

War of the Burning Sky

Campaign Guide by Ryan Nock



For the Game Master



Requires the use of a Roleplaying Game Core Book published by Wizards of the Coast, Inc.



WAR OF THE BURNING SKY

CAMPAIGN GUIDE

BY RYAN NOCK

As the new year dawns, weather across the lands of Ragesia takes a sudden chill turn. The sky darkens with the shades of oncoming winter, and worry rises as regular channels of communication between nations suddenly cease. Slowly, throughout the lands claimed by the Ragesian Empire, rumors spread between isolated villages, traveling by foot and horse and word of mouth, rumors that Drakus Coaltongue, the immortal emperor whose armies conquered every land he set his gaze upon, has fallen in a distant land to the west. How the tyrant was defeated is unknown, but if it is true, everyone knows that a war is coming. The generals of Emperor Coaltongue will strike for control, oppressed peoples will rise up in rebellion, and dangers once held in check only by fear of the immortal emperor will bring doom to the world.

Those in power are preparing for the coming conflict, readying fervent armies and powerful weapons and subtle, deceptive plots, but two questions burn in their minds: who killed the immortal Emperor Coaltongue; and what has become of the artifact that would let a man rule of the world? Who has the Torch of the Burning Sky?

War of the Burning Sky is a high fantasy campaign saga that thrusts the player characters into a war of mythic proportions. Ever-escalating conflicts, powered by mighty magic and fervent faith, threaten the heroes' freedom and lives, and even the world itself.

Driven out of their homelands by the dogs of war, the heroes head for a distant safe haven, a mages' school named Lyceum, which has sent up a rallying cry for those who wish to resist the warmongers. Sent on missions by the leaders of Lyceum, the heroes form alliances to build an army, and they discover strange secrets that underlie the conflict. As the war reaches a climax, powerful magic superweapons

threaten to scorch the world or sunder reality and leave nothing but nightmares.

INTRODUCTION

Welcome to the *War of the Burning Sky* campaign saga. Throughout the course of the campaign saga, a party of heroes will become involved in an escalating war between mighty magical nations, and after many adventures, military battles, and mysterious intrigue, it will be up to them to decide who will rule in the aftermath.

Starting any campaign and seeing it through to the end can be challenging, so we present this document as an overview of the campaign saga, the characters and locations involved, and the optional material you can show the PCs, such as new feats, class abilities, spells, and items.

If you're a player, we highly recommend you don't read any further. Any rules material you will need is presented in the *War of the Burning Sky Player's Guide*, available separately.

Everything in this book other than the covers, the title and contents page, the illustrations, "EN Publishing," the EN Publishing logo, character and place names, story elements, and EN Publishing product titles is designated Open Game Content.

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SECTION ONE: CAMPAIGN OUTLINE

While every adventure should be fun and exciting, when we designed the *War of the Burning Sky* campaign saga, we wanted to do something novel, and give the players a chance to influence political events in the world, to lead armies into battle, and to possibly rule the world or let it be destroyed as they see fit. The PCs will get to play with some big guns, and as the campaign nears its climax you will witness the horrifying potential of magic on the field of war. Before the campaign is over, the players will:

- Fight the living incarnation of an eternal forest fire.
- Battle a cell of magical spies while a hurricane rages around them.
- Carry out military operations ranging from infantry maneuvers and spying, to cavalry charges and tactical strike missions.
- Adventure through the memories of an enemy ruler in order to learn her secrets.
- Defend against a battalion of soldiers mounted on war mammoths and their frost giant allies in an arctic waste in order to protect a vital *teleportation circle*.
- Engage in street-to-street fighting in an occupied metropolis, led by a traitor toward a trap that will destroy the entire city.
- Get their hands on an artifact and *actually* use it to turn the tide of the war.

There are 20 levels of abilities and more in the d20 system, and we set out to let you use almost everything the system has to offer. If you'd prefer to avoid the admittedly complicated events of high-level adventures, we've included ways to end the campaign satisfactorily after the fourth or eighth adventure. If you'd like to start the campaign with player characters that are already reasonably powerful, we've included ways to instead start the campaign with either of those two adventures. But of course we hope you'll take it from its portentous beginning to its epic finale.

Finally, while not everyone looks for morality tales in their gaming, we hope that players may find more in this war than simple heroism and epic conflicts.

The most memorable stories in war are not about the battles, but about the people, and how they are affected. The campaign saga is designed, ultimately, to encourage peace, and winning with the aid of allies, even those who might normally be perceived as enemies. While the heroes will face true villains and scoundrels, this is not wholly a battle between good and evil. Seeking peace is the harder option, but without peace, even the final enemy's fall cannot bring true victory.

CAMPAIGN OVERVIEW

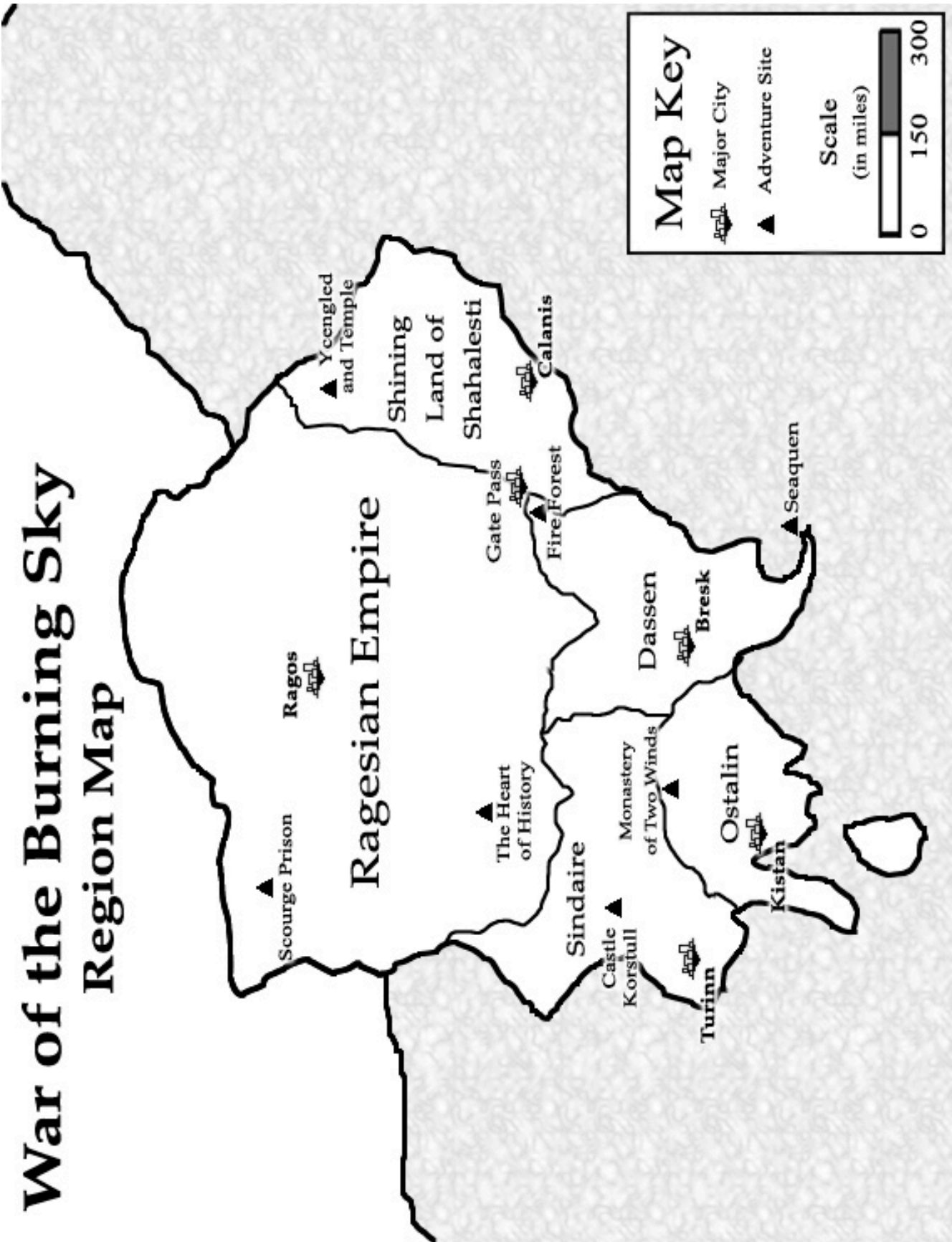
War of the Burning Sky consists of 12 adventures, which should take characters from 1st level to 20th level and possibly a few levels beyond. We've included four options for running an abridged version of the campaign as well, detailed later in this section.

