A 2nd Edition AD&D Dark⋅Sun™ Adventure

Dark Sun

**In Kalak's Shadow**

By Daniel Bandera It is free year 12. In the city-state of Tyr, an evil has been growing in the shadows and is ready to emerge to threaten the freedom of the city. A ravenous murderer stalks the Warrens. Many templars and citizens claim Kalak has returned and call for his open worship by all. The free wizards of Tyr work to convert Kalak's ziggurat into a positive source of light to remove the shadows of evil that linger in the city. A band of heroes must unravel the message from a mysterious woman who pleads for help. If they are too late, a dark shadow will fall across the city and a sorcerer-king will again sit on the throne of Tyr.

**In Kalak's Shadow**

 This adventure takes place in the city-state of Tyr. It is for 3-5 characters of 6th to 8th level. The adventure uses many NPCs and locations described in the accessories **City-State of Tyr** and **Dune Trader**. Though possession of these accessories is not necessary for this adventure, it will help to add background and description to the adventure. There are maps of the city of Tyr in the first box set, the second box set, and the **City-State of Tyr**. The adventure begins assuming the characters are residents of Tyr and that the party has a contact in authority. If they are acquainted with Sadira, Rikus, and the city council so much the better, though this is not necessary.

**Adventure Synopsis**

 The party is asked to investigate a series of disappearances that have occurred in the Merchant District. Most of the disappearances occurred near the Warrens, and the investigation leads into this lawless section of the city. The characters learn of more disappearances in the Warrens. It looks as if someone or something is hunting in the Warrens and surrounding area, and possible thri-kreen are to blame. During their investigation, the party uncovers an attempt to sabotage the pyramid project of the free wizards and can stop the attack. After investigating, the party discovers a tigone is responsible for the attacks.

 One of the characters purchases a ceramic vase with a cryptic message and a plea for help. The vase contains a diagram that leads the party to an entrance into Under-Tyr, and into the lair of a group of fanatical templars who worship “Kalak's ghost.” Some of the followers flee and the party must track them down. Over the next week the party helps the guards to track down the suspects. One of the followers' leaders has fled the city and the party is asked to track him down. He flees to Altaruk.

 When the party returns to Tyr, they find the city in turmoil. Thaxos Vordon has made his bid to seize the throne. Vordon soldiers spread throughout the city, capturing nobles, the city council, and high ranking templars. However, "Kalak" reappears over the city, and seizes control of the city after killing Thaxos and taking control of his soldiers. The Veiled Alliance is held in temporal status and the free wizards are charmed by Kalak. The party and members of the School of Thought must work to free Tyr from the second reign of Kalak.

**Background**

 When Sadira visited the Pristine Tower, she received great power from the shadow people so that she could kill Borys and thus free Rajaat. When Rajaat was freed, Sadira used her magic to help trap him again. There are consequences to this action that Sadira had not realized. The shadow people plan to take their revenge by driving Sadira mad. Their leader, Djorn, has slowly taken possession of her body, while forcing her mind out. Once she is in this imbalanced state she will be very unpredictable, and Djorn hope to manipulate her into weakening the bonds on Rajaat's prison.

 As Sadira began to have memory lapses and acts of madness, she realized something was happening to her. As the mental battle between Sadira and Djorn intensified, she realized that she could not win this battle. She decided to take steps to ensure that her spirit would not be sent to the Gray when forced from her body. Using her arcane powers she prepared a vase to hold her soul.

 As her madness became more pronounced, she began to wander around the city. She discovered Yalther and his fellow Loyalists. She secretly attended one of their ceremonies and witnessed Kalak's “appearance.” Her deluded mind became convinced that she was Kalak, and began to make preparations for her triumphant return. Two days later, she appeared to the Loyalists and announced her return as Kalak, taking the dragon form she had last seen him in. The Loyalists were easily convinced and became her first worshippers. She would visit the Loyalists on a regular basis and show off her power. In response, the Loyalists began making sacrifices to her by throwing captives into a pit of tigones. Sadira in one of her last lucid moments carved a message into the vase containing her soul, and left it to be found near the tunnel's entrance. An ex-slave found it and sold the vase to the merchant the characters later purchase it from.

 Before the adventure begins, one of the tigones escapes from the pit into the Warrens, where over the course of a month it kills many people.

**Part 1:** **Tigone Terror**

**A. Hired**

 The adventure begins when the party is approached by someone in authority in the city that the characters know. It could be a templar, one of the city council, including Sadira or Rikus, a merchant, including Thaxos Vordon, though if so the party should not be a part of the Vordon plot, or a noble. The DM should adjust who the patron is based on what has happened in his campaign previously. This encounter should seem like a friend asking for a favor rather than offering the characters employment. Here it is assumed Lithacus, a templar in the security department, is used. If the party does have a contact higher up, the DM may still want to use Lithacus as a go-between with their contact asking them to report their findings to Lithacus. This way the characters cannot ask advice of or support from high level NPCs like Sadira and Rikus.

 Lithacus invites the characters to dinner at the Sandstone Inn. Over dinner, he asks the party to look into the disappearance of a man. Korth, an artisan, left a business meeting late the night before heading for home, but he never made it. A scene of violence was discovered in the merchant quarter where it borders with the ziggurat. There was drops of splattered blood on the wall, and the artisan’s money pouch and one of his shoes were the only objects found at the scene. This is the second such disappearance in two days. Lithacus believes that a thri-kreen is hunting people in the city and wants the party to track down this thri-kreen and deal with it. (Note: If one or more of the characters is thri-kreen, Lithacus will still hire the group, as he hopes the thri-kreen PC will be able to offer advice on thri-kreen behavior.)

 Lithacus offers the characters 200 cp for evidence of which thri-kreen is behind the attacks, and another 250 cp if the characters capture the thri-kreen and bring it in for trial. To make progress reports and to learn of any new victims, the party can contact Lithacus at the Bureau of Defense in the Templar District on the southern side of the city. Lithacus lets on that the reason he is hiring the party is that the Department of Defense is very busy on something big, but he will not go into specifies.

 The Department of Defense is in charge of security for the ziggurat project. Lithacus's superiors are concerned that an attack will be made on the ziggurat to prevent the project from being finished. Lithacus is busy trying to uncover any such plots. The characters may have heard many rumors about the project the preservers are working on, but no one really knows what it is.

 **Lithacus, 7th level templar:** THAC0 16; Dmg by weapon; AC 7; hp 30; MV 12; SA nil; SD nil; MR nil; SZ M; AL LN (E); ML 11; MAC 6; Equipment: leather armor, iron long sword (1d8 / 1d12)

**B. The investigation begins**

 This section of the adventure is wide open, allowing the party to proceed as they wish. Every 1d3-1 days another disappearance is reported in either the Warrens or the areas bordering on the Warrens. The disappearances may occur more often, but for one reason or another not all of them are reported to the authorities. The attacks occur in the section of the Warrens south of the Elven River, west to the Bard's Quarter, east to the Merchant District, and south to Shadow Square area. No bodies are found at the scene or discovered later. Only the signs of a struggle can be found, a dropped article of the victim's clothing, occasionally valuables, and blood in various amounts. There are no witnesses to any of the attacks and no one admits to hearing anything.

 The first scene: Korth was traveling home from the House Shom emporium, where he was negotiating a deal to sell his leather goods. He was attacked near an alley that connects the Merchant District with the Warrens. If the party searches the scene they see no clues as to Korth's fate. While searching the alley, the party suddenly spots a figure watching them from the far end of the alley. The figure, standing up against one of the buildings, is that of an old mul. If approached, he introduces himself as Jagro. Jagro is sociable with the characters, until they ask him about the attack, or say they work for the government. Jagro responds to questions about the attack with contempt, saying now that one of the fat rich merchants was killed the city takes notice and sends a powerful group to investigate but no one was sent to investigate all of the disappearing poor folk. Jagro has nothing but contempt for the city government who he believes serves only the rich people of the city, and he will say so on many occasions.

 From Jagro the characters can learn of the many disappearances in the Warrens over the past month, as long as the party treat it as a friendly conversation. If the party becomes confrontational or tries to interrogate Jagro, he shuts up and tries to leave, wanting nothing to do with the characters. If asked, Jagro can tell the party about the first three attacks and will lead the party to either the place of the attack or the missing person's family.

**C. The victims**

 (Role playing note on the victims: Most of the families of the victims know nothing useful to the characters' investigation, however that does not mean they will tell the characters this right a way. These people morn for their lost loved ones, and when the party comes around asking about their loved ones, they will become very emotional. They will want to talk more about how that person lived, tell amusing stories about their lives together, and remember the missing person's good characteristics, rather than discussing the events surrounding their disappearance. It should take the party days to interview all these people to find out that they know next to nothing of use to the investigation. However, compassion is a very rare thing on Athas, and if the party shows some to the families of the victims word will spread. The DM may then have witnesses come forward, who would not have does so otherwise, and give the characters information to get them on the right track.)

 1. Emila, a half-elven middle-aged woman, who worked as a barmaid in one of the taverns, was attacked on her way home from work. Her husband knows nothing about her disappearance, though he acts kindly to the characters and offers to help.

 2. Zitler, a teen-age human boy who disappeared from his family's house early one morning. His parents know about the disappearance of Elisus and Marlath, numbers 4 and 6 below.

 3. Calterus, a destitute former human gladiator, who lost a leg in the arena. He was being taken care of by his former fighting partner, Kira, a female mul. Kira knew Solod, #5, and has learned of the disappearance of numbers 6 through 9. These families came to her since the disappearance of their loved one and asked for her protection. Kira tries to look after these families but her grief over the loss of Calterus is threatening to overwhelm her. If the party presses her during questioning, she will finally break down and the tears that she has held back since the news of Calterus's disappearance will flow.

 4. Elisus, an elderly man, who often wandered away from his daughter's house. One night he wandered off and was never seen again. His daughter and her husband searched for him but only found some of his shredded clothing.

 5. Solod, a fat man who at one time had made a living as a tailor. However, he could not resist games of chance, and he gambled away his business and savings. He became a homeless drunk who wandered the Warrens, sleeping wherever he could. The gladiator, Kira, looked after him and gave him food on occasion. One day Kira went to bring him some breakfast, but could not find him, and later discovered blood and torn clothing in the ruined building he had been sleeping in.

 6. A young girl of 9, Marlath, disappeared from behind her parents' shack. Her parents heard nothing during the attack. Her father is very angry and will refuse to help the party in any way, chasing them from his house if asked about the disappearance of his daughter.

 7. Frithus, a small young man, disappeared on his way home from a tavern after a long night of drinking. His wife and children have not seen him in days. They have no means of supporting themselves and have resorted to begging. Frithus visited Hurlas, #11 below, and his wife knew this. A week before Frithus disappeared Hurlas disappeared, and Frithus was very upset. His wife will only revel this if the party has won her trust.

 8. Barlicus, a young man of 18, who lived with and looked after his mother and young sister. Though he was very sick he still went to work every day in the brickyards to earn money for his family. One night he never came home from work.

 Barlicus had almost reached home the night he was attacked. One of his neighbors, Yolanda a young girl who is a friend of Barlicus's sister, heard the attack. On the slight chance that the party questions her she says that she was awaken in the night by Barlicus's short scream. She then heard a growl and a sickening crunching sound, and then the sounds of something dragging Barlicus away. Yolanda is very scared that the monster will come back and get her, especially if she talks about the monster. The party will have to be very kind and friendly to her and promise to protect her from the monster in order to learn her story.

 9. Zanorat, a merchant of fifty years old. He was attacked one night when he had stayed late at his shop in Shadow Square to straighten up. His widow is now supported by her two sons. They are very protective of their mother and will try to stop the party from talking to her. The characters will have to be very convincing to get past the brothers. If the party can talk to her, the only thing she tell them of use is about # 10, Eliza below.

