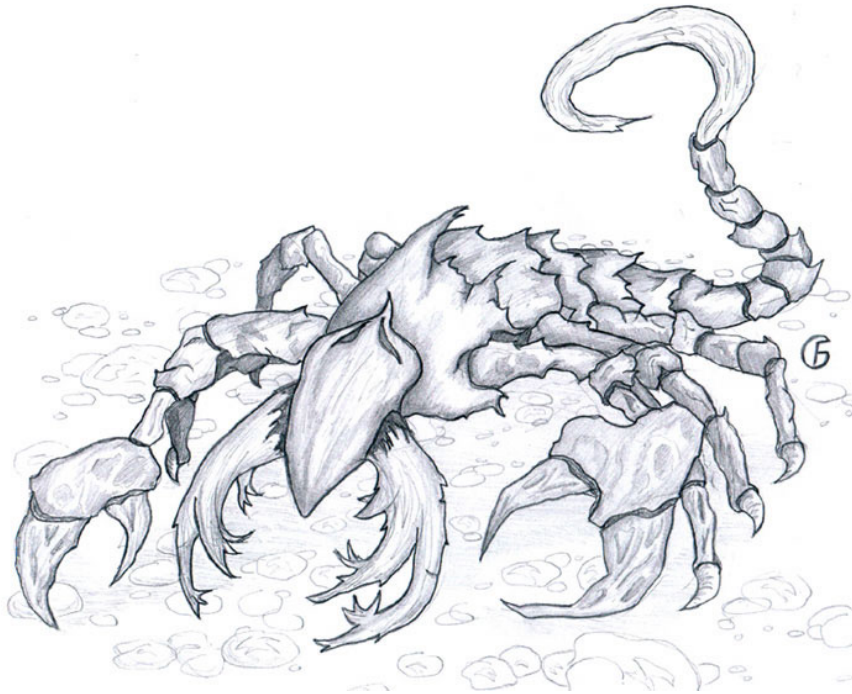


Whispers of the Storm

An official Dark Sun adventure suitable for levels 3-5



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In order to play *Whispers of the Storm*, you will need the Dark Sun 3rd edition rules available as a free download from the official Dark Sun site, www.athas.org, as well as *The Dungeon Master Guide*, *Player's Handbook*, *Monster Manual*, and the *Psionics Handbook*. The DM is encouraged to read the *City-State of Dray*, also available from www.athas.org, as it contains additional information the DM can use to enhance the adventure.

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ADVENTURE BACKGROUND:

Because recent turbulent events and subsequent Tyr-storms have shaken the population, many have turned to new forces to find solace or meaning in their lives, and a new worship has arisen in Draj: the worship of the forces of the storm. The destructive nature of the new storms has awed many Draji, and Rain priests have made sure to use this to their advantage. The cult of Rain has established a small temple in the city, the Temple of Storms, which has been operating for the last two years with one priest and an assistant. However, the population has been increasingly flocking to the temple, causing the traditional temples of Draj to become very anxious.

Rugar Stormbringer, the halfling founder of the Temple of Storms, spent most of his life in solitary worship in the foothills of the Ringing Mountains, exiled from his halfling tribe because of his worship of the elemental force of Rain. Recent events made him curious, and he left his small shrine in the Ringing Mountains to explore the rumors of fierce storms pelting the Tablelands. Eventually, he made his way to Draj, usually the first city to feel the wrath of the storms, and found a people willing to listen to his message. He established a small temple in the city, and now he has attracted the attention of an entity claiming to be the source of the storms.

It is Tithian whom Rugar Stormbringer hears speaking through the Cerulean storm. The halfling believes Tithian is an elemental lord who communes with him, whispering prophecies in the halfling's ear of "the coming of a Great Storm that will eradicate the cities of men from the face of Athas." Tithian instructs the halfling Stormbringer on how to summon the storm through an elaborate ritual, and how to gather enough followers to sacrifice in the ritual. The ritual, however, if successfully performed will not summon any storm, but will instead free Tithian from his captivity and pave the way for his return.

But Rugar is not the only one who has heard Tithian. A mysterious wizard whose spellcasting ability is somehow tied to the Cerulean storm is working against the Stormbringer and the followers of his paraelemental cult, to prevent them from carrying out the ritual that would harm his source of power.

Meanwhile, in the shadows of the bureaucratic ranks of the templarate, an old enemy of the wizard seeks to settle an old score with the wizard, and an ambitious young templar seeks him in order to extract his magical secrets.

ADVENTURE OVERVIEW:

The adventure begins with the PCs as observers or participants in the Flowery Wars in Draj. During the afternoon, the PCs witness the Moon Priest templars arresting a mysterious character who they claim is a wizard. The Moon Priests are intrigued by the fact that a witness saw the man cast a spell, but the alleged wizard has no spell components on his body, except for a blue crystal lens. The Moon Priests lead the wizard away from the scene. PCs who take an interest in this incident can follow the templars and observe them place the mysterious wizard in a prison cage. One of the templars, Xalacotec, pockets the blue lens and then retreats to a building named the Snarling Jaguar to escape the heat of the day. If the PCs did not follow the templars, they still come across the cage holding the wizard if they wander about. If the PCs communicate with the mysterious wizard, he says it is of grave importance that he gets out of the cage, and asks them for his help. If the characters are unwilling, he promises to pay them well if they can help him escape and retrieve his lens. The wizard is a good judge of character. He appeals to what would

interest the characters, be it their good morals and heroic nature, their simple greed, or other desires. Once out of the cage, the wizard introduces himself as Tec'tezeran.

When the PCs return with or without his lens, Tec'tezeran tells them an event of great evil is imminent, and says it is in their interest to aid him to put an end to it. He has learned of a secretive paraelemental cult of Rain operating out of the Temple of Storms. Tec'tezeran wants the PCs to infiltrate the cult and report to him on the cult's activities.

PCs who wish to gather information might learn the name of Rugar Stormbringer, or that of his dwarven assistant, Bakara; that Rugar's temple has received large donations from a wealthy follower; and that Bakara has been in contact with Nax, a House Tsalaxa trader, regarding a shipment of foreign slaves. They can follow any of these leads or proceed directly to the Temple of Storms.

PCs who visit the Temple of Storms witness Rugar Stormbringer preaching to those who have gathered to listen. After Rugar finishes his sermon, a number of visitors gather around him to ask for his advice; a nobleman asks how he can protect his crops from the Tyr-storms that threaten the estates of his clan. Rugar invites the noble to join him in his quarters, and they discuss the matter. In private surroundings, Rugar guarantees to protect the noble's crops from the storms in exchange for twenty foreign slaves to be sacrificed to appease the Storm Lord. The halfling states he will send the noble a message when the time of the ritual is drawing close, with instructions on where to deliver the slaves.

After leaving the temple, attentive PCs may spot someone shadowing them. The person is Eladji, a mercenary hired to follow them. While PCs may suspect Rugar Stormbringer or Xalacotec (the templar they retrieved the blue lens from earlier), neither is responsible - the templar Namhotec is responsible, but unknown to the PCs unless they by some means extract the information from Eladji's mind.

After the encounter with Eladji, a templar patrol looking for the PCs arrests them and hauls them off to a secluded building used by templars for interrogation purposes. The PCs meet Namhotec, who demands to know everything they know about Tec'tezeran and his whereabouts. Namhotec will have their thoughts read by a telepath, and when he is satisfied with their answers, he will have them placed in a prison cage to suffer a slow and painful death by dehydration.

The templars keep the prison cage under surveillance. If the PCs try to escape, they will intervene and "discourage" them from trying it again. Eventually, Tec'tezeran, disguised as a templar, comes to rescue the PCs and the two old enemies battle each other in a fight to the death of which Tec'tezeran is the victor. Tec'tezeran then leads the PCs to a safer location, where they can exchange information. Templars pursuing the party catch up, however, and Tec'tezeran and the PCs become separated. Tec'tezeran's instructions are to follow Rugar's expedition that will be leaving Draj soon. During their escape across a corn-field, the PCs encounter bloodthirsty jhakars.

The halfling's expedition leaves Draj, stopping at Fort Ebon to collect the slaves who will be sacrificed in the upcoming ritual; then it heads south to the Mastyrrial Mountains, where the ritual will take place. Tec'tezeran has disguised himself and is part of the caravan; he contacts the PCs and plans for the group to strike as the ritual is being performed upon a mountain plateau overlooking the Sea of Silt. As storm clouds gather and Tithian's face appears in the sky, the final battle with Rugar and Bakara begins.

DM Note: Stats for NPCs and monsters can be found in Appendix A.





1. FLOWERY WARS

The PCs start outside of Draj during the Flowery Wars, an event that takes place every half-year in Draj. Everywhere around them combat takes place between warriors eager to prove their battle prowess. The PCs witness the following fight between the champions of two rival clans:

The crimson sun scorches the Flowery War battlefields. Sweating crowds gathered outside the city's only entrance, the Golden Moon Gate, shout aggressive taunts at the warriors locked in ritual combat. Cries of war echo across the battlefield as the champions of two rival clans clash, their obsidian-ridged wooden swords – infamous Draji macahuitls – meeting with deadly force. The bare-chested warriors' bulging, bronze-tanned muscles glint in the afternoon sun and their knee-length hemp skirts whirl about them as they duel. Their feathered headdresses mark them both as great warriors. One will be celebrated in victory and the other will be exiled, such is the outcome they have agreed upon – assuming the losing champion survives.

The crowd's cheers increase in ferocity for every blow that is dealt, and they explode in excitement at the first sight of blood. One of the two men reels from the blow, but regains his balance, just in time to have his enemy's macahuitl crash down upon his skull. The noise of crunching bones is lost in the deafening roar of the crowds. A shower of blood stains the closest onlookers and sprays the triumphant champion in red. The slain rival sinks to his knees and slowly tilts and falls over on his side. The victor performs his ritual of success, a deafening shout and stomping on his fallen opponent's body. Then he kneels over the dead warrior and picks a feather from his headpiece, adding it to his own – the symbol of his warrior's prowess and today's victory. The crowd applauds his victory in a state of ecstasy.

Native Draji PCs will probably not react to the scene, but visitors to Draj might be intrigued by the violent battles that take place all around them in the Flowery War battlefields. PCs who want to test their strength will have little trouble finding an opponent – this is the Flowery Wars, the opportunity every Draji

warrior waits for to prove his combat skills and gain glory.

When the PCs eventually move on, into the city, continue with [Encounter 2](#).

2. IN DRAJ

Beyond the one-meter thick wood of the Golden Moon Gate, inlaid with obsidian and a decorative tracery of copper, visitors walk a bloodred, stone-paved road leading to the Palace of Gladiatorial Combat. Along the road to Draj's inner city-- known as Two Moon City -- are the crowded artisan and merchant districts, as well as numerous wooden pens showcasing Draj's gladiators and captives. The blood-red central road runs directly through both districts; the merchant district borders the central road to the right, while the artisans have their shops to the left. Along the roadway, just before Two-Moon City, lie hundreds of brightly colored merchant tents. The merchants sell all types of goods, from clay pots to meats to hemp ropes. To the right of the main roadway, behind the merchant district, one can see the top of the Great Pyramid located inside Two Moon City. On almost every corner, one can find a sculpture or obelisk depicting death or violence. Many sculptures depict winged serpents or snarling jaguars. On the obelisks, engravings of warriors slaying their enemies or eating the hearts of the vanquished are common.

The PCs are free to wander about for as long as the DM feels like describing Draj and its citizens. The *City-State of Draj* accessory has in-depth information on many aspects of Draji culture, including dealing with Draji merchants.

When the DM feels the PCs have had enough time to familiarize themselves with Draj, continue with [Encounter 3](#).

3. WIZARD

Suddenly, a masked character wrapped in dark blue robes and wearing a broad-brimmed straw hat whirls past you, making his way through the crowd of people traversing the streets of Draj.



