



Greetings from the Grey

This adventure is fairly flexible in terms of level, setting, collaborators and even foes. It was originally written as a high level adventure, but can be transformed into a low level adventure in which the PCs are forced to choose potentially uncomfortable allies (Sorcererqueens/kings). The geographic location and Sorcererqueen/king can be changed according to where your PCs are currently position and through minor twisting of the backstory.

Plot Summary

A few hundred years ago, Ashara, a ngangra (templar) of Gulg dared to abandon her Oba to become a druid. After a long time of struggling to purify herself of the effects of dark magic use, she was finally accepted by the elements. Out of gratefulness, she swore to create an area around the city that would be un-defilable. Ashara hoped to do this through a spell she stole from the Oba. Based on ancient elemental magic, it worked in the way of a Tree of Life. While in hiding, senior druids helped her in her careful preparation of the ritual. But like so many utopian plans on Athas, this one failed, too, and Ashara became Athas' most wanted woman. Her last act was to create an actual Tree of Life in defiance of the Oba's forces. In a cruel twist of fate, Ashara, and her surviving companions, became trapped in the Tree which, through Lalali-Puy's corrupting magic, was inadvertently turned into a Tree of Death - the ultimate punishment of the disloyal Templar turned druid. This Tree of Death connects to the negative energy plane, which continuously seeps the life out of the enclosed druids and the surrounding area. The scale of defilement used to be fairly limited, but through recent magic abuse in the area, a larger rift was created, resulting in a gradual blurring between the negative energy plane and a growing area of Athasian land.

More specifically, the area is spreading towards Gulg and, with this, it is encroaching on the Oba's valued spell energy source: her forest. Another group has also noticed the leeching: a network of devout catacomb druids, consisting of ostracised members of the druid community such as ex-defilers, ex-gladiators and ex-thieves. Led by a former bard,

they are engaged in a process of repentance by hiding away from society and working miracles from beneath. Recently, some of their ‘kin’ (animals, plants) have started to transform into full or partial ghosts or undead. When the druids ventured closer to what they deemed the source of the intrusive forces, two of them turned undead themselves by becoming trapped. Shocked by this outcome and unable to approach the source, they are trying to find help. At the same time, the Oba is starting to notice that something is amiss and has started to investigate. After all, as a Supreme Being, she has to construct a believable story for her people as to why this is happening. This leaves the PCs with at least two different employment options, perhaps even a combination of both, and certainly Nibenay would have an interest in the situation, too...

Part 1 – The Druids of the Catacombs

The PCs travel through an area which feels eerily quiet – more quiet than the desert normally would be. They might even come across root or fractal shaped patches of grey (otherwise not unusual on Athas), shadow or fog.

After a while, the PCs notice that they are being observed (they may even be tested, depending on how quickly they find their observers). Their observers are outcast druids who are trying to find out as quickly as possible whether the PCs might be trustworthy and capable enough to help them with a problem of catastrophic proportions. For the secluded druids, it is the first time that they are testing and recruiting an external party, so they are approaching this fairly clumsily. Their actions also depend on whether there is a druid, cleric, thri-kreen or aarakocra in the party. Such parties are considered more trustworthy from the start and will be approached after shorter observation and without testing. The druids will only approach a group with an obvious defiler if they believe that the rest of the group would be useful. Any defiling magic used in combat will be absorbed by Sacrifice spells.

Possible encounters:

- 1) The PCs locate the druids and manage to sneak up to them. They overhear a discussion over how the PCs are to be tested.
- 2) The PCs manage to capture a druid who is spying on them in animal form.
- 3) The PCs are tested with a monster encounter (e.g. a giant scorpion). The druids will judge their social interactions and use of magic/psionics. If the druids are somewhat satisfied, they will

Once the PCs have confronted the druids, or have been approached by them, their leader, Ohar, will explain their ‘problem’: that some of the underground druids in this region are turning into shadow-forms or even ghost and undead. While they are not turned into mindless undead (they remain freewilled), the undead status robs the druids of contact to their land and, with this, their purpose. Creatures and even plants have likewise turned

shadow-form or undead. The druids tell the PCs that they have been able to locate a potential source regions of the problem, but they cannot get close enough to it without entirely dissolving. They were hoping that a more powerful druid, cleric, psionist or even wizard would be able to help them.