The Plot in a Fiery Nutshell

The campaign begins after the assassination of Drakus Coaltongue, the emperor of the Ragesian Empire. Various leaders look to claim power in the resulting vacuum, and while this will eventually lead to open war, the most immediate threat comes in the form of the Scourge, a decree that all disloyal users of magic in Ragesia and surrounding lands are to be captured or killed.

The decree is from Supreme Inquisitor Leska, who commanded Ragesia's anti-magic inquisitors and who now wants to rule. Meanwhile Shaaladel, ruler of the Shahalesti nation which has an unstable peace with Ragesia, attempts to retrieve the Torch of the Burning Sky, source of the Ragesian Empire's power. In the remote Monastery of Two Winds, a wizard named Pilus creates a doomsday weapon in the form of a living airship powered by elemental forces, which he plans to use to seize power after he betrays his Ragesian allies. Finally, a race of dream monsters called the trillith ascend from deep underground; they sense a weakness in the Material Plane that will let them sunder the world into dreams.

Now, as the Ragesian armies scramble to quell the rebellions that followed in the wake of the



emperor's fall, those magic-users at the edges of the Ragesian Empire see a brief window to escape. All that stops them is the question, where can they hide? For no land is beyond the cruel, searing reach of the Ragesian Empire.

Hope comes from the south, in a meager coastal town called Seaquen, where a small magical academy known as the Lyceum has called those who oppose the Empire to rally under its banner. All across the Ragesian Empire, thousands of stalwart or desperate heroes have set out, hoping to find safety at this insignificant, overlooked academy.

The Adventures

The Scouring of Gate Pass, by Ryan Nock.

Level 1. Release January 07.

As the Ragesian army marches upon the neutral city of Gate Pass, the PCs must retrieve vital war intelligence from a spy and deliver it to the distant wizards' school of Lyceum, but first they have to find a way out of a besieged city before Gate Pass falls and the inquisitors, Ragesia's infamous mage-hunting clerics, find them.

The Indomitable Fire Forest of Innenotdar, by Jacob Driscoll.

Level 3. Release February 07.

The journey between Gate Pass and Lyceum is dangerous, and along the way the heroes must survive passage through a forest that has burned for decades, where a dream monster known as a trillith holds sway. The trillith, which calls itself Indomitability, is trapped by the last survivors of the forest, a clan of pernicious fey whose magical song holds the key to defeating these strange nightmare beings.

Shelter From the Storm, by Ryan Nock.

Level 5. Release March 07.

Once the heroes reach Lyceum, located in a small seaside village named Seaquen, they have to navigate various political dangers (like spies from Ragesia, power hungry refugees, and a fleet of hostile Shahalesti elves), prove themselves loyal to the fight against Ragesia, and rescue the town when a magical hurricane strikes, conjured by agents of

KEY NAMES AND PLACES

Emperor Coaltongue: Drakus Coaltongue has ruled Ragesia for decades, slowly expanding its borders through cunning and conquest. He was rumored to be immortal, but now he is rumored to be dead, which has Ragesia up in arms.

The Torch of the Burning Sky: Coaltongue's success heavily depended on the Torch, an artifact he acquired years ago. All the common person knows is that when the emperor lights the torch, he calls a pillar of fire down from the sky that carries him and his armies to wherever he desires.

Gate Pass: The Free Citystate of Gate Pass lies in the Otdar Mountains, which is the eastern border of Ragesia. The pass a major conduit between Ragesia and their elvish allies to the east, the Shahalesti. Control of it is vital.

The Shining Land of Shahalesti: The elves of Shahalesti cast their lot in with the Ragesians years ago, which allowed the rather insular nation to rise to power, but now their alliance is strained. Everyone knows that the elvish ruler, Lord Shaaladel, has his sights set on inheriting after Coaltongue's death. Shaaladel's daughter Shaloshia is not power-hungry like her father, and she provides an avenue for alliance with the heroes.

Supreme Inquisitor Leska: One of Coaltongue's closest advisors, the aged witch named Leska has trained a mighty force of clerics specialized in countermagic. Concealed by bear skull masks, these 'inquisitors' as they are known do Leska's every bidding.

Dassen, Sindaire, Ostalin: Three nations on the borders of Ragesia and Shahalesti, who might be allies or enemies.

Pilus, Master of the East Wind: The monk-sorcerer Pilus, a master of air magic and the creature-sculpting art of biomancy, sees the war as an opportunity to claim power. He may feign allegiance with the heroes, but he is merely a cunning liar.

an unknown villain. They learn that teleportation magic has gone awry, and the heads of Lyceum think it has something to do with the missing Torch of the Burning Sky.

At the end of the adventure, word comes that Ragesia has taken note of Lyceum, and that an army has been dispatched to destroy the school.

The Mad King's Banquet, by Hamid Raoof.

Level 6. Release April 07.

Lyceum sends the heroes on a mission to find allies in the nearby nation of Dassen before Ragesia's army arrives. There they discover a trillith named Madness, another dream monster like the one in the fire forest, is manipulating the king. The heroes help a sympathetic noble named Duke Gallo battle the forces of the mad king. Seaquen's survival depends on their success.

Mission to the Monastery of Two Winds, by Andrew Kenrick.

Level 8. Release May 07.

The heroes are sent on another mission by Seaquen, to a monastery in Ostalin where monks who worship the wind are being threatened by the remnants of the army the Ragesian emperor was commanding before he was assassinated. The heads of the monastery, a pair of brothers named Longinus and Pilus, offer to aid the PCs in retrieving the lost Torch of the Burning Sky if they help them fight the army, but clues suggest that the monastery may have been responsible for the hurricane in Seaquen.

Tears of the Burning Sky, by Ken Marable.

Level 10. Release June 07.

The heroes race ahead of an enemy army, fighting its way inside the abandoned fortress in the nation of Sindaire — Castle Korstull — where Emperor Coaltongue was slain. The castle is now overrun by undead, animated by a strange fiery tear in the fabric of the planes. The castle holds the clue of what has happened to the Torch, but the heroes will have to fight to learn it.

The Trial of Echoed Souls, by Neil D'Cruze.

Level 12. Release July 07.

In the haunted forest of Ycengled, the heroes locate the assassins who have the Torch, but learn that they have damaged it, removing a key piece of its magic in a nearby psionic temple, which the party must brave if they wish to use the powerful artifact. In the temple, the heroes face dangers of the past, and learn secrets that drive the next several adventures. The Torch is only partially repaired, giving the heroes mobility, but not enough to teleport armies.

O Wintry Song of Agony, by Felipe Correa.

Level 14. Release August 07.

A clue from the temple leads the heroes to a secret facility operated by minions of Leska in the frozen reaches of northern Ragesia. Under the facility is a strange prison where waves of agony overwhelm the inmates — all of them captured mages who were seized by the Scourge. The agony comes from a trillith, who is being used to power experiments with some strange superweapon Leska is working on. The heroes rescue Etinifi, a prisoner who knows Leska's weaknesses.

The Festival of Dreams, by Ryan Nock.

Level 16. Release September 07.