 One of the brothers knows the elven warrior, Hansanertor (see below), and will suggest the party talk to him if convinced the party is truly capable of finding the killer.

 10. Eliza, a poor young half-elven woman of 20. She lived alone, and kept a pet lizard. One night it disappeared, and she went out looking for it and never returned.

 11. Hurlas, a female human prostitute. Her friends in the same profession noticed her missing one night and have not been able to find her. The small shack where she lived is empty but showed signs of a great struggle. One of her neighbors, a teenage mul boy named Joelis is very willing to help the party find who is responsible. If the party are asking around about Hurlas he will approach them and offer his help. If the party suggest they believe the murderer is a thri-kreen or anything else they may believe at this point, Joelis will claim to have witnessed the attack. One night he was awakened by Hurlas's scream, and looked outside to see a thri-kreen dragging her away. Unfortunately for the characters, Joelis is making up whatever information he gives them. He was infatuated with Hurlas, and wishes to see her murderer killed, but he knows nothing of the attack. He will simple support whatever idea the party puts forward.

 12. Shanlitira, an elven child of six, she disappeared one night from the Elven Market, when her parents were conducting the sale of contraband late one night.

**D. Thri-Kreen advice**

 Most of the above victims were young, old, or sick. If the party present the list of victims and ask a thri-kreen about hunting such prey, it will respond that only larvae would hunt such prey. Adult thri-kreen hunt more formidable prey as suits their stalking skills. Any thri-kreen accused of their murders will take it as an insult to their hunting ability and become belligerent to the characters.

**E. Elven vengeance - Hansanertor**

 During their investigation, the characters will very likely meet this elf. Hansanertor has been looking into the disappearance of Shanlitira, the elven child. He is a thri-kreen slayer, and believes thri-kreen are responsible for the disappearances, though as of yet he has no proof. Hansanertor will agree to help the party in their investigation, however he firmly believes a thri-kreen is the culprit, and any information that is uncovered he will shade by this believe.

 **Hansanertor, 10th /10th level Fighter/Psionicist:** (Thri-kreen slayer) THAC0 10 (6 vs thri-kreen); Dmg by weapon + 2; AC 1; hp 60; MV 12; SA +1 to hit with long sword and bow; SD nil; MR nil; SZ M; AL CN; ML 13 (19 when fighting thri-kreen); MAC 7; MTHAC0: 11; PSP 90; Psionic Summary: Psychokinetic – Sciences: Telekinesis, Detonate, disintegrate; Devotions: Control light, levitation, molecular agitation, ballistic attack, inertial barrier, control wind, soften, control flames; PSYCHOMETABOLISM – Sciences: Life draining, energy containment; Devotions: Adrenaline control, reduction, body equilibrium, chemical simulation, magnify; PSYCHOPORTATION – Devotions: Phase, dimension walk; Att/ Def : All/ All;

Str 18, Dex 19, Con 15, Int 16, Wis 15, Chr 13. Special: +4 to hit, +2 damage versus thri-kreen. Fight with two weapons.

Equipment: thri-kreen shell armor (AC 5), bone long sword (-1, -1) 1d8/ 1d12, long bow, 12 bone tipped sheaf arrows (-1, -1) 1d8/ 1d8, obsidian gythka (-2, -1) 2d4/ 1d10, iron dagger 1d4/ 1d3.

**F. The Hungry, Hungry Halfling** (Described in the **City-State of Try**)

 The inn caters to thri-kreen, halflings, and other cannibalistic races. The party may believe a trip to the Hungry, Hungry Halfling Inn may turn up something. They could believe the disappearance are caused by the owners, Tar and K'kikrik. After all they do have such unsavory dishes as fresh elven stew and dwarf fingers. The party could also believe the murderer may frequent the Hungry, Hungry Halfling.

 If the characters start asking questions about the disappearances in the inn, or put it under surveillance, they will be confronted by the owners, K'kikrik, a 7th level thri-kreen fighter, and Tar a 8th level halfling rogue. They may be joined by some of their thri-kreen customers as well. They will deny any wrong doing and threaten the party with violence if they do not leave the inn alone. If provoked the group will attack, but not to kill the party. Also, if the fight is during the day, a patrol of soldiers will arrive and try to restore order.

 **Typical thri-kreen customer:** THAC0 13; Dmg 1d4 x4/ 1d4+1+poison or by weapon; AC 5; HD 6+3; hp 35; MV 18; SA poison; SD missile dodge; MR nil; SZ L; AL CN; ML 17; MAC 7; Equipment: Only 30% of the customers will be armed. Typical thri-kreen weapons: chatkcha 1d6+2/ 1d4+1, gythka 2d4/ 1d10, zerka 2d4/ 1d10.

 **Soldiers, 3rd level fighters**, THAC0 18; Dmg by weapon; AC 7; hp 15; MV 12; SA nil; SD nil; MR nil; SZ M; AL N; ML 12; MAC 8; Equipment: bone short sword (-1, -1) 1d6/ 1d8, obsidian long swords (-2, -1) 1d8/ 1d12, or bone spears (-1, -1) 1d6/ 1d8.

 If the party continues to inquire about thri-kreen as the possible attacker, they will be stalked by a group of four thri-kreen. These thri-kreen take the characters accusations as an insult. They will attack lone party members and follow groups of characters around and hurl threats at them. The seriousness of their attacks will increase, from a mere beating to live-threatening depending on how persistent the party is in blaming thri-kreen for the disappearances.

**G. The Clues**

 If the party returns to Marlath’s parents and has shown kindness to them, Marlath’s mother will show the characters something. It is a shoe. The shoe was worn by Marlath the night she was attacked, and is the only thing her parents found of her. If the party uses *object reading* on it, they can see Marlath’s last moments through her eyes. The only thing they see is a blur of green and black.

 If the party was kind to Zanorat’s widow, on day four of the investigation one of Zanorat’s old friends, Procar, approaches the characters with a problem. A rotten smell is emanating from an abandon home behind Procar’s own. He is an old man, and fears what he may find in the abandon building. If the party searches the abandon building, they discover a mutilated body. The body is beyond recognition. A thorough search of the area uncovers many green and black hairs, as well as droppings of some creature. It becomes clear that the attacker used this house as a den. The characters should be able to determine what the attacker is. By consulting a tigone handler (there are some out of work handlers left over from Kalak's reign), they can determine the best way to set a trap for the beast. The best way is to take an injured erdlu (how it gets injured is up to the characters) and set up an ambush around it. If the tigone hears the erdlus' cries (60% each night), it will investigate. The tigone will first try to watch the area where the erdlu lies for a few rounds to see if any other predators have arrived, then it will pounce on the wounded bird.

 **Tigone:** THAC0 15; Dmg 1d3/ 1d3 / 1d10, back claws 1d4/1d4; AC 6; HD 5+2; hp 30; MV 12; SA psionics; SD psionics; MR nil; SZ M; AL N; ML 9; MAC 7; MTHAC0 15, PSP 100; Psionic Summary: Clairsentience - Sciences: Clairvoyance; Devotions: All-round vision, danger sense, know direction, poison sense, radial navigation. TelepathY – Sciences: Domination; Devotions: Awe, contact, ESP, invincible foes, life detection. Att/ Def : EW, II, MT / TS, TW, MB.

**H. Encounters in the Warrens**

1. Street Gang

 A group of five street punks spot the characters and decide to prey on them. The bullies approach the characters. Blocking their path, the leader demands 30 cp and will not let the characters pass unless paid. If refused the gang will attempt to rough up the characters, however if the party draws weapons the gang will retaliate with their clubs and daggers. Once two or more of the punks are killed or knocked unconscious, the rest flee.

 **4 Street thugs, 2nd level fighter**: THAC0 19; Dmg by weapon; AC 9; hp 11; MV 12; SA nil; SD nil; MR nil; SZ M; AL NE; ML 10; MAC 10; Equipment: club 1d6/ 1d3, bone dagger (-1, -1) 1d4/ 1d3.

 **Street thug champion, 4th level fighter:** THAC0 17; Dmg by weapon+1; AC 9; hp 25; MV 12; SA nil; SD nil; MR nil; SZ M; AL NE; ML 11; MAC 10; Str 16. Equipment: club 1d6/ 1d3, bone dagger (-1, -1) 1d4/ 1d3.

 The survivors retreat to their gang's hideout and tell the rest of the gang of the fight. The entire gang will build itself into an uproar over the attack, and will storm out into the streets searching the Warrens for the characters. If they find the characters the gang will attack to kill them, hurling vile insults at them throughout the combat.

 **8 Street thug, 2nd level fighter:** THAC0 19; Dmg by weapon; AC 9; hp 11; MV 12; SA nil; SD nil; MR nil; SZ M; AL NE; ML 10; MAC 10; Equipment: club 1d6/ 1d3, bone dagger (-1, -1) 1d4/ 1d3.

 **4 Street thug champions, 4th level fighter:** THAC0 17; Dmg by weapon+1; AC 9; hp 26; MV 12; SA nil; SD nil; MR nil; SZ M; AL NE; ML 10; MAC 10; Str 16. Equipment: club 1d6/ 1d3, bone dagger (-1, -1) 1d4/ 1d3, bone battle ax (-1, -1) 1d8/ 1d8.

 **Street thug chief, 6th level fighter:** THAC0 13; Dmg by weapon+3; AC 8; hp 36; MV 12; SA nil; SD nil; MR nil; SZ M; AL NE; ML 12; MAC 10; Str 19, Dex 16. Equipment: club 1d6/ 1d3, bone dagger (-1, -1) 1d4/ 1d3, bone long sword (-1, -1) 1d8/ 1d12.

2. Earth Fanatics

 While passing through the Warrens, the characters hear the faint sounds of crying coming from an alley. If the party investigates they find a young half-elven girl, of perhaps 11 years, curled up in the alley in her night clothes crying. If comforted and asked why she is crying, the girl, Krisandra, claims a giant stole her mom. Krisandra and her mother, Caladia, live in a small one room shack not far from the alley where the party meets Krisandra. Tonight soon after her mother put Krisandra to bed, a half-giant burst in through the door. The half-giant quickly subdued the screaming woman, knocking her unconscious. Throwing the unconscious Caladia, across her shoulder the half-giant left. During the attack, Krisandra hid under the covers and remained frozen with fear. Once the half-giant left with her mother, the fear broke and she hurried after her mother. She followed them to this alley before she realized she could do nothing to free her mother from a half-giant.

 Characters who wish to help Krisandra are told the half-giant went down the alley and turned left. After following the directions down the alley and to the left, the party cannot find any trace of the path the half-giant took. If the characters stop and listen, they can hear voices coming from nearby. If the characters follow the sounds of the voices, they go through an alley to a small courtyard, where the party sees a half-giant along with three others.

 One of those the party sees is Thalgor, a mul priest of the earth. Thalgor was a devout, peaceful follower of the earth, until a little over a year ago, when the day of the Great Earthquake struck. Thalgor was shocked by the destruction caused by the earth spirits, whom he had come to believe cared for and watched over the city. On that day Thalgor’s faith and his sanity were shaken. The numerous after-shocks that have rocked the region have slowly driven him into insanity. His deranged mind has come to believe the earth is angry at the people of Tyr for not paying homage for the protection they have been granted. The earthquakes are the earth spirits grumbling their displeasure at the lack of sacrifices made to them by the people of Tyr. Thalgor has decided to make sacrifices to the earth by burying people alive. He is assisted by three devout followers, two dwarves and a half-giant.

