



DARK SUN
CAMPAIGN SETTING

Across the
Silt Sea:

The Dragon's
Tail

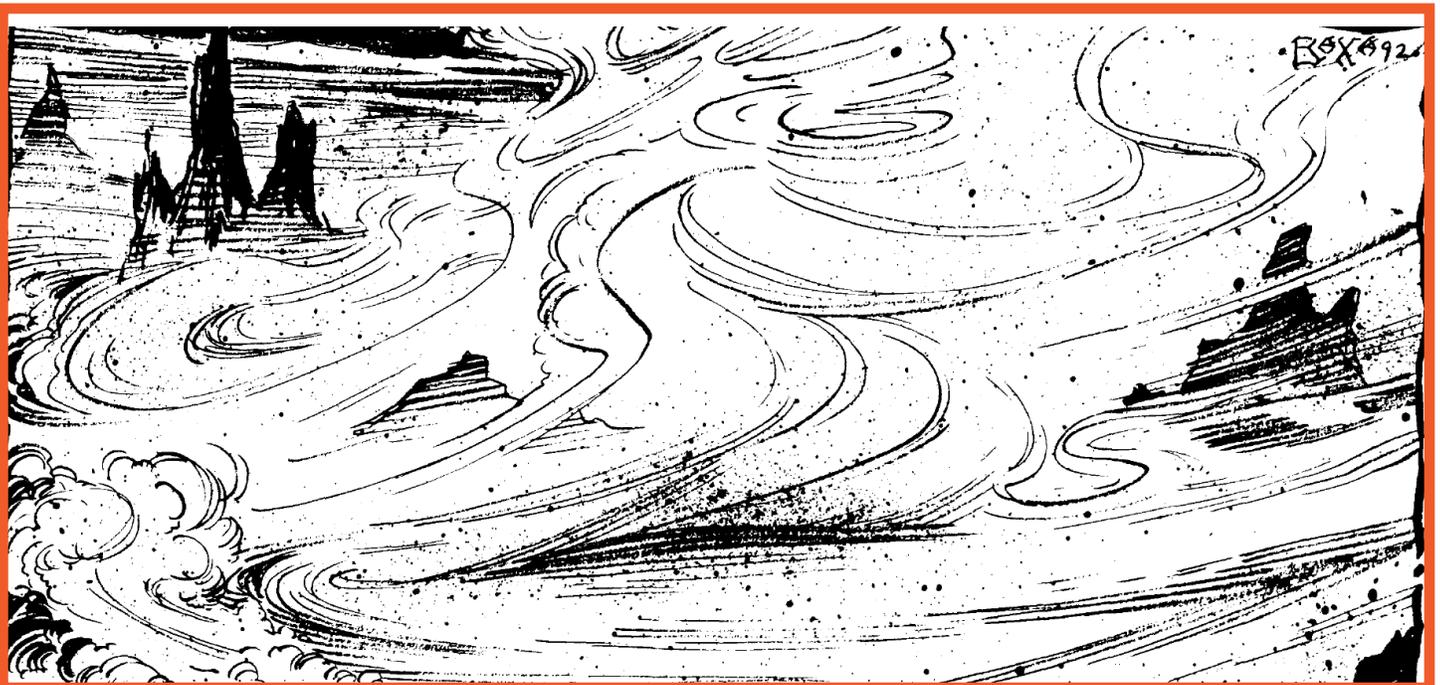
a Dark Sun
Accessory

Volume I

Across the Silt Sea: The Dragon's Tail

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Chapter I: The Dragon's Tail Overview

This Dark Sun supplement details the region known as the Dragon's Tail, primarily the three islands that comprise the "tail" (Kybe, Ilyarth, and Onux), the city-state of Xarednay, and the ancient woodland area known as Forest Deep.

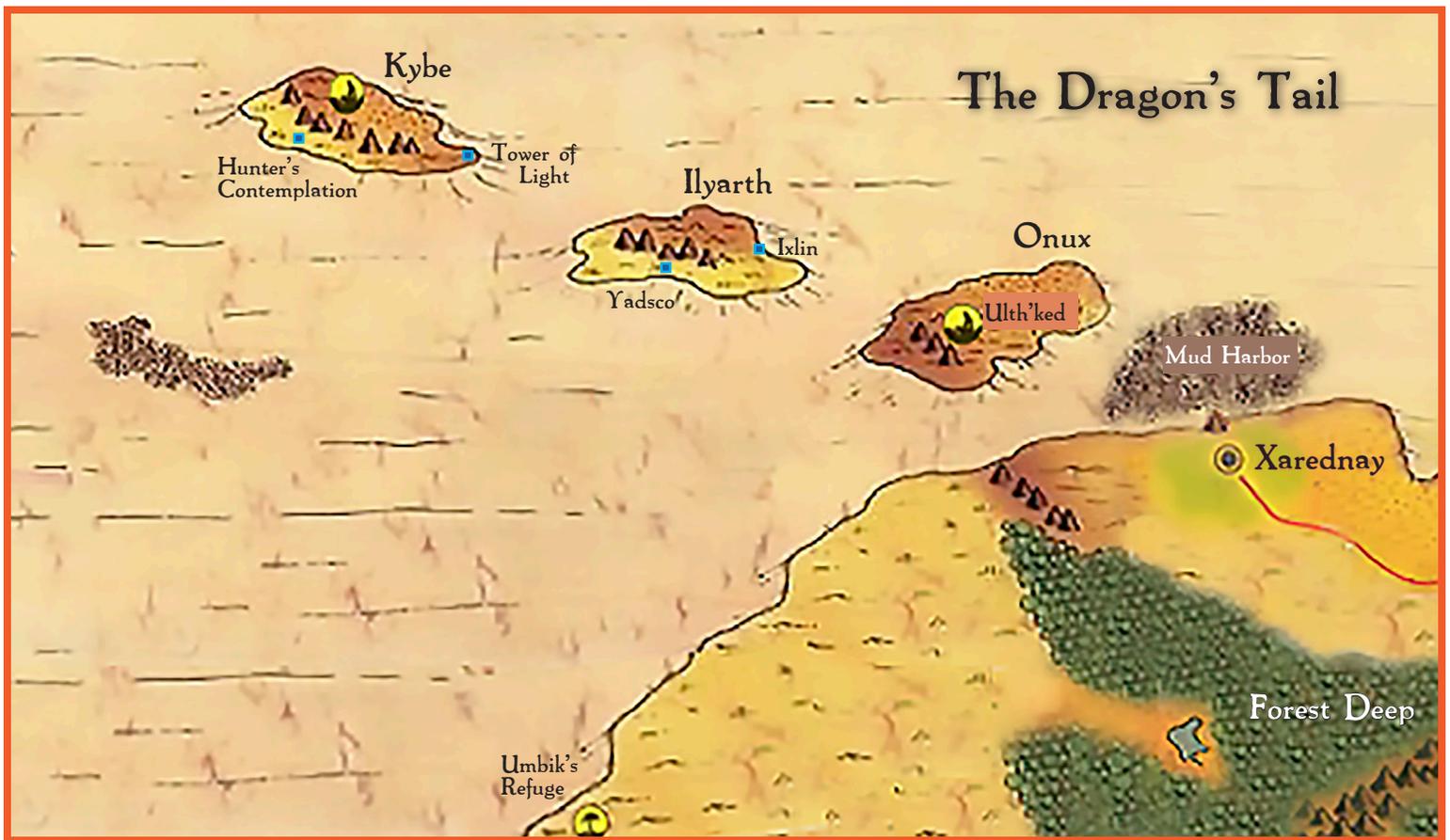
It is recommended that you have access to Earth, Air, Fire & Water (for info on the elements and para-elements) and Dragon Kings (for info on elemental advanced beings). Additionally, as travel in the Sea of Silt is a likelihood when visiting the lands in this supplement, it is recommended that you also have The Valley of Dust and Fire (see chapter titled, "Sea of Silt"). Despite the 5e rules used for NPCs and the genasi race descriptions, the vast majority of setting material is non-edition specific. Note that absent a 5e edition of Dark Sun which presumably would have separate spell lists for elemental and paraelemental cleric sub-classes, some elemental-themed spells assigned to NPC clerics are taken from non-cleric 5e spell lists. Similarly, the 5e inner planes descriptions have been used here in an attempt to bridge 2e to 5e Dark Sun inner planar matters. For several Dark Sun 5e monsters mentioned herein, please use the recent Spelljammer sources.

The time frame for this setting material is around the time of the death of Kalak when Rajaat remains imprisoned in the Black and Borys lairs in the fortress-city of Ur Draxa located at the heart of the Valley of Fire and Dust.

The artwork appearing in this supplement comes from a variety of sources including primarily published Dark Sun sources. The east and southward extension of The Valley of Dust and Fire map was done in Photoshop. Maps drawn using Inkarnate are representative of an area's general layout and not drawn to scale. Adobe Firefly has also been used to generate some of the art.

Biographical lore for some non-player characters has been provided alongside actionable lore for those seeking to add history to your Dark Sun campaign. Please message edits/corrections to edward.bonny@gmail.com.





To the immediate southeast of the Valley of Dust and Fire lies a chain of bleak islands known as the Dragon's Tail. Long ago during the Green Age when the Sea of Silt was a vast expanse of blue ocean, these islands, known then as the Misty Isles, teemed with life and were home to prosperous cities and citadels of man.

The rise of Rajaat and his champions put an end to the Green Age, their actions destroying the watery sea and replacing it with one of dust. The humans on these islands fled or died out leaving behind their cities and citadels.

Following the imprisonment of Rajaat, Borys is said to have rebuilt or relocated Ebe, transforming it into the city-state fortress of Ur Draxa. To protect his city-state, he tore and rent the land around Ur Draxa, creating the tortured ring of lava and broken stone known as the Valley of Dust and Fire.

If Borys had any interest in the Misty Isles at the time of the valley's creation, it was not made known. His concerns seemed to lie mainly with Ur Draxa and the annual levy that he demanded from Rajaat's former

champions in the Tyr region. Forgotten in the Silt Sea, the Misty Isles fell quietly into ruin.

Also abandoned around this time was the southern city-state of Xarednay, an independent port-city and trading partner of the northern cities of Ebe, Kybe, and Onux. The city-state lay empty for decades until a far-sighted earth cleric claimed the ruins and set out to implement an ambitious plan. Gathering a small army of elemental clerics, the earth cleric believed that he and his ilk could restore an elemental balance to the region. In the centuries since, Xarednay has blossomed into an elemental oasis. And as the city-state has grown, awareness of its existence has begun to spread. After centuries in relative isolation and obscurity, the name Xarednay is once again being mentioned in Nobe as well as in other cities along the coast of the Great Silt Channel. Borys may be aware of the rise of a new Xarednay, but if so, he has not yet acted on that knowledge.

Over time, travelers who came upon the Misty Isles noted how the chain of islands resembled a tail leading from the Dragon's valley. That notion has stuck and Dragon's Tail is what the region is called today.



Chapter 2: Kybe

The first isle in the Dragon's Tail is also the northernmost, Kybe. Located just 20 miles from the southern end of the Valley of Dust and Fire, the island is home to the ancient ruined port-city which bears the same name as the island. Once a great trading city during the Green Age, Kybe was abandoned shortly after the rise of defiling on Athas. The end of the Green Age saw conditions on the island and in the sea become increasingly inhospitable. Food became scarce, predators emerged from the silt, and those who did not flee Kybe faced likely death.

Terrain and Denizens

Kybe is a sizable island surrounded entirely by the Sea of Silt. What was once a pristine place of lush grassland and fertile farmland hosts a variety of harsh terrain. A narrow swath of sandy wasteland makes up the western part of the island. A range of low mountains cuts north to south through the island's middle. The northern reaches of the island contain rocky badlands. To the east lie stony barrens.

Braxat are the dominant predators on the island. Their thick hides offer protection against the occasional Great Ash Storm surge which allows them to survive the scouring storm's winds where other creatures cannot. The braxat prey upon a variety of the island's creatures: ankhegs, antloids, cha'thrang, crodlu, gaj, and wild kank. A handful of so-ut seasonally migrate from the Valley of Dust and Fire to Kybe's northern badlands, and sometimes lair within the port city's larger structures.

Numerous roc nests dot Kybe's mountains. Many of the nests in the island's northern mountains are abandoned, their former inhabitants driven off by the occasional deadly silt storm.

On the island's northeastern shore, the dust-worn stone structures of the port city of Kybe stand as grim

sentinels looking silently upon the Sea of Silt and the Great Ash Storm off in the distance.

An occasional silt cleric may be found wandering the island's shores, usually on a pilgrimage to confer with the powerful silt cleric who dwells on the nearby island, Ilyarth (see Chapter 3).

The Great Ash Storm

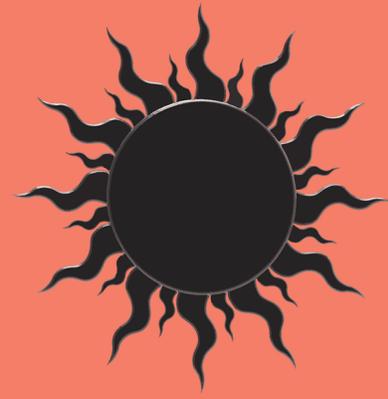
Like a vast wall of dust, the Great Ash Storm eternally hangs over the heart of the Sea of Silt. Almost 180 miles in diameter, it towers ten miles into the sky. On a clear day (a rare occurrence in the Silt Sea) it can be seen from 200 miles away. The storm appears as a roiling wall of dust that stretches out of sight to either side and into the sky.

The storm has an alarming tendency to expand or shrink suddenly as winds fluctuate. Minor variances can send the wall of dust surging outward several miles in only moments. Major variances, which are infrequent, can send the storm surging out ten or more miles in one direction. Anyone within range may be engulfed in a sudden storm surge.

Located twenty miles south of the Basalt Plain (in the Valley of Dust and Fire), the northern part of Kybe experiences a Great Ash Storm surge once a year or two. Those unfortunate to be within the Great Ash Storm when it arrives experience a wind velocity of up to 100 miles per hour. Sudden eddies and gusts can reach wind speeds of almost twice that. Flying in these conditions is impossible for all but the most powerful creatures.

Visibility drops to five yards, hearing is almost impossible above the roaring of the wind, and any breathing creature begins to suffocate unless it can protect its lungs and throat from the choking dust.

Kybe



Worse still, the wind-driven dust scours all creatures who have not sought shelter, causing 1 hp of damage each round to creatures whose natural AC is 13 or less. Creatures with at a natural AC of 14 or more take 1 hp of damage a minute.

The storm's approach, heralded by a cacophony of roaring wind and the sight of a rapidly advancing wall of churning dust, is indicative that only a few minutes remain before the area will be inundated. The Great Ash Storm remains for an hour or so before retreating back towards the Valley of Dust and Fire.

Places of Interest

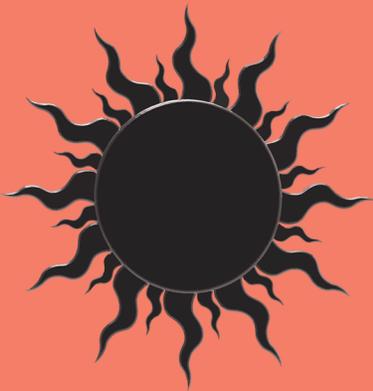
During the Green Age, Kybe was part of a vibrant

federation of human city-states that ringed the shores of the eastern sea. That federation included numerous city-states such as Ebe (Ur Draxa), Nobe, Brijj-pur, and Savrix.

Port City of Kybe: The port city of Kybe was the epicenter of civilization on the island. Outside the city, the island contained farmsteads and retreats, all of which have long since crumbled to dust.

Tower of Light: An ancient preserver tower on the island's southeastern peninsula still stands, sustained by the magical energy that was used in its construction.

Hunter's Contemplation: An ex-gadiator slave from



Kybe

Tyr lives a solitary monastic life on the western shores of Kybe. She will serve as a guide if appropriately rewarded, but may prefer to feast upon a party instead.

The Port City of Kybe

Dark and silent, the silt-scoured structures of the port city of Kybe speak to a past of former greatness. Where once sailing ships filled its harbor, the harbor now lies empty. The city's once gleaming white stone buildings are dull and pitted after centuries of abrasion from sand and silt. The age-old war with the defilers never touched Kybe's shores and so most of the city's stone structures yet stand. Sturdier built homes, such as the palace or those in the Noble Section, even have their roofs. The city's streets, covered with accumulated silt, are considered difficult terrain.

The abandonment of Kybe happened quickly. As the seas retreated, the temperatures rose, and the island's fresh water dwindled. Life on the island became deadly and Kybe's citizenry left for less perilous lands. This sudden departure resulted in innumerable valuables being left behind, more so in the city's wealthier sections. The city's remoteness mostly ensured that many of its ruins and surviving structures stayed unlooted.

Arena. Kybe's arena, the city's main center of entertainment, showcased particularly blood-thirsty combats renowned for attracting spectators from nearby cities and also for filling city coffers. The arena was the sole sea-themed stadium in the region. A subterranean stone aqueduct leading to the ocean allowed the floor of the arena to be flooded with sea water which was used to stage naval battles and fights with ocean-based creatures.

The floor of the arena is a great bowl that now lies filled with silt. The aqueduct connecting the arena to the Silt Sea is traversed by silt horrors who have found the arena a safe place to breed. The bowl always contains

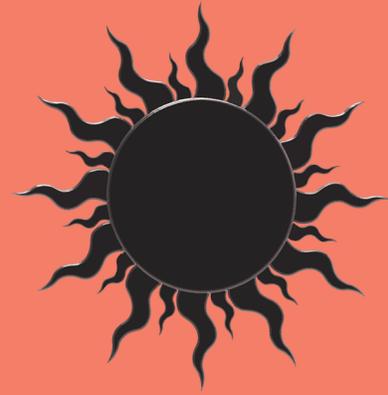
silt spawn. Searchers in the silt will find numerous metal weapons in various states of advanced decay. There is also a *+I steel trident* and a *+I steel net* buried here.

Underneath the arena is a sizable network of gladiator pens. When the exodus from Kybe began, imprisoned gladiators were left in their cells to die. A fair number of the gladiators became undead, mostly skeletons, vengers, and dhaot who still wander this area.

Palace. Located across from the arena, Kybe's palace is a modestly sized, several storied building that was home to the Kybe royal family. Minarets jut from palace corners surrounding a large central dome of blue stone. The palace's outer stone gates and throne room doors lie broken asunder, torn down centuries ago by Borys during his only visit to the island as the Dragon. After entering the throne room, Borys was set upon by the palace's defenses, stone golem guardians which responded to his intrusion. The Dragon, hoping to claim the famed White Throne of Kybe, found that the throne was no longer in the palace. Having little interest in the rest of the palace and growing tired of battling the golems, Borys departed leaving the place mostly as he found it.

The palace's gleaming white marble inner walls are decorated with glittering mosaics which depict oceanic and naval scenes which would be unrecognizable to present day Athasians. During the abandonment, the palace's royal preservers cast *arcane lock* on the doors of important rooms (e.g., royal library, bedchambers, armory, records room) which protected the contents of those rooms over the years. Most valuables were taken with the royal family of Abramox when they fled, however they did leave behind countless public records, books of heraldry, and large items such as furniture which were too unwieldy to be carried off quickly. Many rooms and halls remain under the effect

Kybe



of *guards and wards*. Several stone golems placed around the castle stand as silent sentinels, ready to advance on intruders.