With the aid of whatever allies they have secured, the heroes return to the city of Gate Pass where the campaign began, with the goals of liberating the city and swaying the allegiance of Leska's armies. They learn that Leska is trying to use the dream monsters as fuel for a device that will let her control magic over a long distance, while the trillith have another desire — to release the bonds of the world and turn it into nothing but dreams. When a defiant religious festival is interrupted by the appearance of a nightmare swarm, the heroes must locate a disloyal trillith who can help them stop the incursion.

Sleep, Ye Cursed Child, by Wolfgang Baur.

Level 17+. Release October 07.

With news arriving that Leska is preparing her superweapon and that Pilus's airship is aimed for Seaquen, the heroes need to reactivate the Torch, so

they can respond to both threats. Their mission takes them into the Underdark, to the lair of the Mother of Dreams, source of the trillith, whose power created the Torch of the Burning, and who they hope can fix it. While war rages on the surface, the heroes must find unlikely allies amid the evil races of the deep, and must battle the nightmares of a sleeping dragon in order to free her from her curse.

***Under the Eye of the Tempest*, by Shane O'Connor.**
Level 17+. Release November 07.

Certain of his own invincibility, the stormy archmage Pilus sets his sights on destroying his old rivals, the mages of Lyceum Academy. Once again a storm rolls over the town of Seaquen, but this tempest bears an army amid its thunder. The heroes board Pilus's mile-long living airship and fight their way to its brain, but to kill the leviathan's master, they must slay the beast as well, for the lich Pilus has chosen an unusual form for his phylactery.

***The Beating of the Aquiline Heart*, by Ryan Nock.**
Level 17+. Release December 07.

The immortal blood of Avilona, elemental spirit of air, runs in the veins of Supreme Inquisitor Leska, and she has had time enough to gather her power. Her armies defend the great rift called the Heart of History where lies the still beating Aquiline Heart, and the heroes must lead one final assault into the fiery breast of the Ragesian Empire.

TIMELINE FOR THE WAR

Assuming you use the full version of the campaign and that the PCs are successful in their adventures, the war will likely progress as follows. This is a very rough timeline, so feel free to expand or compress periods of time to account for the PCs taking side quests, traveling at different speeds, or spending time training or crafting magic items. Obviously, access to swift travel, particularly teleportation, may speed up these events, but in general the war moves at the speed of normal troops, because no small group of teleporting adventures is able to destroy an entire army by itself.

At least not until high level.

- **November** — Emperor Coaltongue is killed in Castle Korstull and abducted by the drow assassins. Teleportation becomes deadly. The first Ragesian army is left stranded in Sindaire under the command of General Magdus. He orders a retreat from the flaming storm over Castle Korstull.
- **December** — Supreme Inquisitor Leska, who seeks to seize control of Ragesia with a strong show of force, orders General Magdus moves his forces to settle in for the winter and then join up with the Ragesian imperial navy when it begins a blockade of Turinn, the capital city of Sindaire, in March. Ragesia announces its intention to retaliate against the nations of Sindaire and Shahalesti for their involvement in the assassination of Emperor Coaltongue.

In response to the announcement, Shahalesti sends out diplomatic envoys to nearby nations, seeking allies.

- **January** — The second Ragesian army under command of General Danava assaults Gate Pass (*The Scouring of Gate Pass*), while the fourth army marches through the mountains in the northlands, both attempting to press into Shahalesti. Gate Pass resists, and so Danava lays siege, demanding that the city open its gates to a contingent of Ragesian Inquisitors, who will check whether the city is harboring enemies. Gate Pass kowtows, allowing the Inquisitors inside, but this is a ruse to lure them away from the bulk

of the army, leaving the Ragesians vulnerable to evocation magic cast by the archmage Gabal and his students. The inquisitors slay Gabal, but not before he destroys the Ragesian siege engines. Danava retreats to regroup.

- **February** — The trillith begin locating lost brethren, gathering their power while secretly working with Leska to develop her Scourge (*The Indomitable Fire Forest of Innenotdar*). The third Ragesian army under the command of General Revulus joins with Danava's army, and by the end of the month they assault Gate Pass again. The fight lasts more than a month.

A fleet bearing the Shahalesti diplomatic envoy arrives in Dassen. Paranoid king Steppengard believes they are enemies, so the envoy tries to contact other people in power, including the head of the mage's school Lyceum, in Seaquen.

- **March** — Despite the fact that winter seems not to be turning to spring, a supernatural hurricane strikes Seaquen, destroying the Shahalesti fleet at an inopportune moment, ruining the chance for diplomacy (*Shelter from the Storm*). Seaquen looks for defenses against Ragesia and others, and sends envoys of its own to various Dassen nobles. They also send a group to the Monastery of Two Winds, to investigate clues that suggest the hurricane was directed by someone there.

In northern Shahalesti, the fourth Ragesian army conquers a few cities, and heads for Nacaan, capital of the northern Shahalesti state.

In Sindaire, the blockade of Turinn begins, but before the first army under Magdus can move to their aid, the army of Ostalin invades Sindaire from the south, looking to expand its holdings. Magdus stays put, and protests with Leska, who he does not recognize as the legitimate ruler of Ragesia.

- **April** — Gate Pass falls to Ragesia, a costly first step into Shahalesti. Danava's second army marches on to Shahalesti, while Revulus takes his third army south, into Dassen. They make their first assault toward the end of the month, and find little resistance, since Steppengard, the paranoid king, has pulled all his armies in

to defend him, leaving the borders unsecured. However, Dassen loyalists, with the aid of Seaquen, hold off their entrance to the country (*The Mad King's Banquet*).

The fourth army captures Nacaan. Things look bleak for Shahalesti as the fourth and second army link up and make plans to march on Calanis, the capital.

- **May** — Shaloshia of Shahalesti contacts General Magdus and convinces him her nation will support him as the new ruler of Ragesia.

Looking for allies, an ambitious archmage named Pilus, from the Monastery of Two Winds, hosts the ruler of Ostalin, Khagan Onamdamin. Pilus shows his experimental airship, *The Tempest*, which is large enough to carry an army. The airship is close to completion, but while Pilus plans to use it to seize power for himself, Pilus's brother Longinus clears away the firestorm over Castle Korstull to help agents of Seaquen (*Mission to the Monastery of Two Winds*).

- **June** — Magdus and Shaloshia pursue the agents of Seaquen to Castle Korstull, but are unable to retrieve clues to the location of the Torch of the Burning Sky (*Tears of the Burning Sky*). Lord Shaaladel, knowing that the Torch would let his people stop the Ragesian drive into their territory, devotes a massive amount of resources to tracking down those who pursue the Torch.
- **July** — Agents of Seaquen recover the Torch, and lend its aid to their allies (*The Trial of Echoed Souls*). Who those allies are will depend solely on the actions and opinions of the PCs.
- **August** — The counteroffensive against Ragesia begins with an attack against Leska's research fortress, where she was developing her Scourge superweapon (*O Wintry Song of Agony*).
- **September** — Shahalesti, having succeeded in stopping the push by Ragesia into their homeland, battles over the city of Gate Pass, trying to gain its own foothold in Ragesia. However, both armies are driven away by the arrival of a massive horde of trillith from under the earth (*The Festival of Dreams*).

WHAT IF THEY DO NOTHING?

Without the PCs present, things go much the same, up until adventure 4. Without their aid, Dassen falls before the army of Revulus. Then, when the PCs would be getting help from Longinus at the Monastery of Two Winds, instead Shaloshia convinces Magdus to remove his garrison, and so it is Shaloshia and Magdus who head to Castle Korstull to find out where the Torch is.

Then, while Shahalesti elite forces rush to retrieve the Torch, Magdus takes his army to Turinn, capital of Sindaire, which is under naval blockade and under attack by Ostalin. Magdus's army, aided by the native Sindairese, break Ostalin's forces, then use treachery to destroy the Ragesian fleet. Pilus, seeing his success, sides with Magdus and the Shahalesti, with full intention of betraying them later. Ostalin turns its attention to Dassen, and either they or Revulus's third army destroy Seaquen.

