



**DARK SUN**  
W O R L D

**EXCURSIONS**

**LOST TEMPLE  
OF RAHOON**

A recent sandstorm of epic proportions has shifted the mountainous dunes of the Great Alluvial Sand Sea, revealing a temple of the ancients. Can you delve into the ancient ruins in search of riches before the next sandstorm buries them once again?

This adventure scenario for the DARK SUN® Campaign Setting is designed for play in a 4-hour session with 3 to 6 players using 4<sup>th</sup> level characters.

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# DARK SUN EXCURSIONS GUIDE

*Dark Sun Excursions* are adventure scenarios presented by ATHASCON for the DARK SUN® Campaign Setting. To the furthest extent possible, these scenarios are designed as system and edition agnostic. The guidelines below are here to assist you with both preparing and understanding the scenario format.

Read this page carefully and if you still have questions, hop on to the [Athascon Discord](#) and ask for assistance on the [#dark-sun-excursions](#) channel.

## GAMEMASTER TOOLS AND ADVICE

This adventure is designed is played within four hours of game time. A *Dark Sun Excursion* usually contains between 3-4 encounters, as well as introductory and concluding scenes. Each encounter should take approximately 30-40 minutes to resolve, depending on several factors, to include: how PCs decide to overcome the obstacle; party composition, skills or combat abilities and level.

Encounters provide concise information as well as a few roleplaying elements that individual GMs can build upon if desired. Below are several common key elements that help with running an adventure and assist in a smooth transition between encounters.

- **Bolded** words denote a key characteristic – a person, place or specific thing that is important or adds immersion to the story.
- Read-aloud **Boxed Italics** to players – it sets the scene, gives a room description, or is part of NPC dialogue. GMs may paraphrase or alter to engage their players.
- Underlined words indicate that there is a game system/edition description (i.e., NPC and creature stats, Save DC's, magic items etc.) to it. This is system/edition dependent and can always be found in the adventure appendices.
- [Bracketed] words give additional details such as biological gender, species, generic role types, or used as a clarification.
- The term **Ability checks** is used to highlight a type of ability or skill that can be used to overcome an obstacle or discover more information. [system dependent]
- Ability checks are classified in four levels - **Easy, Medium, Hard, Very Hard**. GMs are encouraged to adjudicate this with the PC's capabilities in mind, depending on the levels of the PC's or a creature's skill. These ability skill checks and the difficulty levels are included in

the specific appendix for the game system or edition being used when playing the adventure.

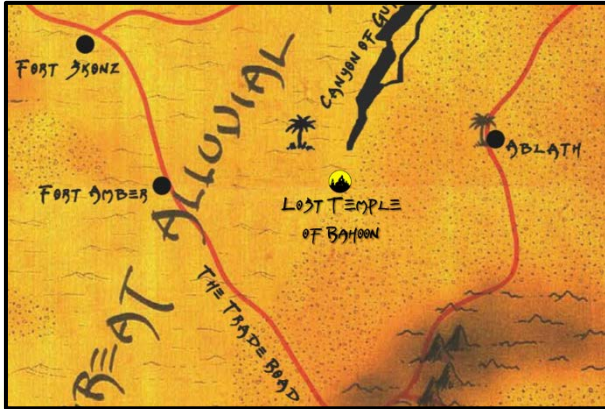
- Damage is described as **Negligible, Minor, Moderate, Major, Severe, and Deadly**. These are detailed in the appendix for the game system or edition being used.
- Players should be familiar with their characters to some degree. It is important that GMs direct players to the appropriate PDFs of the pre-generated characters for their game system/edition/levels prior to running a *Dark Sun Excursion* located on the [Athascon Discord](#). This helps to roleplay the pre-generated character with other PCs.

## ENCOUNTER MANAGEMENT

- At times combat can get bogged down, use your judgement to continue to move the story along by reducing the health (hp) of the creatures, or have the creatures surrender, or flee when (if) appropriate.
- When role-playing, skills or other creative endeavors are used during an encounter attempt to keep all players engaged when possible.
- While not all the PCs may be effective in the encounter, you want to reinforce the 'team' notion by asking each player what their PC is doing during the event. You can then request the required rolls if necessary and summarize the totality of their actions (including successes, failures or creative ideas) into an adjudicated result.
- *Creative uses of available skills* – Limited party composition can make encounters more difficult if the PC's concentrate on certain roles (all melee/casters, etc.). Keep this in mind when running an encounter. Feel free to modify things to create achievable success without giving an auto-win. This is Dark Sun after all and one of the key themes is that world is savage and unforgiving.
- In instances when play time is a constraint, GMs should look to curtail a single encounter. While omitting one encounter in its entirety is not recommended, there are occasions when an encounter can be converted from a combat to a role-playing interaction and perhaps a few ability/skill checks to resolve quickly.

