

To A Dead Queen's Court

A One-Round Dungeons & Dragons® Living Greyhawk™
Highfolk Regional Adventure
Version 0.1

By Gary Affeldt

Editor: Todd Ammerman

Triad Reviewer: Rick Brown

Circle Reviewer: Britt F. Frey

Playtesters: Paul Dohearty, David Krolnik, Michael Schultz, Dan Werner.

At the behest of the Dread Mistress, the PCs travel to a faraway place seeking the help of an unlikely ally in combating the rising Dawn. A one-round Highfolk Regional adventure for APLs 2-12 (character levels 1-15). The finale to the "Don't Run With Sickles" series (HIG6-06 First Comes the Running, HIG7-03 Lost in the Dark). Opportunities exist for optional encounters.

Resources for this adventure include Manual of the Planes [Jeff Grubb, Bruce R. Cordell, David Noonan]; Monster Manual V; Planar Handbook [Bruce R. Cordell, Gwendolyn F.M. Kestrel].

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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This adventure retires from RPGA-sanctioned play on [December 31, 2008](#).

PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an

RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in **bold italics** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard Regional adventure, set in Highfolk. Characters native to Highfolk pay 1 Time Unit per round; all other

characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

This is the third and final part of the "Don't Run With Sickles" series, the other two being HIG6-06 First Comes the Running and HIG7-03 Lost In the Dark.

In the regional interactive HIG7-i01 *Dwarrowdeep* (Conflagration 2007), the elemental fire weird Blazekindle gave this piece of wisdom after she was freed:

*The Dawn is rising to claim
Her place in the sea of green
Her place is assured unless
To a dead queen's court you fly
Invoking ancient accords
Between fiery crimson wraths
And knights of the silver sky
Together they shall descend
To combat the rising Dawn*

In the regional interactive HIG7-i04 *Revelations* (DCV 2007), the Dawn was revealed to be an ancient and powerful green dragon that is seeking godhood and has set in motion a number of events to achieve this goal.

There are those who are opposed to her, among them being a copper, a red and a silver dragon. The green dragon is in a pact with these three other dragons called the Balance of Scales that among other things put limits on dragon disciples. The pact once included black dragon, but he was killed by the green as part of her plan. These three dragons have called on the PCs, particularly those devoted to Highfolk to help them oppose her. In this adventure, the red dragon known as the Dread Mistress has called on the PCs.

There is also an ancient pact between red dragons and githyanki. Part of this pact allows a red dragon to call upon the githyanki for aid. This aid can only be rendered if the red dragon or their agents personally call upon githyanki's ruler to invoke it. The red must also return the favor to the githyanki.

The current ruler of the githyanki, Queen Vlaakith CLVII, is considered Vlaakith I's descendant and she resides on the Astral Plane in the githyanki's great capitol city of Tu'narath. The queen is also a lich, an undead creature. To this dead queen's court the adventurers must go.

ADVENTURE SUMMARY

Introduction: The PCs are commanded by the red dragon known as the Dread Mistress to travel to the Astral Plane and seek the assistance of the githyanki in combating the Dawn.

Encounter 1: While investigating a massive rock the PCs discover during their journey on the Astral Plane, they are attacked by creatures lurking on it.

Encounter 2: The PCs arrive at Tu'narath, capital city of the githyanki, and make their plea on the red dragon's behalf.

Encounter 3: The PCs are summoned before the githyanki lich-queen.

Encounter 4: The PCs travel aboard the war-carrack the Cruel Blade and receive their orders to attack a githyanki citadel that was captured by the Thoon.

Encounter 5: The PCs attack the captured githyanki citadel.

Conclusion: The PCs return to the Prime Material Plane and the adventure concludes.

PREPARATION FOR PLAY

Review the items below before running this adventure:

- Balance of Scales
- Highfolk Special PCs
- Legendary Deeds
- Astral Plane
- Githyanki
- Absence of Responsibility

BALANCE OF SCALES

Determine if any PCs have levels of Dragon Disciple or other draconic prestige classes, base classes, feats, or other abilities and do not have Highfolk regional documentation granting them access (that is, they gained access from another region, or

took access exercising the core or Open option) or are playing a kobold using the "Sojourner from the Mist Kingdom" Player Rewards card. These PCs should be noted, as they may receive a special encounter or be specifically targeted during the **Introduction**; also refer to the Adventure Supplement for this adventure, if present.

For this adventure only, Highfolk regional green dragon disciples who are not magically disguised by the "Absence of Responsibility" are subject to the Balance of Scales.

HIGHFOLK SPECIAL PCs

Determine if any PCs are "*Born of the Vesve*", "*Caressed by Angels*", "*Dargas Mor Dwarf*", "*Karma*", "*Kissed by Devils*" or are "*Devoted of the Green and White*". These PCs should be noted, as they may receive a special encounter or be specifically targeted during **Encounter 5**.

LEGENDARY DEEDS

These deeds automatically activate (no rolling necessary). At the beginning of this scenario, each player chooses ONE of their unused Legendary Deeds and for the entirety of the event, NPCs recognize the hero for the deed he has accomplished, and the benefit listed on the deed may be used. After the scenario, if the deed expires, mark it "USED".

ASTRAL PLANE

The majority of this adventure takes place on the Astral Plane. For information regarding the Astral Plane read *DMG 154* and *DM Aid #1*.

GITHYANKI:

The PCs are dealing with the githyanki, a militant race ruled by a lich-queen. Read *DM Aid #2* and the *Monster Manual 174* for more information.

ABSENCE OF RESPONSIBILITY

For those PCs who are devoted to the Lady of the Wood or are her green dragon disciples, adventuring with other PCs who are opposed to her may prove difficult if not impossible,

especially if the adventure centers on thwarting her.

To accommodate this, the Lady of the Wood is using a powerful artifact to magically disguise her loyal supporters. This magical disguise not only alters the appearance of the PC, but grants them a new identity. This means they are effectively somebody else.

It is suggested the player with the affected PC determine this new identity, including a name. Other players are strongly encouraged to role-play this effect and are discouraged from meta-gaming.

This effect can be dispelled (caster level 20) and spells like *true seeing* can pierce the magical disguise.

It is strongly suggested that any PC devoted to the Lady of the Wood accept this magical disguise before going on an adventure, especially one that is trying to thwart her efforts. The PC may reveal to others involved in the adventure their magical disguise or even refuse it completely.

Those refusing the disguise are forewarned there are consequences to refusing this as well as consequences if the magical disguise is pierced. The table judge determines this consequence.

For this adventure, the most danger is present in the Introduction while the other encounters have little or none.

Conduct a brief encounter with any PC who is devoted to the Lady of the Wood.

Asked to a secret meeting by an Oronodel elder, she tells you, "If you are asked to perform a task that is opposed to the Lady of the Wood, she asks that you do so. She asks that you conceal your true self and she can grant a power to do so. This magical disguise makes you someone else, but it can be pierced or dispelled by powerful magic and you can also dismiss it yourself. Please accept this gift and report your findings back to me."

Ensure the player knows:

- The magical disguise can be dismissed with a standard action.
- Once dismissed or dispelled, the magical disguise cannot be regained unless otherwise specified in the adventure.

INTRODUCTION

The message stated, "You are commanded to attend an audience with Her Dread Mistress. Be at the crossroads outside of the village of Weeping Willow on the fifth day of Readyng at high noon."

You find yourself waiting here at the appointed time and place along with several others, likely here for the very same reason.

This is the appropriate time for character introductions.

If the Balance of Scales is to be run, continue with the next section otherwise skip it and continue with the following section, The Servant.

BALANCE OF SCALES

PCs affected by the Balance of Scales are attacked by a fire elemental. If there are more than one PC affected by it, select one of them to be the creature's target.

Appearing on a small rise nearby is a vaguely human-shaped creature composed of orange-red flames. The plants surrounding the creature wither from the intense heat emanating from it.

With a roar it cries, "You do not belong to the scaled ones. The Balance must be kept. You must burn!"

APL 2 (EL 3)

Fire Elemental, Medium (1): hp 26; MM 99.

APL 4 (EL 5)

Fire Elemental, Large (1): hp 60; MM 99.

APL 6 (EL 7)

Fire Elemental, Huge (1): hp 136; MM 99.

APL 8 (EL 9)

Fire Elemental, Greater (1): hp 178; MM 179.

APL 10 (EL 11)

Fire Elemental, Elder (1): hp 204; MM 99.

APL 12 (EL 13)

Fire Elemental, Elder (2): hp 204 each; MM 99.

Tactics: The fire elemental attacks the offending PCs only and does not attack the other PCs unless forced to do so. If the offending PCs elude the fire elemental, it leaves.

Once this combat is over, continue with the next section.

THE SERVANT

In a blink of an eye, a scarlet robed bald-headed human man appears in your midst. He casts his gaze about those assembled here with a wry smile painted on his saturnine face.

"It is so good to see you all here. Now, four of you take hold of my robe and I will teleport you to where you will present yourselves to my Dread Mistress."

If there are more than four PCs or large-sized creatures, The Servant adds:

"I will teleport back for the other(s) immediately."

If the PCs have played HIG7-03 *Lost in the Dark* or HIG7-i04 *Revelations* they recognize the man as The Servant, a minion of a red dragon known as the Dread Mistress, both of whom oppose the Dawn.

If the PCs have not played either of the two adventures, he introduces himself only as 'The Servant' and he is an agent of the Dread Mistress, a female red dragon.

The Servant: Male human Sorcerer 12/Dragon Disciple 2; hp 74.

See the spell *teleport* (PH 292) for more information. If the PCs determine a way for more than four to

be teleported, The Servant readily agrees to it. The Servant is also willing to bargain on how many go in each trip, but he refuses to make more than three such round trips (using five 5th level spells). This can be accomplished with good role-playing or a DC 15 Diplomacy check.

The PCs can speak with The Servant before he teleports them. He relates the following:

- Where are you taking us? *"I am taking you to my Dread Mistress' lair in the Yatil Mountains so that she may present to you a most interesting and important opportunity."*
- What is this opportunity? What does she want with us? *"She needs agents to travel to a distant place and obtain help in the coming fight against the Dawn. You are to be these agents."*
- Why does she not use her own agents? *"Although I could go and perform this task, I must confess that I am much too valuable of an asset. I suspect she does not fully trust her other agents." The Servant glances around surreptitiously and leans forward whispering conspiratorially, "They are all evil you know."*

When ready, The Servant teleports the PCs. He retrieves the other groups immediately.

Once all the PCs are together at their destination:

The bare chamber is lit by a single torch held in an ornate sconce that gives off light but no heat or smoke. The exit is a solid stone door with no obvious means of opening it, at least not on this side of it.

The Servant walks to the door and calls out <in Draconic>, "In the name of the Dread Mistress, may her fire ignite her foes and burn their very bones to ashes, open this door so that I may pass."

The grating sounds of a metal bar being slid back can be heard and the door is opened revealing a group of red-clad kobolds standing in the passageway.

The Servant says as he leaves the chamber, "Follow me."

Assuming the PCs follow The Servant:

The Servant takes the lead and walks down a worked corridor with a vanguard of a dozen kobolds following behind. There are arrows slits in the walls, currently shuttered closed and covered murder holes in the ceiling. Around a corner another stone door blocks the path and again The Servant calls out for the door to be opened using the same words as before.

The door is opened and beyond it a vast chamber is revealed.

With a sly smile on his face, The Servant says, "Welcome to my Dread Mistress' lair. Let us go in and await her."

THE DREAD MISTRESS

Assuming the PCs enter the vast chamber:

The chamber is lit by several large braziers filled with glowing orange coals that also warm the air. A raised area of stone is set on one end of the chamber and behind it a large tunnel can be seen.

The Servant addresses you all, "A word of advice. My Dread Mistress is not one to suffer any disrespect shown to her. Be careful what you say and do. Do you understand?"

The PCs may ask what happens if they do not show the proper respect. The Servant assures them they do not want to find out.

The sound of movement from the large tunnel is heard and a group of kobolds enter, each struggling to carry a single chest.

The Servant drops to his knees while crying out, "All kneel in the presence of the Dread Mistress."

The kobolds scatter to the sides quickly kneeling as a huge-sized crimson scaled dragon regally enters the chamber and proceeds to the raised area. Settling onto the dais, the creature pointedly ignores you as

she watches the kobolds place the chest before her, opening it to reveal it filled with glittering gold coins.

