorns.

Bogo snakes

Another danger of the forest is the bogo snakes. These creatures lurk in the low branches of the bogo trees, swinging down on their prey as they pass beneath a branch. The sheer number of bogo snakes ensures that it is not a question of *if* they're encountered, but when and how many.

Roll **5d6** to determine the total number of snakes encountered in the Bogo Forest. The **DM** may opt to break the total amount of snakes encountered down into smaller, separate encounters.

PCs combating bogo snakes in the forest environs run an additional risk of becoming injured on the dagger thorns of nearby trees. Characters can opt to either combat without their **Dexterity bonus to AC** or make a **Dexterity check (DC 10)** every round (same penalties and bonuses apply as described under Thorns).

When any creature passes within five feet of a bogo snake, it thrashes about wildly in the invader's direction in an effort to scare them off. Should one of its barbs hit they inflict **2d6** points of damage, and the victim should immediately roll on the Pristine Tower Mutation Chart. If a creature or character is able to distance themselves at least 10 feet from the thrashing snake, it ceases its attack in one round and disappears into the tree's upper branches.

Bogo snake: **hp** 9 each

Bogo snake stats can be found in *Terrors of Athas*.



Illus. by Brian Sanchez

20. BLOSSOM FIELDS

Once through the bogo forest, the white spire of the Pristine Tower comes into view. To get there, the PCs must transverse 100 yards of blossom fields – which is easier said than done. Though the blossoms themselves prove no hazard to the characters, the creatures that live within them do. The bushes on which the blossoms grow rise to a height of one foot, with three-foot long yellow stems upon which white blossoms blow in the wind. The blossoms are of an ordinary variety, though flowers of any kind are difficult to find on Athas. This type of blossom may only be found in the garden of a sorcerer-king given its exotic nature. The real danger is what lives beneath the blossoms – mole boars.

Mole Boars

The mole boar is a small rodent that appears as a cross between a weasel and a boar. The creature lives in small one foot diameter holes concealed by the blossom fields, which pose a threat to characters walking towards the Pristine Tower. There are literally thousands of the small creatures and their burrows scattered across the fields.

Any movement through the blossom fields attracts a random number of mole boars to the PC's location. The creatures sense the vibrations the PCs make as they walk through the fields, attacking them as they make their way towards the Pristine Tower. For each 25 yards of travel through the fields roll the PCs attract the attention of 3d10 mole boars.

Mole boar: hp 9

Mole boar stats can be found in *Terrors of Athas*.

Burrows

Medium-size or smaller PCs moving through the fields must make 1d6 Reflex saves (DC 12) or stumble into a randomly located burrow. Anyone failing a Reflex save has twisted an ankle and is reduced to

1/2 of their movement rate for 1d3 days or until a *cure moderate wounds* spell is applied. PCs with a twisted ankle do not get a Dexterity bonus to their armor class.

If the PCs manage to get through the blossom fields, they reach the base of the Pristine Tower, where lies the gatehouse. Proceed to [Encounter 21. GATEHOUSE](#).

21. GATEHOUSE

At the base of the Pristine Tower lies a gatehouse. This structure, now crumbling and broken down, was not part of the Blue Age halflings' original creation. Instead, this building was erected during Rajaat's reign over the Pristine Tower as a home for his faithful halfling followers. These halflings would later become shadow giants, the mysterious creatures imprisoned half in the Black and half in the real world. Though it has fallen into disrepair since the end of the Cleansing Wars, the structure still blocks the only entrance into the Pristine Tower.

When the PCs are within 50 feet of the gatehouse read the following

You're nearly to the tower now, and the glaring white needle seems to rise endlessly into the sky the closer you get. Nearly to your goal, you notice there is a second structure at the base of the tower. The building is an ancient structure to be sure, but is not made of the same unknown substance as the tower. Instead this gatehouse is constructed of granite blocks, and at one time was likely a solidly built structure. The granite blocks are lined with arrow slits, a notice to anyone of the war-like nature of the Tower's last tenant.

After untold centuries the building has begun to show signs of decay. No roof remains intact, and much of the stone surrounding its few windows has broken off in large chunks that litter the ground. The remnants of a rusted metal portcullis, the only apparent entrance, lies in a twisted pile on the ground. Peering through the shadows inside, a small entrance can be seen leading into the Pristine Tower.



Illus. by Brian Sanchez

As the **PCs** approach the entrance of the gatehouse, a bright flash occurs at the top of the Pristine Tower.

22. KYST

Inside the gatehouse are shadow giants, lying in wait for the **PCs**. The shadow giants have bright blue eyes that glisten in the shadows.

Shadow giants (15): hp 105

Kyst, sachem of the shadow giants, appears to the **PCs** if they make no threatening move. Read the following:

“Dregoth nears the end of the spell.” suddenly says a giant-sized shadowy creature that manifests before you. Wisps of black smoke issue from its blue mouth as it speaks. “I am Kyst,

sachem of the shadow giants. Since you are not dray I am assuming you are here to prevent the completion of Dregoth’s spell. The Ravager of Giants destroyed many of my people upon his arrival, and he is too strong for us to contain. Normally we would take action against your intrusion. Instead we offer you a truce – we shall guide you through the tower if you do what you can to defeat the Traitor. Then you will leave and never return. Refuse, and you may not reach Dregoth in time. Do we have a deal?” As Kyst awaits your answer, you spot four other shadow creatures eyeing you from the corners of the room.

If the **PCs** accept the offer of the shadow giants, two of them (Kyst and one other) guide them through the tower. The rest disappear into the bogo forest. From this point forward, the shadow giants inform the **PCs** on how to reach the Steeple of Crystals, the current location of Dregoth.



If the shadow giants are not with the PCs, then it likely takes considerably longer to reach the Dread King since they must figure out how to enter the Steeple of Crystals without the shadow giants' help. The consequence could be that Dregoth completes another stage of his spell before the PCs reach him.

See [Map 2: Gatehouse map](#).

23. THE PRISTINE TOWER

There are few rooms and chambers in the Pristine Tower. Whether this is by design or as a result of restructuring by Rajaat is unknown. The exact dimensions of the Pristine Tower are undetermined. From a distance of one or more miles the tower appears only to be a few hundred feet in height, but at the structure's base it appears to reach into the sky and beyond. In

addition, the tower seems to literally disappear in the absence of daylight, and brave souls searching for it at night (a foolish thing to do in the first place) cannot see the tower until they're within 20 feet of its base. These strange distortions only add to the mystery of the tower and its origins.

The Pristine Tower appears to be constructed of some sort of white porous rock similar to limestone that can also be found in the nearby grotto of Cleft Rock. The rock can be chipped away like normal stone, though the next morning it "grows" back and the chipped piece crumbles into dust.

Much of the exterior of the Pristine Tower consists of stairs going up. These stairs are difficult to climb, as the stairs are only a few inches high and extremely thin. In addition, the stairs are worn in some places, making for more of a ramp than a set of stairs. Consequently, PCs

who do not take extreme care when ascending the stairs have a chance to stumble and fall.

The set of stairs the PCs ascend are extremely worn, and require a **Climb check** or **Dexterity check (DC 15)**. Failure by five or more means the PC has fallen on the steps and takes **1d6** points of damage and must roll immediately on the Pristine Tower Mutation Chart. An optional rule for the DM here is that PCs standing behind stumbling characters must make an immediate **Dexterity check** or stumble themselves. Because of limited space large-size beings such as half-giants suffer a **-2** penalty to their checks.

If the PCs manage to survive the long climb, they reach the top of the Pristine Tower, where lies the limestone pool.

See [Map 3: The Pristine Tower](#).

Illus. by Steve Bell

24. LIMESTONE POOL

As the PCs reach the top of the stairs, they arrive at a pair of half-giant sized doors. Standing between the doors, blocking the PCs' path, is Dregoth's supreme commander, Zar'kat Daar (if killed by the PCs in Raam, Zar'kat has been resurrected). The supreme commander's orders are to stop anyone coming up the stairs. Zar'kat has become Black-touched and is immune to the attacks of the shadow giants. Read the following:

Reaching the top of the staircase, you see a pair of opened doors, high enough for a half-giant to stand to full height, with room to spare. Blocking your path is a tall, regal dray in braxat plate armor, wielding a lotulis. You recognize him as Dregoth's general from the invasion of Raam, but he is somehow changed. His eyes are the color of obsidian and wisps of shadow escape his mouth as he exhales. "This time, there will be no mercy", hisses the dray. With a flick of his wrist and a whisper, all sound around you suddenly dies.

Zar'kat Daar, black touched: hp 151

Combat tactics: Zar'kat cast *silence*. On the first round, he engages the PCs in melee combat. Unless the PCs were cautious when approaching the top of the tower, Zar'kat heard them coming and cast *divine shield*, *divine favor* and *divine power*. Zar'kat uses his *gem of seeing* to spot any invisible PCs. Remember that wounds cause mutations.

Beyond the archway, an immense pool of blue shimmering water fills the PCs' view. The floor surrounding the basin appears to be of common limestone, though a rose-colored shade of the stone weaves leads to the center of the pool. The pool is roughly 200 feet in diameter.

At the center of the pool, amidst grass-like blades of some underwater plant, is a white onyx tower rising more than a hundred feet above the water. This tower appears to be

sculpted of white onyx except for its peak, which is formed of crystal. The entire representation glows with a blushing ruby radiance similar to that of the crimson sun. A path of limestone blocks leads across the water to the onyx tower, though there is no visible way to enter it.

What if...

PCs risk drowning unless they make a **Swim check (DC 10)** should they enter the pool. Attempts at fueling defiling magic with the underwater plants while the shadow giants are present will result in a warning, and if the PCs continue, the shadow giants will attack.

The water in this pool is foul and brackish, and anyone drinking it immediately becomes nauseated for 1d4 rounds and coughs it up. Even spells such as *purify water* do nothing to cleanse the water in this pool. Closer inspection of the pool reveals that the entire basin is covered in the underwater plant life, its weaving, gnarled roots resembling the knotted branches of bogo trees.

25. STEEPLE OF CRYSTALS

The Steeple of Crystals, where Dregoth is casting the final stages of the *godhood* spell, is located inside the white onyx tower.

Entering the Steeple of Crystals

Darkness is required to proceed into the Steeple of Crystals. A character must be completely encompassed in darkness to pass through the onyx and emerge inside the chamber. There are a few ways to accomplish this feat, the simplest of them being the aid of the shadow giants. The giants can envelop them in darkness and allow them to pass through by covering them with a portion of the Black. This method is not without its drawbacks, as each character takes 3d10 cold damage and 1 point of **Strength damage** in the process (a successful DC 23 **Fortitude save** negates the

Strength damage). This is the only way the shadow giants know of to get through the onyx that they reveal to the PCs.

Important...

None of the special powers of the artifacts found in Chapter Three allow the PCs to automatically pass through the wall to the Steeple of Crystals. The powers of the Pristine Tower are neither magical nor psionic, and the protection powers of the *Star of Badna* and the *Pearl of the Sunrise Sea* have no effect against its unique abilities.

Another way to pierce the onyx barrier is by the creative use of spells to remove all light from a character's form. A *darkness* spell would get the PCs through. Even *invisibility* does not work because light is still interacting with the character's body, even if it's only to pass through it. *Teleport* and *etherealness* do not work for this purpose. Only complete darkness allows the PCs to pass through the barrier. The onyx can be

pierced at any point along the walls of the tower, though it is probably easier to pass through the point where the limestone path reaches the tower.

Inside the Steeple of Crystals no character casts a shadow with the tower's illumination. Shadows occur only with light from sources supplied by the PCs.

If the PCs manage to get into the Steeple of Crystals, read or paraphrase the following:

You've arrived at your destination – the Steeple of Crystals of the Pristine Tower. You see the entire chamber made of white onyx. The top of the tower is a large crystal dome. Near the top of the dome, an enormous steel ring, suspended in the center of the tower, is attached to the walls by three bars. Seven enormous gems – a ruby, an amethyst, an emerald, a sapphire, an opal, a diamond, and an aquamarine – are set in the steel ring. Protruding from the ring are six bars supporting another steel collar. The floor of the room is a dome-shaped mirror.



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The most imposing aspect of the chamber, however, is the figure of Dregoth the Undead Dragon-King standing directly below the empty ring at his imposing full height of over thirty feet. Beams of light filtering through the seven gems come together high above forming a scintillating ray that passes through the empty circlet, bathing the Dread Lord directly beneath. The mystical chanting of the undead sorcerering can be heard from the chamber's entrance, its eerie words sending a shiver down your spine. The only other things apparent in the chamber are small obsidian orbs.

The floors, walls, and ceiling of this room are covered in white onyx, and the room is lit by some mysterious light – the source of which cannot be determined. Strewn here and there against the far wall rests several obsidian orbs, and a closer inspection reveals small wisps of blue moving across its surface as if it were alive.

The empty steel circle is where the Dark Lens was placed when Rajaan created his champions over 2,000 years ago, though now the artifact is buried in the lava of the Ring of Fire. For those who know how to utilize it, the light filtered through the gems of the Steeple of Crystals allow epic spells to be cast with a +50 bonus to Spellcraft checks. While all remaining Champions of Rajaan understand exactly how to manipulate this energy, others would have to study it for nearly a decade before fully understanding how it works. None of the seven gems in the steel ring can be removed by any means, but should someone try the shadow giants do all they can to prevent it.

There is no apparent exit out of this room. Unlike the porous stones of the outside of the tower, the onyx in this chamber is as hard as diamonds and for the purpose of the adventure is unbreakable. The small orbs are eggs, crucibles the shadow giants use to incubate their young. The giants immediately attack any PCs leaving the Steeple of Crystals if they're carrying any of the orbs. If removed from the Pristine

Tower, these obsidian eggs become brittle and shatter within a matter of days.

The final stages of the Godhood spell

As the PCs approach the conclusion of the adventure, time becomes precious. As the characters begin to ascend the stairs of the Pristine Tower Dregoth nears the completion of the *godhood* spell's seventh stage. If the PCs take significant time in reaching the Steeple of Crystals, the Dread Lord would have time enough to complete the seventh stage of the spell. If their ascent is rapid and hurried, then they'll arrive before he completes that stage.

One drawback of allowing Dregoth to complete the seventh stage is that all divine spellcaster characters would have to make a **Will save (DC 27)** or lose consciousness for **1d4x10** minutes. This could eliminate affected PCs from the final battle, not to mention the possibility of being left behind should the party have to flee from Dregoth afterwards.

The final decision as to whether or not the PCs make it to the Crystal Steeple before the 7th stage is completed is up to the DM.

Factors to consider here are whether or not they PCs have enlisted the aid of the shadow giants (who know all the tower's secrets), take time out to rest along the way, or take too much time or cannot figure out how to reach Dregoth (if not aided by the shadow giants). In the end, the simplest way to determine if the stage is cast or not is to say *yes* if the PCs are not aided by the shadow giants, and *no* if they are.

What if...?

Dregoth will immediately begin casting the 8th stage of the *godhood* spell if he has time to complete the 7th stage before the PCs arrive in the Steeple of Crystals. The 8th and final stage takes 1 hour to complete. If for some reason the PCs have not entered the Steeple by the end of the 8th stage, the PCs have failed to stop Dregoth. See **[Encounter 27. AFTERMATH.](#)**

26. CONFRONTATION

In the final confrontation with the Undead Dragon-King the PCs must use not only the power of the artifacts at their disposal, but all of their skills and wits if they wish to survive.

When the PCs enter the Steeple of Crystals, Dregoth is most likely busy casting either the 7th or 8th stage of the *godhood* spell. The PCs have one round to act while Dregoth takes a one-round action to suppress the casting. This gives him 10 rounds to act against the PCs before he must resume the casting of the *godhood* spell. Reverting to casting mode is also a one-round action. Dregoth can suppress the casting again, but each time he suppresses the casting beyond the first he suffers 5d6 backlash damage.

Consequences of DA Part 2: The Quest

Depending on how long it took the PCs to gather the artifacts and reach New Giustenal, the PCs may have forced Dregoth to rapidly accelerate the casting of stages three through six of the *godhood* spell. This will have weakened Dregoth. For each accelerated stage of casting, Dregoth suffers a -3 penalty to saves, skill checks, attack and damage rolls, as well as effective caster and manifester level.