Overall, the druids come across as rather odd, as they try to re-engage in social communications. In addition, their encounters with other druids have never been exactly positive, so they are very guarded. This might tempt the PCs into thinking that the 'druids' are an elaborate trap. Who knows what these undead of Athas come up with these days to lure travellers into their reach? Druid PCs and perhaps even elemental clerics should be able to tell that the druids are genuine. Psionists can find out whether the druids are manipulated. The druids will become less tense if the PCs show that they do not have a problem with the druids' previous occupation. Once they have more confidence in the PCs, they will also admit that they are mostly self-taught and do not have knowledge of all druid spells and abilities.

The Catacomb druid party

Ohar (male human druid/gladiator, lawful neutral) STR 18, DEX 16, CON 18, INT 14, WIS 18, CHA 18.

The druids voted to send out Ohar, because he looks the most intimidating and is the most skilled in combat. Because of Ohar's sheer bulk and his shaved tattooed head, he is often mistaken for a mul. For the first time in many years, Ohar bears concealed improvised weapons (axe, dagger), in case the party is attacked. Ohar is calm, thoughtful and observant. He has a deep voice and rarely smiles. He prefers to dress in a simple grey cloak to break with his gladiatorial past, during which he had to constantly manicure and show off his body.

Mahana (female dwarf druid/psion/trader, lawful neutral) STR 14, DEX 13, CON 14, INT 16, WIS 16, CHA 17.

Mahana used to be the administrator and inspector of one of Kalak's iron mines. Although an extremely competent administrator, Mahana somehow did not feel at peace. After an other sleepless night, she finally confided in her mentor who told her that she maybe has her focus wrong. Shocked by this suggestion, Mahana tried to meditate over it. When she failed to concentrate she sought out a place where she had always felt at peace during her psionic training: the quieter parts of the mountains. Going into trance, she suddenly shifted from feeling the workings of her own body to feeling the mountain. On returning to report this experience to her mentor, she found that he wasn't very sympathetic to what he dismissively termed a 'druidic' experience. He advised her to improve her mediation skills. Not having heard about druids, Mahana tried to find out what the term meant, which, over many obstacles, brought her to the Catacomb druids. Mahana is one of the oldest druids in the catacombs, but not the most powerful. She is a capable telepath, but not so much of a fighter. Mahana is always accurately dressed and groomed. She is close friends with Ohar.

Ulam'abid (male human druid, escaped farming slave, neutral). STR 13, DEX 13, CON 13, INT 12, WIS 14, CHA 10.

Ulam'abid grew up as a slave and never really questioned the system he was born into. He only woke up from his stupor when he was wrongly accused of a crime and sentenced to become a sacrifice. On the journey to the place of sacrifice, he managed to escape by accident. He was sucked into a sinkhole, and his ropes had to be chopped, so that no further sacrificial slaves would be dragged under. Once underground, Ulam'abid noticed that he had landed in a cavern. After cautiously exploring the space for a few days, trying to find an exit or a ladder to take him back to the surface, he collapsed from hunger and thirst. Luckily, he was found by the catacomb druids.

While it was never Ulam'abid's ambition to be a druid, he is enjoying the work it involves. He is very good at ensuring that the druids are supplied with food, water and medicines by tending to the mushroom caverns, slugs and other life-forms. To his own surprise, he does not miss the surface much and prefers to stay with the artificial light and cooler climate downstairs. Ulam'abid is nervous about encountering strangers, but he also feels that his world is about to collapse. Otherwise he wouldn't have volunteered (to everyone's surprise).