# LOST TEMPLE OF RAHOON

## WHERE ON ATHAS?



Original map by Diesel with edits by Mark Hope

*Lost Temple of Rahoan* takes place in the central area known as the Tablelands. The characters begin in the village of **Ablath**, a large trading village situated between Silver Springs oasis and the town of Altaruk.

## STORY BACKGROUND

- Sandstorms are a common occurrence on Athas and vary in intensity; from small, fast-moving local storms, to large storms that encompass hundreds of miles and last for hours. Sandstorms blanket the area with fine sand and sometimes the strong winds scour away areas to reveal long buried ruins.
- The PCs are in-between adventures and are currently awaiting the passing of the sandstorm at the local inn before moving on to other endeavors.
- A once in a decade violent sandstorm that lasted almost three days has shifted the mountainous dunes of the Great Alluvial Sand Wastes revealing a series of ancient ruins just west of the trade village of Ablath. These ruins were once a temple complex dedicated to an entity known as Rahoan, who was worshipped millennia ago.
- Now, having completely collapsed due to age and the harsh environment, the ruins are lifeless and the entrance to the catacombs
- remained hidden throughout millennia until a storm briefly reveals them.

- The most fervent worshippers of this religion were entombed in the catacombs underneath the main temple to help protect the sacred relics of Rahoan. Some of these worshippers willingly became undead and remain in the catacombs keeping despoilers away.
- While at the inn, a young man mentions the newly exposed ruins to all, setting several interested parties off in a race to explore and plunder the ruins before the next sandstorm buries them once again.

## ABLATH

Ablath is a large trading village along the Road of Kings that is sponsored by House Tsalaxa of Draji. The village contains several dozen buildings mostly made of adobe brick located outside of a large walled compound with guard towers in each corner.

Within the compound there are a dozen or so establishments along with a deep well and a large open plaza that functions as the local market.

House Tsalaxa uses Ablath as a stopover for refit of its caravans and also conducts a healthy trade with several tribes in the area.

**Population: 516** – Majority Human, but all sentient species are represented.

**Who rules:** Mictlan Tsalaxa [Male Human] A middle-aged coppery-skinned man with brown eyes, and long, dark hair in a single braid manages the compound for House Tsalaxa with the help of a few dozen house agents and about 50 or so guards. He is quiet and serious, rarely raising his voice.



Art created by Midjourney via prompts by June Soler

## ADVENTURE FLOW

- At the start of the adventure the party learn that a recent sandstorm has revealed ruins in the wastelands nearby. Ancient ruins are often the source of great wealth where magic, metal weapons or coins can be found. Several enterprising individuals are interested in these ruins.
- On the way to the ruins the players are ambushed by creatures who are hunting in the area after the storm.
- The party finally arrives at the ruins to find that most are unremarkable, the stones barely revealing outlines of structures and some stone floors, but the remains of the centrally located temple reveals a stairway that descends downward.
- Exploring the rough doorway reveals ancient temple catacombs. Within the catacombs is the raaig **Merak**, who is filled with rage after losing his wife (and fellow raaig) to previous explorers several decades ago.

*While you await your seared carru meal, a commotion in the center of the inn catches your attention, as a young male mul in dusty travel clothing rushes in and yells excitedly “Ruins, the storm has revealed ruins of the ancients to the west!” At this pronouncement dozens of patrons begin talking excitedly amongst each other, many wondering aloud of the riches that may abound. Some shout out questions to the boy for more information. The entire place is abuzz with a cacophony of conversations.*

- After exploring the catacombs and dealing with **Merak**, the party escapes and returns to Ablath.

## Getting Started

Read or paraphrase the following in order to get the adventure underway.