 As the party arrives on the scene, the DM should roll 1d6. On a roll of 1-3, the characters see two dwarves flanking a robed mul standing over a six foot deep pit. The half-giant stands to one side of the pit, and hurls the unconscious Caladia into the pit. On the far side is a pile of loose earth. Unless the party stops him, Thalgor will push the pile of loose earth into the pit covering Caladia. On a roll of 4-6, the characters arrive late. As they arrive, they witness Thalgor pushing the pile of earth into the pit burying Caladia. If Caladia is burying, she will die in three rounds. Unless the party has magical means of digging her out, she will die. Either way, Thalgor and his followers will attack the characters if they try to free Caladia.

 If the group fails a morale check, the dwarves attempt to flee, but the half-giant will surrender.

 **Thalgor, 8th level priest of earth:** THAC0 16; Dmg by weapon; AC 5; hp 56; MV 12; SA spells; SD spells; MR nil; SZ M; AL CE; ML 18; MAC 6; MTHAC0 17; PSP 35; Psionic Summary: Enhanced strength; Str 14, Dex 12, Con 16, Int 11, Wis 16, Chr 14; Spells: 1st: 5, 2nd: 5, 3rd: 3, 4th: 2. Equipment: obsidian spear (-2, -1) 1d6/ 1d8, hide armor, wooden shield.

 **2 Dwarven fighters, 6th level:** THAC0 14; Dmg by weapon +2; AC 8; hp 40; MV 6; SA nil; SD nil; MR nil; SZ M; AL CN; ML 13; MAC 8; Equipment: obsidian battle axes (-2, -1) 1d8/ 1d8, leather armor.

 **Half-giant, 5th level fighter:** THAC0 14; Dmg by weapon + 4; AC 8; hp 80; MV 15; SA nil; SD nil; MR nil; SZ L; AL CN; ML 14; MAC 9. Equipment: obsidian spear (-2, -1) 1d6/ 1d8, obsidian two-handed sword (-2, -1) 1d10/ 3d6, leather armor.

3. Riot

 A riot has erupted in this section of the city and sweeps the characters up into it.

 **200 Rioters:** THAC0 20; Dmg by weapon; AC 10; hp 5; MV 12; SA nil; SD nil; MR nil; SZ M; AL CN; ML 9; MAC 10. Equipment: typical weapons: club 1d6/ 1d3, bone knife (-1, -1) 1d3/ 1d2, rock 1d2 / 1.

4. Strange Threat

 This event occurs late on the third day of the investigation. One of the characters is approached by a large, tough-looking mul, Zud. Zud will only approach a character who is by himself. Zud threatens the character, telling him, “You stop yer messing ’round in our part of the city, if you know what’s good for ya.” Zud then leaves quickly.

 Zud is a moron, but he knows just enough to be dangerous. To himself that is. He has heard the characters asking questions around the Warrens and he knows that the party works for the city government. Zud is proud of himself for threatening the party away before the characters can discover what his gang is planning.

 If the party becomes suspicious they can follow Zud. He returns to his mates in a run-down tavern and spends the rest of the night drinking. As long as the party is discreet, none of the gang members will spot them. If someone in the gang does spot them, the gang will attack the party.

 If the party is persistent, and continues to trail Zud and the rest of his gang, they will be rewarded the next night. After midnight, the gang heads for The House of Fingers in the Bards’ Quarter. Outside the House of Fingers a small crowd of street toughs loiters. Most of the members of Zud’s gang wait outside and fraternize with the other thugs. Two of the gang members enter the house. There are twenty-five street punks outside the House of Fingers, and they will stop anyone from entering the tavern who is not a bard, or leader of one of the gangs.

 If the characters can somehow manage to sneak into the tavern, they will see a few bards drinking in the dimly lit main room. If the characters look out of place in the seedy bards’ tavern, they will be attacked by one of the patrons, who resents the party's intrusion in what the bards consider their tavern.

 In a back room, the door of which is guarded by four gang members, the leaders of the three gangs outside meet with Zandolus. Zandolus is a bard, and while not very skilled as a musician, he is an expert poisoner. He feels threatened by the magical artifact being constructed on top of the ziggurat and plans to put a stop to the preservers’ project. He sees this as a threat to his profession and believes if successful he will be considered a champion by all of the thieves and bards in Tyr.

 Zandolus has gathered the three gangs together to conduct a raid on the ziggurat. Even though the top of the ziggurat is guarded at all times by soldiers and preservers, he has convinced the street gang leaders that by combining their men, they will be able to defeat the guardians and destroy the preservers’ project before it is finished. In actuality, he plans to use the gangs as a diversion, to draw the defenders away from the top of the ziggurat so that he and three accomplishes can teleport to the top and destroy the preservers’ project.

 Eavesdropping characters can hear the gang members’ plan to attack the ziggurat the next night. Once the meeting is over the party can decide who they wish to follow. If the party stays to watch Zandolus, an hour after the last of the gang members leave, three people, one woman and two men enter Zandolus’s room. These are his accomplices, and they are there to agree on the final arrangements for their attack the next night.

 With any information the party has learned they can warn Lithacus of the planned attack. When told, Lithacus will be shocked, not about the news of the attack because he suspected one was being planned, but that the party uncovered it. He will quickly make plans to set an ambush for the attackers. Lithacus will not ask the party to participate but if the characters ask to be included, they are assigned to defend the top of the ziggurat.

 The next night, templars and soldiers are hidden around the ziggurat and surprise the attackers. The characters, at the top of the ziggurat have to deal with Zandolus and his three companions. Neither Zandolus nor any of his companions will allow themselves to be taken alive, though many of the street thugs will. When interrogated they will reveal the entire plot.

 Lithacus will thank the party for their help in stopping the attack, but there will be no grand banquet or reward for the characters. Lithacus tells them, he wishes to keep their involvement a secret so that no one learns that they are agents of the city. This should allow them to move more freely among the citizens. Lithacus will continue to put off rewarding the characters, while taking all of the credit for the discovery of the plot for himself.

 **34 Street thugs, 2nd level fighters:** THAC0 19; Dmg by weapon +1; AC 8; hp 13; MV 12; SA nil; SD nil; MR nil; SZ M; AL CE; ML 10; MAC 10; Equipment: bone battle axes (-2, -1) 1d8/ 1d8, or bone short swords (-1, -1) 1d6/ 1d8, or clubs 1d6/ 1d3, or obsidian spears (-2, -1) 1d6/ 1d8, and leather armor.

 **5 Street champions, 5th level fighters:** THAC0 16; Dmg by weapon +2; AC 7; hp 27; MV 12; SA nil; SD nil; MR nil; SZ M; AL CE; ML 12; MAC 9; Equipment: obsidian battle axes (-2, -1) 1d8/ 1d8, or bone long swords (-1, -1) 1d8/ 1d12, and bone-studded leather armor.

 **Zandolus, 9th level bard:** THAC0 16; Dmg by weapon; AC 4; hp 40; MV 12; SA nil; SD nil; MR nil; SZ M; AL NE; ML 14; MAC 6; MTHAC0 16; PSP 46; Psionic Summary: dimensional blade, duo-dimension; Dex 18. Equipment: bone dagger (-1, -1), bone short sword (-1, -1) 1d6/ 1d8, poisons, leather armor.

 **Hagere, 6th level bard:** THAC0 18; Dmg by weapon; AC 6; hp 24; MV 12; SA nil; SD nil; MR nil; SZ M; AL CE; ML 13; MAC 7; MTHAC0 18; PSP 27; Psionic Summary: combat mind; Dex 16. Equipment: obsidian spear (-2, -1) 1d6/ 1d8, leather armor.

 **Belacs, 8th level psionicist**: THAC0 17; Dmg by weapon; AC 7; hp 37; MV 12; SA psionics; SD psionics; MR nil; SZ M; AL LE; ML 13; MAC 5; MTHAC0 13; PSP 74; Psionic Summary: PSYCHOPORTATION - Sciences: Teleport, teleport other, summon planar energy; Devotions: Duo dimension, dimensional door, dimension blade, astral projection, blink, teleport object, shadow walk, phase; Telepathy – Sciences: Mindlink; Devotions: Contact, phobia amplification, life detection, ESP; CLAIRSENTIENCE – Devotions: Radial navigation;

Equipment: obsidian short sword (-2, -1) 1d6/ 1d8, leather armor.

 **Calisa, 7th level defiler**: THAC0 19; Dmg by weapon; AC 8; hp 19; MV 12; SA spells; SD spells; MR nil; SZ M; AL CE; ML 13; MAC 6; MTHAC0 17; PSP 50; Psionic Summary: flesh armor; Spells: 1st: 4, 2nd: 3, 3rd: 2, 4th: 1. Equipment: obsidian dagger (-2, -1) 1d4/ 1d3.

**Part 2: Kalak’s Ghost**

**A. The Vase**

 Part 2 actually begins before Part 1 ends. At some point during Part 1, one of the characters should purchase a ceramic vase. The event should be a minor one, and the DM must come up with a good excuse for the characters to purchase the vase. The character could purchase it as a gift for another character or a NPC. Perhaps for a birthday, a festival, or because the character is in love with the person. Someone could ask them to buy the vase for them, a parent of the characters, or a patron.

 In any case, the characters purchase a ceramic vase decorated with scenes of life in Tyr. Every time the character shows the vase to someone, or looks at the vase himself, roll a secret WIS check for the character. If the WIS check is successful, that person notices some scratches on the vase. Closer inspection reveals that the scratches are words crudely carved into the vase, which reads, “Help me please. Rasida” An arrow appears below the words and points to the bottom of the vase. The words are carved over a picture depicting a street scene in the Warrens near the ziggurat. The arrow is actually pointing to a secret entrance into Under-Tyr just outside of the ziggurat. Once the party discovers the true meaning of the message they can investigate the secret door at any time.

 If the psionic power, *object reading* is used on the vase by anyone under 12th level, that person will only receive the sound of a faint woman's voice calling for help.

**B. Encounters**

 During this part of the adventure there are no random or optional encounters. However, there are two adventure notes to be used during this part that foreshadows events later in the adventure.

1. During the later half of Part 2, the city becomes more crowded. The characters notice longer waits to be served at crowded taverns. Rooms become scarce as inns fill up. If the characters are staying in many different rooms in an inn, they may be asked to give up a couple of their rooms, forcing characters to share rooms. Most of the new comers bear arms. If questioned, all claim to be caravan guards just arrived in Tyr. They all say they are with different merchant houses, and it appears simply that too many caravans arrived at the same time, making the city seem more crowded. During this time the city's population increases by almost 2,000 people.

2. Throughout this part the DM should roll a d20 many times. At least four times after a roll, tell one of the characters that he has detected someone trying to *scry* the party. All attempts to determine who fail, and the scrying stops as soon as it is detected.

**C. The Loyalists**

1. The entrance

 The secret entrance indicated on the vase is a trapdoor hidden near a pile of rubble close to the ziggurat. The trapdoor is carved of sandstone and its color blends in with the ground and the ziggurat. Anyone looking for the trapdoor will find it after a few rounds of searching, but a casual observer will not spot it. Beneath the trapdoor are stairs which leads down to a rough- hewn tunnel. A hundred feet down the tunnel there is a door on the right wall. The tunnel continues on a half mile to a section of Under-Tyr near the Elven River, where it is rumored a thrax lairs.

 The door is made of wood and has the royal seal of Kalak on the door. If a character listens at the door, he can faintly hear rhythmic chanting but cannot make out the words. Beyond the door is a stone-lined corridor lit by torches every thirty feet. The corridor leads to the lair of a group of templars who believe Kalak has returned. Once the characters have opened the door they hear the chanting coming from farther down the corridor.

2. The headquarters

 The characters can follow the sounds of the chanting down the main corridor. There are five side corridors that branch off from the main one. Each is only thirty to fifty feet long and leads to supply rooms and empty sleeping quarters. There are no inhabitants in these rooms.

