

WELCOME TO TU'NARATH

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This Web supplement designed for “The Lich-Queen’s Beloved” assumes you have a copy of issue #100 containing both the adventure and the poster map of Tu’narath, the githyanki capital city. Although the poster map of Tu’narath shows only its “upper” side (where most of the city’s population gathers), one can just as easily walk along the “edges” and “underside” to reach structures and regions located there.

For more general information about Tu’narath, its occupants, its architecture, and its laws, see “The Lich-Queen’s Beloved” adventure.

APPROACHING AND LEAVING TU'NARATH

Protecting the city are more than a dozen fortresses built into large fragments of rock adrift in the Astral Plane. When an unfamiliar astral ship or astral-faring retinue approaches Tu’narath, the nearest “flying fortress” dispatches an escort to intercept the approaching vessel or retinue: a githyanki kith’rak (captain) astride a juvenile red dragon. When approaching an astral ship, the dragon positions itself outside the firing arcs of the ship’s visible weaponry, but drifts close enough to blast the decks with its fiery breath, if necessary. See the issue #100 Web enhancement and the poster map of Tu’narath for details on these orbiting fortresses.

When confronting a githyanki retinue or githyanki-crewed astral ship, the githyanki kith’rak merely ushers the vessel to the city docks before returning to the flying fortress.

When confronting a retinue that includes nongithyanki, the kith’rak demands to know their business in Tu’narath and instructs nongithyanki to confine themselves to the Merchant District (area 7), lest they be killed on sight. If the visitors are belligerent or recognized as enemies of the githyanki people, the kith’rak and its dragon mount attack immediately. This draws the attention of nearby flying fortresses, which send reinforcements (see area 1).

When confronting a vessel populated by nongithyanki, the githyanki kith’rak requires that the vessel undergo a thorough search before proceeding. The kith’rak uses his or her *dimension door* ability to appear on deck and begins systematically inspecting every compartment and container on the ship—a process taking several minutes. Meanwhile, the dragon circles the ship, ready to blast it

with fire if the crew turns against the kith’rak or takes other rash actions. If the kith’rak finds nothing amiss, he or she directs the crew to follow the dragon to the docks of the Merchant District (area 7). A stern warning follows: Any deviation in course will result in the destruction of the ship and its crew.

If the kith’rak’s search of the ship reveals dangerous cargo, known criminals, or racial enemies (githzerai, illithids, or psurlons), the kith’rak orders the red dragon to blast the vessel with its fiery breath. All of the flying fortresses around the city are alerted and send reinforcements, as needed. If everything appears in order, the kith’rak uses his or her *dimension door* ability to return to the circling dragon, at which point they escort the ship to the city docks.

Leaving Tu’narath is generally simpler than arriving. Unless the githyanki have a good reason to prevent an astral ship or retinue from leaving the city—for example, they suspect that a githzerai might be hiding among an astral ship’s crew—they let the visitors depart unsearched and unimpeded.

🔪 **Githyanki Kith’rak:** hp 102; see “Denizens of Tu’narath” for complete statistics.

🐉 **Juvenile Red Dragon:** hp 168; see “Denizens of Tu’narath” for complete statistics.

CITY FEATURES

The following features are common throughout the city.

DOORS AND WINDOWS

A building’s outer doors are single slabs of elaborately worked stone set with iron hinges and good-quality locks (Open Lock DC 30). Interior doors are made of reinforced wood brought to the Astral Plane from various other planes and often have average locks set into them (Open Lock DC 25). Windows come equipped with openable glass panes and ornate lattices of iron bars to discourage unwanted intrusion.

🗲 **Outer (Stone) Door:** 2 in. thick; hardness 8; hp 30; break DC 25.

🗲 **Inner (Good Wooden) Door:** 1-1/2 in. thick; hardness 5; hp 15; break DC 18.

🗲 **Window (Iron) Bars:** 1 in. thick; hardness 10; hp 30; break DC 28.

WALLS, FLOORS, AND CEILINGS

Skillfully wrought carvings of githyanki champions and battle scenes elaborate the outer walls of most public and civic buildings. Inner and outer walls are of superior masonry. Ground floors are made of smooth stone, sometimes covered with wooden planks, while upper stories consist of wooden tiles or planks set atop thick wooden beams.

Unless otherwise noted, ceilings inside buildings are 15 feet tall.

◆ **Superior Masonry Walls:** 1 ft. thick; hardness 8; hp 90 per 10-foot-square section; break DC 35; climb DC 15.

◆ **Ground (Flagstone) Floors:** 1 ft. thick; hardness 8; hp 90 per 10-foot-square section; break DC 35.

◆ **Upper (Reinforced Wooden) Floors:** 6 in. thick; hardness 5; hp 60 per 10-foot-square section; break DC 20.

ILLUMINATION

The silver void of the Astral Plane, though dark and ominous in places, provides the city with perpetual light equivalent to an overcast afternoon on the Material Plane. Creatures that normally shun the sun (like mind flayers) can function normally here.

CITY ENCOUNTERS

The following encounters are keyed to the poster map of Tu'narath.

1. FLYING FORTRESSES

For a complete description of the flying fortress, see the free Web enhancement for issue #100 at www.paizo.com.

2. ARTISAN DISTRICT

Githyanki use combat, dress, and craft as means to express their individuality. Githyanki artisans, or mlar, specialize in the construction and repair of buildings, tools, weapons, astral ships, and other needed things, but others create sculptures and art pieces. Entire districts of Tu'narath are given over to the mlar, some of whom rely on item creation feats and spells such as *fabricate* and *wall of stone* to complete their works. Some mlar are powerful wizards in their own right, and though they are quick to rally to the city's defense, they have chosen a life apart from the military.

Githyanki artisans both live and work in the Artisan Districts of Tu'narath. Low-level mlar tend to work in great factories and foundries, while mid- to high-level mlar own shops, forges, and "studios." These districts are decorated with statuary, and even the most common buildings have elaborate bas-reliefs on the outer walls and fearsome gargoyles clutching the stone eaves.

Development: Nongithyanki are not welcome in the Artisan District and are arrested on sight. Apprehended characters are taken to The Will of Gith (area 13) to face punishment; those who resist arrest are killed.

3. FARMER DISTRICT

Inhabitants of the Astral Plane never suffer from hunger or thirst, so there is little need for supplies of food and water. However, githyanki and their red dragon mounts journey to other planes regularly, which usually requires that they bring supplies of food with them. For this reason, Tu'narath has githyanki farmers, or g'lathk. The Farmer District is where the g'lathk live and tend the city's food supply. Large enclosures illuminated by *continual flame* spells and magically enhanced so time passes normally (so plants can grow and mature) hold fungi gardens, while livestock brought to Tu'narath from other planes are herded into caverns beneath the city or allowed to roam about in small pens on the surface.

Githyanki and red dragon "livestock" includes everything from rothé to chained humanoid captives (goblins, kobolds, gnomes, dwarves, halflings, elves, humans, bariours, and other "cattle").

In addition to livestock, the g'lathk oversee the disposal of the city's waste by monitoring caverns of giant bombardier beetles, which quickly consume the refuse and offal.

Creatures: G'lathk are typically commoners. Githyanki soldiers (see "Denizens of Tu'narath" for statistics) are assigned to watch over the more intelligent or dangerous livestock, and githyanki assigned to the task usually consider it a punishment.

Development: Nongithyanki are not welcome in the Farmer District and are arrested on sight. Apprehended characters are taken to The Will of Gith (area 13) to face punishment; those who resist arrest are killed.

4. MERCHANT DISTRICT

Located on one of the city's protruding middle arms, the Merchant District is the only section of Tu'narath open to nongithyanki. Githyanki vigilantly patrol the streets that connect to the rest of the city, and many of the buildings near the boundary of the Merchant District are empty tenements or githyanki guard barracks.

The Merchant District is not maintained as immaculately as other districts, but it is far from dirty and disheveled. The most squalid structures are located among the warehouses at the arm's extremis, near the docks. A few large residences dominate the district's skyline, but most of the buildings are densely packed apartments available for rent at an average cost of 1 gp per room (per 24-hour

period). Since nongithyanki cannot own property in Tu'narath, all buildings have a githyanki landlord (or *nil'ghar*) who usually lives elsewhere in the city; most landlords are githyanki knights who were bequeathed the estates as rewards for loyal service. They use lower-ranked githyanki or nongithyanki hirelings to collect rental payments and deal with unwanted tenants.

Creatures: Githyanki who tend to reside in the district include merchants accustomed to dealing with nongithyanki. A githyanki merchant occupies one of the district's larger residences and is typically a *gish* (see "Denizens of Tu'narath" for statistics). Guarding the merchant's estate is a squad of twelve githyanki soldiers, plus two githyanki *sarths* (sergeants) and a githyanki *kith'rak* (captain).

Outside the residence, a githyanki merchant travels in an iron-wrought carriage that walks on four spidery legs. The merchant controls the actions of the carriage, which can hold up to two Large creatures, four Medium creatures, or eight Small creatures. Anyone inside the carriage gains cover against attacks from outside. When traveling in the district, the merchant, the captain, and the two sergeants remain inside the carriage while the guards encircle it.

➔ **Githyanki Soldiers (12):** hp 34; see "Denizens of Tu'narath" for complete statistics.

➔ **Githyanki Sarths (2):** hp 51 each; see "Denizens of Tu'narath" for complete statistics.

➔ **Githyanki Kith'rak:** hp 102; see "Denizens of Tu'narath" for complete statistics.

➔ **Githyanki Gish (merchant):** hp 24; see "Denizens of Tu'narath" for complete statistics.

➔ **Walking Iron Carriage:** Huge animated object; hp 84; *Monster Manual* 13.

5. THE MORNINGSTAR INN

The most popular and expensive inn in Tu'narath is The Morningstar. A rhyme-addled tiefling bard named Rhapsody Nethervane runs the establishment and employs two henchmen: a half-celestial dwarf named Dwern and a half-fiend dwarf named Maggoth who constantly try to steer Rhapsody down paths of light and darkness. Rhapsody first encountered the dwarves on separate planar adventures. When all of her adventuring companions perished, she made the dwarves offers they could not refuse and now keeps them around largely for her amusement—but they also make great bouncers.

The Morningstar is an impressive two-story stone edifice with iron-barred windows, broad gables, frightful gargoyles, and flying buttresses. The establishment sports no sign, but a loud ruckus emanates from the common room (area 5A) at all hours of the endless, astral day.

A one-way portal on the Material Plane leads to one of the bedrooms on the upper floor of the inn (area 5L). This portal existed long before Rhapsody took over the establishment, and she hasn't seen fit to remove it. In fact, she feels the portal adds to the building's character, despite the fact that not everything that comes through the portal brings sunshine and good tidings.

Refer to the map of The Morningstar Inn for the following keyed encounters.

5A. COMMON ROOM

An octagonal wooden bar, painted black and adorned with astral whalebone, stands in the middle of an octagonal common room. A scantily clad young woman with cloven hooves instead of feet stands on the bar with a flagon in one hand, regaling patrons with a sordid song about the Naughty Gnome of Amoria. A tiny, incandescent blue orb whirls about the woman's head as she croons and capers.

Tables and chairs surround the bar, and the ceiling soars to its peak 40 feet overhead. Stairs crawl up the walls to an overlooking balcony. Under the balcony, a double archway invites deeper excursions into the establishment. Large fires fill a double hearth set into the opposite wall. Standing on either side of it is a dour dwarf. One has alabaster-white skin, opalescent eyes, a golden beard, and feathered wings. The other has bat wings, eyes like dying embers, and a smoldering ash-gray beard.

Mounted above the hearth are three broken weapons: a greatsword, a quarterstaff, and a waraxe. An ugly iron chandelier hangs by a chain over the bar, its continual flames illuminating the room and casting many shadows.

The sundered masterwork weapons—as the inn's proprietor is quick to tell—are all that remains of Rhapsody's former adventuring colleagues. "No finer lot has the Reaper got," she sings morbidly. The fighter, monk, and cleric "died screamin' in the jaws of a demon." She strongly advises against "dancing with a goristro in the pale moonlight. Its teeth are hard as iron spikes, and its breath is—what's the word?—yikes." Her rhymes cause Dwern and several of the inn's patrons to roll their eyes, while Maggoth snickers idly. Although Rhapsody doesn't always speak or sing in rhyme, she rarely goes an entire conversation without some word play or turn of phrase.

If the characters make themselves comfortable or approach the bar, Rhapsody has some bar patrons help her to the floor so she can greet them properly. Read or paraphrase the following at this time:

"Forgive my poor manners," says the woman as she's helped down from the bar. "My father's side, you know. He's also to

blame for my dismal dancing—ah, the pain of having two cleft feet. Seriously, though, my name is Rhapsody Nethervane, the proprietor of The Morningstar. Can I offer you a cold beverage, a cozy bed, or something warm instead? Perhaps a fine wine or pale ale? Flute or flagon, you pick the wagon. I also carry Stygian Draft. It's bitter swill and hard on the nose, but it'll help you forget your recent woes. Sorry for the rhyme—I do it all the time. Well, maybe not all the time."

Rhapsody offers a bed for 1 gp per 24-hour stay (and a key to the room), a glass of cool wine for 1 sp, and a mug of warm ale for 2 cp. Her charm and pleasant demeanor are free. She calls the inn's owner—a capricious githyanki knight named Suluk'ai—"his overlordship" or, more sarcastically, "the one that got away." She admires the githyanki as much as hates them and enjoys both telling them secrets and hiding things from them.

Creatures: Rhapsody is a flaxen-haired, 5-foot-tall tiefling with a bronze complexion that turns to scales on her shoulders and hips. The backs of her ears have small, bony ridges, and her cloven feet give her a gait overly thunderous for one so small. Although she can be a font of information about Tu'narath and its denizens, few clients are eager to trust her chaotic nature, as Rhapsody has no compunctions about sharing private information with the githyanki if it keeps them off her case. She is also willing to accept bribes. Her only loyalty is to herself; everyone else is "delightful, in a red-capped gnome sort of way."

The only time Rhapsody suffers a crisis of conscience is when Dwern browbeats her into doing the right thing ("words of wisdom from Dwern the Taciturn!"), but she is equally apt to heed Maggoth's corrupt, often ill-conceived advice ("Maggoth, you evil weevil!").

Despite their opposing alignments, both dwarves are willing to sacrifice their lives to defend the tiefling bard, and not because she bought them matching magic waraxes for their birthdays.

☛ **Dwern Splinteraxe:** hp 125; see "Denizens of Tu'narath" for complete statistics.

☛ **Maggoth Ashbeard:** hp 68; see "Denizens of Tu'narath" for complete statistics.

☛ **Rhapsody Nethervane:** hp 49; see "Denizens of Tu'narath" for complete statistics.

Tactics: If she is attacked, Rhapsody casts *haste*, *greater invisibility*, and *displacement* on herself, then uses *dimension door* to reach a safer location and casts cure spells on herself, if necessary. When sorely pressed, she uses *hold monster*, *shout*, and *Tasha's hideous laughter* to temper or incapacitate foes before fleeing to safety.

Dwern draws forth his waraxe and wades in combat, while Maggoth maneuvers into a position where he can flank prey and deal sneak attack damage or make an opportunistic strike. Characters who get within 5 feet of Maggoth detect a strong brimstone odor emanating from the dwarf.

SB. KITCHEN

This spacious kitchen contains work tables, unlocked cabinets of dishware and food supplies, hanging pots, counters with drawers of utensils, a wooden wash basin, a fireplace, and a box filled with wood and kindling. A large soup kettle and smaller kettle hang from hooks in the hearth. A broom leans in the corner between the doors.

SC. DWERN'S ROOM

The door to this room is locked, and both Rhapsody and Dwern carry keys. A *continual flame* spell cast on a sconce near the window illuminates the chamber.

A large hearth dominates one wall of this tidy, handsomely appointed bedchamber. Silver furs cover a couch near the fireplace, and a plush chair and table rests nearby. Hanging on the walls are three tapestries depicting the platinum dragon Bahamut battling a score of red dragons, the dwarven stronghold of Erackinor on Solania (Celestia's fourth layer), and archons flitting around the gem-encrusted ziggurat of Yetsira on Jovar (Celestia's sixth layer). A circular embroidered rug covers half of the floor. In the middle of the rug sits a heavy wooden trunk with iron clasps and hinges.

Treasure: A good-quality lock shaped like a scowling dwarf visage (Open Lock DC 30) seals the lid of Dwern's trunk, which contains a suit of dwarf-sized masterwork half-plate, a +1 *spiked gauntlet*, several changes of clothes, and a sack holding 320 sp, 450 gp, and 5 gems (500 gp each).

SD. COMMODORE

A curtain covers the doorway to this small room, which contains an open-seated chair with a chamber pot underneath. Some towels hang from iron hooks on the walls. The room holds nothing else.

SE. PILLARED HALL

Twenty slender pillars carved to resemble proud githyanki warriors support the 20-foot-high ceiling. The warriors clutch stone greatswords and stare intently at anyone passing through the middle of the room. Iron sconces lit by flickering *continual flame* spells illuminate the area. The doors leading to the guest rooms (area 5G) are all locked.

3E. MAGGOTH'S ROOM

The door to this room is locked, and both Rhapsody and Maggoth carry keys. The room is dimly lit (see below) and smells of brimstone. The window's drapes are pulled.

A dark fireplace stretches along one wall. Near it, resting on the floor, is a scorched iron chest (see **Treasure** below). Next to the chest sits a padded chair covered with the scaly red hide of some infernal beast. A foul-smelling smoking pipe rests on the left arm of the chair.

Across from the fireplace rests Maggoth's "bed"—a stout, claw-footed iron tub filled with glowing coals. Although the coals are searing hot, Maggoth's resistance to fire protects him from the damage. A bellows fashioned from wood and flaps of dragon wing juts from the belly of the tub. Maggoth uses the bellows to "fire up" the coals before he relaxes.

Treasure: A masterfully crafted lock (Open Lock DC 40) seals the iron chest. The chest contains some ill-kept clothes, a pair of black leather boots and matching gloves, a ragged leather kit containing Maggoth's thieves' tools, a bundle of 24 tindertwigs, and an ebony box (50 gp) containing a stash of pipeweed. A secret compartment in the chest's lid (Search DC 25) contains a *potion of cure serious wounds*.

5G. DOWNSTAIRS GUEST ROOMS

Each room is locked (Open Lock DC 25) and contains a single bed, a wooden dresser with three drawers, and a tall wardrobe. Rhapsody rents a room for 1 gp per 24-hour stay. Although visitors to the Astral Plane do not require rest, the beds are provided for relaxation.

5H. GUESTS' ENTRANCE

Guests who do not wish to enter the establishment through the common room (area 5A) can use the back door instead. The door is locked (Open Lock DC 30), but any of the guest keys can unlock it. The area is lit by the silvery void, as seen through the windows that follow the steps up.

5I. UPPER HALL

This hall is lit by flickering *continual flame* spells cast upon iron sconces mounted to the walls at 20-foot intervals. A crimson carpet stretches the length of the corridor, stopping just short of the balcony overlooking the common room (area 5A). Chatter from the common room echoes down the hall.

5J. UPSTAIRS GUEST ROOMS

Each room is locked (Open Lock DC 25) and contains a pair of beds, two matching wooden dressers (with three

drawers apiece), a small writing desk, and a tall wardrobe with a mirror mounted on the inside of the door. Although visitors to the Astral Plane do not require rest, the beds are provided for relaxation. Each room costs 1 gp to rent per 24-hour period, or one can rent an entire room for double the price.