Part 2 – Into the Catacombs

Once they are convinced that the PCs are not out to rob and kill them, the druids would want the PCs to inspect the catacombs and potentially also the transformed druids. Ideally, the druids would like to blindfold the PCs while taking them into the catacombs. It is not necessarily a secret that there are strange catacombs below the sand, but the knowledge of the way of entering them is a different matter.

The PCs will enter the tunnels not the way the druids would enter the catacombs, but through a sinkhole that cannot be so easily traced. Initially, the caverns will be dark, but as the PCs are acclimatising to the space, the druids will make some light. The PCs will find out that the caverns are lit to different degrees. Some have no light, some are artificially lit by a source they can't identify (rhulisti artefacts) and others are dimly illuminated by fluorescent fungi. The caverns and tunnels themselves are of varying quality, with some appearing more purpose-built (e.g. tiled or decorated) than others.

The druids will avoid showing the PCs too much of their infrastructure e.g. no farming or cistern areas, but the PCs can maybe get a glimpse on some of these areas during their exploration. They will find out that the druids have a small underground lake that provides them with water, fish, small crabs and other unidentifiable protein and vegetable matter. They also cultivate fungi, slugs and insects for food (a typical Athasian diet, really). In addition, there are living and 'library' caves. The library caves contain collections of artefacts found in the caverns. They are a mixture of 'household' and real artefacts made from metal, stone, ceramic and life-shaped materials. The PCs will occasionally notice remnants of paintings on the cave walls.

The Guide

On arriving at a specific area, the PCs will be introduced to a new person, described as a 'guide'. Senji is a half-elf who is the druids' most knowledgeable person on the cave system. She and her rasclinn will get the PCs as safely as possible to the affected areas (if the PCs ask what the Rasclinn's name is, she tells them that they wouldn't be able to pronounce it – but they can call him 'Scout'). Senji will lead them to areas which are the easiest to investigate without getting harmed or trapped. She will also take them to see the affected druids. If the PCs want to approach the investigation in a particular way, they can negotiate it with her. The PCs will notice very quickly that Senji is very used to leading teams, investigating things and sensing/dismantling traps. She also has lightning-fast reflexes. If the PCs want to inspect the surface in some places, she will facilitate this, too, with precautions. If the PCs ask Senji about her past, she will ask them if they haven't figured that out by now... If a thief is in the party, Senji will not react differently towards her or him, unless they are trying to get competitive or 'mansplain'. In this case, Senji will reign them in.

Senji (female half-elf 5th level explorer druid/20th level thief, neutral) STR 13, DEX 21, CON 19, INT 17, WIS 19, CHA 16.

Senji grew up on the streets of Nibenay and had to learn how to survive without the prospect for a respectable job. Due to her considerable talent, she became a sought after thief with the underworld and later even Nibenay himself. For one such mission, Senji had to infiltrate a cell of the Veiled Alliance. It was during this time that she was thrown into conflict, because she witnessed too much barbarism on the part of the Sorcererking, which eventually affected herself as she was left for dead at the end of the mission, her life energy used as spell energy by the king's defilers. Brought to life by her 'fellow' alliance members, who still had not uncovered her identity, she felt too embarrassed to tell them that she had worked undercover. Instead, she left the city and got recruited by the Catacomb druids. Initially unsure about the druid 'profession' (she had never met druids before) and about the apparent cultic nature of the group, she was won over, when she was shown the Catacombs. Instantly falling in love with the cavernous systems and its prospects, Senji became the group's most proficient explorer and cartographer. Despite her love for underground exploration, she is the group member who spends the most time overground. Her primary interest in being a druid is not to restore Athas, but find out more about it. She uses animals and inanimate objects as informants and protection.

