

# City-State of Tyr Additional Content

## About this Document

This document is based on digital documents provided by Walter. M Baas. Posted with permission from Walter Baas and Gary Watkins. Compiled by Robert Adducci ([Raddu@athas.org](mailto:Raddu@athas.org)).

The following content is content that was cut or has differences from the original turnover documents for the City-State of Tyr accessory as written by Walter M. Baas and Gary Watkins. Some were from the turnover document while others were in secondary

## Introduction Story Cuts:

Cut after the paragraph that starts with "A silver and two ceramics..."

*"He smiled then like a zhackal and said, "Yes, yes. These things and more shall I show you; the splendor of the ziggurat, the luxury of the noble quarters, and the mysteries of the city below if you dare. But first we go to the stadium.""*

The following was the last paragraph.

*"I shook my head in disbelief as he turned and walked down the thronged street before me. A market in the stadium? What other bizarre things did this trip hold in store for me? A beggar pawed at me, rousing me from my thoughts. I cuffed him on the side of the head and strode on to learn of this strange, unusual city: Tyr"*

## About this supplement:

The following was cut from the middle of the paragraph:

"Look closely herein at the way Tyrian's live -- and die. Explore the dark corners in the city, journey to UnderTyr, and travel the hidden ways of the hills and plains that surround it. Examine the powers that be who, with a dagger thrust or a mumbled word, determine the path Tyr follows. This supplement

documents. If no explanation is given for the content it was not included in the final document. Editing for basic grammar and spelling was applied to some sections. For more about the City-State of Tyr, Walter Baas, and Gary Watkins listen to [Episode 13 of the Bone, Stone, & Obsidian podcast featuring Gary Watkins](#).

<http://misdirectedmark.com/2019/07/02/bone-stone-and-obsidian-episode-13-city-state-of-tyr-walter-bass-memorial-featuring-gary-s-watkins/>

describes notable personages (currently living and recently deceased), intriguing locations, and adventure hooks for those wishing to explore the city's intrigues. Additional tips are included for DMs interested in setting up a campaign in or around the city-state of Tyr. Remember to watch your back or your "mantle of freedom" may soon become a funeral shroud.

## Chapter 2: Environs of Tyr

The 3<sup>rd</sup> paragraph in the chapter was altered. The following is the original text:

The area west of Tyr is largely unsettled. Locals call it "the poison land". A defensive hedge of deadly a'nor plants and smokebrush encircles the perimeter of the lower node of the walled city (that area that houses the templars' quarters and king's gardens). The toxic hedge, known as "the barrier", wards the area near the grand gate, through which valuable iron shipments pass from the mine. A buffer of azure burrgrass extends 20 feet between the barrier and the road approaching the grand gate. Azure burrgrass, golden smokebrush, and the deadly A'nor plant were natural choices for the barrier because of their malevolent qualities. (See the Monstrous Compendium [tm] entry for Plants,

Poisonous in the appendix for descriptions of these plants and their defensive properties.) Under Kalak the barrier served two purposes: first, to hinder anyone from entering the city on foot except at the three major gates; secondly, to give Kalak a tremendous source of power to fuel his defiling magics.

Native Farming Plants Of The Tyr Region, "Wheat" was cut, but cotton was still included.

## Chapter 3: The City of Tyr

### Korl's Exterminating Service

Just inside the stadium gate on the west side of the thoroughfare, a two story adobe building can be seen with a large dead lizard painted next to the doorway. This is the home of Korl's Exterminating Service. Korl, a semi-retired dwarven thief, lives here with his pets/servants, twelve baazrags (see Monstrous Compendium [tm] description at end of this book). The stout little lizards are specially trained to hunt and kill household pests such as insects or gecko lizards.

Korl charges from 2 ceramic pieces to 3 silvers depending on the size of the job. His services are most often sought by nobles and merchants to rid their residences or businesses of vermin. As a sideline, Korl also will buy untamed baazrags for 1 sp, which he then trains and sells for as much as 5 sp. If someone already has a pet baazrag and simply wants it trained, the fee is generally 2 to 3 sp. The dwarf no longer practices thieving as a profession, but will occasionally help himself to a trinket or two from an employer's premises if the opportunity presents itself.

The building that he lives in and works out of consists of a small office with a bone chair and table as its only furnishings, a hall with a stairway ascending to the top floor, and a large common room that takes up the rear

half of the house where his pets are kept when not working. The living area is contained wholly on the second floor and is divided into a bedroom and a modest cooking/dining area.

### Korl Marlik

Male Dwarf Thief, Chaotic Neutral  
AC 5 (leather + Dex) Str 16  
Movement 9 Dex 17  
Level 5 Con 16  
Hit Points 29 Int 14  
THAC0 18 Wis 15  
No. of Attacks 1 Cha 13

Dmg: by weapon

*Proficiencies:* club, short sword, sling, animal handling (14), animal training: baazrag (15), set snares (16).

*Thief Skills:* PP 60%, OL 65%, F/RT 55%, MS 50%, HIS 50%, DN 15%, CW 50%, RL 0%.

*Psionic Summary:* PSPs 35; Wild Talent ---  
Animate Shadow (PS Wis -3; Cost--7+3/round)

Korl is a quiet fellow who always thinks before speaking, even about trivial matters, which creates awkward pauses in dialogue. He continuously mutters to himself and his pets as he works, giving the impression of a dullard. In truth, he is quite clever and uses others' perceptions of him to advantage. Because of his seemingly inoffensive nature, Korl is often left alone or ignored while he works, enabling him to pocket small items without being noticed. He does not steal frequently, nor does he take especially valuable or distinctive items and up till now has been able to avoid discovery. He has no interest in adventuring. Apart from his business and an occasional brew at the happy dwarf, Korl leads an otherwise unremarkable existence.

### The Weeping Wyvern

Under Shadow Square There is an establishment called "The Weeping Widow",

the turnover document says, "The Weeping Wyvern". The map on page 94 still has "The Weeping Wyvern" on #25.