The Servant says, "My Dread Mistress bids you welcome and commands you to rise."

Ask each player if their PC kneels when the red dragon enters the chamber. Quietly note those who did so and those who did not. No NPC tries to convince the PCs to kneel.

The Servant moves beside the red dragon and states, "My Dread Mistress is granting you an opportunity to undertake the most important and critical task in the fight against the Dawn. You are commanded to travel to Tu'narath, the great githyanki city on the Astral Plane, seek an audience with Queen Vlaakith, ruler of the githyanki and call upon the ancient pact made by githyanki and the red dragons. You will ask for help to fight the Dawn and you will do whatever it takes to secure this help."

The dragon says nothing, but begins to scrutinize each gold coin, carefully placing some back into the chest while others she tosses indiscriminately onto the ground.

The red dragon does not directly speak to any PC unless it is one of her dragon disciples (ask for documentation and verify it). Instead, she communicates telepathically to The Servant and he speaks to the PCs for her. Note any attempts to bypass this and speak to her directly. If the PC is insistent or disrespectful, they gain the AR entry **Disrespectful**.

If any of the PCs try to determine why she is keeping some coins and tossing others on the ground, they must make a DC 25 Spot check. If successful, they determine the coins thrown on the ground have nicks, dents, discolorations and are not in mint condition. The ones going back into the chest are flawless.

The PCs likely have a few questions. The Servant relates the following:

- What can you tell us about the githyanki? "They are said to be a militant race wholly given over to all martial aspects. They have no deity, but instead revere their lich-queen ruler. She rules over them, devouring the life energy of those githyanki who become powerful."
- How do we get to the Astral Plane? "There is a portal that takes you to the Astral Plane. The Servant knows the location and shall teleport you to the portal's location."
- How do we get to the githyanki's capital city, Tu'narath? "You will be given a magical compass that leads you there." The Servant presents a gold colored device with a glass pane. Under the pane are complex mechanical workings attached to three large arrow-headed needles. The Servant offers it to any who take it. The Servant gives the magic compass to a single PC along with instructions on how to use it. The needles correspond to the X-axis, Y-axis and Z-axis. It has been preset to take the PCs to Tu'narath. There is only one.
- How do we get to see the Queen? "You must petition the palace to arrange an audience with her. I am sure someone there can tell you how to do this."
- Is there anything special we have to do to call upon the ancient pact between the githyanki and the red dragons? "You must present to her this dragon's scale and invoke the pact by saying the following. In the name of Ephelomon, I call upon the ancestor of Vlaakith, to render unto me a boon of aid." The Servant presents a red dragon scale about the size of adult human man's palm to any who takes it." The Servant gives the scale to a single PC. There is only one.
- Is there anything special about the scale? The Servant replies, "It is from a dragon that was present when Ephelomon made the pact. It should help convince the queen."

If any PC examines the scale, they can see inscribed on it in Draconic these words, fire and blood.

- Who is Ephelomon? **"He is a consort of Tiamat and obviously a red dragon."** A DC 20 Knowledge (the Planes) confirms this.
- Since the Dawn is backed by Tiamat, is not this going to cause a problem? **"The pact between the githyanki and the red dragons is a long-standing one and not even Tiamat dares to interfere with it."**
- How do we get back? **"I assure you the githyanki have means of travel back to this plane. Of course if you do not succeed in your task, well, let's just not discuss such things."**
- What is in it for us? **"The Dread Mistress shall pay you coin from her hoard."** The Servant gestures to the gold coins on the ground. The PCs must gather the coins from the dirt, much to the amusement of The Servant and the Dread Mistress. They receive the maximum GP for their APL.
- Is there anything else we should know or any help you can give us? **"There is nothing more to say and we have no more help to give you."** The PCs may make a DC 35 Sense Motive check to reveal The Servant is withholding something. If confronted on it, The Servant does not divulge anything other than, **"There is always more to this than meets the eye. You should know that by now."**

Once the PCs are finished asking questions:

The dragon stands, stretching her powerful muscles that creak and crack as she does so. The Servant calls out, "All bow before the Dread Mistress." The Servant bows as do the kobolds.

The dragon, her tail idly twitching, leaves the chamber and disappears down the tunnel. Her kobold attendants race after her carrying the chest of gold coins.

The Servant says, "I shall take you to the portal now."

PORTAL

The PCs are teleported to another underground chamber by The Servant using the same method as before. The Servant can once again make three round trips if desired.

The natural chamber walls are composed of white crystals with striations of black. In the center of the chamber are seven slender crystalline monoliths, each a color of the spectrum, ringed around a shimmering black disc. A tight, winding tunnel is the only exit from this chamber.

The Servant gestures to the center of the monoliths, "All of you step onto the disc and you shall be sent to the Astral Plane. Don't do it separately for it is likely you shall not all end up in the same place."

The spectrum colors are red, orange, yellow, green, blue, indigo and violet.

Once the PCs are assembled on the disc:

The red-colored monolith flashes a crimson pulse of light. This triggers the rest of the monoliths to flash their pulse of color in sequence and when the final monolith - the violet one - flashes, there is a wrenching feeling as the chamber's white crystalline walls disappear from view.

They are replaced by a view of a great, endless clear silvery sky with large tube-shaped clouds slowly coiling in the distance and erratic whirlpools of color flickering in midair like spinning coins.

ASTRAL PLANE

The PCs are on the Astral Plane (see DM Aid #1). Now is the time to explain some of the peculiarities of plane. A DC 15 Knowledge (the planes) reveals the following:

- **No Gravity:** Traveling through the Astral Plane is done by thought (10 feet or 2 squares per point of

Intelligence). Creatures with no intelligence, like constructs and golems, cannot move on their own accord but can be pushed.

- **Timeless:** Age, hunger, thirst, poison and natural healing do not function in the Astral Plane, though they resume functioning when you leave.
- **Enhanced Magic:** Spells and spell-like abilities can be cast as if they were improved by the Quicken Spell feat (PHB 98). Already quickened spell and spell-like abilities are not affected, as are spells from magic items. Spells so quickened are still cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round.

If the PCs do not succeed at this skill check, they have to learn how the plane works by trail and error. It is suggested the judge clue them in on the no gravity and how the PCs may move on the Astral Plane. The other two mentioned above, timeless and enhanced magic, will have to be determined through play.

TROUBLESHOOTING

If the PCs attack The Servant, use the abbreviated stat block above. The Servant attempts to immediately escape using *teleport*. Of course, the adventure ends if the PCs are not teleported to chamber to meet the Dread Mistress or to the chamber where the portal to the Astral Plane lies.

If the PCs attack the Dread Mistress, use the *Monster Manual* entry for a mature adult red dragon (MM 75). You may also use up to 80 kobolds to attack the PCs also using tanglefoot bags, thunderstones, acid flasks and alchemist's fire. If things prove difficult, the Dread Mistress calls in two elder fire elementals (MM 98). The Servant also joins the fray also using fireballs, scorching rays, etc. Show no mercy. Likely the adventure ends, at least for those PCs.

If a PC openly reveals they are devoted to the Lady of the Wood or a Highfolk regional green dragon disciple, The Servant and/or the

Dread Mistress attacks them. They call upon the other PCs to join them in the fray. Use the previous two paragraphs as a guide for the forces available.

If the offending PC is killed, the red dragon consumes their body and all the PC's equipment is lost. A piece of the slain PC's body can be found and a resurrection performed on it. Equipment can be replaced with the 'Charity of Friends' (see the LGCS).

Treasure: The PCs can gain the following treasure here:

APL 2: Coin 450 gp each.

APL 4: Coin 675 gp each.

APL 6: Coin 900 gp each.

APL 8: Coin 1125 gp each.

APL 10: Coin 1350 gp each.

APL 12: Coin 1575 gp each.

DEVELOPMENT

Those PCs who did not kneel in the presence of the red dragon known as the Dread Mistress or who were disrespectful, receive the disfavor **Disrespectful** on the AR. As the judge, please consider the PC's actions as this adversely affects them for the remaining Highfolk regional adventures.

If the PCs opt to take the winding tunnel that exits the astral portal chamber, they find it goes nowhere in particular and is out of the scope of this adventure.

1: DEBRIS

Following the magical compass, you travel across the Astral Plane with an occasional light breeze fluttering about. Time and distance are difficult to judge but the compass indicates you are making headway to your destination.

At your vision's edge, a massive roughly humanoid shaped rock floats into view. It is well over three-hundred feet in length and speckled across the iridescent gray surface are statues.

The PCs may decide to investigate the massive rock. A DC 15 Knowledge (the planes) reveals the following:

- Massive rocks of this size are said to be the bodies of dead deities.
- These massive rocks have a gravity localized to them. This means there is a 'down' and one can walk on them normally, though one can leave again with a mere thought.
- Creatures can make their home on these rocks and sometimes even former followers of the dead deity reside on them, seeking to protect their fallen god's physical form.

If the PCs choose to investigate the massive rock, continue with the next section otherwise continue with the next encounter.

INVESTIGATING

The surface of the imposing rock is covered in a fine gray dust that is over a foot thick. The statues, which are covered in a thin patina of dust, depict fiendish and nightmarish creatures, each fashioned so their gaze is fixed upwards. No inscriptions or symbols are found on the statues, granting no clue of whom the crafters were.

An astral breeze sends a line of ripples across the silt and as they crash into the statues, dust clouds form around them.

Since the massive rock has gravity, the PCs can walk on it if they so desire, but they can still leave the surface with a mere thought.

The PCs may make the following skill checks:

- DC 15 Knowledge (the planes) reveals the statues depict demons, devils, yugoloths and similar creatures.
- DC 15 Knowledge (religion) reveals there is no religious significance to any of the statues.
- DC 25 Search uncovers chains of various lengths hidden by the dust. If the PCs discover the chains hidden by the dust, the creatures in the section below attack.

There are 103 statues and they radiate strong transmutation magic.

STATUES

When the PCs discover the chains under the dust, the creatures attack. If the PCs do not discover the chains

under the dust, choose an appropriate point and time to attack with the creatures.

At APL 2 and APL 4:

As another astral breeze agitates the dust and splashes it against the nearby statues, one of them blinks its eyes open. Its eyes stare malignly at your intrusion and with a roar it leaps off the pedestal.

At APL 6 and above:

As another astral breeze agitates the dust and splashes against the nearby statues, a number of them blink open their eyes. Their eyes stare malignly at your intrusion and with a roar they leap off their pedestals.

Refer to the *Monster Manual* for descriptions.

The Astral Plane movement for the creatures is as follows:

- **Barbed Devil:** 120 feet or 24 squares
- **Chain Devil:** 60 feet or 12 squares
- **Gargoyle:** 60 feet or 12 squares

Once the creatures are defeated continue with the next encounter. No treasure is found and nothing else about the massive rock can be discovered, even through divination spells.

CREATURES

APL 2 (EL 4)

Gargoyle (1): hp 37; *MM* 113.

APL 4 (EL 6)

Chain Devil (1): hp 52; *MM* 53.

APL 6 (EL 8)

Chain Devil (2): hp 52 each; *MM* 53.

APL 8 (EL 10)

Chain Devil (4): hp 52 each; *MM* 53.

APL 10 (EL 12)

Barbed Devil (1): hp 126; *MM* 51.

Chain Devil (3): hp 52 each; *MM* 53.

APL 12 (EL 14)

Barbed Devil (2): hp 126 each; *MM* 51.

Chain Devil (6): hp 52 each; *MM* 53.

Tactics: The creatures attack the nearest PC. If the PCs leave the rock, the creatures pursue and only turn back if they obviously cannot catch the PCs. They return to the massive rock and turn back into statues.

Each chain devil uses their controlled chains to attack the PCs. If a barbed devil has grabbed a PC, the chain devils use their controlled chains to attack that PC.

The barbed devils try to grab a PC and hold them for the chain devils.

If the PCs flee, the creatures pursue the slowest ones. If they are unable to catch any PC, the creatures return to the rock and linger there.

DEVELOPMENT

If any PC perishes in the fight, *raise dead* can be cast on them at Tu'narath for the standard price.

2: TU'NARATH

With the magic compass to guide you, your journey continues across the Astral Plane's silver sky. After a seemingly endless amount of time and distance, your trek is interrupted by the appearance of a baroquely armored rider mounted on a scarlet-colored dragon heading directly towards you. As he closes, the rider lets his hand drift to his weapon and his mount's nostrils flare with fire.