Both under and above ground, Senji is accompanied by a male rasclinn. Senji dresses in typical thieves' clothes: tight fitting and with numerous pockets. For a half-elf, Senji is not very tall (her growth was stunted through malnutrition in childhood). She has black eyes and pointy, slightly oversized ears. In fact, her ears are a mutation, which enables her to hear significantly better. Through the defiling magic that killed her she has white hair that she wears tied together in a bunch of dreadlocks. Senji possesses a number of helpful artefacts and is the only druid who routinely bears weapons.

Grey areas and the undead druids

When Senji takes the PCs to the ‘boundary’ areas, from which they can see the ‘dead zone’, the PCs will notice the worryingly fast pace of the growth. The druids can tell the PCs about grey roots that have started to form a network in the caverns. On the surface, the PCs can see a strangely morphed rock formation that has become brittle and ethereal.

The PCs are also brought before an old half-elven druid named Yulesh and her son Yassander, who both became undead during the druids’ investigation. The PCs should be able to notice that both are not the ‘usual undead’ and very much retain their personalities and alignment. So far, the two of them have not dared to go further into the ‘dead zone’, as they feel that they are getting sucked towards something. Yulesh and Yassander are convinced that they were contacted by an intelligent presence that was in some kind of pain or struggle. (In addition, a PC might receive a vision in which they feel hatred towards Lalali-Puy or see parts of the background story).

Yulesh (female undead 15th level bard/former 9th level druid, neutral) former stats: STR 10, DEX 17, CON 12, INT 16, WIS 17, CHA 17.

Yulesh is a former bard and leader of the druids. She is normally busy making paper and writing down druidic knowledge as the group acquires it. She is also the group’s ‘historian’. While still working as a bard in Raam, Yulesh began an apprenticeship with a city druid, because of her son’s interest in all things blooming and creeping. Her abilities marry those of the subterranean and the city druid. In the course of her apprenticeship, Yulesh mostly abandoned her flamboyant bard persona, but still retains aspects of it, for instance, in her manner of speaking or her love of ‘creature comforts’. Originally from Raam, she still wears very Raamite attire, with a distinct druidic element. Pragmatic and eccentric at the same time, Yulesh is trying to see the benefits of her condition, after overcoming the initial shock. So far, she has not found many, but she will keep looking.

Yassander (former 15th level male druid, neutral) STR 15, DEX 19, CON 18, INT 17, WIS 17, CHA 10.

Yassander is the most powerful druid of the group, but has no interest in being its leader. He appears like a human, despite his elven heritage. The result of a fling between his bard mother and a Urikite noble, he is nothing like either of them, but rather a total nerd, engrossed in his shapeshifting ability. He spends as much time as possible in reptile or amphibian form, and even when in human form he retains some of their characteristics. Yassander appears like a cross between a human and a lizard, his skin partially covered in patterns and scales (he does not have hair). His underarms, eyes and nose are especially lizard like. Currently, his form is fixed, which severely distresses him.

Huak (3rd level mutant male mule druid, neutral good) STR 14, DEX 8, CON 14, INT 9, WIS 15, CHA 8.

Huak is an unusual mul. Too short and skill-less to be valuable as a gladiator, Huak was sold off as a teenager to become a security guard for a merchant house in Tyr. After

persistently messing up, Huak was put to work in the quarries, which is where he hit upon the caverns and used them as an escape route. After several weeks of wandering, licking water from the walls and eating whatever creature or moss he could find, he encountered the catacomb druids and found out that he actually makes a half-decent pacifist.

Huak was lucky. When he noticed the grey creeping up from his legs, he did the most sensible thing a druid could do: chop off his legs and hope you can grow new ones over time, like Yassander. Huak's clumsiness may have something to do with his general lack of pain reception.