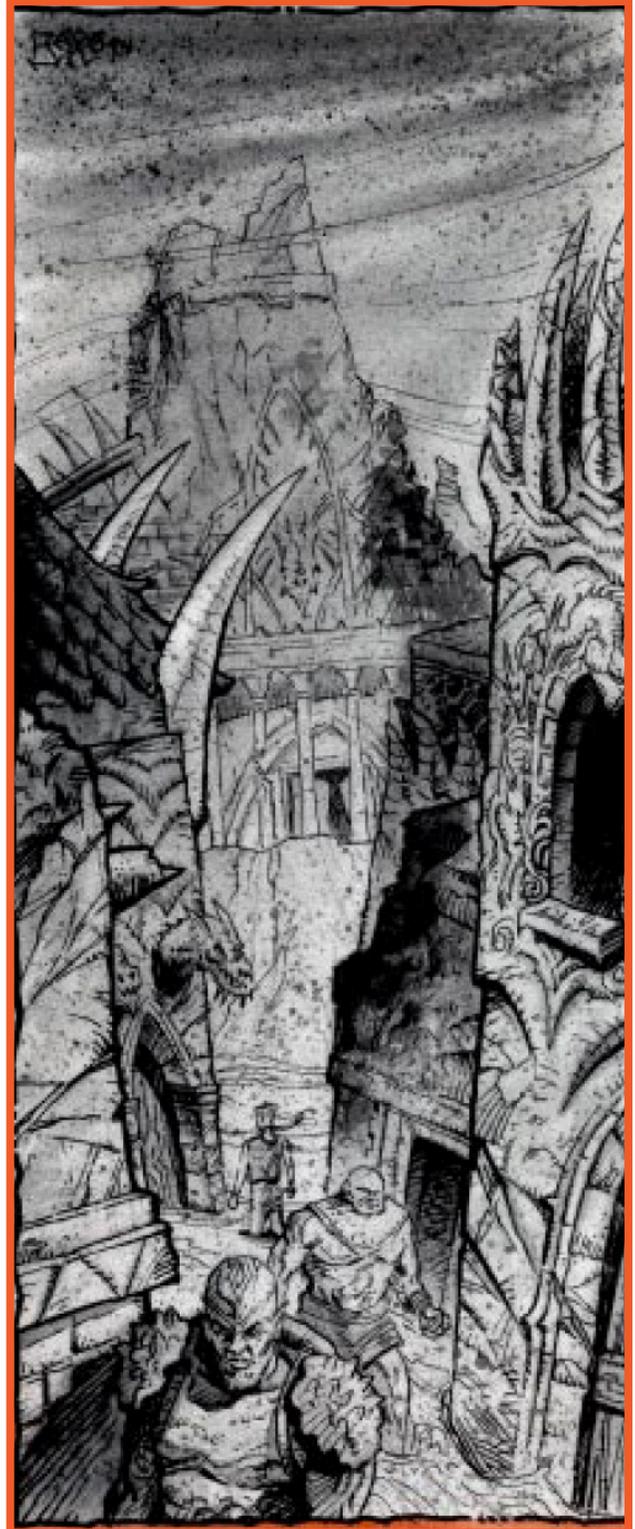
Ziggurat. Dominating the skyline of the city's center, Kybe's ziggurat is a blue stone wonder standing out starkly against the surrounding worn buildings. The base layer of the ziggurat is glazed a dark blue. Each successive layer above becomes lighter in color until the top layer which is a light blue. Despite centuries of weathering, the ziggurat appears pristine and new, its colors as bright as when it was constructed.

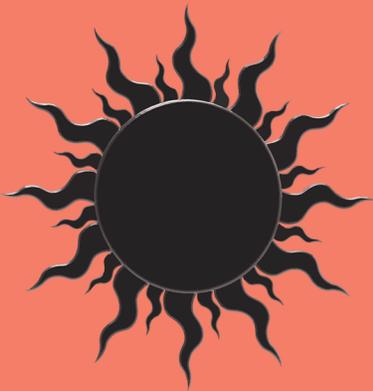
The ziggurat served as the public forum for Kybe. Crowds would gather at the base of the ziggurat to discuss city issues and concerns. On special days, the royal family would speak from the summit to the city's citizens, usually issuing decrees or announcing important events. It was from here centuries ago that the citizens of Kybe were advised to depart the island. A lone internal spiral stair inside the ziggurat ends in a secret tunnel to the royal palace, which was how the royal family accessed the ziggurat.

University. Kybe's university was famed for its astrological and navigational studies as well as its great knowledge of weather. The university enrolled primarily the navally inclined as its students.

For centuries, the university's ancient library and lecture halls have sat silent save for the storms that deliver layer upon layer of fresh silt through the university buildings' countless broken windows. Numerous academic tomes and scrolls can be found here, mostly on some surviving cabinet shelf or under the silt. Age has rendered many of these too brittle to be handled, but a cautious hand investigating carefully could possibly salvage some age-old information.

Lighthouse. The light from the Kybe lighthouse, which used to guide sailing ships into the harbor, has not been lit since the city's abandonment. The lighthouse's only





Kybe

entrance currently lies just beneath the surface of the Sea of Silt. The lighthouse's light is magical in nature. Instructions (in the ancient human tongue of the region) for activating the light are carved into the stone floor of the top level. Saying the command word, "mayacch," turns on the light which will rotate slowly from left to right and back, illuminating swaths of the Silt Sea for 12 hours.

Cathedral of the Sea Lord.

Biographical Lore: The people of Kybe worshiped Ishkov whom they considered the deity of the sea, the sky, and storms. He was revered as the protector of ships and seafarers. The Cathedral of Ishkov is a gorgeous domed monument of blue and white stone. Stained glass windows depict Ishkov in various roles - looking from the clouds upon a green island, directing a storm, calming waves to save a ship.

The cathedral is protected by three raaigs, incorporeal undead who serve as guardians of temples dedicated to ancient, long-forgotten gods. In life, the raaigs were good-aligned clerics who chose to stay behind on Kybe. They believe that a lack of faith in their forgotten deity caused their so-called god to remove his blessings, which only hastened Athas's growing ecological woes.

Prizrac: human/raaig, 18th level cleric (tempest domain)

Dux: human/raaig, 16th level cleric (knowledge domain)

Sir Videni: human/raaig, 15th level paladin (oath of the ancients)

No deity exists who could grant spells to divine spellcasters on Athas. The raaigs' spells are powered by their unique undead nature and their dual existence with the ethereal plane.

The raaigs wear the same garb that was the fashion for their order - heavy robes of blue and teal decorated with a stylized ocean wave design and highlighted with

gold accents. The clerics each wield an *iron mace +2* and are wearing chain mail. Prizrac as head of the order also wears an ornate silver diadem that operates as a *helm of underwater action* (Ghosts of Saltmarsh; you can breathe underwater, you gain darkvision with a range of 60 feet, and you gain a swimming speed of 30 feet). Videni wears steel *plate mail +1* and carries a steel *longsword +2*.

Actionable Lore: The raaigs will refuse entry to those unworthy of entering the cathedral. This includes defilers. Druids and clerics of water, rain, or air are most welcome. They will also allow those who hold similar beliefs to their own to enter the cathedral so long as they act respectfully. They may even speak with those who appear worthy, although the raaigs can only speak in the ancient tongue of the region.

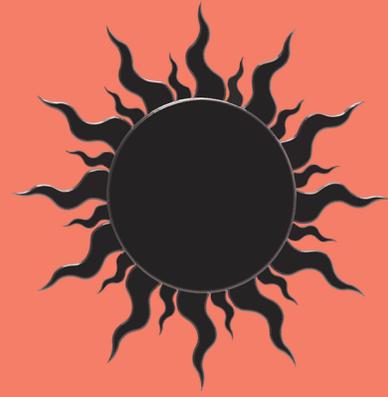
The raaigs are a wealth of information on the island of Kybe as it was in the Green Age. They know little of current affairs but can speak to witnessing the widespread devastation wrought when the Valley of Dust and Fire was carved from the earth. They also beheld the birth of the Great Ash Storm. The raaigs believe Athas to be beyond salvation, but will offer assistance in the form of advice and knowledge to those whose mission seems noble or just. The raaigs may voluntarily exit the cathedral, but will not move out of sight of it.

Raaig Dialogue

Accustomed to a high station when alive, the raaigs are haughty when speaking with visitors but not to the point of sabotaging any conversations. These are potential lead-ins to conversations with the raaigs.

in general: "Long ago when this world was different, we guided people to the shores of the Sea Lord's wisdom. We welcome you in the same way."
to a Cleric of Water, Rain, or Air: "Your worship is

Kybe



akin to our own. Misguided perhaps, but permissible.”
to a Druid: *“Many years has it been since we have seen your kind on Kybe. You have our pity. The nature you revere is a diminished remnant of the world we knew.”*

about braxat: *“They are merely part of the natural order now, the rightful inheritors of Kybe since no others live here or can live here. They know to leave us in peace.”*

about Borys the Dragon: *“He is from a sister-city Ebe, now known as Ur Draxa. We met him once when he was still a mortal man. His ship had stopped here on its way to Ilyarth. Borys and his cousin Gavryl, whom we also met, were renowned hunters then.”*

about Ilyarth: *“Those noble hunting grounds likely suffered the same fate as Kybe. We know of a silt worshiper there. He visited once but was not permitted entry.”*

about Gavryl: *“He hailed from Nobe. Like his cousin Borys, Gavryl also sought unthinkable power. The ‘First Warlock’ he would one day be called. He followed a dire path where he became enamored of fiends. We know not what ultimate fate befell him.”*

about Nobe: *“Another sister-city of ours, located east on the northern shores of the Bright Channel. Many residents here left for there. Perhaps Nobe avoided Kybe’s fate.”*

about defiling: *“The cursed magic that consumes all. Our beautiful seas are no more. The Sea Lord has been silenced. The Dragon rules over a dead world.”*

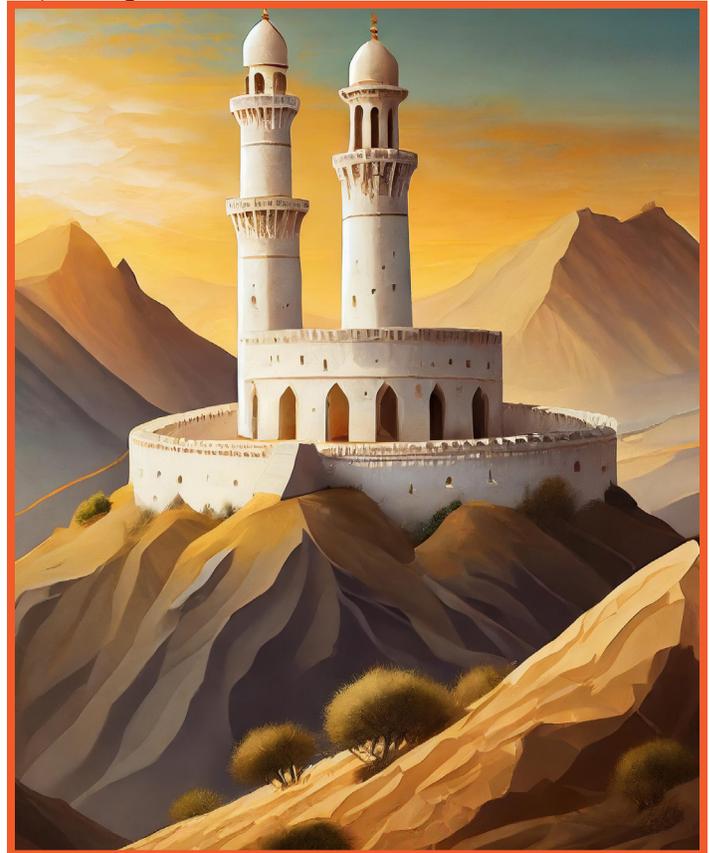
about the Tower of Light: *“There was a time when we believed defiling could be stopped, that we could undo what had been done. The Tower of Light to the south was one such towers meant to kindle hope. Now it is a tomb marker for false hope.”*

The Tower of Light

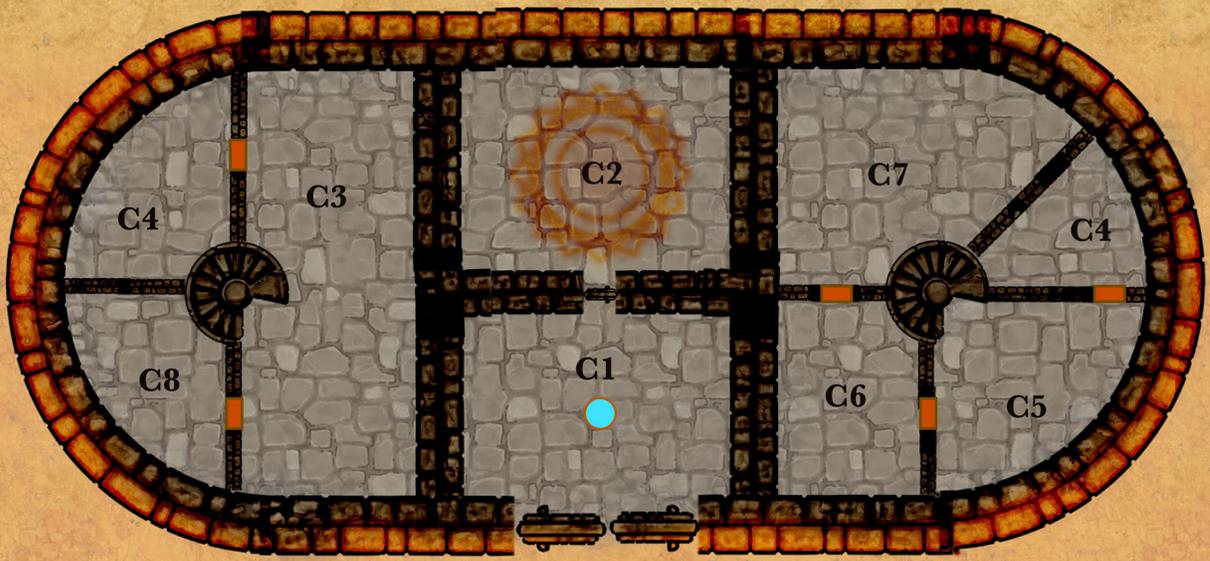
Situated on the southeastern tip of the island of Kybe, the Tower of Light stands as a forgotten holdover from

the Cleansing Wars. It was one of numerous fortresses built by the ancient preserver order, the Wind Mages. The tower’s designer, Baaj’nar, constructed two other similar citadels in the region. The Tower of Light is the westernmost of these three citadels.

The Cleansing Wars never came to Kybe as had been expected and the Tower of Light was abandoned, its resources sent to reinforce Akaracle and other preserver outposts in need. It was designed to lure a defiling army close and then deny them the power of their awful magic.



Two spires sit atop the citadel’s main floor. The ceilings for the main floor and each level of the spires are over 100 feet high. Small windows pepper the walls of each spire level. These were intended to be used by levitating preservers in defense of the citadel.



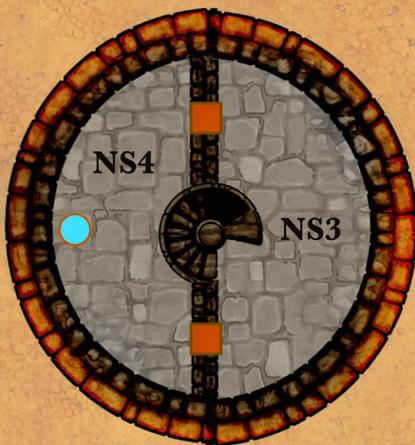
Citadel Floor



North Spire - Level 1



South Spire - Level 1



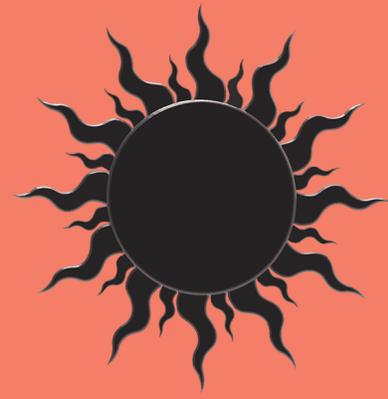
North Spire - Level 2



South Spire - Level 2

The Tower of Light

Kybe



Named the Tower of Light for its gleaming white painted exterior, the stone of the citadel is presently all brown and gray, the result of centuries of sandstorms and silt storms having scrubbed off the paint. Unless otherwise noted, the interior walls are made of 6-inch thick stone blocks, covered by cracked and peeling ancient glaze. The floors are thickly covered with dust.

Teleportation Circles

Several rooms contain a faintly glowing blue circle 5 feet in diameter located on a room's floor. The circles are a local teleportation device which were used to speed travel within the building. When stepping on a circle, an individual must envisage one of the other blue teleportation circles within the citadel to be transported to the room with the envisaged circle. Stepping on a circle without imagining another circle teleports an individual immediately outside the front gate.

Citadel Floor

The enormous stone gates to the citadel are under an *arcane lock* spell. Above the gates carved in stone in the ancient language of the region reads, "Ever Prepared to Defend." The doors within the citadel are unlocked.

This floor of the citadel is protected by a half dozen bound air elementals who patrol rooms singly and in pairs. The air elementals patrol close to the ceiling, and will attack any creature who enters their location. The air elementals receive +1 to hit and inflict an additional die of damage to flying enemies.

C1: Entry Hall The walls of this central room are lined with large wooden benches. Uncounted years have destroyed the majesty of this hall. The banners, flags, and tapestries that decorated the walls are rotten, frayed, and faded. Several have fallen to the floor as their fastenings decayed. A blue teleportation circle lies

on the floor in the center of the hall.

C2: Circle Room A faintly glowing orange circle dominates the stone floor, its magic preventing defiling within 1,000 feet. In ancient times, this abjorative magic extended several miles. The magic has been slowly failing over the centuries. A spellcaster casting a spell that defiles within this zone must succeed a Constitution saving throw for the spell to work. The DC equals 20 plus the level of the spell.

The circle also functions as a teleportation circle that is connected with the other two citadels built by Baaj'nar. Speaking one of two command words (*kilix*, *alix*) teleports all standing on the circle to the appropriate citadel in the east. The circle will never teleport anyone who has defiled.

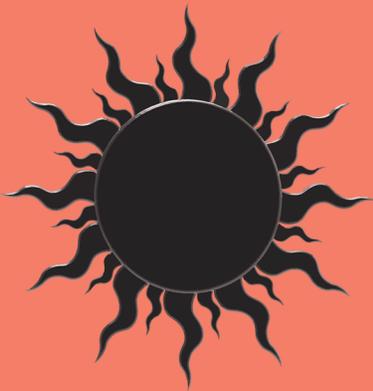
C3: Dining Hall This large dining hall is marked by splintered wooden benches and long tables.

C4: Armory This room held weapons and armor for the soldiers and preservers stationed here. Only dry-rotted wooden racks remain.

C5: Soldiers Quarters Columns of wall-mounted cots line the height of these living quarter. The Wind Mages utilized *levitation* to great effect in this room. Some cots are intact, but most are rotted and crumbling. Among the rotted fabric on the floor are 2 *rings of levitation*.

C6: Office A large, wrecked desk and several mostly intact wooden chairs are the sole objects in the office.

C7: War Room A permanent illusion displaying a regional map and troop positions dominates the long wall in this room. An intact long table sits in the room's center.



Kybe

C8: Kitchen/Pantry This chamber has a blue tiled floor which is littered with pots and pans. Other cooking implements hang on the wall. A number of glass spice jars sits on a stone shelf by the hearth. The spices and flour within the jars are not edible. A large hearth occupies one corner.

North and South Spires

Both spires are protected by bound invisible stalkers. Centuries of mindless servitude have rendered them all insane. The opportunity to fulfill their mission by attacking intruders will overcome any of the stalkers' other impulses (each stalker gets advantage on attack rolls). The stalkers lurk high above the floor, seeking to gain surprise when they attack.

NS1: This room is of indeterminate purpose. The passage of time has left no clues about its use.

NS2: Preservers Quarters This room contains several mostly intact wooden bed frames of superior quality to the cots below. A splintered chest containing a scroll of *summon elemental* and *whirlwind* is located under a bed. A blue teleportation circle lies on the floor along the north side of the room.

