

THE LICH-QUEENS BELOVED

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The Flying Fortresses surrounding the githyanki capital of Tu'narath can serve as part of an expanded adventure set in and around the city. The following description accompanies the map of the fortresses from the poster map accompanying issue #100.

FLYING FORTRESS (EL 18)

Beyond the city's gravity, floating at various heights around the upper torso and head of the dead god, are numerous defense platforms, where githyanki squads maintain vigilant watch over the city and the astral haze surrounding it. Each defense platform features a small fortress built into a floating chunk of rock; tethered by chains to this fortress are four smaller guard towers built on smaller chunks of astral debris. These structures do not have gravity; creatures move around by thought, at a speed of 10 feet per point of Intelligence.

The "flying fortresses" are spaced 250 to 500 feet from the city and slowly rotate clockwise on lateral axes, the tethered guard towers orbiting the central fortresses like satellites. A

fortress completes one rotation every hour. The fortresses and towers are made of stone set with hundreds of serrated iron spears. The towers have wooden balconies equipped with ballistae (loading time 3 rounds; 3d6 points of damage per bolt). The enormous chains joining the towers to the fortress core are crafted from astral driftmetal (hardness 12; hp 360 each; break DC 45) and measure 200 feet long each.

Creatures: Each fortress is defended by 64 3rd-level githyanki fighters, plus two 7th-level sergeants (called sarths), one 9th-level captain (called the kith'rak), and a juvenile red dragon. The total force counts as one EL 18 encounter once all of the fortress's defenses are bought to bear, since the githyanki sarths can move quickly through the Astral Plane or use their quickened *dimension door* abilities to "hop about" (and bring limited reinforcements through the *dimension door*) instantaneously.

Development: Any attack launched against a fortress brings immediate aid from 1d4 adjacent fortresses. The flying fortresses are close enough that githyanki sarths and kith'raks can use *dimension door* to reach nearby platforms, bringing additional troops with them.



1A. LOWER LEVEL

Jutting from the “underside” of the fortress is an octagonal stone tower enclosed by a 3-foot-high iron-wrought battlement. Eight ballistae are mounted along the edge of the tower, poised to fire in various directions. Hinges on the mounts allow the ballistae to point straight up or tilt down, as required. Next to each ballista rests an unlocked iron trunk containing 6 +1 flaming ballista bolts (which deal 3d6+1 points of damage plus 1d6 points of fire damage each) and 6 normal ballista bolts.

A 5-foot-diameter, 20-foot-long shaft connects a circular hole in the floor of the tower roof to the fortress core. No ladder or other fixture fills the chute, but one can easily navigate the shaft by thought, per movement on the Astral Plane.

1B. NEXUS

This core chamber connects to almost every other room in the fortress proper. A smooth, 5-foot-diameter shaft in the “floor” leads to the tower on the fortress’s underbelly (area 1A). A similar shaft leads up to the main hall (area 1G). Oval archways lead to areas 1C–1F. Ambient light from the surrounding chambers provides dim illumination here.

1C. BARRACKS

Three windows allow the silver luminescence of the Astral Plane to illuminate the room. The central window is a 6-foot-diameter circular hole open to the sky—wide enough for the juvenile dragon or any other Large creature to pass through expeditiously.

1D. SARTHS’ QUARTERS

The githyanki sarths lair here, although they are usually found roaming the fortress.

1E. KITH’RAK’S QUARTERS

The captain’s chamber contains a tall chair behind a somewhat imperious desk. When not roaming the fortress or reporting to superiors in the city, the githyanki kith’rak resides here.

Treasure: The desk contains a cleverly hidden secret drawer (DC 33 Search check) that holds a collection of 1d6 potions (roll randomly).

1F. DRAGON’S DEN

This chamber holds the kith’rak’s juvenile red dragon mount and its small collection of coins (a token reward for the dragon’s loyalty). Three windows set into a wall allow the Astral Plane’s silvery luster to illuminate the chamber. The central window is actually a circular, 6-foot-diameter gaping aperture that the dragon uses to enter and leave the chamber.

Creature: Not surprisingly, the juvenile red dragon has a fiery temperament, and it eagerly accepts any invitation to battle. Although the dragon is small enough to navigate the more constricting areas of the fortress, it prefers to fight in this room or out in the silver void.

Tactics: The dragon is trained to work well with the dragons in neighboring fortresses, using aid another and flanking tactics to take down hard-to-hit prey. The dragon also knows that its wings are not required to propel it through the silver void, which means it can hover in place and attack with its wings as well as its claws, bite, and tail.

Treasure: The dragon floats in the air when it sleeps. The dragon’s hoard lies in the middle of the floor: 2d6 × 1,000 cp, 1d8 × 1,000 sp, 1d4 × 1,000 gp, 1d6 gems (500 gp each), 1d4 pieces of jewelry (1,000 gp each), and 1d4 masterwork items (usually armor, shields, or weapons). If the heroes plunder more than one dragon’s hoard, feel free to replace the gems and jewelry with other nonmagical items of comparable value (goblets, flagons, amphoras, statuettes, ceremonial daggers, bejeweled combs, golden holy symbols, and so on).