## MOTHER OF ALL SANDSTORMS

*Your exploits as caravan guards, protectors and explorers have brought you to the trade village of Ablath along the Road of Kings where you've bunkered down at the Jade Kirre as a massive sandstorm raged for three days. With the olive sky finally visible, you begin to dust off the fine sand and grit that has gotten everywhere. The Jade Kirre inn is bursting with patrons who've crammed every available space while waiting out the storm, and the pungent scent of unwashed bodies mixed with savory meals cause you some unease. Outside the inn, the sounds of travelers and merchants hawking wares can already be heard, their many accents clamoring excitedly at each other.*

## ADVENTURE HOOKS

*GM Note: The following adventure books are provided for the PCs. You can use some, or all these hooks to get them involved in the adventure.*

- **Torth** [Male Mul], is a local sygra rustler who caught a glimpse of the ruins. While he is too afraid to venture into them himself, having heard rumors that the ruins are haunted. Torth excitedly describes what he knows, such as the location and condition of the ruins.
- **Narius** of Tyr [Male Human], a dune trader who frequently makes the caravan run from Urik to Tyr approaches the PCs and asks if they are willing to brave the wastelands in search of these ruins; he claims artifacts of the ancients could bring a good profit when sold in the cities. Narius is willing to fund an expedition for a portion of the profits, providing you mounts, food and water for up to 3 days. He also provides transport to Tyr in his caravan where the artifacts can be sold.
- **Ozella the Bonesmith** [Female Half-elf], a local artisan, who specializes in bone carving, asks the PC's if they could help finding and returning her only child, Bakul. Bakul [human male] is a headstrong teenager of 16

years who, along with his friend Cal [half-elf male], took off on a kank as soon as the news of the ruins reached Ablath. She offers a bone weapon of choice to each PC. If pressed for more, she rewards the PCs with an exquisite short sword made from the tooth of a fire drake.

- If the PC's ask around if anyone is knowledgeable about the ruins, they get negative responses. But just when they're about to leave, **Gnaar** [old human male] gets the PCs attention and claims to have explored the ruins decades ago and barely escaped with his life. He warns that a spirit haunts the ruins and hands them a small clay jar containing an ash-colored balm. Gnaar claims that the balm is effective against undead.
- The item is a *balm of the Gray*. [a user can cover up to 2 medium-sized melee weapons to allow the striking of incorporeal creatures. The balm effects lasts 1 hour. – **this item is Edition Dependent**]

Once you have roleplayed the various hooks and the PCs have agreed to go on the mission proceed to Encounter 1.

## ENCOUNTER 1 - HUNTED IN THE BARRENS

A few hours into their journey, the PCs reach the edge of the rocky barrens which descend slowly into the desert. Read or paraphrase the following.

*After several hours of traveling westward on the uneven hills of the rocky barrens, the rocky ground gives way to mounds of golden-brown sand. Up ahead, the outlines of innumerable mountainous dunes along the horizon can be seen, their tops bathed in the reddish hue of the crimson sun clearly marking the beginning of the Great Alluvial Sand Wastes. About a mile away, you make out a series of dark-colored angular stone outlines jutting out of the sands, some with walls partially standing. You begin the slow descent into the desert and towards the ruins.*