Not far behind him are a half-dozen templars, each clad in a blue cloak with a yellow moon dyed in front and back. "Stop that man! He is a wizard!" one of the templars shouts. It does not take long before a small crowd moves to block the fleeing man's escape route. He halts and searches for another exit, but sees similar crowds gathering to block every passage. The templars encircle him and draw macahuitls.

The templars' leader gives the wizard an ultimatum, "Either tell me your arcane secrets now, or I will force your spirit to reveal everything to me after your heart has been ripped from your chest and your skull hangs on the Great Skull Rack!" The masked wizard does not reply, nor does he move. One of the templars, a powerful-looking warrior, steps forward confidently and raises his macahuitl, "So be it, fool." The templar prepares to strike, but the leader orders him not to. "Halt. He could be of use to me." The subordinate lowers his weapon. The wizard does not flinch or show any hint of emotion during any of this. "Great Xalacotec, what would you have me do with him?" the templar asks.

Xalacotec, the leader of the templar patrol, points at the wizard. "Search him. I want all of his possessions. Then have him placed in a cage. If he is not more talkative after a day without water under the blazing sun, have him brought to the Great Pyramid to be sacrificed." His subordinate nods, and reaches for a pair of manacles. Another subordinate searches the wizard, and retrieves an object from his body – a blue piece of glass, which he hands to Xalacotec. "So, this is what you use? Interesting," Xalacotec says as he studies the object. The wizard remains expressionless as the bone-and-leather manacles are locked around his wrists and ankles. "Take him away." Xalacotec commands, and the captive wizard is led away by the templar patrol.

If any PCs are foolish enough to attack the templars, they will not only have the templars to contend with, but upon command by the templars, the crowds around them will attack them as well. The templars number five plus Xalacotec, their leader.

Business eventually returns to normal. The Draji are used to templar intervention in their daily lives. Some merchants mumble something about the wizard being lucky that

the templars took him with them, instead of leaving him at the hands of the mob.

PCs who want to use the [Gather Information](#) skill to find out more about what happened can learn the following:

DC 5: The wizard was observed casting spells in an alley.

DC 10: The head templar Xalacotec has a reputation for hunting down wizards.

DC 15: The wizard had no other items on his body except the blue piece of glass.

DC 20: The wizard was seen near the Temple of Storms last night.

DC 25: The wizard was last seen in Draji prior to Tectuktitlay's death.

DC 30: The wizard once had an affair with a powerful templar's concubine.

If the PCs follow the templars or wander about later, they will eventually come across the wizard imprisoned in a cage. Proceed to [Encounter 4](#).

4. PRISON CAGES

In a secluded square plaza, you spot four man-sized cages crafted from stone and bone. The cages are exposed to the blistering rays of the dark sun during the day, and lit by the light of the twin moons at night. Two of the cages currently host prisoners. One is a crouched humanoid figure in blue robes and a straw-hat – the wizard you saw arrested by the templars earlier. He appears to be resting in an uncomfortable position and does not seem to notice your presence. Another cage holds a curled up aarakocra, rocking back and forth – the only movement the cage permits. The bird-man looks severely dehydrated and its glassy eyes stare at you. It moves its beak, but no sound comes out.

Should the PCs decide to break open the cages, the bars have [Hardness 6](#), [HP 10](#), [Break DC 14](#). Alternatively, the locks on the cages are very simple locks ([DC 20](#)). Each cage has one lock.

The aarakocra is Kre'keke'lar. He has been in the cage for almost three days and will die if left unattended to for another day. If given water, Kre'keke'lar can speak slowly. He tells them his name, and that he is thankful for the water, and





begs the PCs to release him. The cage makes him claustrophobic and desperate. If asked why he was imprisoned, Kre'keke'lar says he was participating in the Flowery Wars, and that his aerial ranged combat style somehow provoked the templars. If the PCs refuse to aid him, he will fly into a desperate rage, squawking and kicking at the cage's bone bars. If the PCs release Kre'keke'lar, he will stretch his wings and trot off (he is currently too weak to fly). Before leaving he will give one of the PCs a bone-amulet depicting an arakocra's claw – his only possession -- and he thanks the PCs again. There is nothing special about the amulet – it could fetch a ceramic or two in the market.

The wizard will respond if addressed. He asks the PCs to release him, stating it is of great importance that he is set free. If the PCs want to know why, the wizard tells them that a great danger threatens the Tablelands, and they must release him so he can put an end to it. If the PCs are still reluctant, the wizard offers them money and even magic in return for his release, but he has no such goods available here, the PCs will have to trust him. Alternately, if the PCs decide not to release the wizard, he will escape on his own accord later and seek them out later to enlist their aid.

Assuming the PCs release the wizard (or he seeks them out after escaping on his own), he presents himself as Tec'tezeran. He has a task for the PCs before he will pay them anything. They must retrieve his blue lens. If the PCs want to know more about the lens, Tec'tezeran tells them the truth – that it is a focus for his magic, and that it can only be used by its creator -- him. If the PCs are willing to retrieve the blue lens, Tec'tezeran mentions he overheard the templars talking about escaping the afternoon sun and quenching their thirst at an establishment called "the Snarling Jaguar." Tec'tezeran will reward the PCs upon their return, either with spellcasting services or money (to a maximum of 50 cp – the lens is worth only 5 cp if sold in the marketplace). If the PCs return with the blue lens, he will reveal to them the threat to the Tablelands he mentioned previously. He will be waiting at the inn known as "the Lair of the Most Vicious Lirr" located in the artisan's district.

If the PCs visit the Snarling Jaguar, proceed with [Encounter 5](#).

What if...? If the PCs refuse to aid Tec'tezeran, the DM should use other hooks to get the PCs interested in the Temple of Storms and the impending danger. They could encounter the mad and drunk artisan Juanox at an inn or pub (see Encounter 7) who speaks of the coming of the Great Storm; a Tyr-Storm could wreak havoc in Draj, which would lead to increased rumors regarding the Temple of Storms and support of it; or the PCs could be approached by the half-elven priest of Draj's Temple of Water, Tanuixtli, who is willing to reward them if they investigate the Temple of Storms and the motives of Rugar Stormbringer.

5. SNARLING JAGUAR

Located in the merchant district in a small alley behind the main vendor stalls, is the Snarling Jaguar. Typical of Draji architecture, this low, square building houses one of the better known pubs in Draj. At the entrance, a small sign with a picture of a snarling jaguar face announces the establishment-- the picture is made of pieces of mekillot bone held together by giant hair. The jaguar face has been enhanced by small obsidian pieces fixed into the sun-bleached bone, giving it a twinkle when the moonlight strikes the obsidian. Next to the agafari and bone door leading into the establishment, a small obelisk depicts a warrior standing over his victim, reminding any visitors that in Draj, the code of warriors rules. Inside you are immediately assaulted by the smell of pulque, the fermented cactus drink served in Draj, and the acrid smell of smoked petun herb. The walls are covered with paintings of warriors, depicting many glorious battles, either with two warriors facing each other, or a warrior slaying a wild beast. The main bar's awning is trimmed with a row of sun-bleached white skulls, probably victims of the female half-elven barkeep. The furniture is consistent with Draji style -- low tables surrounded by small four-legged stools. Unfortunately, the Snarling Jaguar does not cater to half-giants, so nothing in the bar is of their size.

If the characters examine the obelisk outside, describe the warrior on the obelisk as one with many feathers on his head, who holds his



victim's speared head upright on the tip of his sword.

The Snarling Jaguar's patrons are mostly merchants and artisans who are relaxing after a day's work. There is also a band of templars relaxing here. The PCs will recognize Xalacotec and his five subordinates from the arrest of the wizard they witnessed earlier. They are drinking pulque and seem to be having a good time, exchanging stories about their prowess in the Flowery Wars. Tec'tezeran's blue lens rests on the table, in front of Xalacotec, who is studying it through a magnifying glass, and who seems to be paying less attention to his subordinates' stories.

There are many ways the PCs could obtain the blue lens. For example, they could create a diversion and snatch the blue lens from the table, or ambush the templars when they leave the pub later that night. Without their spells and without a crowd to call on in the streets, the templars will be at a disadvantage. The templars fight to the death, except Xalacotec, who will feign death if it is evident that the templars will lose the battle. Creative solutions should be awarded.

When the PCs venture to the Lair of the Most Vicious Lirr, continue with **Encounter 6**. If the PCs failed to obtain the lens, they receive no reward, but Tec'tezeran still has need for their services (and he will craft another blue lens).

If the PCs are caught redhanded and arrested, or defeated in combat by the templars, they are placed in prison cages. Proceed with an appropriately modified **Encounter 11**.

6. TEC'TEZERAN

"The Lair of the Most Vicious Lirr" lies in a secluded alley in the artisan's district. The pub is identified by a mural on its outside wall depicting a large lirr with huge claw wounds, devouring the remains of what must have been a dune reaper. Inside the low, square building, the lighting is dim; the only illumination comes from small lamps situated on small tables. A pair of dune reaper claws adorns the wall above the bar. Judging from the many scars he bears, the aging, bald innkeeper looks as though he saw a fair share of battles in his younger days.

You recognize the mysterious wizard, Tec'tezeran, seated in a corner, sipping a mug of kank nectar. There are only two other patrons here: one is passed out at the counter, and the other sits by himself, fiddling with a foot-long stump of rope and a dagger. Both wear the characteristic lirr tails of the artist – a symbol of recognition for their work.

Tec'tezeran motions for the PCs to join his table. If the PCs return with his blue lens, he will reward them with what they agreed upon earlier (if anything). He then appeals either to their greed, fear, or good nature (whichever is more fitting) when he relates to them the great threat he has discovered that he needs help to stop.

"You are brave people, but just how brave I wonder. We will soon find out. Surely you have heard of, if not seen, the Tyr-storms that ravage our lands? These electrical rain-storms and the mayhem they cause are nothing compared to what will happen if we don't intervene. The Tyr storms are but offspring of a greater storm that rages off the coast to the east – the Cerulean Storm. Its power is unimaginable. It is even greater than that of our god-king. The templars believe that the sacrifices at the Great Pyramid will appease the elements, but they do not command the storm. Imagine if the Cerulean Storm ravaged our lands with the strength of a thousand Tyr-storms. It would rip down every wall and tear all men apart. It would wash across the Tablelands, eradicating everything in its wake."

"As we speak, one known as the Stormbringer is gathering a cult of followers. You may call them mad, but the threat they pose is real. The Stormbringer has heard the voice of an entity that exists in the storm – a vengeful being. The Stormbringer believes that he and his followers will be spared from the fury of the storm, but it is a falsehood. I have heard the entity that whispers in the storm, and I see only death and destruction, not salvation. We must stop the Stormbringer from summoning the Cerulean Storm."

"From what I have gathered, the Stormbringer and his cult operate out of the Temple of Storms. If you could investigate the temple and find out how the Stormbringer plans to summon the Cerulean Storm, I will attempt to find out more about the entity in the storm."

Don't waste your time looking for me – I will seek you out once I know more.”

If the PCs are difficult to persuade, Tec'tezeran will offer each character a magical item. He will supply them with the items after they have completed all tasks he wants them to perform (i.e: at the conclusion of the adventure), or sooner if he deems they will need the items earlier in order to complete their task of stopping the Stormbringer (ie: near the conclusion of the adventure).

Once the PCs agree to investigate the Temple of Storms, proceed with **Encounter 7** if the PCs want to gather information, or go to **Encounter 8** if the PCs visit the Temple of Storms.

7. INFORMATION

PCs who use **Gather Information** can learn the following about the Temple of Storms:

DC 5: The Temple of Storms is located in the Artisan's District.

DC 10: The Temple of Storms is run by the halfling priest Rugar Stormbringer and his assistant.

DC 15: Rugar's assistant is a dwarf. The temple's followers have grown in numbers lately, and Rugar has reputedly received large donations from a wealthy and devoted follower.

DC 20: Rugar's dwarf assistant's name is Bakara, and he has been observed in the company of Nax, a House Tsalaxa trader.