## Cutters' Chance

This shop caters to the gamblers of the city. Cutter, the proprietor, creates and designs items for games of chance. It is said that she personally designed and built all of the gambling devices and tables within the renown Crystal Spider Gambling Hall. Her favorite creations are stunning wheels of chance, elaborately adorned that spin almost effortlessly. Her craft gained city wide attention when she created a huge multi-colored spinning wheel for the arena. Commissioned by a famous jazst gladiator, the wheel was only used once before being banned. The bloody incident was enough for Cutter to achieve infamous notoriety for her art.

Cutter will never willing create a unbalance or illegal gambling tool. For a small fee she will instruct an individual in the art of cheating. She considers this training important to gamblers to recognize when they are being cheated.

Sport darts (1 cp each), balanced z'tal throwing knives (4 bits each), multi-sided dice (1/4 bit per side) and stiff pulp gambling cards (5cp to one silver depending on the art work) can all be found in Cutter's shop. The female mul takes great pride in her craft, and is always looking for new games of chance. She will pay to learn new games of chance, but will always bet the informant a bit that she already knows the game, and she usually wins!

## The Dead

This mortuary/crematorium known as "The Dead" caters to those with dead and dying. Dauthur, the proprietor, guards his identity donning a full face leather mask while working. This old practice is to prevent being

shunned outside of work. Dauthur's business is the dead and he felt no compunction towards helping individuals along their way. He frequently provides sleeping poisons for the infirm or terminally ill. He also makes charms to ward off spirits or the disgruntled dead. Strongly scented perfumes to douse the newly dead are always in stock. Occasionally Potion Fruit of Flesh to Stone are available. A large kiln is available those who cleanse their dead by fire and a plot of land is available outside the city for those who wish their dead to be placed in the ground. In a society that cares little for the dead, Dauthur caters to nobles, visiting merchants, the religious and the superstitious. Rumors persists that he has, on occasion, provided a fresh elf or two to the "Hungry, Hungry Halfling" although he vehemently denies these rumors.

When dead bodies are found in the city a brief search of their bodies are made and the body is stripped. A petition must be made at the High Bureaus to reclaim the dead's possessions. If not claimed they become property of the state. Locals are questioned as to the identity of the corpse. If someone recognizes the corpse, it is turned over to the identifying individual for disposal. Otherwise, templars or city guard will deposits the corpse in the a'nor fields outside the city walls.

## The Running Z'tals

Ten to fifteen youths of various races make up the running z'tals. The z'tals hire themselves out as runners, couriers, and heralds. Commonly, messages can be delivered to any location in the city, except the Warrens and UnderTyr, for two bits. Packages or retrieval of goods tends to run five bits to a ceramic piece depending on the size and weight of the item in question. The z'tals only work the daylight hours and will not enter the Warrens or the undercity. Furthermore, they limit their services to the city proper and can not be induced to leave Tyr for any reason.

## Chapter 4: The Golden City

### The Inner Circle

A high, stout wall surrounds the inner circle, separating it from the outer circle where the templars' quarters, high bureaus, and outer gardens lie. Among the buildings of the inner circle is a great hall from which the king may enjoy the gladiatorial games or entertain large groups of nobles, merchants, templars, and others of import. The king's personal stables and carriage house fill two more of the structures, and a separate building houses the royal hunting cats, administered by the royal reaver.

The two buildings clockwise from the barbican hold the king's bath and springhouse, respectively. The springhouse contains a freshwater spring that bubbles up into a small, tiled pool.

Moving inward, another wall bounds the king's inner garden which itself surrounds the central tower. The lush carpet of verdant grasses and stately faro trees that fill the garden seems oddly out of place in Tyr's arid landscape. The abundant foliage fills the area right up to the walls of the golden tower.

## Chapter 5: Under Tyr

### Merchants Maze

Originally, the Merchants Maze was a walled garden, with a hedge maze and topiary. In UnderTyr, the garden that once was a place of leisure has become a den of conspiracy and clandestine activities. The Maze is rumored to contain a series of secret trade passages between the warehouses of opposing trader houses. The underground entrances to the warehouses are said to be heavily guarded. Tales of secret meetings, double-dealing and subterfuge abound. These tales include stories of those who became instantly wealthy

and others that found a quick death at the end of a trading guard's steel sword.

### Night Traders Ways

Night Traders way has been used in the past by tradespersons to exchange gray and black market goods and as a secret hiding place for slaves when Kalak was confiscating workers for the ziggurat. Some merchants still maintain storage areas for raw materials here, but such caches are almost always trapped or heavily guarded.

### The Vault of Auh

Deep in the bowels of UnderTyr, deeper than the ancient city's ruins, lies the Vault of Auh. Ancient kings ruled Athas long before the coming of the sorcerer-kings. When these kings died they were buried with great reverence. Opulent final resting places, resembling traditional sepulchers or minor palaces were quarried deep within Athasian stone. Precious metals, jewelry, and objects of art were entombed with the ancient kings. These kings and queens took great pride in and held a reverent sense of duty to protect their lands and their people. Hence the spirits of these protector kings and queens did not pass on "into the gray" after death. The spirit remains in the body to watch and protect the realm. These spirits are called meorties. Although no grand-elf can ever remember seeing an ancient king's spirit (much less an ancient king), it is said that one such vault of the ancients exists somewhere beneath UnderTyr. The lost resting place is called the Vault of Auh. No one knows the validity of such rumors, but many have set out in search of the great wealth that is rumored to rest there. Few have returned, though, and none successfully.

## Chapter 6: Psionics and Magic in Tyr

### The Order

#### T'Sk'Kux'Kt

Male Thri-Kreen Psionist, Neutral

AC 1 (Natural + Dex) Str 14

Movement 18 Dex 19

Level 22 Con 17

Hit Points 69 Int 15

THAC0 10 Wis 20

No. of Attacks 5 or 2 Cha 12

Dmg: 1d4(x4)/1d4+1+paralysis or 1d6+3 (+3 staff spear) + 1d4+1+paralysis

*Proficiencies:* Spear, chatkcha, dagger, light crossbow, scimitar, club, throwing axe, speak common (16), harness subconscious (19), meditative focus (21), rejuvenation (19), psionic detection (16), tracking (20), water find (15).