Dregoth's combat tactics

The Dread King does whatever he can to mercilessly bring about the death of the PCs. Dregoth lets loose with his most powerful spells and powers first, and his potent breath weapon. He will also use his All-Out Attack. Sample combat tactics are listed below, with countermeasures to some common PC tactics Use [Map 4: DM's map of Steeple interior.](#)

Dregoth's most powerful damage spells include: *empowered maximized quickened*

fireball, *maximized energy drain*, *maximized meteor swarm*, *maximized polar ray*, *empowered maximized circle of death*, *maximized delayed blast fireball*, and *temporal stasis*. Dregoth can augment some of these spells even further, with Casting Time Metamagic.

Dregoth's psionics are not as powerful as his magic, but should still be a match for the PCs. His most potent attack powers include: *ultrablast* and *breath of the black dragon*. Dregoth uses Arcane Augmentation to increase his effective manifester level for purposes of augmenting his psionic powers.

If the PCs use *silence*, Dregoth has the Automatic Silent Spell feat and can still use his All-Out-Attack to almost full effect under *silence*; he gets a full-attack and can cast a 3rd-level spell and manifest a 4th-level psionic power. He can also cast a *quickened silenced dispel magic* spell if he wants to use higher level spells.

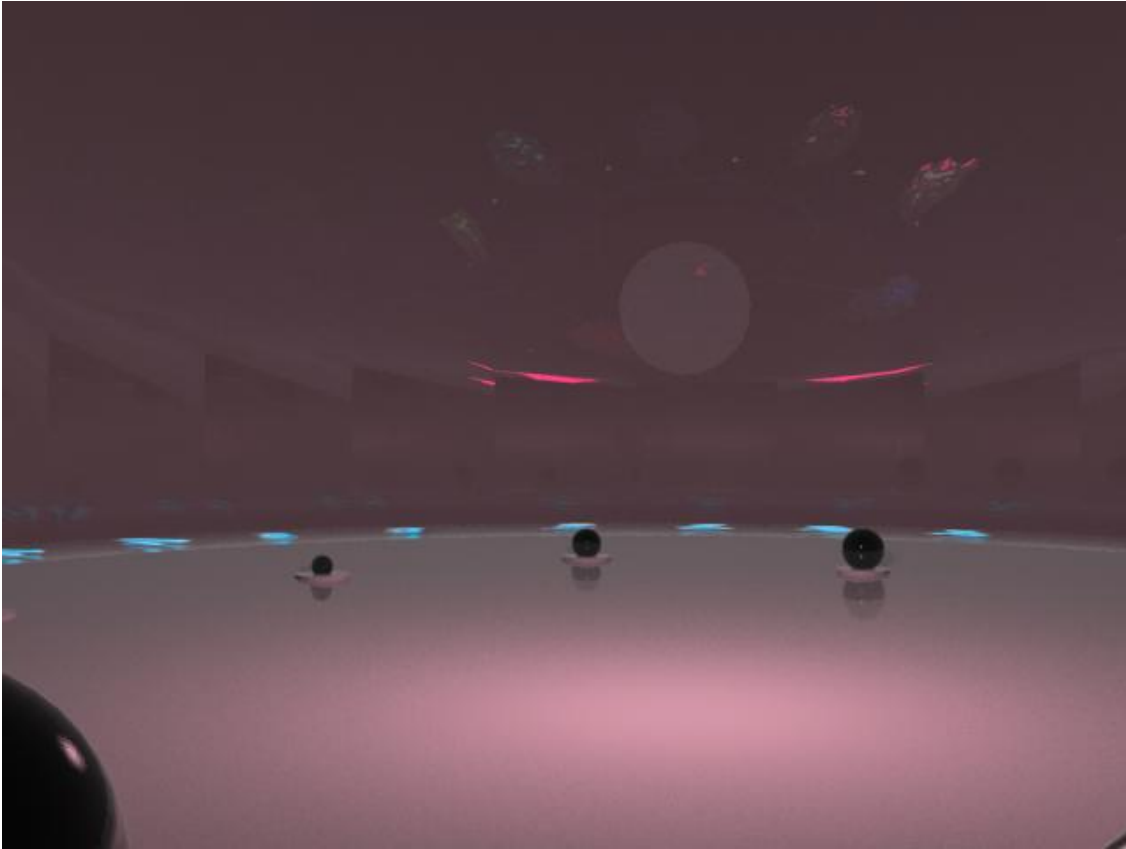
If the PCs use *antimagic field*, Dregoth will use Arcane Augmentation to boost his psionic powers or use epic spells.

If the PCs use *antipsionic field*, Dregoth will use magic. If the PCs use both *antimagic field* and *antipsionic field*, Dregoth engages them in melee combat or uses epic spells.

In **melee combat**, Dregoth combines the raw strength of his dragon form with the undead powers of being a kaisharga, the most potent being his ability to paralyze those struck by his already impressive natural weapons.

If Dregoth only has 1 round before he must resume the casting of the *godhood* spell, he will use *timestop* and attempt to finish off the PCs with a last ditch effort.

Dregoth recognizes the use of any of the three artifacts gathered by the PCs, and acts accordingly afterwards (e.g. not using psionic powers against the carrier of the Pearl).



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Should the **PCs** be lucky enough to drop the Dread Lord below 75 hit points, a preset *contingency* spell teleports him back to his palace in New Giustenal.

Dregoth: hp 532

Important note

For some reason Pristine Tower mutations *do not* occur in the Steeple of Crystals, and because he is undead mutations do not occur for Dregoth in any case.

The Key to Victory

There are two ways to defeat Dregoth—disrupt his spell or reduce him to less than 75 **hit points**, upon which a contingency spell returns him to his palace in New Giustenal. In either case the *godhood* spell is ruined. For extremely resourceful **PCs** there is also a way of reversing the spell and resetting the elemental and astral conduits to their original positions.

The easiest way to defeat Dregoth is to disrupt his spell—then get away before he takes his anger out on those who thwarted him. Simply attacking or otherwise distracting the Dread King is not enough to disrupt the *godhood* spell.

Disrupting the *godhood* spell

To disrupt the *godhood* spell without defeating Dregoth in combat, the **PCs** would have to somehow destroy or take one of the material components and run with it, separating it from its original location until Dregoth has to resume his casting (maximum 10 rounds).

A variant of this solution is to switch the locations of the spell components, causing the planar conduits to return to their original locations one round after the switch is completed. Once this switch is set in motion it cannot be reversed, and the spell is neutralized.

Dregoth has two particular weaknesses that can be exploited. First of all, he will target all of his attacks on anyone displaying symbols of any of the sorcerer-kings. Second, Dregoth's delusions of godhood can be exploited to prevent him from attacking if the PCs attempt to engage the Undead Dragon King in conversation – possibly distracting him long enough to do something with the material components of the spell.

The problem with interfering with the components of the *godhood* spell is that they're invisible to the naked eye. Only Dregoth or PCs that are within five feet of the components can actually see them, as they hover between the astral and ethereal plane. A *true seeing* spell will also reveal the components. The *gem of seeing* Zar'kat Daar had in his possession utilizes this spell. Once detected, it is up to the PCs to figure out that this is a possible way to defeat the Dread King. Since the components are hovering between the astral and ethereal plane, there is a 50% chance that they won't be affected by attacks, spells and powers unless they can affect the ethereal, such as a *ghost touch* weapon.

Material components for the *godhood* spell

There are only two components to the *godhood* spell, each placed at opposite ends of Dregoth's casting circle. The first is an urn of god's blood obtained from the Outer Planes by Dregoth during his travels. Which god and how he acquired the rare substance is unknown (and is left to the DM if it becomes relevant). Outside of the *godhood* spell the blood has no relevant purpose other than that created by the DM. One possible use is that common spell components immersed in the blood produce maximum effects for both arcane and divine spells as per the *Maximize Spell* feat. The 200-pound urn is made from stone (hardness 8, hp 30) and has been sealed by Dregoth with an *arcane lock* spell cast at 29th-level. A *disintegrate* spell destroys the urn and its contents. A *shatter* spell cast at

20th level also destroys the urn, spilling its contents.

The second component is a living elemental vortex captured by the Dread King following the death of King Tectuktitlay. The living vortex allows a sorcerer-king to grant spells to his or her followers, and Dregoth needs to sacrifice one of the rare creatures to achieve divinity. At the conclusion of the spell, whether completed or not, the vortex is either destroyed or is set free and cannot be captured or utilized by the PCs. The vortex is contained within a four foot square cube constructed of pure obsidian that is hollow in the center (hardness 8, hit points 180). A *disintegrate* spell destroys the cage, releasing the vortex. A *shatter* spell cast at 20th level also destroys the urn, spilling its contents.

There is no way for the PCs to discern the contents of the cube by visual reference. At the conclusion of the spell, if successfully completed, both components burst open and their contents are consumed. If the spell is not properly completed, the vortex escapes on its own once the *godhood* spell is permanently disrupted.

Surviving the encounter with Dregoth

Some or all of the PCs are likely to die fighting Dregoth. If the PCs are successful in their attempt to thwart his spell, but do not drive off Dregoth, they must either make a stand against the enraged sorcerer-king or flee.

If the PCs were guided by the shadow giants, they will appear at the end of the round the spell is disrupted. The following round they embrace the PCs to carry them back outside to the Limestone Pool.

Keep in mind that attempts at magical or psionic transportation fail if the PCs try to transport themselves within the boundaries of the Pristine Tower and the Bogo Forest, but work normally if the targeted location is beyond the Bogo Forest.

Simply running from the Pristine Tower does the PCs little good, since it's a simple matter for Dregoth to pursue them.

Make no mistake; if they survive the PCs have made a mortal enemy in the Ravager of Giants if they thwarted his efforts. For the rest of their lives, the PCs should always be looking over their shoulders, for one day the Dread Lord will have his revenge. At a minimum dray agents are still active and they will be searching actively for the PCs.

27. AFTERMATH

Should Dregoth's spell never reach completion, each PC involved receives 8,000 experience points in addition to any experience gained throughout the adventure. If the PCs reversed the planar conduits, award each PC an additional 2,000 experience points.

Dregoth Thwarted

There are several different possible endings for this adventure, the most viable being that Dregoth's spell is impeded and the PCs (or at least some of them) survive to collect the reward of the sorcerer-kings. Another ending could involve completion of the *godhood* spell and its possible consequences to Athas. The final decision on the outcome of *Dregoth Ascending* and the effect it has on the world is left to the DM. It is encouraged that the loss of divine magic not become a permanent aspect of Athas, but possibly another adventure that requires brave PCs to amend.

"The Dread Lord appeared suddenly in New Giustenal, to my surprise and the surprise of the few dray not gathered on the surface. He stood in the rushing waters of the Blackjaw River, towering far above nearby buildings to the awe of his subjects nearby, who, like myself had only heard stories about our master's true godly form. It was then my sovereign screamed. A howl of anger rocked the cavern of New Giustenal so greatly that more than a few buildings suffered measurable damage. As his cry began to subside he took his tremendous fist and smashed the abandoned estate on Sharg Island into thousands of pieces in one mighty blow.

While many of the faithful had fled to their homes I stood before my lord with my head bowed. Should he wish to take my life in his anger, then so be it. There was silence for several moments — moments I dare not raise my head for fear I would lose my nerve at what I thought was my impending death. It was then I heard my lord speak in a deep somber tone I had never before heard, a manner that lacked fulfillment and purpose. "Go to the surface and tell Mon Adderath and Absalom the Coruscation is over. All dray are to return to New Giustenal. Go . . ." My lord then began walking towards his palace, though I did not watch him finish his journey. There was much for me to do."

— Venagi, Acolyte of Dregoth

Rewards & Treachery

The most favorable ending for *Dregoth Ascending* is that the PCs were successful in their mission and escaped the wrath of the Dread Lord (at least temporarily), returning to Nibenay to collect their reward from the sorcerer-kings. It's quite possible the PCs may decide they can kill the three Champions with the artifacts they've collected. Unfortunately, the sorcerer-king have taken this into account and are more than prepared for any treachery on the part of the PCs. Protective spells, templar and defiler hirelings, and other precautions are set in motion as soon as the PCs enter

Nibenay to collect their reward. Should this occur, the DM would have access to practically almost an unlimited amount of NPCs of 5th to 15th level to defend the sorcerer-kings and recover the artifacts.

It is also possible the PCs may decide not to return to Nibenay and keep all the artifacts as their reward. In this case, the same army of NPCs would track down the items and take them from the PC's lifeless bodies. In the end, crossing the sorcerer-kings should come with a heavy price. Should it come to blows, stats for the three sorcerer-kings are included in the Appendix.

In the case of either destroying the cursed *Star of Badna* or returning the *Pearl of the Sunrise Sea* to the templars of Andropinis, the sorcerer-kings take no overt actions against the PCs. This leaves the question of the *Scorcher* should the PCs still possess it. If the PCs take it as a reward, that's their only compensation. Otherwise, it must be returned to Hamanu. All other rewards for a successful adventure are presented in *Dregoth Ascending Part II: The Quest*. For the most part, the three sorcerer-kings live up to their end of the deal, though they refuse to give up one ceramic bit more than earlier promised.

Dregoth Triumphant

Proving that Athas is a cruel, harsh world it's quite possible Dregoth will emerge triumphant in his casting of the *godhood* spell, regardless of whether it actually works or not. In this case the PCs either never made it to the Steeple of Crystals or were slain by Dregoth. Should the completion of the *godhood* spell actually occur, there are several possible outcomes that can affect the future of Athas and the DARK SUN campaign.

As stated from the beginning, the *godhood* spell cannot achieve Dregoth's goal in accordance with the rules of the multiverse. However, allowing Dregoth to complete the spell simply to have it fail with no effect is extremely anti-climatic. Should the spell actually occur despite the PC's best efforts,

there are several options for the DM to consider as to what really happens. The following examples for the most part represent adventures that may occur for the PCs following the completion of this adventure.

Loss of Spells: The *godhood* spell falls short of Dregoth's expectations and the elemental conduits remain in a state of flux, unable to reattach to Athas' Prime Material Plane. As a result the loss of divine spells (at whatever stage of the spell was completed last) remains in effect even though the spell was never completed. Once again supplied with information and aid from the three sorcerer-kings the PCs would have to travel to the Inner and Outer Planes in an effort to restore the conduits to their original positions. Only this would restore divine magic to its former self.

Natural Disaster: The force of returning the elemental conduits to their original positions on the Ethereal and Astral Planes causes certain repercussions on Athas. Such occurrences may include another great earthquake, severe Tyr storms that last more than a few minutes and cause great amounts of damage, or an immense sandstorm that would be detrimental to both structures and living creatures.

Planar Creatures: In the moments when the conduits are transversed several creatures from another plane find their way to Athas. This gate would only be open temporarily, and the invaders would have no way to return to their home plane. Such creatures could be elementals, baatezu, tanar'ri, or other creatures. The number and type of beings would be left to the DM.

Ascension: Though it would severely change the nature of the DARK SUN campaign, a DM may choose to have Dregoth become a god at the successful conclusion of the *godhood* spell. In this case only templars of the Dread Lord would be able to cast priestly spells of any kind across the face of Athas. Templars of the remaining sorcerer-kings would lose their spells, and druids and elemental

priests would be powerless as well. However, now that a spiritual conduit was anchored to Athas, other gods of the Outer Planes may take notice of the scorched world and seek out followers. This consequence would then restore a good-neutral-evil balance to a world monopolized by an evil deity.

Completed metamorphosis: Another twist is that the *godhood* spell allows the Dread Lord to do the one thing that eludes him in undeath—achieve the 10th-stage of the *defiler metamorphosis*. This would increase his stats as described in Athas.org's *Dragon Rules*, making Dregoth an even more powerful villain.



DARK
SUN

APPENDIX I: NPCS

Generic NPCs

Advanced Pit Snatcher
 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

Specific NPCs

Absalom
 Dregoth
 Grogh-En
 Mon Adderath
 Zar'kat Daar, black-touched

GENERIC NPCS

Advanced Pit Snatcher: CR 6; Large elemental (earth, psionic); HD 13d8+91; hp 149; Init +3; Spd 30 ft.; AC 17, touch 8, flat-footed 17; Base Atk +9; Grp +24*; Atk +15 melee (2d6+7, slam); Full Atk +15 melee (2d6+7, 2 slams); SA improved grab, psi-like abilities, taint, tar pit; SQ bound to pit, darkvision 60 ft., elemental traits; AL CE; SV Fort +15, Ref +5, Will +6; Str 25, Dex 8, Con 24, Int 5, Wis 10, Cha 12.