DC 25: Bakara has purchased a shipment of foreign slaves from Nax.*

DC 30: The wealthy sponsor of the Temple of Storms is a master artisan by the name of Juanox, who has great love for pulque. His shop is in the artisan's district.

* PCs who succeed a **Knowledge: Local (Draj)** check **DC 10** know that foreign slaves are not normally allowed inside the city.

If the PCs are unable to find out much on their own, they can pay someone else to find the information they seek. PCs who ask around will learn that the Nibenese entrepreneur Chao Chin is an excellent source of information. Chao Chin runs his enterprise from the dung repositories located north in the city. His network of dung collectors are everywhere and pick up tidbits of information from all over the

city. Each piece of the above information will cost the PCs 10 ceramic pieces.

If the PCs venture to House Tsalaxa's offices to inquire about the trader Nax, they will be told that he is unavailable, off on a mission outside the city's borders. That is all they will be told.

If the PCs visit Juanox, they will learn he sponsors the Temple of Storms because he believes he will be spared when the Great Storm comes, so he can depict its mayhem in stone – an artist's greatest moment, he claims. Juanox is both drunk and quite mad, but there is a kernel of truth in his ramblings – that a great storm is indeed coming.

When and if the PCs decide to visit the Temple of Storms, proceed with **Encounter 8**.

8. TEMPLE OF STORMS

The Temple of Storms is small compared to the other elemental temples of Draj, and compared to the magnificent Temples of Ral and Guthay it is simple. The temple is a windowless structure of dark bluish stone with murals depicting storm clouds and lightning bolts decorating its exterior walls. Two obsidian obelisks carved with mythological symbols stand defiantly to each side of the wooden double doors leading into the temple.

During the day, the wooden doors are open and the temple receives all who would listen to Rugar Stormbringer's preaching. At night, the doors are shut and barred from the inside.

If the PCs attempt to break down the doors at night (**Hardness 5, HP 20, Break DC 23**), the noise attracts a sizable mob of Draji (numbering **4d6+4**) who assume the PCs are thieves – and a thief caught in Draj is a dead thief, so the PCs had better escape. If the PCs use more sophisticated or magical means, such as a **knock** spell, or use a **silence** spell to break the door down quietly, they can gain access to the temple at night. Note: The temple has a backdoor, leading into the temple's storage room. It has the same statistics as the main doors. Attempts at breaking the door down in broad daylight will very likely attract the attention of a mob and templars alike.

See the appendix **Map A: Temple of Storms**



1: Main chamber: The main chamber is where the halfling priest, Rugar Stormbringer, delivers his sermons to worshippers. An exit in the northeastern corner of the room leads to a north-running hallway. A stone slab carved from the same dark bluish stone as the temple's walls serves as an altar, lined with skulls and bones of many races. A relief has been carved on the altar, depicting a halfling standing surrounded by faceless, kneeling figures while a storm rages overhead.

2: Hallway: The hallway is lit by skulls filled with lamp oil and placed in small openings along the outer wall. A large door on the western wall leads to the storage chamber. The hallway bends 90 degrees; around the corner are two smaller doors on the southern wall that lead to the personal chambers of Rugar and Bakara.

3: Storage chamber: The storage chamber contains a number of crates with dried foods, several barrels of water, two kegs of oil, and several dozen traveler's outfits and water skins. The PCs might deduce the Stormbringer is preparing an expedition for a large group of people.

4: Rugar's personal chambers: Rugar's chamber contains no bed, but a wicker basket of sorts which the halfling sleeps in. A pair of large and remarkably clean blue pillows lie on the floor, serving as seats for clean guests. A nearby wardrobe contains four halfling-size outfits. A small (halfling-sized) desk rests in the southwestern corner of the room. Its one drawer contains a raindrop-shaped, stone *unholy symbol* and a bound leather scroll with rambling drawings about a Storm Lord, the coming of "the Storm of Salvation" that will cleanse the Tablelands, and a ritual requiring the sacrifice of one hundred men. The scroll requires a **Decipher Script check DC 15** in order to understand. The door to the room is barred from the inside at night.

5: Bakara's personal chambers: Bakara's chamber is spartan. The bed is hard and utilitarian, covered with a grey blanket. A skull lamp rests on the floor beside the bed, but there is no other furniture in the room except for a small chest with no lock containing Bakara's personal belongings – common items

of little value. The door is barred from the inside at night.

PCs who visit the Temple of Storms during the day will witness Rugar Stormbringer in the main chamber, preaching to those who have gathered to listen. His dwarven assistant Bakara guards the entrance to the hallway leading to the halfling's and dwarf's personal chambers, and the storage room. After Rugar completes his sermon, a number of visitors gather around him to ask for his advice. A noble asks how he can protect his crops from the Tyr-storms that threaten the estates of his clan. Rugar invites the noble to join him in his personal chamber, where they can discuss the matter. After answering the questions of the remaining crowd, Rugar and the noble leave via the hallway.

If the characters have some way of spying on the conversation that takes place in the more private surroundings of the halfling's chamber, Rugar guarantees to protect the noble's crops from the storms in exchange for twenty foreign slaves to be sacrificed in a great ritual to appease the Storm Lord. Rugar states he will send the noble a message when the time of the ritual is drawing close, with instructions on where to deliver the slaves. The noble then leaves the temple in a crodlu-pulled chariot, headed for his estate, at the same time a dung collector passes by.

Clever PCs might disguise themselves as nobles in order to gain an audience with Rugar, or they can somehow distract Bakara to gain access to the hallway in order to eavesdrop on Rugar's conversation with the noble. The end result should be the same – the PCs learn a ritual is going to take place in the near future and that it requires a mass sacrifice. It is unlikely that they will learn where the ritual will take place – not even Bakara knows this, as Rugar is very secretive about the location.

What if...? If the PCs somehow kill Rugar Stormbringer and Bakara, the halfling's cult of paraelemental followers will pool their resources to have the pair resurrected from the dead.

9. ELADJI

After leaving the temple, PCs who succeed at a [Spot check DC 15](#) notice someone shadowing them. The character is of average height but powerfully built, wearing a dark brown skirt and a bright red sleeveless poncho revealing large muscular arms ending in vicious-looking obsidian wrist razors. The stalker is wearing a hood, casting shadow over the face and distorting the character's facial features, except a powerful protruding jaw.

The character is Eladji, a female mul mercenary hired by an old enemy of Tec'tezeran. Her orders are to find the wizard and report his location to her employer. From what she has learned, the PCs have had contact with Tec'tezeran, so she has decided to shadow them in hopes they will lead her to the wizard. Eladji is not interested in fighting the PCs, as she is paid to find Tec'tezeran and report to her employer, but if cornered she would rather fight than flee -- negotiating is a definite second-place option to fighting. Under no circumstance will Eladji voluntarily reveal her employer's name.

The encounter with Eladji should alert the PCs that someone is interested in them. Their suspicions will most likely be targeted at Rugar Stormbringer or Xalacotec, the templar they retrieved the blue lens from earlier. However, neither is responsible - the templar Namhotec is, at the moment unknown to the PCs unless they by some means extract the information from Eladji's mind. Eladji knows what the templar looks like and his name, but not what the templar wants with the wizard or why.

10. ARRESTED

Some time after the encounter with Eladji, whether the PCs spotted and confronted her, or she followed them unnoticed for a while before she realized they would not lead her to Tec'tezeran, the PCs are accosted by a templar patrol.

A patrol of templars wearing blue cloaks with yellow moons dyed front and back approaches you. They point at you and nod to each other. Then they draw their macahuitls, and one of them speaks in a low voice. "You - come with us. Resist and we will take glee in killing you and eating your quivering hearts."

The templar patrol is composed of eight templars, and they are obviously looking for the PCs. The templars arrest the PCs and haul them off to a secluded building used for interrogation purposes.

You are led to a secluded stone building; it is obvious no one ventures near this place. One of its exterior walls is adorned with bloodstained obsidian spikes and bone hooks and the ground beneath is littered with skulls and bones. Tied to a stone post with giant-hair rope near the wall is a fierce-looking jhakar, apparently feeding on the remains of a humanoid creature. You can hear the beast's jaws grinding the bones of its unfortunate victim. The monstrosity snarls at you as you approach the building and leaps forward. One of the templars strikes the beast with his macahuitl, and the beast growls as it withdraws. Another templar moves forward to open the heavy door to the building and motions for you to enter.

This scene should make the PCs realize the templars mean business. Unless the PCs seek to escape, they meet Tec'tezeran's old nemesis, the templar Namhotec, who demands to know everything the PCs know about Tec'tezeran and his whereabouts.

Inside the dimly lit building, a bloated templar rests on a wooden chair. Standing to his right is a tall half-elf, armed with a staff carrying a jozhal skull upon its top. On his left stands a woman of regular height and build, with long knotted black hair, and a blood red mask which depicts a jaguar. One of her hands rests on a carrikal in her belt, and the other rests upon her hip. The bloated templar gazes at you intently for a few seconds before he speaks sternly, "I am Namhotec. These are my associates, Wacahuixl and Imhoxata. They will be responsible for making you more cooperative should you refuse to talk. And let me make one thing perfectly clear - I do not need you alive, and keeping a jhakar well fed is expensive. Cutting back on expenses could become a priority." The templar smirks. "Shall we begin?"

Namhotec asks the PCs how they came into contact with the wizard Tec'tezeran; what their arrangement with him is; why he has returned to Draj; where they have met with him; where they are going to meet him; and how they maintain contact. If the PCs refuse to answer, or any of the three NPCs catch the PCs lying,



the half-elf wizard Wacahuixl casts *charm person* on the PC in question. If the spell has no effect, Imhoxata will attempt to read the character's thoughts with *detect thoughts*. If that also fails, the pair will attack the PCs with weapons until they talk. If the PCs fight back, the eight templars making up the patrol that arrested them attack the PCs as well. This will be accompanied by threats of mounting the PCs on the wall outside, where the jhakar will be infuriated by the smell of their blood and eat them from the legs up while they are still alive.

When he is finally satisfied with the PCs' answers, Namhotec will have them placed in a prison cage to suffer a slow and painful death by dehydration. The templars will place manacles on their feet and hands and have them stripped of their weapons, spell components, and any other possessions they might have. The templar patrol, Namhotec and Wacahuixl escort the PCs to the prison cages. Imhoxata remains behind.

If the PCs find a way to escape the templars before being interrogated, or on the way to the prison cages, go to **Encounter 12** where they meet Tec'tezeran again. If they are imprisoned, continue with **Encounter 11**.

11. IMPRISONED

You are left in the prison cages of Draj, without food and water to die slowly and painfully through dehydration. Your manacles have been removed, but the templars made it clear they are watching you, and if you attempt to escape or make much noise, they will have your backs lashed and rubbed with salt, and your mouths sewn shut. After giving this warning, they took shelter in a nearby building, though a templar always watches you from a window.

The plaza is square-shaped, with eight prison cages placed along a clay brick wall at the western edge of the plaza (six of the cages can host a Medium-size creature; two can host a Large creature). On the eastern side of the plaza is a building whose windows and door face it (so the templars inside can supervise and oversee the cages and their prisoners). To the north and south are entrances/exits to the plaza, each leading to a narrow street.

The templars keep the prison cages under surveillance at all times. If the PCs try to escape, they will intervene and "discourage" them from trying it again.

Eventually, another templar arrives on the scene and releases the PCs. It is in fact Tec'tezeran in disguise (*disguise self* spell), come to rescue the PCs.

The sun has set and the heat of the day has been replaced by the chill of the night and the secluded plaza is quiet. Soon after nightfall, you hear footsteps approaching and spot a templar emerge from an alley. He strides confidently towards you, and takes a key from his belt pouch. The templar watching you from the window in the building across the way calls out to him. "What are you doing?" The new arrival turns in his direction and responds, "The prisoners have been pardoned. Someone apparently favors them." The templar in the window disappears for a moment.