The Shahalesti retrieve the Torch, and use it to their advantage, but because they do not have access the military intelligence that the party delivered out of Gate Pass way back in the first adventure, they don't know about Leska's superweapon. Even with the aid of the Torch and Pilus's airship, they cannot do much when Leska starts turning off magic. After a few spectacular aerial assaults, Pilus's airship falls unceremoniously from the sky.

Eventually Shahalesti forces destroy the device powering the Scourge, and it looks like the war will devolve into a traditional, gritty ground war, with armies slowly grinding for territory. Shahalesti starts rounding up captured orcs and half-orcs and discreetly having them killed even though they are officially prisoners of war. Then, while no one is paying attention, the trillith destroy the Heart, and everyone dies.

And you thought the first adventure wasn't going to be pivotal.

- **October** — The conflict comes to a head, though this could happen many possible ways. The trillith discover where the Aquiline Heart is located, and they attempt to create the dream of Annihilation so they can destroy the Heart and with it the material world (*Sleep, Ye Cursed Child*). Meanwhile, Pilus and his airship, loaded with the army of Ostalin, allies with whoever the party likes least, and sets out to destroy Seaquen (*Under the Eye of the Tempest*). And finally, Supreme Inquisitor Leska must be defeated before she activates the Scourge, powering it with the blood of the Aquiline Heart (*The Beating of the Aquiline Heart*).

SECTION TWO: CAMPAIGN VARIANTS

ABRIDGED CAMPAIGNS

In the full version of the campaign, there are two major nations at war — Ragesia and Shahalesti — plus Pilus as a third party who wants to seize power, and the trillith who see the war as an opportunity to reshape reality to their whims. The conflict engulfs the region, and the party must deal with multiple foes and allies at once, but they ultimately have the chance to decide who will rule in the war's aftermath.

Alternative 1 — Freeing Gate Pass

This shortened version uses adventures 1 through 4 and stops when the PCs are around 8th level. The conflict begins the same, between Ragesia and Shahalesti, and the party's goal is to gain allies to come to the aid of the neutral city Gate Pass, which is a proxy battleground between the two nations. The campaign ends once the party succeeds in bringing in Dassen as a third power to force an armistice.

Alternative 2 — Defeating the Ragesian Empire

This version uses adventures 1 through 8, stopping when the PCs are around 15th level. As above, the party seeks allies to rescue Gate Pass, but Ragesia does not relent, and the party must recover the Torch, ally with Dassen and Shahalesti, and kill Leska while she is overseeing the final stages of her superweapon's construction. (Sort of like *Return of the Jedi*.) Pilus and the trillith play only a minor role.

Alternative 3 — Restoring the Rightful Ruler

In this unusual version, which uses adventures 4 through 8, Dassen becomes part of Ragesia, loyal to the fallen emperor. Leska had the emperor killed and kidnapped (hiding him so he could not be raised), and she intends to secure her rule through a reign of terror. The party must first defend Dassen from Leska's armies, then locate and rescue Coaltongue, climaxing with an assault on Leska's base of operations in the northern tundra.

Alternative 4 — The Trillith Incursion

This final alternative uses adventure 8 and 9, then 11, 12, and finally 10. The trillith have corrupted the empress Leska, and with their ally Pilus they seek to destroy the world. This story arc begins with the party learning about a strange research facility in the tundra, and upon investigating they learn of the trillith's plan. The trillith make Leska attack Gate Pass with her armies, allowing them to emerge and take bodies. The party must stop Pilus and his airship of nightmare creatures from laying wastes to cities, then thwart the trilliths' plans to seize the Aquiline Heart. Finally, the party must delve deep underground to finish off the dreaming mother of the trillith.

TWEAKING THE SETTING

War of the Burning Sky is intended to fit into any setting, but we use a baseline setting as the core of the campaign saga. If you want to place this campaign saga in an existing setting, you might simply say that Ragesia and the lands around it lie far from the realms the PCs have previously experienced or in a distant part of the world. Or you might prefer to find an area that closely parallels the terrain and nations of the campaign saga.

You can easily change a great many details about the adventures in the campaign saga to fit your own setting, without ruining the plot of the adventures. There are only three major requirements for choosing a location for the campaign. First, two nations must be willing to go to war, and several nearby lands must be affected or threatened by this war. Second, the two main nations must have some sort of difficult passage separating them, which they must claim before they can press into each other's land — a mountain pass, a narrow isthmus, a magical portal, or a safe road through trackless wastes. Third, you have to be willing to create a few minor locations, such as towns, monasteries, temples, and forests.

To help reduce the amount of work necessary to make the campaign fit to your setting, the following section provides suggestions on what you want to look for when choosing what people and places will

stand in for those of the campaign saga.

Nations and Cities: When looking for nations in an existing setting, Ragesia's stand-in should be able to field a large enough army to potentially conquer all its neighboring lands. Shahalesti's stand-in should be slightly weaker than Ragesia, somewhat militant but not evil. The two nations should be neighbors or fairly close. The events of the adventures one and nine hinge on there being a neutral city between the two nations, which stands in the way of their conflict, though any restrictive terrain could work as well as the mountain range assumed by the adventure.

The rest of the surrounding nations can be whatever you want, though you will want to try to keep a similar geography in the relation between Ragesia and Dassen, so that the fire forest of adventure two can provide an actual shortcut. It's a small enough area that it should not be hard to add.

There could be many smaller nations involved in this conflict, but whatever you do, make sure that the conflict doesn't stretch far enough that nations far more powerful than Ragesia and Shahalesti get involved. The PCs should feel like they're the underdogs, and that they have a big fight ahead of them. Other nations should not be interested enough to simply sweep in and save the day; that's for the party to do.

Major NPCs: The two biggest sparks of the war are the vacuum left after the fall of a powerful warlord, and the desire to retrieve the artifact that let him come to power in the first place. The specifics of the warlord can vary easily. Emperor Coaltongue's stand-in just needs to be feared and cunning, and to have commanded armies, but his age, race, and even class could certainly change. He might have only recently begun his march to power, and he might only have had the Torch of Burning Sky for a short time.

Leska and her anti-magic inquisitors are a fairly large component of the campaign setting, but any group of ominous minions work. The inquisitors could be a recent development, rather than a deep institution of Ragesia. Leska's stand-in just needs to be the "hands-off manipulative genius" style of villain.

PSIONICS

The powers of the trillith are closely modeled on psionic powers, so if you allow psionics in your campaign, your players will likely notice the connection, and those who play psionic classes will have an advantage against these creatures who are little more than disembodied minds.

We hope that presenting psionics as a type of magic rooted in dreams will provide a way to integrate them into your campaign without losing a traditional fantasy feel. However, you do not need to use the psionics rules with this campaign if you do not want to. Everything you need is presented with the adventures, and to players unfamiliar with psionics, the powers of the trillith will look like just an interesting set of new supernatural abilities.

If you are interested in using psionics, the complete psionic rules are available as Open Gaming Content through various websites. We recommend www.d20srd.org, which was used extensively as a reference when creating the campaign saga.

Having a group of non-good elves who aren't drow might not fit a lot of settings, so any group that mixes warcraft and spellcraft can be substituted for the Shahalesti. Their ruler Shaaladel's stand-in should still be motivated by a sense of moral superiority, not some generic "evil intentions." Shaaladel's stand-in needs to be highly charismatic, enough so to have convinced people to do things they might normally think wrong, which means they might choose otherwise if given the option.

Pilus, the trillith, and the leaders of Seaquen had no political power before the start of the war, and so are easy to fit in anywhere.