Skills and Feats: Hide +5, Spot +6; Ability Focus (*attraction*), Improved Initiative, Improved Natural Attack, Iron Will, Lightning Reflexes.

Bound to Pit (Ex): A pit snatcher cannot willingly leave its pit, though it can travel through the ground to another tar pit within 20 feet. A pit snatcher that is forcibly removed from its pit must ooze back to its pit; if kept out of the tar pit for 1 hour, the pit snatcher dies, dissolving into a puddle of goo.

Psi-Like Abilities: At will—*attraction* (+10 interaction bonus, DC 20*), *know direction*

and location; 3/day—*synesthete*. Manifest level 13th. The save DC is Charisma-based.

*Includes augmentation for the pit snatcher's manifest level.

Taint (Ex): If a pit snatcher critically hits a creature, the wounds leave a black mark that never fades. Nothing short of a *limited wish*, *miracle*, or *wish* spell can remove a pit snatcher's taint.

Tar Pit (Ex): A creature submerged in tar takes 3d6 points of fire damage each round and starts to suffocate. To escape the pit, the creature must first escape the grapple. It must then escape the tar as though it were quicksand (see Chapter 3 of the *DMG*).

Dray Agent: Male dray Tem 6/Psion (telepath) 7; CR 14; Medium monstrous humanoid; HD 6d8+18 plus 7d4+21; hp 87; Init +6; 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 darkvision, discipline (telepathy), fire resistance 10, less water, light sensitivity, low-light vision, 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, Disguise +5 (+7 to act in character), Gather Information +19, Knowledge (psionics) +12, Knowledge (religion) +12, Sense Motive +17; Empower Power, Extend Spell, Greater Psionic Weapon, Improved Initiative, Inquisitor, Martial Weapon Proficiency (*carrikal*), Martial Weapon Proficiency (*longsword*), Psionic Weapon, Stand Still.

Templar Spells Known: (8/6/4/3; 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 – *death knell*, *enthrall*, *hold person*, *undetected alignment*; 3rd – *cure serious wounds*, *dispel magic*, *sandspray*.

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 Tem 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 – enthrall, 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 (1d6+6/x4, impaler) or +10 ranged (1d6+3, javelin); Full Atk +11/+6 melee (1d6+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 Tem 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 – *bless*, *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*, *greater command*, *greater magic weapon*; 5th – *elemental strike*, *mark of justice*, *true seeing*.

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

Dregoth's Bodyguard (5): Desert giant thinking zombies; CR 15; Huge undead; HD 14d12+14; hp 945*; Init +2; Spd 40 ft.; AC 26, touch 10, flat-footed 24; Base Atk +10; Grp +28; Atk +19 melee (2d8+15/x3, spear) or +18 melee (1d8+10, claw) or +11 ranged (2d8+10, rock); Full Atk +19/+14 melee (2d8+15/x3, spear) and +13 melee (2d6+5 plus disease, bite); or +18 melee (1d8+10, 2 claws) and +13 melee (2d6+5 plus disease, bite); or +11 ranged (2d8+10, rock); Space/Reach 15 ft./15 ft.; SA disease, rock throwing; SQ gray toughness 1, lowlight vision, power resistance 15, resistance to cold 10 and electricity 10, rock catching, vulnerability to blessed elements, undead traits; AL NE; SV Fort +9, Ref +6, Will +5; Str 31, Dex 15, Con -, Int 14, Wis 12, Cha 13.

Skills and Feats: Climb +20, Jump +20, Listen +15, Search +12, Sense Motive +9, Spot +15, Survival +11; 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 filth fever.

Vulnerability to Blessed Elements (Ex): A thinking zombie takes half again as much (+50%) damage as normal from blessed elements.

Possessions: inix scale mail, huge spear.

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

Elite Dray Commander: Male dray Tem 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 (1d6+6/x4, impaler) or +13 ranged (1d6+3, javelin); Full Atk +15/+10 melee (1d6+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.

SPECIFIC NPCs

Absalom: Male dray morg Tem 8/Templar of the Scale 9; CR 21; Medium Undead (Augmented Monstrous Humanoid); HD 17d12+34; hp 144; Init +1; Spd 30 ft.; AC 26, touch 11, flat-footed 25; Base Atk +15; Grp +20; Atk +24 melee (1d8+8/19-20 plus 1 Con damage, +3 *wounding ghost touch longsword*) or +20 melee (1d6+5 plus energy drain, claw) or +20 melee (1d4+5 plus energy drain, tongue); Full Atk +24/+19/+14 melee (1d8+8/19-20 plus 1 Con damage, +3 *wounding ghost touch longsword*) and +15 melee (1d6+2 plus energy drain, claw) and +15 melee (1d6+2 plus energy drain, bite) and +15 melee (1d4+2 plus energy drain, tongue), or +20 melee (1d6+5 plus energy

drain, 2 claws) and +15 melee (1d6+2 plus energy drain, bite) and +15 melee (1d4+2 plus energy drain, tongue); SA constrict 1d4 +5, create spawn, energy drain, fear aura, improved grab, inspire fear 3/day, lower enemy morale, sigil, turn/rebuke undead (+2 on checks); SQ code of honor, damage reduction 10/magic and 2/-, darkvision 60 feet, enhanced ability (2 bonus feats), fast healing 1, gray toughness 2, light sensitivity, lowlight vision, fire resistance 30, incite racial superiority, mark of the yellow scale, secular authority, vulnerability to cold; AL LE; SV Fort +12, Ref +5, Will +12; Str 20, Dex 12, Con -, Int 16, Wis 15, Cha 19.

Skills and Feats: Bluff +6, Concentration +17, Diplomacy +20, Gather Information +19, Heal +15, Intimidate +12, Knowledge (local) +19, Knowledge (religion) +23, Listen +8, Literacy (Giustenal), Move Silently +11, Search +9, Sense Motive +24, Spellcraft +9, Spot +8; Hidden Talent (*conceal thoughts*), Hidden Talent (*dissipating touch*), Hidden Talent (*vigor*), Improved Natural Attack (claw), Martial Weapon Proficiency (longsword), Martial Weapon Proficiency (composite longbow), Psionic Fist, Psionic Meditation, Unavoidable Strike, Weapon Focus (longsword).

Templar Spells Known (6/7/7/7/7/6/6/4; save DC 14 + spell level): 0 – *cure minor wounds, defiler scent, detect magic, detect poison, guidance, inflict minor wounds, light, mending, read magic, resistance*; 1st – *bless, comprehend languages, deathwatch, hand of the sorcerer-king, sanctuary, shield of faith*; 2nd – *battlefield healing, bull's strength, enthrall, hold person, undetectable alignment, zone of truth*; 3rd – *cure serious wounds, dispel magic, protection from energy, speak with dead, wind wall*; 4th – *greater command, inflict critical wounds, sending, tongues, wrath of the sorcerer-king*; 5th – *elemental strike, klar's heart, lungs of water, mark of justice, true seeing*; 6th – *blade barrier, forbiddance, greater dispelling, word of recall*; 7th – *glass storm, confessor's flame, crusade*.

Psion Powers Known (power points 6, save DC 14 + power level): 1st – *conceal thoughts, dissipating touch, vigor*.

Possessions: +3 *ghost touch longsword*, +3 *shell armor*, *dust of illusion* (10 doses), *amulet of the dragon*.

Code of Honor (Ex): Absalom has a code that he must follow. This code can be used to coerce him into service. Absalom truly believes that Dregoth is a god and takes his position as High Priest very seriously. He believes that all dray are Dregoth's children, even the banished dray of Kragmorta. He administers to the first generation dray's needs, even though Dregoth has forbidden any contact with the banished ones. He has discovered Dregoth's deception of the Spirit of Kragmorta and hopes to find a way to save the remainder of Kragmorta's dray before more march into Dregoth's trap.

Constrict (Ex): When Absalom successfully grapples with his tongue attack, he automatically deals 1d4+5 points of damage.

Create Spawn (Su): Any humanoid slain by Absalom's energy drain becomes a namech 1d4 days after death. Spawn are under the command of Absalom and remain enslaved until death. At one time, Absalom can have namech spawn with HD totaling 34.

Energy Drain (Su): Living creatures hit by Absalom's tongue attack, claws or bite gain one *negative level*. For each *negative level* bestowed, Absalom gains 5 temporary *hit points*. A morg can use its energy drain ability once per round. The *save DC* to remove the negative level is 22. The *save DC* is *Charisma*-based.

Fear Aura (Su): Absalom generates a powerful aura of evil and death. Creatures of less than 5 HD within 60 feet that look at Absalom are panicked and flee. Creatures with 5 HD or more are allowed a *Will save* (DC 22) to avoid being *panicked*. If the save is successful, the creature is instead *shaken* for one round. A creature that successfully saves cannot be affected again by Absalom's aura for 24 hours. The *save DC* is *Charisma*-based.

Improved Grab (Ex): To use this ability, Absalom must hit an opponent of up to size Large with his tongue attack. He can then attempt to start a grapple as a free action without provoking an *attack of opportunity*.

If he wins the grapple check, he establishes a hold and can constrict.

Incite Racial Superiority (Ex): Dray believe they are the superior race. Absalom can magnify this belief in other dray by delivering a powerful speech. This ability affects 13 dray, who gain a +4 *morale bonus* to saving throws versus fear-effects for the next hour. Inciting racial superiority is a full round action and can be used 4 times per day.

Inspire fear (Sp): Absalom can strike fear into the hearts of his enemies and cause them to flee as the spell *fear* if they fail a *Will save* (DC 23). This ability can be used 3 times per day. The *save DC* is *Charisma*-based.

Light Sensitivity (Ex): Absalom is dazzled in bright sunlight or within the radius of a *daylight* spell.

Lower enemy morale (Ex): Templars of the scale carry themselves in a confident manner on the battlefield that can unnerve their enemies. Anyone successfully attacked by Absalom must succeed a *Will save* (DC 23) or suffer a -1 penalty to attack and damage rolls for the remainder of the encounter. This effect only applies on the first successful attack inflicted per opponent per encounter. The *save DC* is *Charisma*-based.

Mark of the Yellow Scale (Ex): Templars of the scale are feared and respected by both first and second generation dray. When interacting with other dray, Absalom gets a +2 bonus to *Bluff*, *Diplomacy*, *Gather Information* and *Intimidate* checks.

Vulnerability to Cold (Ex): Unlike other morgs, Absalom takes normal damage from all cold attacks. He does not have cold resistance.

When Dregoth the undead dragon king decided it was time to appoint a new High Priest, he chose the powerful templar Absalom. Of course, Dregoth wanted someone special to oversee his quest for true godhood. He wanted a High Priest made in his own image—a dray. At the time, which was shortly after Dregoth's death and Guistenal's destruction, the dragon king had not yet perfected the dray transformation

process. Only in death did the transformation stabilize. So to become Dregoth's High Priest, Absalom had to die. Absalom underwent the imperfect transformation process, mutated into a perfect dray, then was killed to halt the process from changing him further. Death was not the end, however. Dregoth brought Absalom back as a morg, an undead creature similar to the greater mummies of other worlds. Now he wears the ornate robes of Dregoth's High Priest, though the finery does little to hide his mummified, dead-gray features.

Absalom stands seven feet tall and looks like a well-preserved second generation dray who died thousands of years ago but continues to walk around.

Dregoth: See appendix IV: Dregoth.

Grogh-En, Badna Zombie: Male human Badna zombie Templar 5/Servant of Badna 8; CR 15; Medium undead (augmented humanoid); HD 13d12; hp 84; Init +8; Spd 50 ft.; AC 20, touch 12, flat-footed 18; Base Atk +9; Grp +14; Atk +14 melee (1d6+4/19-20, masterwork bone short sword) or +14 melee (3d6+5 plus disease, claw); Full Atk +14/+9 melee (1d6+4/19-20, masterwork bone short sword) and +9 melee (3d6+2 plus disease, claw) or +14 melee (3d6+5 plus disease, 2 claws); SA disease, rebuke undead 5/day (+2 on checks), sigil, starchild; SQ Badna babble +4, damage reduction 10/magic, darkvision 60 feet, fast healing 3, immune to surprise, immunities, riot control, secular authority, skitterish, slippery mind, spell resistance 19 (31 defiler spells), starfollower, subterfuge, undead traits, vulnerability to pin; AL NE; SV Fort +10, Ref +5, Will +9; Str 20, Dex 15, Con —, Int 12, Wis 4, Cha 16.

Skills and Feats: Bluff +20, Concentration +8, Diplomacy +22, Disguise +15 (+17 acting), Gather Information +10, Heal +5, Intimidate +18, Knowledge (local) +7, Knowledge (religion) +9, Search +1 (+9 tracking *Star of Badna*), Sense Motive +7, Spellcraft +7, Spot -3 (+5 tracking *Star of Badna*), Survival -3 (+5 tracking *Star of Badna*); Combat Reflexes, Hostile Mind, Improved Initiative, Improved Natural

Attack, Iron Will, Martial Weapon Proficiency (longsword), Martial Weapon Proficiency (short sword), Negotiator.

Badna Babble (Ex): Even if the legends of Badna are but constructions of Abalach-Re's, Grogh-En uses the teachings to their full advantage. He gains a +4 bonus to Bluff and Intimidate checks.

Disease (Su): Supernatural disease — claw, Fortitude save DC 19, incubation period 1 round; damage 1 point of ability damage to a random ability.

Unlike normal diseases, a badna zombie's disease damages a creature's ability scores each round until cured. For this reason, the disease can never be cured naturally, but a *remove disease* spell works as normal.

Immune to Surprise (Ex): The servants of Badna's paranoia eventually results in that they are never caught off-guard. From 8th level, a servant of Badna can always act in the surprise round. However, the servant of Badna loses sanity, reflected in a permanent 2 point Wisdom loss, which cannot be restored, not even by a *miracle* or *wish* spell.

Immunities (Ex): A badna zombie is immune to holy elements and attempts to turn undead.

Riot Control (Sp): Servants of Badna are used to dealing with riots. When the servant of Badna casts spells with the (Compulsion) descriptor requiring a Will save, such as calm emotions, the save DC increases by 2.

Slippery Mind (Ex): This ability functions exactly like the rogue special ability of the same name in the Player's Handbook.

Skitterish (Ex): Servants of Badna are paranoid, expecting ambushes and assaults in any situation. They gain a +2 bonus to initiative. This bonus stacks with the Improved Initiative feat.

Spell Resistance (Ex): Like any creature that possesses the *Star of Badna*, a badna zombie has spell resistance 31 against spells cast by defilers and spell resistance 19 against other spells and effects.

Starfollower (Su): The badna zombie always knows the location of the *Star of Badna* if separated from it, being able to track it anywhere on Athas.

Starchild (Su): A badna zombie can use one power of the *Star of Badna* as a free action each round.

Subterfuge (Sp): Raam is a chaotic city where not even templars feel safe in the streets, thus they have learnt the art of subterfuge. Servants of Badna can alter their appearances as per the disguise self spell once per day, granting a +10 bonus to Disguise checks. The duration of this ability is 10 minutes/class level.

Vulnerability to Pin (Ex): An opponent can tear the *Star of Badna* from a badna zombie's chest by pinning the zombie when it has fewer than 10 hit points. The badna zombie loses the special attacks and special qualities listed above (except for starfollower), and its Challenge Rating decreases by 2. Each month the opponent has the artifact, it must make a Will save (DC 10 + number of previous saves) or become a badna zombie.

Possessions: Masterwork bone short sword, +1 studded leather armor of seeing (Jhakar & Hardwood), *Star of Badna*.

In life, Grogh-En was a senior templar of Abalach-Re who had become sympathetic to the Veiled Alliance and the plight of the sorceress-queen's daughter Nanda Shatri. When his involvement with the Alliance was revealed to the Grand Vizier by the mansabdar Roal, Abalach-Re made Grogh-En the guardian of the artifact known as the *Star of Badna*, secure in the knowledge that the templar would be claimed by its terrible curse. Grogh-En had only been in possession of the *Star* for a brief period when Abalach-Re was slain and he took refuge in the Consecrated Sepulcher of Badna as riots swept through Raam. He was subsequently entombed in the Sepulcher when it collapsed, where he remained as the artifact transformed him fully into a Badna zombie.