 The corridor leads three hundred feet to the east, sloping downward slightly. A character with direction sense, will realize that the tunnel is taking them under Kalak’s Ziggurat. As the party proceed farther, the chanting becomes louder and quicker, and the characters can understand it. It is a plea to Kalak to empower his followers, pledging the loyalty of his followers to him, and the desire that he lead them in battle to retake Tyr and punish his enemies.

3. The ceremony

 The corridor ends in a large natural cavern. The party sees the following scene. Two large fires light the chamber. Inside twenty figures kneel in rows while continuing the chant. In front of the figures is a twenty foot square pit covered by bone-lace work. An occasional growl issues from the pit. On the far side of the pit are five more kneeling figures, who are leading the chant. All of the figures in the room are wearing brown robes with the hoods covering their heads. The far wall is black and appears to be made of obsidian. On the ground in front of the five leaders is a struggling figure.

 Moments after the party reach the cavern's entrance, the chant reaches a fevered pitch. A shimmering form appears in front of the obsidian wall. Assuming the characters wait to see what happens, as the chanting stops, the form consolidates into Kalak. Kalak looks exactly like the last time most people saw him. Dressed in the same ceremonial robes he wore on the day of his assassination, with a hole in his chest where the Heartwood Spear struck him. The wound continues to bleed as he stands for a moment and gazes at the group in front of him.

 At this point the robed figures throw back their hoods to revel their faces. The characters recognize many of the people in the room. One of the five on the other side of the pit steps towards Kalak. This is the group’s leader, Yalther. “Master, your loyal servants have gathered to honor you with a sacrifice.” He turns and tells those behind him, “Prepare the sacrifice.”

 Two of the figures pull back a small hole in the covering of the pit, while another two stand up the struggling form. It is a young woman who struggles against her bonds. Unless they are stopped, the girl is pushed into the pit with a scream. Her scream is cut short and followed by a few growls from inside the pit.

 The form of Kalak begins to walk. Staggering, he makes his way along the obsidian wall. Yalther follows behind him, and continues to praise his master, and remind Kalak of this group’s unwavering loyalty to him. As Kalak reaches the far end of the obsidian wall, his form shimmers and disappears.

 The 25 followers are made up of the following:

 **15 Templars, 5th level**: THAC0 18; Dmg by weapon; AC 9; hp 30; MV 12; SA nil; SD nil; MR nil; SZ M; AL NE; ML 10; MAC 8; Equipment: bone long swords (-1, -1) 1d8/ 1d12, (30% of an iron dagger (-1, -1) 1d4/ 1d3.

 **2 Templars, 7th level:** THAC0 16; Dmg by weapon; AC 9; hp 39; MV 12; SA nil; SD nil; MR nil; SZ M; AL NE; ML 11; MAC 7; Equipment: iron long swords 1d8/ 1d12.

 **Yalther, 9th level templar:** THAC0 16; Dmg by weapon; AC 7; hp 56; MV 12; SA nil; SD nil; MR nil; SZ M; AL NE; ML 11; MAC 7; Dex 17. Equipment: bone bard’s friend (-1, -1) 1d4+1/ 1d3.

 **6 Fighters, 6th level fighter:** THAC0 15; Dmg by weapon; AC 8; hp 41; MV 12; SA nil; SD nil; MR nil; SZ M; AL LE; ML 13; MAC 9; Equipment: bone battle axes (-1, -1) or bone impaler (-1, -1) 1d8/ 1d8.

 **Xathor, 8th level defiler:** THAC0 18; Dmg by weapon; AC 10; hp 24; MV 12; SA spells; SD spells; MR nil; SZ M; AL LE; ML 12; MAC 6; Spells: 1st: 4, 2nd: 3, 3rd: 3, 4th: 2. Equipment: quarterstaff 1d6/ 1d6.

 If the party attacks, the six fighters move forward to engage them, while the templars retreat to the far side of the cavern. Yalther and Xathor rush to Kalak’s side and plea for him to destroy the interlopers. However, Kalak takes no attack nor does he show any recognition of the party's presence. Any attacks by the characters directed at Kalak do not affect him, and Kalak does not returned the attack. If Kalak has already disappeared when the characters attack, Yalther and Xathor plea for him to reappear but he does not.

 After five rounds, Xathor and Yalther give up on trying to convince Kalak. Xathor joins the combat, attacking the party with his spells. Yalther pulls the cover off the pit. As the combat continues and the inhabitants of the pit emerge, the templars flee down another tunnel that leads to the Templar District. If the fighters are defeated, Xathor also tries to flee.

 The pit contains three tigones. They emerge from the pit one at a time starting on round 7 (the round after Yalther opens the pit). They attack the nearest person to them, either cultist or player character.

 **3 Tigones:** THAC0 15; Dmg 1d3/ 1d3 / 1d10, back claws 1d4/1d4; AC 6; HD 5+2; hp 25; MV 12; SA psionic; SD psionic; MR nil; SZ M; AL N; ML 9; MAC 7; MTHAC0 15, PSP 100; Psionic Summary: Clairsentience - Sciences: Clairvoyance; Devotions: All-round vision, danger sense, know direction, poison sense, radial navigation. TelepathY – Sciences: Domination; Devotions: Awe, contact, ESP, invincible foes, life detection. Att/ Def: EW, II, MT / TS, TW, MB.

4. Afterwards

 After the battle, the party can search the complex. The black obsidian wall is the outer wall of the tunnel Kalak built connecting the Golden Tower and the ziggurat. A thorough search will uncover Yalther’s journal which details the history of the Loyalists (the name of this cult), as well as its plan to seize control of the city by killing council members. The journal also contains a list of the names of all cult members.

 Besides the girl that was to be used as a sacrifice, the characters discover two other captives. They are all from the Warrens, are ex-slaves, and have been held captive by the cult for two days. Though they thank the party greatly for their rescue, they cannot offer the characters anything as reward or information on the Loyalists. None of them admit to writing the message on the vase.

 The image of Kalak the characters saw was not real. Nor was it his ghost. The image was created by a phantom. On the day Kalak was killed, he had slaves imprisoned in his ziggurat to drain their life-force as part of the ceremony he had planned. As Kalak stumbled down the obsidian passageway from his tower to the ziggurat, he reached out to gathered energy for spells in the coming battle against Rikus and the other heroes. In doing this he drained the life-force of the slaves imprisoned beneath the ziggurat. One of the slave’s spirit still remains trapped in the ziggurat. It cannot take corporeal form nor can it affect physical objects. The only way it can interact with its surroundings is by producing an illusion of its last moments, showing what caused its death. The phantom cannot be destroyed, and no one knows how to lay it to rest, since phantoms are usually laid to rest when their killer has been brought to justice, and Kalak is already dead.

5. Roundup

 Using the list of members, the party can track down the remaining members of the Loyalists. If the party reports their findings to Lithacus he can help them arrest the cult members. Lithacus assigns twenty soldiers to help the characters. Over the next week, the characters should be able to capture most of the cult members. The DM should roll reaction for each one to determine if the cult member tries to attack the party, flees, or surrenders.

 The only cult member the party is not able to track down is Yalther. If any of the other cult members were taken alive, they can be interrogated to determine where Yalther is. Yalther has fled Tyr for Altaruk, in a House M’ke caravan. The cult has hidden a cache of coins there. It represents the cult’s emergency funds. Yalther will need these funds to make his escape to another city.

 Lithacus will hire the party to travel to Altaruk to capture Yalther, offering the characters 15 sp if they can return with Yalther. Once the party has made preparation for their journey to Altaruk proceed to Part 3.

**Part 3: To Altaruk and Back**

**A. Desert Journey**

 This section begins as the party sets out on their three day journey to Altaruk. It takes a caravan eight days to make the journey. So despite the fact that Yalther has a five day head start, the party may catch up to him before he reaches Altaruk. The following encounters can be used as they make their way through the desert. The DM should use as many of the following encounters as he wishes, only the last encounter is mandatory.

1. Insert Swarm

 The first part of the journey takes the characters through the verdant belt that surrounds Tyr. The characters see many others traveling back and forth from Tyr to the surrounding farm lands. This encounter begins as the party reaches the edge of the verdant belt.

 A group of erdlu herders spots the party and waves them over. The four herders are camped just off the road, and keep a watch on a flock of 45 erdlus, which belong to a noble from Tyr. The herders are bored and are anxious to hear news from the city. As the party approaches the herders, the DM should mention a low-lying, dark cloud that appears to be approaching from the north. It could mean a sand storm or even worst a Tyr-storm is headed this way. The herders invite the characters to rest with them and pester the characters with questions.

 After a few rounds, mention that the cloud has gotten closer, and bad weather looks likely though strangely there is no wind. In a few rounds, when the cloud approaches within 200 yards of the characters, roll a proficiency check for anyone with the survival proficiency. If the check succeeds by 5 or more than the number needed, the character realizes what the cloud signifies. If the check succeeds by 4 or less the character only knows something is not right with the cloud.

 The wind suddenly picks up and the air, almost electrified, is filled with a strange humming. As the cloud reaches 100 yards from the characters and the herders, the herders finally realize what the cloud is and shout out in horror. It is a locust swarm, and it is after the herd.

 The characters have one round (three rounds if one made a survival check) to act before the swarm reaches them. The herders attempt to drive the herd away from the swarm, but the insects approach too quickly. The party should quickly realize that the swarm is after the herd and they may abandon the herd fleeing into the wilderness. This has a few consequences. First the herders will not abandon the herd until it is too late and will perish without assistance from the party. Second, the swarm will enter Tyr’s verdant belt, and cause much damage to the city’s crops. The characters will have to be inventive if they wish to stop the swarm. If the characters manage to kill half of the locust, the rest of the swarm breaks up.

 **3,000 locusts swarm:** THAC0 10; Dmg see below; AC 10; hp 3,000; MV 18 (A); SA see below; SD nil; MR nil; SZ T; AL N; ML 10; XP 19,500; MAC -; Special: For each creature caught in the swarm roll 1d4 and multiply the result by 20 to determine the number of locust that swarm it. Make three attack rolls for the locust against each opponent. Then multiply the number of hits by one half the number of locust attacking that creature. This is the total number of hit points of damage done to the creature in that round. Once a creature has fallen dead, it will be cleaned to the bone within 3 rounds. Any creature caught in a swarm has its movement reduced to 3.

2. Tembo Hunters

 This encounter can occur in the rocky badlands or stony barrens. A cry of surprise rises from beyond a rocky outcrop or sand dune followed by a cry for help. If the party investigates, they see that two tembos are attacking two young men. One of the tembos has landed on top of one of the men, while the other tembo advances on the other. The battle takes place near a 10’ square pit. The pit is 10’ deep, and another tembo is trapped below.

 The two men are brothers from a small community nearby. Both are trappers, and had built a covered pit to catch wild carru from a herd that has been grazing in the area. The brothers laid in wait. They heard carru running past and heard the trap was sprung. When they went to view their kill, they discovered they had trapped a tembo. The trappers were frightened, but recognizing a deadly predator, they quickly decided to kill it while it was at their mercy. Unfortunately for them, the tembo was not alone, and the other members of its pack attacked them from behind. Without the characters help, both brothers will be killed.

 **3 Tembos**: THAC0 17; Dmg 1d4 x2/ 1d6 x2/ 1d8 + special; AC 4; HD 4; hp 19; MV 15; SA bite causes level drain; SD dodge missile 40%; MR 10%; SZ M; AL CE; ML 20; XP 975; MTHAC0: 16, PSP 80, MAC 5; Psionic summary: PsychometabOlism – Sciences: Death field, life draining, shadow form; Devotions: Chameleon power, displacement, ectoplasmic form, heightened senses, immovability.

3. Barbed scorpion

 As the part travels through the wilderness they hear a clacking noise approaching them. The sound is caused by two barbed scorpions which attack the party, one from each side. If a scorpion manages to kill a character or one of their mounts (except a kank) the scorpion will grab the slain creature and retreat back to its lair to dine.