The new arrival templar quickly proceeds to unlock the doors to the prison cages and he has just turned the key in the last lock when the door to the supervisory building is opened. Namhotec and Wacahuixl step outside. The half-elf waves his staff and mutters a series of mysterious words. The freedom-bringing templar is suddenly no longer a templar – it is the wizard Tec'tezeran! "Quickly", he shouts as he opens his backpack and empties its contents, your weapons, on the ground.

"Attack!" Namhotec commands, and templars spew forth from the building, charging towards you. Tec'tezeran flips his lens into hand from where it hangs on his belt and shouts the syllables for a spell. The lens glows fluorescently and a crackling noise accompanies the stroke of lightning arcing past you to strike three of the charging templars. "I'll deal with Namhotec." says Tec'tezeran. "You take out the others." The wizard draws his spear and screams "For Kasha!"

Namhotec saw through Tec'tezeran's bluff and had his cohort cast *dispel magic* to dispel Tec'tezeran's *disguise self* spell. Tec'tezeran responded with a *lightning bolt* spell that injured and possibly killed three of the eight subordinate templars (6d6 damage, **Reflex Save DC 16** for half damage). The battle is on.



See the appendix **Map B: Prison Cage Plaza** for an outline of the area.

Unless the PCs interfere, Namhotec and Tec'tezeran duke it out while the remaining templars and Wacahuixl battle the PCs. If possible, the defiler uses his spells before entering direct melee combat with the PCs.

Tec'tezeran will most likely defeat Namhotec without the PCs' aid, and -- being a Draji -- this is what Tec'tezeran prefers. However, if he is clearly losing the battle, he will call for aid: today victory is more important than pride, even if the two have an old score to settle. After the battle, assuming the PCs have survived, Tec'tezeran leads them through the maze of streets that is Draji, and to a safer location.

If asked about the reason for the enmity between Namhotec and him, Tec'tezeran tells the PCs that they should "never cross paths with mating drakes." That is all he will say on the matter.

Proceed with **Encounter 12**.

12. PUZZLE PIECES

For each of the following clues and assumptions the PCs give to Tec'tezeran award each PC 100xp:

1. Rugar Stormbringer is planning a ritual.
2. The ritual will summon the Cerulean Storm.
3. The ritual requires mass sacrifice.
4. Rugar Stormbringer is planning an expedition for a large group.

Tec'tezeran reports to the PCs that his attempts at finding out more about the entity in the storm have failed due to magical interferences. If there are points on the above list the PCs have not found out about, Tec'tezeran fills them in on those points.

The wizard then informs the PCs that the ritual must be stopped. Tec'tezeran points out the fact that simply killing the Stormbringer here in Draji will most likely only lead to his followers pooling resources to have the halfling resurrected from the dead. He suggests it would be better to infiltrate or follow the

expedition to where the ritual will take place and then find a means to disrupt the ritual.

At this point, templar patrols trailing the PCs will catch up with them. Tec'tezeran will urge the PCs to leave the area, while he leads the templars in a different direction.

You become aware of approaching footsteps. A couple of blocks away templars carrying what appear to be globes of light comb the streets searching for someone. "You cannot hide from us, wizard, nor can your accomplices." A voice booms through the streets.

"Run! I will act as decoy and open up a path for you," Tec'tezeran whispers and points you in the direction of a vast cornfield in the distance. The wizard grasps his blue lens and runs in the opposite direction.

Proceed with **Encounter 13** if the PCs flee. If they dawdle, they encounter one or more templar patrols consisting of 2d4 subordinate templars and one centurion. They should eventually flee, or be worn down and captured. If captured, they will be sentenced to death in the arena.

13. CORN FIELDS

The escape through the cornfields at night is not without its perils for the fields are guarded by jhakars.

Tall stalks of corn stir gently in the wind all around you. As you turn your head to side-to-side, looking at the horizon, the fields appear to stretch on forever into the distance. The green plants rise over eight feet tall, and inside the plantation, all is black. The darkness hardly looks inviting, but the shouts and curses from the street tell you there is little choice. You enter the fields at a frantic pace, rows upon rows of corn flashing by, the light of the two moons barely filtering through the top of the plants. Within minutes, the shouts behind you become subdued, and you can barely hear anything but the quiet stirring of the corn stalks as you race through them. Suddenly, the cold night air turns quiet. The corn stalks pass quickly by, gently stirring in the endless fields. Then, behind you, a hiss breaks the silence of the fields, followed by hisses all around you. You can't see the sources, but by their sound,



they are moving closer. Then, from the shadows of the corn stalks, leap an unknown number of ferocious beasts.

The PCs are attacked by eight jhakars. After the battle, the PCs are safe, for now. On the other side of the cornfields, the PCs can find safe passage to the city core. There they can plan their next move.

DM's note: Tec'tezeran escapes the templars. If the PCs are intent on finding out whether he managed to escape or not, a successful [Gather Information](#) check DC 15 will reveal that an unsuccessful wizard hunt took place at the same time the PCs were fleeing. Alternatively, Tec'tezeran could have a messenger inform the PCs that he survived, but that he needs to gather his strength.

Proceed with [Encounter 14](#).

14. THE EXPEDITION

Rugar's expedition leaves on the morning two days after the escape through the cornfields. As the sun rises, Rugar's followers gather at the doors of the Temple of Storms. If the PCs are watching, read the following:

An increasingly large crowd of Rugar's followers have gathered outside the Temple of Storms. Some have brought along beasts of burden – kank, inix and crodlu. The paraelemental cultists have marked their faces with blue stripes of paint and wear bone amulets shaped like a raindrop. They chant enigmatically, waiting for their savior to reveal himself. Finally the double doors to the temple open up, and Rugar Stormbringer emerges. He raises his hands towards the sky and shouts powerful words. Drops of rain shower the cultists briefly, and they become quiet. Rugar then speaks with a fanatical spark in his eyes.

"I am glad so many of you have come, my loyal followers. The Storm Lord is pleased. Salvation is near, as it would be our fate. The Great Storm will wash across our lands and destroy all that is unclean and not ours. When the lands are cleansed, we will live in harmony and revel in the soil's bountiful harvests, as the life-giving rain will grant us. Without destruction, what is there to rebuild? Without sacrifice, what

is there to retain? Without rain, what is there to live? Praise the Storm Lord!"

The cultists kneel and raise their hands towards the sky. In unison they shout "Praise the mighty Storm Lord!"

Rugar points at the entrance to the temple. "Go into the temple. There Bakara will give each of you a backpack with all you will need for your journey to Arak-Pur, the holy mountain."

Rugar refers to the easternmost mountain in the Mastyril Mountains region, but the name is one he has come up with on his own, thus even PCs with Knowledge (Geography) will not be able to determine where the ritual is to take place.

The PCs could either simply follow the expedition, or try to disguise themselves as cultists and join it. Each cultist walks into the temple's storage chamber and retrieves a backpack containing a blanket, a waterskin, rations for one week, an obsidian dagger, and a traveler's outfit. The beasts of burden are loaded with kegs containing water and oil, and other assorted equipment (pots, ropes etc.).

The expedition then sets course for the gates of Draj.

The expedition numbers 136 followers, Rugar, Bakara, four kanks, two crodlu and two inix. Once outside Draj, the expedition follows the road leading southwest. It is headed for Fort Ebon, where it will pick up 107 slaves to be sacrificed in the ritual. The trip to Fort Ebon takes 10.7 hours (32 miles), and is covered in two days. From noon to sunset, the expedition halts and sets up tents to shade themselves from the heat of the sun. The expedition then continues until it has covered a total of 24 of miles. The next day the expedition reaches Fort Ebon before noon.

Once the expedition reaches Fort Ebon, proceed with [Encounter 15](#).

15. SLAVES

Rugar's expedition comes to a halt outside the bleached stone walls of Fort Ebon, a vital





House Tsalaxa supply point. The dwarf Bakara walks into the fort on foot once he has stated his business with the trader, Nax. A short while thereafter, he emerges from the gates followed by rows upon rows of slaves shackled together with manacles on both hands and feet, prodded along by House Tsalaxa guards. There could be more than a hundred of them all together but none of the slaves appear to be native Draji. The majority is human, but half-elves, dwarves and elves are represented in small numbers as well. Two dozen guards under House Tsalaxa's banner -- a pair of yellow, glaring, bestial eyes on a black background -- join the expedition.

If the PCs followed the expedition, or traveled with as part of it, they will meet the victims to be sacrificed –107 slaves Rugar has gathered (including the slaves Bakara bought from the Tsalaxan trader, Nax). If the PCs disguised themselves as nobles and spoke with Rugar in private in the Temple of Storms, they may have received a message prior to the expedition leaving Draji stating they should send an amount of slaves to Fort Ebon. They could also have intercepted the messenger with these instructions sent to the noble in **Encounter 8**. If they did, they could very well be joining the expedition at this stage, or decide to follow it from this point. Disguising themselves as slaves is a possibility, especially if they are non-Draji (the slaves are all foreign slaves). Of course, the slaves do not walk about with weapons and other equipment than their clothes, and they all wear manacles on their hands and feet to prevent them from rioting or escaping. The slaves are watched by 24 Tsalaxa guards lead by the female human captain Hwuanita (pronounced “wha-nee-ta”).

What if... If the PCs somehow find a way to communicate with the slaves, they will find that the slaves have no idea as to where they're going or what is going to happen to them. If the PCs tell them that they will most likely be sacrificed, they will be motivated to escape, but even if the PCs aid some of the slaves in escaping, this will not stop the ritual. Rugar will simply ask some of his fanatic followers to sacrifice themselves and have them take the slaves' place.

The expedition leaves Fort Ebon as sunset draws near. It heads due south from Fort Ebon, towards the Mastyrrial Mountains. The course is

set for the easternmost and northernmost mountain, which Rugar calls Arak-Pur.

The base of Arak-Pur is 10 miles south of Fort Ebon. The expedition reaches the mountain after dark.

16. THE MOUNTAIN

Rugar waits until morning before scaling the mountain. The beasts of burden are left at the base of the mountains, watched over by half of the Tsalaxan guards including Hwuanita. The remaining guards scale the mountain along with Rugar's followers.

Somewhere along the climb some of the cultists are attacked by a black mastyrrial. The mastyrrial kills five followers before it is chased off. Also, four slaves slip and fall to their deaths during the climb.

If disguised and part of the expedition, the PCs are nearby when a black mastyrrial attacks. Whether they aid the attacked cultists or not is up to them.

If the PCs are not part of the expedition, but are following it, they must first get past or around the Tsalaxa guards at the base of the mountain. During their climb, they are attacked by a black mastyrrial themselves.

Scaling the mountain takes one full day. The expedition rests during the hottest hours of the day and just as the sun goes down reaches a great plateau overlooking the Sea of Silt.

When the PCs reach the plateau, whether as part of the expedition or trailing it, proceed with encounter 17.

17. THE RITUAL

The expedition has reached its destination: a plateau overlooking the Sea of Silt to the east. The cultists gather in a great circle around Rugar and Bakara while the slaves are dragged along and prompted to the ground.

Rugar holds up a stone tablet for all to see – it is covered in indiscernible runes. He then starts





to recite mysterious syllables, his voice booming across the plateau. "Azera Quatza Rak!" The cultists repeat his words in unison. "Quallat Teherat Takak." Again the cultists repeat his words in unison. Rugar seems pleased. A cold wind blows from the east, carrying a puff of silt on the air. Quickly, the wind intensifies, causing cloaks and hair alike to flow in the wind. On the eastern horizon something appears in the sky...clouds, dark clouds, and they are approaching fast, carried by the wind. Rugar raises his hands to the sky and laughs. "It has begun!"

Rugar has used a scroll with *control weather* and *control winds*. This summons the Cerulean Storm. The next part of the ritual involves sacrificing 100 sentient beings. If Rugar runs out of slaves, he will sacrifice some of his followers or the Tsalaxa guards. The latter flee the plateau as the storm escalates.

Someone grabs you by the shoulder. At first glance it appears to be a cultist, but then you spot the blue lens tied around his neck. "Come." He says and motions for you to follow.