Grogh-En's mind has been utterly claimed by the *Star of Badna* and his only thoughts now revolve around keeping possession of the artifact. He is suspicious in the extreme of all who approach him, believing that they come to steal his prize. Although he can still think and reason, all of

his intellect is bent upon ensuring that the *Star* remains in his keeping forever.

Grogh-En is gaunt in the extreme, with withered blue skin stretched over his bones. Talons as black as pitch have sprouted from his hands and his eyes have darkened to a similar hue. Embedded in the center of his chest is the gleaming gem that is the *Star of Badna*.

Mon Adderath: Male human Tem 8/Templar of the Scale 10; CR 19; Medium Humanoid; HD 18d8+54; hp 138; Init +2; Spd 30 ft.; AC 22, touch 14, flat-footed 20; Base Atk +16; Grp +19; Atk +23 melee (2d6+7/17-20, +3 keen thundering greatsword) or +19 ranged (1d8+4/x3, +1 speed composite longbow [+3 Strength bonus]); Full Atk +23/+18/+13/+8 melee (2d6+7/17-20, +3 keen thundering greatsword), or +19/+19/+14/+9/+4 ranged (1d8+4/x3, +1 speed composite longbow [+3 Strength bonus]) or +17/+17/+17/+12/+7/+2 ranged (1d8+4/x3, +1 speed composite longbow [+3 Strength bonus] with Rapid Shot); SA inspire fear 3/day, lower enemy morale, sigil, turn/rebuke undead (+2 on checks); SQ damage reduction 2/-, darkvision 60 feet, dregoth's blessing, immortal, less water, lowlight vision, fire resistance 30, incite racial superiority, mark of the yellow scale, secular authority; AL LE; SV Fort +16, Ref +7, Will +15; Str 16, Dex 14, Con 17, Int 17, Wis 14, Cha 19.

Skills and Feats: Bluff +17, Concentration +24, Diplomacy +16, Gather Information +12, Heal +10, Intimidate +24, Knowledge (ancient history) +21, Knowledge (religion) +21, Knowledge (warcraft) +11, Literacy (Giustenal, Green Age Common, Modern Common), Sense Motive +15, Spellcraft +15; Combat Casting, Hidden Talent (*mindlink*), Hidden Talent (*psionic charm*), Martial Weapon Proficiency (greatsword), Martial Weapon Proficiency (composite longbow), Point Blank Shot, Power Attack, Quicken Spell, Rapid Shot, Weapon Focus (greatsword).

Templar Spells Known (6/7/7/7/7/6/6/5/3; save DC 14 + spell level): 0 – cure minor wounds, defiler scent, detect magic, detect poison, guidance, inflict

minor wounds, light, mending, read magic, resistance; 1st – bless, cure light wounds, divine favor, doom, hand of the sorcerer king, hide from undead; 2nd – battlefield healing, bear's endurance, death knell, hold person, lesser restoration, silence; 3rd – animate dead, cure serious wounds, dispel magic, prayer, protection from energy; 4th – air walk, dimensional anchor, divine power, freedom of movement, greater command; 5th – break enchantment, elemental strike, mark of justice, spell resistance, true seeing; 6th – blade barrier, greater dispelling, slay living, wisdom of the sorcerer-king; 7th – confessor's flame, crusade, repulsion; 8th – poisoned gale, symbol of death.

Psion Powers Known (power points 4, save DC 14 + power level): 1st – mindlink, psionic charm.

Possessions: +2 kalin hide armor, +1 speed composite longbow [+3 Strength bonus], +3 keen thundering greatsword, ring of protection +2, dust of disappearance (sack with 5 doses), potion of barkskin +4, drayblood amulet*, amulet of the dragon.

*Mon Adderath's drayblood amulet grants him certain special qualities of a second generation dray, namely darkvision 60 ft., less water, low-light vision and fire resistance 10. For all effects related to race, Mon Adderath is considered a dray.

Dregoth's Blessing (Su): Mon Adderath can invoke Dregoth's blessing. He gains a +2 bonus to AC, saves, skills checks, attack rolls and damage rolls for 10 consecutive rounds. This ability can be invoked once per day.

Immortal (Ex): Mon Adderath has been made immortal by Dregoth's epic magic. He does not take ability score penalties for aging, cannot be magically aged and does not need to eat or sleep. Bonuses still accrue, however and Mon Adderath will never die from old age.

Incite Racial Superiority (Ex): Dray believe they are the superior race. Mon Adderath can magnify this belief in dray by delivering a powerful speech. This ability affects 14 dray, who gain a +4 morale bonus to saving throws versus fear-effects for the next hour. Inciting racial superiority is a full round action and can be used 4 times per day.

Inspire fear (Sp): Mon Adderath can strike fear into the hearts of his enemies and cause them to flee as the spell *fear* if they fail a Will save (DC 24). This ability can be used 3 times per day. The save DC is Charisma-based.

Less Water (Ex): Dray only need 1/2 as much of the normal water requirement for their size category when active, and only 1/4 the requirement when they are inactive.

Lower enemy morale (Ex): Templars of the scale carry themselves in a confident manner on the battlefield that can unnerve their enemies. Anyone successfully attacked by Mon Adderath must succeed a Will save (DC 24) or suffer a -1 penalty to attack and damage rolls for the remainder of the encounter. This effect only applies on the first successful attack inflicted per opponent per encounter. The save DC is Charisma-based.

Mark of the Yellow Scale (Ex): Templars of the scale are feared and respected by both first and second generation dray. When interacting with dray, Mon Adderath gets a +2 bonus to Bluff, Diplomacy, Gather Information and Intimidate checks.

Mon Adderath is Dregoth's High Templar, ranked Templar of the Highest Scale. He is the only non-dray to walk the streets of New Giustenal, and is a childhood friend of Dregoth.

In the past year Mon Adderath has studied extensively ancient records regarding the Inner and Outer Planes, theories on energy and matter, and information on the Black and the Gray. Many of these theories and facts came from none other than Rajaat the First Sorcerer himself during his eons of studying magic and the makings of Athas itself.

Shortly before the Coruscation was to begin Mon Adderath and Dregoth sat down to detail the sorcerer-king's upcoming attempt at godhood. Mon Adderath fiercely argued with Dregoth, stating he thought the plan was destined to fail. "If it were possible to become a god," Mon Adderath would say, "then why did not Rajaat do so thousands of years ago?" Dregoth would always reply

that Rajaat's hideous nature drove him insane eons before, and his dementia never allowed him to see the truth—or something to that nature. Many of these conversations were not as master and servant, but between two who had been friends for three millennia.

In the end, however, the Dread Lord ignored Mon Adderath's warnings and the godhood spell was begun. In the time since the spell began Mon Adderath reflected on many things, and the High Templar has decided that if an opportunity presented itself he would try to prevent the casting of the *godhood* spell. Should this mean the death of his master and friend, or the dray race, he would opt to take his chances with the outcome of Dregoth's plan.

Zar'kat Daar, blacktouched: Male black-touched dray Tem 5/Templar of the Scale 5/Templar Knight 5; CR 17; 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 +16; Atk +18 melee (1d8+5/17-20, +1 *wounding lotulis*); Full Atk +16/+11/+6 melee (1d8+4/17-20, +1 *wounding lotulis*) and +18/+13 melee (1d8+4/17-20, +3 *defending lotulis*); SA chill touch, rebuke undead 7/day; SQ black traits, damage reduction 1/-, dark powers, dark sight, *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, unnatural aura; AL LN; SV Fort +17, Ref +6, Will +11; Str 16, 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; Combat 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).

Black Traits: Zar'kat Dar is immune to cold. Zar'kat Dar also receives a +4 racial bonus to saves against paralysis, stunning, disease, death effects, and necromantic effects.

Chill Touch (Su): Zar'kat Dar can use *chill touch* at will at caster level 15, save DC 21. The save DC is Charisma-based.

Dark Powers (Su): At night or in a shadowy area, Zar'kat Dar's Dexterity increases by 2, and he gains a +1 deflection bonus to armor class and a +10 circumstance bonus to Hide checks. This gives Zar'kat Dar an armor class of 23 (touch 12, flat-footed 22), a Reflex save of +8, a Hide skill of +13 and a Ride skill of +7.

Dark Sight (Su): Zar'kat Dar has darkvision of 60 feet.

Unnatural Aura (Su): Both wild and domesticated animals can sense Zar'kat Dar's unnatural presence at a distance of 10 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within range.

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.

Zar'kat was recently infused with essence from the Black to make him immune to the attacks of Rajaat's servants at the Pristine Tower - the shadow giants.

APPENDIX II: ARTIFACTS

The Star of Badna

The Star of Badna is a perfect sapphire of 200 carats. It is the size of a human fist, the largest gem of its kind ever found on Athas. The gem is most often found embedded in the chest of a badna zombie, a guardian who is cursed with an undead existence by the magic of the sapphire. When exposed to moderate amounts of light, the Star of Badna glows with an azure radiance.

History

After asserting herself as queen of Raam, Abalach-Re proclaimed herself the servant of a greater power (a supreme entity named Badna from which she and her templars drew their power). This was, of course, a fraud, as the being known as Badna has never existed. Hundreds of years ago, Raam had the most plentiful mines on all of Athas, which produced alabaster, sapphires, and emeralds before being mined out several King's Ages ago. The largest gem to be taken from these mines was a sapphire of over 200 carats, and was accredited to be a gift to Raam from Badna by the sorcerer-queen. Called the Star of Badna, it was often displayed to the general populace as a way to dupe Raamites into believing their

destiny was controlled by a great celestial entity named Badna and not Abalach-Re.

Nearly 100 years after taking control of Raam, Abalach-Re discovered the intentions of Dregoth to complete his dragon transformation. With Borys of Ebe still rampaging across the Tablelands, none of the other sorcerer-monarchs wanted the Ravager of Giants to attain such power. Hence, Abalach-Re planned to lead the other former Champions to Giustenal and kill Dregoth. Following weeks of seclusion, she empowered the near-perfect Star of Badna with magical wards that protected the bearer from defiler-based spells, as well as granting other protections and abilities. With the aid of the Star of Badna, Abalach-Re and the other sorcerer-monarchs slew Dregoth with ease.

Afterwards, Abalach-Re discovered that the Star of Badna came with a horrible curse — one the sorcerer-queen was not willing to pay. Unwilling to give up an artifact of such power should she ever need it again, Abalach-Re instead bequeathed the Star of Badna to several high templars over the next 2,000 years (usually those she did not like). This cycle continued until Abalach-Re's death at the hands of Sadira of Tyr in Free Year 10, after which the Star of Badna disappeared. The last known caretaker of the Star of Badna was a human by the name of Grogh-En, who disappeared after the sorcerer-queen's death and the riots that followed.

Campaign Use

Outside of the Dregoth Ascending adventure, the Star of Badna is a deadly artifact for player characters to have. Eventually, they'll fall victim to its curse and become evil [NPCs](#). Characters should to hide or attempt to destroy the sapphire before its power falls into the wrong hands.

Abilities

The owner of the Star of Badna has spell resistance 31 against spells cast by defilers and spell resistance 19 against other spells and effects. The star comes with a curse,

however: Each month a creature possesses the artifact, it must make a *Will save* (DC 10 + number of previous saves) or become a badna zombie.

The star also grants its owner the following abilities. (A badna zombie can activate one of these abilities each round as a free action.)

- As a standard action, the wielder can use *spell turning* or a targeted *mage's disjunction* (DC 23) on a single creature affecting all its magical items and spells in effect. Each of these abilities can be used twice per day, at caster level 20.
- Once per day as a standard action, the star can project a bluish ray of light at a creature within 60 ft. A target struck by the ray must make a *Will save* (DC 23) or lose his remaining prepared spells and/or spell slots. If the save is successful, the victim still loses half his prepared spells and/or spell slots of each spell level (rounded down). The victim chooses which prepared spells to lose.

Suggested Means of Destruction

- Subjected to a weight of 2,000 pounds, one pound for every years of its existence.
- Sealed in complete darkness for a thousand years.

The Scorcher

The Scorcher was created by Rajaat at the same time as the Silencer of Bodach, and is a massive long sword. The Scorcher is constructed of the same unidentifiable red alloy as the Silencer, and is much harder than enchanted steel. The Scorcher's blade is perfectly smooth, and the hilt contains a red glowing rune identical to that of the Silencer. The hilt is constructed of unbreakable obsidian, wrapped in the hide of an ancient fire drake. The pommel is a tooth from said fire drake, and its point is razor sharp. When used in combat, ebony flames appear from the blade and burn opponents with cold, black fire.

History

When Rajaat planned the Cleansing Wars 4,000 years ago, the great defiler warlord crafted three mighty weapons to be given to his most favored champions. The Silencer was given to the left-hand of Rajaat, a warlord named Irikos, who was later killed after destroying the city of Bodach. The second weapon, a long sword called Scorcher, was given to the right-hand of Rajaat—a warlord named Myron who later became known as Myron the Troll Scorcher, 4th Champion of Rajaat. And the third was the Scourge, which was given to Borys of Ebe. With the Silencer lost following Irikos' death, Rajaat relied heavily on Myron during his war with the preservers of Athas, and with the help of the Scorcher Rajaat succeeded. Next came the Cleansing Wars.

As the terrible wars against the races of Athas ensued, Myron of Yorum began to question the moral implications of Rajaat's intentions. Perhaps the warlord discovered Rajaat's goal of returning Athas to a Blue Age, and realized that the Champions would also be slain. In the end, Myron's treachery was discovered by Rajaat and he was slain and replaced by Hamanu—who became the new 4th Champion of Rajaat and wielder of the Scorcher.

The Scorcher remained in Hamanu's possession for years, and was the blade used by the sorcerer-monarch of Urik to deal the death-blow to Dregoth, the Ravager of Giants. Shortly after killing the 3rd Champion of Rajaat, Hamanu lost the Scorcher in the Silt Sea near Giustenal. It is believed that the assassins of Dregoth witnessed how easily the Scorcher slew the king of Giustenal, and it was agreed that this weapon of Rajaat could pose a threat to them some day—and was better off lost to all of Athas. All traces of the Scorcher were removed from the land, as the sorcerer-monarchs did not wish their subjects to know of a weapon capable of killing them.

The long sword remained at the bottom of the Sea of Silt for many centuries, until being accidentally swallowed by a silt horror. Later, the horror was killed when it raided the shores of the village of Cromlin

and the artifact was retrieved from its gullet by an ex-gladiator named Vorr. With the power of the Scorcher, Vorr slew dozens of slave raiders from Draj, Raam, and Nibenay, before supposedly being killed by a nightmare beast in the Valley of Trevain.

Campaign Uses

The Scorcher is a weapon capable of killing the most powerful of Athas' creatures - a sorcerer-monarch. Unlike the Silencer, the Scorcher is a more elegant weapon that relies on its vast array of unique abilities to achieve its end. Because of Myron's powerful influence the Scorcher is considered "neutral" in alignment, causing it to be driven by whatever its possessor desires most. If the wielder of the Scorcher is intent on killing innocent villagers, the sword lends its power to the gruesome task. If the wielder wishes the death of a sorcerer-monarch, then the Scorcher wants nothing more than to once again drink the blood of Rajaat's champions.

The attitude of the Scorcher is not one of good or evil, but of purpose. The Scorcher is not a weapon that will ever hang on someone's trophy wall. If the Scorcher is ever without a purpose it is either lost by the wielder, or it summons someone within a 30 mile radius that would have use of its powers in some sort of campaign. This challenger fights the wielder of the sword for its possession, and the Scorcher's powers do not work for the idle possessor.

The Scorcher's whereabouts since Vorr's death are unknown. Rumor has it that the blade can be found in the lair of a nightmare beast that slew Vorr, though this is speculation by the only witness to the incident.

Abilities

When picked up, the Scorcher has the following statistics:

The Scorcher is a **+3 keen icy burst bane longsword**. The bane property is morphic; the wielder chooses an individual, race or organization, for which the weapon deals an extra **2d6** points of damage. The bane property can be changed 1/week as a standard action. The weapon is very light in

its wielder's hand, so that the **Weapon Finesse** feat can be used with it. The Scorcher bestows constant **blur** and **protection from evil** and **good** effects on its wielder. It also grants its wielder **fire resistance 15**. Additionally, the wielder of the scorcher can use **slay living 1/week**, **wall of fire 1/day**, **true seeing 1/day** and **cure serious wounds 3/day**, each at caster level 20.