 **2 Barbed scorpions:** THAC0 11; Dmg 1d12/1d12/ 1d6 +poison; AC 1; HD 9+5; hp 51; MV 9; SA poison sting causes 25hp on a failed save or 2d4 on a successful save; SD barbs, any creature attacking the scorpion with a melee weapon that is short or medium in length must make a DEX check at -3 each round to avoid the creatures barbs and 2d8 points of damage; MR nil; SZ M; AL N; ML 12; XP 3,000; MAC 6.

4. Psionic Feud

 From a distance, the characters see a large rock formation that rises out of the sandy wastes off to the side of the road. Sounds of a great battle raging on the other side can be heard. If the characters choose to investigate, upon rounding the rocks they see a large, scaly, red-black reptile fighting against a man and a flying lion.

The strange creature has large feathered wings, a blue-brown mane and goat horns on its head. The creature has four legs, and appears to be a flying lion.

The large red reptile, clearly a fire drake, has a woman riding its back. The woman hurls insults at the man and the flying lion, who appear to be able to hold their own against the lady and her drake.

 Something else that the characters can see from their vantage point is a large creature made of flames. The creature, which is shaped like a dog, crouches low, and is sneaking up behind the man.

 The man is not human at all, but a pryeen named Sarin Dirrin. The flying lion is an aviarag, named Monluger. The two had met as they do every year at this spot to discuss their efforts to track down a band of psurlons. Sarin and Monluger have attempted to track down this band of psurlons for years, but always the psurlons are one step ahead of them. This year their meeting was interrupted by Yarisa. Yarisa is a powerful psionicist, who the psurlons offered to reveal great secrets to if she would destroy Monluger and Sarin.

 The characters can enter the battle on either side, or the battle could spill over onto the road, and sweep the characters up into it. If the characters help Sarin and Monluger, the two are very grateful. After the battle neither will be in good enough shape to give the characters much help, but both promise to return the favor for the characters someday. If the characters side with Yarisa, she coldly thanks them before teleporting away to tell her masters of her success.

 **Sarin Dirrin, pryeen**: THAC0 5; Dmg by weapon + 3; AC 0; HD 16; hp 83; MV 24; SA psionic, spells; SD psionic, spells; MR 25%; SZ M; AL NG; ML 20; XP 14,000; MAC 2; MTHAC0 8; PSP 225; Psionic Summary: Clairsentience – Sciences: Aura sight; Devotions: Danger sense, psionic sense, spirit sense; PyschometabOlism – Sciences: Complete healing, energy containment; Devotions: Absorb disease, chameleon power, gird, enhancement, chemical simulation, mind over body; Telepathy – Sciences: Probe, empower, mindlink, ejection, psychic surgery; Devotions: Conceal thoughts, empathy, identity penetration, attraction, ESP, life detection, receptacle, suppress fear, psychic messenger, truthear, contact; .Att/ Def: All/ All;

Druidic spells: 1st: 7, 2nd: 7, 3rd: 7, 4th: 6, 5th: 4, 6th: 3, 7th: 1; Special: as druid of 16th level; Str 19, Dex 16, Con 15, Int 19, Wis 20, Chr 18. Equipment: *dagger +4* 1d4/ 1d3, casts *heal* 1/day.

 **Monluger, aviarag:** THAC0 13; Dmg 1d8/1d8/ 1d10; AC 4; HD 8; hp 49; MV 12, Fl 24 (c); SA rake, psionic; SD psionic; MR nil; SZ L; AL NG; ML 15; XP 3,000; MAC 7; MTHAC0 15; PSP 50; Psionic summary: Clairsentience – Devotions: All-round vision, danger sense, poison sense, radial navigation; Telepathy – Sciences: Mindlink, aura alteration, mind wipe; Devotions: Contact, conceal thoughts, ESP, empathy, life detection, sight link, repugnance.; Att/ Def: PB, II, PsC/ TS, TW, MB;

Special: When airborne, if both claws hit, the rear claws attack with a +2 to hit doing 2d8+8 points of damage. Roar causes victim to not move for 1 round if it fails a save vs. petrification.

 **Yarisa, 15th level psionicist:** THAC0 13; Dmg by weapon; AC 4; hp 53; MV 12; SA psionic; SD psionic; MR nil; SZ M; AL NE; ML 15; XP 9,000; MAC 2; MTHAC0 6; PSP 209; Psionic summary: PSYCHOPORTATION – Sciences: Teleport, teleport other, summon planar creature, summon planar energies; Devotions: Duo dimension, dimensional door, dimension blade, astral projection, time shift, teleport object, ethereal traveler, time dilation, phase, pocket dimension, spatial distortion; TELEPATHY – Sciences: Mindlink, domination; Devotions: contact, life detection, ESP; CLAIRSENTIENCE – Sciences: Clairvoyance; Devotions: Radial navigation, know location; PSYCHOMETABOLISM – Sciences: Metamorphosis; Devotions: Cell adjustment, chameleon power; PSYCHOKINESIS – Devotions: Control light.

Dex 18, Con 15, Int 19, Wis 16. Equipment: *ring of blinking*, *girdle of enhanced strength* (20), bone *short sword +2* (-1, -1) 1d6/ 1d8, *boots of telekinetic flight*.

 **Fire drake:** THAC0 5; Dmg 1d10+10/1d10+10/ 3d8/ 4d8; AC -3; HD 20+8; hp 113; MV 12, Jp 3; SA bite/swallow, elemental attack, psionic, tail lash; SD psionic; MR nil; SZ G; AL NE; ML 19; XP 28,000; MAC 5; MTHAC0 6; PSP 150; Psionic summary: Clairsentience –Devotions: Danger sense, radial navigation, feel light, hear light; Psychokinesis – Sciences: telekinesis; Devotions: Control flames, control light, inertial barrier, molecular agitation; Psychometabolism – Sciences: Energy containment, shadow form; Devotions: Body control, cell adjustment, heightened senses, displacement, double pain, ectoplasmic form; Telepathy – Sciences: Mind link, mass domination; Devotions: Awe, contact, false sensory input, inflict pain; Att/ Def: All/ All;

Special: 1/ week gate in 50’ sphere of fire that burns for 1d6+4 rounds. Save versus breath weapon or take 4d10 points of damage per round.

 **Fire elemental beast:** THAC0 13; Dmg 1d8/ 1d8/ 2d6; AC 2; HD 8+3; hp 47; MV 15; SA Anyone stuck must save versus magic at -2 or catch fire for an additional 1d6 points of damage, every 3 rounds breath cone of fire 30’ long and 10’ wide for 2d8 points of damage; SD if attacked with fire based attacks, the beast must save versus poison or go berserk for 1d6 rounds, attacking at +2 to hit but with a -2 to AC. +1 or better to be hit; MR nil; SZ L; AL N; ML 14; XP 3,000; MAC 7.

5. Destroyed Caravan

 The characters come across the remains of a caravan. A large wagon sits in ruins on the side of the road. Two dead mekillots, still strapped in their harness, lie rotting. If the characters search the wagon, they find many dead bodies, however, most of the dead appear to be the bodies of the elven raiders who attacked the wagon. The banner of House M’ke shows that this was the caravan that Yalther was on. His body was not in the wagon, nor does it seem that everyone in the caravan was killed or there would be more bodies. Stranger still, most of the elves were killed before they reached the wagon. A character with the tracking proficiency can determine the following with a successful check. A group of elves ambushed the caravan, but another group was lying in wait as well. This second group attacked the elves and drove them off. The battle happened less than 3 hours before. The second group then disappeared into the desert (only a tracking check made at -6 can uncover their path), while the survivors of the caravan continued on foot towards Altaruk. If the characters search the wagon for valuables none are found.

 What happened was the elven tribe the Wind Dancers attempted to raid the caravan, but what they did not know was that they were being stalked by a company from Sortar’s Army. The two have been enemies since the Wind Dancers raided a small caravan of ex-slaves that Sortar considered under his protection. In retaliation he raided one of the Wind Dancers’ camp. Since this time, over 6 years have past, with the two sides fighting skirmishes

 After the characters have searched the wagon, they are surprised by the elves. The characters look up to see a group of elves, spread out into an arch, approaching them. There are 23 elves in the group, the survivors of the ambush plus reinforcements. The group is led by Horuum Airhunter, the tribe’s wind singer. The elves are not looking for battle. They have only returned to look for survivors. However, the characters actions may have offended them. The elves would expect the characters to loot the bodies of the fallen, so they are not concerned with that. Nor do they care if the party buried the elven bodies as this is not an elven custom. If the characters desecrated the bodies the elves attack. Otherwise, the elves approach cautiously. They have seen too much battle lately to want to attack the characters.

 After a few tense moments, Horuum speaks to the characters, asking if they saw the battle or which direction their enemy left in. If the DM wishes, the characters could become embroiled in this feud, or help the elves in other ways. In order to booster their numbers, the Wind Dancers’ chief has been allowing outcasts into the tribe. One of these outcasts is a defiler, named Duukodo, who became an advisor to the chief. Now the defiler holds a magical influence over the chief and has become the chief’s only advisor. Only Horuum realizes that Duukodo rules the Wind Dancers now. Duukodo knows this and has tried to do away with Horuum, but the wind singer is too popular with the tribe. Horuum has tried to warn his chief, but she will not listen. The characters could be asked by Horuum to eliminate the defiler. For more information on the Wind Dancers see **Elves of Athas**, and for Sortar’s Army see **Slave Tribes**.

**B. Altaruk**

1. The Search

 The village of Altaruk is detailed in the adventure **Forest Maker**. The village remains unchanged since that time. When the characters arrive the walls of the small village are overflowing with people. Four different large caravans have arrived at the village at roughly the same time, and are stretching the town’s resources. There is one caravan from each of the following houses: Shom, Wavir, Ianto, and Inika.

 With the large mass of people in such a small area, the characters’ task of finding Yalther becomes more difficult. The characters may think to ask the village leader, Arisphistanteles, for help in finding the run-away templar. However, Arisphistanteles has his hands full trying to manage the village’s resources in the face of so many traders seeking supplies before continuing their journeys. The characters will have to search on their own.

 If the characters think to ask the gate guards if they have seen anyone matching Yalther’s description, they will be disappointed unless they ask the guards who were on duty at the time. There are four different guard rotations at the northern gate, each serving for 6 hours a day. Yalther entered during the 5 AM to 11 AM rotation. Depending on the time the party arrives, the guards on duty may not be the same ones who saw Yalther. The party can track down these guards in the barracks by asking the right questions to a few of the guards on duty. The guards confirm that Yalther arrived in Altaruk in the morning on the day before the characters arrived, but know no more about him.

 Despite the characters searching, Yalther seems to elude them, until mid afternoon. As the sun approaches the horizon, Yalther can be found in the local tavern, The Four Bits. If the characters enter the tavern, crowded full of caravan guards and traders, they spot Yalther seated at a table near the back conversing with two large muls. Shortly after the characters spot him, Yalther notices the characters. As the characters approach, he stands and looks for another way out of the bar. Before the characters make it halfway across the room, a panicked guard enters the tavern shouting, “Raiders. Raiders approaching!”

 In the uproar caused by this warning, the characters lose sight of their quarry. As the crowd of patrons push and shove each other out of the way trying to exit, Yalther slips away, unless the characters prove exceedingly clever.

2. The raiders

 Meanwhile, outside on a rise overlooking the village, a tribe of almost eight hundred elves gathers menacingly. Though no one at the fort could know this, the elves are the Raiding Claw of the Shadows elven tribe, and have been hired to attack all caravans leaving Altaruk in the direction of Tyr. The raiders set up camp on top of the rise to the north of the village and wait. The traders in Altaruk quickly realize the situation, and anyone the characters ask will be able to tell them what will happen next. The elves will wait there until the first caravan tries to leave and then attack it. The other caravans will quickly try to leave while the elves destroy the first caravan.