*Psionic Summary:* PSPs 347; Defense Modes --- intellect fortress, mental barrier, mind blank, thought shield, tower of iron will.

Telepathy --- Sciences: domination, mass domination, mindlink, psionic blast Devotions: contact, ego whip, false sensory input, id insinuation, identity penetration, invincible foes, psychic messenger, truthhear.

Psychokinetic --- Sciences: detonate, disintegrate, telekinesis Devotions: concentrate water, control body, control flames, control wind, inertial barrier, molecular agitation, soften. Psychometabolic --- Sciences: energy containment, life draining Devotions: body control, chameleon power, double pain, strength of the land.

Metapsionic --- Sciences: psychic surgery, split personality Devotions: convergence, psychic drain, stasis field, wrench.

Psychoportation --- Sciences: teleport, teleport other Devotions: dimensional door, dimension walk, teleport object, time/space anchor. Clairsentient --- Sciences:

precognition Devotions: combat mind, know location, spirit sense.

Mandalis is supported by entrants who perform their work with passionless efficiency. One of the more active operatives is a thri-kreen: T'Sk'Kux'Kt.

Like all thri-kreen, T'Sk'Kux'Kt feels the instinct to hunt most keenly. This has influenced his psionic development, guiding him toward more predatory and combat oriented devotions and sciences. When not serving The Order, the mantis master often journeys out into the desert for long periods of time. Sometimes these journeys have specific objectives such as hunting or travelling to another city on a personal errand. Other times he wanders simply to maintain a keen edge on his skills. T'Sk'Kux'Kt firmly believes that the mind is clearest and most accessible during the catharsis of physical deprivation or pain. These treks, therefore, serve to reinvigorate his spirit and prevent him from becoming soft and lazy.

T'Sk'Kux'Kt is a deadly foe in combat, possessing an arsenal of psionic and physical attacks which he often combines through the use of his split personality science. If using claws and bite, he gets five attacks per round. With the spear he uses his natural jumping ability for the initial attack, doubling the spear's damage on a successful strike. Subsequent attacks usually involve a spear/bite combination. His psionics allow him to hold his own against larger numbers, to attack at range, or to surprise enemies from concealment. If things go badly for the mantis man, his psychoportive talents enable him to escape without a problem. Besides his magical staff-spear, T'Sk'Kux'Kt possesses an amulet vs. undead (8th level of use) and a wand of negation (21 c.).

## Chapter 7: Personalities

### Gaanon

Half-Giant Male Gladiator

12th-Level

Neutral

Str 23            Int 08

Dex 13           Wis 10

Con 19           Cha 12

hp: 185

AC: 5

#AT: 3/2 or 5/2 with specialization

THAC0: 9

Dmg: by weapon + strength

Weapon Proficiencies: All, Specialized with Battle Axe, Weighted Pike, Cahulaks, Datchi Club, Two-handed sword, Weighted Throwing Net, Gouge.

Non-weapon proficiencies: Armor Optimization, Blind Fighting, Endurance, Heat Protection, Weapon Improvisation.

Equipment: Leather armor, obsidian battle axe, net of giant hair.

**Background:** Gaanon was raised somewhere along the Estuary of the Forked Tongue near Grak's pool. He travelled extensively with his father when he was young and was duly impressed during his first visit to Tyr. The city fascinated him --- so much to see, so much to do, unlike home. When he was old enough to travel alone, Gaanon returned to Tyr to seek employment. He found work as a templar's bodyguard and was very happy with his lot. Things changed one night when a friend and co-worker of Gaanon's was slain by the templar. In a fit of rage, Gaanon attacked the bureaucrat, seeking to avenge his friend's death. He failed. The templar, in an unusual show of mercy, did not slay him outright, but instead sold him into gladiatorial slavery. Gaanon used his superior strength and fighting skills to good effect in the arena and made quite a name for himself.

Gaanon and Rikus were too much alike to be friends in the arena so they became rivals. They faced each other three times. Rikus won twice, the second time seriously wounding Gaanon. The third time they faced one another Gaanon was denied his revenge, when Rikus attacked Kalak instead of him.

Gaanon joined with Rikus following the revolt and helped lead the attack against the armies of Urik. He was an inspiring sight, simultaneously fighting three opponents. Gaanon was a victim of the wars and never returned to his favorite city to enjoy the wondrous life he so desired.

**Appearance:** Gaanon's a beast, especially with his hairy body and long unbound hair. With a height twice that of a human and weighing over 1500 pounds Gaanon should be considered a "giant" among half-giants.

**Role-playing:** Strong and fair. Gaanon's training as a templar guard and as a gladiator has provided him with powerful tools for survival. He understands that bureaucracy is necessary for a city to exist, but does not understand bureaucracy itself. He is a fine and trustworthy companion in a fight.

### Ktandeo

Editors Note: Ktandeo was mistakenly called a halfling in the Psionic Artifacts of Athas book, that mistake might have been avoided if this stat block had been published

Human Male Preserver Mage

13th Level

Neutral Good

Str 12            Int 17

Dex 13           Wis 15

Con 10           Cha 11

hp: 31

AC: 10

#AT: 1

THAC0: 16

Dmg: by weapon or by spell.

Weapon Proficiencies: Dagger, darts, staff.

Non-weapon proficiencies: Ancient History, Ancient Languages, Direction Sense, Local History, Modern Languages: Elvish, Halfling, Psionic Detection, Reading/Writing, Religion, Somatic Concealment, Spellcraft, Weather Sense.

**Equipment:** Rod of Absorption (appears as a cane with a pommel of polished obsidian, 3 levels stored, can absorb 21 more).

**Background:** Born to a poor merchant family, Ktandeo spent most of his early years working for his father trying to earn enough money to feed the family. Ktandeo exhibited a strong affinity for magic at an early age, and his father discreetly contacted the Veiled Alliance to gain information how he should proceed. Ktandeo studied hard and quickly rose in the ranks of the preserver mages.