1G. GATHERING HALL

A 5-foot-diameter shaft in the middle of the floor leads to area 1B. The mouth of the shaft is ornately carved to resemble the open mouth of a great fresco carved into the surrounding floor—one that depicts the mighty, screaming visage of Gith. The chamber itself is square, with open windows that archers can use to fire upon enemies outside (while reaping the benefits of three-quarters cover).

Two long tables with matching benches are the chamber’s sole furnishings.

1H. TETHERED GUARD SATELLITE

Imagine a floating ball of jagged rock with two stout octagonal towers, one built atop the rock and another mounted underneath it, seemingly upside-down. Imagine a smooth, 5-foot-diameter shaft boring through the middle of the rock to connect the two towers, each of which has protruding wooden balconies equipped with ballistae. Finally, imagine that the whole thing is tethered to a larger fortress by a 200-foot-long iron chain, and you have an accurate picture of this peculiar, floating structure.

Each of these satellites has an “upper” and a “lower” tower, although orientation in the Astral Plane renders such classifications purely subjective. Without gravity hindering them, the githyanki guarding these towers can move between the levels without having to adjust their orientation to match a dominant gravity field.

Each tower balcony has three ballistae with adjustable mounts that enable the weapons to point in various directions

(including straight up). Next to each ballista rests an unlocked iron trunk containing 12 nonmagical ballista bolts.

Creatures: Each satellite encircling the main fortress houses twelve 3rd-level githyanki guards—six on the “upper” tower and six on the “lower” tower.

GUARD STATISTICS

➔ **Guard, Male and Female Githyanki Ftr 3:** Medium humanoid (extraplanar); HD 3d10+9; hp 30; Init +2; Spd 20 ft., fly 130 ft. (perfect) on the Astral Plane; AC 17, touch 12, flat-footed 15; BAB +3; Grap +5; Atk/Full Atk +7 melee (2d6+3/19–20, masterwork greatsword) or +5 ranged (1d8+2/×3, composite longbow [+2 Str]); SA *psionics*; SQ darkvision 60 ft., *psionics*, SR 8; AL LE; SV Fort +6, Ref +3, Will +3; Str 15, Dex 14, Con 16, Int 13, Wis 10, Cha 8.

Skills: Intimidate +3, Knowledge (the planes) +2, Listen +2, Ride +6, Spot +2. **Feats:** Iron Will, Point Blank Shot, Precise Shot, Weapon Focus (greatsword).

Possessions: Breastplate, masterwork greatsword, composite longbow (+2 Str) with 20 arrows.

Psionics (Sp): 3/day—*blur*, *daze* (DC 9). Caster level 3rd.

➔ **Sarth, Male and Female Githyanki Ftr 7:** Medium humanoid (extraplanar); HD 7d10+21; hp 64; Init +2; Spd 20 ft., fly 130 ft. (perfect) on the Astral Plane; AC 19, touch 12, flat-footed 17; BAB +7; Grap +10; Atk +12 melee (2d6+7/19–20, +1 greatsword) or +10 ranged (1d8+4/×3, composite longbow [+3 Str] with +1 arrow); Atk +12/+7 melee (2d6+7/19–20, +1 greatsword) or +10/+5 ranged (1d8+4/×3, composite longbow [+3 Str] with +1 arrow); SA *psionics*; SQ darkvision 60 ft., *psionics*, SR 12; AL LE; SV Fort +8, Ref +4, Will +4; Str 16, Dex 14, Con 16, Int 13, Wis 10, Cha 8.

Skills: Intimidate +5, Knowledge (the planes) +3, Listen +5, Ride +10, Spot +5. **Feats:** Alertness, Iron Will, Point Blank Shot, Power Attack, Precise Shot, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +2 breastplate, +1 greatsword, composite longbow (+3 Str) with 25 +1 arrows.

Psionics (Sp): 3/day—*blur*, *daze* (DC 9), *dimension door*. Caster level 7th.

➔ **Kith'rak, Male or Female Githyanki Ftr 9:** Medium humanoid (extraplanar); HD 9d10+27; hp 81; Init +2; Spd 20 ft., fly 130 ft. (perfect) on the Astral Plane; AC 21, touch 14, flat-footed 19; BAB +9; Grap +12; Atk +14 melee (2d6+7/17–20, +1 keen greatsword) or +13 ranged (1d8+5/×3 plus 1d6 fire, composite longbow [+3 Str] with +2 flaming arrow); Atk +14/+9 melee (2d6+7/17–20, +1 keen greatsword) or +13/+8 ranged (1d8+5/×3 plus 1d6 fire, composite longbow [+3 Str] with +2 flaming arrow); SA *psionics*; SQ darkvision 60 ft., *psionics*, spell resistance 14; AL

LE; SV Fort +9, Ref +5, Will +5; Str 16, Dex 14, Con 16, Int 13, Wis 10, Cha 9.