 Of course none of the merchants wants to be the first caravan, so a waiting game will ensue between the four merchant caravans, as each waits to see who will attempt a break out first. As the days wear on the supplies in the village will begin to wear out, and tension in the village will run high. A few people, both locals and caravan members will make attempts on their own to get past the elves, only to be brutally cut down. This includes any characters who try.

3. Nightly visitors

 In all the confusion Yalther seems to disappear again. He cannot have escaped from the village due to the elves, but he seems to elude the party’s searches. The characters may try to track down the two muls Yalther was talking with. This can be easily accomplished. The two muls, Orven and Veric, are caravan guards with House Shom. If the characters ask them what Yalther wanted from them, they refuse to say unless given a bribe of more than 5 cp. Then they tell the party, Yalther was attempting to contract them to kill Myar, the leather worker. The muls claim to have refused, though in actuality they were just holding out for a large offer when Yalther rushed off. The muls do not know where Yalther is, and cannot offer the characters any more useful information.

 If the characters learn of Yalther’s desire for Myar’s death, they may come to the conclusion that he has something to due with the hidden treasure. This is true, though Myar, himself, does not know this. The coins are buried under his house. Six months ago, two cult members buried the treasure while Myar was out, and it has remained there ever since. If the characters keep a close watch on the leather worker, they see nothing out of the ordinary for two days.

 On the second night, the characters see three dark clothed figures enter Myar’s house. Unless the characters intervene quickly the three figures kill Myar. The three figures are elven fighter-thieves from the Shadows tribe. They entered the village the night before to poison the drinking supply, however, they were discovered by Yalther. Before they could kill him, Yalther told them about the hidden treasure. He proposed that the elves kill Myar, and then Yalther would split the coins four ways with them for safe passage past the rest of their tribe. None of the Shadows will reveal this, but if asked they will tell the characters where Yalther is hiding.

 If any of the elves are taken captive, the next night, 10 elves raid the village and try to free them. The Loyalist’s treasury amounts to 560 cp and 45 sp.

 **3 Elven 6th fighter/ 7th thieves:** THAC0 15; Dmg by weapon; AC 5; hp 35; MV 12; SA +1 to hit with long swords; SD nil; MR nil; SZ M; AL NE; ML 13; XP 650; MTHAC0: 16, PSP 50, MAC 7; Psionic summary: Each has one of the following: Clairsentient: See magic; Psychokinetic: Deflect; Psychometabolic: Graft weapon;

Special: Thief skills: PP 70, OL 47, F/R T 40, MS 65, HS 68, HN 40 CW 94, RL 15, FD 22, BO 15, EB 15. Equipment: bone long swords (-1, -1) 1d8/ 1d12, leather armor.

4. Yalther’s capture

 Yalther is hiding in a small chamber in the northeastern tower. If the characters discover him there, he pretends to surrender, throwing down a broken obsidian sword. As the characters approach he tries to negotiate with them for his freedom. If this does not work, once the characters are near enough he attacks the characters with a bone wrist razor hidden in his robes.

5. Break out

 With Yalther either killed or captured, the party only has to figure a way past the elven raiders. If the characters wait like everyone else, it is 10+1d4 days before one of the caravans tries to leave.

 The characters may try to get the merchants to band their guards together with the village soldiers and attack the elves. There are 500 soldiers in the garrison, and 225 caravan guards. This is much more difficult then it sounds. None of the caravan leaders will like this plan, preferring to play the waiting game.

 How the characters convince the merchants to this alliance is up to them. One way that may work is to go to one of the caravan leaders and tell him one or two of the other caravan leaders has already agreed to the plan. This way the merchant will feel pressured to join the alliance. However, this will not work on the merchants of House Shom who have the most soldiers to give (100), and will need a more convincing argument to join. Another way is to convince Arisphistanteles, the village leader, of the good of an alliance. He could then threaten the merchants, forcing any who do not join the alliance out of the village.

 If the characters do unite the groups, the DM can either run a major battle between the two forces, or assume that the elves retreat after an initial skirmish. The elves are not looking to take on such formidable opposition.

 Once the way is cleared, the party can travel back to Tyr, where a surprise awaits them upon their return.

**C. Back to Tyr**

 On the journey back to Tyr, the characters see few travelers. Even when they reach the verdant belt around Tyr, they see no one moving about. If they investigate any of the homesteads and farms, they discover many empty as if the family left in a hurry. A few of the homes are still occupied. If the characters approach one of these homes, the family will not open the door for the characters, but will answer their questions. The reason they have shut themselves inside is there are rumors of war in Tyr. It started 4 to 5 days ago, and the people of the valley are waiting to hear word that it is over before they leave their farmsteads.

 With this news the characters press on quickly to reach Tyr to learn more of what has transpired. They see smoke columns rising in the direction of Tyr. Once the characters reach the valley of Tyr and can look down on the city they see the following scene.

 Fires burn in three different sections of the city. A large crowd of citizens has gathered at the Merchant Gate to flee the city, but the soldiers there will not let them pass. These soldiers do not wear the uniforms of the city guard, but fly the banner of House Vordon. What are they doing guarding the gates?

 From the top of the ziggurat a great light shines. It is almost as bright as the dark sun itself, and sheds its light down on the city. A truly fearsome sight greets you when you gaze upon the Golden Tower. There on the balcony that circles the tower, stands a large figure. It is 12 feet tall, with green scaly skin, and a reptilian mouth. The creature stands upright on two legs, and wears pieces of maroon armor strapped to its chest and arms, with a helmet streaming red plumes. As you watch, the creature paces back and forth on the balcony, and shouts in a great voice, “Kneel before me, my citizens, or face the wrath of Kalak.” With a wave of its hand it sends four flaming meteors streaking down into the city, where they strike a house and explode. Kalak has returned.

 If anyone of the characters has studied Kalak’s death, they will recognize that he appears now as a 25th dragon, the same level he was when Asticles and the others killed him.

**Part 4 The Second Reign of Kalak**

**A. What has happen in Tyr**

 The characters can learn what has happen in Tyr by stopping a lone man who has escaped the city and is fleeing for the hills. Five days ago Thaxos of House Vordon used his army to take over the city. No one knew where all of his troops came from, because they had been disguised as caravan guards for various small merchant houses which do not exist. The Vordon troops seized the city gates, and took the council chambers with the full city council inside. Fighting lasted in various parts of the city for two days, but by the end of the first day, Thaxos controlled most of the city.

 One location he did not control was the ziggurat. The preservers held off the Vordon troops, while they hurried to finish their project. For three days they held out, during which time, Thaxos Vordon consolidated his hold on the rest of the city. On the morning of the fourth day, the preservers finished the project, and a new sun dawned over Tyr, hours before the real sun did. Now the city is bathed in perpetual sunlight. The preservers waited expectedly for something to happen. They believed that the miniature sun would save Tyr, but nothing happened.

 That is, until noon. At noon, Kalak suddenly appeared on top of the ziggurat. In a loud voice that was heard in all parts of the city, he declared the city his again. He then began to hand out punishments. He first visited Thaxos Vordon, and no one has seen the old man or his chief advisors since. The free preservers of the city seem to be working with Kalak. They have pressed the Vordon soldiers into service, and try to enforce the worship of Kalak on the citizens. This happened the day before the characters arrived, and the ramifications are still being felt throughout the city.

**B. Entering Tyr**

 There are three gates in the Tyrean walls. Each is discussed below along with what opposition the characters may face. Of course the characters could always try to go over the walls, which are unmanned.

1. The grand gate (the southwestern gate).

 The grand gate has been sealed. The large granite plug was rolled in front of the gate sealing it shut. The block was rolled into place by four half-giants and two mekillots when it was on rollers. Now that it is no longer on the rollers it is impossible to move without magic. In the time of Kalak, the granite block was carved with the image of a dragon, which has been defaced in recent years, though the carving is still noticeable. The templars of the High Bureaus have sealed themselves in to wait out the madness.

2. The stadium or gladiatorial gate (the northwestern gate).

 This gate was built to appear as the open jaws of the Dragon. Triangular stones resembling the teeth line the interior tunnel between the gate’s openings.

 Currently the gate is guarded by 8 Vordon soldiers, one sergeant, and a free mage. The Vordon troops fear the mage, Tithak, and stay only out of fear of him. If given a chance they will betray Tithak.

 **8 Vordon soldiers, 2nd level fighters:** THAC0 19; Dmg by weapon +1; AC 6; hp 14; MV 12; SA nil; SD nil; MR nil; SZ M; AL LN, LE, or NE; ML 11; XP 65; MAC 8; Equipment: hide armor, bone long sword (-1, -1) 1d8 /1d12, or bone impaler (-1, -1) 1d8/ 1d8, or obsidian lotulis (-2, -1) 1d10/ 1d12.

50% are human, 20% are mul and have a Str 18 (+1 to hit, +2 damage), 15% are elves and have a Dex 16 (-2 AC, +1 to hit), and 15% are dwarves Con 16 +2 hp per level.

 **Sergeants, 4th level fighters**: THAC0 17; Dmg by weapon+1; AC 5; hp 30; MV 12; SA nil; SD nil; MR nil; SZ M; AL LE; ML 13; XP 270; MAC 9; Str 17. Equipment: hide armor, leather shields, iron long sword 1d8 / 1d12.

 **Tithak, 6th level preserver:** THAC0 19; Dmg by weapon; AC 10; hp 17; MV 12; SA spells; SD spells; MR nil; SZ M; AL LN; ML 11; XP 650; MAC 6; Spells: 1st: 3, 2nd: 3, 3rd: 2. Equipment: none.

3. Caravan gate (northeastern gate).

 The caravan gate is the largest of the three gates, able to accommodate mekillots. The large agafari doors have been shut, and a patrol of Vordon mercenaries prevents them from being reopened. Having not received any orders in two days, the soldiers have decided to start making money by means of their post. A throng of citizens gathers by the gate pleading to be allowed to leave the city. The guards charge each person 2 sp to be let out. Most of the citizens are from the poor sections of town and do not have that kind of money, so few get out.

 The guards are very suspicious of anyone wanting to get into Tyr. Only a bribe of 10 sp per person, will get the guards to open the gate to let anyone in. Once through the gate, a mass of people crowd the characters begging for enough money to pay the gate guards. If the characters kill or drive off the guards, the mob rushes out of the gate and into the surrounding country side.

 There are 14 Vordon soldiers, 6 elite soldiers, 2 half-giants, 2 sergeants, and one leader.

 **6 Elite soldiers, 3rd level fighters:** THAC0 17; Dmg by weapon +1; AC 5; hp 22; MV 12; SA nil; SD nil; MR nil; SZ M; AL LN/ LE; ML 13; XP 175; MAC 9; Str 17. Equipment: hide armor, bone carrikal (-1, -1) 1d6+1/ 1d8, obsidian spears (-2, -1) 1d6/ 1d8, wooden shields.

 **2 Half-giants:** THAC0 15; Dmg by weapon +4; AC 7; HD 3 +12; hp 30; MV 15; SA nil; SD nil; MR nil; SZ M; AL (N)E; ML 14; XP 175; MAC 8; Equipment: leather armor, obsidian lotulis (-2, -1) 1d10/ 1d12, or obsidian two handed swords (-2, -1) 1d10/ 3d6.

 **Leader, 5th level fighter:** THAC0 16; Dmg by weapon+2; AC 4; hp 35; MV 12; SA nil; SD nil; MR nil; SZ M; AL LE; ML 14; XP 420; MAC 7; Str 18, Dex 15. Equipment: hide armor, wooden shields, iron long sword 1d8 / 1d12.

**C. Locations**

 This section describes the current state of certain locations in the city the characters may attempt to go to.