Previous to Kalak's death, Ktandeo was allied with Sadira, and aided in her and Agis's escape when they were pursued by templars. He took them to UnderTyr and the Crimson Shrine, where he had hoped they would find safety. Alas, Agis was unable to enter the shrine and Ktandeo died in the battle against the templars. His final words were to warn Sadira against her attraction to defiler magic.

**Appearance:** Tall and robust, Ktandeo has proud features, a hook nose, and a long mane of white hair. His dark brown eyes display ancient wisdom, as they peer out from beneath his white brow. Ktandeo is never without his obsidian pommeled cane, that is the focus for his spells.

**Role playing:** A veteran of Shadow Square, Ktandeo moves freely between the best and worst parts of town. He is awkward around noble personages, because of his personal disdain for conspicuous consumption. He possesses an excellent memory, which has aided him in mentally mapping many parts of UnderTyr. He is an invaluable ally in contacting the Veiled Alliance, as well as a terrible adversary if crossed.

Ktandeo's base of operation is the Drunken Giant wineshop, off of Shadow Square. If contacted there, Ktandeo will be found in one

of the rear booths of the shop. He prefers this location due to a secret entrance to UnderTyr, hidden beneath one of the stone benches.

## Sacha and Wyan

Former Champions of Raajat

Chaotic Evil

Stats: N/A

AC: 10

#AT: 1 (bite)

THAC0: 20

Dmg: 1d2 (bite) or by psionics

**Psionic Summary:** Level of psionic powers unknown.

**Background:** Sacha of Arala, Curse of the Kobolds and Lord Wyan Bodach, Pixie Blight were former chieftains who took part in Raajat's bloody war of cleansing to rid the world of the nonhuman races. Sacha and Wyan later allied with Kalak in conquering Tyr. Sacha the Beastly is the progenitor of the noble Mericles line, of which Tithian is descended.

At the onset of the great war, Raajat assembled his champions at the Steeple of Crystals high within the Pristine Tower. Here Raajat empowered his champions to carry out his will. The champions, infused with Raajat's power, were invincible. Nearing the end of the conflict, Raajat decided that he alone would be the only sorcerer-king at the war's end. The others would have to relinquish the powers given them. Many of the champions denied Raajat, rebelling instead. Using their terrible powers they forced him to create the Dragon. Sacha and Wyan opposed the revolt and were beheaded as punishment.

**Appearance:** The two living, disembodied heads create a gruesome image on first sight. The skin of their missing neck is gathered and stitched under the jawline. Both have long coarse hair tied in a topknot. Though weathered with age, both still feel as warm as the living to the touch. Both have a fondness

for warm blood which is their sole form of nutrition.

Wyan has piercing gray eyes, sallow skin and sunken features. Its lips are leathery and peel back revealing a sinister grin. Wyan has broken, yellowed teeth and smells of the dead.

Sacha's face is grotesquely bloated. The cheeks and facial features are distorted and puffy. Sacha's gray eyes appear as little more than dark narrow slits. Its broken teeth match the color of its eyes.

**Role-playing:** Whoa all that trust the former champions. The only allegiance Sacha and Wyan possess is to self preservation. The two will quickly side with the more powerful force in a conflict. They have no regard for morality and will betray associates and foes alike.

The two possess caustic personalities and openly speak their wicked thoughts. Quick to anger or accuse they are glib to the point of self destruction. Which may be their demise as they were last seen in possession of Borys the Dragon.

## Senator Trevalis Minthur

Human Male Noble

10th-Level

Neutral Evil

Str 10            Int 17

Dex 12           Wis 16

Con 14           Cha 09

hp: 30

AC: 10

#AT: 1

THAC0: 16

Dmg: by weapon

Proficiencies: Bard's friend, widow's knife, scimitar, hand crossbow.

Non-weapon proficiencies: Agriculture, Animal Handling, Appraising, Bargain, Bureaucracy, Etiquette, Heat Protection, Heraldry, Land-based Riding (Crodlu), Local History, Reading/Writing.

Equipment: Steel scimitar, hand crossbow, quiver of 20 bolts.

Psionic Summary: PSPs 56; Wild Talent --- Sensitivity to Psychic Impressions (PS Wis-4; Cost --- 12+2/round)

**Background:** "Land and Blood" is the credo of the Minthur family. The mid-level noble house is very ambitiously attempting to seize the surrounding lands and plantations. Land is food, food is money, money is power. The Minthur estate is neither the largest nor the most important of the Tyrian plantations, but you would not think that when speaking with Trevalis Minthur. Trevalis still demands to be called "Senator" even though the senate was disbanded to make way for the Council of Advisors. Trevalis maintains that the noble landowners should control Tyr. For without the land owners, the city would starve.

Trevalis is a man of little patience. Trevalis believes strict punishment is necessary for a strong family. He has followed in his father's footsteps and has not spared the rod on any of his children. Rumors abound that Trevalis beating slaves to death for disobeying him. Trevalis' rage is not a topic for open discussion with the Minthur family.

**Appearance:** With a stern countenance and wiry frame, Trevalis Minthur possesses all the warmth and charm of a silk wyrm. He dresses ostentatiously, flaunting his wealth and position whenever possible. He walks with a slight limp, which he hates to be reminded of. It is said he acquired the disability when a supporting strap for a howdah he was riding in broke and he fell from the vehicle, badly twisting his leg. It is also said that he had the inix he rode on killed and the artisan who built the howdah assassinated after the incident.

**Role-playing:** Senator Minthur can be a deadly adversary should the PCs cross his path. His arrogant and evil nature make him a wonderful focal point for any conflict. He will go to any end to realize his dark ambitions and cares nothing for anyone

outside of the Minthur clan, and little enough for those within it other than himself.

## Senator Turax

Human Male Noble

14th-Level

Lawful Evil

Str 08            Int 18

Dex 07           Wis 15

Con 09           Cha 05

hp: 41

AC: 10

#AT: 1

THAC0: 14

Dmg: by weapon

Proficiencies: Widow's Knife, Short Sword, Hand Crossbow, Dagger, Club.

Non-weapon proficiencies: Agriculture, Animal Handling, Appraising, Bargaining, Brewing, Cooking, Heraldry, Herbalism, Land-based Riding (Crodlu), Local History, Reading/Writing, Weather Sense.