The Scorcher has even greater potential to those who know how to unlock it. If a character focuses on visualizing the completion of his goal and succeeds at a **Charisma check (DC 15)**, the Scorcher has the following statistics:

The Scorcher is a **+6 speed keen icy burst bane longsword**. The bane property is morphic; the wielder chooses an individual, race or organization, for which the weapon deals an extra **2d6** points of damage. The bane property can be changed 1/week as a standard action. The weapon is very light in its wielder's hand, so that the **Weapon Finesse** feat can be used with it. Physical attacks made with the Scorcher ignore all bonuses to AC originating from spells and psionic powers, as well as psionic and magical items. The Scorcher bestows constant **mind blank**, **blur** and **protection from evil** and **good** effects on its wielder. It also grants its wielder **fire resistance 30**. Additionally, the wielder of the Scorcher can use **slay living 1/week**, **wall of fire 1/day**, **true seeing 1/day** and **cure serious wounds 3/day**, each at caster level 25.

A side effect of the activated Scorcher is that the wielder develops a compulsion towards completing his goal. The extent is determined by the DM.

Suggested Means of Destruction

- Strike the weapon against the Silencer of Bodach, shattering both blades.
- The blade is consumed by a water drake.

The Pearl of the Sunrise Sea

This artifact appears as a half inch diameter ivory pearl that is perfectly circular. Its surface is absolutely smooth, and it is cool to the touch even during the warmest of Athasian days.

History

The *Pearl of the Sunrise Sea* is from a time when oceans covered the face of Athas and the world was ruled by halfling. Taken from the depths of the ocean now called the Silt Sea, this item was the possession of one of the nature-masters who help create the Pristine Tower and destroy the encroaching Brown Tide. With the coming of the Rebirth, the pearl was left in the Pristine Tower by the unknown halfling and was discovered there six millennia later by Rajaat the First Sorcerer.

Over the eons the *Pearl* had developed certain abilities due to its proximity to the Pristine Tower, powers the evil pyreen quickly learn and utilized to his benefit. During the height of the Cleansing Wars Rajaat, displeased with Albeorn, Slayer of Elves, gave the Champion the *Pearl of the Sunrise Sea* to protect him from the substantial psionic powers of the elven kings. Soon after the Champions turned on their master and Albeorn, later known as Andropinis, took control of the city-state of Balic. With the *Pearl* on his person, Andropinis later participated in the assassination of Dregoth. When Dregoth's superior psionic powers had no effect on him, Andropinis swore he would study the pearl to learn the extent of its capabilities.

In the years that followed Andropinis uncovered the pearl's powers, and the limitation it imposes for such abilities. In the end the sorcerer-monarch decided the ancient artifact's limitations outweighed its abilities for a being of his power, and he hid the pearl deep within the bowels of his city and told no one of its location—even his most trusted templars. As he was a psionist himself the pearl could be used against him, and this made Andropinis wary of the relic.

Campaign Uses

The *Pearl of the Sunrise Sea* is a potent artifact to be sure, but not one that would have to be restricted to **NPCs**. Should a player character be willing to live with the limitations imposed by the artifact, it can become a powerful weapon. It's important to remember that evil as well as good can possess the *Pearl of the Sunrise Sea*. Should a character become renown through use of this artifact, others may desire its power and seek to kill him for it.

Abilities

- The possessor of the *Pearl of the Sunrise Sea* is completely immune to psionic powers. Though unaffected, the possessor becomes instantly aware of the location and intent of those trying to use psionics against him, regardless of distance. Psionic feats may still be used against the possessor.
- Once per day as a standard action, the *Pearl* can emit a beam of white light at a creature within 60 ft. The target struck by the beam must make a **Will save (DC 23)** or lose all remaining power points. If the save is successful, the victim still loses half his remaining power points.
- Three times per day as a standard action, the possessor of the *Pearl* can detect psionics within a radius of 100 yards. The possessor of the pearl knows the exact location of all beings with a power point reserve within that radius. Additionally he senses all powers being used and the targets of all psionic powers.
- The possessor of the *Pearl of the Sunrise Sea* is deprived of all psionic power while in possession of the artifact. While no psionic powers can affect him, he cannot manifest powers of his own either. Nor can he use psionic feats – though psionic feats may still be used against him.

Suggested Means of Destruction

- Subjected to magical fire for 24 hours.
- Swallowed by a psurlon

APPENDIX III: NEW MONSTERS

CALLER IN DARKNESS, GIUSTENAL

Huge Undead (Incorporeal, Psionic)

Hit Dice: 20d12 (130 hp)

Initiative: +7

Speed: Fly 60 ft. (good) (12 squares)

Armor Class: 21 (-2 size, +3 Dex, +10 deflection), touch 21, flatfooted 18

Base Attack/Grapple: +10/ –

Attack: Incorporeal touch +11 melee (3d6)

Full Attack: 4 incorporeal touches +11 melee (3d6)

Space/Reach: 15 ft./15 ft.

Special Attacks: Identity lash, psi-like abilities, steal essence

Special Qualities: Darkvision 60 ft., incorporeal traits, psychic detection, +4 turn resistance, undead traits, unnatural aura

Saves: Fort +6, Ref +9, Will +15

Abilities: Str –, Dex 16, Con –, Int 19, Wis 16, Cha 19

Skills: Bluff +27, Diplomacy +8, Disguise +4 (+6 acting), Hide +18, Intimidate +29, Listen +28, Search +27, Sense Motive +26, Spot +28, Survival +26 (+28 following tracks)

Feats: Alertness, Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Power Penetration, Wounding Attack

Environment: Giustenal

Organization: Solitary

Challenge Rating: 16

Treasure: None

Alignment: Always chaotic evil

Advancement: –

Level Adjustment: –

A ghostly mass of swirling, silently screaming faces whirls about as a column of grayish energy. The humanoid faces are twisted into masks of rage and terror, suggesting that these spirits died horribly.

The caller in darkness of Giustenal is a collection of those who died in the great carnage inflicted upon Giustenal when Dregoth was killed. The souls of the humanoid creatures killed in that bloodbath slowly assembled themselves together to form this tortured creature.

The caller seeks out those with psionic potential or who manifest psionic powers and tries to kill them in order to absorb their energy.

Combat

Using *detect psionics* and its psychic detection ability, the caller in darkness searches for creatures that manifest psionic powers. The caller attempts to absorb the souls of the creatures it kills, helping it to grow stronger.

Identity Lash (Ps): The Giustenal Caller in Darkness can attack the psyche of any living creature within a radius of 100 feet as a full-round action that provokes attacks of opportunity.

The target must make a DC 24 *Will save* or take 1d6 points of *Wisdom* damage. The *save DC* is *Charisma*-based.

Psi-Like Abilities: At will—*clairvoyant sense*, *concussion blast* (up to three targets within 15 ft., 6d6*), *crisis of life* (kill creature up to 16 HD, DC 21*), *demoralize* (70-ft. radius, DC 23*), *detect psionics*, *psionic suggestion* (up to 8 targets within 15 ft., DC 16*), *recall agony* (17d6, DC 10*). Manifester level 18th. The *save DCs* are *Charisma*-based.

*Includes augmentation for the Giustenal caller in darkness's manifest level.

Steal Essence (Su): Any living, intelligent creature slain by the Giustenal caller in darkness's touch attack is mentally absorbed into the monster's consciousness. (The physical body of the victim remains intact). Stealing a victim's essence is a free action; it grants the caller 12 *temporary hit points*, and a permanent new screaming face appears within its cloud.

Giustenal's caller in darkness can also steal the essence of living, intelligent creatures within 30 feet that are paralyzed or sleeping, or that are helpless due to having a mental ability score reduced to 0. Doing so is a *standard action* that provokes *attacks of opportunity*. The victim dies, and the caller gains 12 *temporary hit points*.

Psychic Detection (Ps): The Giustenal Caller in Darkness can sense the use and location of any psionic power or psi-like ability within a radius of one mile.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of Giustenal's caller in darkness at a distance of 1000 feet. Such an animal refuses to move closer, and if forced to do so, it becomes panicked unless it makes a *Will save* (DC 24). It remains panicked until it leaves the area of effect. A panicked creature that is cornered begins cowering. The *save DC* is *Charisma*-based.

FLOATER, CARNIVOROUS

Medium Aberration (Psionic)

Hit Dice: 4d8+8 (26 hp)

Initiative: +3

Speed: Fly 30 ft. (good)

Armor Class: 16 (+2 Dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +3/+3

Attack: Tentacle +3 melee (1d4 plus poison)

Full Attack: 6 tentacles +3 melee (1d4 plus poison)

Space/Reach: 5 ft./10 ft.

Special Attacks: Blood drain, explosive gases, improved grab, poison, psi-like abilities

Special Qualities: Darkvision 60 ft., vulnerability to fire

Saves: Fort +6, Ref +3, Will +4

Abilities: Str 11, Dex 14, Con 15, Int 7, Wis 10, Cha 14

Skills: Hide +15*, Listen +2, Spot +2

Feats: Ability Focus (poison), Hover

Environment: Silt

Organization: Troupe (2-8)

Challenge Rating: 2

Alignment: Neutral

Advancement: 5–8 HD (Medium); 9–12 HD (Large)

Level Adjustment: —

This bobbing curiosity appears much like a jellyfish, with a round, bulbous, translucent body and six tentacles hanging beneath. It floats above the bogo forest, seeming to drift on the wind itself.

Carnivorous floaters are a kind of levitating jellyfish related to the more common variety of floater that inhabits the region around the Sea of Silt. Carnivorous floaters, however, are native to the upper airs around the Pristine Tower. Like their more common cousins, they have 6 tentacles filled with poison pods they use to paralyze their prey. They have a small spread of psionic powers which the creatures sometimes boost by eating large amounts of esperweed. Carnivorous floaters also drain the blood of their victims.

These small creatures have a round, bulbous and translucent body, mostly made of a gelatinous substance. They are surprisingly aggressive for such seemingly docile creatures and will flock to attack any prey that is unfortunate enough to wander into their airspace. They live in nests which they build in the bogo tree forests located in the vicinity of the Pristine Tower. A carnivorous floater's single offspring is reared in the nests and brought food fresh blood by the mother floater. The nests also provide protection from razorwings and adventurous mole boars, who are the floaters' chief enemies.

A carnivorous floater's body is filled with hydrogen, helping it to float above the bogo forests. The gas is produced by a carnivorous floater's internal glands, which convert food into hydrogen in quantities sufficient to keep the creature floating. Males of the species generally have a reddish tint to them, while females are more often tan or yellowish in color. Carnivorous floaters boast no useable byproducts, though many researchers have tried to make use of the gas-producing glands of this creature as a source of flammable gas. None has met with any success.

Combat

Carnivorous floaters use their tentacles and numerous psionic powers to disable and defeat their attackers. As floaters are mostly composed of hydrogen, they are especially susceptible to fire attacks. Any fire attack against a floater runs the risk of causing the creature to explode.

A carnivorous floater will attempt to drain blood from any creature that it attacks. Most will wait until the victim has been paralyzed by the carnivorous floater's poison, but more aggressive members of the species do not wait upon such niceties before commencing feeding. The nature of this blood drain means that any Pristine Tower wild mutations caused by the damage inflicted by the carnivorous floater do not take effect until after the blood drain has ceased.

Blood Drain (Ex): A carnivorous floater drains blood from a grappled opponent, dealing 1d2 points of **Constitution** damage each round that it maintains the hold.

Explosive Gases (Ex): A carnivorous floater that takes fire damage must make a **Fortitude save** (DC equals 10 + damage dealt) or explode, dealing 1d8 points of damage to each target within a 5-ft. radius (**Reflex** half DC 14). The **save DC** is **Constitution**-based.

Improved Grab (Ex): If the carnivorous floater hits with a tentacle attack, it can attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can drain blood.

Poison (Ex): Injury, **Fortitude** save (DC 16), initial damage paralysis for 2d6 minutes, secondary damage none. The **save DC** is **Constitution**-based.

Psi-Like Abilities: At will - *aversion* (DC 14), *chameleon*, *displacement*, *dissolving touch*, *inflict pain* (DC 14), *inertial armor* (+5 bonus*). Manifest level 4th. The **save DCs** are **Charisma**-based.

*Includes augmentation for the carnivorous floater's manifest level.

***Skills:** Carnivorous floaters get a +10 **Hide** bonus while in the bogo forests around the Pristine Tower.

GIANT, SHADOW (GREATER)

Huge Outsider (Extraplanar, Incorporeal)

Hit Dice: 14d8+42 (105 hp)

Initiative: +6

Speed: Fly 40 ft. (good) (8 squares)

Armor Class: 14 (-2 size, +2 Dex, +4 deflection), touch 14, flat-footed 12

Base Attack/Grapple: +14/-

Attack: Incorporeal touch +14 melee (3d6 cold plus 1 Strength damage)

Full Attack: Incorporeal touch +14 melee (3d6 cold plus 1 Strength damage)

Space/Reach: 15 ft./15 ft.

Special Attacks: Dark mist, drawing the dark, improved grab, Strength damage

Special Qualities: Darkvision 60 ft., DR 15/adamantine and magic, immunities, lucent healing, magic susceptibility, temporary corporeality, weapon damage

Saves: Fort +9, Ref +9, Will +9

Abilities: Str -, Dex 15, Con 17, Int 14, Wis 12, Cha 18

Skills: Bluff +21, Hide +11, Intimidate +21, Knowledge (arcana) +19, Knowledge (history) +19, Listen +20, Move Silently +19, Search +19, Sense Motive +18, Spot +20

Feats: Ability Focus (dark mist), Ability Focus (Strength damage), Alertness, Combat Reflexes, Improved Initiative

Environment: The Black

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Usually chaotic neutral

Advancement: 15–28 HD (Huge)

Level Adjustment: –

Rearing above you is a giant form of shadow standing almost thirty feet in height. Although it is vaguely humanoid in shape, with arms, torso and head, its lower body trails off in wisps of black smoke instead of ending in legs. Its eyes glow a spectral blue.

Greater shadow giants are more powerful relatives of the standard shadow giant. Fully mature versions of the species, they are seldom seen away from the Pristine Tower. There, they watch over the incubation of their young in obsidian eggs and guard against intruders who might seek to defile the mysteries of that sacred place.

Greater shadow giants normally stand around 20 feet in height but bright light lends them size and depth, and in full sunlight a shadow giant can grow to be as tall as 30 feet.

Combat

Greater shadow giants are even more feared in battle than their lesser brethren. This is primarily due to their ability to attack several targets at once with the chilling power of the Black, but also because they possess more powerful immunities than smaller versions of their species. The very touch of a greater shadow giant leeches the **Strength** from their foes and individual targets suffering a shadow giant's caress are likewise susceptible to being taken back to the Black by the creature.

Dark Mist (Su): Once per day, as a standard action, a greater shadow giant can transform itself into a billowing ebony fog bank with a radius of 20 feet. When in this form, the greater shadow giant can move as normal. It cannot assume temporary corporeality but all other statistics are unchanged. Any living creature touched by the dark mist suffers its effects. Living creatures of 4 or fewer **HD** are automatically killed (no save). Living creatures of 5 **HD** or greater

must make a **DC 23 Fortitude save** or take **1d6 Strength** damage, **1d6 Constitution** damage and **3d10** points of cold damage. Living creatures that make their **saves** still take **3d10** points of cold damage. The body of any creature slain by the dark mist disappears into the Black and is lost. The **save DC** is **Charisma**-based.

Drawing the Dark (Su): A temporarily corporeal greater shadow giant that begins its turn grappling an opponent can pull that creature into the Black if the greater shadow giant makes a successful grapple check. Exposure to the Black deals **3d10** points of cold damage to a creature each round, eventually killing a creature not immune to cold.

Immunities (Ex): A greater shadow giant is immune to cold, electricity, and fire-based attacks and all mind-affecting effects.

Improved Grab (Ex): To use this ability, a temporarily corporeal greater shadow giant must hit with a slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can use *drawing the dark*.

Lucent Healing (Ex): A greater shadow giant has **fast healing 4** in light as bright as torchlight, and it has **fast healing 8** in sunlight or within the radius of a *daylight* spell. In total darkness, a greater shadow giant suffers **1d4** points of damage per round.