NS3: This room is of indeterminate purpose. The passage of time has left no clues about its use.

NS4: Archmage's Room A beautifully carved intact bed and bookcase are this room's main contents. Rotted tapestries line the wall. A blue teleportation circle lies on the floor along the west side of the room.

SS1: Ruined Chamber Decaying tapestries sag along the walls, and rich carpeting has frayed into dusty piles of fabric. The ornate wall mosaics showing ancient beasts and elementals are chipped and cracked. A lone skeleton lies on the floor. The skeleton wears a blue-glazed ceramic amulet bearing the Wind Mages

symbol (entwined ornate serpents).

SS2: Preservers Quarters This room contains several mostly intact wooden bed frames of superior quality to the cots below. A *ring of levitation* is located among some room debris. A blue teleportation circle lies on the floor along the north side of the room.

SS3: This room is of indeterminate purpose. The passage of time has left no clues about its use.

SS4: Library and Records Room Ornate stone niches cover the walls, holding the remnants of wooden cabinets. Most of the books and scrolls once stored here are gone, but in places on the shelves there are ruined volumes that have dry rotted into uselessness. A blue teleportation circle lies on the floor along the west side of the room.

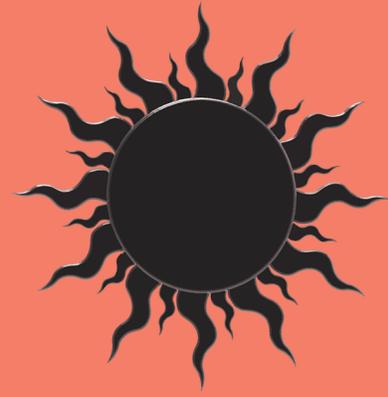
Hunter's Contemplation

In the sandy wastes west of Kybe's mountains lives a former gladiator from Tyr. Her name is Cha'Tik, which can be loosely translated as "hunter's contemplation."

Biographical Lore: She is a 10th level fighter (psi fighter) thri-trin (trin), a race of two armed mantis warriors closely related to thri-kreen. Cha'Tik escaped servitude in Tyr's arena a few years ago and sought out a monastic existence far away from her people and far from those who enslaved her. Her search ended in Kybe.

When she arrived on the island, she claimed an abandoned intact barracks as her home. She converted the barracks to a monastery where she practices martial disciplines that hone her mind and body. The barracks sit amidst the crumbled ruins of an ancient keep. The keep's ruins have an accessible underground area that contained a brig and several supply rooms. Cha'Tik uses the space as a larder and as a storage

Kybe



area for her gem collection and for items that belonged to her prey. Magic items to be found here include an *amulet of proof against detection and location*, 2 *beads of force*, an *elemental gem* (red corundum), *gloves of thievery*, and a *ring of evasion*. Cha'Tik is not aware of the magical nature of these items. She also stores the skulls of sentient beings she has preyed upon for use as a meditative focus.

The ex-gladiator herds a few kanks for honey. When in need of heartier foods, she hunts the island's crodlu and cha'thrang. When food is scarce, Cha'Tik is not above preying upon the rare elf, human, or other humanoid who may cross her path. She will not, however, eat any kreen.

Actionable Lore: Cha'Tik has explored the entire island, and will offer to serve as guide for a price. She is extremely fond of elf flesh, glittering gemstones, and potion-fruits of healing. She will not accept currency of any kind as it is of no use to her.

Cha'Tik Dialogue

Cha'Tik trusts no one. Years of enslavement and then self-imposed isolation have made her a loner. She is confident in her fighting skills which is obvious in her demeanor. She is also opportunistic and may betray a party who hires her if she will benefit.

Cha'Tik will primarily speak to the party's leader, if identified. If no leader is identified, the thri-kreen will speak to whomever she believes is the strongest among a party. She speaks haltingly in the language of the Tyr region, and will shift to using telepathic speech should the conversation become complex or require more direct language. The following are potential leads to a conversation with the thri-kreen.'

about herself: "I am Cha'Tik. Once I fought in the arena for Kalak of Tyr. Now I fight for myself. Have

you come to fight?"

about the port-city of Kybe: "The empty city. Who lived there? I know not. The dead live there now in dark places and in light. I can show you this city. You must pay me to do this."

about the Great Ash Storm: "Always on the horizon. Dark and deadly. It comes here from the Dragon's land. But very rarely. Your soft skins will suffer if one strikes."

about the Tower of Light: "Very far. I was there once. I could not enter. You want me to show you the way?"

about braxat: "Strong. Quick. Dangerous. Best to not be known to the armored ones. Cha'Tik has eaten one. Tasty, but too much work."

to any kreen (delivered telepathically): "I have chosen to belong to no pack." and "Tell me you have savored your pack's delicious elf."

about silt clerics: "I have seen some of the dusty people, but I do not eat them. Not even if there were a dusty elf would I eat it. They worship a silt lord who lives on another island."

about the "silt lord": "I have never seen the dusty people's lord. The dusty people tell Cha'Tik their lord is vengeful. They say to eat the lord's people is to invite destruction by his hand. I am not that hungry."

about payment for services if an elf is present: "Elf. The elf. You will not let me have it to eat. Cha'Tik knows this. Your pack is attached to its elf, no doubt... but it can be drunk from. And it would survive the drinking. Yes. Just one cupful. Tasty."

about payment for services if no elf is present (said playfully and yet menacingly): "No elf. The price goes up. No elf. What have you to offer me? Who else is tasty? Who has a gem for Cha'Tik? What have you that I might want?"

Chapter 3: Ilyarth



Situated between Kybe and Onux, Ilyarth is the second island in the Dragon's Tail. In the Green Age, Ilyarth served as a hunting retreat for the royalty and nobility of Ebe and Nobe. For centuries, the elite of these two cities sailed to Ilyarth to stay at the palatial lodge Yadsco, an impressive structure built as a setting to host royal banquets during the hunts. The island was stocked with a variety of great cats and bears for nobles to hunt.

Once the defilers began their wars for dominance and extermination, hunting on the island soon stopped. With the wars' destruction of the watery sea and the rise of desert-like conditions, most of the island's original hunting stock died off. Today, Ilyarth is home to beasts and monsters much worse than what was hunted here ages ago.

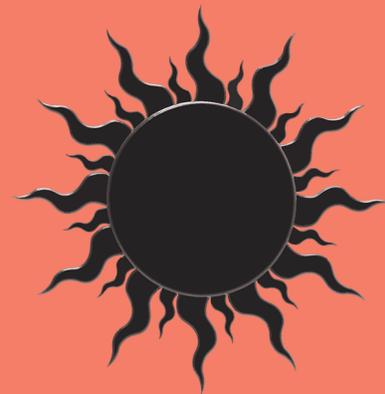
Terrain and Denizens

The southern shore of the island is a wide strip of sandy wastes containing small populations of scrabs, jozhal, and megapedes. Rocs and kes'trekel nest in the handful of Ilyarth's mountains. The mountains are also home to tigones, klar, and zhackals. The northern part of the island is an expanse of rocky badlands where kluzd, tagsters, and jankz dwell. Small bands of gith hunters with jhakar guard-pets are scattered throughout the island. The majority of the island's gith live around the area around Yadsco.

Places of Interest

The sizable hunting lodge of Yadsco is the island's most prominent feature. The other notable location is Ixlin, a village of degenerate giants located on the eastern shore of Ilyarth.

Ilyarth



Yadsco

This massive square-shaped palace of black stone sits atop a hill south of Ilyarth's central mountain overlooking the Silt Sea. Yadsco was a royal hunting lodge built for extravagant feasting and grand hunts. At its height, the lodge boasted dozens of lavish staterooms, a tremendous dining hall, numerous kitchens, a royal library, a lush rooftop garden, and well-appointed servant quarters.

To facilitate the hunts, the landscape outside of Yadsco and much of Ilyarth were paved with hunting paths from which hunters would be able to better see and pursue their prey. The paths are made of stone and a majority of them still survive, criss-crossing the island in a seemingly incomprehensible lattice that today appears to serve no purpose.

Inside the lodge, time has ravaged the furnishings leaving little but dust piles, dry rotted wood, and scraps of tapestries. A few sets of pristine dinnerware and some magical hunting weapons have endured intact. The actual structure of Yadsco and its great gates appear to have not aged at all. A thick layer of silt and dust coats the great halls, corridors, and any rooms with open doors or windows.

For the past several decades, the lodge has had one inhabitant, a silt cleric elemental named Credux. The gith tribes that dwell outside the lodge revere the cleric elemental as a god-like being.

A SILT CLERIC'S STORY: CREDUX

Biographical Lore: Credux was once a "ka'ardani" (an "outlander" or "exile" in the Ur Draxan language). Ka'ardani are the descendants of criminals banished from Ur Draxa who eke out a precarious existence in the Valley of Dust and Fire. While the ka'ardani believe nothing lies beyond the Great Ash Storm,

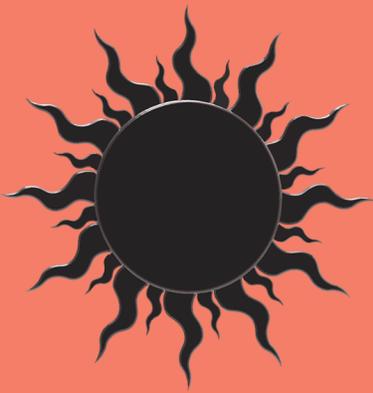
Credux learned otherwise. Since he was a young child, Credux received visions and dreams of a world outside the valley. The visions came to him repeatedly enticing him to come to that world. He was promised that he could travel there, but only if he took up worship of the para-element of silt.

Inspired by the visions, Credux became an eager student, surrendering wholly to the silt elemental belief that the growing tides of silt must continue to expand until they spread over all lands. Once he had grown in power and knowledge in the ways of para-elemental silt, he walked into the Great Ash Storm and entered the world beyond. Credux became enamored of the Silt Sea and immediately set about to explore this new world. He never learned who sent the visions.

What Credux discovered in the outside world at first thrilled him. The Sea of Silt appeared to dominate the lands outside the Valley of Fire and Dust. Silt filled the air with every breeze, and washed over island after island. In doing so, the silt dried out the earthen shores, crumbling them - all of which further contributed to even more silt. It appeared to Credux that the powers of para-elemental silt were triumphing.

Upon coming across his first mudflat, however, the silt cleric became troubled, seeing the terrible effect on silt when sufficient water had pooled. He studied the mudflats for a while, and determined that they were not a threat, but instead were the last gasps of elemental water and para-elemental rain succumbing to the silt.

Credux traveled throughout the Sea of Silt - first around the Isle of Bodach in the east, then south to the Great Salt Flat and Euripis, finally arriving at the city-state of Xarednay in the southeast. His journey took years and in that time he became powerful, pursuing the path of para-elemental transformation.



Ilyarth

Credux was already an advanced being when he visited Xarednay, a city-state of great elemental power whose people believe it is their destiny to restore elemental balance to Athas. Credux learned that this city-state was ruled tyrannically by a quorum of elemental clerics who brutally opposed the para-elements. While in the city, he was exposed as a cleric of silt and set upon by the quorum whose most powerful member, an earth cleric elemental named Minardagax, almost killed Credux. Credux escaped barely, fleeing to Ilyarth where he claimed Yadsco as his own. He has pledged to destroy Xarednay for the threat it poses to the para-element of silt and his beloved Silt Sea.

It is rare that visitors come to Ilyarth. The most common visitors are silt clerics seeking Credux's wisdom. Over the years, his dealings with assassins from Xarednay have made him wary of any visitor. Despite this threat, the silt cleric elemental may sometimes rescue strangers trapped in the silt, especially if he believes they can assist him in his schemes against Xarednay.

Actionable Lore: In combat, Credux is a powerful opponent capable of defending himself against most opponents. He keeps a silt drake mount in a stable and has several silt (sand) golems in the lodge that he can call upon for aid. If seriously threatened, Credux will flee into the Silt Sea.

Credux's holy symbol (and spell casting focus) is silt.

Credux Dialogue

Credux appears congenial and gracious to all who are not hostile. He assesses those he meets for possible alliances, especially if they might work with him to oppose the rulers of Xarednay. His language is direct, droll, and often coy.

about himself: "I am just a humble worshiper of the elements. One in particular is my favorite. Can you

guess?"

to druids or clerics of earth, air, fire, water or rain: "Surely we can co-exist while in each other's presence. I am no threat unless you make me one."

to defilers and clerics of silt, magma or sun: "Welcome! Let us be friends."

about the Valley of Dust & Fire: "I am from there. Not the kind of place you would want to visit. All that smoke and heat."

about Ur Draxa: "Quite a monument to the Dragon's glory. Not very welcoming to my kind however. And by my kind, I mean one born into slavery. Maybe things have changed. You never know."

about the Dragon: "Never met him. I did see him flit about quite often when I resided in the valley. He looked like someone who did not take kindly to being interrupted."

about Xarednay: "I visited once. The city was rather spectacular. Their hospitality, however, was somewhat lacking. Have you been there... or are you interested in traveling there?"

about an alliance with the party: "Help me, and I can help you. Let's talk."

about Xarednay's Quorum: "The Quorum? The four tyrants is what they should be called. No worse than the so-called Sorcerer Kings and Queens of Rajaat."

about Minardagax: "As dangerous as the Dragon. Perhaps more so. But why talk to me about him when you could find out for yourselves."

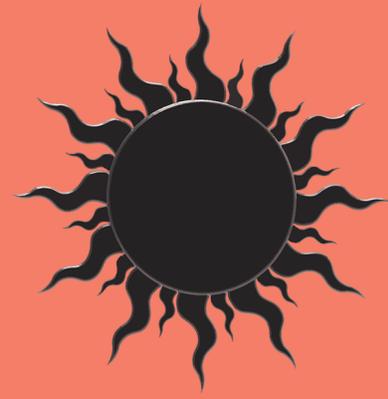
if threatened: "How pathetic. I have not escaped the Dragon's valley and the clutches of Xarednay to be waylaid by the likes of you."

if bested, but able to flee: "You have made an enemy today."

Ixlin

The village of Ixlin on the eastern shore of Ilyarth is populated by a small tribe of b'rohlg, subsistence hunters who search the island for food. They have remained in Ixlin because of the well, a rare water

Ilyarth



source on this island wasteland.

Ixlin consists of a small cluster of crudely fashioned huts and tents situated within the sand-filled ruins of an ancient hunting outpost. Almost two dozen b'rohgs dwell here led by a matron, Bux. The matron's son, Dulek, is the lead warrior and commands the giants when raiding and in times of defense. Ixlin is often targeted for attack by gith seeking revenge for b'rohgs carnivorous raids.

The b'rohgs are not welcoming to visitors. They cannot travel through deeper silt, but know of safe paths through shallower silt to Kybe and Onux. For meat or other foodstuffs, a b'rohgs may consider carrying smaller beings on these paths.

1. Sun Cleric Hut: Cag, an ancient giant, is the tribe's cleric. He leads services every dawn to greet the rising sun.

2. Bone Pit: This sand-filled depression is a garbage pit containing the dried, broken bone bits of past meals enjoyed by the giants.

3. Storage: This former keep holds an array of items the b'rohgs stripped from their victims, generally piles of clothing, stone and obsidian weapons, and adventuring gear.

4. Omuin's Cage: A human silt cleric (7th level), Omuin, was making a pilgrimage to Credux when he was caught by the b'rohgs and imprisoned here. Bux is struggling to figure out how to barter the silt cleric with Credux for some greater treasure.

5. Larder: Contains the heavily salted remains of several gith, an elf (a companion of Omuin), and a klar.

6. Salt Silo: Mounds of salt, crudely mined by the giants, fill this circular stone tower.

7. Covered Well: An ancient stone well sits under a protective tent.

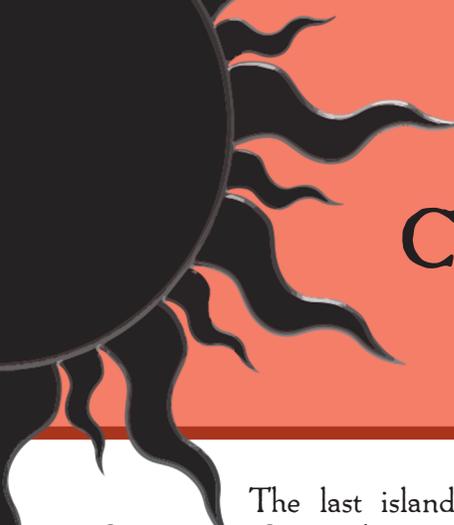
8. Dulek's Hut: Dulek maintains a spartan hut. He sleeps on a stone slab. Polished and painted skulls of several gith warriors decorate his walls.

9. Bux's Hut: Bux has the most lavishly appointed residence in the village. Piles of rags offer a comfortable bed while trophies from past meals (polished skulls) hang from the ceiling. Her pillows are stuffed with the hair of the victims she has eaten.

1. Sun Cleric Hut
 2. Bone Pit
 3. Storage
 4. Omuin's Cage
 5. Larder
 6. Salt Silo
 7. Covered Well
 8. Dulek's Hut
 9. Bux's Hut
- x = Tembo Guard/Pet

1 square = 10 feet





Chapter 4: Onux

The last island in the Dragon's Tail is Onux. Once a human-settled island renowned for its fishing, gem mines, and exotic spices, Onux suffered the same fate as the other "Misty Islands," and was forgotten by the world. It is roughly the same size as Kybe.

Terrain and Denizens

Most of the terrain across Onux is either rocky badlands or stony barrens. Cloud rays, silt runners, and crystal spiders can be found anywhere on the island. Erdland, bulette, rock cactuses, agony beetles, rasclinn, and fire scorpions are spread throughout the rocky badlands. Jankz, baazrags, hunting cactuses, sligs, and scorpions (barbed and gold) exist in sizable numbers across the stony barrens. Ruktoi prey in the area formerly occupied by the port city of Savrix.

A handful of mountains are located in the west. In ancient times, exotic spices were grown on the mist-laden mountainsides. Now the few plants that grow there are primarily bulis berry bushes, faro cactuses, and prickly pears. The mountains are home to numerous tribes of aarakocra. The aarakocra cultivate bulis berries and make small amounts of bulis wine which they trade with nikaal wanderers for tools and ceramic vessels. The aarakocra also raise baazrags as beasts of burden and for their meat. The gem mines in the mountains house several colonies of tari who are unaware of the riches to be found in the mine's tunnels.

Places of Interest

The port city Savrix once sat on Onux's northern shore until recently when it was sent under the Sea of Silt by an avenging silt cleric. A forgotten preserver outpost, Ulth'ked, which has endured long centuries is located in the center of the island east of Onux's mountains.

The Lost Port of Savrix

Along the northernmost part of Onux once lay the ruins of the port city of Savrix. Smaller than Kybe,

Savrix was part of the human federation that Ebe, Kybe, and other port cities belonged to. Like Kybe, Savrix was also abandoned shortly after the beginning of the Cleansing Wars.

Decades ago, the silt cleric elemental Credux (see Chapter 3) learned that his hated enemy, the Quorum of Xarednay, was preparing to found a new city. Fearing that Xarednay might expand into Savrix, Credux set out to destroy that city's ruins. Through the dedicated use of *crumble* (**Earth, Air, Fire & Water**) and other destructive spells, he spent many years disintegrating Savrix's buildings and dessicating the land under the city until no trace of Savrix remained. Visitors to the region will only find a massive silty depression abutting a deeper, silt shoal. A handful of building foundations and basement areas which survived Credux's destruction can be found under the silt.