Equipment: Ring of Mind Shielding, steel short sword, hand crossbow, quiver of 20 bolts, obsidian dagger.

**Background:** Senator Turax is one of the few Tyrians who thought of Kalak as a friend, in the Athasian definition. In years of dealings Turax could always trust Kalak to say or take exactly what was good for the sorcerer-king and Tyr. There might be political intrigue or subterfuge involved, but that was neatly buried below the surface. Although Kalak barely knew Turax existed, Turax thought fondly of his king every day.

Turax never knew his parents. They were killed in a violent exchange between templars and Veiled Alliance members when he was three. A drunken uncle took up residence and managed the estate in his family's absence. The uncle's drunken raves terrified him. When Turax turned fifteen and could inherit the family lands he bought his uncle a cask of his favorite fermented beverage. Sometime that night, after his uncle had succumbed to the intoxicating effects of the alcohol, a

mysterious fire broke out in which his uncle perished. The death was ruled an "accident" and Turax began his agrarian empire.

**Appearance:** Turax has been referred to as a "meorty" by his former fellow senators. While it is true that his physical appearance does resemble the ancient undead, Turax is still alive and kicking. His face and body seem to be corrupted and twisted by the same evil that racks his mind. The iron in his voice and grip convey the power and determination inherent in this man.

**Role-playing:** Turax is driven by two overriding factors: 1) An abiding lust for power and control and 2) a devout hatred for the Veiled Alliance, whom he still holds responsible for the deaths of his parents. He wields tremendous influence in the council and in the wheat trade in Tyr. Any Veiled Alliance PCs that attract his attention will find him to be a persistent, far-reaching enemy. By the same token, imaginative PCs may be able to use Turax's hatred of and spite for the alliance to their advantage, receiving funds and aid from the old tyrant for alleged information on the activities of the despised alliance. In doing so, however, they may come under the scrutiny of the real Veiled Alliance, a group that takes a narrow view of those who bring trouble to its members.

## Verrasi of Minthur

Human Male Trader

5th-Level

Chaotic Evil

Str 13            Int 15

Dex 17           Wis 12

Con 15           Cha 06

hp: 25

AC: 08 (breastplate)

#AT: 1

THAC0: 18

Dmg: by weapon

Proficiencies: Scimitar, Hand Crossbow.

Non-weapon proficiencies: Appraising, Bargain, Bureaucracy, Gaming, Land-based

Riding (crodlu), Local History, Reading/Writing.

Equipment: Steel scimitar, hand crossbow, quiver with 20 bolts.

**Background:** For all the good that wealth can produce, it can also produce evil. The family Minthur is the latter. Verrasi is the product of an angry father who taught his son that money is love and vice versa. As a child Verrasi saw little of his parents but on occasion received lavish gifts from his father. This was the Senator's way of reassuring Verrasi that he was still family. Verrasi accepted this as the way of the world.

Now an adult, Verrasi disdains all but the most opulent and expensive things money can buy. He is literally incapable of compassion, love, or any other positive emotion. The only time he becomes emotional is when he sees that his personal coffers are running low, then a low panic sets in as his obsession for wealth overrides his ability to reason. Verrasi is most dangerous when encountered in this state of mind.

**Appearance:** Verrasi possesses a very athletic physique. He stands just over five feet in height and his long braided auburn hair is frequently tied in a neat topknot. In appearance Verrasi is considered a handsome young nobleman. That is until he opens his mouth, for he has inherited a tongue as sharp as a sword. His every word is as vile as jankz poison.

**Role-playing:** Verrasi has all of the charm of a sand storm. He is always abrasive and verbally examines the faults of the people he deals with in addition to the faults of his pathetic surroundings. Verrasi only operates from a position of advantage. Players' patience will be tested sorely in any encounters with Verrasi of Minthur.

## Senator Vildeen Tyranthi

Human Male Noble  
10th-Level  
Lawful Neutral

Str 11 Int 13  
Dex 09 Wis 14  
Con 09 Cha 17

hp: 24

AC: 05

#AT: 1

THAC0: 17

Dmg: 1d8 (metal sword)

Weapon Proficiencies: Dagger, Long Sword, Widow's Knife, Light Crossbow.

Non-weapon proficiencies: Agriculture, Ancient History, Bargaining, Etiquette, Heat Protection, Local History, Reading/Writing, Weaving.

Equipment: Cloak of Smoke and Fire, steel long sword, light crossbow, quiver with 20 bolts.

Psionic Summary: PSPs 57; Wild Talent --- Combat Mind (PS Int-4; Cost --- 5+4/round)

**Background:** A successful senator and landowner, Vildeen's world was turned upside down during the slave revolt. His house and senatorial career were dealt a major blow from which he is still recovering. Vildeen feels that this is a temporary setback, and is in the process of rebuilding his contacts and alliances.

Following the "liberation" of Tyr, Vildeen fought for the senate to take control of the city. He led a group of senators who believed that they were meant to rule because they were better bred, better educated, and richer than the general populace. Vildeen claimed that the amount of land and personal accumulated wealth owned by an individual should dictate one's position in the new government. His proposals were soundly defeated. Vildeen refused to be a part of the dissolution of the senate to make way for a new council. He left the chambers vowing that one day the masses would come begging the nobility to return and run the government.

**Appearance:** Senator Vildeen, an older man with a shaven head, carries himself like a man filled with confidence and power. His dress is refined, but not ostentatious. He

never goes into public without his favorite black and red cloak (cloak of smoke and fire).

**Role-playing:** Vildeen is mildly paranoid, especially when it concerns rebels, revolutionaries, and freed ex-slaves. He feels that anyone not directly aligned with him must be a member of an unnamed group plotting conspiracy against him. He demands to be called "Senator" although the senate is defunct.

## Chapter 8: Campaigning in Tyr

### Kits:

One note worth mentioning is that the turnover document says "Dragoman". The print version has them as "Draqoman".