When close enough, the rider pulls up and hails you, calling out in a strangely accented Common, "In the name of Her Majesty the Queen, what is your business in Tu'narath?"

Inform the players ten (10) days has passed. This is determined from the magical compass given to the PCs.

The PCs can determine the following about the rider and mount:

- DC 11 Knowledge (the planes) identifies the rider as a githyanki.
- DC 15 Knowledge (nature) identifies the rider as a humanoid and as a githyanki.
- DC 15 Knowledge (arcane) identifies the mount as a red dragon.

- DC 26 Knowledge (arcane) identifies the mount as a juvenile red dragon.

The rider is Kith'rak Tropos and the mount is Blazeburn. Kith'rak is a rank equivalent to a captain. He is expecting a response from the PCs.

Kith'rak Tropos: male githyanki fighter 12; hp 102.

Blazeburn: male juvenile red dragon; hp 168.

The PCs must convince Tropos with a through good roleplay or a DC 15 Diplomacy check they are here on legitimate business. Reasons for legitimate business include trade and seeking an audience with the lich-queen. If the PCs do not convince Tropos, he orders them to turn around and not attempt to enter Tu'narath. Failure by the PCs to do so results in Tropos and Blazeburn attacking them. Additional forces, similar to Tropos and Blazeburn, arrive at the judge's discretion.

Once the PCs convince Tropos they are here on legitimate business:

The githwarrior looks each at each you stating, "I will escort you directly to the Merchant District. Do not deviate from my lead. Once in the city, you must immediately purchase a trader exemption which is a green armband that visitors must wear. Do not leave the Merchant District. Be aware any crime you commit against a githyanki is punishable by death. Now follow me."

If the PCs mention they want to see the Queen or ask Tropos for help in seeing the Queen:

"You must go through proper channels to receive your audience. I will file your petition and you will be contacted if the petition is to be heard. Establish yourselves in an apartment in the Merchant District and wait there until further instructions."

Assuming the PCs follow Tropos:

Following the dragonrider brings part of the githyanki's capital city into view. Docked to tall towers are a multitude of ships floating in mid-air and from them cargo is being unloaded. Below the towers are huge squat warehouses intermixed amongst squalid and densely packed buildings.

The dragonrider circles one of the buildings, gesturing towards an older human woman on the roof, "See her for your armband."

With that, he and his mount depart.

Once the PCs land and make their way to her:

"I need two gold coins from each of you for your armband. Wear it at all times otherwise, you will get yourself killed. Do you need a place to stay? That costs you a single gold coin a day from each of you."

The woman pulls out a number of green strips of cloth and holds her hand forward to receive payment.

The woman can relate the following to the PCs:

- Her name is Elesain.
- She was captured during a githyanki raid seventy-two years ago and has lived here since. She cannot go back home because she does not have the wherewithal to do so and would likely die in the attempt. Besides, everyone she knew there is probably dead.
- She runs this tenement for a githyanki landlord named Malastra. The landlord never comes here, but always sends her guards to collect the rent.
- Do not show any disrespect to a githyanki or commit any violence against one. These crimes are punishable by death.
- If you commit a crime against a non-githyanki, likely both you and anyone who accuses you of the crime are punished with death.
- She can send the petition to receive an audience from the Queen, but she does not know how long it takes or if it will ever happen.

The petition must go through Malastra, the landlord.

- The Merchant District has plenty of places and plenty of items for sale to those with precious metals and gems. Even knowledge is for sale.

Once the PCs have purchased their armband and paid their rent, they are shown to small, cramped rooms with paper-thin walls, meager furnishings and squalid conditions.

After the PCs have established themselves in their new living quarters, they may take the opportunity to avail themselves of the offerings the Merchant District possesses. There are four presented; others may be added if time allows:

- Shopping: purchase magic items
- Armory: upgrade weapons, armor and shields
- Study: learn new spells
- Training: learn a prestige class

SHOPPING

It took only a few questions and a few gold coins to get directions to a nearby bazaar. Not far away a 12-foot tall blue-skinned creature dressed in voluminous robes is selling various magic items. A group of hard-looking ogre mercenaries stands guard around him and his wares.

The creature selling the magic items is a mercane, a race of extraplanar merchants.

If you are not pressed for time, such as running this as a home game, you can certainly role-play the experience out for the players. Barring that, simply present the items for sale. This constitutes the AR magic item access for the PCs, so ensure you mention this to the players.

In addition to all Open access items, the following magic items and single non-magical item are for sale. The PCs may purchase any of these magic items with their gold on hand and use them for the rest of the adventure.

- *Mask of Mental Armor* (4000 gp; MIC 115; +3 resistance bonus on saving throws against mind-affecting spells and abilities)

- *Amulet of Teamwork* (2000 gp; MIC 70; +3 to aid; +2 to damage when flanking; 1/day gain +5 competence bonus to AC for 1 round to you and an adjacent ally)
- *Robe of Retaliation* (6500 gp; MIC 130; 3/day upon taking damage, sacrifice arcane spell or spell slot to deal damage)
- *Gauntlets of Energy Transformation* (1000 gp; MIC 102; 3/day change energy type produced by any weapon you hold for 1 round)
- *Belt of Growth* (3000 gp; MIC 73; 1/day affected enlarge person for up to 10 minutes)
- *Steadfast Boots* (1400 gp; MIC 168; +4 bonus to resist being moved, constantly set against the charge)
- *Helm of Battle* (2000 gp; MIC 111; 3/day +2 on next bull rush, disarm, overrun, sunder or trip attempt)
- *Cape of the Viper* (2000 gp; MIC 84; 3 charges/day, transform into a viper for 7 rounds)
- *Bracers of Opportunity* (2300 gp; MIC 81; 2/day always take attacks of opportunity, extra benefits with Combat Reflexes)
- *Ring of Adamantine Touch* (6000 gp; MIC 121; melee attacks treated as adamantine for overcoming DR)
- *Ring of Piercing Spells* (2000 gp; MIC 126; 3/day next melee touch spell that targets flanked foe deals +2d6 damage)
- *Incense of Concentration* (250 gp; MIC 162; prepare one extra 1st-level spell for the day, once)
- *Talisman of Undying Fortitude* (8000 gp; MIC 188); 2/day take on some undead qualities for 3 rounds)
- *Banner of the Storm's Eye* (15000 gp; MIC 151); suppresses fear effects, prevents confused and stunned conditions within 20 ft.)

The following non-magic item is for sale:

- A small, forked metal rod that is keyed to the Astral Plane so it can be used with the spell *plane shift* (25 gp). This appears on the AR as **Astral Key**.

ARMORY

Around you the githyanki smiths toiled ceaselessly, each painstakingly crafting a weapon or a piece of armor. A muscular githyanki smith led you around and over the hammering din told you what each smith could provide.

The following armor properties are for sale and can be added to the PC's existing magic armor or shield. Since a +1 armor/shield is Open access, the PC can purchase any weapon to which they have access. This is on the AR as **Astral Armor**.

- *Mindarmor* (+3000 gp; MIC 13; 3/day gain +5 on Will saves against mind-affecting spells and abilities)
- *Healing* (+8000 gp; MIC 12; 1/day heal 2d8+5 damage)
- *Blurring* (+1 bonus; MIC 9; 3/day blur for 5 rounds)

The following weapon properties are for sale and can be added to any existing magic weapon the PC possesses. Since a +1 weapon is Open access, the PC can purchase any weapon to which they have access. This is on the AR as **Astral Arms**.

- *Bloodfeeding* (+1 bonus; MIC 29; stores blood points that can be released for extra damage)
- *Bloodstone* (+1 bonus; MIC 29; stores and empowers one vampiric touch spell)
- *Shattermantle* (+1 bonus; MIC 43; struck target's spell resistance is reduced by 2 for 1 round)

STUDY

The place was tucked in a narrow cul-de-sac that could easily be missed if one was not looking for it. It stank of reagents and other unpleasant materials, but the tiefling wizard had offered to teach you a few interesting spells for a small nominal fee.

Any PC taking this opportunity to study these spells must pay 25 gp for each spell they learn. These spells (all from *Complete Mage*) are on the AR as **Astral Study**:

- *Karmic Aura*: any creature damaging you becomes fatigued for 3 rounds; hexblade 1, sorcerer/wizard 1; CM 108
- *Karmic Backlash*: any creature damaging you becomes exhausted for 2 rounds; hexblade 2, sorcerer/wizard 3; CM 109
- *Incendiary Slime*: create slippery substance like grease, but highly flammable; sorcerer/wizard 2; CM 108
- *True Casting*: +10 on your next spell penetration roll; sorcerer/wizard 1; CM 121
- *Death's Call*: scream deals 1 point of damage/caster level (more to swarms), fatigues all within 10 feet; hexblade 1, sorcerer/wizard 1; CM 101

TRAINING

In the small chamber are you and two serene githyanki warrior-monks. They again explain the subtleties of how to move when there is no 'down' or 'up'. Then they have you perform the maneuvers over and over again while they attack you. One strikes at you while channeling his ki into necromantic energy and the other strikes you with hard hitting blows.

Training can be had for the Astral Dancer prestige class for fighting in no-gravity environments. It is a prestige class mainly for monks and rogues, but barbarians, fighters and rangers make decent ones too. There are two alternate class features for monks. This appears on the AR as **Astral Training**:

- Prestige class Astral Dancer (Planar Handbook 63)
- Alternate class feature Soulwarp Strike for a monk (Complete Mage 35)
- Alternate class feature Decisive Strike for a monk (Player's Handbook II 51)

3: SUMMONS

Slowly the days go by as you wait for your petition to be heard. All attempts to expedite the process amount to nothing and as always,

patience is urged by those who handle the process.

Finally, your petition is to be heard or at least that is what the armed escort of stern-looking githyanki knights indicates. They are taking you to the palace.

Inform the players that twenty-eight (28) days have passed. Their rent plus armband purchase results in 30 gp being spent.

Assuming the PCs go with the knights to the palace:

The armed githyanki escort you through the city to Sussurus, the Palace of Whispers, where the lich-queen resides. The palace's polished obsidian walls are supported by flying buttresses and carved with narrow windows set with opaque panes of crimson glass. Entrance is gained through a 100-foot tall statue of Gith, the hero who freed the forerunners of the githyanki race from mind flayer tyranny.

Entering the palace, sibilant whispers are heard, seemingly emanating from the walls; they grow ever louder as you are led further inside.

Have all the PCs roll Listen checks. The PC receives the following:

- DC 15 or less: *The whispers rise in intensity and it is as if they are trying to tell you something but you cannot make it out.*
- DC 25: *The whispers rise in intensity and you can make out a few of the words, "...not trust...She...killed me...She...devour your...trap...palace as a...spirit."*
- DC 35: *The whispers rise in intensity and say, "Do not trust her. She will kill you just like she killed me. She will devour your life essence and trap you inside this palace as a restless spirit."*

Inquire if the PCs are making any preparations for their meeting. Find out who is the primary speaker; usually the PC with the best Diplomacy skill. Give the players a

few moments to confer on the upcoming encounter with the lich-queen and how they intend to do it.

Once ready, continue:

Led through winding corridors and a myriad of doors, you find yourself in a long but narrow chamber lined with alcoves in which stand githyanki knights, wielding glittering silver swords. At the far end on a throne atop a dais sits a black shrouded figure with an ornate armored githyanki male standing next to it.

The male coldly states, "Your petition to seek an audience with the queen has been received. State your plea."

The primary speaker should now present the dragon's scale and invoke the pact saying "In the name of Ephelomon, I call upon the ancestor of Vlaakith, to render unto me a boon of aid."

Assuming the PCs perform the appropriate and expected action, continue:

There is a slight gesture made by the black shrouded individual and the armored githyanki replies to your plea, "Your call for aid has been heard and in return you, the agents of the red dragon requesting the aid, must render unto us aid."

He smirks, "So it is stated in the pact."

This part of the pact was deliberately left out by The Servant and The Dread Mistress. Since the PCs have a vested interest in obtaining the githyanki's help, they likely agree to render said aid.

Assuming the PCs agree to help the githyanki:

The armored githyanki commandingly states, "You are ordered to report immediately to Kith'rak Rech aboard the battle-carrack Cruel Blade. That is all."

Your githyanki knight escorts motion for you to exit the chamber, the audience apparently over.