Immortality and the Aquiline Heart: The Aquiline Heart is an artifact that is hinted at throughout the campaign saga, which provides immortality to those who taste of its blood. Destroying it will undo the immortality, but might have other disastrous consequences. Leska is immortal by virtue of the Aquiline heart, which

means that she does not age and that she regenerates from any wound not caused by a true dragon. The Heart gives the players a memorable way to strike a seemingly invincible foe in her weak spot. The myth of the Aquiline Heart can be a famous old legend that people only half believe, like the tales of the Holy Grail, or it could be a little-known legend, isolated to Ragesia. If you substitute an existing legend of the setting, you might lose some of the phoenix imagery in the later adventures, so try to find something that involves fire so it ties in well with the “burning sky” part of the campaign.

Trillith: The trillith are a totally new group, and since their existence is relatively unknown it should be easy to fit them in. You might need to alter the timeline of the Mother of Dreams somewhat, to make sure she keeps her ties with the creation of the Torch.

Adventure Locations: Any setting has enough uncharted terrain that it shouldn’t be hard to work in a fire forest, a monastery, a psychic temple, and an underground prison. Don’t worry about having to use famous locations from a setting. Just because the PCs don’t personally fight the battles in a well-known city doesn’t mean that the battle isn’t happening. The conflict should appear massive, much bigger than the PCs. Of course, players like to feel a little bit legendary, so at least in the climax adventures, try to use notable locations.

A few adventures, particularly *The Mad King’s Banquet*, *Mission to the Monastery of Two Winds*, and *O Wintry Song of Agony* are intended to give you as GM a lot of leeway as to the specific location of battles. You just need to decide where a strategically-important battle would occur, then send the PCs on the particular missions of the adventure, which are intended to be pivotal to the conflict.

EXPANDED CAMPAIGNS

As designed, the campaign saga should take a party from 1st to 20th level, and possibly beyond. However, you might award experience more slowly, or simply want to have more encounters to showcase the scope of the war. You might try some of these adventure hooks:

Gate Pass

The Spells of the Master. Some time in the middle of the campaign saga, the party might return to try to recover the spellbooks of Gabal, full of spells designed to thwart inquisitor tactics. Perhaps they are guarded by the ghosts of his students, by a rampant golem, or by the spells themselves, brought to life by latent energy of the trillith.

Unity Wedding. The roguish hero Rantle and has fallen in love with Shaloshia, the princess of Shahalesti, and despite the chaos of war, they plan to be wed with a proper ceremony. Rantle, who holds quite a bit of sway in Gate Pass, enlists the party and some of his thieves guild to make sure the ceremony doesn’t get interrupted by unwanted guests (such as the father of the bride).

Fire Forest

War Crimes. After the war is over, the party might need to race against an effort by the Shahalesti to hide their crimes, such as the slaughter and burning of the Innenotdar Fire Forest. The party needs to find a way to protect the evidence. Of course, the dead might still be able to offer testimony.

Seaquen

More Spies in the Steam Tunnels. Under Seaquen lies a complex hive of caverns, carved by sea and magma. In addition to providing steam that keeps the city warm during the winter, these tunnels can also be the lairs of spies. The spies try to sabotage the party, steal vital magic items, or trigger a volcano by accessing a hidden seal to the elemental plane of fire.

Dreamcatcher. A trillith who calls itself Wanderer passes through Seaquen, appearing as a tall man, wrapped head to toe in sandy robes and

veils, with a staff that curves at the top, ending in a knot that looks like an eye. He is collecting the dreams of the city's inhabitants — many of whom are refugees who have seen great horrors and tragedies — to be distilled and refined in order to torment Trilla and create new, unique trillith. He lurks on the Wayfarer's Theater, enjoying the psychic emanations of people watching their performances.

Amphibious Assault. A fleet from Ostalin, accompanied by hippogriff cavalry, attempt to sieze the Seaquen docks.

Dassen

Civil War. The nobility is up to it again, letting their claim to the throne override the immediate needs of stopping the world from ending. The pretender might be endorsed by one of the other powers in the war, or he might just be megalomaniacal.

The Shrieking Wyrn. People report hearing a vicious keening in the bayou north of Seaquen. In truth, it is a large brood of infant green dragons, wailing for their mother, who was injured by a lost military convoy. If the party can nurse her back to health and protect her children, she might be willing to lend her aid to the war. Unfortunately, the father is territorial, and he wants custody of the children.

Refugee Train. In a line of thousands of desperate refugees, many are neglected or exploited, and some are not what they seem.

Ostalin

Fight or Flight. A group of Ostalin expatriates, trained under Longinus and Pilus, are trying to rally their people to resist Khagan Onamdamin while his army is distracted. The flying monks plan a strike against the breeding aeries for the nation's hippogriff cavalry, stealing mounts of their own, and killing those they can't.

Feast or Famine. A rich merchant with a fleet of ships is supplying food to the Ragesians, who are having trouble feeding their armies with the extended winter. The party might try to destroy the shipments, or stow away on board in order to sneak into Ragesia, or through the blockade in Turinn. However, one of Pilus's agents has slipped a

biomanced creature on board - a fast-breeding horde of hybrid rat-cockroaches that devour everything they find.

Sindaire

Small Wars. After the assassination of Coaltongue, his army splintered. Without a clear chain of command, many smaller units took it upon themselves to crush the rebellion that originally brought Coaltongue to Sindaire. The party would gain the favor of many if they could protect the commoners in the region, but it is their misfortune that the most notorious of these rogue Ragesian warbands is actually on a noble mission, trying to track down a demon-summoner who is using the townsfolk as a human shield.

Fey Tracks. The party hears a local legend of a faerie who lived in a nearby grove for a time, his feet wilting grass with every step, his touch rotting trees, but he was still favored by the forest's druid. They hear a barkeep whistling a tune identical to the song of the fey of the fire forest while he wipes down his tables. If the party braves the natural guardians of the druid's grove, they can earn the old woman's favor, who tells them a story of meeting the fey Etinifi, and teaches them the spell *enforced flesh*.

Ragesia, Lower

Nature's Aid. The party hears of a horsemaster druid who lives with a herd that would make the finest mounts to whichever side can court his favor best. He has set up a competition between the party and a troop of Ragesian rangers, a race through dangerous wilderness terrain, over twenty miles long.

Catch Me If You Can. A gnome caravan, trying to protect a pair of injured sorcerers fleeing the Scourge, have been chased for weeks by a small Ragesian cavalry detachment, and now they are trying to cross the mountains into Dassen. They cross paths with the party, and ask them to help with a tricky plan to stop the Ragesians from following them.

Ragesia, Upper

The Old Fashioned Way. The PCs are called upon to assassinate Rowern, head of intelligence operations for the Ragesian army, and then impersonate him in order to sow misinformation for as long as possible. Rowern likes to spend his evenings drinking with some of his old army buddies at an upscale brewery in Ragos, the Ragesian capital. Of course, in a city so full of inquisitors, magical disguises are all but useless, so the party will have to use more traditional techniques to pull off the caper.

Failed Experiments. A traveler who was lost in the wastes of northern Ragesia reports that he came upon a ghost town in a crater shaped like a giant feather, where the only activity he saw was a distant, hulking shape loping across the frozen lake in the crater's center. The town resulted from a failure of Leska's Scourge superweapon, and a small group of inquisitors are roaming the city, examining what went wrong.

Shahalesti

Moral Dilemmas. A camp of tortured orcish prisoners and a captured erinyes spy, their celestial overseers, and the hateful elvish summoner in charge of the camp are the ingredients for an unorthodox rescue mission. The erinyes has stolen the soul of an elvish general and hidden it. She is a valuable agent in the war, and the party could benefit greatly from her knowledge, but she just happens to be blisteringly evil.

Pride Before the Falls. In the capital city of Calanis, the party is close to convincing the Shahalesti to ally with them, but one of Shaaladel's generals, an egotistical wizard who believes he is the greatest spellduelist of all time, is keeping the ruler from siding with the PCs. If the party can prey on the general's pride or insult his honor, he might decide to settle his dispute with a spell duel at noon on the cliffs overlooking the city's majestic waterfalls.