Ulth'ked Outpost

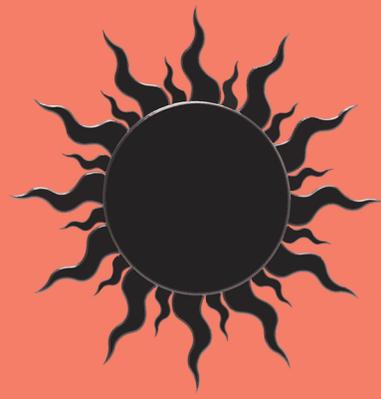
Nestled on the eastern side of Onux's mountains lies the ancient preserver outpost of Ulth'ked. The outpost rests on a small plateau and is protected from the west by an adjacent mountain. Built by the ancient preserver order, the Wind Mages, to watch over Onux during the Cleansing Wars, the outpost never saw battle.

For centuries, Ulth'ked has been home to the ancient undead wizard, Vixur Nemed, one of the last surviving members of the long forgotten Wind Mages. She is attended to by a retinue of ssurran servants.

A PRESERVER'S STORY: VIXUR NEMED

Biographical Lore: Prior to the start of the Cleansing Wars, Vixur was a young noble from Clan Nemed, an ancient and powerful family in Ebe. With the wars' arrival, Vixur allied herself with the preservers and joined the Wind Mages. She focused her efforts on learning war magic rather than spells of air and air elemental control which Wind Mages typically favored.

Onux



For many years, Vixur fought alongside the Wind Mages. And over those years, she grew increasingly disheartened watching the defilers grow in strength and power while the Wind Mages diminished. She was at Dasaraches when word came that Akaracle fell, and decided then that her efforts had been for nought. She abandoned the Wind Mages and traveled to Ulth'ked where she dismissed the few remaining soldiers and preservers. Claiming the outpost for herself, Vixur set to work. She would leave Onux from time to time to see how the war fared, but found only greater devastation.

In Ulth'ked, Vixur sought to preserve a vision of what had been lost on Athas. She began to place illusions in and around the fortress portraying Athas as it once was.

It took years for Vixur to perfect her illusions but once she was done, she found that preserving the past in this way was not as satisfactory an endeavor as she believed for she had to still live in a tortured world. With that realization, Vixur turned to the outpost's ancient lorebooks where she read about psionics and magic which could pierce the veil between the planes allowing for travel to and from Athas. She decided she would leave Athas.

Further study of the planes, Vixur surmised, would require more years of her life than she had left. She sought undeath rather than die of old age or worse on Athas. Reluctantly but determined, she underwent the arcane transformation to become an undying kaisharga.

Once freed from the mortal concern of aging, Vixur was able to devote centuries studying the strange barrier that surrounded the Athasian wildspace system. During this time, she learned of other unique worlds which, like Athas, did not exist in an outer or inner plane. She constructed a magical gate, the Punchgate, so named for its ability to punch through the impenetrable barrier around the Athasian wildspace system. Using the

Punchgate, Vixur learned of other wildspace systems in the Astral Sea and began observing their many worlds.

From her observations, the preserver discovered that defiling did not appear to exist outside of Athas. She also found that many of these worlds resembled the lush Athas of her youth. And she became determined to flee to a better world.

Vixur narrowed her search down to three possible worlds. She knows that the peoples of these worlds are hostile to undead beings. Fearing that travel to any of them as a kaisharga would likely result in her destruction, Vixur wishes to undo her undeath transformation and be returned to her prior living state. She believes that each world offers a unique method that would allow her to give up her undead form for a living one. To be certain, Vixur hopes to send a party of capable investigators to these worlds who can secure the means of a life-returning transformation.

A sizeable community of loyal ssurrans lives in the fortress and attends to Vixur's every need. The kaisharga is very demanding, and has educated the ssurrans on the importance of anticipating her needs. The ssurrans trade with tari, aarakocra, and nikaal for food and wine, and will welcome newcomers who have interesting goods to offer.

Years of close involvement with Vixur have enlightened the ssurrans. They have learned her language and fostered an appreciation for her strict demands. The fortress is protected round the clock by a large retinue of ssurran soldiers comprised of grunts (CR 3), sergeants (CR 4), lieutenants (CR 5), and one captain (CR 7). She also has trained several ssurrans as wizards (ssurran defilers, CR3).

Unless openly hostile, visitors to Ulth'ked will be treated fairly by the soldiers but will not be granted access to the main building of the fortress without Vixur's



Onux

permission. The ssurrans have standing orders to report any humanoid seen in the area. Vixur has hopes of enlisting capable visitors in her worlds-spanning quest.

Vixur appears to strangers in her natural undead form, unafraid of the shock or disgust her appearance might generate. She is gaunt with grayish, thinly stretched skin, and her eyes burn with a green fire. She dresses in the wizardly garb of her time. Vixur is naturally disarming and honest (mostly) about her history. Her end goal with any potential ally is to assess their abilities and, if deemed capable, enlist them in her quest to leave Athas.

Actionable Lore: Vixur Nemed is a neutral evil kaisharga human wizard. She is very capable in battle, especially when fighting alongside her soldiers who will fight to the death. Vixur has not lived this long or worked this hard on her schemes to perish at the hands of random hostile intruders. If a battle goes poorly for her, she will not hesitate to flee via *teleport*. She does not defile when casting spells, although she can.

Vixur Nemed Dialogue

When dealing with strangers, Vixur appears sympathetic and eager to help, steering the talk to how the party and she can be of mutual assistance to each other. Her offers of helpfulness may appear at odds with her general attitude which is banal and, at times, despairing. These are potential lead-ins to a conversation with Vixur:

in general (if party is peaceful): *"Welcome to Ulth'ked, once a stronghold against the world's evils and now a refuge from a hostile world. Let us enlighten each other with this meeting."*

in general (if party is hostile): *"You have bested my guard beasts and murdered my servants. It appears you are not to be deterred. I am here. Now and in person. You have my attention. What is it you wish to say to me?"*

to a preserver: *"It is so nice to see the old traditions carried on, although I am afraid the cause was lost long ago."*

to a templar: *"Once your rulers were the enemy. But does it matter now? Your kings and queens won. This world is dead."*

to any cleric: *"Ah yes, worship of the elements. Just about as noble a path as can exist nowadays. I never quite saw the point though."*

about herself: *"When it was clear that we were losing, that we could not withstand the onslaught, I left the Wind Mages and came here. Preserving need not be limited to how magic is wielded. Preserving can also mean saving the memory of things before they are forgotten."*

about Ulth'ked: *"My home. For now. It is as suitable a place as any you could find."*

about the illusions of the ancient world: *"As you may have witnessed, I have worked to portray our world as it was. Consider it my contribution to preserving what I could of the past."*

about Credux: *"He's visited. A bit demented, but then again all those crusading cleric-types are."*

about any island in the Dragon's Tail: *"Burned up ruins, dried out lands. Nothing there that would interest me."*

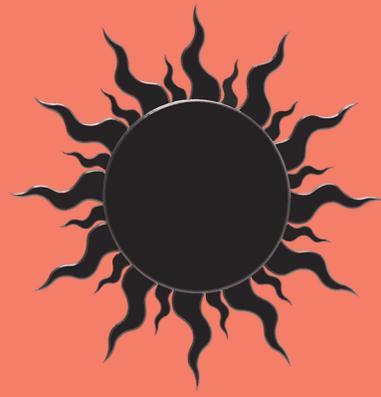
about Xarednay: *"They're an ambitious folk. Should they succeed in a few millenia, this might be a nice place to live again."*

about her undead status: *"My mortal form was aging, dying. And my work was not done. I would not have been able to make Ulth'ked what it is if I had not sought out this unfortunate state."*

about the Wind Mages: *"We thought we were going to save Athas from Rajaat and his defilers. We were naive and for that naivety we paid the price."*

about the Cleansing Wars: *"Genocide! That was their goal, and they almost achieved it. So many voices, so many peoples, both fair and foul, forever silenced. And to what end? To make the world a place of sand and dust? Was that their true goal?"*

Onux



about the ssurrans: *“My loyal servants? They look like Borys’s children, don’t you think? No. They’re no relation to that monster. They serve me well and are pleased with learning what they can from me.”*

about ssurran defilers: *“For the life of them, they simply cannot learn preserving. I’ve tried to teach them. But they can only defile. Oh well. It’s not like more defiling could make this world any worse.”*

about the Punchgate: *“In seeking an end to my torment... to my existence as a kaisharga... my research led me to believe a cure existed in the planes. A barrier is keeping me from reaching these so-called planes, but I was able to find other worlds... worlds apart from this world where defiling does not exist... worlds with names like Krynn and Eberon... and this gate permits travel to them. Would you like to see one these worlds?”*

about Vixur’s purpose for the Punchgate: *“I believe some of these worlds offer a cure... a way to return me to life. Would you be willing to use my gate to assist me in this endeavor? These worlds appear to have unique knowledge which could be brought back by you. You might even help heal our world with what you find.”*

about Vixur’s past use of the Punchgate: *“I have not traveled through the gate... yet. From my observations, undeath is an abomination on these worlds. I am not willing to travel to a new world only to be destroyed upon arrival. With your help, you can secure for me some means to end this tortured existence and return me to life. I have hope that I may live the life once intended for me... one that ends peacefully.”*

ULTH’KED

Ssurran Tent Village

An assorted large collection of hide tents serves as a village for about five dozen ssurrans. Hunting parties leave daily hoping to bring meat back to the tribe. Village elders stay behind to care for the children and manufacture clothes and weapons. At least ten ssurran soldiers can be found in the outpost at any time.

Villagers are welcome to take water from the outpost’s well at any time, and may be seen making short water treks into the outpost.

1. The Outer Gate

This stone gate is bolted shut with massive beams. The ssuran guards on the inside will open them for a visitor after determining that the visitor does not pose a threat.

2. The Outer Wall

A 10-foot thick, fortified wall surrounds the fortress. Twenty feet high, the wall is punctuated with five guard posts. The two guard posts on either side of the gate are usually manned by ssuran archers and defilers.

3. Vixur’s Quarters

A worn wooden desk and chair occupy the center of this room. The walls of this room are lined with numerous ancient tomes and rolls of parchment. More than half the tomes are delapidated with tattered pages. The rolls of parchment contain Vixur’s notes on planar travel and the worlds she has observed.

4. & 5. Barracks

Wall hammocks and piles of sand in these buildings serve as places to sleep for Vixur’s ssurran guards.

6. The Erdland Stable

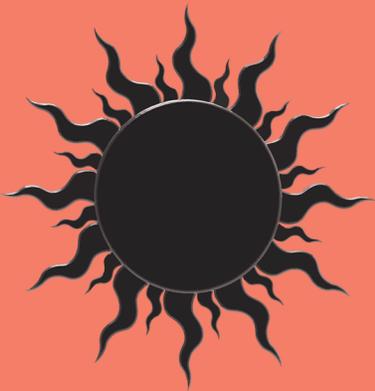
This stable is home to three erdlands. Rough saddles lie nearby.

7. The Wells

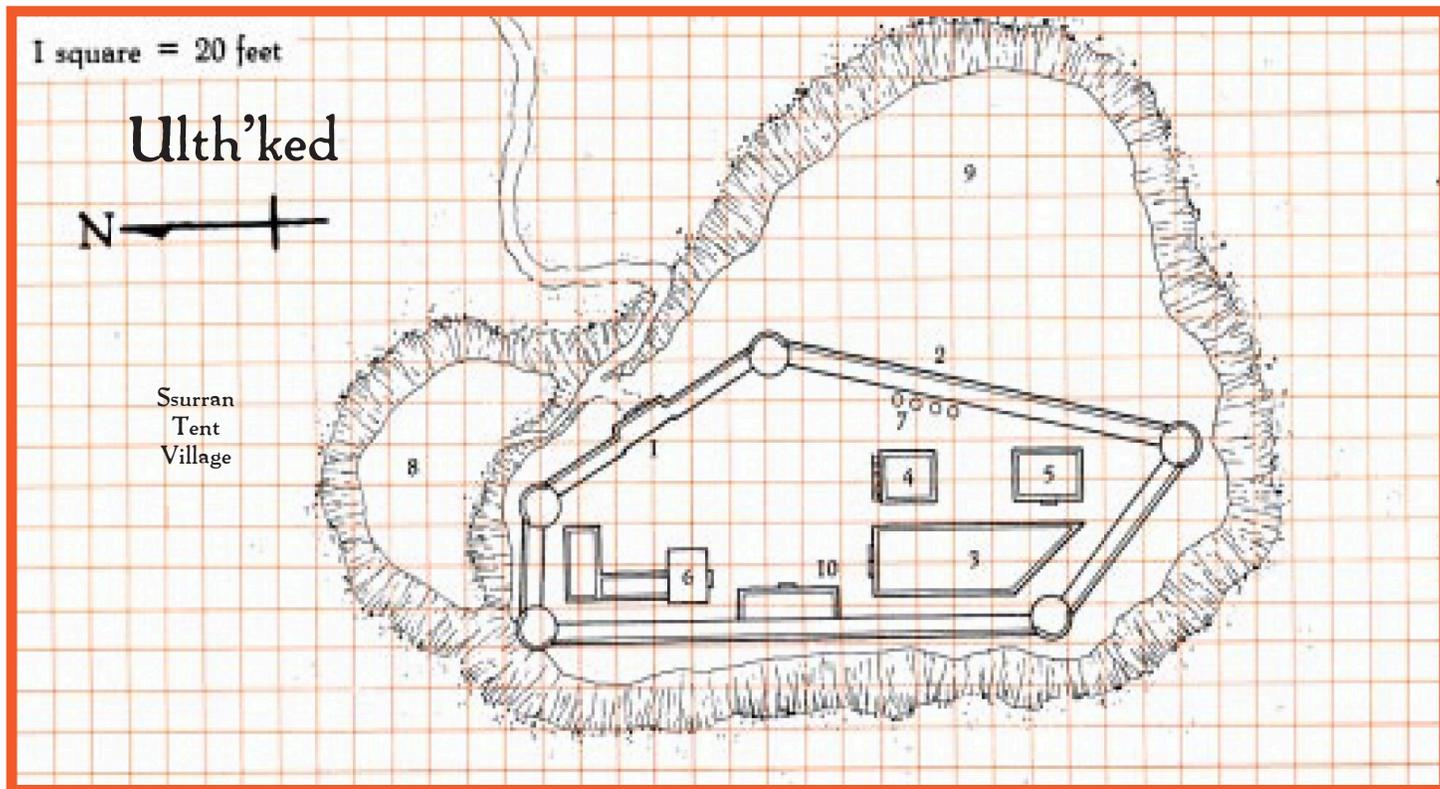
Of the four wells here, only the deepest well on the left produces any potable water. A tree of life grows next to the wells, each of its tough, banana-like potion-fruits imbued with a *lesser restoration*.

8. The Lower Plateau

Vixur has created a permanent illusion of a temperate green forest on this plateau. Viewers can observe small mammals and birds moving throughout the trees’



Onux



branches. The air is filled with the gentle sound of songbirds. Cool breezes carry the forest's sweet smells. Access to the plateau is accomplished by climbing up from the road or down from the outpost (Strength check: DC 15).

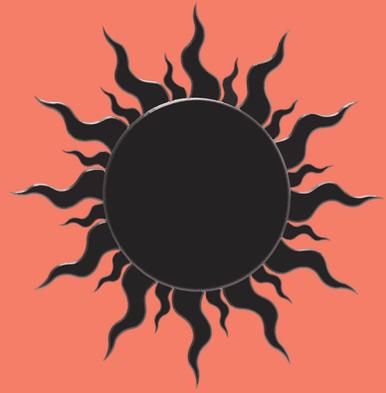
9. The Outer Plateau

Another permanent illusion fills this area. Each day at dawn the illusion changes, but is always a scene of Athas from before the Cleansing Wars. The illusions are: a rocky shoreline on a watery sea; a human populated city-scape showing archaic wood and stone structures along a river; an expanse of prairie with green grasses and flowers; a forest during fall; rolling hills. Weather for the illusionary scenes varies each day showing sunny skies, rain, or snow. Each illusion contains flora and fauna appropriate for the time and is repeat with auditory, olfactory and other sensory effects (e.g., temperature).

10. The Punchgate

Upon entering this building, a visitor is met with an astonishing illusion. In all directions, a beautiful forest at twilight with varieties of ancient trees spreads out as far as the eye can see. Shrubs and grasses cover the ground, and snow-capped mountains in the distance sit wreathed in dark roiling mists. There is a sound of birds singing in the leafy green trees, while unexpected but refreshingly moist and cool breezes continually blow, carrying the delightful scent of fresh herbs and flowers.

In the center of this illusory landscape stands the Punchgate. Beautifully carved of an unknown stone and seemingly grown-over with illusory vegetation, the Punchgate is both a scrying device and a means to travel to the worlds of other Wildspace systems in the Astral Sea. The inner ring of the gate is brilliantly limned in warm, flowing light. The gate pulses with



arcane and psionic energies that can be felt by all present.

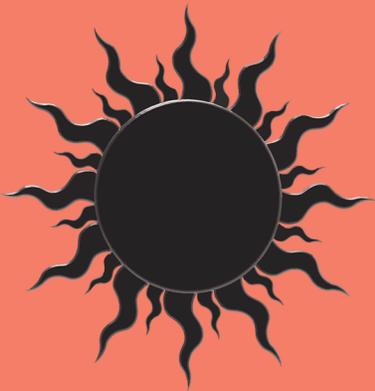
Vixur's Escape Plans

The kaisharga seeks to end her undead existence and be returned to her former living state. Years of studying other worlds via the Punchgate have introduced her to many things - pantheons of gods, epic levels of arcane magic, spelljamming, living automatons. Vixur is convinced that one of these worlds holds the secret to becoming one of the living again.

Wildemount. Vixur has learned that a god of atonement and compassion named Raei is worshipped on this world. After the Calamity, worship of Raei had fallen away. Recently, the god has been rediscovered and her temples are being returned to positions of prominence, primarily in rural areas. Vixur will send diplomatically

skilled allies to Wildemount to find a church of Raei outside of the cities to beseech the church's leaders to aid her cause. Vixur believes that the divine energies of a real god may be able to return her to life. She has observed a priest, Ola the Redeemed (of the Menagerie Coast), whom she believes may be open to her plight.

Faerûn. Vixur is very interested in two locations on Faerûn. The first is Silvermoon where there are many buildings and houses of learning. In particular, the Conclave of Silvermoon is a great center of knowledge and wisdom that forms much of the city area. The other location is the library of Candlekeep which may contain the greatest assembly of written knowledge anywhere in Faerûn. Vixur will send allies whom she perceives to be academic or skilled researchers to Faerûn with directions to investigate a cure for her condition.



Onux

Eberron. Vixur has examined alternative means to escape undeath should she be unable to be returned to life. Upon learning of the warforged on Eberron and their general acceptance in society as living constructs, she began investigating House Cannith. Vixur believes that a creation forge might be modified that could transfer her mind into a warforged body, releasing her from undeath and giving her a semblance of true life. Vixur would send a diplomatically or technologically adept team to Eberron on a mission to investigate House Cannith with the hopes of securing the means to facilitate transference into a warforged body.

Vixur, in engaging a party, is frank about her goals and her plans for the party. She will not allow defilers to travel through the gate, and prefers that non-humanoid party members like thri-kreen find some means to conceal their appearance. The kaisharga informs the party that they may even need to visit multiple worlds to succeed.

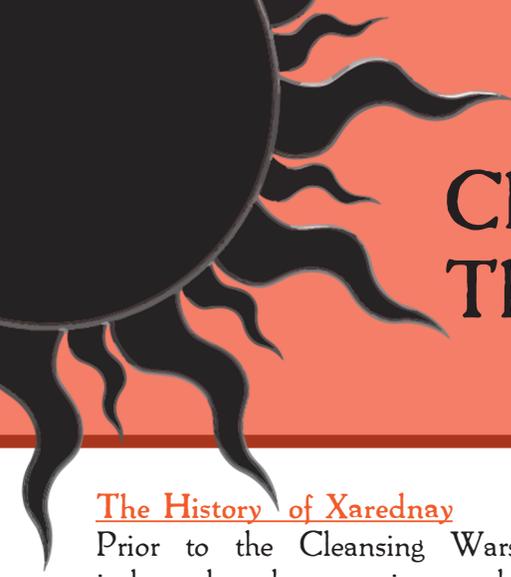
Overall, Vixur is a skilled negotiator. By instructing the party members of their intended role and what they may expect once off Athas, she is helping them help her meet her goals. Vixur offers generous rewards including ownership of the outpost, all its tomes, and the Punchgate if the party is successful. She also tempts the party with the possibility of acquiring unimaginable treasures and magic, offering descriptions of unique spells and plentiful metals which she observed. She warns the party that they have 10 days in the other world before the gate transports them back to Athas. If the party has shown progress in the quest, the party will be returned to the world for another 10 days. Vixur will use the Punchgate to observe the party's progress, returning them to Athas early if they are failing in their mission.