Skills: Intimidate +7, Knowledge (the planes) +5, Listen +5, Ride +10, Spot +5. **Feats:** Alertness, Iron Will, Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Ride-By Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +2 astral driftmetal breastplate, +1 keen greatsword, composite longbow (+3 Str) with 25 +2 flaming arrows.

Psionics (Sp): 3/day—*blur*, *daze* (DC 9), *dimension door*, *plane shift* (DC 16) *telekinesis* (DC 14). Caster level 9th.

➔ **Juvenile Red Dragon:** hp 168; *Monster Manual* 75.

THE SACRED ORDER OF MAN-BEASTS

The Sacred Order of Man-Beasts, also known as “The Reborn,” are an order of monks and druids dedicated to the natural order of things—that is, the honoring of the land and the bestial nature that is in the heart of man (as they view it). As an order they actively seek to stem, and ultimately reverse, the advancement of civilization. The Agents and Allies featuring the NPC Lone Tooth, by Peter Adkison, presents a member of this unique society.

ALIGNMENT AND PHILOSOPHY

The order's alignment tends toward lawful neutral. Their leanings toward lawfulness are due to the influence of the monks in the order, which drives the order to a systemic, structured approach to their plans. About half of the order's druids are also lawful neutral. The druids who are not lawful neutral help maintain debate and a certain degree of healthy tension in the group, but rarely get their way on major issues. The order veers away from evil due to its respect for nature and all things natural; it is offended by the wanton, careless destruction typical of most evil. However the order is also offended by the destruction and pollution of nature that comes at the hands of civilization, believing strongly that all being should live in harmony with the land—in fact, the order believes in this so strongly that it uses violence to enforce its views. Since the violence could be directed at the woodsmen of fair races, the order would not be considered a force for good by most.

The order believes that, ultimately, all beings should seek to live as one with nature, ideally as an animal life form. Animals are viewed as the most sacred of all life: pure, wild, driven by instinct, ranging free, taking only what they need and living at one with the earth. Given this pursuit, members of the Sacred Order of Man-Beasts see the druidic spell, *reincarnation*, as the most desirable end for all.

VIEWS ON REINCARNATION

The order offers free *reincarnation* spells to any being who has passed on. If a dead body is brought to an outpost of the order they freely *reincarnate* the soul using the standard spell. Occasionally, either to make a point or simply to advance their cause, a higher level member of the order will go to the scene of a battle or other place where many recently-dead corpses lie and casts multiple reincarnation spells. Areas where this order is active have a higher-than-normal population of reincarnated beings.

THE RITUAL OF REBIRTH

The most interesting ritual is reserved for the devout members of the order. Upon reaching 9th level or higher (in any combination of classes, as long as at least five of the levels are in monk or druid), members of the order can partake in the Ritual of Rebirth. In the ritual, the devotee is essentially slain and then reincarnated using the *dire reincarnation* spell (a new spell—see below). *Dire reincarnation* is a higher level version of the *reincarnate* spell that provides a selection of outcomes that is more in line with the order's goals. The only outcome of a casting of this spell is to be reborn as a dire animal, serving the order's goal of "returning to nature." Furthermore, the outcomes are very powerful animals so that devotees can continue to serve the order and act as more effective natural guardians of its goals and secrets.

Dire Reincarnation

Transmutation

Level: Drd 8

Components: V, S, M, DF

Casting Time: 1 hour

Range: Touch

Target: Dead creature touched

Duration: Instantaneous

Saving Throw: None; see text

Spell Resistance: Yes (harmless)

This spell works exactly as the *reincarnate* spell found in the *Player's Handbook*, except the list of possible new forms consists only of dire animals (see below). In addition, the entire body of the deceased creature need not be present for the casting of *dire reincarnate*. A portion of the body is sufficient. The creature can also have been dead for a longer period of time prior to the spell's casting, up to one month per caster level.

d%	Incarnation	Str	Dex	Con
01–13	Dire rat	+0	+6	+2
14–26	Dire weasel	+4	+8	+0

27–39	Dire badger	+4	+6	+8
40–50	Dire bat	+6	+12	+6
51–59	Dire ape	+12	+4	+4
60–68	Dire wolverine	+12	+6	+8
69–77	Dire wolf	+14	+4	+6
78–84	Dire boar	+16	+0	+6
85–90	Dire lion	+14	+4	+6
91–96	Dire bear	+20	+2	+4
97–100	Dire tiger	+16	+4	+6

As with *reincarnate*, the subject of a *dire reincarnate* spell gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like.

A *wish* or *miracle* spell can restore a reincarnated character to his or her original form, although the reincarnated creature can resist if it chooses (Will negates).

Material Component: Rare oils and unguents worth a total of at least 5,000 gp, spread over the remains.



DUNGEON 100 MAP CORRECTIONS

CARTOGRAPHY BY PETER WHITLEY

We try to get them all right, all the time, but sometimes we blow it. In two of the adventures in issue #100, three maps were improperly or inaccurately labeled. Below you'll find the three maps with corrections. The first two are for "Old Embers Never Die," and the last is for "Woe to Mistedale." Our apologies for the errors.



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