1. The templar’s district and High Bureaus

 The templars in the western templar district and the High Bureaus have sealed themselves off from the rest of Tyr. Most of the templars do not know what to make of Kalak’s return. A few cry out for open worship of the sorcerer-king, but most of those who were very loyal to the king have been expelled from the ranks over the past decade. Some claim resistance is the way, and try to rally their fellow templars to join them on an assault on the Golden Tower. These templars are lead by Werlus, a 7th level templar, currently in the High Bureaus. He finds few supporters though, and is not foolish enough to try an assault with the few he has.

 The majority of the templars are waiting to see. They have closed off their districts and guard the gates, supported by half-giant guards. They allow no one in, except other templars they know by sight.

 The templars of the western district have decided to send an emissary to Kalak to see what his demands are for his servants. However, they are have trouble finding volunteers to carry this missal. Once they do, they may well go over to his side.

2. The council chambers

 The council chambers lie in the eastern templar district. The council was in session when Thaxos Vordon struck. His troops captured the council hall, and held all of the councilors captive inside. There they still remain. The Vordon troops have not received any support or news in two days, but with the council chamber’s close proximity to the Golden Tower, they fear leaving. Now they are as much prisoners in the hall as the councilors.

 They troops are lead by Dilus Lyniwick, and number 55 soldiers, 20 elite soldiers, 10 sergeants, and 15 half-giants. If any assault is made on the council chambers, Dilus threatens to start killing council members. If an attack is continued, he orders a couple of soldiers to kill council members at random. Dilus is very loyal to Thaxos Vordon, and will not give up his post unless he is dismissed by a high ranking member of House Vordon.

 **Dilus Lyniwick, 7th level fighter:** THAC0 13; Dmg by weapon+1; AC 4; hp 42; MV 12; SA nil; SD nil; MR nil; SZ M; AL LE; ML 15; MAC 8; Str 17, Dex 15. Equipment: hide armor, leather shield, iron long sword 1d8 / 1d12.

3. The Coliseum

 When the Vordon troops began to take control of the city, the gladiators offered them the strongest resistance. Eventually, the superior numbers of the Vordon mercenaries won out, and the gladiators were rounded up and imprisoned in the slave pens below the coliseum. All of the gladiators are in bad shape. Many have battle wounds, and none have received food in four days or water in two. However, when Kalak reappeared the Vordon guards began to desert their post. The last of the guards fled this morning, so when the characters arrive in the city, the gladiators are unguarded. A battered but still defiant Rikus can be found among the captives.

4. The noble district

 Walking the streets of the noble district, the area appears deserted. Much of the homes are empty. Those nobles who could, retreated to their estates in the surrounding countryside. The remaining residents, merchants and landless nobles, have locked themselves inside their manors. They have done this to protect against the roving bands of mercenaries that have sacked many of the abandon and less defended manors. These bands, numbering 20 to 50, roam the noble district looking for plunder. With the attempted coup failed, these mercenaries are trying to gain what spoils they can in the current chaos before fleeing the city.

5. The ziggurat

 From the top of the ziggurat a glowing red miniature sun burns brightly. The “sun” generates immense heat. Anyone on the top three levels of the ziggurat will take 2d10 hp of damage per round from the heat. The ziggurat is guarded by the free wizards who helped to finish the construction, as well as some servants they have charmed.

 The ziggurats defenders include:

 **Irikcil, 12th level preserver:** THAC0 17; Dmg by weapon; AC 8; hp 34; MV 12; SA spells; SD spells; MR nil; SZ M; AL NG; ML 18; MAC 4; Spells: 1st: 4, 2nd: 4, 3rd: 4, 4th: 4, 5th: 4, 6th: 1. Equipment: quarterstaff 1d6/ 1d6, *ring of protection +2*, amulet of fire (adds +1 per die to all damage caused by fire spells).

 **Zorasad, 10th level preserver:** THAC0 18; Dmg by weapon; AC 7; hp 28; MV 12; SA spells; SD spells; MR nil; SZ M; AL N; ML 18; MAC 5; Spells: 1st: 4, 2nd: 4, 3rd: 3, 4th: 2, 5th: 2. Equipment: *bracers of defense AC 7*, *wand of magic missiles*, *staff of striking*.

 **Borak and Lakrav Tarad, 7th level preservers:** THAC0 19; Dmg by weapon; AC 9; hp 20; MV 12; SA spells; SD spells; MR nil; SZ M; AL LG; ML 18; MAC 6; Spells: 1st: 4, 2nd: 3, 3rd: 2, 4th: 1. Equipment: Borak: silver dagger +1 1d4/ 1d3, necklace of summoning (all summoned creatures have +1 hp per HD); Lakrav cloak of displacement (-2 AC), quarterstaff 1d6/ 1d6.

 **Maodus, 6th level preserver:** THAC0 19; Dmg by weapon; AC 10; hp 16; MV 12; SA spells; SD spells; MR nil; SZ M; AL NG; ML 18; MAC 6; Spells: 1st: 4, 2nd: 2, 3rd: 2. Equipment: psionic bracer (PSP 40, MTHAC0 17, *flesh armor* MAC 7, 5/2; *ballistic attack* MAC 6, 5/3)

8 elite soldiers

4 half giants

 **Charmed braxat** (released from the pens in the coliseum) THAC0 11; Dmg by weapon +10; AC 0; HD 10; hp 56; MV 15; SA breath weapon; SD hit only by metal of magical weapons; MR nil; SZ H; AL NE; ML 18; XP 5,000; MAC 7; MTHAC0 15; PSP 80; Psionic Summary: Telepathy- Sciences: mindlink; Devotions: awe, contact, inflict pain, invincible foes; Att/ Def: PsC, MT, PB/ MB, TW, TS, MB; Special: acidic breath weapon 2d10. Equipment: spiked club 2d4/ 1d8.

6. The golden tower

 Kalak walks the balcony that circles the third level of the tower. Anyone approaching the tower along the bridge from the observation tower is attacked by Kalak. Inside, the tower is a shambles. The templars who were inside when Kalak reappeared have been trapped inside. A couple have tried to escape across the bridge. Their burned and mangled bodies rest in the garden below.

 The observation tower is guarded by free wizards. The doors to the tower are locked. The chamber on the first floor contains 5 tembos. A *wall of force* blocks the stairs keeping them there. The tembos have not been fed and are starving. They attack anyone entering the tower.

 A group of 4 preservers guards the top two floors. They will attack any intruder, not waiting for an explanation.

 **Romila, 13th level preserver**: NG, Equipment: veil of charming (all victims save at -4 to her charm spells), robes of defense AC 5, psionic necklace MTHAC0 15, PSP 50 (*Control wind*, MAC 6, 4/3; *phase*, MAC 10, 6/3; *telekinesis*, MAC 7, 3+/1+; *aura sight*, MAC 5, 9/4), 4 packets of dust of flames (burst into flames on contact and cause 6d6 points of damage), *staff of power*.

 **Drerol, 9th level preserver:** THAC0 18; Dmg by weapon; AC 6; hp 30; MV 12; SA spells; SD spells; MR nil; SZ M; AL LN; ML 18; XP 1400; MAC 5; Spells: 1st: 5, 2nd: 4, 3rd: 4, 4th: 3, 5th: 2. Equipment: ring of *armor* (like the spell), belt of wizard (+1 spell per level).

 **Koraz, 8th level preserver:** THAC0 18; Dmg by weapon; AC 10; hp 23; MV 12; SA spells; SD spells; MR nil; SZ M; AL N; ML 18; XP 975; MAC 6; Spells: 1st: 4, 2nd: 3, 3rd: 3, 4th: 2. Equipment: quarterstaff +1 1d6/ 1d6, *ring of vampiric regeneration*.

 **Rayus, 5th level preserver:** THAC0 16; Dmg by weapon; AC 10; hp 13; MV 12; SA spells; SD spells; MR nil; SZ M; AL LG; ML 18; XP 650; MAC 6; Spells: 1st: 4, 2nd: 2, 3rd: 1. Equipment: quarterstaff 1d6/ 1d6.

 **5 Tembos:** THAC0 17; Dmg 1d4 x 2 / 1d6 x 2 / 1d8; AC 4; HD 4; hp 24; MV 15; SA level drain; SD dodge missiles; MR 10%; SZ M; AL CE; ML 19; XP 975; MAC 6; MTHAC0 16, PSP 80; Psionic summary: Psychometabolism – Sciences: Death field, life draining, shadow form; Devotions: Chameleon power, displacement, ectoplasmic form, heightened senses, immovability; Special: bite causes level drain if victim fails a save versus death magic.

**D. Encounters**

 The DM can use any or all of the following encounters as the party walks the streets of Tyr.

1. Hungry mekillot

 A mekillot has broken out of its stable in the Merchant District, after not being feed. It wanders the streets searching for food. As the characters round a street corner, they come across the mekillot, as it tries to break into a house. The house is the home of a tradeswoman and her family. The woman, Darla, her two children, and her handicapped husband, hide in the house fearful for their lives. In 4 rounds, the mekillot will have battered in the door and made a large enough hole to squeeze through and get at the terrified folks, and if the characters do nothing to intervene, the family is eaten.

 **Mekillot:** THAC0 9; Dmg 1d8; AC 7; HD 11; hp 57; MV 9; SA swallow, crush; SD nil; MR nil; SZ G; AL N; ML 12; MAC 5; XP 6,000; Special: On a natural attack roll of 20 the mekillot’s tongue has wrapped around the target and pulls him to the creatures jaws. The victim must make a save versus paralyzation or be swallowed whole. Swallowed beings are helpless, except for psionics. After 2d6 hours they are consumed by the beast’s digestive juices. If anything crawls beneath it, the mekillot will drop on top of it causing 2d12 points of damage.

2. Marauding mercenaries.

 This can be a recurring encounter for the party, as the stumble across bands of Vordon mercenaries plundering the city. There are 3d12 soldiers in each band. 15% are elite soldiers, and 10% are sergeants. They are lead by one leader. 20% of the patrols have half-giant support, 1-4 half-giants.

 10% of these patrols have been commandeered by a 7th level free wizard. The free wizard has assumed command and the troops follow him out of fear. The free wizards have ordered them to convert the citizens of Tyr back to the worship of Kalak. Since they have no idea how to go about doing this, but at the same time are deathly afraid of failing their powerful masters, the troops are liable to do anything. Some will attack on sight, others will interrogate anyone they meet, other patrols will attempt to arrest anyone they can and escort that person back to the Golden Tower for a worshipping service.

 If the characters begin to cause a lot of trouble in the city, and the free wizards become aware of them. Three patrols will be sent out to search the city for the characters.

3. Rioters

 Some other the ex-slaves of the city believe that the Vordon attack and Kalak’s return, signal their return to slavery. This has sent many off on a riotous campaign. The rioters set fire to buildings and attack anyone of authority they come across. Most of these rioters are confined to the Warrens, but some have entered other neighborhoods of the city.

 A mob of rioters spots the party and mistake them for Vordon mercenaries. The mob attacks the party, trying to overwhelm them. If any characters are captured in this way, the mob will hang them from a nearby building.

 There are 1d20+10 rioters.

 **Rioters:** THAC0 20; Dmg by weapon; AC 10; hp 5; MV 12; SA nil; SD nil; MR nil; SZ M; AL CN; ML 9; MAC 10; XP 15. Equipment: typical weapons: club 1d6/ 1d3, bone knife (-1, -1) 1d3/ 1d2, rock 1d2 / 1.

4. Rampaging undead.

 A group of 10 zombies and 8 skeletons are attacking citizens in a street the characters are passing down. The undead were servants of a defiler who lived in the tradesman district. When looters broke into his house and tried to ransack it, he set the undead on them. Realizing his status as a defiler was uncovered, the defiler hastily gathered some possessions and teleported out of the city. He left the undead behind, who are following out his last order, to “kill them all.”