The cultist is Tec'tezeran in disguise. He takes the PCs aside, away from the mob of cultists. While they speak, storm clouds roll in and conceal the sky.

The sky has turned black and dark blue. Lightning flares across the sky in sheets and the air rumbles. "I am glad you are here. We don't have much time," Tec'tezeran speaks as raindrops begin to fall on your foreheads. "We must stop the ritual from being completed – the only way is to kill the Stormbringer. The entity in the storm is near – I can feel it and it must not be released." Tec'tezeran pauses as a green bolt of lightning strikes the center of the circle of cultists, and a crackling burst of energy spreads out to engulf the slaves, and any cultists standing too close. Screams of agony echo across the mountain plateau – it sounds as if the victims are being burnt alive and slowly incinerated – all while they're being showered in rain and pummeled by the fierce winds. "I'll clear a path through the followers. Charge on my command!" Tec'tezeran shouts over the wind. He pulls out a cord with colored beads and tears it in two. The beads vanish in the air. Around you, people stop and become unable to move in your direction – a magical ward of some sort. Then the wizard grasps his blue lens

and mutters the incantations for a spell – from his hand shoots a dark, crimson globe of energy which explodes into flames, clearing a path in the circle of storm followers. "Go!" Tec'tezeran shouts, his voice muffled by the screaming winds. At that instant, above you in the sky, a face is forming. Tec'tezeran shouts something to you, but his words are drowned in the storm's rage.

Tec'tezeran cast *repulsion* from a scroll and then casts *fireball*. The PCs can reach Rugar and Bakara by pressing forward; Tec'tezeran runs after the PCs, surrounded by the aura from the *repulsion* spell, which prevents the cultists from coming too close to them (unless the PCs intentionally walk up to the cultists).

Rugar is covered by a green aura of shimmering light. The halfling holds his hands up to the sky. "Infuse me with your power, Lord!" A streak of blue lightning arcs from the sky and to the halfling's erected hand. Rugar's eyes glow bluish white with sparks of blue lightning.

Rugar is being empowered by Tithian. He enjoys the benefit of *DR 10/magic*, electricity immunity, and a touch attack that delivers a *shocking grasp* spell as if cast at 5th level (usable at will). Treat Rugar's CR as one higher than listed in the appendix.

Bakara's stats remain unchanged.

See the appendix **Map C: Mesa** for NPC enemy starting positions.

If the PCs are defeated...

Should the PCs be unable to kill Rugar, the ritual will be completed, and Tithian, former King of Tyr will be released from the Cerulean Storm. His essence will merge with Rugar and take complete control of the halfling's mind. The Cerulean Storm will not be weakened. Unless the PCs flee, this scenario is most likely to take place if the PCs die at the hands of the halfling cleric. The consequences Tithian's return will entail to the Tyr region is up to the DM. Tithian will want revenge on Sadira, Rikus and the other heroes of the Prism Pentad responsible for his entrapment. He will also seek to dispel the wards in Ur Draxa placed upon the Dark Lens and Scourge



of Rkard by Sadira of Tyr, so that Rajaat may once again be freed.

If Rugar and Bakara are defeated, continue.

Rugar has been defeated – you can see his soul being torn from his body with an ear-deafening scream that pierces the wind. Green wisps of energy seep forth from his body and then disrupt into nothingness. Above you the sky is washed white by crackling lightning and the face in the sky appears to wail, but no sound can be heard. The rain pours down upon you with furious anger. Around you cultists and the few surviving slaves and guards panic as the violent weather pounds down upon them; a single silhouette on the plateau remains calm – the Cerulean wizard.

Tec'tezeran raises his hands to the sky, clasping his blue lens in his hand and shouts above the storm: "Tithian of Tyr! Rain all you want – the Cerulean Storm will not be vanquished!" The rain intensifies and the drops sting your skin with their force. Then, suddenly, the face disappears and the rain is no longer as intense. However, rumbling thunder indicates that the plateau is still not safe. Tec'tezeran motions for you to leave with him.

Allow the PCs to loot the bodies of Rugar Stormbringer, Bakara and any cultists should they want to. The PCs need not fear cultists still alive – they flee.

DM tip: If the DM wants to add drama, have lightning bolts strike close to the PCs, temporarily blinding them, or actually strike them for any amount of damage the DM feels would augment the story.

you have done well in stopping the Stormbringer. The naive halfling and his half-giant hearted dwarf companion did not see through Tithian's false promises, but I did. The Cerulean Storm has not been weakened and Tithian remains imprisoned. We have won the first battle, but there will undoubtedly be others. For now the Storm is quiet, but Tithian will not rest. I have a feeling our paths will cross again." Tec'tezeran turns and walks away, towards the western horizon.

The PCs are left at the foot of the mountain, and are alone. The other survivors have left for Draj, Fort Ebon, or other destinations. It is possible for the PCs to catch up with some of them if the DM wants to play on. Tec'tezeran is not interested in being followed by the PCs or making further conversation with them.

In Draj, the Temple of Storms is now without a leader (or owner), and the Cult of Storms exists no more. Due to the manner of his death, Rugar Stormbringer cannot be resurrected, even if someone were to look for him. They would find only the banshee of Bakara, haunting the plateau where the ritual was to take place.

EPILOGUE

Tec'tezeran leads the PCs down the mountain, and pays them the agreed upon salary for their services. Then he departs, destination untold.

Tec'tezeran casts a glance at the storm looming overhead and behind you. The wizard's face darkens and he speaks. "The summoned storm will clear up soon. Know that



APPENDIX A: NPCs



Specific NPCs

Bakara, male dwarf cleric
 Eladji, female mul psychic warrior/rogue
 Hwuanita, female human fighter
 Imhoxata, female human templar/psion
 Namhotec, male human templar/moon priest
 Rugar Stormbringer, male halfling cleric
 Tec'tezeran, male human wizard/cerulean
 Wacahuixl, male half-elf wizard
 Xalacotec, male human templar/wizard

Generic NPCs

Cultist
 Mob
 Templar centurion
 Templar subordinate
 Tsalaxa guard

Monsters

Jhakar
 Mastyrrial, black

New prestige class

Cerulean



SPECIFIC NPCs

Bakara: Dwarf Cle 5 (rain); CR 5; Medium humanoid; HD 5d8+10; hp 36; Init +0; Spd 20 ft.; AC 13, touch 10, flat-footed 10; Base Atk +3; Grp +5; Atk +5 melee (1d3+2, unarmed) or +3 ranged (1d6+2, javelin); SA rebuke undead 3/day; SQ darkvision 60 ft.; AL NE; SV Fort +6, Ref +1, Will +8; Str 15, Dex 10, Con 14, Int 11, Wis 17, Cha 11.

Skills and Feats: Concentration +12, Knowledge (religion) +4, Spellcraft +4; Combat Casting, Disciplined.

Cleric Spells Prepared: (5/5/4/3; save DC 13 + spell level): 0- *create element, detect magic, detect poison, mending, resistance*; 1st- *chill touch**, *cure light wounds* (2), *doom, shield of faith*; 2nd- *aid**, *cure moderate wounds, bear's endurance, hold person*; 3rd- *blindness/deafness, enervation**, *prayer*.

*Domain spell. *Domains:* Cold Malice (cold resistance equal to cleric level), Refreshing

Storms (stabilizes all dying creatures within 60 ft, 1/day).

Possessions: lirr hide armor, bone unholy symbol, harness, bedroll, blanket, one-gallon waterskin, 2 javelins

Background: Bakara is a rain cleric and Rugar Stormbringer's personal assistant, apprentice, and bodyguard. Bakara is a native Draji who lived a hard life as an orphan, without a focus and meaning to his existence. By chance, he met Rugar soon after the halfling's arrival in Draj several years ago. In the rain cleric, Bakara found his meaning, as well as someone to guide him and teach him the clerical arts.

Protecting and caring for the halfling became his focus, and though Rugar is a stern master, he is one who rewards loyalty and appreciates a friend. Bakara will do anything for Rugar, and because of their relationship, he expects the same in return from the halfling.

Description: Bakara's bald head has a black lightning pattern tattoo covering most of his skull. He wears hide armor crafted from blue lirr scales, and carries no visible melee weapons, except for a pair of bone-tipped javelins on his back. In melee combat the dwarf relies upon his *inflict* spells, often combining them with the *chill touch* spell.

Eladji: Mul PsyWar 2/Rog 3; CR 5; Medium humanoid; HD 2d8+4 plus 3d6+6; hp 33; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +3; Grp +5; Atk +5 melee (1d6+2/18-20, wrist razor) or +5 ranged (1d4+2/19-20, dagger); Full Atk +3 melee (1d6+2/18-20, wrist razor) and +3 melee (1d6+1/18-20, wrist razor) or +5 ranged (1d4+2/19-20, dagger); SASneak attack +2d6; SQ trap finding, evasion, trap sense +1; AL LN; SV Fort +6, Ref +5, Will +1; Str 15, Dex 15, Con 14, Int 10, Wis 11, Cha 9.

Skills and Feats: Balance +9, Escape Artist +9, Hide +10, Move Silently +10, Tumble +7, Exotic Weapon Proficiency (wrist razor), Psionic Weapon, Stealthy, Two Weapon Fighting.

Powers Known: (2; PP 1): 1st- *burst, catfall*.

Possessions: 2 wrist razors, obsidian dagger, masterwork studded leather armor, 3d6 Cp





Background: Eladji is a female mul mercenary. She is currently working for the templar Namhotec; her mission is to locate the wizard Tec'tezeran and report his location to the moon priest. Not afraid of confrontation, she also knows her own limitations. Eladji is not to be underestimated, she prefers to strike when at an advantage and she can use both her Psionic Weapon feat and her **sneak attack**.

Description: Eladji is of average height but powerfully built. She wears a dark brown skirt and a bright red sleeveless poncho revealing muscular arms, which end in vicious-looking obsidian wrist razors. A hood casts a shadow over her face and distorts her facial features, except for her strong, protruding jaw.



Hwuanita: Human Fig 4; CR 4; Medium humanoid; HD 4d10+4; hp 30; Init +0; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +4; Grp +6; Atk +8 melee (2d6+5/19-20, masterwork great macahuitl) or +4 ranged (1d8/x3, longbow); SA -; SQ -; AL LN; SV Fort +5, Ref +1, Will +1; Str 14, Dex 10, Con 12, Int 10, Wis 11, Cha 11.

Skills and Feats: Climb +6, Intimidate +5, Knowledge (warcraft) +7, Ride +5; Diehard, Endurance, Rotate Lines, Shield Wall, Weapon Focus (great macahuitl), Weapon Specialization (great macahuitl)

Possessions: masterwork great macahuitl, longbow, quiver with 15 arrows, ankheg breastplate, one-gallon waterskin, 2d6 Cp

Background: Hwuanita is a House Tsalaxa guard captain. Her leadership is as firm as her skill with the great macahuitl – those who disobey her orders or otherwise challenge her authority are swiftly dealt with in single combat. Hwuanita joins the expedition to the Mastyril Mountains because she is ordered to go there and keep watch over the slaves, so that they do not escape. She knows nothing of Rugar's plans to sacrifice them, and even if she did she would not care. Hwuanita follows her orders without asking questions.

Description: Tall and strong, Hwuanita is a good-looking woman by Draji standards. Her hair is long and black, matching her dark

eyes. Hwuanita wears an ankheg breastplate and a knee-length hemp skirt, revealing muscular legs. Her great macahuitl is fastened on her back, to be easily drawn over the shoulder when entering combat. Her quiver of arrows usually hangs over her other shoulder, along with her longbow.

Imhoxata: Human Tem 1/Psi (telepath) 4; CR 5; Medium humanoid; HD 1d8 plus 4d4; hp 18; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +2; Grp +2; Atk +2 (1d8/x3, carrikal) SQ secular authority, sigil; AL NE; SV Fort +3, Ref +1, Will +7; Str 10, Dex 11, Con 10, Int 12, Wis 12, Cha 13.