### Tyrian Templar Kit

Editor's Note: Compare vs a Tyrian Templar Kit in the Dark Sun Netbook in the 90's! [http://www.twinmooncircus.net/Dark\\_Sun\\_Netbook.pdf](http://www.twinmooncircus.net/Dark_Sun_Netbook.pdf)

**Description:** Templars are the civil authorities of a city-state. They administer the will of the sorcerer-king and/or Council and enforce the laws of the city. Standard templars also have spellcasting abilities granted through their affiliation with a sorcerer-king. Tyrian templars have irrevocably lost that ability with the passing of Kalak, however, they still possess their other class related abilities and perks excepting dominion over slaves. Tyr no longer permits slavery. Since the death of Kalak, many templars have left to serve other sorcerer-kings (or died trying), while others have been killed by enemies or ambitious underlings. The Tyrian templars have begun recruiting others from within the city-state to

fill their ranks. It is for these recruits that this kit is intended.

**Role:** The role of a templar is that of a civil servant, mediator, or administrator. They oversee Tyr's most important civic functions: iron mining, water distribution, food production, etc. A templar owes allegiance to his immediate supervisors (usually higher ranking templars), the Council of Advisors, and King Tithian. Additionally, templars often sell their influence and favors to interested nobles or tradesmen. See the Templars section in Chapter 1 for more information.

**Secondary Skills:** Any.

**Weapon Proficiencies:** Any allowed for the character's primary class.

**Nonweapon Proficiencies:** Bonuses: Bureaucracy, Reading/Writing Common. Suggested: Etiquette, Heraldry, Information Gathering\*, Intimidation\*, Local History.

\* - denotes proficiencies from The Complete Thief's Handbook [tm].

**Skill Progression:** Skills that allow a templar to extort, blackmail, or otherwise manipulate others to further himself are always sought after. Similarly, skills related to a templar's particular bureau classification are very helpful.

**Equipment:** Any.

**Special Benefits:** Characters with this kit gain the special abilities for templars noted on p.34 of the Dark Sun [tm] Rules Book. The character's level in his main class is used in place of templar level.

**Special Hindrances:** A templar belongs to a rigidly hierarchical organization and must obey the commands of any templar that outranks him. Many Tyrians still despise and fear templars and may attack a vulnerable character without provocation. The underhanded corruption that rules a templar's daily life gains him many enemies, both within and outside of the organization. A templar must always watch his back.

**Races:** Human, Dwarf, Elf, Half-elf.

## Cross-Worlds Campaign Characters

Some DM enjoys "crossing over" between worlds with player. Remember to keep game balance in mind when this occurs. Prohibit large amounts of iron or other precious material from entering the world of Athas. The DM has final ruling on a player desiring to play a character class that does exist naturally on Athas. If the character is allowed, restrict absurdities. A swashbuckler or paladin could wind up on Athas, but most would think they were mad or crazed from the desert heat. Few would believe their stories and fewer would trade or associate with them. Some character race no longer exist on Athas. Unless listed in a future supplement they are restricted from play in Tyr.

## Adventures

There were only 5 adventures included in the original turnover document. There was also a separate file that had other adventure ideas included below.

### Stranger Things/Monsters Among us

Strange creatures, alien to Athas, have appeared in Tyr on several occasions in the last few weeks. No one seems to know from whence they came or how they got to Tyr.

One such creature appeared as a floating sphere with a large central eye and several smaller eyes thrust out from the body on stalks or appendages of some sort. Its seems to cast spells through its eyes. The creature floated through the city wreaking havoc on any who crossed its path. It even turned a templar to stone! The monster left the city in the direction of the badlands and the Ringing Mountains. Another night, a winged woman appeared at the elven bridge. When a group of men from the market attempted to attack the fiend, she fixed her gaze upon one of their number, a half-giant, and ordered him to defend her. To the surprise of everyone, the half-giant turned on his fellows and slew each

in turn! She then called him to her, wrapped a glowing rope about him, and vanished in a sulphurous blast of fire and smoke, never to be seen again.

Many now hunt the monsters, some to rid the city of the creatures, others to capture them for the arena. Will you be among them?

For the DM: These appearances have occurred because someone, maybe Thanik, is using the summon extraplanar monster psionic science, (followed by a hasty teleport). Using retrospection or interrogation of one of the invading monsters, if one can be caught, will reveal the appearance of the culprit to the characters. It is then up to them to find the evildoer and bring him to justice. The Council, merchants, and nobles will be most grateful to whomever ends the terror. It is up to the DM as to what form the characters' reward may take.

Editor's Note: In the complete turnover copy there are different adventures so the ones included seem like they were added later. Here are a few that were separate.

### Arena Training

A warrior in need of training will certainly find it here. A character who flaunts his money or steel weapons may find themselves privy to a private tutoring session, during which they might be beaten within an inch of their life. An unscrupulous gladiator may then demand a weapon or a substantial amount of money to spare the life of the training character.

The players may be hired to go to the training area by a noble or wealthy merchant for any of the following reasons: 1) the merchant may have heard that a gladiator plans to throw his next match, and has asked the PCs to substantiate the rumor; 2) the merchant may have bet a substantial amount of money on a gladiator, and they are worried about foul play before the match; 3) the merchant may wish a gladiator to throw a match, and has sent the PCs to bribe or

otherwise convince the gladiator to do so; 4) a series of "accidents" could have befallen some up and coming gladiators, and the players are sent to investigate.

### **Ziggurat of Death**

Mutilated corpses have recently appeared in Tyr. These corpses were first attributed to the possibility of a band of renegade halflings or a thri-kreen dinner-raiding party. More recently, evidence of a clan of Belgoi has surfaced. The Belgoi were used as slaves by Kalak during the building of the pyramid. It is possible that as many as a dozen were accidentally released with the other slaves following Kalak's death. Their presence represents a real and present threat to the citizens of Tyr. Their insatiable desire to feast on living creatures makes them second only to defilers in the destruction they may cause.

## **Monsters**

Originally included but cut the Raaig and Meorty which were included in the Terrors Beyond Tyr (which Walter was not credited, or did Gary write them?) and 3 new plant types, Plants, Poisonous: A'nor Plant, Azure Burrgrass, Golden Smokebrush.