Any attempts at questions are pointedly ignored and met with a reiteration of the order. Assuming the PCs comply with the order, continue with the next encounter.

If the PCs do not comply, they are all executed (no need to run combat). The PCs's bodies are recovered by Highfolk NPCs and raise dead can be cast to return them to the living. All their possessions are gone, but they can invoke the Charity of Friends (see LGCS).

TROUBLESHOOTING

If the PCs do not present the dragon scale and invoke the pact as indicated above, give them an opportunity to continue with whatever they decide to do. Once finished, the PCs must make a Diplomacy check.

Similar Diplomacy checks can be made by the PCs to prevent themselves from being executed for wrongdoings.

- **DC 24 or less:** The PCs are captured, tortured and executed. There is no need to play the combat out. Their bodies are recovered by Highfolk NPCs and they are raised from the dead. Their possessions are gone and they may invoke the Charity of Friends. This means the PCs fail; go to the Conclusion.
- **DC 25:** The PCs are captured and allowed to ransom (500gp per character level) themselves and their possessions. Once ransomed, they are to never return to Tu'narath upon the pain of death. This means the PCs fail; go to the Conclusion.
- **DC 35:** The PCs are escorted from the palace and told to never return to Tu'narath upon the pain of death. This means the PCs fail; go to the Conclusion.
- **DC 50:** The PCs are given another opportunity to perform the expected action. If they do not do it, they are escorted from the palace and told to never return to Tu'narath upon the pain of death. This means the PCs fail; go to the Conclusion.

DEVELOPMENT

If the PCs refuse to render aid to the githyanki, they are escorted from

the palace and told to never return to Tu'narath upon the pain of death. This means the PCs fail; go to the Conclusion.

4: CRUEL BLADE

For several days, the githyanki war-carrack the Cruel Blade has been your home. It is captained by a perpetually scowling Kith'rak Rech, who has two large circular scars on his bare head, and crewed by forty-six githyanki officers and warriors, all indifferent to your existence.

Rounding out the crew is a skulking female tiefling cleric named Kallisto. She always seems to have a wry smile on her devilish face.

Kith'rak Rech: Male githyanki Fighter 11; hp 94.

Kallisto: Female tiefling Cleric 9; hp 66.

First Officer Yessune: Female githyanki Fighter 8; hp 61.

Lieutenants (5): Male or female githyanki Fighter 4; hp 33.

Githyanki warriors (40): hp 6 each; MM 127.

The PCs can determine the following about the war-carrack Cruel Blade:

- It is approximately 100 feet long and 30 feet wide.
- The ship has an open main deck and a completely enclosed middle deck and bottom deck.
- It is powered by some magical means to sail the astral winds.
- The PCs are crammed into the first officer's small cabin and she is bunking with the other officers in their quarters.
- They have no assigned duties aboard ship and are urged to stay out of the way. Failure to do so results in the offending PC's execution.

The PCs have an opportunity to speak with the NPCs aboard the Cruel Blade.

If the PCs speak with Kith'rak Rech, he relates the following:

- Kith'rak is rank equivalent to captain.
- The PCs are assigned to his ship as a special detachment.

- He has special orders pertaining to the PCs, but he is not at liberty to disclose them at this time.

- He has captained this war-carrack for ten years.

If the PCs speak with Kallisto, she relates the following:

- She is a cleric, devoted to the goddess Wee Jas.
- She was hired by the githyanki to supply healing since the githyanki do not have any clerics.
- She heard a githyanki citadel was captured and they are going there to re-take it. She does not know who captured it.
- She does not know what the PCs are doing aboard the ship or what they have to do.

If the PCs speak with the first officer or any of the lieutenants, they relate the following:

- Rech has not informed them of their destination or what is the operation.
- They know Rech received special orders concerning you, but they do not know what the orders are.

If the PCs speak with any of the githyanki warriors, they relate the following:

- Scuttlebutt is they are cleansing a mind flayer infestation.
- Rech's scars are from a pair of mind flayers that had attached their tentacles to his skull and almost killed him. They ate the part of his brain that makes you smile; that is why he is always scowling.
- They are all part of the same training group, Group 1329. They explain that githyanki do not have families as non-githyanki do as that only leads to weakness. The training group leads to strength. This means they all grew up and trained with each other since birth.

After the PCs finish speaking with the NPCs aboard the Cruel Blade, continue with the next section.

MISSION BRIEFING

All hands are called on deck and ordered into formation with your group assembled off to the side.

After inspecting the formation, Kith'rak Rech began, "We have been ordered to cleanse the captured citadel Mar'bruke of an illithid infestation."

Many of the githyanki appear elated at the prospect of going to battle against their ancient and sworn foe.

Rech gestures to your group, "This special detachment has the honor of clearing the ground floor and holding it while we have the honor of clearing the rest of the citadel."

The githyanki are dismissed while the PCs are called into Rech's quarters to receive their briefing. You should lay out the citadel's plans for the players to view (see *Players' Handout #3*).

Already laid on a table are the citadel's plans.

Rech points to the towers, "The forces under my command are taking the main and tertiary watch towers. Your mission is to enter through the main entrance and into ground floor, clearing it of any infestation and securing it until relieved."

If the PCs have any questions, Rech relates the following:

- Who is our enemy? "Illithids or what you call mind flayers. I have not been told and I do not know if there are any other creatures with them, nor will I speculate, though it is possible." A DC 20 Sense Motive indicates Rech is not telling you the complete and whole truth. If confronted, he angrily accuses the PCs of cowardice and offers them an opportunity to decline the operation. Whether the PCs accept his offer or not, he ends the briefing and commences the operation.
- When will we be relieved? "Once you have accomplished your mission, send a messenger to the main tower and once notified, a force will be sent to relieve you." A DC 20 Sense Motive indicates Rech may not be so forthcoming with the relief and may even be trying to

get the PCs killed in the line of duty.

- Is there any help you can give us? "Are you saying you are not capable of performing the mission without help? If this is true, your mission should be called off." Let the PCs defend themselves. If the PCs opt out of the mission, they fail; go to the Conclusion. Regardless, the githyanki have no help to give the PCs, as they really want them to fail.

- What if we cannot complete our mission? "Withdraw to the main watch tower and await further orders." A DC 20 Sense Motive indicates Rech would be delighted at this outcome.

Keep the citadel's plans handy for the players to view. Give the players a chance to make preparations (compile spell lists, discuss tactics, etc.).

Once completed, continue with the next section.

SOMETHING'S UP

While the rest of the Cruel Blade is busy with preparations for the impending attack to reclaim the captured githyanki citadel, Kallisto, the tiefling cleric, approaches you.

"I think the githyanki are trying to get you killed, especially since you will be waiting until relieved. I suggest once you clear the ground floor, you continue clearing the rest of the citadel because at least that way you have a fighting chance of survival. I shall do what I can to convince them to relieve you, but I cannot offer any guarantees on that."

Kallisto relates the following:

- Rech made it clear to his fellow officers they are not to enter the citadel until ordered.
- The githyanki value bravery in battle, especially against their most hated foe. By clearing the rest of the citadel, you make the githyanki lose honor and a chance for glory in battle. This can only help you.

- She is helping the PCs because the githyanki treat her indifferently and this irritates her beyond belief.
- She heard one other thing. The Kith'rak mentioned the word 'Thoon'. She does not know what this means.
- She is willing to do what she can to help the PCs, but she cannot cast any spells on them at this time. She has been ordered not to do so by Rech.

If the PCs make a DC 20 Knowledge (dungeoneering) check, they know the following about the Thoon:

- A group of mind flayers crossed over into the Far Realm, a place of madness and disorder.
- The mind flayers returned or, perhaps, were sent back dramatically changed, capable of great feats of construct crafting and selective breeding.
- Though the physical changes were dramatic, the more profound change was to the very consciousness of those illithids and they now speak reverently of a being/god/philosophy known to them as Thoon.
- The mind flayers of Thoon claim to be able to communicate with this presence from the Far Realm, as well as receive instructions from it.
- So far those 'instructions' have not demonstrated any long-term purpose.
- The mind flayers of Thoon travel from place to place gathering mysterious substance called quintessence from captured creatures and rare materials.
- They store this quintessence in glowing ovoid structures called matrices or use it to power their constructs and bizarre creatures.

The PCs should not be given an opportunity to change their compiled spell list, but they can certainly discuss any change in the plan and tactics.

Once finished, continue with the next encounter.

TROUBLESHOOTING

If the PCs read Rech's mind somehow (*detect thoughts* for example) or use divination spells, they can determine Rech's plan is to get the PCs killed, though the githyanki themselves cannot do it directly. Indirectly, such as sending the PCs into the captured citadel and then not relieving them is perfectly acceptable, if not the outright desired outcome.

If a PC tries to convince Rech using Diplomacy and changes Rech's attitude to helpful, Rech tells that PC to be the messenger that returns to the main watch tower. He says nothing else on this matter.

If the PCs refuse to carry out their orders, they are told to remain aboard the Cruel Blade. The githyanki citadel is re-taken, with half the githyanki falling in battle. The PCs are returned to Tu'narath where they are told to never return upon the pain of death. This means the PCs fail; go to the Conclusion.

5: THOON

With the main and tertiary watch towers captured and firmly in githyanki hands, you are summoned to the main watch tower. Kallisto is busily healing the wounded githyanki, while other githyanki maintain their vigilance.

Kith'rak Rech approaches and states, "You have your orders. Carry them out."

The PCs may set their plan in motion and you as the judge should plan to thwart it appropriately since they are facing an intelligent foe.

There are two planned encounters and listed below are suggestions as to where and how they take place. You as the judge may change them if you think it judicious.

The first two encounters likely take place either in the entrance and/or the assembly hall directly beyond it.

The ceiling height varies from floor to floor. This is important because anyone with an Intelligence score can leave the ground.

- **Ground floor:** 60 feet
- **Second floor:** 30 feet
- **Third floor:** 20 feet

1: ENTRANCE

On the floor of the 60-foot circular entrance chamber lays a twelve-pointed star-shaped design. A set of low stairs leads further into the citadel.

Atop these stairs a githyanki warrior appears, with sword in hand, calling out, "Halt! Who are you and what are you doing here?"

The githyanki warrior is actually a Thoon thrall, a parasite native to the Far Realms that can infect humanoids. The appearance by the Thoon thrall is to get a look at the PCs and report it to the other Thoon inside the citadel via telepathy with a Thoon infiltrator.

If given a chance, i.e., the PCs do not kill it outright, the Thoon thrall relates the following to them:

- His name is Ninir and he is a member of Group 283.
- The citadel has not been captured, but taken over by githyanki who oppose the lich-queen.
- The githyanki leader's name is Gaath and he is a powerful warrior. He was to present himself before the lich-queen where his life-force was to be devoured by her.
- Gaath convinced the others to help him and he is gathering even more followers to oppose the lich-queen.
- Ninir offers to take them to Gaath, who is inside the citadel, and you can speak with him about your reason here.

If the PCs make a DC 25 Sense Motive check, they determine Ninir is not acting as a normal githyanki should and is concealing something.

If the PCs fall for the ploy, not only do the creatures below attack the PCs, but the creatures from the hall (see Room 2) attack making it a deadly encounter.

If the PCs do not fall for the ploy the Thoon thrall and other creatures attack the PCs. At APL 4+, the remaining creatures are further

inside room 2. They move forward and attack the PCs.

APL 2 (EL 3)

Thoon Thrall (1): hp 21; Appendix 1.

APL 4 (EL 5)

Thoon Thrall (2): hp 21 each; Appendix 1.

APL 6 (EL 7)

Thoon Thrall (4): hp 21 each; Appendix 1.

APL 8 (EL 9*)

Thoon Thrall (1): hp 21; Appendix 1.
Stormcloud of Thoon (4): hp 64 each; Appendix 1.

APL 10 (EL 11*)

Thoon Thrall (1): hp 21; Appendix 1.
Thoon Soldier (3): hp 75 each; Appendix 1.

APL 12 (EL 13*)

Thoon Thrall (1): hp 21; Appendix 1.
Thoon Soldier (6): hp 75 each; Appendix 1.

* - The single Thoon Thrall at APL 8+ does not add to the encounter's EL.

Tactics: The goal of the thoon is to prevent the PCs from entering the citadel. Although the citadel has gravity, the Thoon with intelligence scores can leave the ground and move about.