Rescue mission

While the PCs are interviewing the victims, Senji receives a call for help. A couple of dwarf druids have become enclosed by the dead areas and are in danger of becoming banshees. They have used up most of their spells by moving through stone or putting stone walls in the way of the approaching grey. Senji will try to figure out a route that will get them out or at least to a temporarily safe area. The druids can be rescued either through powerful enough magic to negate the forces of the Grey, at least for a while, or they can be rescued through a secret passage that Senji has not been able to explore so far. She will need the PCs' help to dismantle the trap and to fight the rhulisti constructs that were 'stored' on the other side.

Trap/Rhulisti Gatekeeper: The trap used to be a life-shaped rhulisti identification point. A person wishing to enter the tunnel or room had to put their hand on a type of chemical 'scanner' that would inject a needle into the person's hand and identify whether they were authorised to pass through the wall and its psionic barriers. If not, the gatekeeper would trigger an alarm and send the person to sleep. As life-shaped items tend to need regular maintenance, especially over thousands of years, the wall has died and become covered with dripstone. The psionic wards are still in place, but faulty.

Further, the gatekeeping contraption has mutated and started a symbiosis with nearby fungi, in order to carry on its existence. It has slightly forgotten its purpose, so if a PC puts their hand into the hole, it would instinctively try to pierce it for nutrition rather than chemical analysis. On the other hand, any piece of humanoid matter would trigger memories of some long lost function, leading to a virtually non-sensical reaction such as inserting fluorescent bacteria or hallucinogenic drugs.

Random reaction table d8:

- 1 injection of sleeping drug (alarm no longer works), which only lasts for 2x d20 rounds
- 2 injection of hallucinogenic drug
- 3 taking nutrients out of the PC
- 4 injection of fluorescent bacteria
- 5 purple fumes coming out of the hole, without any effect
- 6 transmission of bits of the creature's memory
- 7 partial opening of door (tiny slit)
- 8 attempt to psionically communicate with PC

Psionics: Because of its rudimentary psionic ability, a patient psionicist should be able to persuade the gatekeeper to open the passage.

Mechanics: A strong fighter or group of people could crash or pass through the wall, but would need to deal with the barriers.

Magic: could deal with the psionic barriers or potentially convince the gatekeeper to open the passage.

Life-shaping: the PCs could feed or administer a drug to the life-shaped item which will make it euphorically try to open the door.

The main problem will be to fully open the passage, as the gatekeeper is not able to open it more than an inch, due to the door being covered in limestone. The druids will be able to help, if need be.

Rhulisti Sleepers: When the PCs have finally crashed, tricked and drugged themselves to the other side of the wall, they will be awaited by mutated life-shaped constructs. Initially intended for tunnel building and maintenance, the constructs have gone insane due to the lack of care and appropriate nutrition. They will try to cut their way through the PCs to run amok through the tunnels. Sporting weird grinding contraptions, they make an unusual foe, especially as the PCs' weapons are ground to shreds (or sharpened in some cases, if they are made from metal). The best way to tackle the constructs is with fire, spells or psionic control. Alternatively, they can just be hacked to pieces.

Part 3 – Into the Grey

The first major challenge in the adventure is to pass through the area which leads to the Tree of Death. The PCs can do this through at least five different ways:

- From the catacombs
- From the surface
- From the air
- From another dimension
- Via psionics or spells which allow communication with the trapped druids

Depending on the abilities and level of the PCs, they can try to

- cast a protective sphere around them
- create matter around them faster than the Grey can consume it
- convince Yulesh and/or Yassander to scout for them
- call a cloud ray and look from the air
- get someone powerful and potentially dangerous to help them

These are a few of the options that are open to the PCs.

What the PCs will see on their way

The PCs are likely to encounter or make visible:

- undead plants and animals
- strange, non-aggressive ghosts/spirits/undead, from the past and present
- grey energy flow
- the rift

The might also receive a call for help from the trapped druids. Alternatively, they might try to contact the Tree of Death themselves. (Roll d4 to find out who they manage to contact. Druid descriptions can be found below).