POWER GROUPS

The following three groups play a role in the campaign saga. More details are provided whenever they show up in the adventures.

Knights of the Aquiline Cross

Small chapels that teach the doctrine of the Order of the Aquiline Cross have grown up throughout the lands of Ragesia and its neighbors, preaching mercy, sacrifice, and a fierce defense of life. Knights of this order dress in white and red tabards marked with a cross surrounded by a halo of feathers.

The Wayfarers

Every port in the region has at one time or another been host to the Wayfarer Theater, a beautifully-decorated ship that is both home and base of operations for the wayfarers. The wayfarers are both master acrobats and skilled mages, prone to dress in elaborate and eclectic costumes cobbled together from dozens of lands.

The Inquisitors

Dressed in bear skins, their faces concealed by bearskull masks, inquisitors are the feared blade of Ragesia, expert in cutting out those who resist its rule. They fervently serve Ragesia's supreme inquisitor, an aged witch named Leska.

KNIGHTS OF THE AQUILINE CROSS
KNOWLEDGE (HISTORY OR RELIGION)

RESULTS

DC 10: The Knights of the Aquiline Cross are clerics and paladins who see healing as the best way to fight evil. They cannot refuse using their healing powers to those who ask (though they're not required to heal enemies who have not surrendered). Followers of the order who maintain their vow of healing are said to miraculously survive injury, as if they simply do not bleed from even seemingly-fatal wounds.

DC 15: Many knights of the order go on quests to try to locate the Aquiline Heart, a healing relic, said to have been torn from the chest of a mighty eagle by a fierce dragon.

DC 20: The original Order of the Aquiline Cross was exterminated entirely by the wrath of a demon, but was reborn recently by an act of divine inspiration. A young human paladin named Entras found an abandoned chapel of the order in the wilds of Shahalesti, and she vowed to continue the order's quest.

DC 30: The order's true goal in seeking the Heart is not to use its healing power, but to heal the Heart itself. It is said that if one gives up his life to the Heart, it will be reunited with the Eagle, and the life of the land will be renewed.

DC 40: One sage found the Aquiline Heart, and claimed he had been granted immortality by drinking blood that still pumped from it. All his wounds healed at an incredible rate, and he would even return from the dead. He told only his most trusted friends this, afraid others would find the Heart and abuse its power, or worse destroy the Heart. The Heart is the only surviving piece of a mighty creature of elemental air, and its destruction would upset the balance of the elements, with catastrophic effects. Eventually the sage ended his life by letting a dragon devour him whole.

WAYFARERS
KNOWLEDGE (ARCANA OR LOCAL)

RESULTS

DC 10: The Wayfarers are a famous troupe of performers who travel from port to port in a huge sailing ship that contains its own theater. Strangely, no one ever sees them enter or leave port; they simply appear and vanish in the blink of an eye, some claim. In addition to being welcome performers for the rich, Wayfarers serve as elite couriers, delivering news between major cities. They are very well paid for their services.

DC 15: Said to be larger on the inside than out, the wayfarer theater is just one example of the troupe's mastery of travel magic. However, the group's performances are done entirely without magical aid, as the wayfarers stress physical mobility as well as magical.

DC 20: Rumors say that the wayfarers regularly extort those in power — from merchants to entire nations — by threatening to withhold their services. They aggressively hunt down anyone who competes with their monopoly on teleporting goods and information. Some think that the wayfarers have a curse that can stop a person from ever using planar magic.

DC 30: The first wayfarer performed for Emperor Coaltongue, in an attempt to save himself from execution. Coaltongue so enjoyed the man's performance that he took him as an advisor and shared with him some of the power of the Torch of the Burning Sky. Many wayfarers still view Coaltongue fondly, but have consistently refused service to inquisitors.

INQUISITORS
KNOWLEDGE (ARCANA OR RELIGION)

RESULTS

DC 10: The inquisitors hunt for dangerous magic, which in their mind pretty much means any magic used by other people. They have special skills for stopping other mages' spells. Most inquisitors are humans, orcs, or half-orcs, and they carry metal claws on their hands. Many inquisitors are skilled interrogators, and they use their claws to slit the wrists of prisoners, forcing the prisoner to answer quickly.

DC 15: Inquisitors are almost exclusively clerics, with access to divine fire, magic, and protection domains. They wear masks to shield their souls, and thus are more resistant to mind-affecting magic. No one has seen Supreme Inquisitor Leska's face for nearly forty years.

DC 20: Inquisitors cannot turn or control undead, instead channeling negative energy to dispel magic. Positive energy can inhibit their counterspelling abilities.

DC 30: Supreme Inquisitor Leska is rumored to be gathering information on how to steal divine power — not to become a god herself, but to make herself strong enough to never be beholden to a deity. Her followers are all heretics, and cannot be raised from the dead except as undead abominations.

DC 40: Those in the imperial palace whisper that when Leska was just a young servant of the Ragesian Empire, she had an audience with the emperor and offered him immortality if he agreed to make her one of his advisors. Coaltongue was intrigued, but one of his guards struck down Leska with a spear for her impudence. She pulled the spear from her throat, and a moment later the wound had healed.

SECTION THREE: RULES MATERIAL

MATERIAL FOR PLAYERS

Also available freely from E.N. Publishing is the *War of the Burning Sky Player's Guide*, which presents new game materials — new feats, class features, items, spells, and even a new class, the commander. These items show up throughout the campaign saga, but their availability for players is up to you. Of course, we encourage you to let them, since we feel they will add a unique flavor to the campaign. While some of the abilities are designed primarily for the antagonist groups, if a player is interested in the abilities they might make their character be an outcast from the villainous group.

Among these new rules are a set of feats called “Gate Pass” feats. The first and ninth adventure of the campaign saga are based in the city of Gate Pass, and if you want to give the players an incentive to have their characters have ties to the city (and thus a stake in its survival), let them choose one of the six city groups to be associated with, and grant them the appropriate Gate Pass feat as a bonus feat. The feat abilities are relatively minor, but provide interesting options for the party, and they make it a little easier on you as the GM to get the players invested in the campaign from the beginning.

NEW GAME RULES FOR GMs ONLY

While there are a fair number of new toys for the players, what follow are rules that players should not be aware of from the start of the campaign.

The Burning Sky

The Torch of the Burning Sky is an artifact with teleportation powers, and so it is tied to the Astral Plane, as well as the Elemental Plane of Fire. When Emperor Coaltongue was killed, one of the assassins intentionally damaged the Torch, which likewise caused damage to the local fabric of the planes. The nearby Astral Plane is being suffused with energy from the plane of fire, which has two effects.

First, things are getting colder. The campaign starts in early winter, and there is no spring in sight for Ragesia and the lands bordering it. Druids can sense that something is amiss, and the sky is filled with flocks of confused birds trying to flee this unnatural winter. By the later adventures in the campaign saga, temperatures across the region are perpetually below freezing, with some regions even more dangerously cold. By the campaign's finale, the PCs will have a chance to end the winter, and for a few months spring renews the land, until the natural turn of seasons again takes its course.

Second, teleportation and other forms of astral travel are hot and dangerous. This effect, which will come to be known as The Burning Sky, has a limited effect on travel between planes. Whenever a creature undergoes planar travel to or from the lands involved in this campaign, that creature takes 1d6 points of fire damage. Creatures arrive in a small burst of flame, enough to easily alert onlookers. This affects all summoning, calling, and teleportation spells, except for those that use the ethereal plane or plane of shadow.

The Burning Sky has a greater effect on travel across the plane. For every hundred feet (or fraction thereof) you teleport at a time, you take 1d6 points of fire damage, to a maximum of 40d6. Average damage is 140, just slightly more than *protection from energy* can help against.

There are various methods for bypassing this danger, typically involving either transforming into a creature immune to fire, or using a spell to grant fire resistance. Desperate characters might all climb into a *bag of holding* and let the wizard hope his *protection from energy* spell holds out.