5K. BELVELIOS'S SUITE

Belvelios, an ogre mage merchant who uses *polymorph* to appear human, claims this room. The average lock on the door has been replaced with three amazing-quality locks (Open Lock DC 40). A *knock* spell disables two of the regular locks, but the third lock remains secure.

The chamber's furnishings include a handsome roll-top writing desk, a table with three matching chairs, a mirror in a standing wooden frame, and a mechanically spun planar orrery fashioned from bits of metal and crystal (showing an accurate cosmology of the multiverse).

The dresser contains the mercane's spare clothing and worthless trinkets. The desk holds several pieces of parchment, some quills and jars of ink, and a few handwritten contracts with various recent arrivals to Tu'narath seeking magic items and other hard-to-find knick-knacks. The items are neither valuable nor incriminating.

Creatures: The merchant Belvelios finds Rhapsody amusing, but he knows better than to share secrets with a tiefling. The ogre mage resides at the Morningstar Inn because it is comfortable and because it sees its fair share of "planewalkers" and local gossip. Belvelios knows about the portal in area 5L and tries to do business with anyone who comes through it. He knows a great deal about the Astral Plane and its denizens—information he shares free of charge. The earthquakes that rattle Tu'narath trouble him, but not deeply; like most residents, he sees them as natural occurrences and the "hazards of doing business on the Astral Plane."

Belvelios has connections among certain githyanki warlocks capable of brewing potions, scribing scrolls, forging rings, and crafting various other magic items (things he is generally unwilling to do himself). If the characters need a specific magic item, the Blue Merchant is their best chance of obtaining it legally in Tu'narath. However, Belvelios marks up all prices by 25% to cover "handling and delivery."

➤ **Belvelios the Blue Merchant (ogre mage):** hp 43; *Monster Manual* 200.

Tactics: Belvelios is secretly allied with the Sha'sal Khou (see "The Lich-Queen's Beloved" adventure for more information). He offers to share information about the githyanki Lich-Queen over a nice dinner (even though denizens on the Astral Plane don't feel hunger). He knows

that the Lich-Queen has enemies in the city and suggests the heroes intent on defeating the Lich-Queen forge a temporary alliance with Zetch'r'r, a githyanki warlord who has a stronghold in the city. The stronghold, called J'ryn'zalas (area 14), is located in a district off-limits to nongithyanki.

Belvelios avoids combat using quickened *gaseous form* and *invisibility* spells.

Treasure: Belvelios's planar orrery stands 4 feet tall and weighs 170 pounds. A successful DC 25 Knowledge (the planes) check allows one to use the orrery to determine the relation or location of one plane with respect to another. For instance, one could use the orrery to determine whether two planes are coterminous, coexistent, or separate. A successful DC 35 Knowledge (the planes) check enables one to use the orrery to determine the physical, elemental, energy, alignment, or magic traits of a specific plane; the user must choose the type of trait and the plane before making the check. The orrery has hardness 5 and 30 hit points. It is mechanical (not magical) in nature and worth 5,000 gp intact.

5L. PORTAL ROOM

The door to this room is locked (Open Lock DC 30) but can be opened easily from the inside. The room contains a pair of comfortable beds, a modest nightstand, a pair of matching dressers, and a tall wardrobe with an oval mirror mounted on the inside of the door.

An invisible 3-foot-wide, 7-foot-tall extraplanar gate blends seamlessly with the wall located to the right of the door. Under the scrutiny of a *true seeing* spell, the portal appears as a faintly luminescent rectangular outline on the wall. The gate forms a one-way portal from the Material Plane; as the gate is one-way only, characters cannot use it to return to the Material Plane.

Rhapsody, her staff, and most of her regular patrons know about the portal.

6. KYN'DL STREET

Kyn'dl Street wends through a densely packed cluster of shops in the Merchant District, a few scant blocks from where the district converges with the rest of the githyanki city. Arched stone bridges connect some of the buildings' upper levels, 20 feet above street level. They are carved with leering, gargoyle-like faces and allow dwellers on the upper floors to move more quickly between buildings.

◆ **Arched Stone Bridge:** 1 1/2 ft. thick; hardness 8; hp 135 per 10-ft.-square section; break DC 40.

The merchants who operate shops on this street work whatever hours please them. To determine whether a

given shop is open or closed, roll 1d4; on a roll of 1, the shop is closed.

The following keyed encounters refer to the map of Kyn'dl Street.

6A. YONRAUTH'S ACID EMPORIUM

A wrought-iron sign shaped like a coiled black dragon hangs over the door of this dank shop. Skillfully burned into the door itself are the words "Yonrauth's Acid Emporium," written in Draconic. An iron rack in front of the window displays several flasks of caustic compounds, each one properly labeled in Draconic as well. Several more flasks of acid rest on shelves about the store.

Creature: The proprietor, a human wizard named Yonrauth, sells acids of varying potency by the flask. Yonrauth seems on edge when asked to discuss his neighbors. He occasionally hears githyanki voices coming from the apartment adjacent to his (area 6K). Since githyanki generally avoid living in the Merchant District, Yonrauth suspects that the ones lurking in the supposedly vacant apartment are spying on someone—although he knows not whom.

◆ **Yonrauth, Male Human Wiz 9:** AL N; use **Table 4–22: NPC Wizard** in the *DUNGEON MASTER's Guide* to generate statistics and equipment, if necessary. In addition to his gear, Yonrauth carries keys to the doors to his shop, storeroom (area 6I), and apartment (area 6J).

Treasure: Yonrauth has the several types of acid for sale, including the following:

Acid Type	Cost per Flask	Damage (Direct Hit/Splash)*
Ankheg Extract	10 gp	1d6/1
Digester Spray	50 gp	2d6/1d3
Blood of		
Dissolution	120 gp	3d6/1d6
Devilbrine	180 gp	4d6/2d6
		(to chaotic creatures only)
Slaad Ichor	180 gp	4d6/2d6
		(to lawful creatures only)
Wyrmdrool	200 gp	5d6/2d6

*A flask of acid deals splash damage to all creatures within 5 feet of where it lands.

6B. ORLISPAR'S CANDLEWORKS

The window of this candle shop features an impressive display, from simple tapers to elaborate wax sculptures. Mounted to the door is an iron sconce holding a painted wooden candle with a *continual flame* spell cast on it. The front of the shop contains rows of shelves packed with can-

dles of varying shape and size. The back of the shop serves as a work area, where the candles are fashioned.

Creatures: Orlispar, an unscrupulous efreeti who secretly serves the Ch'r'ai as a spy and informant, runs this shop. (See "The Lich-Queen's Beloved" for more information on the Ch'r'ai.) Using his *polymorph* ability, he assumes the guise of a well-dressed, well-mannered gnome merchant. Although Orlispar enjoys making ordinary candles, his inventory includes magic candles that he buys from other merchants (including Belvelios the Blue Merchant) and sells at inflated prices (see **Treasure** below).

➤ **Orlispar (efreeti):** hp 65; *Monster Manual* 115.

Tactics: Orlispar avoids conflicts with powerful foes, preferring to negotiate and lie his way out of a sticky situation. If the characters detect his true nature or alignment, he conducts himself in a calm, businesslike manner, suggesting that anyone not interested in buying candles should leave. He defends himself if attacked.

Treasure: Orlispar keeps his personal treasure somewhere on the Elemental Plane of Fire, as thieves are common nuisances and threats in Tu'narath's Merchant District. However, his shop contains eleven wax spell candles etched with magical script. When a spell candle is lit as its magical script is read (requiring a successful Decipher Script check with a DC equal to 10 + the spell's level), the candle releases a spell in much the same fashion as a scroll. Orlispar's small collection of spell candles contain the following spells: *antilife shell*, *augury*, *blasphemy*, *contact other plane*, *deathwatch*, *detect secret doors*, *dictum*, *fire shield*, *mass cure critical wounds*, *spell turning*, and *Tenser's transformation*.

6C. VILGHON'S CONCOCTIONS

Welded iron shutters cover the windows of this establishment, and a dark-wood door fitted with an amazing-quality lock bars entry. The door is as resilient as iron, thanks to an alchemical treatment. Above the door's architrave, a gargoyle leers at passers-by.

When any living creature comes within 5 feet of the door, a *permanent magic mouth* cast on the gargoyle says, "If you've come seeking Vilghoon's Concoctions, knock twice. If you seek Vilghoon himself, knock three times. Other-

wise, bugger off!" Knocking twice magically unlocks the door (as per a *knock* spell) and disables the **Trap** (see below). Knocking three times magically unlocks the door but does not disarm the **Trap**.

♣ **Locked, Magically Reinforced Wooden Door:** 2 in. thick; hardness 10; hp 60; break DC 28; Open Lock DC 40.

♣ **Welded Iron Shutters:** 1 in. thick; hardness 10; hp 30; break DC 28.

Trap: Fitted into the doorframe is a scythe. The blade slashes across the open doorway and back again, striking any creature that passes through the portal.

➤ **Scythe Trap:** CR 2; mechanical; proximity trigger; automatic reset; +20 melee (2d4+8/×4, scythe); Search DC 28; Disable Device DC 24.

Creature: Vilghoon, a githyanki assassin, deals in poisons. (Normal poisons administered on the Astral Plane don't take effect until the poisoned creature leaves the Astral Plane.) Vilghoon "retired" two years ago after a successful and lucrative career as a spy and contract killer. His name is known—and uttered with contempt—on more planes than he cares to count. For someone of such vile infamy, Tu'narath might be one of the few safe havens in the planar omniverse. Although rotten to the core, Vilghoon deals fairly with his customers and never sells them less than what they ask for. If questioned, he might share a local rumor or two, provided he gets something in return.

♣ **Vilghoon:** hp 100; see "Denizens of Tu'narath" for complete statistics.

Treasure: Vilghoon has 1d8 samples of all the poisons listed in the *DUNGEON MASTER'S Guide* as well as 1d4 samples of the following new poisons he has either concocted or discovered in his planar travels:

Poison	Type	Initial Damage	Secondary Damage	DC to Create	Price
Advespa venom	Injury DC 15	1d6 Str	1d6 Str	15	300 gp
Immoth ice venom	Injury DC 19	Paralysis 1d6+2 min.	1 Int*	20	4,200 gp
Mindsnatch	Injury DC 24	1d8 Int	2d8 Int	25	2,000 gp
Kelvezu claw extract	Contact DC 19	1d6 Con	1d6 Con	20	500 gp
Eviscerum	Contact DC 25	1d6 Int*	1d6 Int*, 1d6 Wis	25	4,500 gp
Mangler mist	Inhaled DC 22	3d6 Cha	1 Cha*	25	1,800 gp
Doom's grasp	Ingested DC 28	2d6 Con	1d6 Con*	25	5,600 gp

*Permanent ability drain.

Development: Although the poison business is quite lucrative, Vilghoon can also be hired as an assassin. He agrees to kill someone for his standard fee. He needs 1d4

days to “research” the victim, and his standard fee is 1,000 pp × the victim’s level, plus the victim’s possessions.

6D. APARTMENT

The door to this octagonal abode is locked (Open Lock DC 30). The ill-kept, sparsely furnished apartment beyond belongs to the proprietor of The Blade’s Edge (area 6E). Searching the messy flat for treasure takes 20 minutes and yields nothing, as no valuable items are kept here.

6E. THE BLADE’S EDGE

The shop’s sign is an ornamental greatsword bolted to an iron clasp just outside the door. The shop’s name has been worked into both sides of the blade, written in Dwarven on one side and Draconic on the other.

Creatures: Rhodus Ironshod, a fierce dwarf with a gargoylish sneer, runs this shop. Rhodus fashions masterwork swords from a forge that fills fully half of the shop. If someone wishes to have their sword enchanted in a special way, Rhodus can have the proper enchantments cast for double the standard fees. (He knows a githyanki warlock or two who will perform the service, but their time isn’t cheap.) The dwarf does not care to sell other types of weapons and promptly dismisses anyone who comes searching for them. He does not share rumors and rarely speaks of things other than swords.

♣ **Rhodus Ironshod, Male Dwarf Ftr 8:** hp 72; AL LE; use **Table 4–16: NPC Fighter** in the *DUNGEON MASTER’S Guide* to generate statistics and equipment, if necessary. In addition to his gear, Rhodus carries a key to his apartment (area 6D).

Treasure: Rhodus keeps his profits in a locked iron strongbox (hardness 10; hp 60; break DC 28; Open Lock 30) hidden under the ashes in his forge. The strongbox contains 150 pp and 580 gp. Racks along the walls hold an assortment of masterwork blades: 10 daggers, 8 longswords, 5 short swords, 4 bastard swords, 3 falchions, 2 scimitars, 2 greatswords, and a two-bladed sword.

6F. WISTUN’S WONDERS

A handsome wooden sign hangs above this building’s ground floor entrance. The words “Wistun’s Wonders” have been written on the sign in magically luminescent silver paint. Mounted on the inside of the door is a *stone of alarm* that warns the proprietor of visitors.

Wistun’s Wonders consists of three rooms: the store proper, a small hexagonal bedroom, and a back workshop with a barred window looking out into the street. Every room is immaculate—a reflection of the owner’s fastidiousness.

Creature: Although no friend to the githyanki, Wistun knows most of the trustworthy merchants in the Merchant

District and occasionally creates wondrous magic items for them. The wizard doesn’t keep medium or major wondrous items in stock, fearing theft. From time to time, he closes up shop and heads off on some grand adventure, which gives him the experience points needed to craft his works. He travels with a group of famous dwarven adventurers called the Thunderstones. As they specialize in hunting mind flayers, the Thunderstones and their allies are rarely troubled by the githyanki.

♣ **Wistun, Male Human Wiz 15:** hp 59; AL LN; use **Table 4–22: NPC Wizard** in the *DUNGEON MASTER’S Guide* to generate statistics and equipment, if necessary. In addition to his normal gear, Wistun hides his spellbook in a *glove of storing* worn on his right hand.

Treasure: Wistun’s store contains a few oddities and collectibles that the wizard is more than happy to sell. Roll 2d6 times on **Table 7–27: Minor Wondrous Items** in the *DUNGEON MASTER’S Guide* (page 247) to determine the specific “trinkets” Wistun keeps for display purposes.

Development: Although he has just begun work on a *cloak of etherealness* for one of his adventuring companions, Wistun gladly puts this aside if the PCs come to him with another project. Due to the scarcity of materials in Tu’narath, his prices for items are 20% above standard. However, he guarantees timely delivery.

With a successful DC 25 Diplomacy check, PCs can persuade Wistun to scribe on someone within Tu’narath or perform some other service within the means of a 15th-level wizard.

6G. GERTEL’S TINDERBOX

The words “Gertel’s Tinderbox” are etched into the door’s stone architrave (in Common), and the door is not locked. Shelves line the walls of the store, and a barren desk sits under the barred, curtained window that looks out onto Kyn’dl Street. Dried blood stains the walls and floor near the counter. The store is otherwise bare.

The former proprietor of this establishment, Gertel Icebane, came to a bloody end after a githyanki patrol caught him dealing with an astrally projecting mind flayer. They used *dimension door* to enter the room and hacked the wizard to pieces, but the illithid escaped. Gertel’s neighbor, Augthum (see area 6H) heard the ruckus—and Gertel’s pleas for mercy—through the wall. After killing Gertel, the githyanki removed or destroyed all of his prominently displayed magical wares.

Treasure: The githyanki did not search Gertel’s store thoroughly. A successful DC 30 Search check reveals that the window’s sill is the lid of a secret compartment holding four *potions of nondetection* in black crystal vials with silver stoppers (15 gp each for the vials).

6H. AUGTHUM'S ASTRAL AVIARY

A wooden sign hangs by the door, pronouncing the store's name in Draconic. On the door itself hangs a plaque that reads (in Common): "Deliver a message anywhere in the void for just 10 gold pieces! Inquire within. Mind flayers NOT welcome."

Creatures: A gravelly voice beckons characters who knock to enter. Inside, eight brass cages rest on tables, dangle from iron-wrought hooks and corbels, or simply levitate in midair. The cages hold eighty birds the size of small ravens. These denizens of the Astral Plane, called astral streakers, do not utter a peep most of the time, but they chirp and caw whenever strangers open the door or enter the shop. Weaving among the cages, feeding his feathered charges, is a gruff old gnome named Augthum.

Augthum provides a messenger service to the denizens of the Merchant District. Surprisingly intelligent, the astral streakers have adapted themselves to the strange environment of the Astral Plane and use their homing instinct to reach distant astral locations quickly. They can travel to any astral locale that they have been to before in one or two days. Initially, Augthum had to familiarize them to various locations by taking them there, but each generation of birds teaches the next generation the travel routes. Augthum rarely needs to make such trips, nowadays. A note or little bundle can be tied to an astral streaker's leg, or an astral streaker can be commanded to spy on a location and return. Although he doesn't advertise the use of birds as spies, Augthum knows that many of his regular clients use them for such. One of the astral streakers is actually Augthum's familiar (treat as a raven) and can usually be found perched on the gnome's shoulder.

Augthum keeps several sheafs of paper and a large spindle of twine atop a desk in one corner of his shop. For 10 gp, a customer can buy a piece of paper and a short length of twine, tie a written note to an astral streaker, and send it somewhere on the Astral Plane. Once it delivers the message (and a response, if one is provided), it returns to Augthum's shop.

Augthum does not like to take risks, and he would think twice (maybe even three times) before crossing a githyanki. If the PCs question him about his neighbors, he does not mind talking about Gertel's demise (see area 6G), but that's about all. He speaks well of Orlispar (see area 6B), but admits that his "fellow gnome" does not fear the githyanki as much as he perhaps should. Although far from naive, Augthum does not realize that Orlispar is actually an efreeti in disguise.

☛ **Augthum, Male Gnome Wiz 5:** hp 19; AL LN; use **Table 4–22: NPC Wizard** in the *DUNGEON MASTER's Guide* to generate statistics and equipment, if necessary.

6I. YONRAUTH'S STOREROOM

Cabinets and crates line the walls of this upstairs chamber. The cabinets hold empty flasks (for storing acids), and the crates (which are used for special deliveries) are all empty. A fully stocked alchemist's lab sits atop a table in the middle of the room.

The door leading to the bridge outside is locked (Open Lock DC 30), although it can be unlocked easily from inside the room. Yonrauth (see area 6A) carries the key to this door.

6J. YONRAUTH'S APARTMENT

Both doors to this room are locked (Open Lock DC 30), and Yonrauth carries the key that opens both. The room contains a bed, a dresser, a writing desk, a chair, and a chest with *arcane lock* and *fire trap* spells cast on it.

Trap: The *fire trap* spell cast on the chest is more of a nuisance than a lethal threat. It detonates when someone other than Yonrauth opens the chest's lid.

↗ **Chest with Fire Trap:** CR 3; spell; spell trigger; no reset; spell effect (*fire trap*, 9th-level caster, 1d4+9 fire, DC 17 Reflex save half damage); Search DC 29; Disable Device DC 29.

Treasure: The chest contains Yonrauth's spellbook, a green crystal vial shaped like an illithid's head (20 gp) that holds a *potion of cure moderate wounds*, a masterwork dagger with a 100-gp gem set into its pommel, and a sack of 19 pp and 60 gp.

6K. SPIES

This apartment contains a table and four chairs. The furnishings are unremarkable.

Creatures: Four githyanki spies from J'ryn'zalas (area 14) lurk here. Zetch'r'r has assigned them to watch over the githzerai safehouse (area 6U).

☛ **Githyanki Spies (4):** hp 36 each; see "Denizens of Tu'narath" for complete statistics.

Tactics: These spies work for Zetch'r'r and the Sha'sal Khou (see "The Lich-Queen's Beloved" for details). If the safehouse is threatened, they use quickened *dimension doors* to transport to area 6S, join forces with the githyanki stationed there, and use *dimension door* again to enter the safehouse and defend both the githzerai and the portal hidden in area 6V.