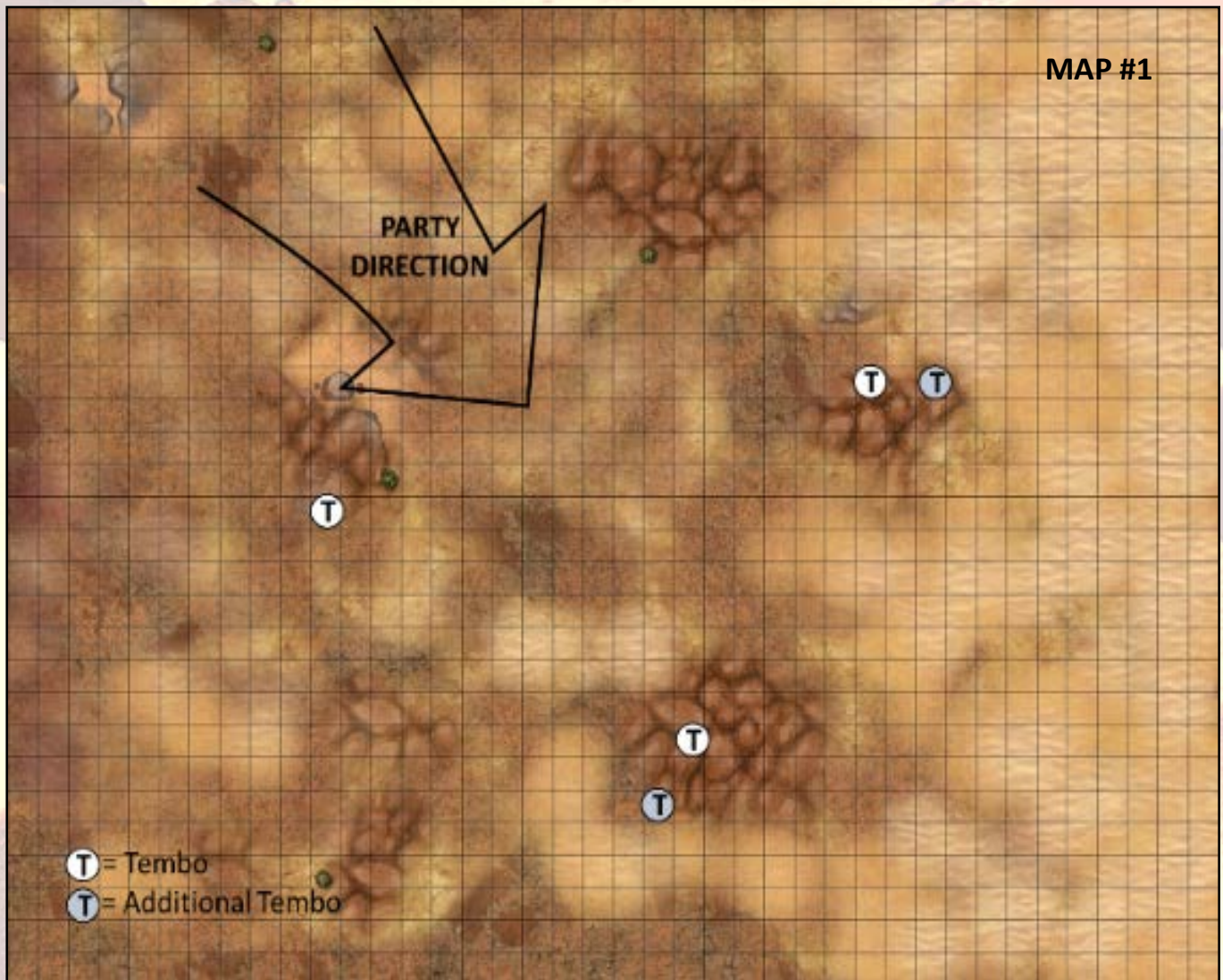


## TEMBO AMBUSH

- The area is a mixture of sand and rock on the edge of the great sand dunes. See **Map #1**
- A pack of ravenous **tembo** stirred by the storm and recent activity in the area are hunting for food and the PCs are in their hunting range.
- PCs can make a passive or active Very Hard ability check to notice the stalking tembo in the shadows of the rocks.

## KNOWLEDGE CHECKS

- The tembo is a despicable, furless, tawny-colored beasts with scaly hide, varying between three and six feet in length and about two feet tall.



- They are intelligent and famous for eating the young of other species when left unattended, occasionally even entering villages and camps on the hunt for them specifically.
- Tembo are versatile hunters and each pack differs in its preferred hunting tactic. The three most common tactics used are; an ambush with life draining psionics from short distances, others enjoying playing with their food in an attempt to bring the fear out of their victims, and viciously leaping into an immediate assault that lasts until their prey is dead.
- Tembo are fearless and typically fight to the death unless outnumbered or overmatched.

## COMBAT TACTICS & SCALING

- The tembo hide using their *displacement* and *chameleon skin* to make spotting them more difficult. They use their *life-draining* power when attacking with a bite or claws.
- There are **3** tembo in the pack. **Add 1** additional tembo for every PC in the party over four **[system dependent]**.
- The lead tembo attempts to snatch the smallest PC, with at least one tembo trying to take the target down and drag them away from the other PCs. The other tembo growl, and viciously attack any PCs who attempt to intervene. If no PCs follow, the remaining tembo attack the captured PC.
- If the tembo is able to kill a PC and retreat with their body, the other tembo disperse **[PC Death]** following the lead tembo.
- The tembo flee once 2 tembo are killed or all are brought below half of their health.

## TREASURE

- Tembo Carcass – Tembo carcasses can be scavenged for meat, bone, and leather with the appropriate skills. You can earn up **15 cp per carcass**. Tembo canine teeth are prized as armor spikes

*GM Note: Once you have defeated the tembo proceed to Encounter 2*

## ENCOUNTER 2 - TEMPLE RUINS



*Original art by Stuart Lynch*

After the PCs have recovered from their battle with the tembo, they are able to approach the ruins and survey the area. Read or paraphrase the following.