Vixur claims that she has yet to send anyone through the Punchgate. This is a lie. She has sent two prior

groups to other worlds, but had the Punchgate yank them back before 10 days had passed. After interrogating both groups over their failures, she killed them to prevent knowledge of the Punchgate from being spread.

Upon a party's return to Athas, if they were successful or if they convince Vixur into thinking they were successful, the jubilant kaisharga grants them the outpost and then uses the Punchgate to leave Athas forever, seeking out the new life secured for her by the party. With her departure, the Punchgate becomes permanently nonmagical. A party hoping to salvage or reactivate the Punchgate should start with Vixur's library for notes on the Punchgate's design. Her library also contains notes on her many observations of other worlds.





Chapter 5: The City-State of Xarednay

The History of Xarednay

Prior to the Cleansing Wars, Xarednay was an independent human city on the southwestern shores of the Bright Channel. Founded by breakaways from the Gulidnay and Kalidnay clans of Ebe and Nobe, the city's founders sought to leave the warlike and decadent ways of their kin behind. Xarednay remained an independent port for centuries, thriving on peaceful trade with neighboring cities.

The Cleansing Wars and the Age of the Sorcerer-Kings

The ecological devastation wrought on Athas by Rajaat and his defilers also ushered in the downfall of Xarednay. With food and water becoming ever more scarce, its inhabitants mostly died out or were forced to abandon the city in search of more survivable lands.

The powerful earth cleric, Minardagax, who bore witness to the events of the Cleansing Wars, became determined to find a way to counter Rajaat's destruction of Athas. The cleric gathered a small force of elemental clerics and seized Xarednay from the few stragglers remaining there. Once the city was secure, the clerics dedicated themselves to restoring elemental balance.

The city's leaders, a quorum of visionary elemental clerics, charted a course to rebuild Xarednay in secret, maintaining minimal contact with the outside world.

Over the centuries, the quorum grew in power, using their elemental connections to forge strong ties with beings on the elemental planes of earth, air, fire, and water. Centuries of constant contact with the elemental planes enriched the city, making it similar to the cities of old in terms of resources like metal, fertile soil, and fresh water.

The Rise and the Restoration

Today, Xarednay numbers among the largest cities on Athas with a population nearing 90,000 and a military twice the size of Ur Draxa's. Xarednay stands as a testament to the vision of its founders, who continue to boldly take steps to advance the cause of elemental forces. For the first time in centuries, Xarednay has begun trading with its city-state neighbors, particularly Nobe, Brijjpur, and Klemzin in the east. Recently, there is a great push to expand Xarednay's reach by settling a second city.

Life in the Elemental City

To be born of elemental blood in Xarednay is to have been blessed. To have no elemental blood is to be consigned to a lesser caste. Xarednayan society favors those with elemental lineage, meaning that those without elemental bloodlines typically are treated poorly by the city's bureaucracy.

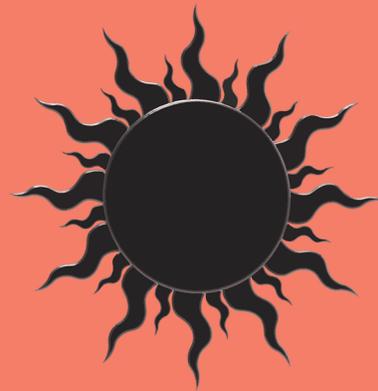
While more than half the population are genasi (55%), it was not always this way in Xarednay. Due to the number of portals to the elemental planes, the city and its population are continually bathed in elemental energies which has resulted in a majority of births, regardless of ancestry, producing a genasi child. The remainder of the population are humans (35%), dwarves (5%), muls (2%), elves (2%), and thri-kreen (1%). No halfings or half-giants reside in Xarednay.

Only genasi citizens may serve in Xarednay's military and bureaucracy. Genasi are also provided better housing in the city's wealthier sectors. And genasi generally have access to higher quality food and goods. The other races are left to squabble over the lesser quality remainder, a point which has resulted in social unrest in the city's recent past.

In such an elementally cosmopolitan city, visitors to the



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city are not an uncommon sight. As often as members of the quorum are summoned to the elemental planes on missions, elemental delegations comprising genies, myrmidons, ruvoka, and other elemental beings, will visit Xarednay. Jann have visited in sizable numbers, many remaining in Xaredanay so much so that there is a Jann Quarter in the city's northeastern sector.

City Sectors and Neighborhoods

Xarednay as a large city has numerous neighborhoods each one distinct from the next.

The Magistratum. Imposing buildings that support the city-state's bureaucracy line the stone paved roads of this imposing quarter. Here are Xarednay's courts, city watch headquarters, and other agencies that are intended to keep the city running smoothly.

Newcomers to Xarednay must declare themselves to the Office of Entry, stating the purpose of their visit, and the length of their stay. Newcomers may be searched for contraband or tested for defiling magics. Sellers in the city must obtain a permit from the Office of Trade to sell any goods. Similarly, the Office of the Arcane requires all arcane spellcasters to register and produce a list of spells they are capable of casting. The Office of Repair is responsible for cleaning city streets, removal of waste, and maintaining the city's significant sewer system.

The Market Queue. The center of this quarter is filled with a bustling market. Stalls and small shops jam the market plaza and boulevards, selling all sorts of foods, books, cloth, weapons and armor, and some magical items. Fountains filled with cool water stave off the thirst of shoppers and merchants.

There are only three inns in Xarednay, and they are all in the Market Queue. The Market Queue is the only place where visitors to the city may legally stay.

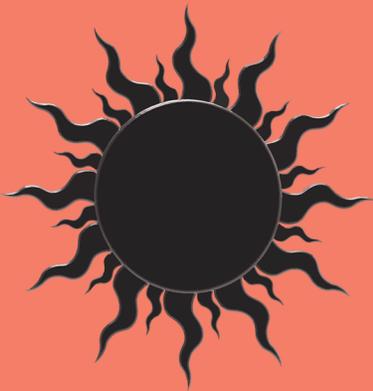
Innkeepers are required to ask newcomers for their entry permit, and to report the lack of such to the city watch. The number of inns is expected to increase as trade and relations between Xarednay and its neighboring city-states increases

The Jann Quarter. Home to the city's small population of genies (especially janni), this luxuriously appointed quarter is befitting the genies who dwell here. Ornate buildings evocative of those found on the inner planes sit along wide, well-paved stone streets. Obedient mephits flit to and fro here zealously carrying out their masters' wishes. Most of the genies who permanently reside in Xarednay hold high positions in the city's bureaucracy or serve as advisors to the Quorum.

The Noble Quarter. In this wealthy quarter live many of the older genasi families who continually vie with the city's extraplanar elementals for power and influence in the city. Matchmaking between genasi and genies is considered an exalted art, and the genasi nobles are always keen to find someone who could negotiate a marriage to a genie for their genasi children.

The Hive. The Hive is the only sanctioned part of the city where non-genasi and non-elemental residents of Xarednay may legally live. Originally called "Downquarter," the Hive was given its name by a genie who likened what he saw to a neighborhood in the planar city of Sigil. Overcrowded and poorly maintained, the Hive is the oldest part of Xarednay. Ancient stone structures are packed along this quarter's small, uneven streets. The poorest sleep in the streets.

First Grove. Xarednay's quarters all contain small groves of fruit-bearing citrus trees. Any citizen is free to eat the fruit produced by these trees. First Grove is unique in that its trees are all trees of life that bear potion-fruits. The trees are tended to by water clerics, who ration out (at their discretion) the potion-fruits



The City-State of Xarednay

according to need and to societal rank.

The Government and the Quorum

Technically a theocracy, Xarednay is ruled by a quorum of elemental clerics, one for each of the elements - earth, air, fire, and water. Each member of the quorum is an advanced being. The quorum is counseled by an advisory board consisting currently of one magma cleric, also an advanced being. The quorum believes that, as greater elemental balance is achieved and the false para-elements of sun, silt, and rain retreat, one day clerical elementals of the returning rightful paraelements - ooze, ice, and smoke - will be advising the Quorum.

The quorum consists of Minardagax the Obdurant, Suruyun Ever-Burning, Vesmix the Deluge, and Qilmar the Flowing. The quorum's sole advisor is Tyarik-lok, a paraelemental cleric of magma who has signed onto the quorum's agenda. The quorum's priorities are the security and orderly running of the city, with an overarching goal of bringing greater elemental balance to the region specifically and to Athas eventually. The Quorum has overseen incredible success over the years,, a success which speaks to their planning and commitment to slow, measurable steps that bring their vision to fruition. This success also has led to a downside - overconfidence in their decisions and inflexibility in their approaches. They see themselves not as the saviors of Athas for there is nothing truly to save but as the harbingers of a new elemental order which will replace the old world.

The Quorum rules autocratically. Their laws are near absolute and rigorously enforced. Given the cultural favoring of elemental beings, punishments for non-genasi offenders are generally harsher than for those with elemental blood.

Individual members of the Quorum are attended to by a host of elemental cleric servants, and are each advised by a court of genies, including janni, and high ranking genasi.

Laws: Crime and Punishment

Strict laws govern the city's populace. Obedience is expected. Outsiders are tolerated but not overly welcomed within the city. Nearly all property crimes result in at least one year of hard labor. Murder of anyone with elemental blood is a death sentence for the killer.

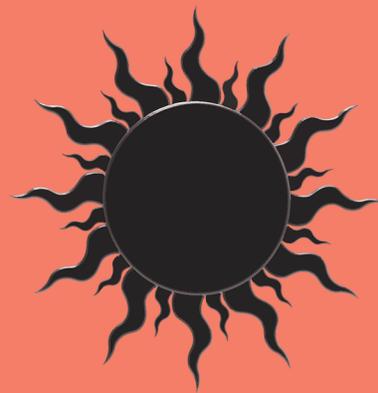
Laws affecting outsiders include:

- Genasi visitors are entitled to full and immediate citizenship in Xarednay provided that they swear an oath of loyalty and obedience to the Quorum.
- Arcane spellcasters must announce themselves as such upon entering the city and register with the city guard.
- Defiling is outlawed, as is clerical worship of the sun and silt. Any defiler, sun cleric, or silt cleric found within or near the city is to be brought to city's public court for an immediate public trial and execution.
- Open worship of a sorcerer-king or queen is also outlawed. Templars found proselytizing or casting spells are stripped of all belongings and exiled from Xarednay.

The Elementarium and Elemental Worship

The center of Xarednay is dominated by huge octagonal public plaza known as the Elementarium. The plaza is home to four elemental shrines, one each for one of the elements. A fifth lesser shrine, dedicated to the paraelement of magma sits between the shrines of Earth and Fire. An elemental cleric standing within the boundaries of the Elementarium is always considered to be in conjunction with their

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element.

As elemental forces retake Athas, the Quorum fully expects that the coming centuries will see new shrines added to the Elementarium for the remaining “legitimate” para-elemental powers of smoke, ooze, and ice.

Earthenbond (Shrine of Earth)

This tremendous white stone monolith rises high above the Elementarium plaza. It has been shaped over the centuries into a beautiful palace covered in ornate carvings depicting elemental earth beings. The earth clerics that service this shrine are tasked with providing the city’s residents with the stone needed to build up the city’s structures, its streets, and its defensive fortifications. Currently much of the stone coming from Earthenbond is dedicated to the construction of the Great Road that leads east out of Xarednay.

Quality stone, usually granite, arrives in Xarednay from the Elemental Plane of Earth via a permanent portal to the Elemental Plane of Earth. Clerics of earth of sufficient level are also required to *gate* earth at the shrine daily. Any ore and gems found in the stone are extracted at the shrine. Ore is sent to the Obsidian Forge for processing into weapons and armor. Gems in the rough are given to trading houses.

Dao, janni, earth mephits, earth elementals are the most common types of elemental visitors found within Earthenbond.

Windswalk (Shrine of Air)

Windswalk, a multi-storied shrine constructed solely of wind, is invisible to all but clerics of elemental air, beings from the Elemental Plane of Air, and those who can see invisible. The roar of wind is constant both within and outside the shrine.

Windswalk is the headquarters of Xarednay’s air defenses which are led by General Azurna (17 level warlock (Genie patron: Djinn)), a capable leader devoted to the city’s protection. Azurna believes (as does the Quorum) that it is only a matter of time before Borys takes notice of their thriving city and decides it is worth a plundering. She regularly drills her forces stationed at Shieldmount for that direst of inevitabilities.

The shrine also serves as the communications hub for Xarednay. Air mephits flit in and out delivering messages to the city’s nobles, military, and bureaucrats.

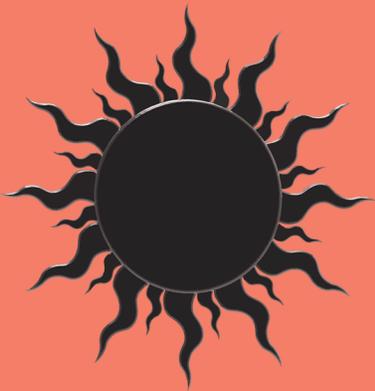
Djinni, janni, aerial servants, air mephits, and air elementals are the most common types of elemental visitors found within Windswalk.

The Brass Cage (Shrine of Fire)

Wreathed in flame and built of ornate metal columns and walls, the towering Brass Cage serves as the fire shrine of the Elementarium. The Brass Cage also serves as the headquarters of the Pale Web, the intelligence agents of Xarednay who travel throughout Athas gathering information for the Quorum,

The heat from the Brass Cage damages any vegetation or object that isn’t being worn or carried that enters, dealing 22 (4d10) Fire damage immediately and again at the end of each minute. Any creature not immune to fire that enters the Brass Cage for the first time on a turn or starts its turn there takes 22 (4d10) Fire damage and is burning. Elemental clerics of fire take no damage while in the Brass Cage.

Efreeti, janni, aerial servants, fire mephits, and fire elementals are the most common types of elemental visitors found within Windhowl.



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The Well (Shrine of Water)

The Well is a unique structure made entirely of pure hard-shaped water. Powerful psionic enchantments similar to the *control water* spell have permanently shaped the water into a solid building. The Well has numerous chambers occupied with elemental clerics of water whose mission is to ensure the flow of water continues and that Xarednay's residents and farms have sufficient water.

At the center of the Well lies a portal to the Elemental Plane of Water from which water issues forth at a steady pace. Additionally, water clerics of sufficient level are required to *gate* water at the shrine daily. Water from the shrine is carried by aqueduct to all the city's quarters and to the farms outside the city. Any excess water passes through the city's extensive sewer system exiting into the Silt Sea. Centuries of continuous water flowing into the sewers has created the tremendous pool of ooze north of the city known as Mud Harbor.

The Obsidian Forge (Shrine of Magma)

Irregular slabs and rough spires of obsidian seeming to have burst from the plaza form this unique shrine to magma. The eerie glow of lava from within the Obsidian Forge is everpresent.

The Obsidian Forge is where paraelemental clerics of magma serve as blacksmiths to forge metal weapons as was done in days of old. It is very rare for suits of armor to be forged given how unforgiving the Athasian heat is to those who wear armor.

The metal ores worked here come exclusively from Earthenbond. Although small in amount, enough iron has been purified here over the centuries to equip the entire Xarednayan army.

It is said that Minardagax, in seeking to encourage

magma clerics to join the Quorum's cause, pushed to give them a vital role in the future of Xarednay, that of the city's weaponsmiths. And the Obsidian Forge was to be the focus for followers of magma. Tyarik-lok was the first to heed the Quorum's call. He dwells within the Obsidian Forge and directs the production of weapons and other metal goods.

The heat from the Obsidian Forge damages any vegetation or object that isn't being worn or carried that enters, dealing 22 (4d10) Fire damage immediately and again at the end of each minute. Any creature not immune to fire that enters the Obsidian Forge for the first time on a turn or starts its turn there takes 22 (4d10) Fire damage and is burning. Paraelemental clerics of magma take no damage while in the Obsidian Forge.

Xarednayan Currency and Commerce

Xarednay ceramic pieces minted by the city is the primary form of exchange. While the city has enough resources to mint base metal coins, there is concern that to do so might attract unwanted attention from abroad.

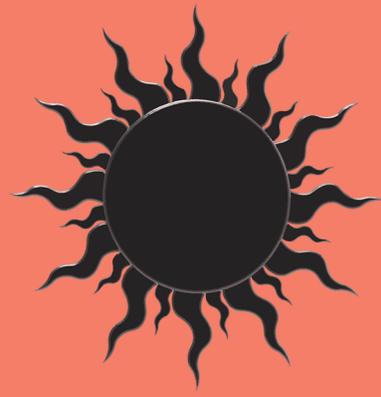
Xarednay trades its surplus food, durable stone (usually granite), semi-precious metals (typically copper and nickel), and gems to the human cities of Nobe and Brijj-purr, as well as the dwarven mountain top city of Klemzin to the east.

Military and Defenses

Xarednay has existed for centuries in relative proximity to Ur Draxa. This geographical closeness has fostered a constant sense of dread of Rajaan's former champion, Borys, whom the citizens of Xarednay believe could one day seek to conquer their city.

To counter any military threat to the city, Xarednay maintains one of the more powerful and powerfully

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armed armies.

Xarednay's militia numbers 7,500 armed infantry with metal swords comprised of all members of Xarednayan society. Broken down into 100 member units called the Vanguard. These units are stationed in and around this city helping to keep the city orderly. This militia is supported by a unit of 12 bound earth elementals, that can be dispatched from the Elementarium when needed.

The city is also protected by 3,000 archers. This contingent is stationed in the formidable protective structure, the Shieldmount.

Shieldmount

Rising like a jagged stone tooth immediately north of the city, Shieldmount is the city's strongest defense against an attack by the Dragon. Painstakingly created from the ground up by innumerable earth clerics who *gated* stone for centuries and then shaped it into a hollowed out mountain fortress, Shieldmount rises a mile high, towering over Xarednay to the south and Mud Harbor to the north.

Inside the fortress are countless tunnels stretching from the entrances and winding their way to touch all parts of Shieldmount. Shieldmount is staffed by air clerics and archers, all under the command of Qilmer. Thousands of arrow slits and murder holes pepper all sides of Shieldmount, capable of letting death rain down upon attackers from the air and the Silt Sea.

A platoon of air elementals stands at the ready, prepared for an aerial assault from the Dragon and his roc-riding forces. Qilmer primarily employs several djinni generals to lead his forces.

Arcane Magic

The casting of arcane magic is permitted within the

city so long as the caster is registered with the city and the use of such magic does not disturb the public peace.

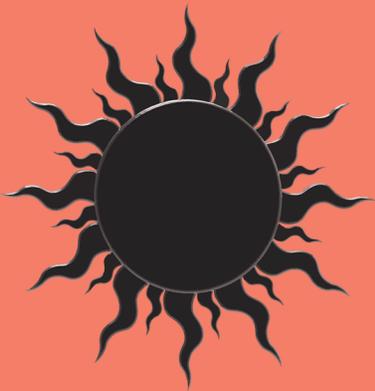
Mud Harbor

For many long years, Xarednay's ancient silt-filled harbor has been receiving the city's run-off water, turning a vast swath of area into a veritable sea of muck and ooze. The fierce heat of Athas's sun bakes the drier outlying areas into a crust as hard as stone, but the area closest to the sewer run-off and the center of the harbor remain wet and muddy.