• **Thoon thralls:** They attack a single PC, charging the first round and flanking thereafter.

• **Stormcloud of Thoon:** They fly about the chamber while directing their *lightning bolts* at the PCs. The stormclouds can use their spell-like abilities twice in a round due to the Astral Plane's affect on magic. On the first round of combat the stormclouds cast *shield* on themselves first followed by a quickened *lightning bolt*. In the following rounds they cast *lightning bolt* twice.

• **Thoon Soldier:** The thoon soldier uses the most effective aspect for the situation. It starts in impervious tower (+4 resistance; +4 deflection); if surrounded, use

bloody slaughter; if one-on-one, use fiery sun; just remember the 5 hit points it takes when it changes aspects. Once the thoon soldier is reduced to 20 or less hp, they activate the aspect of the death blossom, exploding when they reach zero hit points.

2: ASSEMBLY HALL

Eight pillars, set centrally and arranged in a circle, support the ceiling of this large chamber. Two additional pillars, one to each side of the central eight, also provide support.

On one side of the chamber are two openings and three openings are on the other. Another opening straight ahead has a short set of stairs leading up into another chamber.

If the PCs fall for the ploy presented by the Thoon thrall in the entrance, in addition to the creatures from entrance, the creatures listed below also attack.

If the PCs do not fall for the ploy presented by the Thoon thrall in the entrance, the creatures listed below are responding to the prior combat.

In addition special PCs who are Caress of Angels or Kiss of Devils are subjected to special interest by the Thoon. If a special PC is present read the following:

In your mind, an intense and slightly painful voice loudly states, "Response Group activate. Accept primary command order. Target <PC's race and/or description>. Capture target for quintessence processing. All hail Thoon!"

This special PC is targeted for capture. If a PC is captured, the creatures take them to room 8 (Chamber), where they are rendered into quintessence.

APL 2 (EL 5)

Stormcloud of Thoon (1): hp 64; Appendix 1.

APL 4 (EL 7)

Stormcloud of Thoon (2): hp 64 each; Appendix 1.

APL 6 (EL 9)

Stormcloud of Thoon (4): hp 64 each; Appendix 1.

APL 8 (EL 11)

Shadow Flayer (3): hp 52 each; Appendix 1.

APL 10 (EL 13)

Thoon Disciple (3): hp 90 each; Appendix 1.

APL 12 (EL 15)

Thoon Disciple (3): hp 90 each; Appendix 1.

Thoon Hulk (1): hp 112; Appendix 1.

Tactics: The goal of the Thoon creatures is to drive the PCs out of the citadel. In all cases, remember constructs are not affected by *mind blast*.

In addition, if there is a special PC (see above), the creatures target them for capture. This means the creatures inflict non-lethal damage on them if possible and they ensure the PC is in the *mind blast* area in hopes of stunning them.

- **Stormcloud of Thoon:** They fly about the chamber while directing their *lightning bolts* at the PCs. The stormclouds can use their spell-like abilities twice in a round due to the Astral Plane's affect on magic. On the first round of combat the stormclouds cast *shield* on themselves first followed by a quickened *lightning bolt*. In the following rounds they cast *lightning bolt* twice.

- **Shadow Flayer:** The shadow flayers stealthfully approach and *mind blast* the PCs. If a PC is stunned, a shadow flayer grabs them and extracts their brain. The shadow flayer maintains invisibility during this process though this allows the other PCs to target the square it is in, but the 50% miss chance still applies.

- **Thoon Disciple:** If given the opportunity, the disciple casts *divine favor* and *shield of faith*

before the combat begins. It casts *mind blast* on the greatest number of PCs it can. If a PC is stunned, one of the disciples (or a hulk) grabs them and tries to extract their brain. The other disciples support them, keeping the PCs at bay either by healing it; casting *mind blast* on the attacking PCs; or disarming attacking PCs.

- **Thoon Hulk:** The hulk attacks with its arm-axes trying to knock PCs away from the disciples. If a PC is stunned, it is ordered to grab the PC and extract their brain.

3: STAIRWELL

The spiral staircase leading upward is pitted and gouged, possibly by acid. The remains of two githyankis still lay on the stairs, the upper half of their body missing.

A DC 10 Craft (alchemy) confirms the staircase was damaged by powerful acid as were the bodies. A madcrafter of Thoon did this.

4: STAIRWELL

The spiral staircase is choked with the bodies of slain githyanki warriors. Their armor was evidently rent open by powerful blades.

A DC 10 Craft (weaponsmithing) reveals the blades used to slay the githyanki were scythes and axes. A thoon hulk did this.

5: STAIRWELL

The spiral staircase is fire-blackened, the charred remains of githyanki warriors still lying where they fell.

A thoon soldier did this when it exploded.

6: BUNKROOM

Lying on the floor are the bodies of several githyanki warriors, their skulls bearing the four bore holes in them. Their possessions are missing and the room is in disarray.

A general search of the bunkroom reveals someone else has already gone

through and taken anything of value. Shadow flayers killed the githyankis.

7: STAIRWELL

This stairwell and the rooms near bear no sign that a battle of any kind took place here and looks as if someone cleaned it up.

Set in a side room near the stairs is a green glowing ovoid about the size of human man. It appears crystalline in nature and emits a low humming noise.

Investigating the ovoid reveals the following:

- A DC 20 Knowledge (arcana) indicates this is one of the matrices the Thoon use to store quintessence.
- If *detect magic* is used, the ovoid radiates a strong aura and the aura appears black and coruscating.

If the PCs attempt to gather some of the quintessence from the ovoid, they may collect up to 10 gallons of it. They can find no use for it themselves and no one wants it either.

If the PCs destroy the matrix, green liquid pours from it and turns into vapors. It is harmless.

8: CHAMBER

The short run of stairs leading down into this circular chamber is covered in bits and pieces of dried gore. In the center of the chamber lies an apparatus composed of a maze of copper tubing, glass containers filled with a bubbling green liquid and bronze cauldrons filled with decomposing body parts.

Searching the chamber may reveal the following:

- A DC 20 Knowledge (arcana) reveals the apparatus is distilling the body parts into the green liquid.
- A DC 30 Knowledge (arcana) reveals the green liquid is quintessence, the substance the Thoon collect and use to power their constructs and bizarre creatures.

The equipment is easily destroyed and the PCs suffer no ill effects for doing so.

TROUBLESHOOTING

If any PC perishes in the fight here, Kallisto can cast *raise dead* and does so for free, but the PC must still spend the 5,000 gp for the material spell component.

If a PC is left behind or captured by the Thoon, they can be recovered at the end of the adventure. However, a *resurrection* spell must be used to do so. In addition, all equipment is lost and the player may opt to use Charity of Friends (see LGCS).

DEVELOPMENT

Once the PCs have entered all the rooms and secured the ground floor, the PCs have two options:

- Send a message to the main watch tower where Kith'rak Rech awaits.
- Continue on to the other parts of the citadel.

Regardless of the option they choose, the PCs eventually succeed at gaining the githyanki's help. What happens next depends on the PCs.

- If Encounter 6 is taking place and the PCs sent a message to Rech, he orders the PCs to continue to hold their position until relieved. This should convince the PCs to continue with the upper floors. Go to Encounter 6.
- If Encounter 6 is not taking place, Kallisto has shamed the githyanki into action, belittling their honor, and they relieve the PCs. Go to the Conclusion.

6: HONOR & GLORY

If the PCs choose the option of continuing on to the other parts of the citadel, they can have up to two additional encounters. One should take place on the second floor and another should take place on the third floor. You may adjust these encounters as you see fit.

If there is a time limit, such as that at a convention, you should consider limiting it to one combat or eliminating it all together. Regardless, by continuing on, the PCs are accorded honors by the githyanki even if the time limit eliminates one or both encounters.

Please note these encounters are of an encounter level equal to the APL plus 4, and thus are deadly. The PCs may withdraw at any time and you should let them go if they choose to do so.

In addition, you as the judge have to create your own descriptions for the rest of the citadel. Suggestions include:

- Officers' quarters
- Bunkrooms
- Armory
- Training room

Since there is no need to eat, there are no mess halls or anything like that. Food can be found in storage and would be used if the githyanki are raiding another plane where it is necessary to eat and drink.

The second floor is 30 feet in height while the third floor is only 20 feet.

SECOND FLOOR

APL 2 (EL 6)

Thoon Thrall (3): hp 21 each; Appendix 1.

APL 4 (EL 8)

Thoon Soldier (1): hp 75; Appendix 1.

APL 6 (EL 10)

Thoon Soldier (2): hp 75 each; Appendix 1.

APL 8 (EL 12)

Thoon Soldier (2): hp 75 each; Appendix 1.

Thoon Disciple (1): hp 90; Appendix 1.

APL 10 (EL 14)

Thoon Soldier (4): hp 75 each; Appendix 1.

Thoon Disciple (2): hp 90; Appendix 1.

APL 12 (EL 16)

Thoon Soldier (8): hp 75 each; Appendix 1.

Thoon Disciple (4): hp 90 each; Appendix 1.

* - At APL 6, the madcrafter of Thoon can create stormclouds of Thoon and/or scythers of Thoon.

THIRD FLOOR

APL 2 (EL 6)

Scyther of Thoon (1): hp 69; Appendix 1.

APL 4 (EL 8)

Shadow Flayer (1): hp 52; Appendix 1.

APL 6 (EL 10*)

Madcrafter of Thoon (1): hp 115; Appendix 1.

Scyther of Thoon (*): hp 69 each; Appendix 1.

Stormcloud of Thoon (*): hp 64 each; Appendix 1.

APL 8 (EL 12*)

Madcrafter of Thoon (2): hp 115 each; Appendix 1.

Scyther of Thoon (*): hp 69 each; Appendix 1.

Stormcloud of Thoon (*): hp 64 each; Appendix 1.

APL 10 (EL 14)

Shadow Flayer (3): hp 52 each; Appendix 1.

Thoon Hulk (1): hp 112; Appendix 1.

APL 12 (EL 16)

Thoon Hulk (3): hp 112 each; Appendix 1.

* - At APL 6-8, the madcrafter of Thoon can create stormclouds of Thoon and/or scythers of Thoon.

Tactics: The goal of the Thoon creatures is to kill the PCs. In all cases, remember constructs are not affected by *mind blast*. The thoon creatures use tactics similar to those presented earlier. In addition, there are two other creatures to note.

- **Scyther of Thoon:** This creature attacks using its scythes to inflict damage. If there are multiple scythers, one uses searing light while the others attack normally. If directed by a madcrafter, the scyther uses its dispelling touch.
- **Madcrafter of Thoon:** This creature uses its launch spawn ability three times in a row, damaging the maximum number of PCs with acid

and placing it to control the battlefield. Since fast healing does not work on the Astral Plane, it has no hesitation on losing this ability. Once its spawn are delivered, it supports them with *mind blast*.

CONCLUSION

Determine the section(s) to read:

- If the PCs failed in obtaining the githyanki's help, read Failure.
- If the PCs went above and beyond the call of duty by continuing on into the citadel, read Glory and Honor first and follow it with Success.
- If the PCs succeeded in obtaining the githyanki's help, read Success.

FAILURE

Your task to obtain the githyanki's help to combat the rising Dawn has failed. Upon your return from the Astral Plane, a message was delivered to you simply stating, "Failure was not an option."

The PC receives the AR entry **Failure**.

GLORY AND HONOR

The mighty adamantine bound doors open to reveals two groups of assembled ranks of githyanki, one to either side of you, forming a path between them.

The githyanki on one side swiftly present their blades in mass unison and call out, "Honor!" and the githyanki on the other side do the same but call out, "Glory!"

The path where you must walk between the assembled githyanki leads to the far end where sitting atop her throne is the lich-queen, her black, desiccated body wrapped in an indigo-colored gown.

The PCs are presented before the githyanki lich-queen who is awarding them their honors.

A slender, black-and-silver diadem sits atop the queen's brow, its large rubies resembling flickering eyes and

in her hands rests a ruby-encrusted, dragon-shaped scepter.

The queen's dark almost crystalline eyes gaze at you before she speaks, "For your service rendered to me, an ancestor of Vlaaketh, your request aid is answered. As a further reward for your service, I award you these medals of honor and glory."

The PCs are returned to the Prime Material Plane and their world.

SUCCESS

Your task to obtain the githyanki's help to combat the rising Dawn is successful. Now with Kith'rak Rech and his githwarriors from the Cruel Blade you stand before the Dread Mistress.