The reach of the Burning Sky is up to you, but it covers the entire region of Ragesia and the nations surrounding it. Characters who wish to teleport outside the area during the campaign will have to sail or hike outside the reach of the Burning Sky.

Inquisitors and Antimagic

Ragesian inquisitors are spellcasters (almost exclusively clerics) who revere their leader Leska almost as a god. Inquisitors must be LN, LE, or NE, and typically are heretics of gods of fire or magic. They have access to the Fire, Knowledge, and Magic domains. Their favored weapon is the hand claw, which leaves their hand free to hold items and perform somatic components, effectively a slashing spiked gauntlet. They all wear masks to conceal their faces; males favor bear skulls, while female inquisitor masks are more stylized, like masquerade masks.

Hand Claw: Simple weapon. 5 gp. Dmg 1d4 slashing. Crit x2. Wt. 1 pound. Worn on the back of the hand, this weapon leaves the wielder's hand free to grasp items and perform the somatic components of spells, though they cannot use the claw as a weapon while holding anything else in the hand. Effectively this is a slashing spiked gauntlet.

Inquisitor Mask: Inquisitors believe that their masks protect their souls from hostile magic. Male inquisitors favor masks carved to resemble (or actually made from) bear skulls, while female inquisitors prefer ones that look more like heavily-decorated masquerade masks. An inquisitor mask takes up the eyewear item slot.

A creature wearing an inquisitor mask can choose as a free action to have the mask alter his voice to be more menacing and feral, granting a +2 enhancement bonus to Intimidate checks. Additionally, the mask makes its wearer immune to possession, and to attempts to exercise mental control, as with *protection from good*.

Faint abjuration; *Caster level:* 3rd; *Prerequisites:* Craft Wondrous Item, *cause fear*, *protection from good*; *Market price:* 2,600 gp. Weight 2 lb.

Inquisitor Mask, Lesser: These masks are given to novice inquisitors, typically once they learn to cast *cancel*, a 2nd-level spell. All these masks do is alter the wearer's voice to be more menacing and feral, with no game effect.

Faint abjuration; *Caster level:* 1st; *Prerequisites:* Craft Wondrous Item, *cause fear*; *Market price:* 50 gp. Weight 2 lb.

Inquisitor Special Abilities

Cleric inquisitors can choose the following alternate class ability, and most take the Reactive Counterspell feat. Additionally, inquisitors may select Infernal as a bonus language. Non-inquisitor clerics who select this class feature do not have an alignment restriction.

Alternate Class Feature: Rebuke Magic

Level: Cleric 1 or Blackguard 3. Must channel negative energy.

Replaces: You do not gain the ability to turn or rebuke undead, and you do not have Diplomacy or Heal as class skills.

Benefit: You can rebuke magic a number of times per day equal to 3 + your Charisma modifier. Rebuking magic can dispel ongoing magical effects as the spell *dispel magic*, and can counter spells if the inquisitor readies an action to use this ability. This ability can affect spell-like abilities and magic items (as well as psionic powers, psi-like abilities, and psionic items), but not supernatural abilities. Rebuking magic is a standard action.

When rebuking magic, you must choose a single spell you want to dispel or counter, or a single magic item you are trying to suppress. You can also target a creature and attempt to dispel one effect active on that creature.

You make a dispel check, rolling d20 + cleric level against a DC equal to 11 + the spell's caster level. (Paladins are treated as clerics of their level -3, and blackguards as clerics of their level -2.) If you succeed, the effect is dispelled, countered, or suppressed, as if you had succeed in using *dispel magic* on it.

If used to target a single creature, make a dispel check against each effect active on that creature, starting with the one with the highest caster level, until one effect is dispelled. This use of rebuke magic does not affect magic items. A given use of rebuke magic can dispel no more than one single effect.

You gain Intimidate and Sense Motive as class skills.

Special: Characters who are able to channel positive energy (such as paladins and good-aligned

clerics) can expend a turn undead attempt to gird their own or other casters' spells with positive energy. If you are girding another caster's spell, you must be within 30 feet and have line of effect to that character.

You make a girding check (d20 + your cleric level), and add a +2 synergy bonus if you have 5 or more ranks of Knowledge (arcana). For purposes of the inquisitor's rebuke magic ability, against the next spell you or your target casts, the inquisitor's dispel check must beat your girding check if the result of your girding check is higher than the normal dispel DC (11 + your caster level).

Likewise, in the area of a *hallow* spell, inquisitors take a -4 penalty on dispel checks when using their rebuke magic ability. This penalty applies if either the inquisitor or his target are in the *hallowed* area.

For example, Torrent (cleric 2) and Diogenes (wizard 5) are facing an inquisitor. Torrent expends a turning check to gird Diogenes' magic, and rolls a 19 for her girding check. Diogenes casts a spell, and the inquisitor tries to rebuke its magic. Normally the DC of the inquisitor's dispel check would be 16, but because of Torrent's girding it is 19.

New Feat

Reactive Counterspell [General]

Having trained in the techniques of the Ragesian Inquisitors, you are always poised to counter spells.

Benefit: Whenever a creature you are aware of casts a spell, you may attempt to counterspell that spell reactively. You can only do this if you are not flat-footed, and if you are able to take a standard action in your next round. If you attempt to counter a spell in this way, you give up your standard action in your next round, effectively having used it up already. You can only perform actual counterspells, such as by using *dispel magic*, *slow* to counter *haste*, or using a spell of a similar school with the Improved Counterspell feat. You cannot use this feat to reactively cast damaging spells to disrupt an opponent's concentration, or other similar tactics.

If you have the rebuke magic alternate cleric class feature, you can use a rebuke magic attempt to attempt to counterspell with this feat.

New Monster Subtype

Trillith

Trillith are a race of dream-spawned monsters who lack bodies of their own. Every trillith has a visual appearance that is unique to it, based on its nature. The trillith's stats and abilities match this form, but normally a trillith is incorporeal, so it cannot easily affect the material world. However, a trillith can create a body for itself if it has appropriate material, and some magic can turn a trillith corporeal.

When viewed through *true seeing*, a trillith is revealed to be something like a wispy, sinuous dragon with no wings. However, a trillith normally appears as some sort of monstrous creature, though it can disguise itself in a humanoid form. Each trillith only has a single monstrous and a single humanoid form. In all its forms, a trillith's appearance is still determined by its nature, so a trillith that normally takes the form of a flaming stag would look fiery in its draconic true form, and its humanoid form might be a mighty orc with antlers, dressed in red furs.

Traits

Trillith are aberrations that possess the following traits (unless otherwise noted in a creature's entry).

- **Telepathy.** Trillith can communicate telepathically with any creature within 100 ft. that has a language. While corporeal the creature seems to actually speak the words that it sends.
- **Incorporeal.** Trillith are naturally incorporeal. A trillith can use its Embodiment ability to create a corporeal form for itself. Likewise, certain magic can cause a trillith to lose its incorporeality.
- **Project Image (Su).** At will a trillith that is incorporeal can assume the appearance of a medium or small humanoid. Each trillith has only a single such form. Most trillith prefer to keep their natural form unless they need to conceal their identities or want to avoid disturbing people.
- **Embodiment (Su).** As a full round action, an incorporeal trillith can create a corporeal form for itself by entering an object (or group of objects) of roughly the same size and shape of

its natural form. The trillith still looks like itself, though its composition remains that of the matter used to create its body.

For instance, Deception's natural form is that of a dark, oily humanoid with tentacles for arms and legs. If it was incorporeal it could attempt to embody itself by entering a large pile of oily rags, a mass of dead eels, or a vast pool of soiled blood. It would take the outward shape of a humanoid with tentacles for arms and legs, but this shape would be composed of oily rags, dead eels, or blood, depending on what Deception chose to use.