Unlike the mud flats found elsewhere in the Silt Sea, Mud Harbor is mostly devoid of vegetation. Clerics of earth and water are routinely dispatched to harvest and remove patches of growing vegetation to prevent large predators from lairing too near the city.

The harbor's ooze itself varies in depth and density. Generally lying 10 feet to 40 feet deep. Around the sewer outlets and near the center of the harbor, where small pools of water can collect, the surrounding mud is so thin and watery that a person can sink as swiftly and as if standing in silt. The outlying areas become dried out by the sun and form hard, brittle crusts on which someone may walk as though on hard stone. But if a crust should break, the traveler could easily be left floundering or drowning in deep dust and mud.

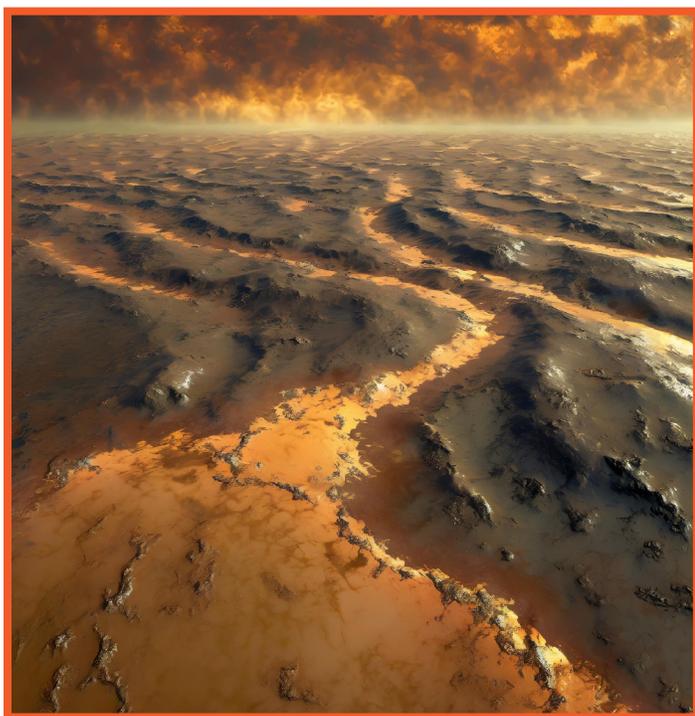
Several powerful carnivores dwell in the harbor like the dreaded kluzd and wyvern. Insectoid monsters such as centipedes, scorpions, and giant beetles abound in the drier sections of Mud Harbor. The harbor is also crawling with biting, blood-sucking flies and gnats of all descriptions. They swarm around any soft-skinned creature in numbers so great that the victim is continually harassed. Ears, eyes, and nostrils are constantly attacked. Dozens of gnats are swallowed or inhaled. The only methods of driving off the noxious



The City-State of Xarednay

insects are completely covering the body or burning an herb or woody plant to create a pungent smoke unpleasant to the vicious insects.

The harbor also serves as a place of execution for clerics of para-elemental sun and silt. The quorum has these clerics bound and submerged in the mud so that the resulting death by suffocation in ooze creates an ooze krag. Several dozen krag dwell in Mud Harbor, serving as a form of defense against would-be visitors and pirates seeking to enter Xarednay from the north.



The Pale Web

The quorum keeps a wary eye on the world of Athas by employing a vast, loose network of secret agents throughout the larger civilized areas. Known as the Pale Web, the group is sworn to protecting Xarednay by reporting the going-ons of its neighbors both near and far.

A cabal of at least three members of the web can be found in each of the city-states in the Tyr Region, Brijjpur, and Nobe. These city-states of the Tyr region are believed to have at least one member of the Pale Web. The Quorum has not sent any to Ur Draxa, waiting until they feel confident they could withstand an attack by the Dragon.

The Great Road, Fort Dyvvel, and Anthark

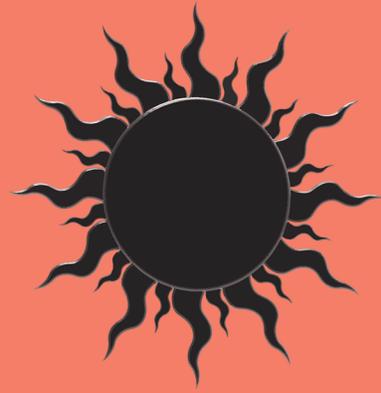
Stretching southeast away from Xarednay, the Great Road is a paved marvel of engineering. The meticulous work of countless laborers, the Great Road is intended to be the artery connecting Xarednay to its next greatest accomplishment, Anthark, the new city.

Composed entirely of cut stone gated in from the Elemental Plane of Earth, the Great Road is enchanted with elemental magic. A continuous, cool wind blows on the road, not only keeping the heat of Athas's sun at bay but also blowing away sand or silt that could cover the road.

The area that the Great Road runs through is populated with thri-kreen who frequently prey upon the road crews while they toil. Fort Dyvvel is a newly constructed fort about 20 miles from Xarednay which houses two Xarednayan infantry units under General Marmek. The general, a fierce fire genasi, harbors a great hatred for thri-kreen which is manifested in frequent assaults on their nomadic tribes.

Work on the foundations of Anthark is scheduled to begin in the next decade with the completion of the Great Road. The city is set within a valley with large hills along its south that it is rumored will house the next Elementarium. Many families, both noble and common in Xarednay, see opportunity in establishing themselves in Anthark. Plots and schemes abound as these families jockey for favor with the Quorum in getting selected to be able to settle in Anthark.

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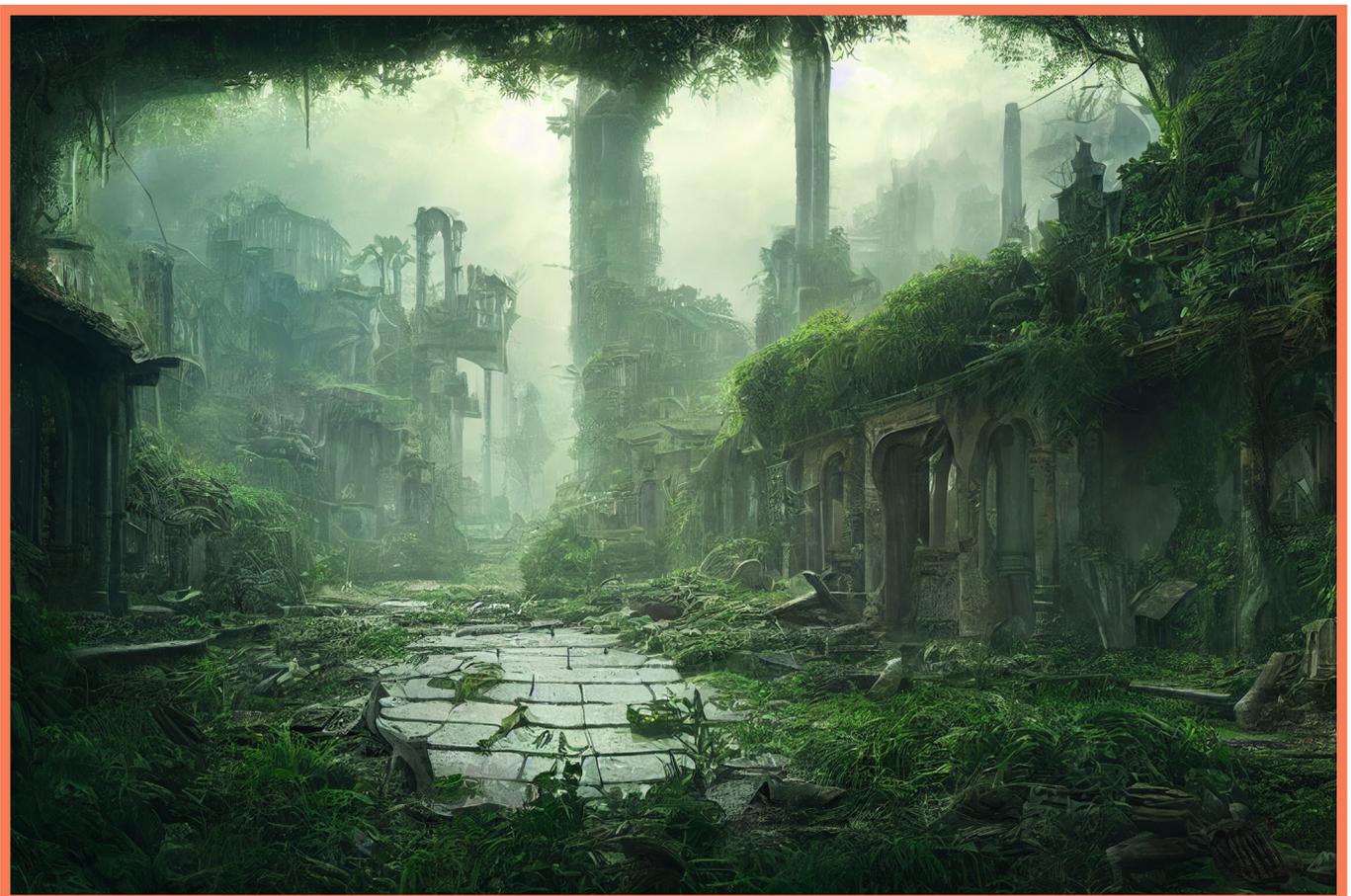
Once the road is completed, there has been talk of extending the Great Road much further east to the dwarven city Klemzin.

Forest Deep

The expansive woodlands known as Forest Deep located to the west and south of Xarednay is home to an ancient secretive druid clan that predates the Cleansing Wars. In the Green Age, Forest Deep was said to have been a thriving elven city of stone structures unlike any of the human cities found in the north. Today, the expansive stone structures within Forest Deep are crumbling ruins grown over with slimy moss and vines. There is little there now that could speak to the city's ancient elven heritage.

Following an ancient practice of druidic worship, the druids of Forest Deep are lead by a mysterious leader known as the Hierophant. It is believed that the Hierophant is an elf from the Green Age who achieved advanced being status. All of Forest Deep is said to be the Hierophant's guarded lands. The Hierophant is attended to by several trusted underlings known as "archdruids" who roam Forest Deep with their acolytes in search of intruders. They particularly hunt those with intent to harm the forest.

The druids of Forest Deep also have a centuries old pact with the Quorum of Xarednay. Xarednay will turn over any defilers it captures to the druids, while the druids will turn over any para-elemental clerics to Xarednay.





Chapter 6: Player Races: Para-Elemental Genasi

Genasi

Tracing their ancestry to the genies of the Elemental Planes, genasi are infused with the power of one or more elements. Some genasi are direct descendants of a genie or of different genies. Others were born to non-genasi parents who lived near a place suffused by a genie's magic or by extreme elemental forces. Despite the worship of para-elemental sun on Athas, there has never been a sun genasi.

A typical genasi has a life span of 120 years.

Ash Genasi Traits

Ash genasi, also known as smoke genasi, are descended from djinn, the genies of the Elemental Plane of Air and from efreet, the genies of the Elemental Plane of Fire. Like a great fire that has burned itself out but smoulders indefinitely, ash genasi have a phoenix-like temperament, rising again and again after any conflict stronger than before. Ash genasi are rare on Athas. Visitors to Athas from the Inner Planes mainly travel from the Great Conflagration (Plane of Ash) and the Cinder Wastes.

Their skin is often shades of light and dark grey, often a blend of the two. Sometimes their skin is marked by lines that seem like cracks with fiery energy seeping out. If they have a human skin tone, there may be whorls of smoke or they may have an ashen texture. Their hair can resemble soft locks of sooty ash or can even appear like insubstantial smoke.

As an ash genasi, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that

darkness only as shades of gray.

Firebreather. You are unaffected if you breathe smoke.

Smouldering. You know the *create bonfire* and *gust cantrips*. Starting at 3rd level, you can cast the *flaming sphere* spell with this trait, without requiring a material component. Starting at 5th level, you can also cast the *pyrotechnics* spell with this trait, without requiring a material component. Once you cast *flaming sphere* or *pyrotechnics* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Ice Genasi Traits

Ice genasi are descended from djinn, the genies of the Elemental Plane of Air and from marids, aquatic genies from the Elemental Plane of Water. Embodying many of the cold traits of their otherworldly ancestors, ice genasi draw upon their connection to wind and water. No ice genasi has been born on Athas since before the Cleansing Wars, although ice genasi have visited Athas from Frostfell, the Plane of Ice.

Ice genasi skin tones include many shades of white, along with the full range of human skin tones with pale casts. Sometimes their skin is marked by lines that seem like cracks with cold, white energy spilling out. An ice genasi's hair might appear sculpted out of ice or like a blizzard of snow perpetually flowing from the ice genasi's head.

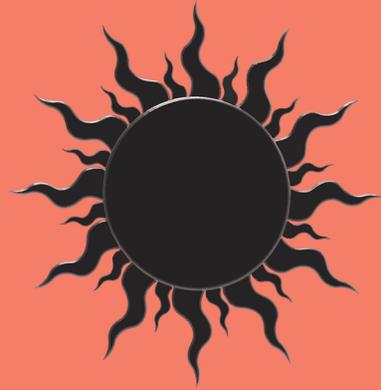
As an ice genasi, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 35 feet.

Player Races: Para-Elemental Genasi



Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Cold Resistance. You have resistance to cold damage.

Frostbitten. You know the *ray of frost* cantrip. Starting at 3rd level, you can cast the *ice knife* spell with this trait, without requiring a material component. Starting at 5th level, you can also cast the (*Snilloc's*) *snowball swarm* spell with this trait, without requiring a material component. Once you cast *ice knife* or *snowball swarm* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Janasi Traits

Janasi are descended from jann (see Chapter 7), genies whose existence is drawn from the Elemental Planes of Air, Earth, Fire, and Water. They exist in sizable numbers in Xarednay, but are rarely found outside the elemental city on Athas.

The skin of janasi can be of any color or combination of colors related to the elements - dark and smoky arms contrasting against a cool blue watery torso atop fiery legs. These varieties can also exist if the janasi has a human skin tone. Their hair can resemble any element or combination of the elements that other genasi possess.

As a janasi, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60

feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Elementalist. You know the *control flames*, *gust*, *mold earth*, and *shape water* cantrips.

Starting at 3rd level, you can cast the *absorb elements* spell with this trait without requiring a material component. You can cast it as normal a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

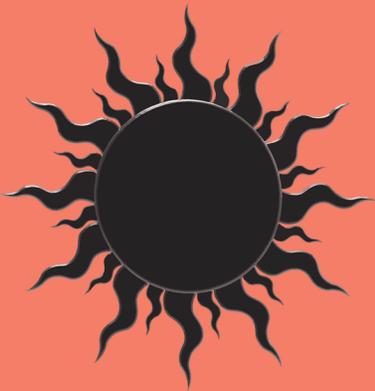
Starting at 5th level, you can also cast the *enlarge/reduce* spell with this trait, without requiring a material component. Once you cast *enlarge/reduce* with this trait, you can't cast that spell with it again until you finish a long rest.

You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Magma Genasi Traits

Tracing their ancestry to dao, the genies of the Elemental Plane of Earth and to efreet, the genies of the Elemental Plane of Fire, magma genasi combine the dao's great strength and the efreet's control over fire. Magma genasi are the most commonly born genasi on Athas after air, earth, and fire, genasi. Visitors from the Fountains of Creation (the Plane of Magma) are drawn to Athas to see the numerous lava landscapes there.

A magma genasi's skin can be a range of colors that is seen in lava from bright reds, oranges, and yellows to a dark black of cooling lava, or to a human skin tone with swirls of flowing lava tones. Some earth genasi have lines marking their skin like cracks, revealing a pulsating red or yellow glow. Magma genasi hair can appear as a moving lava flow



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or hardened dark strands of cooled magma.

As a magma genasi, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Fire Resistance. You have resistance to fire damage.

Molten Made. You know the *fire bolt* and *mold earth* cantrips. Starting at 3rd level, you can cast the *earth tremor* spell with this trait, without requiring a material component. Starting at 5th level, you can also cast the (*Melf's*) *minute meteors* spell with this trait, without requiring a material component. Once you cast *earth tremor* or *minute meteors* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Ooze Genasi Traits

Sharing an ancestry with dao, the genies of the Elemental Plane of Earth and with marids, aquatic genies from the Elemental Plane of Water, ooze genasi are a rare sight on Athas, sometimes found near the handful of mud flats known to exist. Ooze genasi visitors from the Inner Planes typically hail from the Swamp of Oblivion (the Plane of Ooze) or the Mud Hills.

They show their heritage in their skin tones, which can range from muddy browns and olive greens to shades of greyish clay. Some bear skin tones common to humanity but their skin is clammy and wet to the

touch. Ooze genasi hair can resemble clumps of mud or oozing strands of dark goo.

As an ooze genasi, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet, and you have a swimming speed in ooze or mud equal to your walking speed.

Acid Resistance. You have resistance to acid damage.

Born of Sludge. You know the *mold earth* and *shape water* cantrips. Starting at 3rd level, you can cast the *grease* spell with this trait, without requiring a material component. Starting at 5th level, you can also cast the (*Melf's*) *acid arrow* spell with this trait, without requiring a material component. Once you cast *grease* or *acid arrow* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

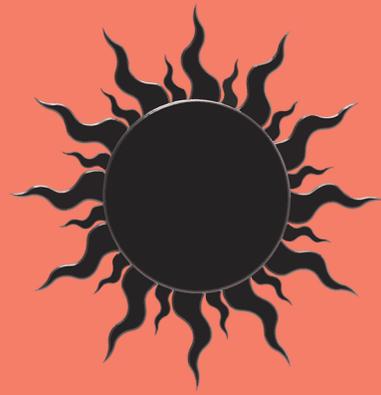
Muckdweller. You can breathe air and ooze.

Rain Genasi Traits

Rain genasi are descended from djinn, the genies of the Elemental Plane of Air and from marids, aquatic genies from the Elemental Plane of Water. As rare as precipitation on Athas, rain genasi do not seem to be tied to any location on the Inner Planes, but may have ties to the Plane of Air's many maelstroms and tempests. Rain genasi differ greatly from their close kin, the ice genasi, proof that the mingling of different

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genies can lead to widely different results.

Their skin is sometimes translucent or can be stormy shades of blue or grey. If they have a human skintone, there may be a glistening texture like rain droplets. Their hair can resemble the falling rain punctuated occasionally by tiny forks of lightning.

As a rain genasi, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Stormbringer. You know the *thunderclap* cantrip. Starting at 3rd level, you can cast the *fog cloud* spell with this trait, without requiring a material component. You can cast it as normal a number of times equal to your proficiency bonus, regaining all expended uses when you finish a long rest.

Starting at 5th level, you can also cast the *sleet storm* spell with this trait, without requiring a material component. Once you cast *sleet storm* with this trait, you can't cast that spell with it again until you finish a long rest.

You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Silt Genasi Traits

Like their "cousins," the ooze genasi, silt genasi share ancestry with dao, the genies of the Elemental Plane of Earth and with marids, aquatic genies from the Elemental Plane of Water. Silt genasi are among the more common genasi on Athas, and can be found along the shores of the Silt Sea. Silt genasi visitors

from the Inner Planes arrive from the Silt Flats area of the Plane of Water.

Their skin tones, can range from dusty beiges to peppery yellows. Silt genasi hair can resemble flowing silty strands or cloudlike puffs of dust.

As a silt genasi, you have the following traits.

Creature Type. You are a Humanoid.

Size. You are Medium or Small. You choose the size when you select this race.

Speed. Your walking speed is 30 feet, and you have a swimming speed in silt equal to your walking speed.

Darkvision. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You discern colors in that darkness only as shades of gray.