6L. MUZARC'S APARTMENT

The door to this apartment is locked (Open Lock DC 30). The disheveled room beyond contains a bed, dresser, wardrobe, and a few dozen candlesticks holding half-melted candles. Muzarc the elf wizard (see area 6Q) keeps his spell components in various dresser drawers, pouches, and tunics scattered about the room. Those searching the room for treasure find little of interest, as Muzarc carries his valuables on his person.

6M. VACANT APARTMENTS

Each of these apartments is empty.

6N. KELHESTRA'S APARTMENT

Kelhestra the merchant (see area 6O) lives here. The door to her apartment is locked (Open Lock DC 25), and the interior is furnished with plush carpets, pillows, and other creature comforts. The apartment contains little of value.

6O. PLANAR MUSINGS

A silver-filled engraving resembling a dimensional sextant adorns the door to this shop. Hanging above the door, a darkwood sign proclaims "Planar Musings—Reflections on the Omniverse." The shop itself contains shelves of trinkets and oddities that the proprietor has collected in her explorations, including chimes, candles, inks, musical instruments, clocks, bones, and maps.

Creature: The proprietor, Kelhestra, is a half-elf bard. She is willing to sell a map of a particular outer plane for 100 gp, although she cannot guarantee its authenticity. For 50 gp, she will share stories and musings about a particular plane she has visited or heard stories about. Again, the veracity of the information is not guaranteed. If a PCs come to her with a specific planes-related question or present some planar oddity, Kelhestra can use her bardic knowledge ability or a *legend lore* spell to help them find the answers they seek.

☛ **Kelhestra, Female Half-elf Brd 10:** hp 47; AL NG; use **Table 4–13: NPC Bard** in the *DUNGEON MASTER'S Guide* to generate statistics and equipment, if necessary. In addition to her normal gear, Kelhestra carries a key to her apartment (area 6N).

6P. UPSTAIRS FOYER

This empty room has two doors leading to adjacent shops (Planar Musings and Muzarc's Scriptorium). A stone bench juts beneath a window peering down into a back alley.

6Q. MUZARC'S SCRIPTORIUM

An ornate scroll-shaped signs hanging by the door of this shop reads "Muzarc's Scriptorium." Inside the shop, an elf

wizard named Muzarc hunches over a desk in the middle of the room. When customers enter, he raises his head, grins, and says, "Come seeking a scroll, have ye? Be my guest—look around! If ye can't find what ye need, I might have something tucked away on another plane that'll serve ye."

The walls are lined with wooden cubbyholes, some empty and others containing furled scrolls. Muzarc's claims to deal mostly in arcane scrolls, many of which he scribes himself (at the minimum level necessary to cast the spell). However, for a slightly inflated fee (10% more than the standard price), he can secure a divine scroll and deliver it within 1d4 days. Characters searching for a



particular arcane spell have a base 50% chance of finding one copy here, minus 10% per level of the spell. He does not carry (and cannot cast) spells higher than 4th level.

Creatures: Muzarc is an elf wizard who deals exclusively in scrolls (they are cheap and relatively easy to mass-produce). He has no interest in providing other sorts of services or information.

🔮 **Muzarc, Male Elf Wiz 8:** hp 30; AL N; use **Table 4–22: NPC Wizard** in the *DUNGEON MASTER'S Guide* to generate statistics and equipment, if necessary. In addition to his normal gear, Muzarc carries a key to his apartment (area 6L).

6R. THE EARNEST EYE

The door to this shop is set into a carved stone frame with an architrave sculpted into the likeness of a dragon clutching a crystal orb. A githyanki tir'su burned into the door spells the word "Kir'yal." Under the symbol, a gold plaque reads (in Draconic) "The Earnest Eye—Finder of missing friends and lost souls." A soft female voice beckons all who knock to enter.

The Earnest Eye is a shop where customers pay for scrying magic. Its proprietor, an old githyanki hr'a'cknir named Kir'yal, charges 140 gp per *scrying* spell (one-fifth the price of a scroll of *scrying*) or 455 gp for a *greater scrying* spell (one-fifth the price of a scroll of *greater scrying*). She can cast five *scrying* and two *greater scrying* spells in a 24-hour period. She requires payment up front, regardless of whether the desired spell succeeds, and hastens to point out that her spells work better when she has a likeness, picture, possession, garment, or piece of the creature or individual being scried.

A stone, claw-shaped pedestal rising from the middle of the floor holds a font of silvery liquid that Kir'yal uses as a scrying pool. Although she can be fussy and cantankerous, Kir'yal is always polite to customers. Her one rule is that she does not scry on other githyanki, and she makes this clear to every customer. She does not accept bribes, and threatening her only works with a successful DC 24 Intimidate check. Kir'yal lives in a large manse in the Merchant District and spends long hours in meditation when not tending to customers.

Creature: Kir'yal is unlike most githyanki. She is not evil, and her willingness to live and work in the Merchant District has earned her some derision among her kind. Although she has not advanced far as a wizard, as a hr'a'cknir she has atypical psionic abilities. Kir'yal is attuned to the Astral Plane and understands its nature. She also has a keen insight into the earthquakes besetting Tu'narath and believes that someone in the city is trying to awaken the dead god on which Tu'narath is built. Fearing that some ancient foe of the githyanki

might be responsible for the tremors, she has tried using magic to learn more—to no avail. Kir'yal does not suspect the Lich-Queen and would never endanger herself by scrying on Vlaakith.

🔮 **Kir'yal the Hr'a'cknir:** hp 21; see "Denizens of Tu'narath" for complete statistics.

6S. SHYNYSTAR'S SPELLWARDS

A sign carved to resemble a pair of crossed staves alludes to the purpose of this shop. A note tacked to the door reads "Apologies, but I am away visiting acquaintances elsewhere. For the second-finest abjurations in Tu'narath, see the Blue Merchant at the Morningstar Inn. Shynystar Goldstaff."

The store's proprietor, Shynystar, specializes in abjurations and sells items to protect planewalkers from the natural and magical hazards of particular planes. However, he recently left Tu'narath to visit friends in Sigil, and his shop has been empty (but not unoccupied—see **Creatures** below) for some time.

The shop contains an ebony counter, several empty storage cabinets, a finely spun red carpet, and a writing desk loaded with paper, ink, and writing quills. Hanging on the wall behind the counter is a mirror in a green copper frame shaped like a gaping devil's face. Perched atop the counter is a small stuffed winged snake. There is little else of interest here.

Creatures: Three githyanki soldiers, two gish, and one warlock from J'ryn'zalas (area 14) lurk here, waiting for the spies in area 6K to alert them to trouble. They use their quickened *dimension door* abilities to reach area 6U when they realize the githzerai safehouse is threatened.

➤ **Githyanki Soldiers (3):** hp 34 each; see "Denizens of Tu'narath" for complete statistics.

➤ **Githyanki Gish (2):** hp 24 each; see "Denizens of Tu'narath" for complete statistics.

➤ **Githyanki Warlock:** hp 27; see "Denizens of Tu'narath" for complete statistics. The githyanki warlock carries a key to area 6T.

6T. GUARDED APARTMENT

Both doors to this room are locked (Open Lock DC 30). The room contains a table and four chairs.

Creatures: Four githyanki soldiers stand guard in this room, rushing into area 6U at the first sign of trouble. All four githyanki are loyal to Zetch'r'r, a warlord allied with the Sha'sal Khou (see "The Lich-Queen's Beloved" and area 14 for more information).

➤ **Githyanki Soldiers (4):** hp 34 each; see "Denizens of Tu'narath" for complete statistics.

6U. GITHZERAI SAFEHOUSE

A sign made of petrified bark hangs on the door to this shop. Etched into the sign in clumsy letters are the words “Magic Elixirs” (in Common). However, the shop has been closed for some time, its doors locked tight (Open Lock DC 30).

Creature: Eximil, a githzerai monk in league with the Sha’sal Khou, meditates quietly in the middle of this abandoned shop. Although not welcome in Tu’narath, he periodically comes to the city to deliver important messages to Zetch’r’r, using the portal in area 6V to enter and leave the githyanki warlord’s stronghold (area 14) unnoticed. He also delivers messages and “merchandise” (magic items and other resources obtained by Zetch’r’r) to githzerai agents hidden in secret redoubts throughout the Astral Plane, reaching these destinations with the aid of an astral ship called the Voidstinger (see area 8).

Like all members of the Sha’sal Khou, Eximil longs for the day when the githyanki and githzerai are reunited as a single people (see “The Lich-Queen’s Beloved” for details). He gives his life to keep those who do not share his beliefs from using the portal in area 6V to violate Zetch’r’r’s stronghold.

☛ **Eximil:** hp 72; see “Denizens of Tu’narath” for complete statistics.

Treasure: In addition to his equipment, Eximil carries a *helm of telepathy*—a gift from Zetch’r’r (obtained during a githyanki incursion on the Material Plane) for another Sha’sal Khou member operating outside the githyanki capital city.

Development: Eximil is preparing to leave Tu’narath to deliver the *helm of telepathy*. He is waiting for crewmembers of the Voidstinger to arrive and escort him safely back to the astral ship (see area 8).

6V. HIDDEN PORTAL

The secret door leading to this room requires a successful DC 20 Search check to locate. If the PCs explore the room, read or paraphrase the following:

A 10-foot-diameter gaping portal fills this otherwise empty room.
A swirling maelstrom of violet-black smoke fills the oval gate.

The gaping portal is a two-way portal leading to J’ryn’zalas, the stronghold of a githyanki warlord named Zetch’r’r. A githzerai sorcerer working for the Sha’sal Khou created the portal with Zetch’r’r’s permission, allowing githzerai to enter and leave J’ryn’zalas without having to navigate the capital city. Any creature or object that enters the portal is instantly transported to area 14C.

7. DOCKING TOWERS

Nongithyanki visitors approaching Tu’narath in astral ships are permitted to dock here and nowhere else.

Several docking towers jut from this “hand” of the dead god. A typical tower resembles a 100-foot-tall iron scaffold with a wooden platform or iron berth near the top designed to support the weight of an astral ship. An iron berth has adjustable support struts that conform to the shape of a ship’s hull, securing it in place, whereas a platform is simply a flat area on which a flat-bottomed ship can set down. Within the docking tower’s superstructure, a levitating wooden platform allows crews to lower themselves and their cargoes safely to the island’s surface, at a speed of 50 feet per round, simply by uttering the word “Down” in Common. Speaking the word “Up” causes the platform to rise at the same speed. A primitive crane affixed to the top of the tower enables crews to hoist heavy cargo into and out of a ship’s hold.

Since gravity is directional, approaching astral ships must constantly adjust their orientation so that the deific husk of the dead god is always beneath them as they prepare to dock.

Roll 1d4 to determine the number of astral ships docked here at any given time. Unless its crew has reason to leave Tu’narath, the astral ship Voidstinger is among the vessels present (see area 8 below).

8. THE VOIDSTINGER

Although the vast majority of astral ships belong to the githyanki, other powerful or intrepid beings may command such vessels. The Voidstinger is a typical astral ship, created using the Craft Astral Ship feat (see sidebar) and driven by the power of thought. It sports a pair of extendable wings and landing gear resembling the talons of a bird of prey. Although ships like this are common on the Astral Plane, the Voidstinger and its crew are somewhat irregular.

Commanding the ship is Talazander Krulkrex, the former cohort of a sorcerer who was recently slain in astral form by an astral dreadnought. Krulkrex doesn’t know which astral dreadnought killed his master, so he intends to kill them all. Krulkrex and his crew have killed two dreadnoughts so far, trading the carcasses to the Blue Merchant (see area 5K) for money to replace lost crewmembers and repair damage to the ship. Between hunts, Krulkrex makes small cargo deliveries for Belvelios as well.

On this particular visit to Tu’narath, Krulkrex is not transporting cargo: The half-orc is preparing for another excursion into the silver void, restocking his supply of ballista bolts and securing replacement weapons for his crew. Krulkrex also plans to transport a githzerai monk named Eximil (see area 6U) safely to a hidden Sha’sal Khou stronghold far from Tu’narath. Krulkrex does not fully trust his crew, as many of them are recent replacements.

Hence, he takes great pains to conceal the identity of his passenger, claiming Eximil is a human wizard studying Astral Plane phenomena.

Creatures: Captain Talazander Krulkrex is an intimidating figure whose stern glare demands obedience and whose resolve commands respect. He and seven crewmembers remain aboard the astral ship at all times. Eight more crewmembers, one of which is a cleric of St. Cuthbert, fill out the crew. These eight members periodically head into the city to secure supplies. The crew is trained to follow Krulkrex's orders.

♣ **Captain Talazander Krulkrex, Male Half-orc Ftr 12:** hp 94; use **Table 4–16: NPC Fighter** in the *DUNGEON MASTER's Guide* to generate Talazander's statistics and equipment, if necessary.

♣ **Geward Beltriss, Male Human Clr 10 (St. Cuthbert):** hp 68; use **Table 4–14: NPC Cleric** in the *DUNGEON MASTER's Guide* to generate Geward's statistics and equipment, if necessary.

♣ **Voidstinger Crewmembers, Male and Female Human War 5 (14):** hp 27 each. Each crewmember wears studded leather armor (DC 13) and carries a longsword (+6 melee, 1d8+1 damage) and heavy crossbow (+5 ranged, 1d10 damage).

Tactics: Krelkrex requires that his crew not draw undue attention to themselves through their actions or words. However, they defend themselves if attacked, fleeing if the nearby flying fortresses take notice and send githyanki to investigate.

The following keyed encounters refer to the map of the Voidstinger. Note that the astral ship generates an artificial gravity plane that allows the crew to move on its decks normally.

SA. BOW

The ballista mounted on the bow can pivot to fire off the ship's port and starboard sides. A crate of four +1 ballista bolts and four nonmagical ballista bolts rests nearby. One

ASTRAL SHIPS

Building an astral ship requires the Craft Astral Ship feat. Flying the ship requires the pilot (who must have an Intelligence score of 1 or higher) to sit in a specially attuned chair called a helm. The helm allows the pilot to propel the ship by thought at a speed (in feet) equal to 10 times the pilot's Intelligence score. When the ship passes within a gravity well, such as that generated by a large chunk of drifting matter, it slows to a default speed of 50 feet. The astral ship can move at double speed and running speed. Piloting the ship is always considered a full-round action, and the pilot cannot engage in other activities while controlling the ship.

A pilot seated in the helm receives a 360-degree mental picture of the area around the ship, out to normal visibility range. The pilot feels as if he or she is flying directly over the ship and able to look in all directions at once.

The helm radiates strong transmutation magic under the scrutiny of *detect magic*. It serves as a conduit between the pilot and the vessel and is rooted to the ship. Destroying any part of it (the chair itself or the parts connecting it to the rest of the ship) renders the vessel powerless and inert. A helm has the same hardness as the rest of the astral ship and 3 times its hardness in hit points.

Rarely sold on the open market, astral ships can find their way into someone's hands by theft or other means. Excluding custom models, astral ships generally share the following statistics:

♣ **Astral Ship:** CR —; Colossal Construct; HD 8d10 +1d10 per 10 feet of length; Init as the pilot – 4; Spd as the pilot (+30 ft. with psychic sails) in the Astral Plane, fly 50 ft. (poor) in a gravity well; AC varies (–8 size, +1 natural per HD); Atk as cleric of level equal to the ship's HD; Space/Reach 30 ft./10 ft. (or as ram); SA ram, mounted

weapons; SQ construct, hardness; AL N/A; SV as commoner of level equal to the ship's HD, with no ability modifiers.

Construct: Like most constructs, astral ships are immune to mind-influencing effects, poison, disease, and similar effects. They are not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage.

Hardness: An astral ship is usually composed of different materials but has an overall hardness of 5 to 10. An astral ship composed mainly of wood might have hardness 5, while an astral ship made of iron would have hardness 10. See the Attack an Object section of the *Player's Handbook* for more information on hardness.

Mounted Weapons: An astral ship can be fitted with heavy catapults, light catapults, and ballistas (see Siege Engines in the *DUNGEON MASTER's Guide* for statistics). An astral ship can have one mounted weapon for every 2 HD it possesses, although nonmilitary astral ships typically forego a full array of weapons in favor of having cargo space. A heavy catapult counts as two weapons for the purpose of determining how many weapons an astral ship can carry.

Ram (Ex): In any round in which no ship-mounted weapons are fired, an astral ship can ram a Huge or larger creature or object. If the prow of the astral ship is more than 50 feet away in a straight line from a target, it can move up to double its speed to deliver a ram attack using its regular attack bonus. The ram deals either bludgeoning or piercing damage, depending on the shape of its prow. The damage dealt equals 1d10 per point of the astral ship's hardness. For example, an astral ship with hardness 10 deals 10d10 points of damage with a successful ram attack, or triple damage on a critical hit (threat range 20).

crewmember is needed to fire and reload the ballista; reloading it requires two full-round actions.

8B. BRIDGE (TL 8)

This room contains a pair of winches for folding and unfolding the ship's wing-shaped psychic sails. The wings are usually extended during flight and pulled in before landing. The wing sails are designed to catch psychic winds and increase the ship's speed during flight; without the wings fully extended, the ship's astral speed slows by 30 feet.

A wooden ladder descends through a hatch in the floor, granting access to the lower deck.

8C. HELM

A large, lumpy chair composed of hardened resin and contoured to fit a humanlike form rests at the back of the room. Ropy tendrils of hardened resin sprout from the chair's back and merge seamlessly with the walls of the ship.

One can control the speed and direction of the Voidstinger by sitting in the chair (called the helm) and focusing one's thoughts on flying the astral ship. Once in the chair, the pilot can see in any direction as though floating directly above the vessel. A tingling sensation causes the pilot's body to tremble slightly as he or she controls the ship. See the "Astral Ships" sidebar for more information about the astral ship and its helm.

8D. GUEST CABIN

A hammock hangs between two wooden walls near the door. Other furnishing in this cabin include a desk and matching chair by the aft window, a dresser with four drawers, and some hanging tapestries depicting various other planes of existence. To one side of the bed rests a heavy wooden trunk secured with a good lock (Open Lock DC 30).

Creature: When Captain Krulkrex is ready to leave Tu'narath, he sends Geward Beltriss and three crewmembers to fetch Eximil (see 6u) and escort the githzerai monk safely to this cabin. Eximil remains sequestered in the cabin for the duration of his journey, pretending to be a wizened human wizard.

☛ **Eximil:** hp 72; see "Denizens of Tu'narath" for complete statistics.

Treasure: In addition to his equipment, Eximil carries a *helm of telepathy*—a gift from the githyanki warlord Zetch'r'r (obtained during a githyanki incursion on the Material Plane) for another Sha'sal Khou member operating outside the githyanki capital city.

8E. AFT

The two ballistas mounted to the ship's aftcastle can pivot to fire off the ship's port and starboard sides respectively. A crate of four +1 *ballista bolts* and six nonmagical ballista bolts rests between them. One crewmember is needed to fire and reload a ballista; reloading it requires two full-round actions.

A pair of wooden doors covers a 10-foot-square hatch leading to the cargo hold (area 8F). The doors are not locked but quite heavy, requiring a DC 12 Strength check to pull open.

8F. CARGO HOLD

The Voidstinger's hold contains a few empty crates but no cargo. A few storage nets hang from hooks along the walls, between the portholes.

8G. CREW CABIN

This cabin contains seven pairs of hammocks stacked like bunkbeds. Two unlocked footlockers rest under each pair of hammocks.

Treasure: Each footlocker holds some personal effects and a pouch containing 2d10 gp and 5d20 gp.