### APPROACHING THE RUINS

*After recovering from your ordeal with the tembo, you finally reach the ancient ruins, but you soon find that the ruins are disappointingly unremarkable. The buildings, made of a red-brown stone, are scoured by centuries of wind and sand, erasing most of the detailed stonework. With the exception of a larger building in the center of the ruins, no structure rises more than a few feet high, with most having collapsed into heaps of rubble and the stone outlines of the walls.*

- The ruins are the remains of a temple complex, most of which was abandoned millennia ago. Only the shifting desert sands have kept them intact and free of scavengers, revealing the ruins perhaps only once in a generation.

- The west side of the temple walls are intact, rising up to twenty feet in some areas. The remaining structure is sturdy, with several archways and columns still standing. The roof, however, has long since collapsed.
  - When rediscovered, locals have used the ruins as a source of building materials for their own villages and homes. About fifty years ago, intrepid explorers found one of the collapsed stairways to the catacombs. Several descended and never returned, killed by **Merak** the raaig in the catacombs below.
  - While most of the ruins have little to no markings, there are several faded images and some writing on the tiled floor of the central temple. These images are of human male holding a round shield in one hand and three lightning bolts in the other.
  - The remains of a dead kank lie near the center of temple, its stench wafting throughout the area. It still has a set of sleeping mats and a waterskin tied to it.
  - The sand nearby clearly has signs of tracks and a spattering of dried blood can be seen as well. Following the blood leads to the remains of an almost completely eaten medium male humanoid with pointy ears. Near the body lies a broken bone short sword. These are the remains of **Cal** [half-elf male] who was killed and eaten by the tembo.
  - An additional set of tracks leads to a rubble pile mostly covered in sand and fallen stones. A large flat stone blocks a small opening descending into a darkened area. It is big enough for a small human-sized creature to squeeze through and the opening can be made to fit larger individuals if enough rocks are removed. A large creature has to squeeze through due to the width and height of the opening.
- An **Easy** Ability check while investigating the area near the small opening reveals that the rubble appears to cover a stairway going downward.
  - If a **Hard** ability check is made to decipher the ancient writing, the name ‘Rahoon’ can be deciphered.
  - After deciphering the name Rahoon, a **Very Hard** ability check enables a PC to recall some tales that Rahoon is an entity the ancients worshipped when they prayed for vengeance or fury against their enemies.

## TREASURE

- A riding saddle, 2 Medium-sized cloth sleeping mats, full 1-gallon waterskin, small cloth pouch with 5 bits and 2 cp.

*GM Note: Once the PCs descend into the catacombs proceed to Encounter 3.*

## ENCOUNTER 3 – THE CATACOMBS

### Catacombs Characteristics

- **Lighting:** The entire area is mostly lightless, with the exception of room #8
- **Air:** The air is dry and stale but has no actual scents to it.
- **Construction:** Walls are made of worked stone, sand and debris from prior sandstorm throughout the ages have crept in the main room. Faded plaster frescoes still remain in many areas, in others they have fallen off due to earthquakes, tremors, or vandalism.
- **Ceilings:** The ceilings are 10 feet high.
- **Skeletons:** In various locations on the map there are desiccated skeletal bodies, some with more modern attire and others in ancient garb, all of which is dry-rotted.

### Catacombs Map Key (Map #2)

1. **Stairway:** The rubble strewn stairs are covered in sand and descend 15 feet. A connecting hallway continues 35 feet into the Area #3.