While embodied, the trillith loses the incorporeal subtype, and loses its fly speed unless the new body can fly with its limbs. It uses its normal listed AC, not its incorporeal AC. A trillith can leave this body as a standard action. Any damage dealt to the embodied form affects the trillith normally, and stays with it even once it returns to incorporeality.

If a trillith is affected by the fey Song of Forms (see below), it spontaneously embodies, not requiring any object to enter. The effect of being forced into a body is the same as using its embody ability, except that it cannot willingly exit its body.

- **Endow (Su).** As a full round action, a trillith that is incorporeal can grant its power to any living creature within 30 ft. When it does so, the trillith vanishes, effectively absorbed by the creature. At will, or when the creature dies, the trillith reappears within 30 ft. of the creature, unharmed by the ordeal. Each trillith has a description of what powers it grants to creatures that it endows.

A trillith that is endowing a creature can be targeted and affected by mind-affecting effects, and can be driven out with *remove curse*, *break enchantment*, or a similar effect. However, the trillith itself cannot be harmed while endowing a creature, except by mind-affecting effects.

- **Grant Boon (Su).** A trillith with a Charisma score of 13 or higher can lend its power to several creatures at once without actually entering their bodies. To do so it must touch each creature. The trillith gains a negative level, and the creature gains the same powers as if the trillith had endowed it. The trillith can revoke this boon at any time, removing the negative level. A trillith cannot grant a boon to another trillith. The number of creatures a trillith can grant a boon to is detailed in its entry.
- **Rejuvenation.** As trillith are creatures of dream and not of flesh, it is hard to kill them. While incorporeal or while embodied, if a trillith is destroyed it does not die, but instead reforms 1d6 days later.

A trillith can only be truly slain two ways. If its body dies while it is trapped by the Song of Forms, the trillith dies, and its corpse remains even after the Song of Forms ends. When a trillith is slain this way, if it had a Charisma score of 15 or higher its essence is absorbed by nearby creatures. These creatures gain the effects as if the trillith had endowed them. Only intelligent creatures within 150 ft. are affected, and the closest are affected first, to a maximum equal to the number of creatures the trillith could grant its boon to.

Alternately, if a trillith is destroyed and all the damage is caused by mind-affecting or negative energy effects, the trillith's spirit is obliterated. In this case, no creature gains the benefits of the trillith's boon.

- Trillith do not sleep, and unless they are trapped in a physical form they do not need to eat or breathe.
- Trillith are immune to sleep effects.
- **Special:** The nature of a given trillith can change over time, and if a trillith's personality alters significantly, it may change its powers and appearance, as well as its name. Such a change is very rare, and seldom happens more than once in a given trillith's life.

New Bardic Music

Song of Forms

In the second adventure of the campaign saga, *The Indomitable Fire Forest of Innenotdar*, the party encounters a group of fey who sing a magical song, the song of forms. The fey originally used this song in prayers to the spirit of their forest, believing that they could give the forest a body so they could see its physically-embodied majesty. When the ruler of Shahalesti put their forest to the torch, the Seela called out to the forest spirit for help, but their song conjured something they did not expect.

Learning the Song of Forms: To properly learn the song of forms, you must possess the bardic music ability (or a similar ability), must be able to speak Sylvan, and must have learned the song from the fey of the fire forest. It does not require any special feat or ability.

Using the Song of Forms: Singing the song of the fey counts as a bardic music usage. Beginning the song is a standard action that provokes an attack of opportunity, and maintaining the song requires concentration.

The magic of the song draws on your life to create bodies for those that have none, so singing the song deals 2 points of Constitution damage to you, plus another 2 points every ten minutes you continue to sing. The song of forms only has a magical effect when sung by a living creature. Fey who are bonded to a location, such as the Seela of the fire forest, do not take Constitution damage from singing the song of forms as long as they are in that location.

Effect: You make a Perform (singing) check, and each incorporeal creature within 200 ft. must make a Fortitude save (DC equal to the result of your Perform check) or lose its incorporeality for as long as you remain singing and it remains in range. Note that the song of forms does not affect ghosts that have not manifested, since they are on the ethereal plane and not the material (and even on the ethereal plane they are not incorporeal). A creature with turn resistance adds its turn resistance bonus to its Fortitude save against this effect. The song of forms is a supernatural, sonic ability.

Creatures that are only temporarily incorporeal

simply return to their normal corporeal form. Creatures that are normally incorporeal but that are currently occupying a physical body, such as a ghost using its malevolence ability or a trillith using its embody ability, are unable to willingly leave their current bodies. Creatures without any normal corporeal form — such as allips, shadows, and wraiths, as well as ghosts that are not in a body, assume a semi-corporeal form. Trillith that are not currently occupying a body are affected as detailed by the trillith subtype.

A creature forced into a semi-corporeal body is affected as follows:

Hit Dice, Base Attack, Special Attacks, Special Qualities, Saves, Skills, Feats: These do not change, except that the creature loses incorporeality and any attendant special abilities. The new form is not incorporeal, and thus the creature can be affected by weapons as any other physical creature, though it retains any special resistances or immunities it had that weren't tied to its incorporeality.

Size and Type: Its size and type do not actually change, though its body does. The form the creature assumes resembles its incorporeal form, with appropriate modifications that would allow for actual locomotion. A wraith would gain feeble legs, while an unbodied (an incorporeal psionic brain able to create illusory bodies) would probably gain the body of its current illusion, or if it had no illusion it would gain tentacles attached to its brain with which it could shamble about.

Speed: The creature loses any ability to fly unless its form has wings (such as a ghost manticores). If it had no other form of locomotion, it gains a land speed of 30 ft.

Armor Class: The creature loses the deflection bonus from its Charisma, and instead gains a natural armor bonus appropriate to its size, as detailed in the table below.

Attacks, Damage, and Abilities: The creature gains a Strength score appropriate to its size if it did not already have one.

If the creature had normal attack forms, it retains them, though they are no longer incorporeal. If it dealt special damage with its incorporeal touch

attacks, that damage is applied as bonus damage to any melee attacks it makes, though the attacks must beat the creature's normal AC, not just touch AC. The creature may gain attack forms appropriate to its new form. As a default, you can assume the creature gains a slam attack if it has no other clear attack form, with damage appropriate to its size.

For example, a ghost with the corrupting touch ability who carried a sword would be able to attack with that sword, dealing sword damage, plus 1d6 from the corrupting touch ability. An allip (a medium incorporeal undead) would gain a slam attack that did 1d6 damage, plus 1d4 points of Wisdom drain.

Other effects may be appropriate, at the game master's prerogative.

Special Note: Most undead are destroyed when reduced to 0 hit points, and this occurs normally even if the creature is currently in a semi-corporeal form. Non-undead incorporeal creatures die at -10 hit points as normal. When the host body of a ghost using malevolence is killed, the ghost survives, but is forced into a semi-corporeal form by the song. Even if the ghost is destroyed while semi-corporeal, however, it can still rejuvenate as normal.

Normally when a trillith is slain, its essence disperses, but can reform several days later. However, if a trillith is slain while affected by the song of forms, it is dead permanently.

Table: Song of Forms – Strength and Slam Damage

Size	Natural Armor	Strength	Damage
Fine	+0	1	1
Diminutive	+0	2	1d2
Tiny	+0	4	1d3
Small	+1	8	1d4
Medium	+2	10	1d6
Large	+3	18	1d8
Huge	+4	26	2d6
Gargantuan	+7	34	2d8
Colossal	+11	42	4d6

New Spell

Enforced Flesh

Transmutation

Level: Brd 3, Sor/Wiz 4

Components: V

Casting Time: 1 round

Range: Close (25 ft. + 5 ft./level)

Target: One incorporeal creature

Duration: 1 minute/level (D)

Saving Throw: Fortitude negates

Spell Resistance: Yes

If an incorporeal creature fails its save against this spell, it gains a body as if it had been affected by the song of forms.

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Campaign Guide

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