Magic Susceptibility (Ex): Greater shadow giants are susceptible to raw arcane magic. A wizard who gathers energy for a spell can lose the spell and instead make a touch attack on the shadow giant, dealing **1d6** points of damage per spell level with a successful attack.

Strength Damage (Ex): Living creatures touched by a shadow giant must make a **Fortitude save** (DC 23) or take 1 point of temporary **Strength** damage. The **save DC** is **Charisma**-based.

Temporary Corporeality (Su): The greater shadow giant can become corporeal as a **standard action**, seemingly becoming either a solid shadow the size of a giant or a halfling-like figure composed of shadowstuff. In corporeal form, it loses the incorporeal subtype, its **deflection bonus** to **armor class** becomes a **natural armor** bonus, and it has a **Strength** score of 28 when assuming its larger form or 10 when assuming its halfling-sized form. The greater shadow giant makes 2 slam attacks instead of an incorporeal touch attack (slam +21 melee, damage **1d8+9 plus 1 Strength damage** in giant form, or slam +15 melee, damage **1d4 plus 1 Strength damage** in halfling form), and it can still use special attacks. It can grapple creatures (grapple bonus +31 in giant form or +10 in halfling form) and manipulate objects (thus gaining the use of its *drawing the dark* power). The greater shadow giant can become incorporeal again as a **standard action**.

A greater shadow giant that assumes halfling form gains an additional +3 bonus to its **AC** and a +12 bonus to **Hide** checks for going from size Huge to size Small. All other abilities are unaffected. Greater shadow giants have only gained the ability to take on the halfling form since the death of Borys, Dragon of Tyr, and cannot assume this form in games set prior to that event.

Weapon Damage (Ex): Any weapon that strikes a shadow giant and is affected by its damage reduction (any weapon that is not adamantine and magic) takes 15 points of damage.

APPENDIX IV: DREGOTH

Dregoth, the Dread King: Male stage IX dragon champion of Rajaat kaisharga Wiz 7/Psion (egoist) 8/Cerebremancer 5/Arch Defiler 10/Athasian Dragon 8; CR 49; Gargantuan Undead (Augmented Dragon, Psionic); HD 38d12+76; hp 532; Init +3; Spd 50 ft., burrow 30 ft., fly 200 ft. (poor); AC 51, touch 16, flat-footed 46; Base Atk +18; Grp +52; Atk +36 melee (1d10 cold plus paralyzing touch, touch) or +36 melee (2d8+22 plus 1d10 cold plus paralyzing touch, claw); Full Atk +36 melee (2d8+22 plus 1d10 cold plus paralyzing touch, claw) and +36 melee (2d8+22 plus paralyzing touch, claw) and +31 melee (4d6+11 plus paralyzing touch, bite) and +31 melee (2d8+33 plus paralyzing touch, tail slap) and +31 melee (2d6+33 plus paralyzing touch, tail sweep) and +31 melee (2d6+11 plus paralyzing touch, 2 wings);

SA All-out attack IV, *breath weapon*, *deeper darkness*, defiling adept, dragon magic, fear aura, frightful presence, genocidal focus, painful radius, paralyzing touch, *psi-like abilities*, psionic enchantment (Arcane Augmentation), psionic enchantment (Far Reach), psionic enchantment (Metamixture: Widen Power), psionic enchantment (Metapotency: Empower Power, Empower Spell), signature spells, taint weapon;
SQ Casting time metamagic 2/day, *darkvision* 60 ft., delusional, *discipline* (psychometabolism), distractible, DR 15/magic and 10/epic, dragon traits, energy storing, gray toughness 2, immortality, immunities, lowlight vision, metamagic raze, polyglot, PR 49, regeneration 10, SR 49, tainted aura, undead traits; AL CE; SV Fort +21, Ref +24, Will +38; Str 54, Dex 21, Con -, Int 39, Wis 28, Cha 29.

Skills and Feats: Autohypnosis +21, Balance +10, Bluff +20, Concentration +33, Craft (obsidian) +47, Decipher Script +47, Heal +14, Intimidate +35, Knowledge (ancient history) +44, Knowledge (arcana) +55, Knowledge (architecture and engineering) +34, Knowledge (geography) +22, Knowledge (history) +42, Knowledge (local) +23, Knowledge (nature) +22, Knowledge (nobility and royalty) +22, Knowledge (psionics) +57, Knowledge (religion) +27, Knowledge (the planes) +49, Listen +19, Literacy (Ancient Giustenal, Green Age Common, Infernal), Psicraft +49, Search +24, Sense Motive +24, Spellcraft +57, Spot +29; Agonizing Radius, Automatic Silent Spell, Automatic Still Spell, Controlled Raze, Destructive Raze, Distant Raze, Efficient Raze, Empower Power, Empower Spell, Epic Spellcasting, Exterminating Raze, Fast Raze, Great Fortitude, Improved Spell Capacity (10th), Improved Spell Capacity (11th), Improved Spell Capacity (12th), Martial Weapon Proficiency (maul), Maximize Spell, Opportunity Power, Quicken Spell, Scribe Scroll, Silent Spell, Still Spell, Widen Power.

Wizard Spells Prepared (4/8/8/7/7/7/7/6/6/6/3/2/2; save DC 24 + spell level): 0 – *dancing lights*, *ghost sound*, *mage hand*, *mending*; 1st – *expeditious retreat*, *mage armor*, *magic missile* (x3), *ray of enfeeblement*, *shield*, *shocking grasp*; 2nd – *acid arrow* (x3), *detect thoughts*, *hideous laughter*, *resist energy*, *see invisibility*, *web*; 3rd – *dispel magic*, *displacement*, *fireball*, *haste*, *lightning bolt*, *major image*, *slow*; 4th – *bestow curse*, *detect scrying*, *dimensional anchor*, *fire shield*, *greater invisibility*, *resilient sphere*, *stoneskin*; 5th – *dismissal*, *dominate person*, *feblemind* (x2), *maximized lightning bolt**, *teleport*, *wall of force*; 6th – *disintegrate*, *empowered cone of cold**, *flesh to stone*, *globe of invulnerability*, *repulsion*, *summon monster VI*, *true seeing*; 7th – *banishment*, *forcecage*, *mass hold person*, *quicken silent dispel magic**, *spell turning* (x2); 8th – *empowered maximized ice storm**, *prismatic wall*, *power word stun*, *quicken transmute rock to mud**, *summon monster VIII*, *temporal stasis*; 9th – *gray rift*, *maximized chain lightning*, *maximized delayed blast fireball**, *power word kill*, *quicken greater dispel magic**, *time stop*; 10th – *empowered maximized circle of death**, *maximized polar ray**, *quicken create undead*; 11th – *empowered maximized quickened fireball**, *maximized energy drain**; 12th – *maximized meteor swarm*, *quicken power word stun*. Caster level 22nd. Effective caster level 29th.

*Metamagic raze applied to this spell.

Signature spells: 1st – *disguise self*; 2nd – *spectral hand*; 3rd – *arcane sight*; 4th – *dimension door*; 5th – *break enchantment*; 6th – *geas/quest*; 7th – *finger of death*; 8th – *create greater undead*; 9th – *gate*.
Epic Spells Prepared: *animus blast*, *epic counterspell*, *godhood*, *spell worm*.

Psion Powers Known (power points 238, save DC 24 + power level): 1st – *defensive precognition*, *disable*, *energy ray*, *mind thrust*, *vigor*; 2nd – *concussion blast*, *ego whip*, *mental disruption*, *recall agony*; 3rd – *ectoplasmic form*, *energy burst*, *eradicate invisibility*, *hustle*; 4th – *empathic feedback*, *metamorphosis*, *psionic reformation*, *psionic vampire*; 5th – *adapt body*, *leech field*, *psionic plane shift*, *psionic revivify*; 6th – *aura alteration*, *breath of the black dragon*, *mass cloud mind*; 7th – *ultrablast*.
Manifester level 13th. Effective Manifester level 20th.

Psi-Like Abilities: At will – *aversion* (16 hours, DC 25*), *conceal thoughts*, *control air* (up to 60 mph*), *control object*, *detect psionics*, *dimension slide* (move action*), *mass missile* (range 1,040 ft., DC 25*), *mindlink* (12 willing or 8 unwilling targets, DC 20*), *psionic dimension door*, *psionic dimensional anchor*, *psionic levitate*, *psionic teleport*, *telekinetic force* (425 lb.*); 3/day – *control body* (Huge or smaller*), *dispel psionics* (+20 bonus*), *matter manipulation*, *psionic dominate* (any target, DC 25*), *psionic mind blank*, *psychic crush* (4d6*). Manifester level 12th. The save DCs are Charisma-based.

*Includes augmentation for Dregoth's manifester level.

Possessions: *headband of epic intellect* +8, *ring of protection* +5, *cloak of resistance* +5, *cube of force*.

All-Out Attack IV (Ex): When making a full attack action, Dregoth can manifest a 1st to 4th-level psionic power and cast a 1st to 4th-level arcane spell simultaneously, in addition to his normal attacks from the full attack action. The spell and power must both have a casting/ manifesting time of 1 action. This use of psionics and spells counts towards the limit of one quickened power and one quickened spell per round.

Breath Weapon (Su): Using a breath weapon is a standard action. Once Dregoth breathes, he can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at any intersection adjacent to Dregoth and extends in a direction of Dregoth's choice, in a 60 ft. cone of super-heated sand. If the breath weapon deals damage, creatures caught in the area can attempt **Reflex saves** (DC 29) to take half damage. Dregoth's breath weapon deals half fire damage and half piercing damage due to the abrasive nature of the super-heated sand. The **save DC** is **Constitution**-based.

Casting Time Metamagic (Ex): Three times per day, Dregoth can apply a **metamagic feat** he knows to a spell at casting time. This does not increase the spell's level or require a higher level spell slot. Casting time metamagic doubles the casting time of the spell (a casting time of 1 **action** becomes 1 **full round**). Only **metamagic feats** that would increase a spell slot by 3 or less may be applied with casting time metamagic.

Deeper Darkness (Su): Dregoth can create a *globe of darkness* at will. Treat this as a *deeper darkness* spell cast by a wizard of **caster level** 38.

Defiling Adept (Ex): Dregoth gains three bonus defiler feats (Destructive Raze, Efficient Raze, Fast Raze) due to his undead nature.

Delusional (Ex): Dregoth believes that he is truly a god. Characters aware of this belief can use it to reason with and manipulate him. Dregoth receives a -4 penalty on **Sense Motive** checks against such characters.

Distractible (Ex): Dregoth is easily distracted by any creature openly displaying the symbols of the other sorcerer-monarchs of Athas, or by the sorcerer-monarchs themselves, and is aggravated by such individuals to the point of rage. In combat, Dregoth rids himself of the distraction, eliminating the source even before dealing with more prominent threats.

Dragon Magic (Su): Dregoth can choose to power his spells with energy from living creatures rather than plants; when using living creatures, the "terrain" is treated as fertile. Casting in this way is considered defiling and subject to all the rules thereof. Living creatures caught in Dregoth's defiling radius when he is using dragon magic take 2 points of damage per level of the

spell being cast (0 level spells inflict 1 point of damage.) Dragon magic requires a piece of masterwork obsidian of a value of least 250cp as a focus.

Energy Storing (Su): Dregoth can store life energy from nearby creatures in psionically enchanted obsidian orbs. Gathering and storing energy is a full-round action that provokes an attack of opportunity. Creatures within 190 feet gain one **negative level** each round Dregoth uses energy storing.

Fear Aura (Su): Dregoth's connection to the Gray generates a powerful aura of fear. Creatures of less than 8 HD within 60 ft. who view Dregoth must make a **Will save (DC 38)** or be **frightened** for 5d4 rounds. A creature that successfully saves cannot be affected again by Dregoth's fear aura for 24 hours. Creatures with 8 HD or more are immune to Dregoth's fear aura. The **save DC** is **Charisma**-based.

Frightful Presence (Ex): This ability takes effect whenever Dregoth attacks, charges, or flies overhead. Creatures within a radius of 570 feet are subject to the effect if they have fewer than 38 HD. A potentially affected creature that succeeds on a **Will save (DC 38)** remains immune to Dregoth's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become **panicked** for 4d6 rounds and those with 5 or more HD become **shaken** for 4d6 rounds. Dregoth ignores the frightful presence of other dragons. The **save DC** is **Charisma**-based.

Genocidal Focus (Su): Dregoth was made a champion of Rajaat to slay all members of the giant race. Spells and powers that deal damage do +4d6 bonus damage against giants. Any weapon that Dregoth wields in combat is considered a **dread** weapon against giants. The weapon loses this **dread** ability if Dregoth ceases to wield it. Against giants, the weapon's effective **enhancement bonus** is +4 better than its normal **enhancement bonus** and it deals +4d6 points of bonus damage.

Immortality (Ex): All champions of Rajaat are naturally immortal and cannot die from natural causes. Champions of Rajaat do not age, and they do not need to eat, sleep, or breathe. The only way for a champion of Rajaat to die is through special circumstances, usually by being slain in magical or physical combat.

Immunities (Ex): Dregoth is immune to **ability damage, ability drain, cold, critical hits, death effects, death from massive damage, disease, disintegration, effects requiring a Fortitude save, electricity, energy drain, exhaustion, fatigue, mind-affecting effects (charms, compulsions, phantasms, patterns and morale effects), nonlethal damage, paralysis, petrification, polymorphing, poison, sleep, stunning, or any other attack that alters his form.** Immunities other than those that accrue due to the kaisharga template, undead traits or **dragon traits** can be lowered at will.

Metamagic Raze (Ex): Dregoth can gather energy during spell preparation to improve his **metamagic** capacity. Spell slot level adjustments from **metamagic** feats are reduced by one (to a minimum of one), but only once per spell. For each use of Metamagic Raze, the arch defiler defiles a 5 ft. radius where the spell is prepared. Preparation of multiple spells increase the radius by 5 ft. for each spell prepared with this ability.

Painful Radius (Ex): The penalties suffered to attacks, saves and skill checks for being caught in Dregoth's defiling radius increase by one. This effect stacks with Agonizing Radius, bringing the modifier to a total of -3.

Paralyzing Touch (Su): Any living creature Dregoth hits with his touch attack or a natural weapon must succeed on a **Fortitude save (DC 38)** or be **paralyzed** for 2d4 minutes. **Remove paralysis** or any spell that can remove a curse can free the victim (see the **bestow curse** spell description). The effect cannot be dispelled. Anyone **paralyzed** by Dregoth seems dead, though a **DC 20 Spot** check or a **DC 15 Heal** check reveals that the victim is still alive. The **save DC** is **Charisma**-based.

Polyglot (Ex): Dregoth can comprehend and speak any language of creatures that he interacts with, per the **tongues** ability.

Psionic Enchantment (Su): Dregoth can combine psionics and arcane magic in unique ways to augment his casting and manifesting:

- *Arcane augmentation:* Dregoth can spend a prepared spell slot to increase his limit for augmenting psionic powers during manifestation. Using arcane augmentation is a free action that does not provoke an attack of opportunity. Add the level of the spell slot to Dregoth's effective manifester level for purposes of determining the maximum amount of power points he can spend while manifesting a single power. These additional points cannot be used to apply additional metapsionic feats.
- *Far reach:* Dregoth can use touch spells and powers on targets up to 30 feet away.
- *Metamixture:* Dregoth can apply Widen Power to spells. Using metamixture is a free action that does not provoke an attack of opportunity. Dregoth must spend power points as normal when using Widen Power to boost a spell. Treat the spell as a psionic power of equivalent level for the purpose of determining the power point cost. Dregoth cannot spend more power points in this fashion than his effective manifester level.
- *Metapotency:* Dregoth gains synergistic bonuses from Empower Power and Empower Spell. When applying either feat, multiply its effects by 1½, allowing these feats to increase the spell or power's damage by 75% instead of 50%. The increased cost in spell levels or power points is unaffected by metapotency.

Regeneration (Ex): Dregoth has **regeneration** 10. **Cold** and **sonic** effects deal normal damage to Dregoth. If he loses a limb or body part, the lost portion regrows in **3d6** minutes. Dregoth can reattach the severed member instantly by holding it to the stump

Signature Spells (Sp): Dregoth chooses one spell of each level 1st through 9th. These chosen spells become Dregoth's signature spells. Dregoth can channel stored spell energy into signature spells that he did not prepare ahead of time. Dregoth can "lose" any prepared spell in order to cast one of these signature spells that is of the same spell level as the prepared spell or lower (just like a **cleric** can lose prepared spells in order to cast cure spells of the same level or lower.)