Dustbringer. You know the *mold earth* cantrip. Starting at 3rd level, you can cast the *dust devil* spell with this trait, without requiring a material component. Starting at 5th level, you can also cast the *wall of sand* spell with this trait, without requiring a material component. Once you cast *dust devil* or *wall of sand* with this trait, you can't cast that spell with it again until you finish a long rest. You can also cast either of those spells using any spell slots you have of the appropriate level. Intelligence, Wisdom, or Charisma is your spellcasting ability for these spells when you cast them with this trait (choose when you select this race).

Siltbreather. You can breathe air. You can also breathe normally when submerged in silt.



Chapter 7: Monsters & NPCs

GITH

Gith are a race of grotesque humanoids that appear to be a peculiar mixture of elf and reptile, but are actually degenerate descendants of the githyanki. They are extremely gaunt and lanky, with long gangling arms and spindly legs.

Gith live in tribal organizations. Gith prefer underground lairs, claiming a particular canyon or valley as their territory. Gith inhabiting the Tablelands tend to organize their society more along the lines of a nomadic hunting clan, going wherever the game takes them. They do not hesitate to attack humanoid groups.

GITH SILT SHAMAN

Medium Humanoid (Gith, Cleric), any alignment

Armor Class: 16 (scale armor)

Hit Points: 58 (9d8+18)

Speed: 30 ft.

STR 14 (+2)

DEX 12 (+1)

CON 14 (+2)

INT 10 (+2)

WIS 16 (+3)

CHA 16 (+3)

Skills Wis +6, Cha +6

Senses: Deception +6, Insight +6, Perception +6

Persuasion +6

Sense: passive Perception 13

Languages Common, Gith

Challenge 5 (1,800 XP)

Proficiency Bonus +2

Combat Leap. As part of its movement and without a running start, a gith can jump up to 20 feet and

high jump up to 10 feet. After completing a jump, the gith gains advantage on the next attack with a melee weapon.

Spellcasting (psionics). The gith casts one of the following spells, requiring no spell components and using Intelligence as the spell casting ability (spell save DC 13):

At will: *resistance, mage hand* (the hand is invisible).
I/day each: *animate objects, telekinesis.*

Spellcasting (cleric). The gith casts one of the following spells, requiring no spell components and using Wisdom as the spellcasting ability (spell save DC XX):

At will:

I/day

GITH WARRIOR

Medium Humanoid (Gith), any alignment

Armor Class: 16 (shell armor [breastplate])

Hit Points: 58 (9d8+18)

Speed: 30 ft.

STR 18 (+4)

DEX 14 (+2)

CON 14 (+2)

INT 16 (+3)

WIS 13 (+1)

CHA 13 (+1)

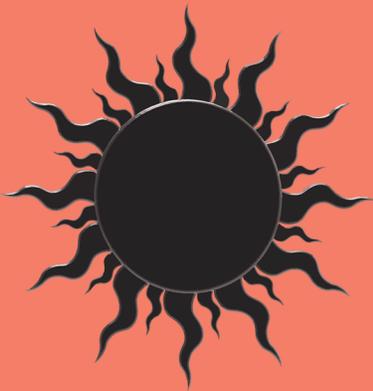
Skills Athletics +6, Perception +3, Survival +3

Senses passive Perception 13

Languages Common, Gith

Challenge 3 (700 XP)

Proficiency Bonus +2



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Combat Leap. As part of its movement and without a running start, a gith can jump up to 20 feet and high jump up to 10 feet. After completing a jump, the gith gains advantage on the next attack with a melee weapon.

ACTIONS

Multiattack. The gith makes two spear attacks.

Spear Attack. Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target
Hit: 7 (1d6+4) piercing damage plus 3 (1d6) points of psychic damage, or 8 (1d8 + 4) piercing damage plus 3 (1d6) points of psychic damage when used with two hands to make a melee attack.

Spellcasting (Psionics). The gith casts one of the following spells, requiring no spell components and using Intelligence as the spell casting ability (spell save DC 13):

At will: *resistance*, *mage hand* (the hand is invisible).
1/day each: *telekinesis*.

REACTION

Retributive Strike. In response to being hit by a melee attack, the gith can make one melee weapon attack against the attacker. A gith can use this ability a number of times equal to its proficiency bonus.

GENIE (JANN)

Janni are a fifth type of genie (see Monster Manual). A jann is born when the soul of a sentient living creature melds with the primordial matter of all the elemental planes. Under rare circumstances an elementally infused soul coalesces into a manifest form and creates a jann.

A jann usually retains no connection to the soul that

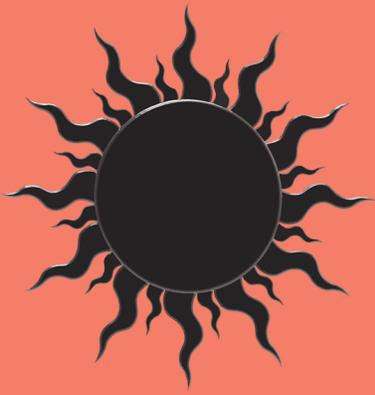
gave it form. That life force is a building block that determines the jann's form and apparent gender, as well as one or two key personality traits. Although they resemble humanoid beings, jann, like all genies, are elemental spirits given physical form. They don't mate with other genies or produce genie offspring, as all new genies are born out of the same mysterious fusion of spirit energy and elemental power. A jann with a stronger connection to its mortal soul might choose to sire a child with a mortal, although such offspring are not common.

Jann are considered the weakest of geniekind. They are formed out of all four elements and limited in how much time they can spend on any single elemental plane.

Janni on Athas

Proud, noble, and haughty, janni are like most other genies, believing in their superiority over non-genies. Those that have come to Xarednay have come at the personal urging of the Quorum who impress upon the janni the importance of the Quorum's work on the devastated world.

The janni in Xarednay enjoy an exalted status, one which they find very fitting their station. Janni enjoy a permanent residence on Athas as they do not have to continually move throughout the elemental planes. Several dozen janni dwell in Xarednay, assisting in the city's bureaucracy as justices and enforcers. A select few have been assigned by the Quorum to oversee the future settlement of a new city.



Monsters & NPCs



JANN

Medium elemental, any alignment

Armor Class: 16 (natural armor)

Hit Points: 110 (13d10+52)

Speed: 30 ft., burrow 15 ft., swim 60 ft., fly 30 ft.

STR 21 (+5)

DEX 16 (+3)

CON 18 (+4)

INT 15 (+2)

WIS 17 (+3)

CHA 18 (+4)

Saving Throws Int +6, Wis +5, Cha +5

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 120 ft., passive Perception 13

Languages Common, Aquan, Auran, Ignan, Terran

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Amphibious. The jann can breathe air and water.

Elemental Demise. If the jann dies, its body dissolves into a flash of fire, a splash of water, a cool breeze, and a puff of dust, leaving behind only equipment the body was wearing or carrying.

Inner Planar Vulnerability. Due to the mingled elemental forces within their body, a jann spending more than 48 hours on a single elemental plane begins to suffer the effects of exhaustion while on that elemental plane. For each hour after the initial 48 hours spent on that inner plane, the jann must succeed a Constitution check (DC 20) or suffer a level of exhaustion.

ACTIONS

Multiattack. Jann make three scimitar attacks.

Scimitar. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit 12 (2d6+5) slashing damage plus 3 (1d6) acid, cold, fire, lightning, or thunder damage (jann's choice).

Spellcasting. A jann's innate spellcasting ability is Charisma. It can innately cast any of the following spells, requiring no material components.

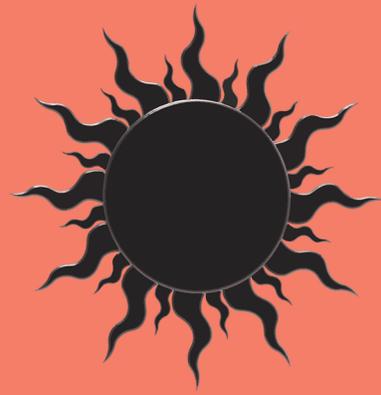
At will: *control flames**, *detect good and evil*, *detect magic*, *gust**, *mold earth**, *shape water**

3/day each: *create food and water*, *enlarge/reduce*, *tongues*

1/day each: *conjure elemental (any)*, *etherealness*, *invisibility*

* - Xanathar's Guide to Everything

Monsters & NPCs



Personalities of the Dragon's Tail Region

THE QUORUM OF XAREDNAY

The four rulers of Xarednay are advanced beings brimming with the purest of elemental power. As mortal clerics, they long ago forsook their original bodies and now exist solely in a form comprised of each's worshipped element.

Clerical Elementals

Elemental clerics who attains the highest levels can choose to pursue a strange and mysterious path that ultimately transforms them into elemental beings of tremendous power. Each member of the Quorum made this irreversible decision and now exists as an immortal elemental.

The people of Xarednay see the Quorum's transformation as the ultimate devotion, not only to the elements, but to the righteous path that will bring elemental balance to all of Athas.

Purposeful and Unswerving

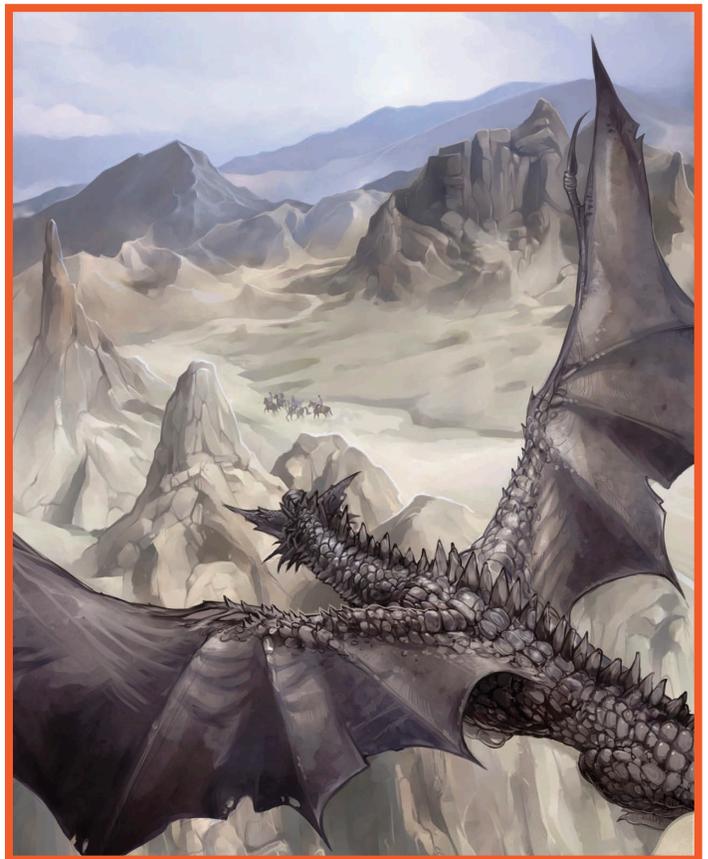
The Quorum has worked in unison for centuries to bring Xarednay to where it is today - a strong, vital city brimming with elemental power and purpose. With plans to expand to a second city and reveal themselves at large to the world, the Quorum appears almost confident in their ability to take on Borys should he attempt an attack on Xarednay. The emboldened Quorum's centuries old slow and steady approach has been giving way to bigger, bolder steps. Whether this acceleration of the Quorum's plans will be to Xarednay's benefit or detriment remains to be seen.

Cooperative

The four members of the Quorum each represent one of the four basic elements. Rather than working in isolation as many Athasian clerics do, the Quorum

united their forces and work together. And in this endeavor they see the end of "false" paraelements and the return of the true paraelements. Silt will give way to ooze. Rain will give way to ice. Sun will give way to smoke.

The Quorum refuse to allow inner planar politics affect their city. When genies of different elements in Xarednay squabble, the Quorum will intervene should enforce a temporary truce so long as the genies remain in their city.

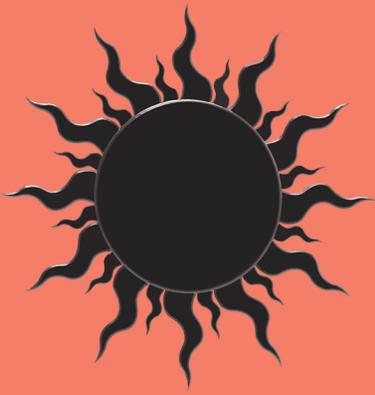


MINARDAGAX THE VIGILANT

Large elemental, lawful neutral

Armor Class: 20 (natural armor)

Hit Points: 270 (20d10 + 160)



Monsters & NPCs

Speed: 30 ft., burrow 30 ft., fly 30 ft.

STR 25 (+8)
DEX 15 (+2)
CON 26 (+8)
INT 23 (+6)
WIS 24 (+7)
CHA 21 (+5)

Savings Throws Con +13, Int +12, Wis +13
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Immunities Poison, Exhaustion, Paralyzed, Petrified, Poisoned, Unconscious
Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 12
Languages Common, Primordial (Terran)
Challenge 16 (15,000 XP)
Proficiency Bonus +6

Earth Glide. Minardagax can burrow through nonmagical, unworked earth and stone. While doing so, the cleric elemental doesn't disturb the material he moves through.

Spellcasting. Minardagax casts the following spells, requiring no Material components and using Wisdom as spellcasting ability (spell save DC 21):

At will: *earth tremor**, *mold earth**
3/day each: *Maximillian's earthen grasp**, *stone shape*, *wall of stone*
2/day each: *conjure elemental* (earth only), *transmute rock**
1/day: *earthquake*, *move earth*

* - Xanathar's Guide to Everything

Legendary Resistance (3/Day). If Minardagax fails a saving throw, he can choose to succeed instead.

Magic Resistance. Minardagax has advantage on saving throws against spells and other magical effects.

Magic Weapons. Minardagax's weapon attacks are magical.

Unusual Nature. Minardagax doesn't need air, food, drink, or sleep.

ACTIONS

Multiattack. Minardagax makes two attacks, using Slam or Rock Launch in any combination.

Slam. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) Bludgeoning damage.

Rock Launch. Ranged Attack Roll: +14 to hit, range 60 ft., one target. *Hit:* 14 (2d6 + 8) Bludgeoning damage. If the target is a Large or smaller creature, it has the Prone condition.

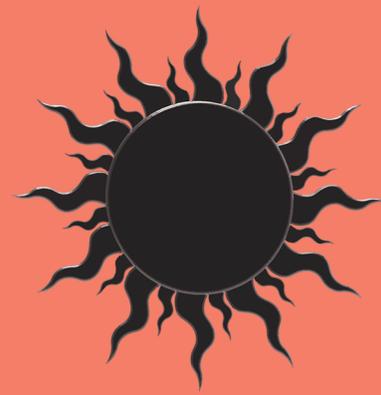
LEGENDARY ACTIONS

Minardagax can take 3 legendary psionically enchanted actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Minardagax regains spent legendary actions at the start of his turn.

Slam. Minardagax makes one Slam attack.
Psychic Step (Costs 2 Actions). Minardagax uses *psychic step* (Minardagax magically teleports to an unoccupied space he can see within 60 feet of himself).
Psychic Scream (Costs 3 Actions). Minardagax casts *psychic scream* (Xanathar's Guide to Everything).

Minardagax the Vigilant is an earth cleric elemental and the founding member of the Quorum. Ages ago as a mortal cleric, he witnessed the creation of the

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Valley of Fire and Dust under Borys's direction, and became determined to end the Dragon as the greatest threat to Athas. Seeing himself as a true rival to Borys, Minardagax has made his chosen elemental form one of a winged granite dragon that grants him flight.

Beyond his hatred for Borus, Minardagax has marked another enemy for death, the silt cleric elemental Credux. The earth cleric elemental has employed numerous schemes over the years to assassinate the "silt heretic." When he is not patrolling regions outside of Xarednay guarding against threats, Minardagax spends his days planning the founding of Xarednay's next city. His designing and planning skills are renowned for being meticulous.



SURUYUN EVER-BURNING

Large elemental, neutral evil

Armor Class: 18

Hit Points: 190 (20d10 + 80)

Speed: 50 ft.

STR 19 (+4)

DEX 24 (+7)

CON 19 (+4)

INT 19 (+4)

WIS 22 (+6)

CHA 25 (+7)

Savings Throws Dex +13, Wis +12

Damage Resistances Bludgeoning, Piercing, and Slashing

Immunities Fire, Poison, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Unconscious

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Primordial (Ignan)

Challenge 16 (15,000 XP)

Proficiency Bonus +6

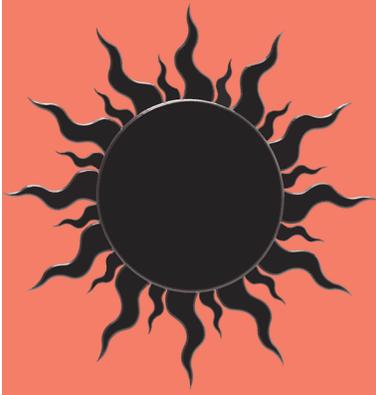
Fire Aura. At the end of each of Suruyun's turns, each creature in a 10-foot emanation originating from her takes 5 (1d10) Fire damage, Creatures and flammable objects in the emanation start burning.

Fire Form. Suruyun can move through a space as narrow as 1 inch wide without expending extra movement to do so, and she can enter a creature's space and stop there. The first time she enters a creature's space on a turn, that creature takes 5 (1d10) fire damage.

Illumination. Suruyun sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Water Susceptibility. Suruyun takes 3 (1d6) Cold damage for every 5 feet she moves in water or for every gallon of water splashed on her.

Spellcasting. Suruyun casts the following spells, requiring no Material components and using Wisdom



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as spellcasting ability (spell save DC 22):

At will: *control flames**, *produce flame*
3/day each: *flame strike*, *pyrotechnics**, *wall of fire*
2/day each: *immolation**, *summon elemental* (fire only)
1/day: *fire storm*, *incendiary cloud*
* - Xanathar's Guide to Everything

Legendary Resistance (3/Day). If Suruyun fails a saving throw, she can choose to succeed instead.

Magic Resistance. Suruyun has advantage on saving throws against spells and other magical effects.

Magic Weapons. Suruyun's weapon attacks are magical.

ACTIONS

Multiattack. Suruyun makes two attacks, using Burn or Flame Blast in any combination.

Burn. Melee Weapon Attack: +10 to hit, reach 5 ft. **Hit:** 14 (3d6+4) fire damage.

Flame Blast. Ranged Spell Attack: +7 to hit, range 100 ft. **Hit:** 35 (10d6) fire damage.

LEGENDARY ACTIONS

Suruyun can take 3 legendary psionically enchanted actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Suruyun regains spent legendary actions at the start of her turn.

Suggestion (Costs 1 Action). Suruyun casts *suggestion*.
Dominate Person (Costs 2 Actions). Suruyun casts *dominate person*.

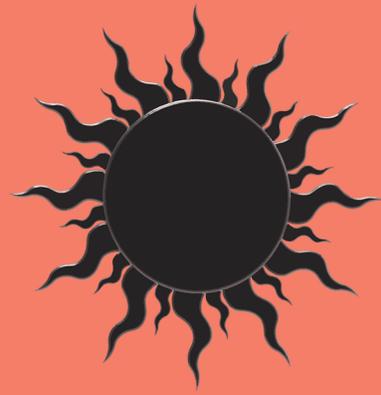
Power Word Stun. (Costs 3 Actions). Suruyun casts

power word stun.

Suruyun Ever-Burning is a fire cleric elemental and one of the original members of the Quorum. Of her ancient past, she was known to be a dwarf of average skill until the Cleansing Wars. Shocked into action by the threat to her people that Rajaat and his champions posed, Suruyun zealously pursued the power of elemental fire until she achieved advanced being status. Over the ages, she has not forgotten Borys nor his original charge as the Butcher of Dwarves. She openly speaks to the Quorum that Xarednay must take the fight to Ur Draxa and lay waste to the Dragon and his abominable city. She also believes that Xarednay is more than ready for the fight.