 **10 Zombies:** THAC0 19; Dmg 1d8; AC 8; HD 2; hp 13; MV 6; SA nil; SD nil; MR nil; SZ M; AL N; ML -; MAC -; XP 65; Special: immune to sleep, charm, hold, death magic, poisons, and cold-base spells.

 **8 Skeletons:** THAC0 19; Dmg 1d6; AC 7; HD 1; hp 3; MV 12; SA nil; SD nil; MR nil; SZ M; AL N; ML -; MAC -; XP 65; Special: immune to sleep, charm, hold, death magic, poisons, and cold-base spells. Edged weapons cause only half damage.

5. Mad half-giants

 Half-giants are susceptible to their environment, and their attitudes change to those around them. The PCs stumble into the path of two half-giant brothers, Nibar, and Nilacs. They are a gladiator team that is much feared. The chaos sweeping the city has affected them. Their alignments have shifted from CN to CE. Now the brothers are enjoying killing and robbing citizens. However, they are still gladiators at heart, and have grown tried of the weak resistance put up by most Tyreans. When they see the characters they see a good fight. The half-giants will attempt to pick a fight with the characters, but if the party will not strike first, they will be more than glad to do so.

 **2 Half-giants, 5th level gladiators:** THAC0 14; Dmg by weapon +5; AC 6; hp 65; MV 15; SA nil; SD nil; MR nil; SZ M; AL C(E); ML 15; MAC 8; XP 650; Special: +1 to hit, +2 damage with battle axes. Equipment: hide armor, obsidian battle axes (-2, -1) 1d8/ 1d8.

**E. Allies**

1. Veiled Alliance

 If the characters attempt to contact Matthias Morthen and the rest of the Veiled Alliance leadership at their hidden compound in the Kalla-Kouro (public bath house) ruins in northwest Tyr, they find the place unguarded. If the characters enter the headquarters, a short distance from the entrance they see a shimmering effect in the air. If the characters walk through this, they fall under the effect of a *temporal status* spell.

 One of Kalak’s first acts was to place the entire headquarters of the Veiled Alliance in temporal status. The effects can be dispelled on one person by a successfully cast *dispel magic* against 20th level, or by removing the person from the area of effect. Note that there is no saving throw to this spell, so only characters who walked into the area and so are near its edge can be freed in this way. The rest of the Alliance is trapped until the party can stop Kalak.

2. Merchants

 The merchants are less helpful then the nobles. None are sure what really has happen in the past two days. All of the major houses received 12 hours notice from Thaxos Vordon of his plot and a warning not to get involved. All of the merchants took this to heart and prepared for the worst. They doubled the guards around their emporiums and their personal estates. Those that could fled to nearby outposts before the fighting started. A few of the smaller houses who felt their livelihoods threatened by the Vordon plot attempted to resist. However, they were all crushed by the larger merchant house.

 The characters may want to go to Thaxos to gain his aid in defeating Kalak. If the characters go to his manor in the northern nobles’ quarter, they find the mansion has been gutted by fire. A search of the building will uncover the remains of a half dozen corpses. (Thaxos and his advisors)

 Derlan Watari will approach anyone entering the ruins. He is a halfling who acted as Thaxos’s bodyguard, though few realize this as he was typically dressed and acted as a jester. He was knocked unconscious during Kalak’s attack on the estate, and awoke amid flames. He dragged himself outside to escape the flames and has been recovering from his battle wounds since. He swears vengeance against Kalak and all those who failed to protect Thaxos from his attack. He will offer his help to the party, which they may decline due to his comical appearance and reputation. This would be a mistake as Watari is a deadly assassin. He is a 16th level thief, and his stats can be found in the **Dune Trader** accessory. If the characters accept his help they will have to keep a watch on him. In combat, Watari takes no prisoners, and kills any prisoners the characters may take. He will not hesitate to kill Kalak even after he is freed from his enchantment.

 An interesting follow up adventure may be to find a suitable heir to Thaxos to run House Vordon. Talara Vordon, a cousin of Thaxos, tried to stop his plot but was unsuccessful. She was transferred to an out of the way post, and an assassin was sent to kill her. The assassin has not acted yet, because he was ordered to make it look as if she died in a gith raid, but the gith have been unusually quite. In actuality, the gith are massing their forces to make an all out assault on the fort by combining many tribes together.

3. Nobles

 None of the nobles will offer any help to the party. They are too concerned with protecting their homes and families, and will not offer any troops to help the characters. If the characters are acquainted with a noble, he will offer sanctuary to the characters but will not do any more.

4. Gladiators

 If the characters are looking for an army, their best bet is the captive gladiators held in the coliseum. There is no one to prevent the characters from freeing the gladiators, but the gladiators are not in good shape. They will need food and drink before being sent into battle or they attack at -4 to hit and damage.

 Rikus is here as well. Once fed the only thing that will stop him from immediately rushing off to kill Kalak, is if he is told the truth about Kalak. Once told he will be shocked. Not knowing what to do, he will brood, and follow the characters lead.

5. Templars

 The templars have sealed themselves off from the city as they try to decide their next move. They will refuse to help the party in any way. The only exceptions is Werlus and his band of 15 templars. They will follow the characters on any sound plan, but will not throw their lives away on a foolish strategy.

6. Psionicists

 The strongest possible allies the characters can find are the leaders of the School of Thought psionic academy. Sycia Strimmen, the headmistress, along with the two highest ranking instructors Fyrian Wynder, and Crag, are actively plotting to take action against Kalak. Not only are they powerful allies, but they have information vital to the characters success. They are also seeking the characters. Sycia and Fyrian believe the characters hold the key to defeating Kalak.

 When Kalak first appeared, Fyrian attempted to make psionic contact with the sorcerer-king. He was surprised to find only weak defenses to his attacks. Once he broke through, he was in for a shock. Kalak’s mindscape was a swirling gray maelstrom of scream voices and dark sinister laughter. At one point the gray parted to reveal a scene. He saw a street scene of Tyr, people going about their daily business. They were all frozen in place. The image rotated as if it were a globe, showing a panorama of the city. In every image, the characters were featured prominently, and in each picture the characters were holding something. In one picture they were holding pottery tools. In another there was a red sparrow perched on the shoulder of a character. (The red sparrow represents rebirth, similar to the phoenix.) In another scene the characters are sharing a ceramic bowl of fruit. The next picture showed one of the characters trying on a wig of long amber hair. In another a character holds a glowing ball. In the last picture the characters are holding Kalak’s severed head.

 After that the image faded, and Fyrian awoke from his psionic connection. It had seemed that only a few moments had past to him, but according to Sycia he had spent 20 hours in the trace. They have been psionically searching the city for anyone matching the characters appears since.

 All of the above imagery was Sadira trying to give the characters one last hint as to how to stop her madness. The round shape of the images should remind the characters of the vase. If shown the vase, Sycia performs *object reading* on it. Only a psionicist of 15th level or higher who uses this power receives a vision of the true purpose of the vase. It contains a large part of Sadira’s soul. If Kalak can be reduced to 10 or fewer hp, and the vase is broken within 10’ of Kalak, Sadira’s soul will return to her body.

**F. The Battle**

 The characters should be allowed to plan the coming battle with Kalak. Depending on the allies they have gained their strategy may vary. One possible series of events is given below.

 The characters lead the free gladiators in an attack on the ziggurat. Before Kalak can go to stop them, the psionicists lead by Fyrian attack him. The attack only slows Kalak down, giving the characters enough time to subdue the preservers guarding the ziggurat and destroy the miniature sun. The “sun” has AC 2 and 25 hp. If the sun is destroyed, Kalak looses two levels, and during the night will disappear. Without the sun, Sadira’s magic will not last past sun down. All the charms and other spells she has cast will end, and she will revert back to her normal form. In this form she will continue to claim to be Kalak, but is only 10th level. (Note: though Kalak is listed below as a 25th level dragon, he only has the abilities of a 20th level mage)

 Once the “sun” is destroyed, the weakened Kalak attacks the characters. Once reduced to 10 hp the characters can break the vase and free Sadira from her madness. When the vase is broken a flame appears and leaps the distance to Kalak. The flame is Sadira’s soul and it rejoins with her body. A ripping sound fills the air and a dark shade falls from her body as it returns to normal. The dark shade is Djorn the leader of the shadow giant. He has been expunged from Sadira’s body, and she will become herself again. Djorn attacks the party for 3 rounds. On the fourth round, the characters’ allies approach to help them. Djorn sees them and realizes he cannot win, and so flees the city.

 **“Kalak”, 25th level mage:** THAC0 8; Dmg by weapon; AC -3; hp 132; MV 12; SA Spells; SD spells; MR nil; SZ M; AL (NE); ML 20; XP 22,000; MAC 5; Str 23, Dex 20, Con 20, Int 19, Wis 18, Cha -3; Spells: 1st: 5, 2nd: 5, 3rd: 5, 4th: 5, 5th: 5, 6th: 4, 7th: 3, 8th: 3, 9th: 2. Equipment: none.

 **Djorn:** THAC0 13; Dmg 2d6+2 + special x 2; AC 4; HD 10; hp 80; MV 6; SA strength drain; SD +2 or bet to be hit; MR nil; SZ L-H; AL CE; ML 16; MAC 3; Special: Each hit drains 1 Str from the victim. Djorn has a more potent strength drain attack. Djorn must make contact with his victim, with a hit roll at +2, only making one attack per round. Each round Djorn maintains contact the victim loses 1d4 Str. If any weapon under +2 is used to attack him, the weapon has no effect, but becomes brittle. For 2d4 rounds, the weapon must save vs. crushing blow on every hit, or the weapon shatters. He can become incorporeal, in which form he can only attack with his Str drain, and is only harmed by weapons of +4 or greater. The shadow giant can inhabit bodies. This ability is similar to the *magic jar* spell, with the following modifications. This ability requires a full week of preparation time, during which Djorn studies the victim. The possession takes another full week, as Djorn eases the other psyche out and replaces it with his own. If the victim fails a save versus magic his spirit is killed, and Djorn takes possession of the body. Light heals Djorn. Sunlight heals 2d4, while torch light heals 1 hp. He is immune to sleep, charm, hold, and cold-based spells. Djorn is susceptible to pure magic, taking 1d6 per spell level if touched by a mage who has gathered spell energy.

Djorn has the following spell-like abilities, useable one per round, which take affect at 15th level: *animate shadow* at will (as psionic ability), *chaos* 1/day (as spell), *control light* at will (as psionic ability), *demi-shadow magic* 3/day (as spell), *demi-shadow monsters* 3/day (as spell), *enervation* 1/day (as spell), *obsidian death* 1/day (from **Defilers & Preservers**), *shadow magic* 5/day (as spell), *summon shadows* 1/day (as spell), *shadow walk* 2/day (as psionic ability), *summon planar energy*, from the black (causes 3d12 hp to one target within 60 yards), *touch the black* 3/day (From **Defilers & Preservers**).

Optional (from **Sands of Athas**, issue 5): darkwind 2/day, nightwing 2/day, shadow cloud 1/day.

**Conclusion**

 If the characters free Sadira and the city of Tyr they will be hailed as saviors. Though rewards will have to wait. There is still much work to be done to return the city to normal. The remaining Vordon troops have to be driven off, or rounded up. Other possible adventures have been mentioned in the text, such as, finding a new leader for House Vordon.

 The characters will have made many friends from their deeds, but will have gained the enmity of Djorn and the rest of the shadow giants who will look to take revenge on the party in the future. As for rewards for the party, that is up to the DM. The characters may be granted lands or titles in Tyr. They could receive magical objects as payment. They characters could be given the objects above used by the free wizards. But the final decision is up to the individual DM.