8H. FIRST MATE'S CABIN

This cabin contains a hammock, a desk and chair, a locked wooden chest (Open Lock DC 25), and a small table. Atop the table rests a shrine dedicated to St. Cuthbert. On one wall hangs a painted wooden symbol of St. Cuthbert set with gems.

Treasure: The wooden symbol of St. Cuthbert on the wall is set with three large red spinels (250 gp each) and eight smaller red spinels (100 gp each). A small clay bowl inside the shrine serves as a brazier and holds a block of incense of meditation.

8I. CAPTAIN'S QUARTERS

The captain's cabin contains a hammock, a four-drawer dresser, a locked iron strongbox (Open Lock DC 40), a large wooden desk and chair, and a table covered with maps. The contents of the iron strongbox are described under **Treasure**, below.

The dresser holds Krulkrex's clothes and worthless personal effects. The strongbox contains the **Treasure**. PCs searching the desk find pieces of paper, writing quills, and jars of ink, but little else of interest. The maps depict various "islands" and strongholds adrift in the Astral Plane, including the deific husk upon which Tu'narath is built. Various locations in Tu'narath (such as The Morningstar Inn and the lich-queen's palace of Susurrus) are labeled in Common.

Creature: Unless he is summoned elsewhere, Captain Krulkrex can be found here, resting in his hammock or poring over his collection of maps. If awakened by shouts of alarm, he does not take the time to don his half-plate armor before investigating the disturbance; otherwise, he appears fully armored.

Tactics: Unyielding and fatalistic, Krulkrex defends his ship and crew to the end.

Treasure: The locked iron strongbox contains 80 pp in a leather pouch and four *potions of cure moderate wounds*.

9. MILITARY DISTRICTS

The githyanki culture revolves around war and conquest. From the moment they hatch, githyanki are assigned to military regiments. Deprived of any sense of family, the githyanki learn to value their weapons, armor, and combat prowess above all else. The city has several military districts where hundreds of githyanki regiments live and train. Each regiment has its own hierarchy of githwarriors, knights, warlocks, and gish. A typical district contains dozens of separate military compounds, with a supreme commander (a githyanki knight) presiding over each one. As the supreme commanders spend most of their time planning missions of conquest and conferring with one another about issues affecting the whole city, they rely on

captains (kith'raks) to organize the units under their command. The captains in turn rely on sergeants (sarths) to train the common soldiers. Githyanki who demonstrate an affinity for magic receive additional training at the Citadel of the War Magi (area 11) before rejoining their respective regiments. Githyanki who manifest unusual psionic abilities are sent to the Citadel of the Mind's Eye (area 12) for mental training and enlightenment.

Creatures: A typical military compound includes several fortified and heavily guarded buildings. A typical military regiment consists of 200 githwarriors, 100 githyanki soldiers, 20 gish, 10 sarths, three kith'raks, and a supreme commander (knight). Githyanki use red dragons to reinforce their garrisons, and most military compounds include one or more buildings specifically designed to house them. A typical military regiment includes six juvenile red dragons and an adult red dragon (which is usually quartered with the supreme commander).

Nongithyanki are not welcome in the Military District and are arrested or killed on sight.

10. ASTRAL SHIPYARDS

The githyanki build their astral warships inside massive stone hangars resembling warehouses. Each hangar has a roof composed of strips of leather stitched to a retractable

NEW FEAT: CRAFT ASTRAL SHIP [ITEM CREATION]

You can create an astral ship—a vehicular construct designed exclusively for travel on the Astral Plane.

Prerequisite: Spellcaster level 15+.

Benefit: Provided you have the material resources, you can build an astral ship that harnesses the power of thought to ply the Astral Plane. The cost of building an astral ship includes the cost of the hull as well as all the materials and spell components that are consumed or become a permanent part of it.

The first task is to construct a facility (either a spacious workroom or warehouse)—at a cost of 2,000 gp. The second task is building the astral ship's body or hull. You can assemble the hull or hire someone else to do the job, but the builder must have at least 10 ranks in the Craft (shipmaking) skill.

The real work of creating an astral ship involves extended magic rituals that require two months to complete. The rituals allow you to "grow" the ship's helm—an organic chair that attunes the ship to the thoughts of the pilot. You must labor for 8 hours each day in the facility where the ship is being built. The helm can be shaped and configured according to your whim. Once fully grown, it can propel the ship through the Astral Plane at a speed (in feet) equal to 10 times the pilot's Intelligence score. A helm must be attached to a specific astral

ship and cannot be removed and used to control another vessel. (Removing the helm destroys it and renders the ship immobile.) However, any creature with an Intelligence score can use the helm once it is installed.

When not conducting the rituals, you must rest and can perform no other activities except sleeping, eating, and talking. If you miss a day of rituals, the process fails and must begin anew. Money spent is lost, but XPs spent are not. The astral ship's hull can be reused, as can the facility.

Hull Cost: An astral ship's size (primarily its length) and hardness both factor into the cost of its hull.

The hull costs 25 gp per foot of length. If the astral ship's width or depth is half of its length or less, no additional hull costs for size apply. A hull with a width or depth greater than half the ship's length costs 25 gp per foot of added width or depth. Multiply the cost by the ship's hardness (usually a number between 5 and 10) to get the final cost of the ship's hull. For instance, a 120-foot-long astral ship hull with hardness 8 would cost 24,000 gp (120 × 25 × 8).

Helm Cost: An astral ship's helm is double the cost of the ship's hull. To create a helm, one must spend 1/25 of the helm's price in XP.

Psychic Sails Cost: Sails designed to catch the psychic winds of the Astral Plane may be added to the ship at a cost equal to half the hull cost. Psychic sails increase an astral ship's speed by 30 feet.

wooden framework that opens when a newly commissioned warship is ready for launch. A typical facility can handle two warship hulks at the same time, although rarely are these ships at the same stage of completion. The githyanki shipwrights (called *mlar*) and warlocks who build the astral ships (called *var'ith'n*) reside in smaller buildings near the hangars.

Creatures: A githyanki blackweave warlock (see *POLYHEDRON Magazine* #159) loyal to the Lich-Queen oversees the construction of each astral ship. The blackweave warlock oversees four warlock apprentices, who in turn command a team of 20 *mlar*, each of whom is a 7th-level githyanki expert with 10 ranks in the Craft (shipbuilding) skill. A squad of githyanki guards the hangar and protects the warlocks; this squad consists of 20 githyanki soldiers, 2 *sarths*, 1 *kith'rak*, and 3 trained *hanathka'duths* (half-red dragon megaraptors).

➔ **Githyanki Soldiers (20):** hp 34 each; see “Denizens of Tu'narath” for complete statistics.

➔ **Githyanki Sarths (2):** hp 51 each; see “Denizens of Tu'narath” for complete statistics.

➔ **Githyanki Kith'rak:** hp 102; see “Denizens of Tu'narath” for complete statistics.

➔ **Githyanki Warlocks (4):** hp 27 each; see “Denizens of Tu'narath” for complete statistics.

➔ **Blackweave Warlock:** hp 99; see “Denizens of Tu'narath” for complete statistics.

➔ **Hanathka'duths (3):** hp 168 each; see “Denizens of Tu'narath” for complete statistics.

Nongithyanki are not allowed near the astral shipyards and are arrested or killed on sight.

II. KRAN'I'TOC: CITADEL OF THE WAR MAGI

A 40-foot-tall stone wall broken by 60-foot-tall guard towers encloses Kran'i'toc, the Citadel of the War Magi. The citadel itself is a sprawling edifice—a collection of warlocks' towers and lecture halls joined by great pillared halls and arcades. It rests atop a stony knoll, looming over a conglomeration of residences occupied by hundreds of instructors and pupils.

Githyanki who demonstrate exceptional mastery of magic are removed from their military regiments and enrolled in Kran'i'toc, where they study spells and craft magic items. Those who choose the path of the *gish* combine their magical studies with the martial arts. At the end of their training, these young githyanki leave the citadel and return to their respective military regiments as practicing warlocks or *gish*. A handful of them stay behind as

instructors and crafters of magic items, including the fabled githyanki *silver swords*.

Creatures: The towers surrounding Kran'i'toc bristle with ballistas and light catapults. A squad of githyanki fighters staffs each tower; each squad consists of 20 soldiers, 2 *sarths*, 1 *kith'rak*, and a juvenile red dragon.

The citadel itself contains scores of githyanki warlocks and *gish*, as well a dozen or more juvenile red dragon “watchdogs.” Iron golems, magically bound planar allies, and *symbol* spells protect the citadel against intrusion. Nongithyanki found within the walls of the citadel are hunted down and killed on sight.

Treasure: Forges and workrooms within the citadel might hold small caches of magic items, but the real treasures of Kran'i'toc lie in scry-proof vaults hidden behind secret doors throughout the citadel. Herein the faculty hides its collection of potions, scrolls, wands, and wondrous items. Feel free to flesh out this trove as needed.

12. K'RADYSTAR: CITADEL OF THE MIND'S EYE

K'radystar, the Citadel of the Mind's Eye, is where githyanki come to study and harness the energies of the Astral Plane. Githyanki who manifest abnormal psionic abilities are sent here by their leaders to become *hr'a'cknir*—spiritual masters of the silver void. To become a *hr'a'cknir*, a githyanki must manifest unusual psionic powers (that is, psionic spell-like abilities atypical of the species). Githyanki society treats *hr'a'cknir* with equal measures of reverence and trepidation, and a *hr'a'cknir* who chooses not to return to his or her military regiment is free to pursue a different path without judgment or punishment.

The citadel proper resembles nothing so much as a cluster of square towers and hollow, rectangular monoliths fused into one complete structure. Within its stone walls, elderly *hr'a'cknir* teach young upstarts how to capture and redirect astral energies with their minds, allowing them to hone their peculiar psionic abilities. Blocks of residences fan out from the citadel, and a 40-foot-tall stone wall broken by 60-foot-tall towers surrounds this district.

Creatures: *hr'a'cknir* have statistics similar to githyanki warlocks and *gish*. However, they possess different (or additional) psionic abilities. For example, a *hr'a'cknir* might have *augury* instead of *dimension door*, allowing her to channel astral energies to predict the future in much the same fashion a cleric uses divine energy to cast the *augury* spell. Each *hr'a'cknir*'s abilities are unique and not necessarily a reflection of level.

The towers surrounding K'radystar bristle with ballistas and light catapults. A squad of githyanki fighters occupies

each tower; each squad consists of 20 githyanki soldiers, 2 sarths, a kith'rak, and a juvenile red dragon.

13. THE WILL OF GITH

The Lich-Queen bestows the title of Commissar to a supreme commander (knight) of exceptional cruelty, loyalty, and martial prowess. The Commissar personifies the law in Tu'narath, for he carries the burden of destroying those who bring harm to its citizens and all who oppose the Lich-Queen's dictum. The Commissar's responsibilities include capturing and executing lawbreakers and overseeing the city watch.

Commissar Yev'dakai rules the city from a stronghold called The Will of Gith. Loyal servants of the Lich-Queen known as the Ch'r'ai inform Commissar Yev'dakai of Vlaakith's wishes and insure that he fulfills his duties. Mivim, the member of the Ch'r'ai, resides at The Will of Gith and counsels Yev'dakai. Mivim answers to Xam'kras, the leader of the Ch'r'ai, who dwells in the Lich-Queen's palace of Susurrus (see "The Lich-Queen's Beloved for details on Susurrus).

The following encounters refer to the map of The Will of Gith.

13A. STRONGHOLD ENTRANCE

The ground floor entrance to this forlorn structure is carved to resemble a dragon's gaping maw. Stone doors inside the fanged maw defy entry to the building.

Bas-reliefs depicting honored githyanki warriors decorate the walls of the 20-foot-high chamber beyond the entrance, and caryatids representing the legendary Gith stand on either side of the archway leading to area 13B. *Continual flame* spells illuminate the chamber.

Murder holes in the ceiling allow guards in area 13E to rain arrows upon intruders (see **Development**, below).

Creatures: Four male duthka'gith fighters—half-red dragon githyanki—guard this entrance chamber. Two flank the entrance, and two more flank the archway leading to area 13B.

➤ **Duthka'gith Guards (4):** hp 70 each; see "Denizens of Tu'narath" for complete statistics.

Tactics: The duthka'gith guards rely on sheer brawn to overwhelm their opponents.

Development: A battle here brings reinforcements from area 13B, which arrive after 1 round. It also triggers a hail of arrows from the guards in area 13E, who monitor the chamber through murder holes in the ceiling; the murder holes afford them nine-tenths cover.

13B. HALL OF PUNISHMENT

Great pillars carved with sneering githyanki faces support the ceiling of this 20-foot-high chamber. Torches set into sconces along the outer walls illuminate five square pits in the floor. Crisscrossing iron bars jut from the walls of each pit, just below floor level, effectively sealing them. From the floor near each pit rise two iron capstans, while above each pit dangle four sets of chains ending in shackles.

Two lifeless yet animate humanoid corpses grip each capstan, but they are the least of the chamber's horrors. Five human prisoners in shredded clothes dangle above the pits, their wrists caught in the iron-wrought grip of the shackles. They tremble helplessly at whatever fate awaits them in the pits below.

Although Commissar Yev'dakai enjoys executing criminals, individuals arrested for minor infractions and individuals unworthy of the Commissar's attention are consigned here—as examples of what happens to those who challenge the laws of Tu'narath.

The torches along the outer walls are actually *continual flame* spells cast on iron sconces.

The 10-foot-square pits descend 5 feet before opening into the unlit cavern below (area 13L). The crisscrossing iron bars that cover the mouths of the pits can be extended or retracted by turning the nearby iron capstans—a feat requiring a successful DC 15 Strength check. As many as four individuals can attempt to turn a capstan at the same time.

The masterwork shackles binding the prisoners can be opened with a knock spell or successful Open Lock check, or they can be smashed open.

♣ **Iron Shackles:** 1/3 in. thick; hardness 10; hp 10; break DC 28; Open Lock DC 30.

♣ **Iron Chain:** 1/2 in. thick; hardness 10; hp 15; break DC 30.

Creatures: Three chain devils (kytons) and a bone devil (osyluth) named Tersicryl torment prisoners condemned to painful death in this hall. The kytons command the chains that bind the prisoners and can increase the chains' length by as much as 15 feet, effectively dropping the prisoners into the pits (whereupon they are quickly devoured by the creatures in area 13L). The osyluth interrogates the prisoners, as well as animates and controls the zombies that operate the capstans. All of these devils serve Commissar Yev'dakai and help to defend the stronghold.

Two githyanki or githzerai zombies operate each of the chamber's ten capstans. They remain at their posts until the osyluth commands them otherwise. All of the zombies are

animated githzerai and mind flayer corpses that pose little threat to high-level PCs.

Eight githyanki soldiers keep watch over the devils and their prisoners. They stand in the corners of the room and respond quickly to trouble in other areas of the stronghold.

The five prisoners are evil acolytes of Hextor who failed to protect a githyanki egg hatchery on the Material Plane. Near death, they have nothing left to do but contemplate their failure and their fate. If set free, they guard their identities as best they can until afforded a chance to escape with their lives.

➤ **Tersicryl (bone devil):** hp 95; *Monster Manual* 52.

➤ **Chain Devils (kytons) (3):** hp 52 each; *Monster Manual* 53.

➤ **Githyanki Soldiers (8):** hp 34 each; see “Denizens of Tu’narath” for complete statistics.

➤ **Gith Zombies (20):** CR 1/2; Medium undead (extraplanar); HD 2d12+3; hp 16 each; Init +0; Spd 20 ft. (can’t run; base 30 ft.); AC 17, touch 10, flat-footed 17; Base Atk +1; Grp +3; Atk/Full Atk +3 melee (2d6+3/19–20, greatsword) or +3 melee (1d6+2, slam); SQ darkvision 60 ft., DR 5/slashing, single actions only, undead type; AL NE; SV Fort +0, Ref +0, Will +3; Str 15, Dex 11, Con —, Int —, Wis 10, Cha 1.

Feats: Toughness.

⚔ **Acolytes of Hextor, Male and Female Human Clr3 (Hextor) (5):** hp 23 each; use **Table 4–14: NPC Cleric** in the *DUNGEON MASTER’S Guide* to generate statistics for these NPCs, if necessary. They have no armor, weapons, magic items, or other gear.

13C. TOWER, GROUND FLOOR

A broad, stone staircase ascends to area 13D on the second floor, while a stone spiral staircase descends to area 13K of the dungeon level. The walls of this room are adorned with murals depicting flights of red dragons with githyanki riders. Between the murals are torch sconces made of illithid skulls; a *continual flame* burns in each one.

13D. UPSTAIRS FOYER

Murals on the wall of this foyer depict githyanki knights wielding *silver swords*, decapitating mind flayers and hacking their headless bodies to pieces. Between the painted murals are torch sconces made of illithid skulls; a *continual flame* burns in each one.

13E. GUARD ROOM

This room is featureless save for three rows of murder holes in the floor. Barred windows allow the silvery light of the Astral Plane to illuminate the chamber.

Creatures: Four duthka’giths stand guard here. They have their bows drawn and gaze down through the murder holes into area 13A.

➤ **Duthka’gith Guards (4):** hp 70 each; see “Denizens of Tu’narath” for complete statistics.

Tactics: If intruders make it this far without alerting the entire stronghold, one of the duthka’gith guards uses a quickened *dimension door* to retreat to area 13I, warning the Commissar of the surprise attack. The remaining guards try to incinerate intruders with their breath weapons before drawing their greatswords and leaping into melee.

Development: Sounds of combat here bring reinforcements from areas 13F and 13H. The guards in the chamber below (area 13A) also hear the disturbance and make their way upstairs via areas 13C and 13D.

13F. CONFERENCE ROOM

A circular symbol is painted on the floor of this chamber. The symbol is a githyanki tir’su (see “The Lich-Queen’s Beloved” adventure for details) that spells the name “Gith.” Centered above the tir’su is a round marble table with legs carved to resemble red dragons.

13G. WARLOCKS’ ROOM

This room belongs to a pair of githyanki warlocks named Ravadur and Kr’ahlos. Both are members of the Ch’rai (see “The Lich-Queen’s Beloved” for details). The chamber contains a pair of desks with matching chairs, a shelf laden with miscellaneous spell components, and a pair of arcane locked chests containing the **Treasure**.

Treasure: Ravadur’s chest contains githyanki body wrappings, a red robe sewn with semiprecious stones (worth 1,450 gp), a golden dragon mask painted red and set with malachite horns (worth 3,600 gp), and the warlock’s spellbook (which contains all of Ravadur’s prepared spells plus 2d6 additional 1st- through 3rd-level wizard spells).

Kr’ahlos’s chest contains githyanki body wrappings, a masterwork dagger in a bejeweled scabbard (worth 500 gp), a golden goblet with a coiled dragon-shaped stem and rubies in the dragon’s eyes (worth 4,500 gp), a *potion of cure moderate wounds*, and the warlock’s spellbook (which contains all of Kr’ahlos’s prepared spells plus 2d6 additional 1st- through 3rd-level wizard spells).

13H. HALL OF FINAL JUDGMENT

Silvery light pours into this sparsely furnished chamber through four great windows along one wall. A painted statue stands bathed in the astral luminescence: an imperious, 8-foot-tall githyanki in ornate golden armor, her greatsword poised threateningly as if to impale a fallen foe, her face a mask of ruthless contempt. Bas-reliefs on the walls depict a legacy of slaughter and conquest, showing fierce githyanki knights waging war against the vile illithids in stalactite-ridden caverns. Lovingly sculpted alabaster benches line the walls beneath these scenes of violence.