The Raaig's and Meorty and included here as they're significantly different from the published material.

## Meorty

CLIMATE/TERRAIN:	Any/Crypts		
FREQUENCY:	Very Rare		
ORGANIZATION:	Solitary		
ACTIVITY CYCLE:	Constant		
DIET:	Nil		
INTELLIGENCE:	As in life		
TREASURE:	H		
ALIGNMENT:	Lawful Neutral		
NO. APPEARING:	1		
ARMOR CLASS:	0		
MOVEMENT:	12		
HIT DICE:	As in life		
THACO:	As in life		
NO. OF ATTACKS:	As in life		
DAMAGE/ATTACK:	As in life		
SPECIAL ATTACKS:	As in life		
SPECIAL DEFENSES:	As in life		
MAGIC RESISTANCE:	25%		
SIZE:	As in life		
MORALE:	Fearless (20)		
LEVEL/XP VALUE:	Variable		
PSIONIC SUMMARY:			
Level Dis/Sci/Dev	Attack/Defense	Score	PSPs
1	1/1/3	-/MB,TW	=Int 100

**Psychoportation** *Sciences*: teleport; *Devotions*: dimensional door, dream travel (unique - see below), time/space anchor.

Meorties are ancient kings charged in afterlife to enforce the laws of their ancient kingdoms. They reside in the secret crypts containing huge amounts of treasure and venture forth only to avenge violations of the ancient laws governing their long-forgotten kingdoms.

They are outfitted as in life and maintain all abilities, skills, and knowledge that they possessed when alive. Meorties appear as they did in life save that their skin has a grey cast to it. They can only be hit by weapons of +1 or greater enchantment.

Meorties acquire the psychoportative powers above as well as the psionic defenses noted even if they were not psionic in life. If a meorty had psionics originally, take the higher PSP total of the two. Any living psionic talents are useable in its undead status. Meorties are immune to any psionic powers requiring contact.

**Combat:** Meorties attack as they did in life. They are tireless and can run and fight indefinitely. A meorty will attack anyone who enters its crypt, thinking them to be thieves. Any character who successfully steals from a meorty will be tracked down by the spirit and killed. The meorty does this with its special dream travel ability. This power enables the meorty to concentrate on the image of anyone or anything that it has seen (this includes intruders or objects of its treasure) and scry their location. It then teleports to that spot and attempts to slay its adversary and take back its treasure, if applicable.

**Habitat/Society:** Each meorty is driven by a compulsion to enforce the ancient laws of its kingdom. These laws may not make sense to contemporary individuals and, thus, may be violated unintentionally. Many local customs have arisen from these forgotten laws and should be observed to avoid arousing a meorty. The meorty itself neither knows of or cares about modern laws and customs.

**Ecology:** Meorties are thousands of years old and may be human, elf, dwarf, giant, or halfling in origin. They can speak and are great sources of historical information, but rarely converse unless it is to advise its victim of his crime just before it brings its weapon down on the unfortunate's head.

## Raaig

CLIMATE/TERRAIN:	Any/ Holy Places
FREQUENCY:	Very Rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Constant
DIET:	Nil
INTELLIGENCE:	As in life
TREASURE:	B,C
ALIGNMENT:	Any
NO. APPEARING:	1-20
ARMOR CLASS:	0
MOVEMENT:	12
HIT DICE:	As in life
THACO:	As in life
NO. OF ATTACKS:	As in life
DAMAGE/ATTACK:	As in life
SPECIAL ATTACKS:	As in life
SPECIAL DEFENSES:	As in life
MAGIC RESISTANCE:	50%
SIZE:	As in life
MORALE:	Fearless (20)
LEVEL/XP VALUE:	Variable
PSIONIC SUMMARY:	

Level Dis/Sci/Dev Attack/Defense Score PSPs  
5 2/3/10 -/MB,MBr,TW =Int 200

**Psychometabolic:** *Sciences:* complete healing, energy containment (always on, no cost); *Devotions:* body equilibrium, cell adjustment, double pain, heightened senses, immovability (always on, no cost).

**Clairsentience:** *Sciences:* aura sight (always on, no cost); *Devotions:* all round vision, combat mind (always on, no cost), danger sense, spirit sense.

Raaigs, also called crimson knights in Tyr, are the oldest of undead. Appearing as incorporeal spirits with glowing red eyes, they guard their ancient holy places: shrines, sacred groves and grottos, etc. They often wear ancient armor although their armor class remains constant regardless of armor worn. Raaigs are sustained by their unwavering faith in their ancient gods which

no longer exist. What's more, their powerful faith strengthens and fortifies their place of worship so that it suffers the effects of age only slowly and is protected by the raaigs own energy containment field. Individuals granted admission into the raaig's sanctuary are also granted the same protection.

**Combat:** Raaigs only attack in defense and then only until their opponent leaves the sacred area they guard. These spirits often possess powerfully enchanted weapons and armor, and can call upon any of the skills or special abilities they possessed in life. Raaigs can only be hit by +1 magic weapons or better.

The psionic powers listed above are gained in addition to any the raaig possessed in life. Previous psionic powers are still useable by the raaig. Due to their single-minded devotion, raaigs are immune to any psionic powers that require contact.

**Habitat/Society:** Eternal guardians, raaigs will only allow creatures to enter their holy sanctums if the creature's moral character is in keeping with the teachings and beliefs of their long-lost deity. Others are turned away. They seldom speak, and then only to those who meet their moral standards and somehow prove themselves to be exceptionally worthy. Very rarely a raaig will use its cell adjustment power to aid such individuals.

**Ecology:** Raaigs are thousands of years old, even older than Meorties, and may be human, elf, dwarf, giant, or halfling in origin. Their faith sustains them through unlife. A candle burns in each raaig's holy place. The candle is linked to the raaig's existence and faith and cannot be extinguished by any means short of the raaig's death. Most raaigs were high level fighters or priests in life. Priest raaigs no longer possess their spells.