The Tree of Death

Ashara (former 20th level druid/psionist, lawful neutral)

Ashara is a human druid. In her time, she was a charismatic woman and trusted templar of the Oba. Ashara has intensely strong willpower, which is why she has been able to hold out for so long. If her mind collapses the rift will get completely out of control. Ashara's ghost appears as a tall, dark woman with a shaved head and marked skin. She must not be distracted too much, unless for the final ritual. She is instinctively directing the flow of the grey towards Gulg, as in her mind she is still battling the Oba.

Aouma: Aouma is Ashara's apprentice. Once a quiet, orderly and promising druid, she has become utterly insane from being trapped in the Tree of Death. Aouma makes the most cryptic comments off all the trapped druids that are able to communicate.

K'Trel: K'trel is a Pterran druid and psionist who assisted Ashara in the ritual. His mind has mainly gone blank, but he is able to send images to the PCs' minds.

Vana: Vana is Ashara's companion animal, a dire kirre. Psionically gifted and more intelligent than your ordinary kirre, the animal is capable of rudimentary communication, even with non-druids. Because of its low intelligence level and singular focus on the protection of Ashara, the Kirre is possibly the sanest entity the PCs can contact. On the downside, the Kirre will not be able to elaborate too much on what has happened.

Part 4 – The Tree of Death

The second challenge is to close the rift and undo the magic of the Tree of Death. This can either be done through the use of a powerful spell or trickery. Feel free to throw in extra politics and complications by having Nibenay's or Lalali-Puy's minions appear, who are there to investigate the situation – or to eliminate witnesses...

The key to the closing of the rift lies in understanding that there are powerful druid spirits trapped within the Tree of Death that can be enlisted for help. In the battle between Lalali-Puy and Ashara, not only did the defiling magic contribute to the creation of a Tree of Death, but also a spell that twisted Ashara's alignment and stripped her of her class powers. Once the PCs recognise this, their options include the following:

- 1) A powerful PC group can cast an Atonement spell that would enable Ashara and perhaps even the other trapped druids to fix things from within. The problem will be getting close enough to the tree for a 'touch' attack. This could be solved by preparing a scroll or artefact that is delivered by the newly created undead druids or a magically protected PC. The PCs could even propel an artefact over long distances to the tree or hurl it down from a cloud ray at considerable height. Alternatively, the PCs can persuade someone powerful, a druid, cleric or even Sorcererqueen/king to cast an Atonement spell.
- 2) Due to Ashara's unique willpower and commitment to the druid cause, Lalali-Pu's spell of alignment change was only partially successful. Even after centuries, Ashara's spirit is still battling the effects of the spell and trying to gain some sort of agency to alter the situation. Gifted psionicists could try to get contact with Ashara and help her in her battle – or they could get instructions from her how to prepare a ritual that would stop or reverse what is happening. This would involve the final sacrifice of Ashara and her companions. The process would temporarily speed up the flow from the Grey, as Ashara's mind is distracted.
- 3) If Lalali-Puy shows up, Ashara would abandon the battle against the rift and try to drag the Oba into the Grey. A spectacular battle would ensue that would leave Lalali-Puy very drained. The PCs need to decide whom to help in order to protect Athas from the out-of-control rift.

Once the magic is untwisted, the spirits can close the rift by sacrificing themselves. While the land won't be infused with life energy just yet (the spirits were too weak to do that as well), a good or neutral aligned PCs will find the seed for a Tree of Life on closer inspection. Now what should be done with this...?

On the political level, if the story comes to light that the Oba is responsible for the rift through a mere act of revenge, this could become rather embarrassing for her. Therefore, she will try to prevent this information from getting out, by any means necessary.

Gulg Templars (optional)

Danai (female 15th level defiler, 10th level warrior, lawful evil) STR 14, DEX 17, CON 15, INT 19, WIS 16, CHA 19.