Skills and Feats: Diplomacy +13, Intimidate +7, Gather Information +5, Knowledge (religion) +4, Sense Motive +9, Psicraft +8, Spellcraft +4; Greater Psionic Endowment, Martial Weapon Proficiency (carrikal), Martial Weapon Proficiency (macahuitl), Negotiator, Psionic Endowment, Inquisitor.

Powers Known (PP 19, save DC 11 + power level): 1st- *conceal thoughts, detect psionics, empathy, mindlink, psionic charm*; 2nd- *cloud mind, inflict pain, psionic suggestion, read thoughts*.

Templar Spells Known (5/4, save DC 11 + power level): 0- cure minor wounds, detect magic, detect poison, guidance, inflict minor wounds; 1st- bless, cause fear, sanctuary.

Possessions: templar signet, carrikal, erdlu scale mail, thumb screws

Background: A cruel and cold-hearted female templar trained at the House of the Mind in the unusual discipline (by Draji standards) of telepathy. Imhoxata is a valued inquisitor and interrogator. She conceals her face behind a mask to prevent recognition and retaliation from those left alive after she is done with them.

Description: Imhoxata is a woman of regular height and build, with long knotted black hair. She wears a blood red ceramic mask that depicts a screaming jaguar. She has a carrikal fastened to her belt and wears a templar cloak.

Namhotec: Human Tem 5/Mpr 2; CR 7; Medium humanoid; HD 7d8+7; hp 42; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9; Base





Atk +4; Grp +5; Atk +5 melee (1d8+1/19-20, macahuitl); SA -; SQ secular authority, sigil, rebuke undead 5/day, moon priest's authority, Guthay's revelation; AL LE; SV Fort +8, Ref +0, Will +10; Str 12, Dex 9, Con 13, Int 12, Wis 15, Cha 15.

Skills and Feats: Bluff +7, Concentration +6, Diplomacy +16 (+18 opposed secular authority), Gather Information +7, Intimidate +16, Knowledge (astronomy) +8, Knowledge (religion) +6, Sense Motive +9, Spellcraft +7; Astrologer, Leadership, Negotiator, Martial Weapon Proficiency (macahuitl), Martial Weapon Proficiency (lance), Mekillothead.

Templar Spells Known (6/7/7/4, save DC 12 + power level): 0— cure minor wounds, defiler scent, detect magic, detect poison, guidance, inflict minor wounds, mending, resistance; 1st- bless, cure light wounds, doom, endure elements, hand of the sorcerer-king, sanctuary; 2nd- death knell, enthrall, hold person, might of the sorcerer-king; 3rd- animate dead, dispel magic, prayer.

Possessions: *templar signet*, macahuitl, one-gallon wineskin, 3d4 sp, 4d6 Cp

Background: Namhotec is a templar in his early 40s -- a long time in the templarate. Eight years ago he had a favorite concubine slave, Kasha, but her heart belonged to another man, a younger man by the name of Tec'tezeran. Namhotec, angry and jealous, ordered Kasha's death and Tec'tezeran's arrest, intending to frame him for the murder, but the youth eluded his subordinate templars and disappeared. Namhotec rightly assumed he had fled from Draj. Years later, Namhotec becomes a senior moon priest. Never having forgiven nor spared an enemy, when he learns that Tec'tezeran has returned to Draj the templar hires the mercenary Eladji to find him. He also orders the arrest of anyone having had contact with his old rival.

Description: Namhotec is of average height, but is bulky and bloated. He was quite athletic in his younger years, but his body has decayed and his youthful muscles have been replaced by fat. At his belt he carries a macahuitl that sees little use.

Rugar Stormbringer: Halfling Clr (rain) 8; CR 8; Small Humanoid; HD 8d8+8; hp 47;

Init +3; Spd 20ft.; AC 14, touch 14, flat-footed 11; Base Atk +6, Grp +1; Atk +7/+2 melee (1d4/x2, +1 *shock small quabone*) or +11/+6 ranged (1d3-1/x2, small sling); SA rebuke undead 2/day; SQ -; SV Fort +7, Ref +7, Will +9; AL NE; Str 8, Dex 16, Con 12, Int 13, Wis 16, Cha 9.

Skills and Feats: Concentration +12, Diplomacy +10 (+8 against other races), Knowledge (planes) +5, Spellcraft +9, Listen +8; Leadership, Lightning Reflexes, Skill Focus (Diplomacy).

Cleric Spells Prepared (6/6/5/5/3; DC 13 + spell level): 0— *cure minor wounds, detect magic, inflict minor wounds, light, read magic, resistance*; 1st- *bless element, cure light wounds, eye of the storm*, magic stone, magic weapon, obscuring mist, 2nd- bull's strength, enthrall, hold person, gust of wind*, zone of truth*; 3rd- *bestow curse, cure serious wounds (2), dispel magic, enervation**; 4th- *air walk, ice storm*, poison*.

*Domain spell. **Domains:** Cold Malice (cold resistance equal to cleric level), Fury of Storms (turn/destroy conjured storms as an elemental cleric turns/destroys undead).

Possessions: +1 *shocking small quabone*, small sling, sling stones, wicker backpack, blanket, one-gallon waterskin, spell component wicker bag, yellow piece of quartz worth 15 cp

Background: Rugar was exiled from his tribe when they learned he was worshipping the element of Rain. His tribe had long been associated with the worship of earth, and for Rugar to choose to worship another element was unpardonable. When he left his tribe, Rugar wandered for many months until he found a perfect location to continue the proper worship of his element, in the foothills of the Ringing Mountains. He built a small shrine, and lived a solitary life until he learned from a traveler of the Tyr-storms devastating the Tablelands. Rugar made his way to Draj, the city which bore the brunt of the storms, and set up a small temple. In the two years he has lived in Draj he has gained many new followers.

Lately, Rugar has heard whispering voices in his dreams and seen visions of a Great Storm cleansing the Tablelands and bringing eternal Rain to the region. These were sent by an entity in the Cerulean Storm calling itself the Storm Lord, but who is, in fact,



Tithian of Tyr. The “Storm Lord” has told Rugar about a ritual requiring a great number of live sacrificial victims, which the entity claims will summon the Great Storm. However, the ritual will only release Tithian from his captivity and pave the way for his return.

With the aid of Rugar’s cult of followers, the halfling cleric and his assistant Bakara are gathering the necessary number of slaves for the sacrifice. The pair is also outfitting for an expedition to the Mastyril Mountains, where the ritual will take place.

Description: Rugar is of standard height for a halfling, standing just over three feet tall. The halfling has a fanatical gaze that unnerves many of those in his presence. His body is covered with many colorful tattoos depicting storms, lightning, and rain-drops.

Tec’tezeran: Human Wiz 5 (preserver)/Cer 1; CR 6; Medium humanoid; HD 6d4+12; hp 28; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +4; Atk +4 melee (1d6+2, shortspear) or +4 ranged (1d6+2, shortspear); SA -; SQ cerulean casting, blue lens focus; AL N; SV Fort +3, Ref +3, Will +7; Str 14, Dex 15, Con 14, Int 17, Wis 13, Cha 11.

Skills and Feats: Bluff +9, Concentration +11, Craft (optics) +6, Disguise +9 (+11 acting), Gather Information +3, Knowledge (arcana) +12, Spellcraft +14; Brew Potion, Diehard, Empower Spell, Endurance, Scribe Scroll, Simple Weapon Proficiency.

Wizard Spells Prepared: (4/4/4/3; save DC 13 + spell level): 0— *daze, detect magic, ghost sound, mage hand*; 1st— *disguise self, expeditious retreat, mage armor, shocking grasp*; 2nd— *false life, locate object, spider climb, touch of idiocy*; 3rd— *dispel magic, fireball, lightning bolt*.

Possessions: *potion fruit of haste (cl 5)*, obsidian-tipped shortspear, blue lens, spell component satchel, backpack, blanket, one-gallon waterskin.

Background: Tec’tezeran hails originally from Draj. In his youth he was forced to escape from his home-city after having an affair with the templar Namhotec’s favorite concubine. The templar had the concubine murdered and tried to frame Tec’tezeran,

but the young man eluded the templar patrol sent to arrest him. On his journey to Nibenay, Tec’tezeran caught the interest of an aarakocra preserver who took the young Draj “under his wing” and taught him the art of preserving magic. They parted ways after a year, and Tec’tezeran eventually continued his journey to Nibenay.

A few years after settling in Nibenay, Tec’tezeran discovered a new source of magical power: the Tyr-storms. Lately, he has heard strange whispering voices in his sleep and he has deduced they have something to do with the *source* of the Tyr-storms – the Cerulean Storm. Tec’tezeran decided to return to Draj, which experiences more Tyr-storms than any other city, in order to investigate this strange phenomenon. As he approached the coast of the Sea of Silt, and came closer to the Cerulean Storm, the voices he heard in his sleep became clearer, and the wizard realized the existence of an entity within the Cerulean Storm – a deceitful being craving to be released, intoxicated with hatred and a lust for vengeance.

Tec’tezeran suspects the entity and the Cerulean Storm are connected to one another, and if the entity is released, he fears the magical properties of the Cerulean Storm will be lost.

After his arrival in Draj, Tec’tezeran heard of a growing cult of storm followers in the city. He fears the entity in the Cerulean Storm is luring these men-and-women into the cult in order to somehow secure its own release. Time is of the essence, and Tec’tezeran realizes he cannot succeed alone on his own, thus he tries to enlist the aid of the PCs.

Tec’tezeran’s return to Draj is not without its perils of its own. His old nemesis, the templar Namhotec still seeks his death, and Tec’tezeran’s ability to channel the energy of the Cerulean Storm to fuel magical spells has not gone unnoticed by the moon priests. The templar Xalacotec desires his magical secrets and hunts him.

Description: Tec’tezeran is of medium height and build. He is in excellent shape. The wizard wears blue robes and a broad-



brimmed straw hat of Nibenese design, covering his face with a blue scarf. In combat he wields a shortspear with a jagged obsidian tip.



Wacahuixl: Half-elf Wiz 5 (defiler); CR 5; Medium humanoid; HD 5d4+5; hp 18; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d6, quarterstaff) or +4 ranged (1d4, sling); SA -; SQ low-light vision 60 ft.; AL LN; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 12, Int 17, Wis 13, Cha 10.

Skills and Feats: Bluff +8, Concentration +9, Decipher Script +7, Intimidate +6, Knowledge (arcana) +10, Spellcraft +10; Combat Expertise, Craft Wand, Improved Disarm, Scribe Scroll.

Wizard Spells Prepared: (4/4/3/2; save DC 13 + spell level): 0— acid splash, daze, detect magic, disrupt undead; 1st— charm person, chill touch, mage armor, ray of enfeeblement; 2nd— blindness/deafness, flaming sphere, summon swarm; 3rd— gaseous form, dispel magic.

Possessions: wand of acid splash (32 charges), quarterstaff, sling, sling stones, spell component satchel, one-gallon waterskin, 1d2 Sp, 4d6 Cp.

Background: Wacahuixl is a cohort of the templar Namhotec and serves as both interrogator and defiler. His templar master has recently learned that an old enemy is back in Draaj. Wacahuixl has been told this enemy once dared force himself upon the templar's most treasured concubine and then murdered her. Wacahuixl intends to aid his master in tracking down this proclaimed rapist and murderer to have him brought to justice at his master's hands.

Description: Wacahuixl is a tall half-elf with long black hair. While not particularly strong, he is quick and has learned good combat technique. In battle he prefers to disarm opponents with his quarterstaff (which has a jozhal skull mounted on one end), and then use his spells to finish them off.

Xalacotec: Human Tem 2/Wiz 3 (defiler); CR 5; Medium humanoid; HD 2d8+2 plus 3d4+3; hp 25; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp

+3; Atk +3 melee (1d8+1/19-20, macahuitl) or +3 ranged (1d6+2, javelin); SA -; SQ secular authority, sigil; AL LE; SV Fort +5, Ref +2, Will +9; Str 13, Dex 12, Con 13, Int 14, Wis 15, Cha 14.