## KNOWLEDGE CHECKS

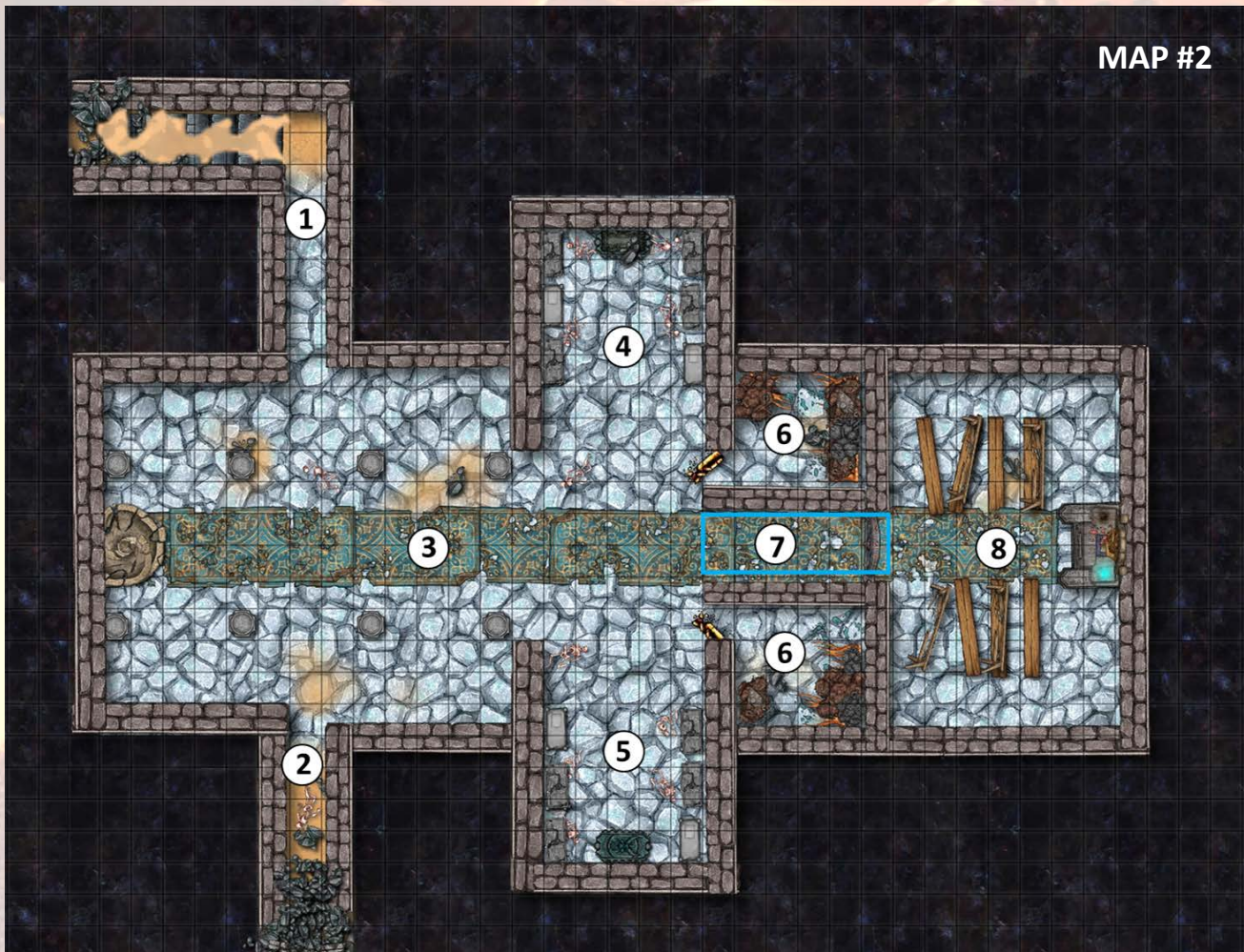
- An **Easy** Ability check can be made to discern that the kank and the remains have bite and slash marks similar to those made by tembo and both appear to have died recently (a few hours ago).



2. **Collapsed Stairway:** On the opposite side of the catacombs, an identical hallway area has completely collapsed, with tons of stone, sand and rubble making that corridor impassible. A skeletal corpse lies near the stone and sand, laying facing the collapsed area. A search of the corpse reveals a rotted cloth pouch with **3 bits, 11 cp and 2 sp.**
3. **Celebration Chamber:** This large columned chamber once contained tapestries celebrating Ragoon and his adherents. Unfortunately, most of these tapestries have rotted away, while others have been ripped off and are missing. Those that can still be made out have images of a man holding a three lightning bolts in one hand. Pieces of a thick fabric rug lie in tatters down the center length of the chamber. The western wall of this chamber has a dried stone basin that

once was used to anoint the dead before burial. Currently inside is **Bakul** [male human] hiding under some rotted tapestries. **Bakul** fled here when the tembo killed Cal and his kank on the surface above. He could not see in the darkness, so followed the wall, tearing at some of the tapestries and falling into the basin. He is frightened and unsure of what to do. A search of the area uncovers **several pieces of ceramic plates and offering jars that are worth 100 cp** to purveyors of ancient relics. The tapestries on the wall crumble into pieces if handled in any way.