## Plants, Poisonous

	<b>A'nor Plant</b>	<b>Azure Burrgrass</b>	<b>Golden Smokebrush</b>
CLIMATE/TERRAIN:	Tablelands	Tablelands	Tablelands
FREQUENCY:	Rare	Rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Day	Day	Day
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Non (0)	Non (0)	Non (0)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	10	9	8
MOVEMENT:	Nil	Nil	Nil
HIT DICE:	1	1	2
THACO:	Nil	Nil	Nil
NO. OF ATTACKS:	1	0	0
DAMAGE/ATTACK:	Nil	Nil	Nil
SPECIAL ATTACKS:	Poison	See Below	See Below
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2' area)	S (2' area)	S (2' area)
MORALE:	Nil	Nil	Nil
LEVEL/XP VALUE:	150	Nil	Nil

### A'nor Plant

The deadly a'nor plant grows in the dry sandy areas of the tablelands of Athas. A small flowering plant, the a'nor stem sprouts three branches which themselves bear three violet leaves of a velvet appearance. Such branch groupings appear every 4-6" along the plant's 2' stem. The plants are typically cultivated by men for use as a barrier or deterrent to thieves and intruders. In such cases, beds of multiple plants will be encountered covering tens to hundreds of square feet.

The purple a'nor plant is highly poisonous to the touch. Thousands of slaves died during the planting of the A'nor fields in Tyr. The a'nor plant uses spores to reproduce. These spores cover all parts of the plant. Anyone or anything that comes into contact with the plant picks up the spores. The microscopic spores assail the victim via pores and breathing passages. Often the victim is

unaware they are infected until the onset of symptoms. The spores thrive on the victim's rich supply of body moisture, growing and spreading throughout the body cavity. Within a period of hours (2-5,1d4+1), the victim's skin turns an ashen gray and he is racked with raging fever. As the spores spread, an infected individual loses one point from each of his ability scores every hour. When a score reaches zero, the victim may no longer use that ability. The a'nor plant saturates the victim within 24 hours and a new bed of tiny a'nor plants sprouts from the carcass. Slow poison spells will reduce the ability loss to one point per day. Neutralize poison and heal will negate the poison. An individual must successfully save versus poison each round they are in contact with the a'nor plant in order to avoid the effects of the plant's poisonous spores. The a'nor takes damage from all attacks normally, but anyone coming into physical contact or standing

within 5' of a disturbed plant must save against the a'nor's poison spores.

### **Azure Burrgrass**

Azure burrgrass is a spiny, low spreading grass with tiny barbed thistles covering its blades. The thorny, thistled foliage can only be consumed by the hardiest creatures of Tyr. Humanoids who ingest the dark blue thistle must save versus poison or suffer the effects of an I-class poison. The onset of the poison occurs in two to twelve minutes, and the victim takes 30/15 points of damage, depending on whether or not a successful save is made (see AD&D 2nd Ed. DMG p. 73). Thri-kreen are unaffected by the poisonous nature of the plant, but find the thorny burrs difficult to digest. No experience is awarded for the destruction of azure burrgrass as it easily can be avoided or destroyed through any normal means and presents no threat unless ingested.

### **Golden Smokebrush**

Appearing as a small bush with a wrinkled stem, the foliage of the smokebrush consists not of leaves, per se, but golden feathery tendrils that wave in the slightest breeze and create the appearance that gives the plant its name. Even when healthy, the plant appears dry and withered. This unappetizing, dead appearance is one of its natural defenses from grazing animals. When the plant is burned, it gives off toxic fumes. These fumes act as a L-class poison if inhaled or brought into contact with the skin. Onset occurs in two to eight minutes, and the victim takes 10/0 points of damage, depending on whether a save is made. The tough, stringy stem of a golden smokebrush makes it difficult to cut or uproot, but it has no special defenses against attacks and, in fact, suffers a -4 penalty on saves vs. fire or flame. No experience is awarded for destroying a golden smokebrush.

## Information Sources Files

One file is "Information Sources" and lists the usual DS and generic sources. One is of interest. " 7. "Rock of Bral" Spelljammer Module "

Editor's Note: Can anyone identify what this reference would be from?

## Information Sources

1. Dark Sun Rules Book
2. Dark Sun Wanderer's Journal
3. Dark Sun maps
4. "A Little Knowledge" Introductory Adventure
5. Dragon Magazine
6. The Complete Psionics Handbook
7. "Rock of Bral" Spelljammer Module
8. "Veiled Alliance" Supplement
9. "Dune Traders" Supplement
10. "Valley of Dust and Fire" Sourcebook
11. Dragon Kings Hardcover
12. Monstrous Compendiums (1, 2, Forgotten Realms and Dark Sun Appendices)
13. Prism Pentad Novels (1st three)
14. "The Outcast" by Simon Hawke
15. The Complete Bard Handbook
16. The Complete Cleric Handbook
17. The Complete Fighter Handbook
18. The Complete Thief Handbook
19. The Complete Wizard Handbook
20. The 2nd Ed. AD&D Player's Handbook
21. The 2nd ED. AD&D DM's Guide
22. The Tome of Magic
23. "Freedom" Module
24. "Road to Urik" Module
25. "The Asticlean Gambit" Module
26. The Complete Gladiator Handbook
27. AD&D Trading Cards
28. The Illustrated Encyclopedia of Minerals ed. Dr. Alan Woolley, Gallery Books c. 1990
29. Troy Denning
30. Tim Brown

31. "Aztec", The Mexican National Exhibit, Denver Museum of Natural History

32. Everyday Life of Medieval Travellers, by Marjorie Rowling, Dorset Press, England

## Illustration Art Requests

Illustration list: In Walt's files there was an illustration list of 24 illustrations. A few of them were obviously not included based on their description and lack of associated art, but are not interesting. One interesting note is as follows:

**13.Daria's Plot (page 36)** - Quarter page, close up of map with dagger plunged into line between Altaruk and Walis. The hand grasping the dagger bears a ring set with a black stone oval. Two "eyes" (dots) look out from the oval (symbol of House Tsalaxa). [Rough sketch provided by author.]

Also of note that the map in the image says, "Altruck" instead of Altaruk

There were poster map and map keys included some locations that are not included, but without a map to associate them with they're not of use. Additionally there were keyed areas for an Under Tyr map.