Skills and Feats: Bluff +9, Concentration +9, Decipher Script +6, Diplomacy +7, Gather Information +7, Intimidate +11, Knowledge (arcana) +10, Knowledge (religion) +7, Sense Motive +5, Spellcraft +10; Eschew Materials, Martial Weapon Proficiency (macahuitl), Martial Weapon Proficiency (lance), Mekillothead, Persuasive, Scribe Scroll.

Wizard Spells Prepared: (4/3/2; save DC 12 + spell level): 0— detect magic (2), message, read magic; 1st— color spray, mage armor, magic missile; 2nd— daze monster, ghoul touch.

Templar Spells Known (6/5, save DC 12 + power level): 0— cure minor wounds, defiler scent, detect magic, guidance, inflict minor wounds, resistance; 1st— bless, comprehend languages, hand of the sorcerer-king.

Possessions: potion fruit of cure light wounds (CL 1), templar signet, macahuitl, javelin, one-gallon waterskin, spellbook (papyrus scrolls), 1d4 sp, 4d6 Cp

Background: Xalacotec was a young and ambitious templar new to his calling when the omnipotent and omniscient God-King Tektuktitlay met his demise at the hands of Rajaat in Ur Draxa. As the templars lost their spells and came to be at the mercy of the House of the Mind, Xalacotec pursued a different path to power – the path of arcane magic. Hunting down wizards to claim their spellbooks and expand his own knowledge of magic, Xalacotec has achieved a reputation as a mage-hunter, though few know that he himself practices the forbidden art. Rumors of a wizard who casts spells needing nothing but a ubiquitous arcane focus has attracted Xalacotec's attention. He believes if he can capture this wizard, the knowledge of how to use this focus would be very valuable.

Description: Xalacotec is in his early twenties. He is a handsome man of average height, with coppery skin and long, dark hair that falls down his back. He walks with the same stiff, superior posture of nobility and oozes confidence.



GENERIC NPCS



Cultist: Human War 1; CR ½; Medium humanoid; HD 1d8+3; hp 11; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (by weapon) or +1 ranged (by weapon); SA -; SQ -; AL N; SV Fort +2, Ref +0, Will +2; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Craft (varies) +4, Handle Animal +1, Intimidate +4, Jump +1, Ride +1; Iron Will, Toughness.

Possessions: 2d4 bits, weapon (varies)

Mob: Human War 1; CR ½; Medium humanoid; HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (by weapon) or +1 ranged (by weapon); SA -; SQ -; AL N; SV Fort +2, Ref +0, Will +1; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Craft (varies) +7, Handle Animal +1, Intimidate +6, Jump +1, Ride +1; Mekillothead, Skill Focus (craft [varies]).

Possessions: 2d4 bits, weapon (varies)

Templar (centurion): Human Tem 2; CR 2; Medium humanoid; HD 2d8; hp 12; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +1; Grp +2; Atk +3 melee (1d8+1/19-20, macahuitl) or +1 ranged (1d6+1, javelin); SA -; SQ secular authority, sigil; AL LE; SV Fort +3, Ref +0, Will +4; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Diplomacy +6, Gather Information +5, Intimidate +5, Knowledge (religion) +4, Knowledge (warcraft) +4, Sense Motive +4, Spellcraft +2; Martial Weapon Proficiency (macahuitl), Martial Weapon Proficiency (lance), Mekillothead, Weapon Focus (macahuitl).

Templar Spells Known (6/5, save DC 11 + power level): 0— cure minor wounds, defiler scent, detect magic, inflict minor wounds, mending, virtue; 1st— bless, cure light wounds, divine favor.

Possessions: *templar signet*, macahuitl, javelin, erdlu scale mail, wood large shield, one-gallon waterskin, 4d6 cp

Templar (subordinate): Human Tem 1; CR 1; Medium humanoid; HD 1d8; hp 8; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14; Base Atk +0; Grp +1; Atk +2 melee (1d8+1/19-20, macahuitl) or +0 ranged (1d6+1, javelin); SA -; SQ secular authority, sigil; AL LE; SV Fort +2, Ref +0, Will +3; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Diplomacy +4, Gather Information +3, Intimidate +4, Knowledge (religion) +4, knowledge (warcraft) +2, Sense Motive +3, Spellcraft +2; Martial Weapon Proficiency (macahuitl), Martial Weapon Proficiency (lance), Mekillothead, Weapon Focus (macahuitl).

Templar Spells Known (5/3, save DC 10 + power level): 0— cure minor wounds, defiler scent, detect magic, inflict minor wounds, virtue; 1st— bless, cure light wounds, divine favor.

Possessions: *templar signet*, macahuitl, javelin, kip leather armor, wood large shield, one-gallon waterskin, 2d6 cp

Tsalaxa guard: Human Fig 2; CR 2; Medium humanoid; HD 2d10+5; hp 20; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 16; Base Atk +2; Grp +3; Atk +4 melee (1d8+1/19-20, macahuitl) or +2 ranged (1d6/x3, shortbow); SA -; SQ -; AL LN; SV Fort +4, Ref +0, Will +0; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Intimidate +5, Knowledge (warcraft) +5, Listen +2, Ride +3, Spot +2; Alertness, Shield Wall, Weapon Focus (macahuitl), Toughness.

Possessions: macahuitl, shortbow, quiver with 15 arrows, kank chitin armor, wood large shield, one-gallon waterskin, 2d6 cp

MONSTERS

Jhakar

Small Animal

Hit Dice: 2d8 (9 hp)

Initiative: +3

Speed: 20 ft. (4 squares)

Armor Class: 16 (+1 size, +3 Dex, +2 natural), touch 14, flat-footed 13

Base Attack/Grapple: +1/-1*





Attack: Bite +5 melee (1d6-2)
Full Attack: Bite +5 melee (1d6-2)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, pulldown
Special Qualities: Low-light vision, scent
Saves: Fort +3, Ref +6, Will +1
Abilities: Str 6, Dex 17, Con 11, Int 3, Wis 12, Cha 8
Skills: Listen +3, Spot +2, Survival +3*
Feats: Track, Weapon Finesse^B
Environment: Deserts
Organization: Solitary, Pack (2-5)
Challenge Rating: 1
Advancement: 3-4 HD (Small); 5-6 HD (Medium)
Level Adjustment: -

You are confronted by a snarling reptilian beast of formidable proportions, somewhat resembling a smiling bulldog with thick, wrinkly, scaled hide.

Jhakars are predators whose pugnacious behavior makes them a bane to humanoids and animals alike. Their appearance is similar to that of a reptilian bulldog, and their characters are fierce and aggressive to match.

Jhakars hunt in small packs in the wild, and fiercely attack all but the most dangerous of prey, pulling larger creatures down with their numbers and savagery. Sometimes jhakars are found in cities as domesticated guard-beasts, or serve as trackers, finding escaped slaves and so are also greatly feared by most thieves. Jhakars are mortal enemies of tembo, as the two species are often in competition for territory and prey. Needless to say, jhakars often come off the worst in such conflicts.

A jhakar's scaly hide is thick and wrinkled, sporting a webbed, bony spine that protrudes from its back and ends just before its stump of a tail. Its eyes and ears, well protected by bony ridges and double-lids respectively, are dwarfed by the huge, fang-filled mouth. The bulk of the body is a rich, sandy-brown color, darkening at the snout and claws.

Combat

Jhakars are notorious for their tenacity and single-minded attacks. A pack of jhakars will attack as a group, seeking to drag their prey to the ground and savage it with multiple

bites. Such is their instinctive coordination that the pack often seems to attack with one mind, jointly bent on ravaging its prey. The ferocity of a jhakar pack is significantly greater than the sum of its individual members.

Improved Grab (Ex): If a jhakar hits with its bite it may initiate a grapple check as a free action without provoking an attack of opportunity. *A jhakar has a +4 racial bonus on grapple checks.

Pulldown (Ex): Once per round, a jhakar can either make a trip attack as a free action or aid another jhakar in a trip attack as a free action (but not both). If it wins the **Strength** check*, it may immediately make a melee attack against the tripped opponent. If the attempt fails, the opponent cannot react to trip the jhakar. *A jhakar has a +4 racial bonus on **Strength** checks made to trip an opponent.

Skills: *Jhakar receive a +4 racial bonus to **Survival** checks when tracking by scent.

Mastyrial, Black

Small Magical Beast (Psionic)

Hit Dice: 8d10+16 (60 hp)

Initiative: +5

Speed: 30 ft. (6 squares), burrow 10 ft.

Armor Class: 16 (+1 size, +1 Dex, +4 natural), touch 12, flat-footed 15

Base Attack/Grapple: +8/+12*

Attack: Claw +9 melee (1d4)

Full Attack: 2 claws +9 melee (1d4) and bite +7 melee (1d4) and sting +7 melee (1d4 plus poison)

Space/Reach: 5 ft. / 5 ft.

Special Attacks: Constrict 1d4, improved grab, poison, psi-like abilities

-

Saves: Fort +8, Ref +7, Will +0

Abilities: Str 10, Dex 12, Con 14, Int 6, Wis 7, Cha 2

Skills: Climb +4, Hide +7*, Spot +3

Feats: Improved Initiative, Improved Natural Attack (claw), Multiattack

Environment: Mountains

Organization: Colony (5-20)

Challenge Rating: 6

Treasure: Standard

Alignment: Always neutral

Advancement: 9-15 HD (Medium)

Level Adjustment: -





A darkly mottled scorpion as long as a halfling is tall and with a carapace easily mistaken for jagged rock, this creature moves with rapid scuttling motions, swarming with its fellows to strike from all sides. Despite an apparent lack of any visual organs, its attacks strike with uncanny accuracy.

These smaller, sightless cousins to the desert mastyril spend most of their time in hibernation, either in burrows beneath the surface or lying in sheltered gullies, blending in with the scenery. More intelligent than their larger brethren, the black mastyrils possess a rudimentary hivemind and live in familial colonies, preying upon most living creatures (including black mastyrils from other colonies) through their keen psionic senses.

They are a degenerate species, almost unnaturally hardy (leading some to suspect magical tampering in their past) and their nascent hivemind conflicts with the solitary nature of their parent mastyril species. As a result, black mastyrils are fierce and competitive, and will generally attack any creature of less than giant-size wandering into their territory.

Black mastyrils have dark, rock-like exoskeletons and claws with interlocking pincers, and have no visual organs. The average black mastyril is 3 feet long and weighs as much as 10 pounds.

Combat

Black mastyrils attack in swarms, striking at their prey from all angles. Completely blind, they use their hivemind and psionic powers to stay one step ahead of the enemy, keeping in constant communication with each other. The degree of coordination that this leads to is unusual for creatures of their intelligence. Through knowledge gained on frequent encounters with the races of the Tablelands, black mastyrils will make use of racial and other weaknesses whenever they can exploit them. The black mastyril possesses a virulent, numbing poison that leeches feeling from the body part struck, resulting in loss of **Strength** and coordination.

Constrict (Ex): On a successful grapple check, a black mastyril deals 1d4 points of damage.

Improved Grab (Ex): To use this ability, a black mastyril must hit with a claw 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 constrict. *Black mastyrils have a +8 racial bonus on grapple checks and can grapple opponents up to one size category larger than themselves.

Poison (Ex): Injury, Fortitude DC 16, initial damage 2d6 Dex, secondary damage 1d6 Str. The save DC is Constitution-based.

Psi-Like Abilities: At will—*clairvoyant sense, know direction and location, mindlink (up to 4 targets within 15 ft.*)*, *synesthete*. Manifest level 8th.

*Includes augmentation for the black mastyril's manifester level.

Skills: *A black mastyril's natural-looking exoskeleton gives it a +8 racial bonus to **Hide** checks in mountainous or rocky terrain. A black mastyril can make **Spot** checks only when its *synesthete* power is active (normally always).