The Commissar of Tu'narath, Yev'dakai, passes final judgment on criminals in this chamber, where the statue of Gith can bear witness to his verdicts and executions. Indeed, the scornful glare of Gith is often the last thing a criminal sees before death. When not hearing the plaintive cries of the guilty or conferring with his advisors, the Commissar typically meditates in his private chamber (area 13J).

13I. MIVIM'S QUARTERS

A brass table with legs shaped like curling tentacles dominates the room, and atop it rests an alabaster game board with a set of small, exquisitely sculpted obsidian figurines. Spaced around the walls are a dozen small niches containing black candles that cast blue flames. Between the niches hang tapestries depicting epic githyanki battles against mind flayers, githzerai, astral dreadnoughts, and other creatures.

This room is usually occupied (see **Creatures**, below). The alabaster game board and obsidian figurines are components of a strategy game similar to chess; the game board, wardrobe, and candles are discussed under **Treasure**.

Creatures: Mivim, a member of the Ch'r'ai (second only to Xam'kras), is here with two subordinate members of the Ch'r'ai—the warlocks Ravadur and Kr'ahlos. Mivim wears black body wrappings and a mask of the skull, giving him a lichlike appearance (although he's very much alive). He also clutches a gray-black rod made of astral driftmetal (his *rod of astral vengeance*).

Mivim's loyalty to Xam'kras, the leader of the Ch'r'ai, is absolute, but Mivim also awaits the day when the Lich-Queen consumes Xam'kras's soul (as she is wont to do) and makes him leader of the "revered ones." Mivim knows that Vlaakith is responsible for the earthquakes rocking Tu'narath but would never think to stand between her and her destiny.

In addition to his Ch'r'ai subordinates, Mivim relies on a trio of erinyes devils for counsel. The erinyes typically assume the forms of attractive female githyanki dressed in

breathhtakingly elaborate body wrappings. The erinyes attempt to seduce interlopers using their potent charm ability. If that fails, they try to entangle foes with their ropes before engaging in melee combat. If one erinyes falls in battle, each of the surviving erinyes makes one attempt to gate 1d4 barbazu (35% chance of success). If two erinyes fall, the third uses *greater teleport* to flee the stronghold and bring reinforcements to The Will of Gith.

➤ **Mivim the Hr'a'cknir:** hp 60; see "Denizens of Tu'narath" for complete statistics.

➤ **Githyanki Warlocks (2):** hp 27; see "Denizens of Tu'narath" for complete statistics.

➤ **Erinyes (3):** hp 85 each; *Monster Manual* 54.

Treasure: The alabaster game board and obsidian game pieces are worth 300 gp for the set.

The wardrobe contains some ceremonial body wrappings (bandages), a collection of ornately embroidered silk robes, a pair of ornamental gold bracers shaped like howling demon faces (560 gp), a shrunken githzerai head hanging from a hook by some twine, and several jars of miscellaneous spell components. A secret compartment in the back of the wardrobe holds Mivim's spellbook and requires a successful DC 30 Search check to locate. See Mivim's statistics in the "Denizens of Tu'narath" section for the contents of his spellbook.

The twelve black candles are actually *coldfire candles* (see "The Lich-Queen's Beloved" for details).

Development: A battle here attracts the attention of Commissar Yev'dakai (area 13J), who uses a quickened *dimension door* to appear suddenly in the room.

13J. COMMISSAR'S ROOM

Two vivid murals adorn the walls of this chamber. The first depicts a lone githyanki knight astride a red dragon challenging an enormous, serpentine creature with horns, a single large eye, and two gnarled limbs ending in pincerlike claws. The second portrays a band of githyanki knights slicing through the silver cords of four astrally projecting mind flayers.

An ornate trunk fashioned from pieces of wood and astral driftmetal stands against one wall. The trunk is locked (Open Lock DC 40), and Commissar Yev'dakai carries the only key. Beside the trunk stands an iron weapon rack. The weapon rack holds a private collection of weapons taken from criminals and foes Yev'dakai has slain over the years. See **Treasure**, below, for the contents of the trunk and the rack.

Creatures: If the PCs enter this chamber without raising the alarm, they see a Commissar Yev'dakai in ornate full plate armor battling and parrying imaginary foes with

his silver sword. The Commissar's mount and companion, a juvenile red dragon named Torment, sleeps with one eye open nearby.

Commissar Yev'dakai seeks absolute order in Tu'narath. His finely wrought conception would not lie beyond the realm of reason were it not for the "unwanted interlopers" in the Merchant District. He has a low tolerance for "lesser species" and rarely shows leniency toward them. Yev'dakai oversees the duthka'gith soldiers who guard The Will of Gith and patrol the city. When not hounding criminals and enforcing the law, he confers on occasion with the supreme commanders of the various military groups in Tu'narath and shares his military strategems. Yev'dakai devotes his life

to serving his queen, and he feels that Vlaakith herself speaks to him through her favored agents, the Ch'r'ai.

➤ **Yev'dakai, Male Githyanki Ftr 15:** hp 152; see "Denizens of Tu'narath" for complete statistics.

➤ **Torment, Juvenile Red Dragon:** hp 168; see "Denizens of Tu'narath" for complete statistics.

Tactics: Yev'dakai prefers to face foes in melee combat, swearing to put an end to their miserable lives "in the name of Vlaakith." Torment knows that Yev'dakai enjoys one-on-one challenges and always chooses a different opponent than the one Yev'dakai is fighting. If reduced to 25 hit points or fewer, Yev'dakai uses *plane shift* to escape, taking Torment with him if the opportunity arises. He then drinks his *potion of cure moderate wounds*.

Treasure: Yev'dakai's iron trunk contains several items: some folded clothes and black bedsheets, a gold diadem set with three black sapphires (5,150 gp), a bronze helmet shaped like a dragon's head with rubies for eyes (2,400 gp), a platinum collar (625 gp), four gold bracelets shaped like coiled serpents (200 gp each), a gold medal shaped like the sign of Vlaakith (180 gp), a *potion of bull's strength*, and a *potion of tongues*.

The iron rack holds a +1 *dragon bane dwarven urgrosh*, a +1 *keen greataxe*, a +2 *heavy flail*, a +1/+1 *quarterstaff*, a +1 *holy mace of thundering*, a +1 *flaming scythe*, three pieces of a broken greatsword (two blade shards and a hilt set with an amethyst worth 1,000 gp), and a +1 *spiked chain*.

13K. ROUGH-HEWN CAVE

A spiral staircase, its newel carved to resemble coiling serpents, dominates this roughly hewn cave, from which juts a smaller side cave. A 10-foot-square, iron-wrought gate with a dangling padlock bars entry to a much larger cave filled with monstrous snarls and heavy footfalls.

The spiral stairs ascend to area 13C. The gate is sealed with a large iron padlock (see below for statistics). PCs peering through the gate see area 13L beyond.

◆ **Iron Padlock:** 2 in. thick; hardness 10; hp 60; break DC 30; Open Lock DC 30.

Creatures: Two duthka'giths guard the room and watch the creature in area 13L. One guard carries the iron key to the gate's padlock. The guards do not take damage from the occasional jets of flame shot through the gate by the denizens of area 13L.

➤ **Duthka'gith Guards (2):** hp 70 each; see "Denizens of Tu'narath" for complete statistics.



13L. PYROHYDRA LAIR

Light filters into this rough-hewn cave through five 10-foot-square iron grates in the 20-foot-high ceiling. Crushed bones and tatters of cloth lie strewn upon the floor. Two pyrohydras pace about the cave, waiting impatiently for their next meal to drop from one of the openings in the ceiling (see area 13B).

➤ **12-Headed Pyrohydras (2):** CR 13; hp 135 each; SA breath weapon; *Monster Manual* 157.

Breath Weapon (Su): Each head breathes a jet of fire 20 feet long, 10 feet high, and 10 feet wide. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage per head (DC 21 Reflex save for half).

14. J'RYN'ZALAS

J'ryn'zalas is one of many military fortresses in the city of Tu'narath. The supreme commander of J'ryn'zalas, a githyanki blackguard named Zetch'r'r, believes that Vlaakith the Lich-Queen has lost the vision set forth by Gith and is sacrificing her own people to fulfill her own mad schemes. She devours the life essences of her strongest defenders. She breeds half-dragon githyanki in a foolish attempt to improve upon perfection. No longer are the githyanki feared throughout the planes. Conquest has been usurped by complacency. All of this troubles Zetch'r'r deeply; however, his rhetoric has done little to turn other supreme commanders against Vlaakith.

Zetch'r'r seeks to reignite the githyanki passion for conquest and imagines leading a bold new regime to victory over his most hated enemies, the mind flayers. He also seeks to reunite the githyanki and githzerai as one people under his august rulership, for only together can the gith annihilate their ancient nemesis. To this end, he has joined forces with the Sha'sal Khou, a faction of allied githyanki and githzerai, and takes strides to protect its members.

The bastion of J'ryn'zalas is a three-story edifice adorned with sneering gargoyles and glowering bas-reliefs that scream or yell loudly when an invisible creature comes within 20 feet of the walls. The noise automatically alerts the bastion's denizens

Creatures: Zetch'r'r, his red dragon advisor and steed Vrax, four githyanki knights (Zetch'r'r's elite guards), and 20 gish occupy the fortress proper. Encircling the bastion are six smaller buildings that serve as barracks and training halls for the bulk of Zetch'r'r's troops: 200 1st-level githwarriors and 100 4th-level githyanki soldiers. Leading these githyanki soldiers are 20 sarths and 2 kith'raks. Stabled nearby are five juvenile red dragons (one for the bastion's kith'rak and the remainder for Zetch'r'r's knights).

Only Vrax, Zetch'r'r's knights, and the gish know that Zetch'r'r is allied with the Sha'sal Khou. Most of the other githyanki of J'ryn'zalas would be appalled and disgraced to learn that their supreme commander is allied with a faction that includes and tolerates githzerai members.

➤ **Zetch'r'r:** hp 137; see "The Lich-Queen's Beloved" adventure for complete statistics.

➤ **Vrax, Very Old Red Dragon:** hp 465; *Monster Manual* 77.

➤ **Githyanki Knights (4):** hp 119 each; see "Denizens of Tu'narath" for complete statistics.

➤ **Githyanki Kith'raks (2):** hp 102; see "Denizens of Tu'narath" for complete statistics.

➤ **Githyanki Sarths (20):** hp 51 each; see "Denizens of Tu'narath" for complete statistics.

➤ **Githyanki Gish (10):** hp 24 each; see "Denizens of Tu'narath" for complete statistics.

➤ **Githyanki Soldiers (100):** hp 34 each; see "Denizens of Tu'narath" for complete statistics.

➤ **Githwarriors (200):** hp 8 each; see "Denizens of Tu'narath" for complete statistics.

➤ **Juvenile Red Dragons (5):** hp 168 each; see "Denizens of Tu'narath" for complete statistics.

Development: PCs might come to J'ryn'zalas looking for an ally against the Lich-Queen, or they might be captured and dragged here by githyanki loyal to Zetch'r'r. Zetch'r'r seeks worthy allies. Canny PCs might try to form an alliance with him; in this case, treat the githyanki warlord's initial attitude as hostile, but allow good roleplaying and successful Diplomacy checks to temper or quell his paranoia and distrust. If the PCs fail to change the warlord's attitude, one of Zetch'r'r's allies in the Sha'sal Khou might persuade the warlord to side with the PCs; however, in this case, Zetch'r'r secretly vows to slay them once they have outlived their usefulness.

The following encounters refer to the Bastion of J'ryn'zalas map. Ceilings throughout the stronghold are 20 feet high. Halls and rooms are unlit unless otherwise noted, as most githyanki rely on their darkvision to move about.

14A. ENTRANCE FOYER

Eight identical githyanki stand at attention in this room, forming two columns. Each warrior is clad in black full plate and has a red gem embedded in his right eye socket. A black raven perches on each warrior's right shoulder.

Eight life-sized statues of Zetch'r'r (and his fiendish raven familiar) decorate this entrance foyer. Each one is made of painted black marble and is startlingly lifelike.

Toppling a statue requires a successful DC 20 Strength check. A set of double doors leads to the courtyard of Zetch'r'r's stronghold.

A 10-foot-wide hole in the middle of the ceiling quickly narrows, forming a funnel, before opening up into the floor of area 14O. The red dragon Vrax lairs in the chamber above and can breathe a cone of fire down into this room if it detects intruders. The fire fills the 30-foot-square chamber and does not deal appreciable damage to the statues.

14B. ARMORY

The walls of this chamber are lined with iron weapon racks. The racks hold a variety of melee weapons, including at least one masterwork version of every simple, martial, and exotic melee weapon listed in the *Player's Handbook*. Zetch'r'r's troops use these weapons during training sessions.

14C. PORTAL TO KYN'DL STREET

A 10-foot-diameter gaping portal fills this magically lit but otherwise empty room. A swirling maelstrom of violet-black smoke fills the oval gate.

Continual flame spells illuminate this room. The gaping portal is a two-way portal leading to area 6V, a secret room hidden behind a githzerai safehouse on Kyn'dl Street, in the Merchant District. Any creature or object that enters the portal is instantly transported to area 6V.

Creatures: Two hellcats guard the portal, attacking anyone who enters the room without githyanki escort. They are invisible, although their faintly glowing outlines are visible in darkened areas. They obey Zetch'r'r and his knights, but no one else. Their horrible, catlike shrieks are loud enough to be heard throughout J'ryn'zalas.

➤ **Hellcats** (2): hp 60 each; *Monster Manual* 54.

14D. CRUCIFIX HALL

Four pillars carved to resemble serpents support the vaulted ceiling of this hall, which is where Zetch'r'r metes out discipline and meets with his kith'raks and gish. Hanging from the ceiling by iron chains is a large X-shaped crucifix made of black wood, with iron shackles bolted to the arms of the "X." The crucifix weighs 300 pounds, hangs 8 feet above the floor, and is suspended in such a way that anyone shackled to it faces the floor. Carved into the floor directly under the hanging crucifix is a bowl-shaped indentation used to collect blood.

Disobedient githyanki soldiers are sometimes shackled to the crucifix and left there for days, forced to endure the heckling of their fellow soldiers. Zetch'r'r and his knights

also use the crucifix to interrogate and torture prisoners, slowing bleeding them to death once they're finished.

14E. SHRINE

This chamber houses a modest shrine to Vlaakith the Lich-Queen. An altar positioned against the far wall has a black crystal statuette of Vlaakith resting atop it, and niches carved into the walls hold black candles (see **Treasure**, below).

Zetch'r'r has not visited the shrine in ages and has no love for his undead queen. However, all warlords in Tu'narath are required to maintain a shrine dedicated to Vlaakith.

Treasure: The niches hold twelve unlit *coldfire candles* (see "The Lich-Queen's Beloved" adventure for a description).

14F. DUNGEON

A heavy portcullis fashioned from gray astral driftmetal blocks the entrance to this dungeon. The winch for the portcullis is located in the hallway outside and requires a successful DC 14 Strength check to operate. Using the winch to lift the portcullis is a full-round action, but the portcullis can be dropped as a standard action by removing a catch on the winch. Bending the portcullis bars or lifting the portcullis without using the winch requires a successful DC 36 Strength check. As many as four Medium creatures (two inside and two outside) can attempt to lift the portcullis at the same time.

The room is empty and surrounded on all sides by 1-foot-thick mortared stone walls.

➤ **Astral Driftmetal Portcullis:** 1-1/2 in. thick bars; hardness 12; hp 45 (per bar); break or lift DC 36.

14G. GUARDED HALL

A stone spiral staircase curls up to area 14H. This hall is adorned with war banners depicting the J'ryn'zalas crest (a black raven perched on a stylized illithid skull). Three long wooden tables flanked by matching benches fill out the hall.

Creatures: Five gish stand guard here unless led elsewhere by Zetch'r'r's knights or calls of alarm.

➤ **Githyanki Gish** (5): hp 24 each; see "Denizens of Tu'narath" for complete statistics.

14H. SPIRAL STAIRS

A stone spiral staircase leads down to area 14G. This room is otherwise empty.

14I. GUARDED HALL

A stone spiral staircase curls up to area 14P. This hall is otherwise bereft of furnishings.

Creatures: Five gish stand guard here unless led elsewhere by Zetch'r'r's knights or calls of alarm.

➔ **Githyanki Gish (5):** hp 24 each; see "Denizens of Tu'narath" for complete statistics.

14J. GUEST QUARTERS

Zetch'r'r has set aside this room for honored guests (all other "guests" are shown to area 14F). The room contains comfortable furnishings—a table with four matching chairs, two plush sofas, and some ornate statuary atop 4-foot-high stone pedestals (mostly busts of githyanki champions or handsomely crafted statuettes of devils and red dragons).

Creatures: One of the room's devilish statuettes is, in fact, an imp with a *statue* spell cast on it. While transformed into a statue, it can see and hear everything that happens in the room. Zetch'r'r uses the imp to spy on his guests, waiting for them to leave before asking it what it saw or overheard.

➔ **Imp:** hp 13; *Monster Manual* 56.

14K. BALCONY

A 4-foot-tall stone parapet encloses each of these balconies overlooking the rest of the compound as well as the surrounding cityscape. A fall from a second-story balcony deals 2d6 points of damage, while a fall from the third-story balcony deals 4d6 points of damage.

14L. PRIVATE MEETING ROOM

This vaulted, circular chamber is illuminated by continual flame spells and has a tile mosaic on the floor depicting a fearsome red dragon. War banners hanging on the gray slate walls add to the décor. A well-hidden secret door (Search DC 25) leads to area 14N.

The chamber is soundproof and has a *permanent Mordekainen's private sanctum* spell cast on it. Zetch'r'r uses this room to confer in private with Vrax and his knights, as well as for secret meetings with high-ranking members of the Sha'sal Khou.

Development: Any meeting arranged between Zetch'r'r and the PCs occurs in this room. Vrax is also present for such meetings, usually in the *polymorphed* form of a human wizard.

14M. KNIGHTS' QUARTERS

Zetch'r'r's four trusted knights—Glyrr, I'a'kas, Lython, and V'kad—congregate here when not attending their warlord or leading excursions to other planes. Arranged in a semi-circle facing the doors to area 14N are four darkwood chairs, their high backs and armrests carved to resemble

great black, bipedal ravens. More plush furnishings are arrayed in a corner nook overlooking the adjoining balcony (area 14K).

Weapons of various sizes adorn the chamber's walls. Although practical, the weapons aren't of special quality and merely add to the décor.

14N. ZETCH'R'R'S QUARTERS

Zetch'r'r's room contains few furnishings, as the blackguard has little need for creature comforts. A five-sided table fills in the middle of the room near a 6-foot-tall, T-shaped iron stand used by Eyebite, the warlord's fiendish raven, as a perch. An imperious chair, made of vrock hide stretched over a sturdy wooden frame, faces the windows. War banners and tapestries hang from the walls; a banner depicting the J'ryn'zalas crest (a raven perched on a stylized illithid skull) conceals a secret door that leads to area 14L. Locating the secret door requires a successful DC 25 Search check.

On either side of Zetch'r'r's demonic chair sits a locked and trapped iron trunk, which weighs 200 pounds when empty. Each lock can be picked with a successful DC 40 Open Lock check, and the traps are described under **Trap**, below. The contents of the trunks are described under **Treasure**.

Trap: A psychic poison strikes any creature other than Zetch'r'r or Vrax that touches either chest. Casting a *detect magic* spell reveals a moderate abjuration aura on each chest which can be *dispelled*, effectively removing the psychic poison. The poison traps have a caster level of 10th.

➔ **Psychic Poison Traps (2):** CR 4; touch trigger (attached); no reset; psychic poison (nishita, DC 17 Will save resists, 1d6 Int/1d6 Int); Search DC —; Disable Device DC —.