Taint Weapon (Su): Dregoth can taint magic and psionic weapons by touching them. He makes a touch attack against the weapon. The touch does not provoke an **attack of opportunity**. If he hits, the weapon or its wielder must make a **Will save (DC 38)**. Failure means the weapon permanently loses one point of its **enhancement bonus**. A weapon drained to a +0 **enhancement bonus** loses all other magic and psionic properties. The **save DC** is **Charisma**-based.

Tainted Aura (Ex): Dregoth is tainted by his arcane ways in such a manner that it is noticeable. People feel uncomfortable and wary when Dregoth is present and animals whimper when he approaches. Dregoth suffers a -4 **circumstance penalty** to **Bluff**, **Diplomacy**, **Gather Information** and **Handle Animal** checks. He receives a similar **circumstance bonus** to **Intimidate** checks. The tainted aura has a range of 50 feet.

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 found in the caverns beneath Giustenal. During his travels Dregoth discovered the presence and worshipping of actual true gods, something 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. The Dread Lord of New Giustenal traveled to countless worlds in a variety of disguises, researching hundreds of factions and cults, good and evil, to learn the true nature of gods and their devotees. Dregoth has only recently returned to Athas in the wake of the events of the *Prism Pentad*, and is now putting events in motion, hoping to become Athas' first true god.

After another two years of research, in addition to his previous study of the multiverse, Dregoth uncovered the reason why the gods of the planes have never turned their attentions towards the world of Athas. The spiritual conduits that allow the gods of other worlds to draw strength from their worshipers don't exist on Athas, and so the powers of the planes have turned away from the

inhabitants since the earliest days of existence. The spiritual conduits have been replaced by elemental conduits, strongly linking the world of Athas to the elemental Inner Planes. Dregoth has theorized the presence of the Gray, the endless limbo where Athasians go when they die, is responsible; because of the Gray, spiritual conduits cannot be linked to Athas. 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 shall 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. This spell was devised by the Dread Lord during his journey to the Outer Planes, and perfected upon his return to Athas.



DARK
SUN

APPENDIX V: THE PRISTINE TOWER

This ancient structure is probably the last remnant of the Blue Age, though it was created in its final days. As the Brown Tide swept across the face of Athas, the last of the nature-masters used their forgotten art to create a potent focus for their power. When they were done a glaring needle of white stone was born, seeming to reach into the clouds themselves. From the ground the tower seems to have no summit, it simply grew smaller and smaller until it disappeared into the sky.

History

Just when the Brown Tide looked to destroy all of Athas the nature-masters channeled their power through the Pristine Tower, drawing on the power of the sun itself to save the world. In the end they were successful, but the Athas they knew would be changed forever. Much of the planet's life had been destroyed by the Brown Tide, and for Athas to survive the land had to be remade. Filled with the power of a yellow sun, the last of the nature-masters used the Pristine Tower to create spontaneous life across the land—a time that would later be known as The Rebirth. Some creatures survived, other did not, but in the end life once again flourished. Knowing their civilization had come to an end, the halfling nature-masters used their power to transform themselves into the new races of Athas, ones that would survive this new age. Using the tower one final time, the halflings created humans, elves, dwarves, and a dozen other races that would become the civilizations of the Green Age. But what of the Pristine Tower?

The truth regarding the halflings' creation was lost with the onset of The Rebirth. Years later others would approach the tower and try to harness its power, but strange mutation would occur to any suffering injuries near the spire. Sages of the Green Age theorized that the great power of the blue sun that was channeled through the structure still emanates from within, causing the mutations. Eventually it became a place best avoided, and fell into obscurity for many years.

The most powerful nature-masters to save the world transformed themselves into pyreen, also known as the "peace-bringers." These were creatures of exceptional power and beauty, carrying some of the ways and teachings of the nature-masters into this new age. It was from amongst the pyreen children that came the greatest threat to ever walk the face of Athas—Rajaat. Hideous and horribly deformed when compared to his brethren, Rajaat became everything the pyreen were not—corrupt, evil, and immoral. After mastering the Way, Rajaat spent thousands of years developing sorcery with the aid of the Pristine Tower. It is thought that the evil pyreen learned many of the ways of the nature-masters, and changed the tower to fit his own needs. Through it all the mutation associated with the structure remained, though Rajaat saw it as a liability and made several attempts to remove it. In the end it did not matter, since he was able to accomplish his goals in spite of the mutation drawback.

Through the combined use of the Pristine Tower and the Dark Lens, Rajaat created his Champions, and thus began the Cleansing Wars. For the 1,500 years the wars reigned Rajaat stood in the shadow of the Pristine Tower, awaiting the return of his Champions. It was in this same shadow the War-Bringer was defeated by his creations, his own devices turned against him. Using the power of the Dark Lens and the Pristine Tower, Borys of Ebe created the sorcerer-kings from Rajaat's Champions, who in turn transformed him into the Dragon.

It wasn't until 2,000 years later that someone would return to the Pristine Tower seeking its strange powers. In an effort to save her city, Sadira of Tyr braved the dangers of the Pristine Tower to find the power she needed to defeat the Dragon. It was there she was confronted by the mysterious keepers of the spire—the shadow giants. These creatures were once halflings who had followed Rajaat, but were imprisoned in The Black when their master was defeated. Since they were closely linked to the Pristine Tower through Rajaat's magic, these halflings were able to interact with the real world as powerful shadows. Though they did not have the Dark Lens, the shadow giants used the inherent power of the Pristine Tower to transform Sadira into a unique creation later termed as a sun wizard.

Since Sadira's transformation none have journeyed to the Pristine Tower, and the few that have tried either succumbed to the mutation effect or were slain by the remaining shadow giants. Those who have been affected by the mutations of the tower have been termed "new beasts" by outlying villages and nearby cities, often being forced to live in the wastes due to their deformities.

The Pristine Tower and the godhood spell

It is the same power of the sun that transformed Sadira into a sun wizard that Dregoth needs to complete his spell and elevate himself to godhood. Being a former Champion of Rajaat, the Dread King is one of the few who can use and understand the workings of the ancient spire.

Mutations

When a character takes a minimum of 1 point of damage while within the radius of influence of the Pristine Tower, that character is subject to wild mutations. These mutations occur each time a character is injured, regardless of the amount of damage suffered. For example, if a character took 10 points of damage during three rounds of combat, it would have to roll for three possible mutations (more if certain results are rolled, but always a minimum of three).

Mutations occur at the spot on the character's body where the injury was inflicted. If no specific area is targeted or the DM is not using a hit location system, roll on Table #1A or #1B to see which portion of the body is struck. The DM may wish to reduce a character's **Charisma** score if no such reduction is already listed under the mutation. Such a reduction inflicts a **Charisma** penalty of 1d4 points on the affected character. All mutations manifest themselves in 1-3 rounds, and can only be removed through the use of *wish*, *miracle* or similar magic. The removal of a mutation causes a great deal of pain to the afflicted character, with the result that the character is shaken for 24 hours following its removal. All penalties and bonuses to a character's scores listed below last for as long as the mutation is present.

Table #1A: Humanoid Hit Location Chart

d10 Roll	Location
1-2	Right Leg
3-4	Left Leg
5	Abdomen
6-7	Torso
8	Right Arm
9	Left Arm
10	Head/Neck

Table #1B: Monster Hit Location Chart

d10 Roll	Location
1	Right foreleg/claw/wing
2	Left foreleg/claw/wing
3	Right hind leg
4	Left hind leg
5	Tail (for serpentine monsters, 1-5 is a tail hit)
6-7	Abdomen
8-9	Torso/chest
10	Head/Neck

Table #2: Limbs (Includes right/left leg, and right/left foreleg, claw, and wing)

d20 Roll	Mutation
1-2	Scaled carapace covers entire limb, providing the character with a +1 natural armor bonus and a +1 bonus to Strength .
3	One leg/hand/claw/wing is hideously deformed. The character suffers a -1 penalty to both Strength and Dexterity . Furthermore, if a leg or wing is affected, the character's movement rate is halved and the character is permanently denied its Dexterity bonus to AC. If a hand or claw is affected, the character cannot grasp items or make claw attacks with that hand.
4	The affected limb is replaced with a clawless insect limb. The character suffers a -1 penalty to Strength and cannot grasp items with that limb.
5	The affected limb grows claws. The character gains a claw attack with that limb. The claw deals damage appropriate for the character's size, as described on Table 5-1 on page 296 of the <i>Monster Manual</i> .
6	The affected limb becomes double-jointed.
7	The affected limb grows thorny spikes. If any of the spikes are broken (such as when the character takes damage in combat or falls 10 feet or more, the character suffers 1d4 points of damage. Anyone who attacks the affected character with an unarmed attack or a natural weapon suffers 1d3 points of damage.
8	An identical limb grows from the wound. This additional limb is shriveled and useless.
9	The wound continues to bleed, inflicting 1 point of Constitution damage per round until cauterized. Cauterization causes 1d6 points of damage. Further wounds on the affected limb will also bleed in the same fashion.
10-11	The affected limb dissolves in 1d6 rounds. Each round of dissolution, the character suffers 1d4 points of damage and is shaken. The character suffers a -2 penalty to Strength and Dexterity .
12-13	The affected limb becomes an intertwining mass of vines, twigs, and leaves. The character suffers a -2 penalty to Dexterity .
14	The affected limb constantly secretes terinav root poison. The character may use the limb to make touch attacks to deliver the poison against a target. The affected character is susceptible to this poison on other body parts. The character has a 5% chance of exposing himself to the poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, if the character rolls a natural 1 on any attack roll, he must make a DC 15 Reflex save or accidentally poison himself.
15	The affected limb is covered in thick black fur. If cut, the fur grows back in one hour. The character suffers a -1 penalty to Strength .
16	The affected limb becomes a tree branch. The character suffers a -2 penalty to Strength and Dexterity .
17	The affected limb becomes a tiny lizard (<i>Monster Manual</i> , p275) that writhes in place at the limb's joint. After 2d10 minutes the lizard falls off and runs away, leaving the host with no limb. The character suffers a -2 penalty to Strength and Dexterity .
18	The affected limb becomes a plant-like extremity that immediately tries to plant itself in the ground. The character must succeed at a DC 15 Strength check each round to prevent this from happening. The character suffers a -1 penalty to Strength and Dexterity . If 8 points of damage are inflicted on the plant-like extremity, it is severed. In this instance, the character takes the same amount of damage as well as 1 point of Constitution damage from blood loss and suffers a -2 penalty to Strength and Dexterity (this replaces the initial -1 penalty suffered from gaining the mutation in the first place).

19	Roll twice more or once on Table #4.
20	Roll again and once on Table #3.

Table #3: Body

(includes abdomen, torso, and chest)

2d20 Roll	Mutation
2	Victim is permanently polymorphed into a mole boar (see <i>Terrors of Athas</i>).
3	Lizard-like scales cover the affected area, providing the character with a +2 natural armor bonus.
4-5	All limbs attached to the affected area (legs, if the abdomen is affected; arms if the torso is affected) become useless. The character suffers a -4 penalty to Strength and Dexterity .
6	Skin becomes soft and moist. The character suffers a -2 penalty to AC . Every hour, the character's skin must be soaked with a quart of water or the character suffers one point of Constitution damage from dehydration.
7	The affected area is covered in chitin. The character receives a +4 natural armor bonus.
8-9	The affected area grows a stunted, malformed limb. This additional limb is useless.
10	The muscles of the character's torso become enlarged and contorted. The character receives a +2 bonus to Strength , a +1 bonus to Constitution , a -2 penalty to Dexterity , and a -3 penalty to Charisma .
11	A fully usable limb (typically an arm) sprouts from wound. Although the limb is fully useable, the difficulties involved in coordinating its use with other limbs mean that the character's ability scores are unaffected. The character could, however, use it to wield an additional secondary weapon, for example, and could benefit from the Multiattack feat.
12	The character's skin becomes covered in grass and small plants. The character's daily water requirement is doubled.
13	The character's skin becomes transparent in the affected area. The character suffers a -2 penalty to Charisma .
14	The affected area is covered in thick obsidian plates. The character receives a +6 natural armor bonus but suffers a -3 penalty to Dexterity .
15	A functioning eye sprouts from the wound. Unless permanently covered the additional eye is disorientating, imposing a -2 penalty to Dexterity .
16	Six non-functioning spider legs sprout from the character's body. The character suffers a -2 penalty to Dexterity and a -4 penalty to Charisma .
17-18	Two fully functional thri-kreen arms sprout from the character's body. Although the limbs are fully functional, the difficulties involved in coordinating their use with other limbs mean that the character's ability scores are unaffected. The character could, however, use them to wield additional secondary weapons, for example, and could benefit from the Multiattack feat. The limbs can also be used to make secondary claw attacks, dealing damage appropriate for the character's size, as described on Table 5-1 on page 296 of the <i>Monster Manual</i> .
19	The affected area becomes covered in thick black fur. If cut, the fur grows back in one hour. Unless the character doubles his daily intake of water, he is permanently exhausted.
20	Limbs attached to the section (arms/legs/wings) become squid-like tentacles. The character suffers a -1 penalty to Dexterity but can to make tentacle attacks, dealing damage appropriate for the character's size, as described on Table 5-1 on page 296 of the <i>Monster Manual</i> .

21-22	The character mutates into a quadruped using his existing limbs. His hands and feet become hoof-like and his body is covered with thin scales. The character receives a +2 natural armor bonus, a -2 Dexterity penalty and gains the carrying capacity of a quadruped of his Strength and size.
23	The mutation spreads internally to the character's lungs. The character now breathes silt, not air. Whenever the character is not immersed in silt, he runs the risk of drowning, according to the rules on page 304 of the DMG.
24-25	The affected area becomes covered in sharp, thorny spines. If any of the spines are broken (such as when the character takes damage in combat or falls 10 feet or more, the character suffers 1d4 points of damage. Anyone who attacks the affected character with an unarmed attack or a natural weapon suffers 1d3 points of damage.
26	Victim is permanently polymorphed into a bogo snake. (This effect applies in bogo forest only; otherwise roll again).
27-28	Small bird-like wings sprout from the injured area. The wings are too small for flight.
29	The injury sprouts a 2d6 foot long tail. The tail cannot grasp objects or be used to attack.
30-31	The character's body sprouts feathers.
32-33	The mutation spreads throughout the character's body. All wounds inflicted on the character (including this one) only heal naturally and are unaffected by magical healing of any sort.
34-35	The character is permanently polymorphed into a bogo tree (This effect applies in bogo forest only; otherwise roll again).
36	The wound never fully heals, always leaving the character suffering from at least one point of damage. Spores constantly issue from wound, which attract all carnivorous creatures in a one-mile radius and drive them into a frenzy of hunger directed at the affected character. The DM should select an appropriate creature from the local encounter table every hour. The selected creature attacks the affected character to the exclusion of all other targets.
37-38	Roll again and on Table #2.
39	Roll again and on Table #4.
40	Roll Twice.