The Dread Mistress, deigning to speak to you directly, says, "I am pleased with your success. There is another matter you must attend to. You must extricate my minions and Gixarytiss from their ongoing struggle with the duergar, so they may join in the coming battle against the Dawn."

DEVELOPMENT

This regional adventure leads into *HIG8-i01 Battle for Dargas Mor*.

THE END

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Third Floor

Defeat the creatures

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

INTRODUCTION: BALANCE OF SCALES

Defeat the fire elemental

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

STORY AWARD

Objective(s) met: Succeeded in obtaining the githyanki's help.

APL 2	45 XP
APL 4	90 XP
APL 6	135 XP
APL 8	180 XP
APL 10	225 XP
APL 12	270 XP

1: DEBRIS

Defeat or escape from the creatures

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

DISCRETIONARY ROLEPLAYING AWARD

APL 2	45 XP
APL 4	45 XP
APL 6	45 XP
APL 8	45 XP
APL 10	45 XP
APL 12	45 XP

5: THOON

1: Entrance

Defeat the creatures guarding the main entrance

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

TOTAL POSSIBLE EXPERIENCE:

APL 2	960 XP
APL 4	1365 XP
APL 6	1770 XP
APL 8	2175 XP
APL 10	2580 XP
APL 12	2985 XP

2: Assembly Hall

Defeat the creatures responding to the PCs' intrusion

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

MAXIMUM POSSIBLE EXPERIENCE:

APL 2	450 XP
APL 4	675 XP
APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

6: GLORY & HONOR

Second Floor

Defeat the creatures

APL 2	180 XP
APL 4	240 XP
APL 6	300 XP
APL 8	360 XP
APL 10	420 XP
APL 12	480 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the

end of the adventure. Write the total in the GP Gained field of the adventure certificate.

Loot = Looted gear from enemy;
Coin = Coin, Gems, Jewelry, and other valuables; Magic = Magic Items.

INTRODUCTION

APL 2: Coin 450 gp; Total 450 gp.
APL 4: Coin 675 gp; Total 675 gp.
APL 6: Coin 900 gp; Total 900 gp.
APL 8: Coin 1125 gp; Total 1125 gp.
APL 10: Coin 1350 gp; Total 1350 gp.
APL 12: Coin 1575 gp; Total 1575 gp.

TOTAL POSSIBLE TREASURE

APL 2: Coin 450 gp; Total 450 gp.
APL 4: Coin 675 gp; Total 675 gp.
APL 6: Coin 900 gp; Total 900 gp.
APL 8: Coin 1125 gp; Total 1125 gp.
APL 10: Coin 1350 gp; Total 1350 gp.
APL 12: Coin 1575 gp; Total 1575 gp.

ADVENTURE RECORD

Astral Arms: For your time spent in Tu'narath you receive access to these weapon enhancements: bloodfeeding; bloodstone; shattermantle.

Astral Armor: For your time spent in Tu'narath you receive access to these armor and shield enhancements: blurring; healing; mindarmor.

Astral Key: You may purchase for 25 gp a small, forked metal rod keyed to the Astral Plane to use with the spell *plane shift*.

Astral Study: For your time spent in Tu'narath you receive access to these spells: *death's call*; *incendiary slime*; *karmic aura*; *karmic backlash*; *true casting*.

Astral Training: For your time spent on the Astral Plane you receive access to the prestige class Astral Dancer (*Planar Handbook*; Soulwarp Strike and Decisive Strike alternate class feature for monks (*Complete Mage*)).

Devoted: PCs devoted to the Green and White change their magic item access from adventure to regional.

Disrespectful: You were disrespectful to the Dread Mistress and for this offense you are now subject to the Balance of Scales.

Failure: You failed in your mission to obtain githyanki help and for this you are now subject to the Balance of Scales.

Glory & Honor: You are awarded a medal of glory and honor by the githyanki lich-queen herself. By revealing you have this medal, you receive a +10 circumstance bonus to a Diplomacy or Intimidate check with githyanki loyal to her. Conversely you receive a -10 circumstance bonus for githyanki not loyal to her and githyanki are automatically hostile to you. You also receive access to purchase a *githborn talisman* (MIC).

ITEMS FOUND DURING THE ADVENTURE

All APLs:

- Mask of Mental Armor (Adventure; MIC)
- Amulet of Teamwork (Adventure; MIC)
- Robe of Retaliation (Adventure; MIC)
- Gauntlets of Energy Transformation (Adventure; MIC)
- Belt of Growth (Adventure; MIC)
- Steadfast Boots (Adventure; MIC)
- Helm of Battle (Adventure; MIC)
- Cape of the Viper (Adventure; MIC)
- Bracers of Opportunity (Adventure; MIC)
- Ring of Adamantine Touch (Adventure; MIC)
- Ring of Piercing Spells (Adventure; MIC)
- Incense of Concentration (Adventure; MIC)
- Talisman of Undying Fortitude (Adventure; MIC)
- Banner of the Storm's Eye (Adventure; MIC)

THOON THRALL**CR 3**

Thoon thrall githyanki warrior 1

LE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Listen +0, Spot +2**Languages** Common, draconic, githyanki**AC** 18, touch 11, flat-footed 16

(+2 Dex, +5 armor, +1 natural)

hp 21 (3 HD); dormancy; overdrive healing 5; immolate**SR** 8**Fort** +5, **Ref** +5, **Will** +0**Speed** 30 ft. in full plate (6 squares), base movement 40 ft.**Melee** mw greatsword +9 (2d6+9) or**Range** composite longbow (+1 Str) +5 (1d8+1/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +7**Spell-Like Abilities** (CL 1st):3/day—*daze* (DC 7), *mage hand***Abilities** Str 19, Dex 15, Con 16, Int 10, Wis 5, Cha 4**SQ** dormancy, immolate, overdrive healing, spell-like abilities**Feats** Improved Initiative, Weapon Focus (greatsword)**Skills** Craft (armorsmithing or weaponsmithing) +2 Intimidate -1, Spot +2**Possessions** breastplate, composite longbow (+1 Str) with 20 arrows, mw greatsword

Dormancy (Ex) A Thoon thrall spends most of its time in a dormant state. When it is dormant, a Thoon thrall's overdrive healing does not function, and the thrall does not move at full speed. It appears exactly as it did before a Thoon infiltrator turned it into a Thoon thrall.

As a full-round action, a Thoon thrall can end its dormancy. Throbbing, veinlike growths emerge from its skin, and the thrall's true nature becomes apparent. If a Thoon infiltrator is within 100 feet, a Thoon thrall can end its dormancy as a swift action.

Once a Thoon thrall ends its dormancy, it cannot return to a dormant state. Due to overdrive healing, a Thoon thrall cannot survive out of dormancy for long.

Thrall to Thoon Infiltrator (Ex) A Thoon thrall responds to the commands of the nearest Thoon infiltrator as if *dominated*, with no save allowed.

Overdrive Healing (Su) This ability works like fast healing 5, but a Thrall can gain hit points beyond its full normal hit points as temporary hit points. A thrall's skin begins to blister and swell when this happens, and the thrall grows visibly larger. Once its temporary hit points equal or exceed its full normal hit points, a Thoon thrall must make a save every round or explode (see below).

Immolate (Su) When a Thoon thrall is fully healed and has temporary hit points equal to or greater than its full normal hit points, it might explode, its body unable to contain the energy within. At the end of its turn, if a Thoon thrall's temporary hit points equal or exceed its full hit points, it must succeed on a DC 11 Fortitude save. If it fails, it explodes, dealing 3d6 points of fire damage to all creatures within a 10-foot radius burst, plus an extra 1d6 points of fire damage for each Thoon infiltrator and additional Thoon thrall within 30 feet (Reflex DC 11 half). The explosion kills the Thoon thrall.

A thoon thrall can voluntarily fail this save, but it does so only a direct order from a Thoon infiltrator.

Physical Description: Purple veins pop out from the person's skin as he—or perhaps it—gazes at you, wild-eyed.

STORMCLOUD OF THOON**CR 5**

NE Medium construct

Init +2; **Senses** darkvision 60 ft.; illumination, low-light vision, tremorsense 60 ft. (see below); Listen +7, Spot +7**Languages** Undercommon, telepathy 100 ft.**AC** 17, touch 12, flat-footed 15

(+2 Dex, +5 natural)

hp 64 (8 HD); natural healing**Immune** acid, construct immunities**Fort** +2, **Ref** +8, **Will** +9**Speed** 30 ft. (6 squares), base movement 30 ft.; fly 10 ft. (perfect), swim 20 ft.; levitate movement**Melee** 4 tentacles +8 (1d4+1)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +7**Atk Options** Combat Reflexes**Special Actions** *lightning bolt* (5d6; DC 12; see below)**Spell-Like Abilities** (CL 5th):At will—*detect magic*3/day—*shield***Abilities** Str 13, Dex 14, Con —, Int 5, Wis 16, Cha 9**SQ** construct traits, spell-like abilities**Feats** Combat Reflexes, Sense Quintessence, Weapon Focus (tentacle)**Skills** Listen +7, Search +0, Spot +7, Swim +9**Illumination** The glowing eyes of a stormcloud of Thoon shed light in a 60-foot cone and provide shadowy illumination in a 120-foot cone. A stormcloud of Thoon can close its eyes and eliminate the illumination, but doing so leaves it blind.**Tremorsense (Ex)** A stormcloud of Thoon must bury one of its tentacles a few inches under the ground for tremorsense to function. Doing so is a swift action, but a stormcloud loses tremorsense if it moves out of the square in which it set the tentacle.**Natural Healing (Ex)** Unlike most constructs, a stormcloud of Thoon is capable of natural healing, albeit very slowly. A stormcloud of Thoon heals 1 hit point for every 8 hours it remains motionless.**Levitative Movement (Ex)** Even when the creature uses its land speed, the body of a stormcloud of Thoon is actually floating about 5 feet off the ground, propelled by an unseen force. A stormcloud of Thoon's tentacles do not need to touch the ground when moving and the creature is unaffected by difficult or hazardous terrain.**Lightning Bolt (Sp)** As the *lightning bolt* spell; at will; DC 12; caster level 5th. A stormcloud of Thoon must tap into its quintessence reserves to use this ability, causing it to take 10 points of damage whenever it does so.**Skills** A stormcloud of Thoon has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. The creature can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action when swimming, provided it swims in a straight line.**Physical Description:** This floating metal egg has an array of tentacles hanging from its underside, many of which have sharp blades or grasping claws at the end. Eyelike spots near the front glow with malign intelligence.

SCYTHYER OF THOON**CR 6**

N Medium Construct

Init +2; **Senses** darkvision 60 ft.; illumination, low-light vision; Listen +1, Spot +1**Languages** understands telepathic commands

AC 18, touch 12, flat-footed 16

(+2 Dex, +6 natural)

hp 69 (9 HD); natural healing**Immune** acid, construct immunities**Resist** electricity 10**Fort** +3, **Ref** +5, **Will** +4

Speed 30 ft. (6 squares), base movement 30 ft.**Melee** 2 mw scythes +11 (2d4+6/x4)**Ranged** *searing light* +8 touch (damage varies; see below)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +10**Special Actions** dispelling touch

Abilities Str 18, Dex 14, Con —, Int —, Wis 13, Cha 5**SQ** dispelling touch, *searing light***Feats** —**Skills** Listen +1, Spot +1

Illumination As long as at least two other scythers of Thoon are within 30 feet, the glowing eyes of a scyther shed light in a 60-foot cone and provide shadowy illumination in a 120-foot cone. A scyther of Thoon can close its eyes to douse the illumination, but doing so leaves it blind.

A scyther of thoon that has only one other scyther of Thoon within range still has glowing eyes, but those eyes provide only a 20-foot radius of bright illumination and a 40-foot radius of shadowy illumination.

A scyther of Thoon by itself has faintly glowing eyes that provide shadowy illumination in a 5-foot radius.

Natural Healing (Ex) A scyther of Thoon is capable of natural healing, albeit very slowly. A scyther of Thoon heals 1 hit point for every 8 hours it remains motionless.

Searing Light (Sp) A scyther of Thoon can focus its glowing eyes to emit a damaging beam of light that functions as a *searing light* spell; at will; +8 ranged touch; caster level 6th. Unlike the spell, a scyther of Thoon's *searing light* deals an extra 1d8 points of damage for each scyther of Thoon within 30 feet (maximum 5d8), including the scyther emitting the *searing light*.