Black Mastyril Society

The continual connection that exists between the various members of a black mastyril colony has had some remarkable effects upon the species. A colony that lasts for enough generations develops its own internal racial memory, storing the shared experiences of those who have gone before. This feature of the black mastyril has caused many to attribute greater intelligence to them than is actually the case. The black mastyril is timid when compared to its desert-dwelling relative, and black mastyrils that suffer heavy losses (from combat or environmental hazards) will retreat into hibernation in the safety of their rock burrows – they have learned the wisdom of discretion and exercise it frequently.



NEW PRESTIGE CLASS

Cerulean

Ceruleans are mages who have discovered how to draw energy for their spells from the Cerulean storm. They are explorers and researchers who have discovered a new power source and seek to exploit it. For whatever reason, cerulean wizards are not content to practice magic as the generations before them have done. Whether they sought more power, an end to the destruction of the world's plant life, an outlet for their creativity or simply craved new knowledge; the cerulean wizards have found a new way to use magic. A minority of others have been lured to power by Tithian, the one-time king of Tyr who is trapped within the storm and seeks a means to escape.

Most races that take to wizardry can become cerulean wizards. Aarakocra have an affinity for high, cold places, and thus find the class to be of particular interest, although they are somewhat reluctant to use the storm's destructive power. Ceruleans tend to avoid the Veiled Alliance and the agents of the Sorcerer-Kings. Both parties fear the ceruleans can cause disaster by their tampering with the forces of the Cerulean Storm.

NPC ceruleans usually have various agendas. Some seek to release Tithian from his captivity in the Cerulean Storm. Ceruleans can often be found where Tyr Storms frequently wreak havoc, especially in and around Draj.

Hit Die: d4

Requirements

To become a cerulean (Cer), a character must fulfill all the following criteria.

Skills: Concentration 8 ranks, Craft (optics) 2 ranks, Spellcraft 5 ranks.

Feats: Empower Spell.

Spells: Ability to cast 3rd-level arcane spells.

Special: The character must craft a blue lens focus (see below).

Class Skills

The cerulean's class skills (and the key ability for each skill) are **Bluff (Cha)**, **Concentration (Con)**, **Craft (Int)**, **Decipher Script (Int)**, **Disguise (Cha)**, **Knowledge (all skills taken individually) (Int)**, **Profession (Wis)**, **Spellcraft (Int)** and **Survival (Wis)**.

Skill Points at Each Level: 2 + Int modifier

Class Features

Weapon and Armor Proficiencies:

Ceruleans gain no proficiency with any weapon or armor.

Cerulean Casting: Ceruleans have discovered how to draw energy from the Cerulean storm to fuel their spells. They can choose whether to utilize plant energy or cerulean energy when casting spells. Casting spells using Cerulean energy has no impact on the environment.

Blue Lens Focus: The cerulean can channel the energy of the Cerulean Storm through a Blue Lens to substitute material components in arcane spells. However, drawing upon the power of the Cerulean Storm is not without its perils. Depending upon the value of the material component to be substituted, the cerulean suffers an amount of damage that cannot be redirected, absorbed or otherwise avoided. This damage is applied immediately after a spell is cast.

Component cost	Damage
1 Cp or less	0
1-50 Cp	5
51-300 Cp	11
301-750 Cp	17
750+ Cp	23

Crafting a blue lens requires raw materials worth at least 50 ceramics. The **Craft (optics) DC is 20**. The lens has **5 hit points and hardness 1**. It uses the cerulean's save values.

Empower (Su): At 3rd level the cerulean can channel energy through the blue lens at the listed amount of times per day to apply the metamagic feat **Empower Spell** to a spell *without* using a higher level spell slot. This can only be applied to spells with the *cold*, *electricity*, *fire*, *sonic* or *acid* descriptors.





Cerulean Blast (Su): At 5th level the cerulean can use the blue lens to unleash blasts of energy from the Cerulean Storm as a standard action. This energy blast can target living creatures or objects. The blast is a ranged touch attack with close range (25 feet + 5 feet/2 levels of cerulean) that deals 1d4 points of electricity damage per class level of the cerulean. A successful Reflex saving throw (DC 10 + the cerulean's class level) halves the damage. However, the energy blast has its price. The cerulean suffers 2 points of temporary **Wisdom** damage each time he uses it.

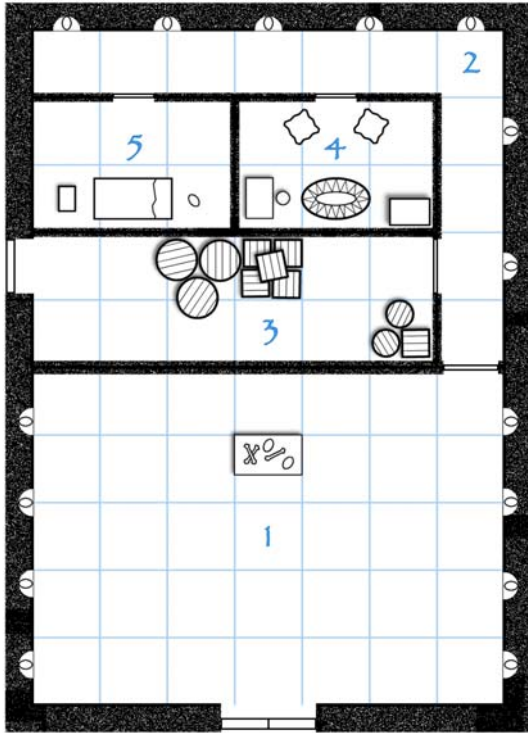
Control Weather (Sp): At 9th level the cerulean can use the blue lens to summon or eradicate small Tyr Storms. The cerulean can cast *control weather* as per the spell once per day.



Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Cerulean casting, blue lens focus	+1 level of existing arcane spellcasting class
2nd	+1	+0	+0	+3		+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+3	Empower 1/day	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+4		+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+4	Cerulean blast	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+5		+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+5	Empower 2/day	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+6		+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+6	Control weather	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+7		+1 level of existing arcane spellcasting class

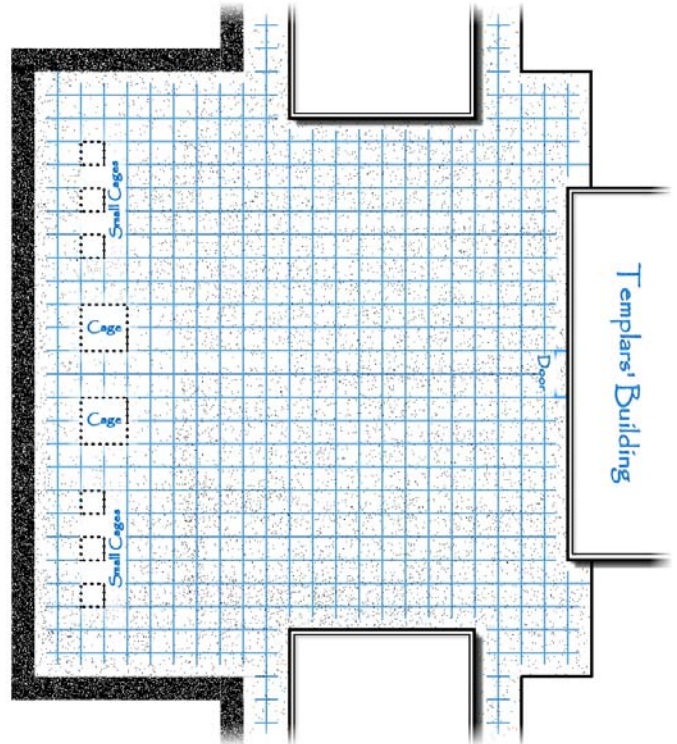


APPENDIX B: MAPS



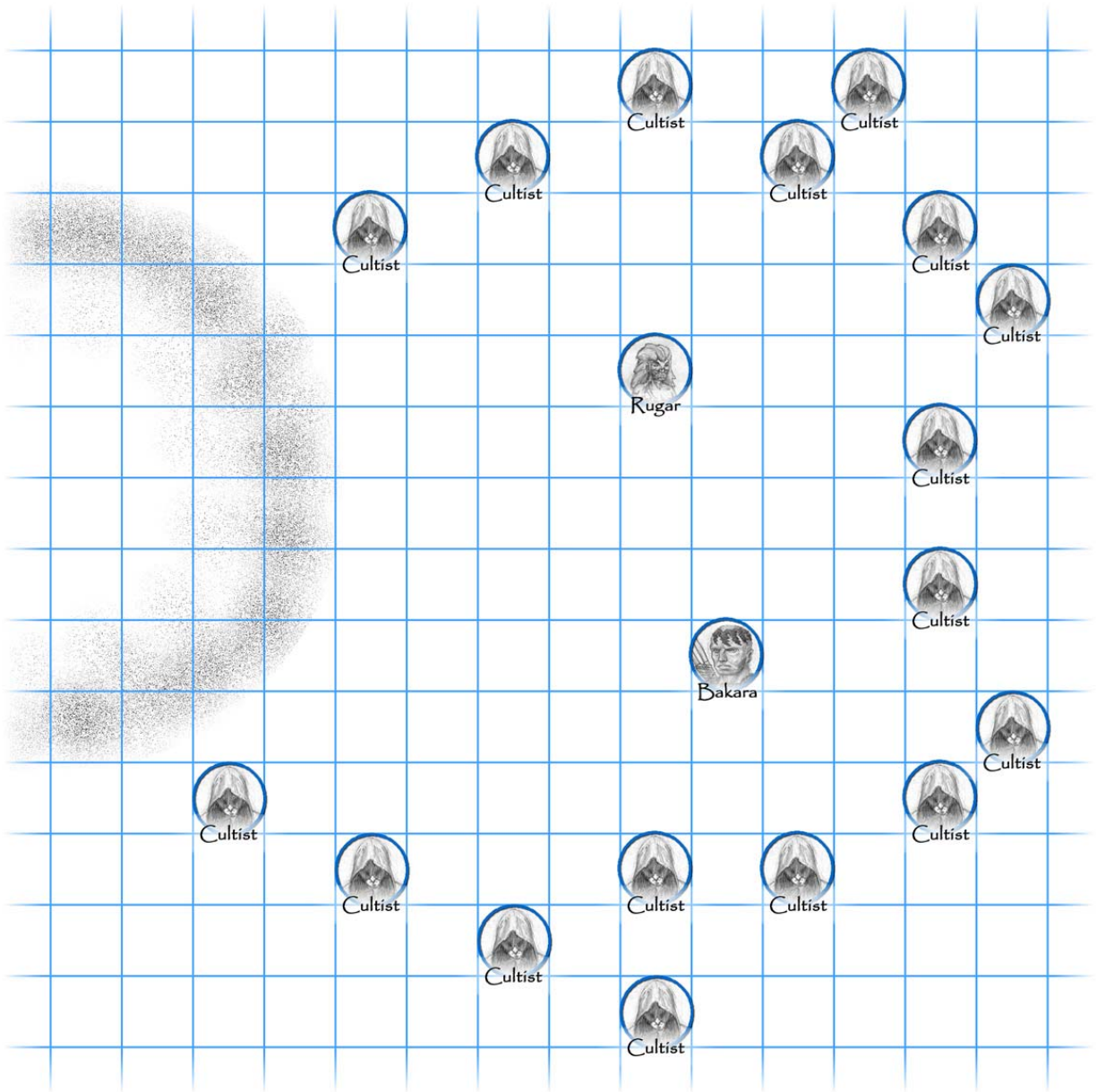
A: Temple of Storms

1 square = 5 feet



B: Prison Cage Plaza

1 square = 5 feet



C: Mesa

1 square = 5 feet

APPENDIX C: ART



Tec'tezeran
By Becky Graewin



Eladji
By Becky Graewin



Rugar Stormbringer
By Michael Cugley



Bakara
By Michael Cugley



The Ritual of Storms

By Ravenscrye Daegmorgan

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