Treasure: The treasure is contained in the two locked iron trunks and belongs to Zetch'r'r and Vrax.

Trunk #1 contains a bed of 28,500 gp, upon which rest the following items: an eye agate (5 gp), 3 rock crystals (30 gp each), 7 ambers (50 gp each), 2 chrysoberyls (110 gp each), 2 red garnets (130 gp each), a steel helm set with two matched moonstones (110 gp), a gold chain with an amber pendant (150 gp), a gold bracelet set with amber (200 gp), a pair of mithral-toed wyvernskin boots (400 gp), 2 silver armbands (600 gp each), a bronze basilisk statuette (800 gp), a bloodstone-studded rod (1,500 gp), an adamantine gauntlet set with rubies (1,700 gp), 3 leather-bound tomes describing the Nine Hells in excruciating detail (2,000 gp each), a *potion of cure serious wounds*, a *figurine of wondrous power (obsidian steed)*, a *peript of health*, and an arcane scroll (*cloudkill*, *greater teleport*, maximized *lightning bolt*, and *horrid wilting*).

Trunk #2 contains a bed of 24,200 gp, upon which rest the following items: 2 glass cubes each carved with the image of a githyanki's face (130 gp each), an amethyst book-end shaped like a mind flayer's head (300 gp), a black velvet cape fringed with giant eagle feathers (1,600 gp), a gold-plated hand mirror engraved with nymphs (1,800 gp), two ceremonial gold-plated breastplates set with tiny emeralds (2,500 gp each), a platinum neckband chased with entwined dragons with opalescent blue crystal beads for eyes (3,000 gp), a set of four religious treatises (4,000 gp for the set, which grants a +4 circumstance bonus on Knowledge [religion] checks), a +1 *animated light steel shield*, a *potion of bear's endurance*, a *wand of knock* (21 charges), a *ring of wizardry II*, a divine scroll (*find the path, harm, and transmute metal to wood*), and a *helm of opposite alignment*.

14Q. CHEZ VRAX

Vraxanault, Zetch'r'r's red dragon ally and steed, claims this room. The chamber is just large enough to accommodate the dragon in his true form. Consequently, it holds no furnishings. A few cast-off scales litter the floor, however. The dragon keeps his treasure in Zetch'r'r's room (area 14N).

A 5-foot-wide hole in the floor quickly widens, like a funnel, before opening up into the ceiling of area 14A. Vrax can spy on the chamber below and use the hole in the floor to fill the chamber below with his fiery breath.

14P. SPIRAL STAIRS

A stone spiral staircase leads down to area 14I. This room is otherwise empty.

14Q. WAR ROOM

This room has windows overlooking the rest of Zetch'r'r's military compound as well as the city of Tu'narath. In the middle of the room floats a 17-foot-long illusory projection (caster level 12th) of the dead god, the city built atop it, and the flying fortresses surrounding it. Zetch'r'r uses the projection to plan training exercises on the underside of the deific husk as well as organize his defenses in the unlikely event Tu'narath is attacked or the slightly more likely event that one of his fellow warlords turns against him.

15. NAVAL DOCKING TOWERS

The "crown" of the dead god has seven spokes that radiate outward from the lich-queen's palace (area 19) and the necropolis surrounding it (area 17). Several docking towers jut from each spoke, each one designed to support a githyanki astral ship. Githyanki stationed in nearby guard towers (area 16) oversee the docking towers and watch for nongithyanki interlopers.

A typical tower resembles a 100-foot-tall iron scaffold with a wooden platform or iron berth near the top designed to support the weight of an astral ship. An iron berth has adjustable support struts that conform to the shape of a ship's hull, securing it in place, whereas a platform is simply a flat area on which a flat-bottomed ship can set down. Within the docking tower's superstructure, a levitating wooden platform allows crews to lower themselves and their cargoes safely to the island's surface, at a speed of 50 feet per round, simply by uttering the word "Down" in Githyanki. Speaking the word "Up" causes the platform to rise at the same speed. A primitive crane affixed to the top of the tower enables crews to hoist heavy cargo into and out of a ship's hold.

Since gravity is directional, approaching astral ships must constantly adjust their orientation so that the deific husk of the dead god is always beneath them as they prepare to dock.

At any given time, there are 1d3–1 githyanki astral ships docked at each of the dead god's seven spokes.

Development: Detailed descriptions and deckplans for various githyanki astral ships appear in *DRAGON Magazine* #309.

16. GUARD TOWERS

Rising up from the spokes that form the dead god's "crown" are seven identical guard towers, each one four stories tall. Each tower is tapering cylinder of dark gray stone, with protruding balconies (used by landing or perching dragons) and four ornate silver horns jutting from the domed rooftop. The githyanki stationed in these towers protect the naval docks against attack.

Creatures: A githyanki kith'rak commands each tower, and the garrison consists of two sarths, 10 gish, and 20 githyanki soldiers. A juvenile red dragon serves as the kith'rak's steed.

In addition to their melee weapons, all githyanki stationed here carry composite longbows (each with a Strength bonus matching the wielder's) and quivers of 50 arrows.

➤ **Githyanki Kith'rak:** hp 102; see "Denizens of Tu'narath" for complete statistics. The kith'rak also carries a composite longbow and 50 +1 *flaming arrows*.

➤ **Githyanki Sarths (2):** hp 51 each; see "Denizens of Tu'narath" for complete statistics. Each sarth also carries a composite longbow and 50 +1 *arrows*.

➤ **Githyanki Gish (10):** hp 24 each; see "Denizens of Tu'narath" for complete statistics. Each gish also carries a composite longbow and 50 arrows.

➔ **Githyanki Soldiers (20):** hp 34 each; see “Denizens of Tu’narath” for complete statistics. Each soldier also carries a composite longbow and 50 arrows.

➔ **Juvenile Red Dragon:** hp 168; see “Denizens of Tu’narath” for complete statistics.

The following encounter areas are keyed to the map of the Guard Tower. The ceilings within each tower are 20 feet high.

16A. ENTRANCE HALL

This spacious hall is empty. However, several arrow slits perforate the surrounding walls. Beyond the arrow slits lies a secret passage where githyanki soldiers and gish armed with bows and ranged attack spells can stand to attack intruders in this hall. The arrow slits provide the githyanki defenders with an improved cover (+8 cover bonus to AC and a +4 cover bonus on Reflex saves).

16B. ARROW SLITS

Three of the tower’s four levels are lined with arrow slits, allowing githyanki soldiers and gish to rain arrows and spells upon attackers outside the tower. These empty areas contain the bulk of the tower’s garrison.

16C. DRAGON PERCH

This balcony is used as a perch by visiting dragons. Most of the time, it is unoccupied. No railing or parapet encloses the balcony, and any creature that falls from this height takes 4d6 points of damage from the fall.

16D. HALL OF GITH

Two life-sized stone statues of Gith, liberator of the githyanki people, stand in alcoves that flank the doors leading to area 16E. This hall is otherwise empty.

16E. KITH’RAK’S QUARTERS

The tower’s captain, or kith’rak, can be found here when not defending the tower or the nearby naval docks against attack. As the chamber is unlit, githyanki must rely on darkvision to see. The room’s furnishings include a modest desk with matching chair, a 9-foot-long triangular stone table with a tir’su (a circular sign spelling the word “Gith”) carved into it, and a weapon rack lined with twelve masterwork greatswords and twelve masterwork javelins. Hanging on the far wall is a tapestry depicting Vlaakith the Lich-Queen, glowering from atop a throne made of illithid skulls and bones.

16F. BALCONY

A 4-foot-high stone parapet encloses this diamond-shaped balcony overlooking the naval docks. Two life-sized stone statues of Gith, the legendary githyanki champion, flank the entrance into the tower. Any creature that falls from the balcony takes 6d6 points of damage from the fall.

Creatures: When it is not patrolling the naval docks with its kith’rak rider, the juvenile red dragon lairs here. If it spots nongithyanki interlopers anywhere near the guard tower or nearby docking towers, it bellows loud enough to alert the githyanki in the guard tower, as well as any githyanki stationed aboard the astral ships docked nearby.

16G. DOME

This dome-shaped room, used as a gathering hall by the tower garrison, fills the entire fourth floor. A colorful painted mural covers the walls and roof, depicting an epic scene. The scene varies from tower to tower:

- A massive githyanki incursion on the Material Plane, showing red dragons with githyanki riders razing human cities and devouring its hapless denizens.
- The liberation of the githyanki people, showing githyanki warriors breaking free of their shackles and assaulting their mind flayer overlords.
- Githyanki knights armed with *silver swords*, storming a githzerai monastery on Limbo and using their swords to decapitate terrified githzerai monks.
- The formation of the githyanki pact with red dragons, showing Gith meeting with the great red dragon Ephelomon in Hell and the forging of the *scepter of Ephelomon*, a symbol of the eternal alliance. (See “The Lich-Queen’s Beloved” for more information on the *scepter of Ephelomon*.)
- Githyanki knights laying claim to the Astral Plane by battling a dozen astral dreadnoughts.
- Githyanki and their dragon mounts sweeping across the deserts of Pharagos, a world on the Material Plane, flying through a magical maelstrom and slaying celestial guardians waiting on the other side.
- A coven of blackweave warlocks (powerful githyanki necromancers) raising an undead army comprised of illithids and their thralls, then sending the army toward a mind flayer fortress in the Underdark.

17. NECROPOLIS

Sinister, hulking mausoleums flank the Lich-Queen’s palace on two sides, forming a vast necropolis. Within these ancient tombs lie the perfectly preserved mummies of ancient githyanki warriors and warlocks. Their ageless corpses are wrapped in funereal bandages and sealed in stone sarcophagi. Few precious belongings are interred

with them, for githyanki of that era bequeathed their weapons and other precious belongings to their most loyal subordinates and apprentices so the war against mind flayer tyranny could continue.

Creatures: Githyanki patrol the silent avenues of the necropolis. A patrol usually consists of ten githyanki soldiers and a sarth. In addition, a pair of githyanki warlocks astride hanathka'duths circle the necropolis at all hours, looking for signs of trouble from above. Anyone caught violating a tomb or desecrating the ancient dead is captured and put to death immediately.

➤ **Githyanki Soldiers (10):** hp 34 each; see “Denizens of Tu'narath” for complete statistics.

➤ **Githyanki Sarth:** hp 51; see “Denizens of Tu'narath” for complete statistics.

➤ **Githyanki Warlocks (2):** hp 27 each; see “Denizens of Tu'narath” for complete statistics.

➤ **Hanathka'duths (2):** hp 168 each; see “Denizens of Tu'narath” for complete statistics.

18. DRAGON CAVES

The urban sprawl of Tu'narath covers less than half of the total surface area of the dead god's upper side. Beyond the city, the deific husk transforms into rocky hills and valleys carved with dozens of red dragon lairs (and even more caves dot the surface of the dead god's underside). These cave networks extend for hundreds of feet, joined together by tunnels that wend their way through the dead god like hollow arteries.

Creatures: The dead god plays host to scores of red dragons, all of whom revel in the fact that they do not age on the Astral Plane. The dragons revere Tiamat and honor the pact between her and the githyanki, serving the puny humanoids as mounts. The older dragons tend to live alone, while the younger ones congregate in small groups. If the PCs choose to explore one of the dragon caves, roll 1d6 to determine what lairs within: A roll of 1–2 indicates 2d4 juvenile red dragons, a roll of 3–4 indicates 1d2 adult red dragons and 1d4 juvenile red dragons, and a roll of 5–6 indicates a very old red dragon. Since time does not pass on the Astral Plane, the caves do not contain dragon eggs or wyrmlings.

➤ **Juvenile Red Dragon:** hp 168; see “Denizens of Tu'narath” for complete statistics.

➤ **Adult Red Dragon:** hp 253; see “Denizens of Tu'narath” for complete statistics.

➤ **Very Old Red Dragon:** hp 449; *Monster Manual* 77.

Treasure: The githyanki appease their dragon allies with treasure acquired during incursions into the Material Plane. Red dragons have triple standard treasure; to create

an appropriately sized hoard, see **Treasure** on pages 51–56 of the *DUNGEON MASTER's Guide*. The *Draconomicon*, releasing at the end of 2003, also includes several pre-built dragon hoards.

19. SUSURRUS: THE PALACE OF WHISPERS

The Lich-Queen's palace is described in “The Lich-Queen's Beloved” in *DUNGEON* #100.

DENIZENS OF TU'NARATH

This section provides statistics for various creatures and NPCs encountered in Tu'narath. Generic githyanki statistics are presented first, followed by creature statistics for various githyanki mounts, and finally statistics for various “name” NPCs described in this Web enhancement.

GITHYANKI STATISTICS

Use the following statistics for githyanki encounters in Tu'narath.

➤ **Githwarrior, Githyanki Ftr 1:** CR 2; Medium humanoid (extraplanar); HD 1d10+3; hp 8; Init +2; Spd 20 ft. (base 30 ft.), fly 100 ft. (perfect) on the Astral Plane; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +3; Atk/Full Atk +5 melee (2d6+3/19–20, masterwork greatsword); SA *psionics*; SQ darkvision 60 ft., *psionics*, SR 6; AL NE; SV Fort +5, Ref +2, Will +0; Str 15, Dex 15, Con 16, Int 10, Wis 10, Cha 8.

Skills: Craft (weaponsmithing) +2, Intimidate +1, Spot +2.
Feats: Dodge, Weapon Focus (greatsword).

Psionics (Sp): 3/day—*daze* (DC 9) and *mage hand*. Caster level 1st; save DC 9 + spell level.

Possessions: Breastplate, masterwork greatsword.

➤ **Githyanki Soldier, Githyanki Ftr 4:** CR 5; Medium humanoid (extraplanar); HD 4d10+3; hp 34; Init +2; Spd 20 ft. (base 30 ft.), fly 100 ft. (perfect) on the Astral Plane; AC 18, touch 12, flat-footed 16; Base Atk +4; Grp +7; Atk/Full Atk +9 melee (2d6+7/19–20, +1 greatsword); SA *psionics*; SQ darkvision 60 ft., *psionics*, SR 9; AL CE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 15, Con 16, Int 10, Wis 10, Cha 8.

Skills: Craft +2, Intimidate +4, Spot +3. **Feats:** Dodge, Mobility, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Psionics (Sp): 3/day—*blur*, *daze* (DC 9), and *mage hand*. Caster level 4th; save DC 9 + spell level.

Possessions: +1 breastplate, +1 greatsword.

➤ **Githyanki Gish, Githyanki Ftr 2/Sor 2:** CR 5; Medium Humanoid (extraplanar); HD 2d10+4 plus 2d4+4; hp 24; Init +2; Spd 30 ft., fly 80 ft. (perfect) on the Astral

Plane; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +5; Atk/Full Atk +7 melee (2d6+3/19–20, masterwork greatsword); SA *psionics*, spells; SQ darkvision 60 ft., *psionics*, SR 9; AL CE; SV Fort +5, Ref +2, Will +3; Str 14, Dex 15, Con 14, Int 8, Wis 10, Cha 16.

Skills: Climb +4, Concentration +4, Jump +5. **Feats:** Combat Casting, Dodge, Power Attack, Weapon Focus (greatsword).

Psionics (Sp): 3/day—*blur*, *daze* (DC 13), and *mage hand*. Caster level 4th; save DC 13 + spell level.

Spells Known (6/5; save DC 13 + spell level): 0—*detect magic*, *flare*, *read magic*, *resistance*, *touch of fatigue*; 1st—*magic missile*, *shield*.

Possessions: +1 mithral shirt, Masterwork greatsword, wand of *mage armor* (5d10 charges).

➤ **Githyanki Sarth, Githyanki Ftr 6:** CR 7; Medium humanoid (extraplanar); HD 6d10+18; hp 51; Init +0; Spd 20 ft. (base 30 ft.), fly 130 ft. (perfect) on the Astral Plane; AC 19, touch 10, flat-footed 19; Base Atk +6; Grp +9; Atk +11 melee (2d6+7/19–20, +1 greatsword); Full Atk +11/+6 melee (2d6+7/19–20, +1 greatsword); SA *psionics*; SQ darkvision 60 ft., *psionics*, SR 11; AL LE; SV Fort +8, Ref +2, Will +2; Str 16, Dex 10, Con 16, Int 13, Wis 10, Cha 12.

Skills: Craft (weaponsmithing) +10, Intimidate +10, Ride +1, Spot +4. **Feats:** Combat Expertise, Improved Disarm, Improved Trip, Leadership, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Psionics (Sp): 3/day—*blur*, *daze* (DC 11), *dimension door* (DC 15), and *mage hand*. Caster level 6th; save DC 11 + spell level.

Possessions: +1 full plate, +1 greatsword.

➤ **Githyanki Kith'rak, Githyanki Ftr 12:** CR 13; Medium humanoid (extraplanar); HD 12d10+36; hp 102; Init +2; Spd 20 ft. (base 30 ft.), fly 100 ft. (perfect) on the Astral Plane; AC 21, touch 11, flat-footed 20; Base Atk +12; Grp +17; Atk +20 melee (1d8+12/19–20 plus 1d6 fire or electricity, +1 *flaming/+1 shock two-bladed sword*); Full Atk +20/+15/+10 melee (1d8+12/19–20 plus 1d6 fire or electricity, +1 *flaming/+1 shock two-bladed sword*) or +18/+18/+13/+8 melee (1d8+10/19–20 plus 1d6 fire or electricity, +1 *flaming/+1 shock two-bladed sword*); SA *psionics*; SQ darkvision 60 ft., *psionics*, SR 17; AL LE; SV Fort +11, Ref +6, Will +4; Str 20, Dex 15, Con 16, Int 10, Wis 10, Cha 10.

Skills: Jump +14, Ride +17, Tumble –2. **Feats:** Cleave, Dodge, Exotic Weapon Proficiency (two-bladed sword), Great Cleave, Greater Weapon Focus (two-bladed sword), Greater Weapon Specialization (two-bladed sword), Mobility, Power Attack, Spring Attack, Two-Weapon Fighting, Weapon Focus (two-bladed sword), Weapon Specialization (two-bladed sword).

Psionics (Sp): 3/day—*blur*, *daze* (DC 10), *dimension door* (DC 14), *mage hand*, *telekinesis* (DC 15); 1/day—*plane shift* (DC 17). Caster level 12th; save DC 10 + spell level.

Possessions: +2 full plate, +1 *flaming/+1 shock two-bladed sword*, +2 gauntlets of ogre power.

➤ **Githyanki Warlock, Githyanki Nec 6:** CR 7; Medium humanoid (extraplanar); HD 6d4+12; hp 27; Init +7; Spd 30 ft., fly 160 ft. (perfect) on the Astral Plane; AC 14, touch 14, flat-footed 11; Base Atk +3; Grp +2; Atk/Full Atk +3 melee (1d4–1/19–20, masterwork dagger); SA *psionics*, spells; SQ darkvision 60 ft., *psionics*, SR 11; AL CE; SV Fort +4, Ref +5, Will +5; Str 8, Dex 16, Con 15, Int 16, Wis 10, Cha 10.

Skills: Concentration +11, Decipher Script +6, Knowledge (arcana) +12, Knowledge (the planes) +12, Spellcraft +14. **Feats:** Combat Casting, Empower Spell, Improved Initiative, Scribe Scroll, Still Spell.

Psionics (Sp): 3/day—*blur*, *daze* (DC 11), *dimension door* (DC 15), *mage hand*. Caster level 6th; save DC 10 + spell level.