Suruyun has served as the Lord General in charge of Xarednay's ground forces for centuries. As the city's defender, she is ever eager to learn of news abroad that might threaten her beloved Xarednay. Suruyun's form is one of a large, writhing, and twisting column of flame, although she often alters her fiery form to appear like an azer when speaking to non-elementals.

Monsters & NPCs



VESMIX THE DELUGE

Large elemental, chaotic good

Armor Class: 19

Hit Points: 230 (20d10 + 120)

Speed: 50 ft., swim 30 ft.

STR 21 (+5)

DEX 22 (+6)

CON 22 (+6)

INT 14 (+3)

WIS 24 (+7)

CHA 19 (+4)

Savings Throws Str +11, Con +12

Resistances Acid, Fire

Immunities Poison, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious
Senses Darkvision 60 ft., passive Perception 12
Languages Common, Primordial (Aquan)
Challenge 16 (15,000 XP)
Proficiency Bonus +6

Water Form. Vesmix can enter an enemy's space and stop there. She can move through a space as narrow as 1 inch wide without spending an extra movement point to do so.

Freeze. If Vesmix takes cold damage, her speed decreases by 20 feet until the end of her next turn.

Spellcasting. Vesmix casts the following spells, requiring no Material components and using Wisdom as spellcasting ability (spell save DC 23):

At will: *create or destroy water, shape water**

3/day each: *tidal wave**, *wall of water**, *watery sphere**

2/day each: *control water, conjure elemental* (water only)

1/day: *tsunami*

* - Xanathar's Guide to Everything

Legendary Resistance (3/Day). If Vesmix fails a saving throw, she can choose to succeed instead.

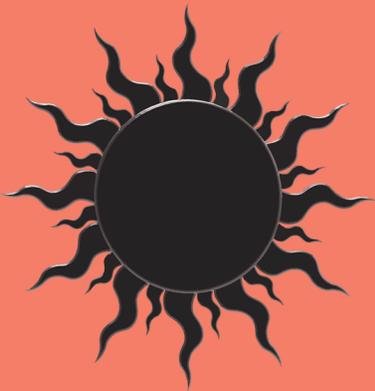
Magic Resistance. Vesmix has advantage on saving throws against spells and other magical effects.

Magic Weapons. Vesmix's weapon attacks are magical.

ACTIONS

Multiattack. Vesmix makes two slam attacks.

Slam. Melee Attack Roll: +11, reach 5 ft. **Hit:** 21 (3d8 + 8) Bludgeoning damage. If the target is a Medium



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or smaller creature, it has the Prone condition.

Whelm (Recharge 4-6). *Strength Saving Throw:* DC 19; each creature in Vesmix's space. *Failure:* 23 (4d8+5) Bludgeoning damage. If the target is a large or smaller creature, it has the Grappled condition (escape DC 14). Until the grapple ends, the target has the restrained condition, is suffocating unless it can breathe water, and take 9 (2d8) Bludgeoning damage at the start of each of Vesmix's turns. Vesmix can grapple one Large creature or up to two Medium or smaller creatures at a time with Whelm. As an action, a creature within 5 feet of Vesmix can pull a creature out of the cleric elemental by succeeding on a DC 14 Strength (Athletics) check. *Success:* Half damage only.

LEGENDARY ACTIONS

Vesmix can take 3 legendary psionically enchanted actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Minardagax regains spent legendary actions at the start of her turn.

Mind Spike (Costs 1 Action). Vesmix casts *mind spike*.

Mental Prison (Costs 2 Actions). Vesmix casts *mental prison* (Xanathar's Guide to Everything).

Power Word Pain. (Costs 3 Actions). Vesmix casts *power word pain* (Xanathar's Guide to Everything).

Back at the end of the Green Age, Vesmix was a fisherfolk from the port city of Kybe. She decided to worship the element water after seeing the quick destruction of her beloved ocean and understanding that water was the only way life could possibly continue in this harsh world. Upon achieving advanced being status, she chose to appear in the shape of a wave as a reminder of what Athas lost when it lost its oceans.

Vesmix is tasked with ensuring that life giving water is provided to all who dwell in Xarednay as well as to the farms that lie outside the city. She is patient but the sight of a parched Athas that will likely remain parched for untold eons to come only doubles her resolve to continue the Quorum's mission of bringing elemental balance to the world. Vesmix despises defilers and would hunt them continually throughout Athas if she did not fear that by doing so she would also be risk exposing Xarednay to greater dangers.



QILMAR THE FLOWING

Large elemental, chaotic neutral

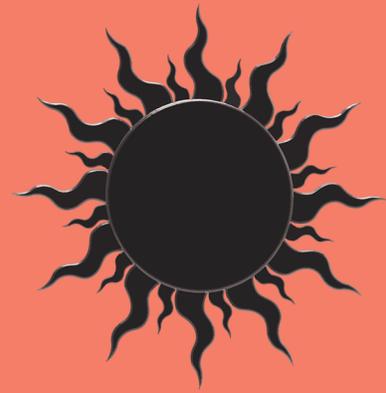
Armor Class: 201

Hit Points: 210 (20d10 + 100)

Speed: 20 ft., fly 90 ft.

STR 20 (+5)

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DEX 23 (+6)
CON 20 (+5)
INT 19 (+4)
WIS 21 (+5)
CHA 17 (+3)

Savings Throws Dex +12, Wis +11

Resistances Bludgeoning, Lightning, Piercing, and Slashing

Immunities Poison, Thunder, Exhaustion, Grappled, Paralyzed, Petrified, Poisoned, Prone, Restrained, Unconscious

Senses Darkvision 60 ft., passive Perception 12

Languages Common, Primordial (Auran)

Challenge 16 (15,000 XP)

Proficiency Bonus +6

Air Form. Qilmar can enter a creature's space and move through a space as narrow as 1 inch wide without expending extra movement to do so.

Spellcasting. Qilmar's spellcasting ability is Wisdom (spell save DC 19, +11 to hit with spell attacks). Qilmar can innately cast the following spells, requiring no material components:

At will: *gust**, *skywrite**

3/day each: *dust devil**, *wall of stone*, *warding wind**

2/day each: *conjure elemental* (air only), *control winds**

1/day: *whirlwind**

* - [Xanathar's Guide to Everything](#)

Legendary Resistance (3/Day). If Qilmar fails a saving throw, he can choose to succeed instead.

Magic Resistance. Qilmar has advantage on saving throws against spells and other magical effects.

Magic Weapons. Qilmar's weapon attacks are magical.

ACTIONS

Multiattack. Qilmar makes two Thunderous Slam attacks.

Slam. Melee Attack Roll: +11 to hit, reach 10 ft. **Hit:** 18 (3d8+5) Thunder damage.

Whirlwind (Recharge 4-6). Strength Saving Throw: DC 19; one Medium or smaller creature in Qilmar's space. **Failure:** 23 (4d8+5) Thunder damage, and the target is pushed up to 20 feet straight away from the elemental and has the Prone condition. **Success:** Half damage only.

LEGENDARY ACTIONS

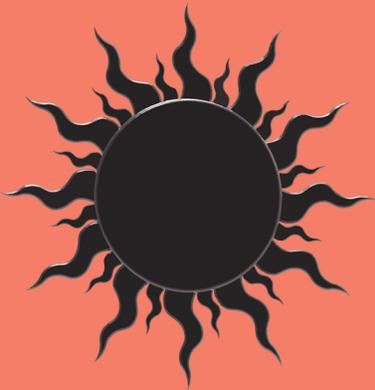
Qilmar can take 3 legendary psionically enchanted actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Minardagax regains spent legendary actions at the start of his turn.

Shatter (Costs 1 Action). Qilmar casts *shatter*.

Telekinesis (Costs 2 Actions). Qilmar casts *telekinesis*.

Befuddlement. (Costs 3 Actions). Qilmar casts *befuddlement*.

Qilmar is the Quorum's cleric elemental of air. In charge of the air defenses over Xarednay, Qilmar dwells high in Shieldmount overseeing his archers and air elemental troops. He is said to be ever on the move and does not remain in one place, instead flowing like a continual wind in and about Shieldmount. Before his elemental transformation, Qilmar was a human from the Tyr Region, hailing from the city of Kurn. He left long before Oronis had become an avangion, a fact that the Quorum has recently learned through the surveillance done by the Pale Web.



Monsters & NPCs

Other Personalities of the Dragon's Tail Region



CHA'TIK

Medium monstrosity (thri-trin), chaotic evil

Armor Class: 17
Hit Points: 142 (19d8+57)
Speed: 40 ft.

STR 18 (+4)
DEX 18 (+4)
CON 16 (+3)
INT 10 (+0)
WIS 15 (+2)
CHA 11 (+0)

Savings Throws Str +7, Dex +7, Wis +5
Skills Acrobatics +7, Athletics +7, Perception +5
Condition Immunities frightened
Senses passive Perception 15, darkvision 60 ft.
Languages Common, Thri-kreen, telepathy 60 ft.
Challenge 5 (1,800 XP)
Proficiency Bonus +3

Indomitable (1/day). Cha'Tik can reroll a saving throw that she fails. If she does, she must use the new roll.

ACTIONS

Multiattack. Cha'Tik makes two Gythka attacks, two Chatkcha attacks, or four Psychic Bolt attacks.

Gythka. Melee Weapon Attack: +7 to hit (with advantage if she is missing any hit points), reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Chatkcha. Ranged Weapon Attack: +7 to hit (with advantage if she is missing any hit points), range 30/120 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Psychic Bolt. Ranged Spell Attack. +7 to hit, range 60 ft., one creature. *Hit:* 5 (1d6+2) psychic damage.

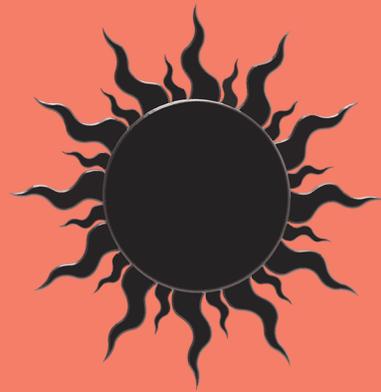
BONUS ACTIONS

Leap. Cha'Tik leaps up to 40 feet in any direction, provided her speed isn't 0.

REACTIONS

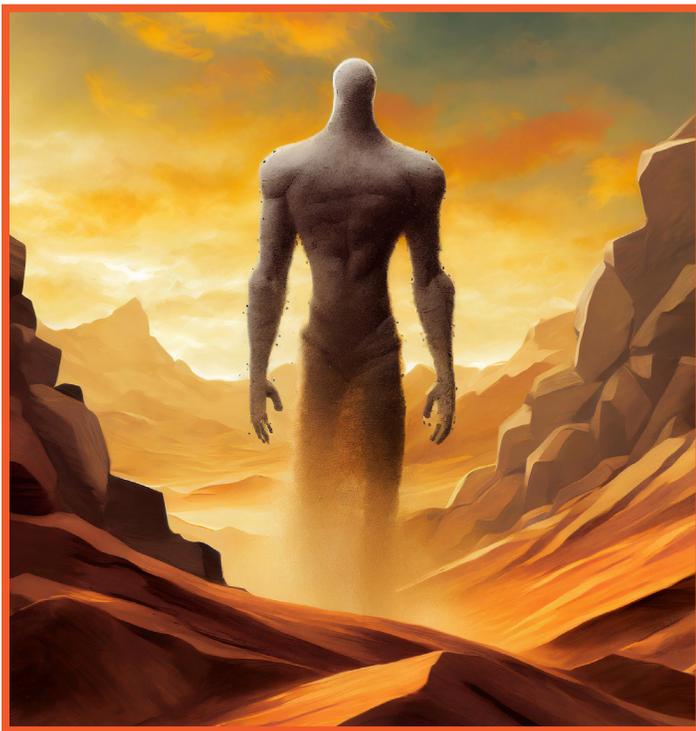
Chameleon Carapace. As an action, Cha'Tik can change the color of her carapace to match the color and texture of her surroundings, providing her with advantage on Dexterity (Stealth) checks made to hide in those surroundings.

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Leap. ChaTik leaps up to 20 feet in any direction, provided her speed isn't 0.

Parry. ChaTik adds 3 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.



CREDUX

Large elemental (human), neutral evil

Armor Class: 18

Hit Points: 230 (20d10+120)

Speed: 30 ft.

STR 24 (+7)

DEX 10 (+0)

CON 23 (+6)

INT 20 (+5)

WIS 20 (+5)

CHA 16 (+3)

Saving Throws Dex +6, Con +11, Wis +10
Languages Common, Low Draxan, Primordial (Aquan, Terran).

Immunities: Poison, Exhaustion, Frightened, Grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses Darkvision 120 ft., Tremorsense 120 ft., 120 ft., passive Perception 10

Challenge 14 (11,500 XP)

Stinging Silt. Any creature that starts its turn within 10 feet of Credux must succeed on a DC 21 Constitution saving throw or be blinded until the start of the creature's next turn.

Spellcasting. Credux's spellcasting ability is Wisdom (spell save DC 18, +12 to hit with spell attacks) . Credux can innately cast the following spells, requiring no material components:

At will: *dust devil**, *earth tremor**, *mold earth**

3/day each: *erupting earth**, *Maximillian's earthen grasp**, *wall of sand**

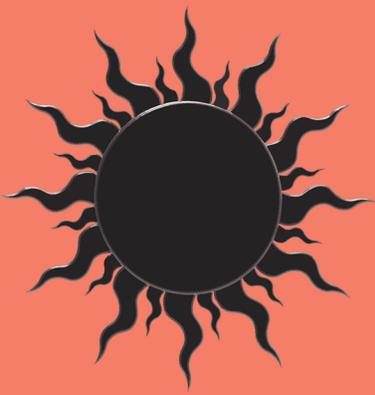
* - Xanathar's Guide to Everything

Legendary Resistance (3/Day). If Credux fails a saving throw, he can choose to succeed instead.

Magic Resistance. Credux has advantage on saving throws against spells and other magical effects.

Magic Weapons. Credux's weapon attacks are magical.

Regeneration. Credux regains 20 hit points at the start of his turn. If he takes water damage, this trait doesn't function at the start of his next turn. Credux dies only if he starts his turn with 0 hit points and doesn't regenerate.



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Silt Glide. Credux can walk on silt or swim through silt. While doing so, he doesn't disturb the material he moves on or through.

ACTIONS

Multiattack. Credux makes two silt slam attacks.

Silt Slam. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. Hit: 21 (4d6 + 7) bludgeoning damage.

Whelm (Recharge 4-6). Each creature in Credux's space must make a DC 18 Strength saving throw. On a failure, a target takes 15 (2d8 + 6) bludgeoning damage. If it is Medium or smaller, it is also grappled (escape DC 18). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe silt. If the saving throw is successful, the target is pushed out of the Credux's space.

Credux can grapple one Medium or two smaller creatures at one time with this ability. At the start of each of Credux's turns, each grappled target takes 15 (2d8 + 6) bludgeoning damage. As an action, a creature within 5 feet of the Credux can pull a creature or an object out of it by succeeding on a DC 18 Strength check.



VIXUR NEMED

Medium undead (human kaisharga), chaotic evil

Armor Class: 17 (natural armor)

Hit Points: 165 (22d8 + 66)

Speed: 30 ft.

STR 11 (+0)

DEX 18 (+4)

CON 16 (+3)

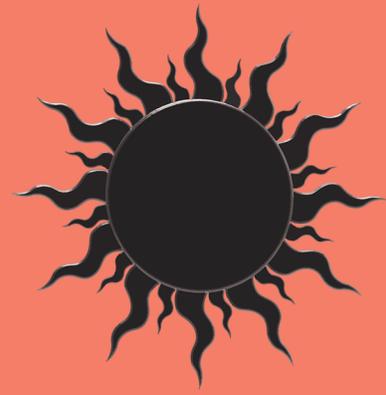
INT 19 (+4)

WIS 14 (+2)

CHA 12 (+1)

Savings Throws Int +9, Wis +7

Monsters & NPCs



Skills Arcana +14, Perception +7
Damage Resistances necrotic, psychic
Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses truesight 120 ft., passive Perception 17
Languages Common, telepathy 60 ft.
Challenge 18 (20,000 XP)
Proficiency Bonus +5

Legendary Resistance (3/Day). If Vixur fails a saving throw, she can choose to succeed instead.

Unusual Nature. Vixur doesn't need air, food, drink, or sleep.

ACTIONS

Paralyzing Touch. *Melee Spell Attack:* + 12 to hit, reach 5 ft., one creature. *Hit:* 10 (3d6) cold damage. The target must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Psychic Whisper. Vixur targets one creature she can see within 120 feet of herself. The target must succeed on a DC 17 Wisdom saving throw or take 25 (6d6 + 4) psychic damage and be stunned until the end of her next turn as incomprehensible whispers fill the target's mind.

Spellcasting. The lich casts any of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):

At will: *detect magic, mage hand, minor image*
2/day each: *blight, dispel magic, lightning bolt, mirror image*

1/day each: *arcane eye, dimension door, disintegrate, negative energy flood**

* - Xanathar's Guide to Everything

LEGENDARY ACTIONS

Vixur can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Vixur regains spent legendary actions at the start of her turn.

Cantrip Costs 1 Action. Vixur casts a cantrip. Her list includes, *acid splash, chill touch, fire bolt, poison spray, ray of frost, and thunderclap.*

Paralyzing Touch (Costs 2 Actions). Vixur uses her Paralyzing Touch.

Psychic Whisper (Costs 2 Actions). Vixur uses her Psychic Whisper.

Defiling Aura (Costs 3 Actions). All plants within 20 feet of Vixur turn to ash. Each creature within 20 feet of Vixur must make a DC 18 Constitution saving throw against this magic, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one. Vixur regains 5 (1d10) hit points for each creature that fails the saving throw.

Chapter 8: New Magic Item

THE PUNCHGATE

Wondrous Item, Legendary (Requires attunement by an arcane spellcaster)

The Punchgate is a portal crafted by Vixur to pierce the barrier sealing off Athas from the Astral Sea and permit the scrying of and travel to far away Wildspace systems.

You can use an action to see and hear a particular location on a world in another Wildspace system you choose. The viewing surface is the entirety of the Punchgate's doorway, an oval area 20 feet in diameter at the longest point. The Punchgate creates an invisible sensor at the location that you can see and hear through as if you were there. The sensor moves at your direction with a movement rate of 40. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist. The sensor lasts up to 10 minutes.

You can use an action to cast the *detect thoughts* spell (save DC 20) while scrying with the Punchgate, targeting creatures visible to you within 30 feet of the spell's sensor. This use does not require you to concentrate on the *detect thoughts* to maintain it during its duration, but it ends if you stop scrying.

You can use an action to enter the Punchgate. Travel through the Punchgate is possible only by moving through its front. Anything that does so is instantly transported to the viewed location, appearing in the nearest unoccupied space of the viewed area. Transport is one way.

The Punchgate is sentient. It speaks common and can communicate telepathically with any character within 20 feet of it. It has hearing and darkvision out to 30 feet. The Punchgate is utterly loyal to Vixur, seeking to fulfill her deepest desire to leave Athas.

If it chooses, the Punchgate can attune itself to up to 8 individuals that pass through its doorway. At any time up to 10 days after the gate attunes itself to an individual, it can return that individual back to Athas so long as that individual is still within the Wildspace system that it originally travelled to. A returned being is instantly transported to the unoccupied space nearest the Punchgate.

Vixur designed the Punchgate with a failsafe to prevent its use by anyone other than herself. Should she be destroyed or travel through the Punchgate to another Wildspace system, the Punchgate disjoins, becoming a nonmagical doorway. Vixur does not disclose this fact to any she allies with, and she may mislead allies by promising them ownership of the gate once she has traveled through it. This failsafe also helps ensure that knowledge of defiling stays on Athas and does not threaten other worlds.