4. **Ransacked Burial Chamber:** This burial chamber has multiple alcoves in vertical rows of three, some with skeletons containing the ancient devotees of Ragoon. In between the alcoves there are several stone sarcophagi-all





Art created by Midjourney via prompts by June Soler

have been opened, their valuables removed. There are lids lying on the ground shattered or on their sides. In the northern wall, an ornate granite sarcophagus carved in the likeness of a regal woman lies shattered, bones lie strewn about the room. Broken weapons of stone, bone and obsidian lie in the room. Most corpses have no valuables, but three of them still have sigils of Ragoon around their necks.

- 5. Southern Burial Chamber:** This room is similar to the northern chamber, however there is less destruction. Several scorched and blackened skeletons with ragged clothing lie near many of the stone coffins, all of which remain unopened. There is an ornate sarcophagus of a bearded man that also appears sealed. With an Easy ability check, the PC can see that some skeletons bear signs of scorch marks. Broken weapons of stone, bone and obsidian lie in the room. A search

of the scorched skeletons reveals a total of **9 bits, 12 cp, 3 sp and 2 jade statuettes (50 cp each)**. A search of the corpses in the alcoves reveals no valuables; a search of the unopened coffins [Medium ability check to open] reveals **4 symbols of Ragoon** and a total of **20 sp in ancient jewelry**. Touching the ornate sarcophagus alerts **Merak**, who animates the 5 **lightning skeletons** on the ground and **enters combat** when there are only two **lightning skeletons** remaining [See **Merak Tactics**].

- 6. Embalming Rooms:** These rooms contain now-rotted cloth, pieces of wood and dried-out jars once used to embalm the bodies of Ragoon's worshippers. The vast majority of these items crumble to dust when touched, creating a cloud of choking dust in the air. If PCs search these rooms, they discover several [5] pieces of electrum tools in the debris, that were once used to prepare corpses. These items are worth a total of **300 cp** if sold as a set or **30 cp** individually.
- 7. Hall of lightning:** This hall sides are painted in lightning motifs and a perceptive PC [Medium ability check] can see faint scorch marks on the floor tiles at the edges of the rug. The blue border on the map indicates a magical lightning trap that is triggered when the tiles are stepped on if a symbol of Ragoon is not worn, carried or held. For the first 10 feet, the trap does Negligible damage, Minor damage the next 10 feet and Moderate damage the last 10 feet before the hall ends in a set of ornate wooden double doors.
- 8. Chapel of Ragoon:** In this vaulted chamber lies a long-forgotten chapel of Ragoon. The ceiling is painted with faded and crumbling frescos of a blue sky festooned with lightning bolts. The wooden benches are fragile and some have collapsed; those that have not crumble with any measurable weight placed on them. In the center of the chapel lies a stone altar of a strange human with an imperious look, holding three lightning bolts made of a strange metal [**electrum**]. Two silver candelabra with a single brown candle are on opposite sides of the altar, one is

topped over, the other is alight with a bright blue-white flame that occasionally sparks. **Merak** the raaig attacks any creature who enters this chamber. See [**Merak Tactics**]. With a Hard ability check, a PC may notice that the toppled candelabra occasionally lets out an almost indiscernible thin wisp of smoke from the candle.

If the toppled candelabra is propped up, it smolders and reignites in the next round [**go to Return of Aubrae**]. If the originally standing candelabra is toppled, go to [**Merak Tactics**]. The three metal lightning bolts are made of wood, wrapped with electrum leaf. The electrum leaf is worth **20 sp** each, the candelabra are worth **10 sp** each.

- PCs investigating the altar may make a **Very Hard** ability check to discover a hidden compartment containing an electrum ring with the symbol of Ragoon. This is a *ring of lightning resistance*.

## CONCLUSION

The adventure concludes if the following occurs:

- If **Merak** is slain, he disappears into the gray, his spirit returns in 72 hours unless his candle was snuffed out as well. To permanently slay him, the candle must be removed from the temple ruins, severing the connection.
- If Merak's candle is knocked over or toppled, it blows out and he becomes corporeal. Merak loses any resistances due to the incorporeal condition, becoming easier to hit.
- If his candle is still out and he's destroyed, he's stuck on the Gray unable to return to Athas.
- **Return of Aubrae** – If the PCs have propped up the second candle and allowed it to reignite, the ghostly form of a matronly woman in flowing robes appears. She instantly smiles at **Merak**, calling to him in a strange tongue. **Merak** stops attacking PCs