After one scyther of Thoon has used *searing light*, the glowing eyes of any others within 30 feet dim briefly, and none of those creatures can use *searing light* during the same round.

Dispelling Touch (Su) With a successful melee touch attack, a scyther of Thoon can wipe away spells and magical effects. This ability functions as a targeted dispel magic spell (caster level 6th). Against each ongoing spell currently effect on the object or creature touched, a scyther makes a dispel check at +6 against a DC of 11 + the spell's caster level.

Each time a scyther of Thoon uses dispelling touch, it takes 10 points of damage.

Physical Description: Before you is a silvery automaton with four arms, perfectly constructed to wield the two wicked-looking scythes it carries. Its eyes glow as they cast forth beams of illumination. It crouches as if preparing to attack.

THOON SOLDIER**CR 8**

N Medium construct

Init +3; **Senses** darkvision 60 ft.; low-light vision; Listen +1, Spot +1

Languages speaks specific Undercommon; understands telepathic commands

AC 20, touch 13, flat-footed 17

(+3 Dex, +7 natural)

hp 75 (10 HD)

Immune construct immunities

Resist fire 10

Fort +3, **Ref** +6, **Will** +4

Speed 30 ft. (6 squares), base movement 30 ft.

Melee 2 arm axes +14 each (1d8+7/x3)

Space 5 ft.; **Reach** 5 ft.

Base Atk +7; **Grp** +14

Atk Options depends on aspect (see below)

Special Actions aspect of bloody slaughter, aspect of the fiery sun, aspect of the impervious tower, aspect of the ravenous horde, aspect of the death blossom

Abilities Str 25, Dex 16, Con —, Int —, Wis 12, Cha 5

SQ construct traits

Feats —

Skills Listen +1, Spot +1

Aspect of Bloody Slaughter (Ex) By expending a swift action and taking 5 points of damage, a Thoon soldier can reconfigure its limbs to deal damage to multiple adjacent foes. When in this aspect, a Thoon soldier can make a Whirlwind Attack (as the feat) with its arm-blades as a full-round action, and it can make attacks of opportunity as if it had the Combat Reflexes feat. A Thoon soldier can have only one aspect active at a time. When adopting this aspect, a Thoon soldier says in Undercommon, "Slaughter for Thoon!"

Aspect of the Fiery Sun (Ex) By expending a swift action and taking 5 points of damage, a Thoon soldier can quintessence from its body, creating heat. The Thoon soldier's melee attacks deal an extra 2d6 points of fire damage, and creatures that hit it with a natural weapon or a non-reach melee weapon take 1d6 points of fire damage. A Thoon soldier can have only one aspect active at a time. When adopting this aspect, a Thoon soldier says in Undercommon, "All will burn for Thoon!"

Aspect of the Impervious Tower (Ex) By expending a swift action and taking 5 points of damage, a Thoon soldier can extrude extra armor plates and bolster its magical defenses. When using this aspect, a Thoon soldier gains a +4 resistance bonus on saving throws and a +4 deflection bonus to AC. A Thoon soldier can have only one aspect active at a time. When adopting this aspect, a Thoon soldier says in Undercommon, "Stand and fight! Thoon is Thoon!"

Aspect of the Ravenous Horde (Ex) By expending a swift action and taking 5 points of damage, a Thoon soldier can reconfigure its lower limbs for greater speed and maneuverability. When in this aspect, a Thoon soldier's speed increases to 40 feet, and it can make a melee attack in the middle of its move as if it had the Spring Attack feat. A Thoon soldier can have only one aspect active at a time. When adopting this aspect, a Thoon soldier says in Undercommon, "Walk with Thoon!"

Aspect of the Death Blossom (Ex) A Thoon soldier has one final mode it enters if it starts its turn with between 5 and 20 hit points left. By expending a swift action and taking 5 points of damage, a Thoon soldier can reconfigure its body to explode when destroyed. If destroyed when it the aspect of the death blossom, a Thoon soldier deals 8d6 points of fire damage to all creatures within 40-foot-radius burst (Reflex DC 15 half). A Thoon soldier can have only one aspect active at a time. When adopting this aspect, a Thoon soldier says in Undercommon, "Death blossoms in the name of Thoon! Thoon! Thoon!" A Thoon soldier does not change out of the aspect of the death blossom until it is fully healed. The save DC is Constitution-based.

Physical Description: This biped is covered with armor plates, yet it moves with a sinuous quality. With a liquid, bubbling sound, it extrudes claws and axe-blades from its arms.

SHADOW FLAYER**CR 8**

NE Medium aberration

Init +7; **Senses** darkvision 60 ft.; Listen +10, Spot +10**Languages** Undercommon, telepathy 100 ft.**AC** 16, touch 13, flat-footed 13

(+3 Dex, +3 natural)

hp 52 (8 HD)**SR** 25**Fort** +4, **Ref** +5, **Will** +8**Speed** 30 ft. (6 squares), base movement 30 ft.**Melee** 4 tentacles +9 (1d4+1) or**Melee** mw spear +10 (1d8+1/x3)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +7**Atk Options** Quick Draw, improved grab, ~~poison (DC 17, 1 Str drain/2d6 Str)~~**Special Actions** extract, *mind blast*, shadowcloak**Spell-Like Abilities** (CL 8th):At will—*detect thoughts* (DC 14), *plane shift***Abilities** Str 12, Dex 16, Con 14, Int 19, Wis 15, Cha 15**SA** extract, improved grab, *mind blast*, shadowcloak, spell-like abilities**SQ** poison use**Feats** Improved Initiative, Quick Draw, Weapon Finesse**Skills** Bluff +10, Concentration +12, Diplomacy +7, Disguise +2 (+4 acting), Hide +13, Intimidate +4, Knowledge (the planes) +10, Listen +10, Move Silently +13, Sense Motive +7, Spot +10, Survival +2 (+4 on other planes)**Possessions** mw spear, 4 mw daggers (~~each poisoned with shadow essence~~)**Improved Grab (Ex)** To use this ability, a shadow flayer must hit a creature of up to Large size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

If it wins the grapple check, it establishes a hold and attaches a tentacle to the opponent's head. A shadow flayer can grab a Huge or larger creature, but only if it can somehow reach the foe's head. If a shadow flayer begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the shadow flayer gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) If a shadow flayer begins its turn with all four tentacles attached to its opponent and makes a successful grapple check, it extracts that opponent's brain, instantly killing that creature. Constructs, elementals, oozes, plants, and undead are immune.**Mind Blast (Su)** 60-foot cone, stun for 3d4 rounds, Will DC 16 negates**Shadow Cloak (Su)** A shadow flayer can draw on its own inner stores of quintessence to briefly become invisible. By expending a swift action and taking 5 points of damage, a shadow flayer becomes invisible for 1 round. Unlike with the *invisibility* spell, shadowcloak does not end when a shadow flayer attacks.**Poison Use (Ex)** A shadow flayer is skilled in the use of poison and never risks accidentally poisoning itself when applying poison to a weapon.**Physical Description:** In the shadows, you see a creature with jet-black skin. Four tentacles extend from its face, and two milky white eyes stare forth from the darkness of its form.

MADCRAFTER OF THOON**CR 10**

NE Huge aberration

Init +4; **Senses** darkvision 60 ft.; Listen +17, Spot +17**Languages** Undercommon, telepathy 100 ft.**AC** 20, touch 8, flat-footed 20

(-2 Size, +12 natural)

hp 125 (10 HD); fast healing 5**Immune** acid**Fort** +11, **Ref** +3, **Will** +9**Speed** 20 ft. (4 squares), base movement 20 ft.**Melee** bite +16 (2d8+15)**Space** 15 ft.; **Reach** 10 ft.**Base Atk** +7; **Grp** +25**Special Actions** launch spawn, *mind blast***Spell-Like Abilities** (CL 10th):At will—*detect magic***Abilities** Str 30, Dex 10, Con 26, Int 19, Wis 15, Cha 13**SQ** launch spawn, *mind blast*, spell-like abilities**Feats** Alertness, Improved Initiative, Sense Quintessence, Weapon Focus (bite)**Skills** Concentration +21, Intimidate +14, Knowledge (arcana) +17, Knowledge (the planes) +17, Listen +17, Spot +17, Survival +2 (+4 on other planes)**Launch Spawn (Su)** A madcrafter of Thoon usually takes a full day to give birth to a stormcloud of Thoon or a scyther of Thoon. When threatened, however, it can create constructs far more rapidly, then expel them in globules of caustic spittle. Once per round, as a swift action, a madcrafter of Thoon can spit a stormcloud of Thoon or a scyther of Thoon into any unoccupied square within 60 feet.

The caustic birthing fluid that surrounds the new construct covers the square the construct lands in and all adjacent squares. Creatures in those squares take 6d6 points of acid damage (Reflex DC 23 half). For 1 minute afterward, any creature that steps in a square covered by acid takes 3d6 points of acid damage.

A typical madcrafter of Thoon has enough stored quintessence to safely use its launch spawn ability twice per day. If it uses launch spawn a third time, it loses its fast healing ability for the rest of the day. The fourth and subsequent times it uses launch spawn, it takes 20 points of damage.

Mind Blast (Su) 60-foot cone, stun for 3d4 rounds, Will DC 15 negates. Unlike its mind flayer cousins, a madcrafter of Thoon can use *mind blast* only three times per day.*Physical Description:* This immense slug-like creature has a mane of canisters, each containing a green, glowing fluid. The front of its body seems like it is all mouth—a maw dripping with spittle.

THOON DISCIPLE**CR 10**

Mind flayer cleric 4

NE Medium aberration

Init +5; **Senses** darkvision 60 ft.; Listen +13, Spot +13**Aura** evil**Languages** Undercommon, telepathy 100 ft.**AC** 23, touch 11, flat-footed 22

(+1 Dex, +9 armor, +3 natural)

hp 90 (12 HD)**SR** 25**Fort** +9, **Ref** +4, **Will** +15**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.**Melee** 4 tentacles +11 (1d4+1) or**Melee** +1 *heavy flail* +12/+7 (1d10+2/19-20)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +10**Atk Options** Improved Disarm, improved grab**Special Actions** extract, *mind blast*, rebuke undead 7/day (+6, 2d6+8, 4th)**Class Spells Prepared** (CL 4th):2nd—*cure moderate wounds*, *hold person* (2) (DC 17), *spiritual weapon*^D1st—*cure light wounds*, *divine favor*, *protection from good*^D, *shield of faith* (2)0—*cure minor wounds*, *detect magic* (3), *light*

D: Domain spell. Deity: Thoon. Domains: Evil, War

Spell-Like Abilities (CL 8th):At will—*charm monster* (DC 18), *detect thoughts* (DC 16), *levitate*, *plane shift*, *suggestion* (DC 17)**Abilities** Str 12, Dex 12, Con 16, Int 20, Wis 21, Cha 19**SQ** extract, improved grab, *mind blast*, spell-like abilities, spells**Feats** Ability Focus (*mind blast*), Combat Casting, Combat Expertise, Improved Disarm, Improved Initiative, Martial Weapon Proficiency (heavy flail), Weapon Focus (heavy flail)**Skills** Bluff +14, Concentration +19, Diplomacy +15, Disguise +4 (+6 acting), Hide +4, Intimidate +10, Knowledge (religion) +15, Knowledge (the planes) +13, Listen +13, Move Silently +4, Sense Motive +9, Spellcraft +20, Spot +13**Possessions** +1 *full plate*, +1 *heavy flail***Improved Grab (Ex)** To use this ability, a Thoon disciple must hit a creature of up to Large size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

If it wins the grapple check, it establishes a hold and attaches a tentacle to the opponent's head. A Thoon disciple can grab a Huge or larger creature, but only if it can somehow reach the foe's head. If a Thoon disciple begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the Thoon disciple gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) If a Thoon disciple begins its turn with all four tentacles attached to its opponent and makes a successful grapple check, it extracts that opponent's brain, instantly killing that creature. Constructs, elementals, oozes, plants, and undead are immune.**Mind Blast (Su)** 60-foot cone, stun for 3d4 rounds, Will DC 20 negates**Physical Description:** This human-shaped creature has an octopus-like head with four lashing tentacles. It is clad in ornate, heavy armor and wields a flail.