Table #4: Head/Neck

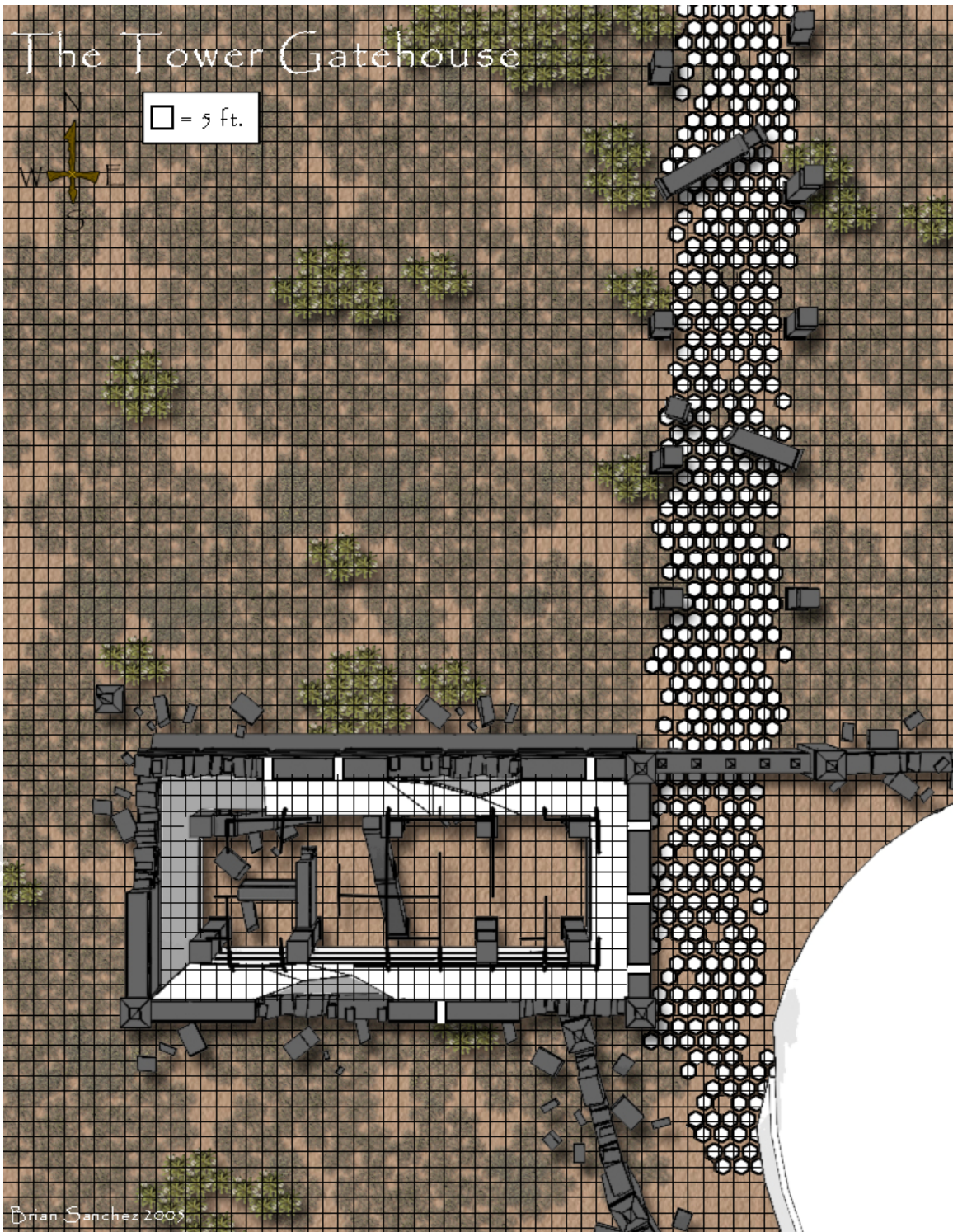
2d8 Roll	Mutation
2	The character's head becomes covered in tiny gray scales. The character receives a +1 natural armor bonus to AC and a -2 penalty to Charisma .
3	Lizard-like scales cover the entire head. The character receives a +2 natural armor bonus.
4	An eyestalk grows from the injury. The eye is fully functional and the stalk upon which it sits can be extended at will up to a length of one foot, allowing the character to peer around corners, into small holes etc. If the eyestalk looks in any direction other than the direction that the character's normal eyes are looking, the character suffers a -2 penalty to Dexterity due to disorientation.
5	A fully functional eye grows from the wound and character's normal eyes can no longer see. The character's loss of depth perception imposes a -1 Dexterity penalty.
6	Gills grow from the injury, requiring the character to breath water instead of air. Whenever the character is not immersed in water, he runs the risk of drowning, according to the rules on page 304 of the DMG

- 7 The character develops protruding carnivorous jaws. He suffers a -2 penalty to **Charisma** and gains a bite attack. The bite deals damage appropriate for the character's size, as described on Table 5-1 on page 296 of the *Monster Manual*.
- 8 Thin scales grow from the wound and cover the character's ears. The character is deafened.
- 9 Spines bearing greenblood oil grow from the wound. The character may use the spines to make a single secondary attack each round in order to deliver the venom. On a successful hit, the spines deal 1 point of damage and inject the poison into the target. The affected character is susceptible to this poison himself. The character has a 5% chance of exposing himself to the poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, if the character rolls a natural 1 on any attack roll, he must make a **DC 15 Reflex** save or accidentally poison himself.
- 10 The character's head becomes large and deformed. The character suffers a -6 penalty to **Charisma** and a -2 penalty to **Dexterity**.
- 11 Thick vines sprout from the wound, entwining the character's head. The character can see and hear through the vines but suffers a -2 penalty to **Charisma**.
- 12 Thin scales grow from the wound and cover the character's eyes. The character is blinded.
- 13 The character's brain enlarges. The character receives a +2 bonus to **Intelligence**, a -2 penalty to **Charisma** and a -1 penalty to **Dexterity**.
- 14 Thin scales grow from the wound and cover the character's nose. The character can no longer smell and suffers a -8 penalty on all **Spot** and **Search** checks where smell would be a factor.
- 15 A small, malformed, non-functional head grows from the wound. The character suffers a -6 penalty to **Charisma**.
- 16 Roll again and on Table #3.

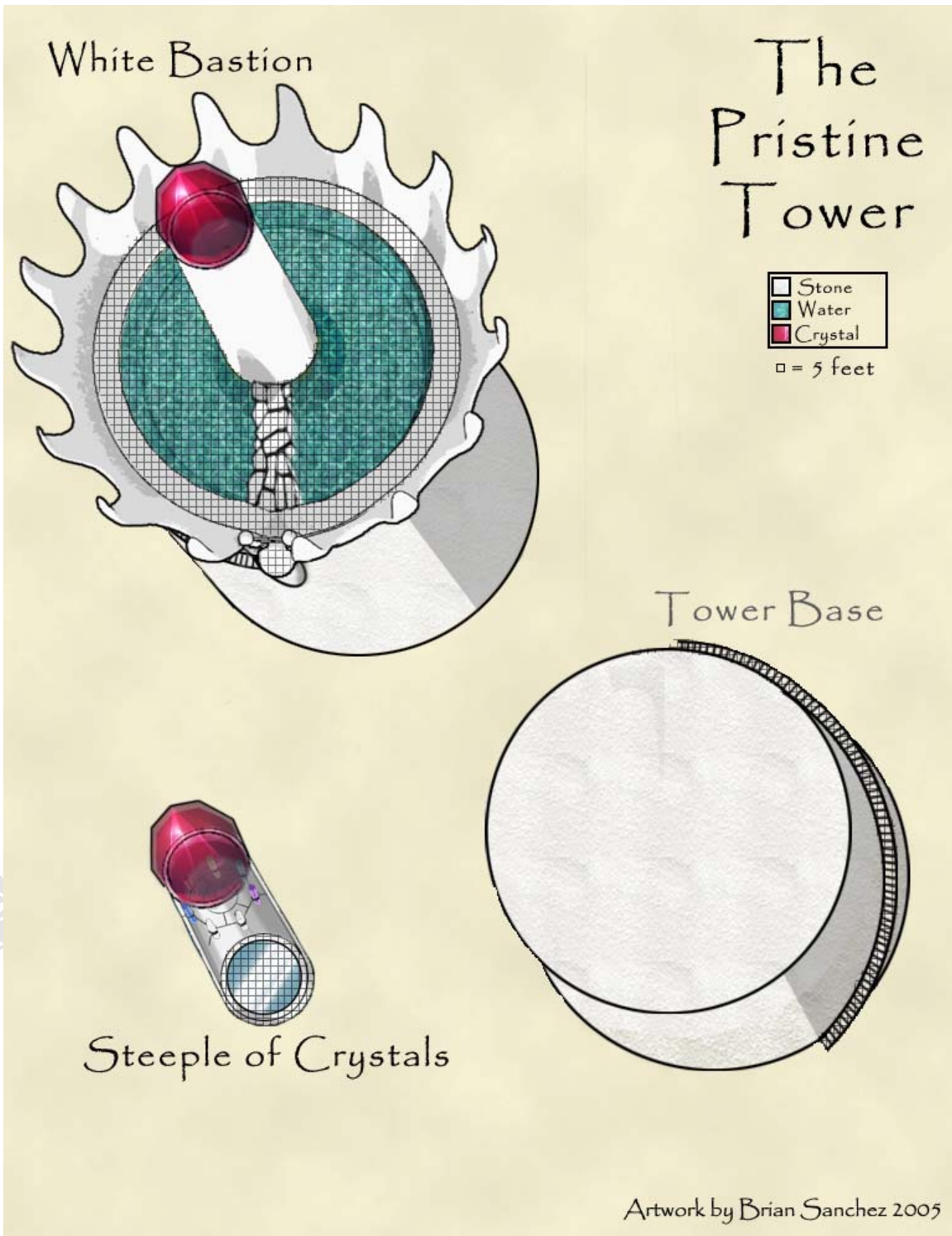
APPENDIX VI: Maps



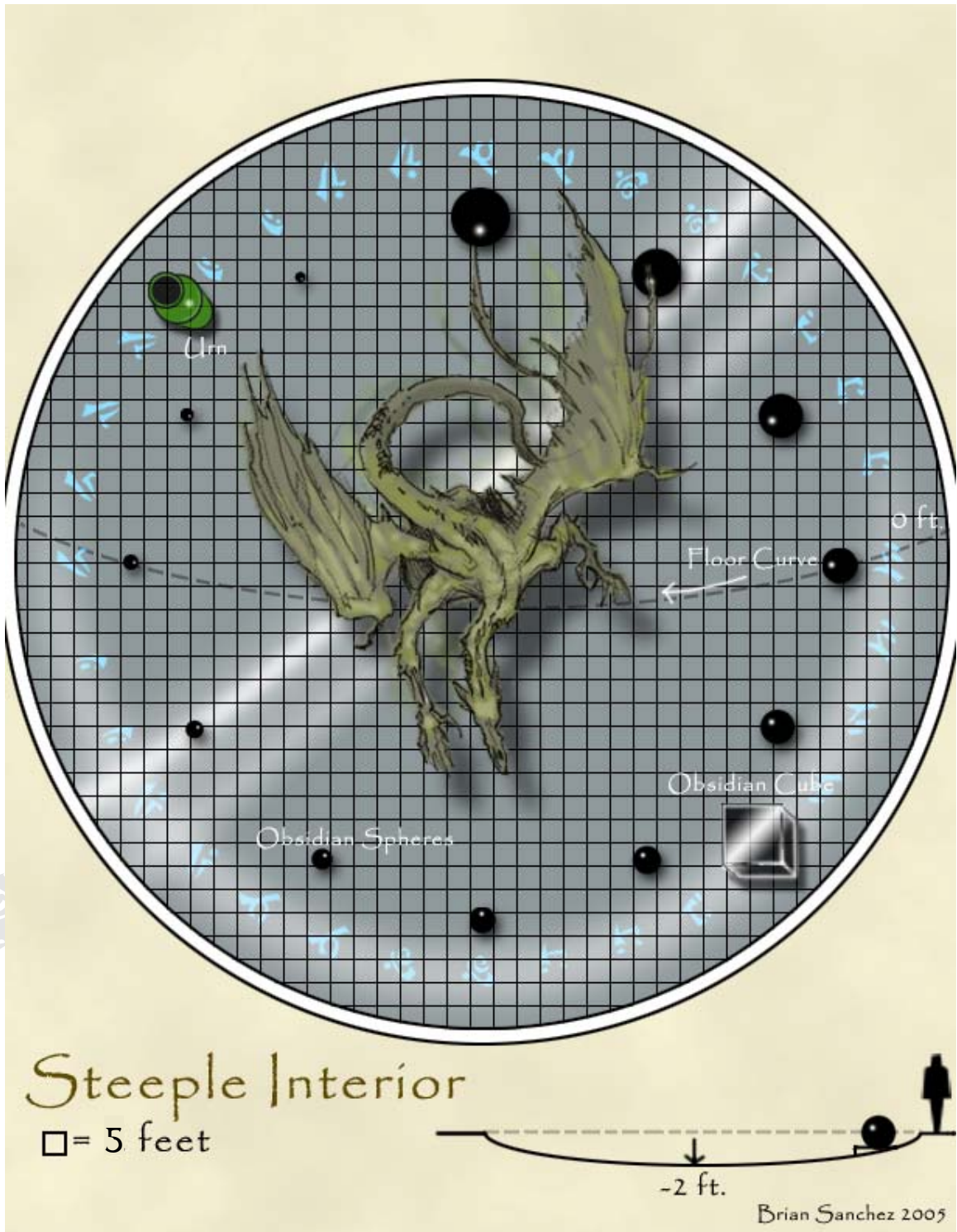
Map 1: Around the Pristine Tower



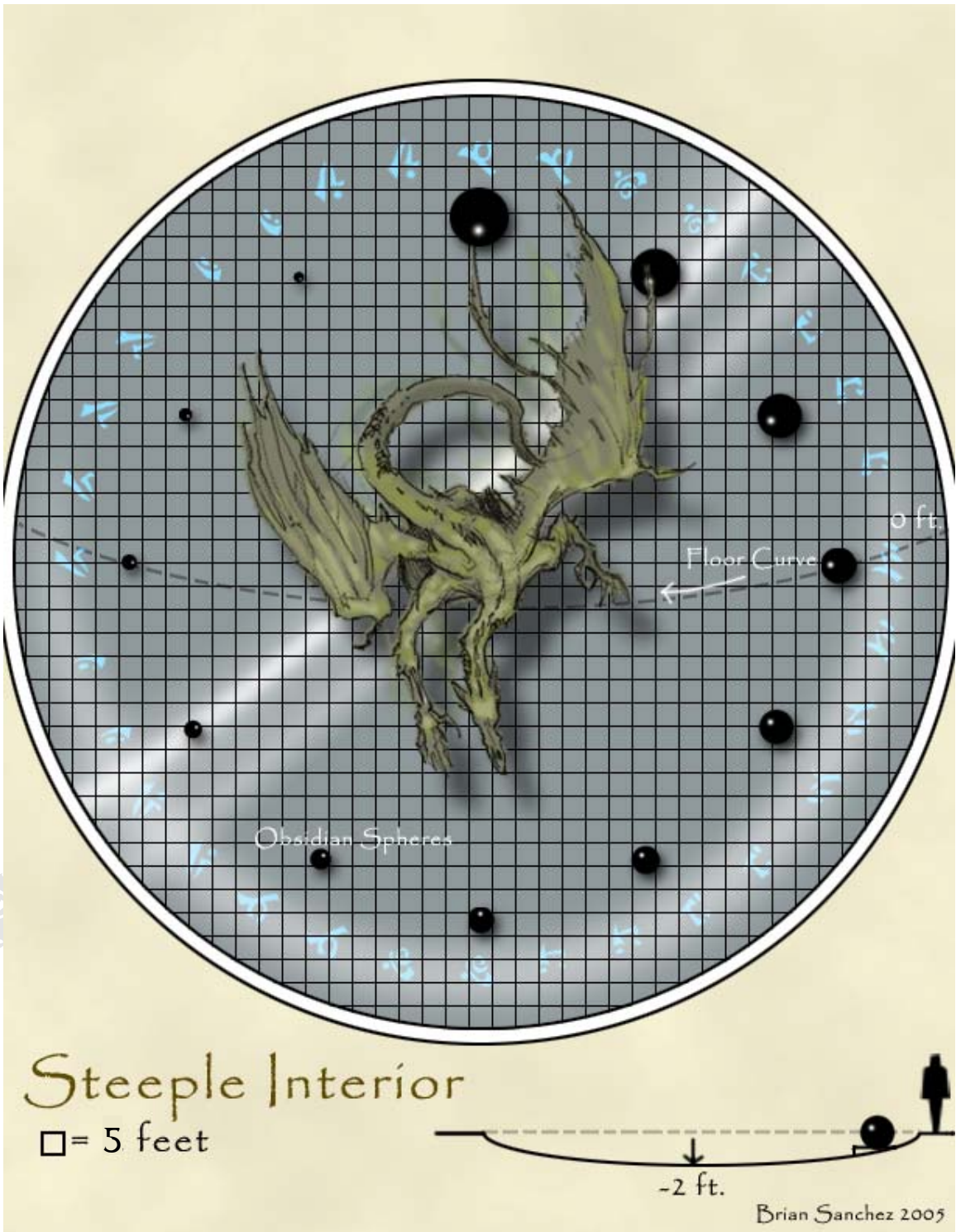
Map 2: Gatehouse map.



Map 3: The Pristine Tower.



Map 4: DM's map of Steeple interior.



Map 5: PC's map of Steeple interior.

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