Spells Prepared (5/5/5/4; save DC 13 + spell level): 0—*acid splash*, *detect magic*, *flare*, *read magic*, *touch of fatigue*; 1st—*expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd—*darkness*, *false life*, *scare*, *scorching ray*, *see invisibility*; 3rd—*dispel magic*, *haste*, *lightning bolt*, *ray of exhaustion*.

Spellbook: 0—all; 1st—*burning hands*, *cause fear*, *chill touch*, *expeditious retreat*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*, *true strike*; 2nd—*blur*, *darkness*, *false life*, *gust of wind*, *invisibility*, *scare*, *scorching ray*, *see invisibility*, *shatter*; 3rd—*dispel magic*, *haste*, *lightning bolt*, *magic circle against good*, *protection from energy*, *ray of exhaustion*, *vampiric touch*.

Possessions: Masterwork dagger, *pearl of power* (1st-level spell), *ring of protection* +1, spellbook.

➤ **Githyanki Knight, Githyanki Ftr 7/Blk 7:** CR 15; Medium humanoid (extraplanar); HD 14d10+42; hp 119; Init +0; Spd 20 ft. (base 30 ft.), fly 100 ft. (perfect) on the Astral Plane; AC 22, touch 11, flat-footed 22; Base Atk +14; Grp +17; Atk +19 melee (2d6+7/19–20 plus 2d6 unholy, +1 *unholy silver sword*); Full Atk +19/+14/+9 melee (2d6+7/19–20 plus 2d6 unholy, +1 *unholy silver sword*); SA command undead 5/day, poison use, *psionics*, smite good 2/day, sneak attack +2d6; SQ aura of despair, dark blessing, darkvision 60 ft., *detect good*, *psionics*, SR 19; AL NE; SV Fort +15, Ref +6, Will +6; Str 16, Dex 10, Con 16, Int 10, Wis 10, Cha 15.

Skills: Concentration +10, Hide +0, Intimidate +11, Knowledge (the planes) +2, Ride +4. **Feats:** Cleave, Improved Sunder, Exotic Weapon Proficiency (*silver sword*), Leadership, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (*silver sword*), Weapon Specialization (*silver sword*).

Aura of Despair (Su): Enemies within 10 feet suffer a –2 morale penalty on all saving throws.

Command Undead (Su): Rebuke or command undead as a 5th-level evil cleric.

Dark Blessing (Su): The blackguard adds his Charisma modifier as a bonus on all saving throws.

Detect Good (Sp): The blackguard can detect good, as the spell, at will.

Poison Use (Ex): Can use poison with no risk of poisoning self.

Psionics (Sp): 3/day—*blur*, *daze* (DC 12), *dimension door* (DC 16), *mage hand*, *telekinesis* (DC 17); 1/day—*plane shift* (DC 19). Caster level 14th; save DC 12 + spell level.

Smite Good (Su): Twice a day, the blackguard may attempt to smite good with one normal melee attack. He adds +2 to his attack roll and deals 7 extra points of damage. If the blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Possessions: +1 *unholy silver sword*, +3 *full plate*, *ring of protection* +1.

➤ **Blackweave Warlock, Githyanki Sor 6/Blackweave Warlock 10:** CR 17; Medium humanoid (extrapla-

nar); HD 16d4+48; hp 99; Init +7; Spd 30 ft., fly 100 ft. (perfect) on the Astral Plane; AC 15, touch 15, flat-footed 12; Base Atk +10; Grp +9; Atk +10 melee touch (2 negative levels, touch); Full Atk +10/+5 melee touch (2 negative levels, touch) or +13 ranged touch (by spell, ranged touch spell); SA death touch, energy drain, *psionics*, spells; SQ darkvision 60 ft., death ward, *psionics*, SR 21; AL NE; SV Fort +8, Ref +8, Will +12; Str 8, Dex 16, Con 16, Int 10, Wis 10, Cha 20.

Skills: Concentration +13, Intimidate +15, Knowledge (arcana) +9, Spellcraft +11. **Feats:** Combat Casting, Craft Astral Ship, Empower Spell, Greater Spell Focus (necromancy), Improved Initiative, Spell Focus (necromancy), Weapon Focus (touch).

Death Touch (Su): With a successful melee touch attack, rolls 20d6; if the total at least equals the target's current hit points, it dies. This is a death effect.

Death Ward (Su): Immune to negative energy and death attacks, as if constantly protected by a *death ward* spell.

Energy Drain (Su): Touch bestows 2 negative levels. The Fortitude save to remove the negative levels has a DC of 25.



Psionics (Sp): 3/day—*blur*, *daze* (DC 15), *dimension door* (DC 19), *mage hand*, *telekinesis* (DC 20); 1/day—*plane shift* (DC 22). Caster level 16th; save DC 15 + spell level.

Spells Known (6/11/9/9/8/6/2; base DC 15 + spell level, or 17 + spell level for Necromancy): 0—*acid splash*, *detect magic*, *detect poison*, *disrupt undead*, *ghost sound*, *mage hand*, *touch of fatigue*; 1st—*chill touch*, *disguise self*, *magic missile*, *ray of enfeeblement*, *true strike*; 2nd—*blindness/deafness*, *false life*, *scorching ray*, *see invisibility*, *spectral hand*; 3rd—*haste*, *lightning bolt*, *ray of exhaustion*, *vampiric touch*; 4th—*bestow curse*, *contagion*, *enervation*, *fear*; 5th—*blight*, *cone of cold*, *hold monster*, *waves of fatigue*; 6th—*circle of death*, *eyebite*. Caster level for Necromancy spells is 18th, for other spells is 16th.

Possessions: *Staff of necromancy*, *ring of protection* +2, *cloak of Charisma* +2.

➤ **Duthka'gith Guard, Githyanki Duthka'gith Ftr 8 (9):** CR 12; Medium Dragon (augmented humanoid, fire); HD 8d12+16; hp 93, 90, 82, 79, 75, 75, 70, 65, 62; Init +1; Spd 20 ft., fly 110 ft. (perfect) on the Astral Plane; AC 21, touch 11, flat-footed 20; Base Atk +8/+3; Grp +13; Atk +15 melee (2d6+10/17–20, +1 *greatsword*) or +15 melee (1d6+5, bite) or +10 ranged (1d8+6/×3, +1 *composite longbow* [+5 Str]); Full Atk +15/+10 melee (2d6+10/17–20, +1 *greatsword*) and +11 melee (1d6+2, bite) or +13 melee (1d6+5, bite) and +11 melee (1d4+2, 2 claws) or +10/+5 ranged (1d8+6/×3, +1 *composite longbow* [+5 Str]); SA *breath weapon* (6d8 cone of fire; DC 12 Reflex half), *psionics*, *smite good* 1/day (+8 damage); SQ *darkvision* 60 ft., *cold resistance* 5, *fire immunity*, *psionics*; SR 13; AL CE; SV Fort +8, Ref +3, Will +3; Str 20, Dex 12, Con 15, Int 13, Wis 8, Cha 12.

Skills: Craft (armorsmithing) +4, Craft (weaponsmithing) +4, Jump +9, Listen +4, Ride +5, Search +3, Spot +4. **Feats:** Alertness, Improved Critical (*greatsword*), Iron Will, Multiattack, Point Blank Shot, Precise Shot, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*).

Psionics (Sp): 3/day—*blur*, *daze* (DC 11), *dimension door* (DC 15), *mage hand*, *telekinesis* (DC 16). Caster level 8th; save DC 11 + spell level.

Possessions: +1 *driftmetal breastplate* (see “The Lich-Queen’s Beloved” in DUNGEON #100), +1 *greatsword*, +1 *composite longbow* (+5 Str), with 50 arrows, *potion of bull’s strength*, *potion of bear’s endurance*, *potion of haste*.

MOUNT STATISTICS

Use the following statistics for githyanki mounts.

➤ **Hanathka'duth, Half-red Dragon/Half-megaraptor:** CR 8; Huge dragon (augmented animal); HD 8d10+51; hp 95; Init +2; Spd 60 ft., fly 120 ft. (average), fly 40 ft. (perfect) on the Astral Plane; AC 20 (–2 size, +2 Dex, +10 natural), touch 10, flat-footed 18; Base Atk +8; Grp +25; Atk +13

melee (2d8+9, talons); Full Atk +13 melee (2d8+9, talons) and +8 melee (1d4+4, 2 fore claws) and +8 melee (2d6+4, bite); Space/Reach 15 ft./15 ft.; SA *breath weapon* (6d8 cone of fire; DC 20 Reflex half); SQ *darkvision* 60 ft., immunities (fire, paralysis, sleep), low-light vision, scent; AL CE; SV Fort +12, Ref +8, Will +4; Str 29, Dex 15, Con 23, Int 4, Wis 15, Cha 12.

Skills: Hide +11, Jump +23, Listen +16, Spot +16, Survival +16. **Feats:** Run, Toughness, Track.

➤ **Juvenile Red Dragon:** CR 10; Large dragon (fire); HD 16d12+64; hp 168; Init +0; Spd 40 ft., fly 150 ft. (poor), fly 140 ft. (perfect) on the Astral Plane; AC 24, touch 9, flat-footed 24; Base Atk +16; Grp +29; Atk +24 melee (2d6+9, bite); Full Atk +24 melee (2d6+9, bite) and +19 melee (1d8+4, 2 claws) and +19 melee (1d6+4, 2 wings) and +19 melee (1d8+13, tail slap); Space/Reach 10 ft./10 ft.; SA *breath weapon*, *locate object*, spells; SQ *blindsight*, immunities, keen senses, scent; AL CE; SV Fort +14, Ref +10, Will +12; Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

Skills: Concentration +23, Diplomacy +23, Intimidate +21, Knowledge (the planes) +21, Listen +21, Search +21, Sense Motive +21, Spot +21. **Feats:** Blind-Fight, Flyby Attack, Hover, Improved Initiative, Power Attack, Wingover.

Blindsight (Ex): The dragon notices and locates creatures within a range of 40 feet. Opponents the dragon can’t actually see still have 100% concealment against the dragon.

Breath Weapon (Su): 40-ft. cone; damage 8d10 fire; Reflex DC 22 half.

Fire Subtype (Ex): Immune to fire, takes 50% additional damage from cold.

Immunities (Ex): Immune to sleep and paralysis effects.

Keen Senses (Ex): A dragon sees four times as well a human in low-light conditions and twice as well in normal light. It also has *darkvision* with a range of 400 feet.

Locate Object (Sp): The dragon can use this ability as the spell of the same name, four times per day.

Scent (Ex): Detect opponents within 30 feet. Exact location is not revealed, unless within 5 feet.

Spells Known (6/6; save DC 12 + spell level): 0—*detect magic*, *flare*, *light*, *read magic*, *touch of fatigue*; 1st—*mage armor*, *magic missile*, *shield*. Caster level 3rd.

➤ **Adult Red Dragon:** CR 15; Huge dragon (fire); HD 22d12+110; hp 253; Init +4; Spd 40 ft., fly 150 ft. (poor), fly 160 ft. (perfect) on the Astral Plane; AC 29, touch 8, flat-footed 29; Base Atk +22; Grp +32; Atk +31 melee (2d8+11, bite); Full Atk +31 melee (2d8+11, bite) and +26 melee (2d6+5, 2 claws) and +26 melee (1d8+5, 2 wings) and +26

melee (2d6+16, tail slap); Space/Reach 15 ft./15 ft.; SA breath weapon, crush, frightful presence, *locate object*, spells; SQ blindsense, DR 5/magic, immunities (fire, paralysis, sleep), keen senses, scent, SR 21; AL CE; SV Fort +18, Ref +13, Will +17; Str 33, Dex 10, Con 21, Int 16, Wis 19, Cha 16.

Skills: Concentration +30, Diplomacy +28, Intimidate +28, Knowledge (the planes) +28, Listen +29, Search +28, Sense Motive +29, Spot +29. **Feats:** Blind-Fight, Cleave, Flyby Attack, Hover, Improved Initiative, Improved Overrun, Power Attack, Wingover.

Blindsense (Ex): The dragon notices and locates creatures within a range of 40 feet. Opponents the dragon can't actually see still have 100% concealment against the dragon.

Breath Weapon (Su): 50-ft. cone of fire; damage 12d10 fire; Reflex DC 26 half.

Fire Subtype (Ex): Immune to fire, takes 50% additional damage from cold.

Frightful Presence (Ex): When the dragon charges or attacks, it inspires terror in all creatures within 180 feet that have fewer Hit Dice or levels than it has. A potentially affected creature that succeeds at a DC 24 Will save remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Immunities (Ex): Immune to sleep and paralysis effects.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 600 feet.

Locate Object (Sp): The dragon can use this ability as the spell of the same name, six times per day.

Scent (Ex): Detect opponents within 30 feet. Exact location is not revealed, unless within 5 feet.

Spells Known (6/7/7/5; save DC 13 + spell level): 0—*acid splash*, *detect magic*, *flare*, *light*, *mage hand*, *read magic*, *touch of fatigue*; 1st—*burning hands*, *mage armor*, *magic missile*, *shield*, *sleep*; 2nd—*hold person*, *protection from energy*, *scorching ray*; 3rd—*fireball*, *haste*. Caster level 7th.

NPC STATISTICS

The following NPCs are encountered in various areas of Tu'narath. They are presented in alphabetical order.

♣ **Dwern Splinteraxe, Male Half-Celestial Dwarf**
Ftr 10: CR 12; Medium outsider (augmented humanoid, native); HD 10d10+60; hp 125; Init +0; Spd 20 ft., fly 20 ft. (average), fly 120 ft. (perfect) on the Astral Plane; AC 24, touch 10, flat-footed 24; Base Atk +10; Grp +17; Atk +21 melee (1d10+11/19–20/×3, +2 *dwarven waraxe*) or +17 melee (1d6+7, bite); Full Atk +21/+16 melee (1d10+11/19–20/×3, +2 *dwarven waraxe*) and +17 melee (1d6+7, bite) or +17 melee (1d6+7, bite) and +12 melee (1d4+3, 2 claws); SA smite evil 1/day, spell-like abilities; SQ DR 5/magic, darkvision 60 ft., daylight, dwarf traits, evasion (granted by ring), immunity to disease, outsider traits, resistance 10 (acid, cold, and electricity), SR 20; AL LG; SV Fort +13, Ref +3, Will +6; Str 24, Dex 11, Con 22, Int 12, Wis 16, Cha 16.

Skills: Climb +14, Intimidate +16, Jump +14. **Feats:** Cleave, Great Cleave, Greater Weapon Focus (dwarven waraxe), Improved Critical (dwarven waraxe), Improved Sunder, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe).

Daylight (Su): Dwern can use *daylight* (as the spell) at will.

Smite Evil (Su): Once per day, Dwern can make a normal melee attack to deal 10 points of extra damage to an evil foe.

Spell-like Abilities: 3/day—*protection from evil* (DC 14); 1/day—*aid*, *bless*, *cure serious wounds* (DC 16), *detect evil*, *dispel evil* (DC 18), *holy smite* (DC 17), *neutralize poison* (DC 16), *remove disease* (DC 16). Caster level 10th; save DC 13 + spell level.

Possessions: +2 *full plate*, +1 *heavy steel shield*, +2 *dwarven waraxe*, *gauntlets of ogre power*, *ring of evasion*, key to chest in area 5C.

♣ **Eximil, Male Githzerai Mnk 11:** CR 12; Medium humanoid (extraplanar); HD 11d8+11; hp 72; Init +4; Spd 60 ft., fly 80 ft. (perfect) on the Astral Plane; AC 22, touch 18, flat-footed 18; Base Atk +8; Grp +10; Atk +10 melee (1d10+2, unarmed strike) or +14 ranged (1d8+4/×3, masterwork composite longbow [+2 Str] with +2 *arrow*); Full Atk +10/+5 melee (1d10+2, unarmed strike) or +10/+10/+10/+5 melee (1d10+2, flurry of blows) or +17/+12 ranged (1d8+4/×3, composite longbow [+2 Str] with +2 *arrow*); SA

NEW ITEM

♣ **Rod of Astral Vengeance:** Fashioned from gray-black astral driftmetal, this 13-inch-long rod can be wielded as a +2 *club*. Any creature damaged by the rod must succeed at a DC 15 Will save or succumb to a

mind-affecting burst of psychic energy and be stunned for 1d4 rounds.

Moderate enchantment; CL 9th; Craft Magic Arms and Armor, Craft Rod, *greater magic weapon*, can only be created on the Astral Plane; Price 26,000 gp; Weight 1 lb.

ki strike (magic, lawful); SQ darkvision 60 ft., diamond body, improved evasion, *inertial armor*, leap of the clouds, psionics, purity of body, slow fall 50 ft., SR 16, still mind, wholeness of body (22 hp/day); AL LN; SV Fort +8, Ref +11, Will +9; Str 14, Dex 18, Con 12, Int 8, Wis 14, Cha 11.

Skills: Balance +10, Climb +8, Escape Artist +6, Hide +9, Jump +10, Knowledge (the planes) +2, Listen +6, Move Silently +10, Tumble +12. **Feats:** Deflect Arrows, Dodge, Improved Disarm, Improved Trip, Improved Unarmed Strike, Mobility, Spring Attack, Stunning Fist.

Psionics (Sp): 3/day—*daze* (save DC 10), *feather fall*, *shatter* (DC 12); 1/day—*plane shift* (DC 17). Caster level 11th; save DC 10 + spell level.

Inertial Armor (Sp): Githzerai can use psychic force to block an enemy's blows. This gives them a +4 armor bonus as long as they remain conscious.

Possessions: Masterwork composite longbow (+2 Str) with 20 +2 arrows, *belt of giant strength* +4, *amulet of health* +2, *potion of cure serious wounds*, gray cloak.

☞ **Kir'yal the Hr'a'cknir, Female Githyanki Wiz 14:** CR 15; Medium humanoid (extraplanar); HD 14d4–14; hp 21; Init +0; Spd 30 ft., fly 240 ft. (perfect) on the Astral Plane; AC 16, touch 12, flat-footed 16; Base Atk +7; Grp +5; Atk +6 melee (1d4–1/19–20, +1 dagger); Full Atk +6/+1 melee (1d4–1/19–20, +1 dagger); SA psionics, spells; SQ darkvision 60 ft., psionics, SR 19; AL N; SV Fort +3, Ref +4, Will +11; Str 7, Dex 11, Con 8, Int 24, Wis 15, Cha 14.

Skills: Concentration +19, Craft (bookbinding) +24, Craft (calligraphy) +24, Decipher Script +24, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (local) +24, Knowledge (the planes) +24, Spellcraft +26. **Feats:** Combat Casting, Eschew Materials, Extend Spell, Improved Counterspell, Scribe Scroll, Silent Spell, Skill Focus (Concentration), Spell Mastery (*clairvoyance/clairaudience, eyebite, locate creature, nondetection, scrying, see invisibility, true seeing*).

Psionics (Sp): 3/day—*augury, clairvoyance/clairaudience, detect thoughts* (DC 14), *mage hand, telekinesis* (DC 17); 1/day—*plane shift* (DC 19). Caster level 14th; save DC 12 + spell level. Some of Kir'yal's psionic powers are not typically available to githyanki; this is the case with all githyanki hr'a'cknir.

Spells Prepared (4/6/6/6/5/4/4/3; save DC 17 + spell level): 0—*detect magic* ×2, *light, touch of fatigue*; 1st—*identify, magic missile* ×3, *ray of enfeeblement, true strike*; 2nd—*darkness, extended shield, scorching ray* ×2, *see invisibility* ×2; 3rd—*clairaudience/clairvoyance* ×3, *lightning bolt, nondetection, tongues*; 4th—*confusion, locate creature, scrying* ×3; 5th—*extended scrying* ×2, *Mordenkainen's faithful hound, wall of force*; 6th—*analyze dweomer, greater dispel magic, eyebite, true seeing*; 7th—*greater scrying* ×2, *vision*.