THOON HULK**CR 13**

NE Large Construct

Init +1; **Senses** darkvision 60 ft.; low-light vision; Listen +4, Spot +4

Languages understands telepathic commands

AC 26, touch 14, flat-footed 25; deflection shield

(-1 Size, +1 Dex, +4 deflection, +12 natural)

hp 112 (15 HD)

Immune construct immunities

Resist acid 20, cold 20, electricity 20, fire 20, sonic 20

Fort +5, **Ref** +6, **Will** +9; defense overdrive

Speed 40 ft. (8 squares), base movement 40 ft.

Melee 2 arm-axes +18 each (1d12+8) and

4 tentacles +13 each (1d6+4)

Space 10 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +23

Atk Options critical knockback, improved grab

Special Actions attack overdrive, extract

Abilities Str 27, Dex 13, Con —, Int —, Wis 18, Cha 10

SQ attack overdrive, defense overdrive, extract, improved grab

Feats —

Skills Listen +4, Spot +4

Attack Overdrive (Ex) As a swift action, a Thoon hulk can gain a +2 bonus on attack rolls and damage rolls for 1 round. Using this ability deals 10 points of damage to the Thoon hulk. If a Thoon hulk uses this ability, its defensive overdrive ends immediately.

Deflection Shield (Su) A Thoon hulk has a force screen around it all times, granting it a +4 deflection bonus to AC.

Defensive Overdrive (Su) As an immediate action, a Thoon hulk can gain a +2 bonus on saving throws for 1 round. Using this ability deals 10 points of damage to the Thoon hulk. If a Thoon hulk uses this ability, its attack overdrive ends immediately.

Critical Knockback (Ex) If a Thoon hulk threatens a critical hit with its arm-axes, its target flies back 10 feet in a straight line away from the Thoon hulk, landing prone. The Thoon hulk chooses the path, but that path must be away from the Thoon hulk in as direct a path as possible. Intervening obstacles shorten or prevent the knockback.

Improved Grab (Ex) To use this ability, a Thoon hulk must hit a creature of up to Huge size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.

If it wins the grapple check, it establishes a hold and attaches a tentacle to the opponent's head. A Thoon hulk can grab a Gargantuan or larger creature, but only if it can somehow reach the foe's head. If a Thoon disciple begins its turn with at least one tentacle attached, it can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a single successful grapple check or Escape Artist check, but the Thoon disciple gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Extract (Ex) If a Thoon hulk begins its turn with all four tentacles attached to its opponent and makes a successful grapple check, it extracts that opponent's brain instantly killing that creature. Constructs, elementals, oozes, plants and undead are immune.

Physical Description: This amalgamation of rubbery flesh and artificial parts has heavy axelike blades instead of hands and twisted, slimy tentacles covering the lower half of its face.

FEATS

SENSE QUINTESSENCE

You are capable of discerning sources of quintessence, a magic substance precious to Thoon.

Prerequisites: *Detect magic* (as a spell or spell-like ability), affiliation with Thoon.

Benefit: When you use *detect magic*, you also detect any quantities of quintessence within the spell's area.

The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of quintessence.

2nd Round: Number of different quintessence sources, and the size and potency (moderate or strong) of the most powerful quintessence source.

3rd Round: The location and potency of each quintessence source.

APPENDIX 3: DM AID #1: ASTRAL PLANE

MOVEMENT AND COMBAT

The Astral Plane's lack of gravity makes it a tricky place to get around in. Most of the plane's inhabitants move by merely thinking themselves in a particular direction. This is akin to flight with perfect maneuverability and a maximum speed of 10 feet per point of Intelligence. When one is maneuvering through astral space, "up" and "down" are determined solely by the traveler's orientation (down is beyond your feet, and up is above your head). Unlike normal flying, climbs and dives on the Astral Plane don't change a character's speed, and there's no minimum speed to avoid a stall.

An astral character may double move, but his maneuverability drops to average. An astral character may move at four times his speed (effectively running), but maneuverability drops to clumsy.

Individuals with an Intelligence of 0 or without a listed Intelligence score (golems, for example) can move very slowly, and then only by pushing off other solid objects. Their maximum speed is 10 feet, and they cannot double move or run. If they are somehow grounded by localized gravity and able to walk, they move normally.

Distances are deceptive on the Astral Plane, and maps are almost completely useless in the hazy expanse. The time it takes an individual or a group of individuals to reach a particular part of the Astral Plane depends on how familiar the travelers are with that area.

Travelers on the Astral Plane suffer no movement penalty for armor or weight, but they can carry no more than a heavy load while moving. Movement through the Astral Plane is silent.

Astral Combat

The Astral Plane has no gravity, so attackers may approach from all sides. (See the Combat in Three Dimensions side-bar in Chapter 1.)

And without gravity or anything else to affect it, an arrow can effectively fly forever. The penalty for each range increment beyond the first is -1 instead of -2. There is no maximum range, except the limit of the attacker's vision.

The Astral Plane has the timeless trait with respect to such things as poison and disease, so a poisoned wizard on the Astral Plane would be unaffected until she moves to another plane. A traveler in astral form would not be affected at all, because damage taken by the astral form isn't transferred back to the original body on another plane. The Astral Plane is also timeless with regard to natural healing, so only magical healing works.

Travelers on the Astral Plane suffer no penalties to speed for armor or encumbrance. Armor check penalties and arcane spell failure chances still apply, however.

Source: *Manual of the Planes* p.49-50

DM AID #2: GITHYANKI ON THE ASTRAL PLANE

The githyanki live on the Astral Plane in cities, fortresses, and citadels. The largest cities are built upon nameless and forgotten dead deities, where deific flesh has given way to simple stone.

Compared to the communities of most other races, githyanki communities are very militaristic in nature. Though they do not live in barracks, their homes and businesses are arranged according to the rank and standing of each individual or training group. Githyanki do not arrange themselves into families, but instead identify themselves by the training groups they belong to. Training is one of the most important githyanki values, and it rarely ceases. Each githyanki strives to excel over his or her companions.

Training centers, magical and psionic laboratories, libraries, and practice fields are the most frequented portions of any githyanki community.

Tu'narath: Tu'narath is the largest and greatest githyanki city. It is built upon the body of a deity that had been dead for eons when the githyanki first came to the Astral Plane. Subjective directional gravity holds sway within 200 feet of the stony form, allowing the city's inhabitants to walk around normally.

Tu'narath boasts a githyanki population of about 100,000. The city is also cosmopolitan enough to host other races in their own quarters: bariaurs, humans, and a few fiendish races. The leader of all githyanki, the lichqueen, dwells here rarely leaving the inner sanctum of her gigantic palace. The palace is carved from what may have been the forehead of the gargantuan dead deity upon which Tu'narath is nestled. It is by far the highest and broadest structure in all of Tu'narath.

The Lich-Queen: The current ruler of the githyanki race, Vlaakith the lichqueen, has ruled supreme for over a thousand years. She has her lichdom to thank for her longevity. She has no heirs and is unlikely to produce any. However, she has no intention of ever relinquishing her rule, so heirs are unnecessary.

Hideous in appearance, the lichqueen resembles an aged, blackened corpse with smoldering emerald eyes. She prefers long purple robes trimmed in gold and embroidered with precious gems. An elaborate headdress of gold and rubies and a dragon-headed scepter encrusted with yet more rubies are her badges of office. The scepter was given to Vlaakith by Tiamat's red consort, Epehemon. It is possible the scepter is the physical representation of the truce between red dragons and githyanki.

The githyanki revere the lichqueen as the stepmother of their race, and few would ever gainsay her. To them, her word is truth. Despite this, the lichqueen jealously guards her position. She devours the life essence of any githyanki who gains more than sixteen character levels. This act both nourishes her own undead spirit and eliminates future rivals.

Githyanki Astral Ships: The githyanki possess special item creation feats that enable them to create their famed astral ships. Each ship is difficult to create, requiring years of work. Small communities have access to a handful, though large fortress-cities such as Tu'narath have a fleet, some of which are used for trade.

Astral ships vary in size from small skiffs to galleon-sized craft, all of which look something like terrestrial keelboats. Most are equipped with harpoons and ballistae, and the largest astral ships even possess catapults. Astral ships can ram other ships and creatures larger and up to two size categories smaller than themselves.

Source: *Manual of the Planes* p.51-53

DM AID #3: THOON LORE

The Knowledge (dungeoneering or religion) checks concerning the Thoon are compiled in this aid. Refer to this when the PCs make their checks.

Characters that have ranks in Knowledge (dungeoneering) or in one case Knowledge (religion) can learn more about the various Thoon creatures. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

THOON DISCIPLE LORE

Knowledge (dungeoneering)

- **25:** Thoon disciples are mind flayer war priests that wade into battle wearing heavy armor and swing massive flails.
- **30:** Thoon disciples are not offensive spellcasters. They use their divine magic for emergency healing or to augment their defenses.
- **35:** Thoon disciples are clerics with the Evil and War domains. They do not worship a god, necessarily, just a mysterious force called "Thoon."

Knowledge (religion)

- **25:** Thoon disciples worship a force—maybe a god, maybe not—called Thoon. Some explorers have found shrines to Thoon, consisting of plain altars with smashed, ruined treasure all around them.
- **30:** Whatever Thoon is, it lies in a place beyond the planes call the Far Realms.

SHADOW FLAYER LORE

Knowledge (dungeoneering)

- **18:** This is a shadow flayer, a mind flayer with ebony skin. It can turn invisible at will.
- **23:** These dark-skinned mind flayers are part of a breeding program under the guidance of Thoon. They can briefly turn invisible, but doing so is painful—perhaps the breeding program is not perfected yet.
- **28:** One side effect of the breeding process that leads to shadow flayers is diminished psionic ability. They are incapable of any subtle psionic tricks, but their *mind blast* remains potent.

THOON THRALL LORE

Knowledge (dungeoneering)

- **20:** This is a Thoon thrall, a member of a secret cabal that reveres mind flayers. When it comes out of dormancy, it grows freakishly large, and then explodes.
- **25:** The mind flayers of Thoon control Thoon thralls through human-looking intermediaries called Thoon infiltrators.

THOON SOLDIER LORE

Knowledge (dungeoneering)

- **23:** This is a Thoon soldier, a construct built by mind flayers of Thoon to act as an infantry soldier.
- **28:** A Thoon soldier can change between a number of aspects that enhance its body, changing speed, defense, or combat prowess.
- **33:** When badly damaged, a Thoon soldier will enter an aspect of the death blossom" and will explode if destroyed. It remains in that mode until the mind flayers repair it.

MADCRAFTER OF THOON LORE

Knowledge (dungeoneering)

- **25:** This is a madcrafter of Thoon, a sluglike aberration that can vomit out constructs.
- **30:** Madcrafters of Thoon used to be mind flayers, but they were twisted by contact with the Far Realm. They retain some of the mind flayer's mental powers.
- **35:** Madcrafters of Thoon are fueled by a mysterious substance called quintessence, which the mind flayers of Thoon gather for them.

SCYTHER OF THOON LORE

Knowledge (dungeoneering)

- **21:** This is a scyther of Thoon, a foot soldier construct invented by the mind flayers of Thoon.
- **26:** Scythers of Thoon can shoot fiery beams of light from their eyes. These beams are weaker if a scyther is not near other scythers of Thoon.
- **31:** Scythers of Thoon can neutralize magic spells with a touch. They are immune to acid and resistant to electricity, and they heal without requiring repair.

STORMCLOUD OF THOON LORE

Knowledge (dungeoneering)

- **20:** This egg-shaped construct is a stormcloud of Thoon. It is a creation of the mind flayers.
- **25:** A sect called the mind flayers of Thoon uses stormclouds of Thoon to scout for brains and gather a substance called quintessence. The construct is a capable melee combatant, and it can emit a lightning bolt seemingly at will.
- **30:** A stormcloud of Thoon is immune to acid. It has the ability to heal naturally, unlike most constructs. This healing happens slowly, however.

THOON HULK LORE

Knowledge (dungeoneering)

- **28:** This is a Thoon hulk, a construct built as a mindless automaton by the mind flayers of Thoon. Like a mind flayer, it can extract brains.
- **33:** Thoon hulks can enter an overdrive state that makes them tougher, but doing so damages their internal processes.
- **38:** Mind flayers birth Thoon hulks in cocoon structures that also heal their hulks. Their amalgamated bodies are highly resistant to all forms of energy.