A sharp analyst and strategist, she is one of Lalai-Puy's most trusted ngangas. The mask she wears has magical properties and not only puts a magic shield around her, but also

displays frightening illusions that startle her opponents. Her mask also hides her disturbing features that are getting worse with every use of defiling magic. In addition, Danai has started to use her magic to alter her appearance to appear more otherworldly and frightening. Despite her reputation as a psychopath, she is actually not insane, but uses intimidation and violence strategically. Unlike most citizens of Gulg, Danai is not blinded by Lalai—Puy. While she is loyal to the Oba, she is not uncritical of her. In particular, she worries what might happen to her, if she gets more powerful, having witnessed the most talented defilers disappear before their time. In order to save her life, Danai would become a traitor.

Danai commands a small team of four (feel free to alter the numbers), a 9th level psionicist, a 10th level psychic warrior and scout and two Templars (7th and 12th level). She prefers to fight with magic, but also has an extendable quarterstaff with poisoned blades at each end (she is immune to poisons). If the situation gets too difficult, she will call on Lalali-Puy for help (unless prevented from doing so).

Nibenese spies (optional)

Amata (female 14th level half-elf bard, 4th level preserver, chaotic neutral)

Ubar (male half-giant 14th level bard, lawful neutral)

Amata and Ubar grew up together on the streets of Urik, earning their money as street performers. While Ubar would tell a story with his booming voice, accompanied by drums and other sound effects, Amata would perform and dance the story. The pair was recruited by a travelling circus that treated them surprisingly decently. They were even taught them how to read and write, under the condition that they would not tell anyone. Amata soon found out that the leader of the circus, a charismatic half-elf named woman named Ranak, was more than just a performer. After Ranak died during a spying mission, Amata was approached by Nibenay to become her successor in exchange for a more comfortable life. Although the risk was pretty obvious, Amata accepted. After all, she never felt any loyalty towards her birthplace. Only Ubar knows that she is a spy. It makes him uncomfortable, he also profits from it, as Amata shares her income. He is more uncomfortable with Amata's latest interest: magic.

Amata will not take on too many risks for her spying activities, but she will try to gather as much information as possible. The PCs might be placed in a situation where they need to protect Amata and her fellow performers, if Danai finds them too close to the action. Alternatively, Nibenese support might show up based on Amata's information, perhaps even Nibenay himself.

Amata has the body of a dancer and acrobat. She has the sand coloured hair of an elf, enhanced with dyed dark streaks. A combination of practical and eccentric, she has a taste for expensive, but not ostentatious looking clothes and wears a lot of finely crafted leather, chitin and agafari jewellery.

Ubar shares her taste in clothes and jewellery, only a few sizes larger. He clearly prefers city life, and tries to travel in as much 'style' as possible. Ubar is a reasonably good weaponless fighter, relying on a combination of strength and smooth movement.

Rihat (male human 4th level bard, chaotic neutral)

After Ranak's death, Amata and Ubar did not get on with the new leader and decided to leave the circus, taking on one apprentice from a sea of silt village. Rihat appears 'mostly human', although his ancestry is unknown. He has a slight mutation and therefore bright red hair, pale skin and black eyes. This makes him quite vulnerable to the sun, which is why he keeps his skin covered during the day. Rihat is a gifted story teller, as well as set, sound and costume designer, but he is hopeless as a performer. Amata is paying for him to learn how to read, write and note down musical scores whenever they are in a city. She thinks that he has a bright future. In moment, his musical plays are more than doubling their audiences. Rihat is very immersed in his learning and, despite his travelling, not very good at survival. He is not a good fighter, but pretty good at dodging.

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Helpful materials:

The Ivory Triangle Boxed Set

Earth, Air, Fire and Water

Defilers & Preservers

Dark Sun Campaign Setting (any edition)

Psionic Artefacts of Athas (for lifeshaped artefacts)

Windriders of the Jagged Cliffs (for rhulisti history and life-shaping)