Spellbook: 0—all; 1st—*identify, mage armor, magic missile, ray of enfeeblement, shield, true strike, unseen servant*; 2nd—*darkness, detect thoughts, locate object, Melf's acid arrow, scorching ray, see invisibility*; 3rd—*clairaudience/clairvoyance, lightning bolt, nondetection, protection from energy, tongues*; 4th—*arcane sight, confusion, detect scrying, locate creature, scrying, stonewall*; 5th—*contact other plane, magic jar, Mordenkainen's faithful hound, wall of force*; 6th—*analyze dweomer, greater dispel magic, eyebite, legend lore, mass suggestion, true seeing*; 7th—*banishment, greater scrying, Mordenkainen's sword, vision*.

Possessions: +1 dagger, *pearl of power* (4th-level spell), *amulet of natural armor* +1, *bracers of armor* +3, *ring of protection* +2, *headband of intellect* +2, spellbooks.

☞ **Maggoth Ashbeard, Male Half-fiend Dwarf Rog 12:** CR 15; Medium outsider (augmented humanoid, native); HD 12d6+24; hp 68; Init +9; Spd 20 ft., fly 20 ft. (average), fly 170 ft. (perfect) on the Astral Plane; AC 23, touch 15, flat-footed 23; Base Atk +9; Grp +12; Atk +14 melee (1d10+5/×3, +2 dwarven waraxe) or +15 ranged (1d8+4/×3, composite longbow [+3 Str] with +1 arrow); Full Atk +14/+9 melee (1d10+5/×3, +2 dwarven waraxe) or +15/+10 ranged (1d8+4/×3, composite longbow with +1 arrow); SA opportunist, smite good 1/day, sneak attack +6d6, spell-like abilities; SQ DR 10/magic, darkvision 60 ft., dwarf traits, evasion, immunity to poison, improved uncanny dodge, resistance 10 (acid, cold, electricity, and fire), SR 22, trapfinding, trap sense +4; AL LE; SV Fort +9, Ref +16, Will +6; Str 16, Dex 21, Con 14, Int 17, Wis 8, Cha 10.

Skills: Appraise +18, Balance +7, Disable Device +20, Escape Artist +20, Hide +25, Intimidate +15, Jump +5, Listen +14, Move Silently +25, Open Lock +20, Search +18, Spot +14, Tumble +20. **Feats:** Alertness, Dodge, Improved Initiative, Martial Weapon Proficiency (dwarven waraxe), Mobility, Spring Attack.

Smite Good (Su): Once per day, Maggoth can make a normal melee attack to deal 12 points of extra damage to a good foe.

Spell-like Abilities: 3/day—*darkness, poison* (DC 13); 1/day—*blasphemy* (DC 17), *contagion* (DC 13), *desecrate, unholy blight* (DC 14). Caster level 12th; save DC 10 + spell level.

Possessions: +3 shadow leather armor, +1 buckler, +2 dwarven waraxe, composite longbow (+3 Str) with 20 +1 arrows, *cloak of resistance* +3, *boots of elvenkind*, key to chest in area 5F.

☞ **Mivim the Hr'a'cknir, Male Githyanki Nec 12:** CR 13; Medium humanoid (extraplanar); HD 12d4+36; hp 60; Init +2; Spd 30 ft., fly 180 ft. (perfect) on the Astral Plane; AC 20, touch 14, flat-footed 18; Base Atk +6; Grp +5; Atk +7 melee (1d6+1 plus stun, *rod of astral vengeance*) or +7 melee

touch (death, *mask of the skull*); Full Atk +7/+2 melee (1d6+1 plus stun, *rod of astral vengeance*) or +7 melee touch (death, *mask of the skull*); SA *psionics*, spells; SQ darkvision 60 ft., displacement (20% miss chance granted by body wrappings), *psionics*, SR 17; AL LE; SV Fort +9, Ref +6, Will +9; Str 9, Dex 14, Con 16, Int 18, Wis 13, Cha 13.

Skills: Concentration +18, Decipher Script +19, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (the planes) +19, Spellcraft +21. **Feats:** Combat Casting, Craft Magic Arms and Armor, Craft Rod, Craft Wondrous Item, Great Fortitude, Greater Spell Focus (necromancy), Scribe Scroll, Spell Focus (necromancy).

Psionics (Sp): At will—*arcane sight*, see *invisibility*; 3/day—*sending*; 1/day—*plane shift* (DC 18), *Rary's telepathic bond*. Caster level 12th; save DC 11 + spell level. Some of Mivim's psionic powers are not typically available to githyanki; this is the case with all githyanki *hr'a'cknir*.

Spells Prepared (5/6/6/6/5/4/3; save DC 14 + spell level, DC 16 + spell level for necromancy spells): 0—*daze*, *detect poison*, *message*, *touch of fatigue* ×2; 1st—*chill touch*, *magic missile*, *protection from good*, *ray of enfeeblement* ×2, *shield*; 2nd—*blindness/deafness*, *darkness*, *false life*, *knock*, *spectral hand*, *touch of idiocy*; 3rd—*clairaudience/clairvoyance*, *haste*, *hold person*, *ray of exhaustion*, *slow*, *vampiric touch*; 4th—*animate dead*, *bestow curse*, *dimensional anchor*, *enervation*, *stoneskin*; 5th—*break enchantment*, *dominate person*, *wall of force*, *waves of fatigue*; 6th—*chain lightning*, *circle of death*, *greater dispel magic*.

Mivim cannot cast conjuration spells.

Spellbook: 0—all except *acid splash*; 1st—*cause fear*, *chill touch*, *expeditious retreat*, *magic missile*, *protection from good*, *ray of enfeeblement*, *shield*, *shocking grasp*; 2nd—*arcane lock*, *blindness/deafness*, *command undead*, *darkness*, *daze monster*, *false life*, *knock*, *scare*, *spectral hand*, *touch of idiocy*; 3rd—*clairaudience/clairvoyance*, *fireball*, *greater magic weapon*, *haste*, *hold person*, *lightning bolt*, *magic circle against good*, *nondetection*, *protection from energy*, *ray of exhaustion*, *slow*, *vampiric touch*; 4th—*animate dead*, *bestow curse*, *contagion*, *crushing despair*, *dimensional anchor*, *enervation*, *fear*, *screaming*, *stoneskin*, *wall of fire*; 5th—*break enchantment*, *contact other plane*, *dominate person*, *hold monster*, *magic jar*, *passwall*, *telekinesis*, *wall of force*, *waves of fatigue*; 6th—*analyze dweomer*, *chain lightning*, *circle of death*, *create undead*, *disintegrate*, *eyebite*, *flesh to stone*, *greater dispel magic*, *Tenser's transformation*.

Possessions: *Bracers of armor* +6, *mask of the skull*, *rod of astral vengeance* (see the sidebar), *body wrappings of minor displacement* (treat as a *minor cloak of displacement*), *ring of protection* +2, *spellbook*.

♣ **Rhapsody Nethervane, Female Tiefling Brd 13:** CR 14; Medium outsider (native); HD 13d6; hp 49; Init +2; Spd 30 ft., fly 130 ft. (perfect) on the Astral Plane; AC 12,

touch 12, flat-footed 10; Base Atk +9; Grp +9; Atk +10 melee (1d6+1/18–20, +1 *rapier*) or +11 ranged (1d8/19–20, light crossbow); Full Atk +10/+5 melee (1d6+1/18–20, +1 *rapier*) or +11 ranged (1d8/19–20, light crossbow); SA *darkness*, *fascinate*, spells, *suggestion*; SQ bardic music, bardic knowledge, countersong, inspire competence, inspire courage +2, inspire greatness, resistance 5 (cold, electricity, and fire), *song of freedom*; AL CN; SV Fort +4, Ref +10, Will +10; Str 10, Dex 15, Con 11, Int 13, Wis 14, Cha 19.

Skills: Bluff +22, Concentration +16, Diplomacy +6, Disguise +22, Escape Artist +10, Gather Information +20, Hide +12, Intimidate +6, Sleight of Hand +20, Spellcraft +17. **Feats:** Dodge, Expertise, Improved Disarm, Mobility, Spring Attack.

Darkness (Sp): Rhapsody can use *darkness* once per day (caster level 13th).

Spells Known (3/4/4/4/3; base save DC = 14 + spell level): 0—*dancing lights*, *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*; 1st—*charm person*, *cure light wounds*, *mage armor*, *unseen servant*; 2nd—*cure moderate wounds*, *detect thoughts*, see *invisibility*, *Tasha's hideous laughter*; 3rd—*confusion*, *displacement*, *emotion*, *haste*; 4th—*dimension door*, *greater invisibility*, *hold monster*, *shout*.

Possessions: +1 *rapier*, light crossbow with 20 bolts, *necklace of sonic bursts* (type IV)*, *ioun stone* (incandescent blue), *wand of mirror image* (3rd level; 25 charges), *potion of alter self*, pouch containing 10 pp, iron keys to all locked doors in the Morningstar Inn, spare keys for the inn's guest rooms.

*As necklace of fireballs except it deals sonic damage.

♣ **Vilghoon, Male Githyanki Rog 6/Asn 10:** CR 17; Medium humanoid (extraplanar); HD 16d6+48; hp 100; Init +6; Spd 30 ft., fly 140 ft. (perfect) on the Astral Plane; AC 22, touch 15, flat-footed 17; Base Atk +11; Grp +12; Atk +20 melee (1d6+3/18–20 and wounding, +2 *wounding rapier*); Full Atk +20/+15/+10 melee (1d6+3/18–20 and wounding, +2 *wounding rapier*); SA death attack, poison use, *psionics*, sneak attack +8d6; SQ darkvision 60 ft., evasion, improved uncanny dodge, *psionics*, SR 21, trapfinding, trap sense +5; AL NE; SV Fort +10 (+15 against poison), Ref +20, Will +7; Str 12, Dex 22, Con 16, Int 14, Wis 10, Cha 8.

Skills: Balance +27, Climb +10, Disguise +18, Gather Information +8, Hide +32, Intimidate +11, Jump +3, Listen +9, Move Silently +32, Spot +9, Tumble +25. **Feats:** Improved Two-Weapon Fighting, Stealthy, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier).

Spells Known (4/4/3/3; save DC 12 + spell level): 1st—*disguise self*, *jump*, *sleep*, *true strike*; 2nd—*alter self*, *cat's grace*, *illusory script*, *pass without trace*; 3rd—*deep slumber*, *deeper darkness*,



misdirection, nondetection; 4th—clairaudience/clairvoyance, freedom of movement, greater invisibility, poison.

Death Attack (Ex): After studying victim for 3 rounds, successful melee attack can paralyze or kill. Fortitude save (DC 22) negates.

Poison Use (Ex): Can use poison with no risk of poisoning self.

Psionics (Sp): 3/day—*blur, daze* (DC 9), *dimension door* (DC 13), *mage hand, telekinesis* (DC 14); 1/day—*plane shift* (DC 16). Caster level 16th; save DC 9 + spell level.

Possessions: +3 *shadow studded leather*, +2 *rapier of wounding, dagger of venom, gloves of Dexterity* +4, *cloak of resistance* +2, *boots of elvenkind, amulet of proof against detection and location.*

➤ **Yev'dakai (Commissar of Tu'narath), Male Githyanki Ftr 15:** CR 16; Medium humanoid (extraplanar); HD 15d10+30; hp 152; Init +1; Spd 20 ft. (base 30 ft.), fly 110 ft. (perfect) on the Astral Plane; AC 22, touch 13, flat-footed 21; Base Atk +15; Grp +18; Atk +21 melee (2d6+8/17–20, +2 *silver sword*) or +17 ranged (1d8+4/×3 plus 2d6 unholy, +1 *unholy composite longbow* [+3 Str]) Full Atk +21/+16/+11 melee (2d6+8/17–20, +2 *silver sword*) or +17/+12/+7 ranged (1d8+4/×3 plus 2d6 unholy, +1 *unholy composite longbow* [+3 Str]) or +15/+15/+10/+5 ranged (1d8+4/×3 plus 2d6 unholy, +1 *unholy composite longbow* [+3 Str] with *Rapid Shot*); SA *psionics*; SQ *darkvision* 60 ft., *psionics*, SR 20; AL LE; SV Fort +11, Ref +6, Will +5; Str 16, Dex 12, Con 15, Int 11, Wis 10, Cha 16.

Skills: Intimidate +21, Ride +19. **Feats:** Cleave, Exotic Weapon Proficiency (*silver sword*), Great Cleave, Improved Critical (*greatsword*), Mounted Archery, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Ride-By Attack, Spirited Charge, Weapon Focus (*greatsword*), Weapon Specialization (*greatsword*).

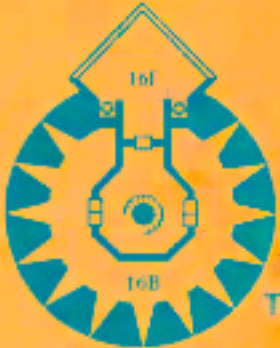
Psionics (Sp): At will—*daze* (DC 13), *mage hand*; 3/day—*blur, dimension door* (DC 17), *telekinesis* (DC 18); 1/day—*plane shift* (DC 20). Caster level 15th; save DC 13 + spell level.

Possessions: +2 *breastplate of command*, +2 *silver sword*, +1 *unholy composite longbow* (+3 Str) with 50 arrows, *amulet of natural armor* +2, *ring of protection* +2.

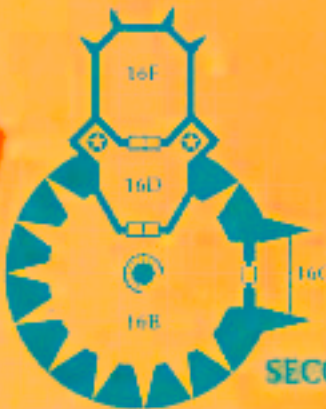
GUARD TOWER



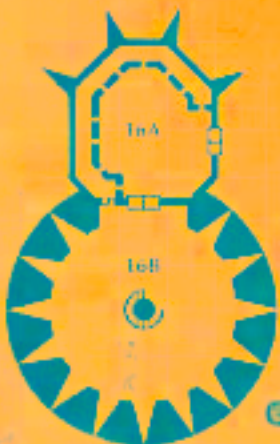
FOURTH FLOOR



THIRD FLOOR



SECOND FLOOR



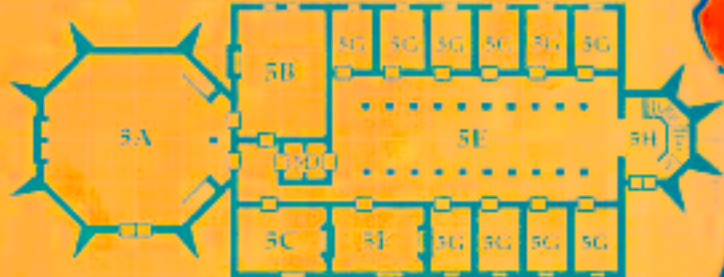
GROUND FLOOR

ONE SQUARE = 5 FEET

UPPER FLOOR



GROUND FLOOR

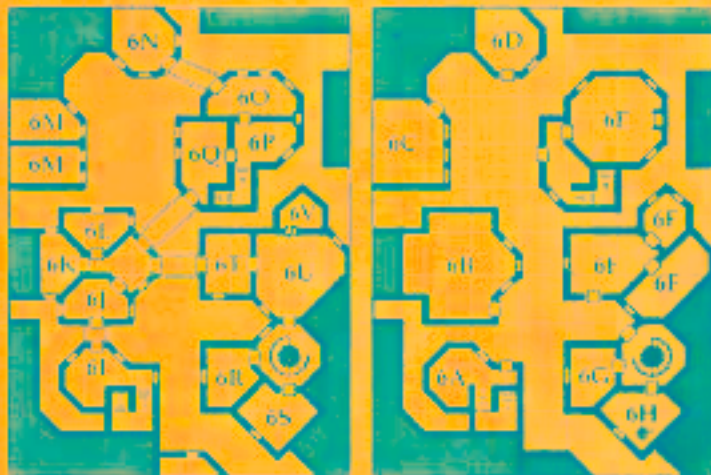


THE MORNING STAR

ONE SQUARE = 5 FEET

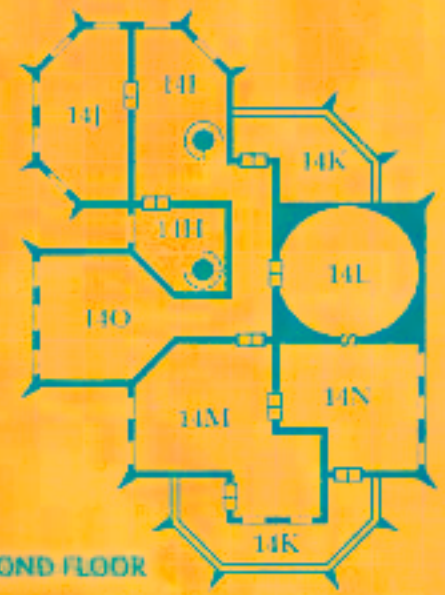
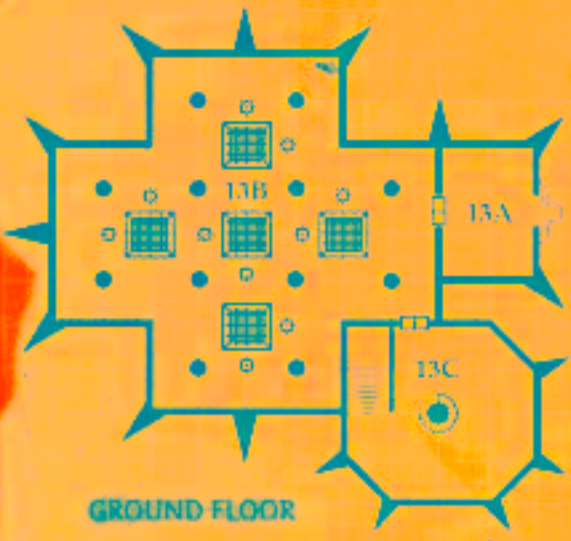
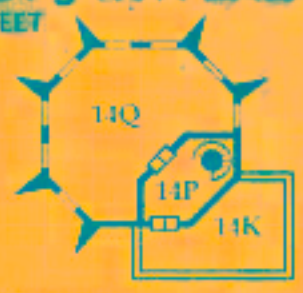
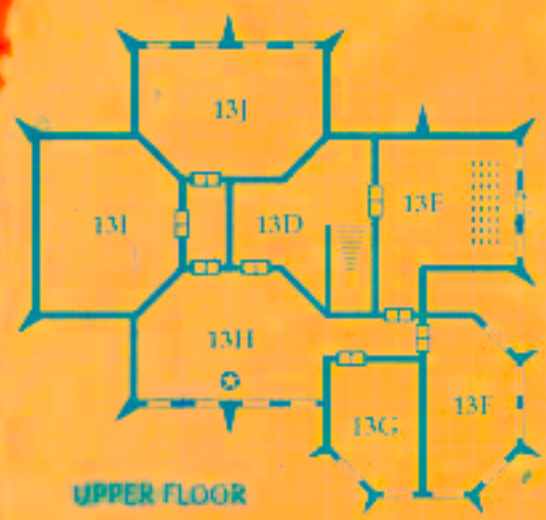
KYN'DL STREET

ONE SQUARE = 10 FEET



BASTION OF J'RYN'ZALAS

ONE SQUARE = 5 FEET



THE WILL OF GITH

ONE SQUARE = 5 FEET