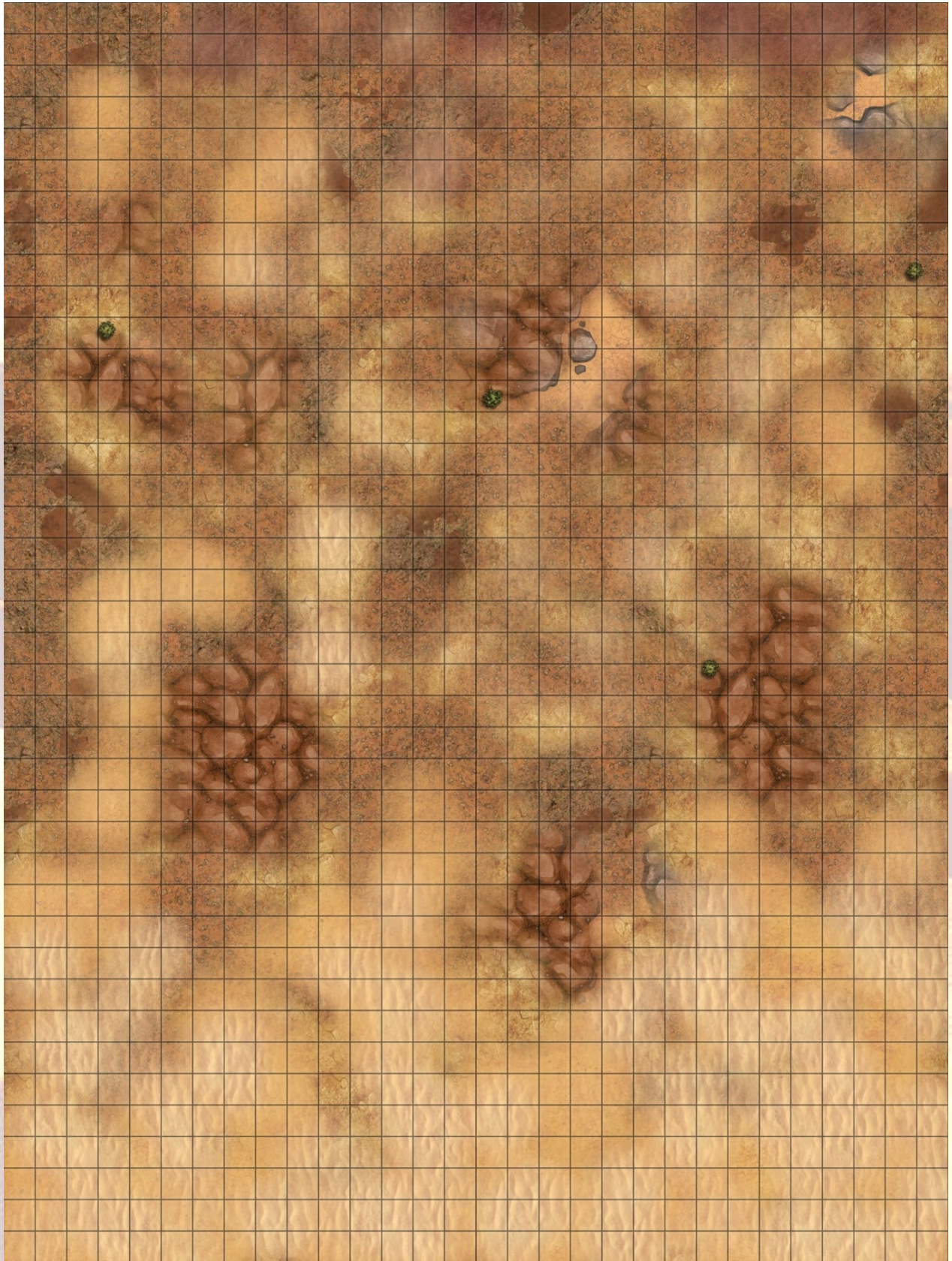
and glides to **Aubrae** using his *lightning shift* ability for a ghostly embrace.

- By propping up the candle, the raaig of **Aubrae** is able to return from the Gray. She does not attack the PCs unless they attack her or continue to attack **Merak** after he has stopped attacking them. **Aubrae** has the same stats as **Merak**.
- If the PCs stop attacking and allow the raaigs' moment of bliss to occur, **Merak** bows his head graciously and gifts the PCs with the *ring of lightning resistance*.
- The PCs can flee at any time and return to Ablath with whatever spoils they were able to gather. When they return, many gather to hear of their exploits.
- If they return with **Bakul**, **Ozella** rewards the PCs as agreed.
- If they made a deal with **Narius**, he takes half his cut when the artifacts are sold in Tyr and allows them to keep the mounts as partial payment.

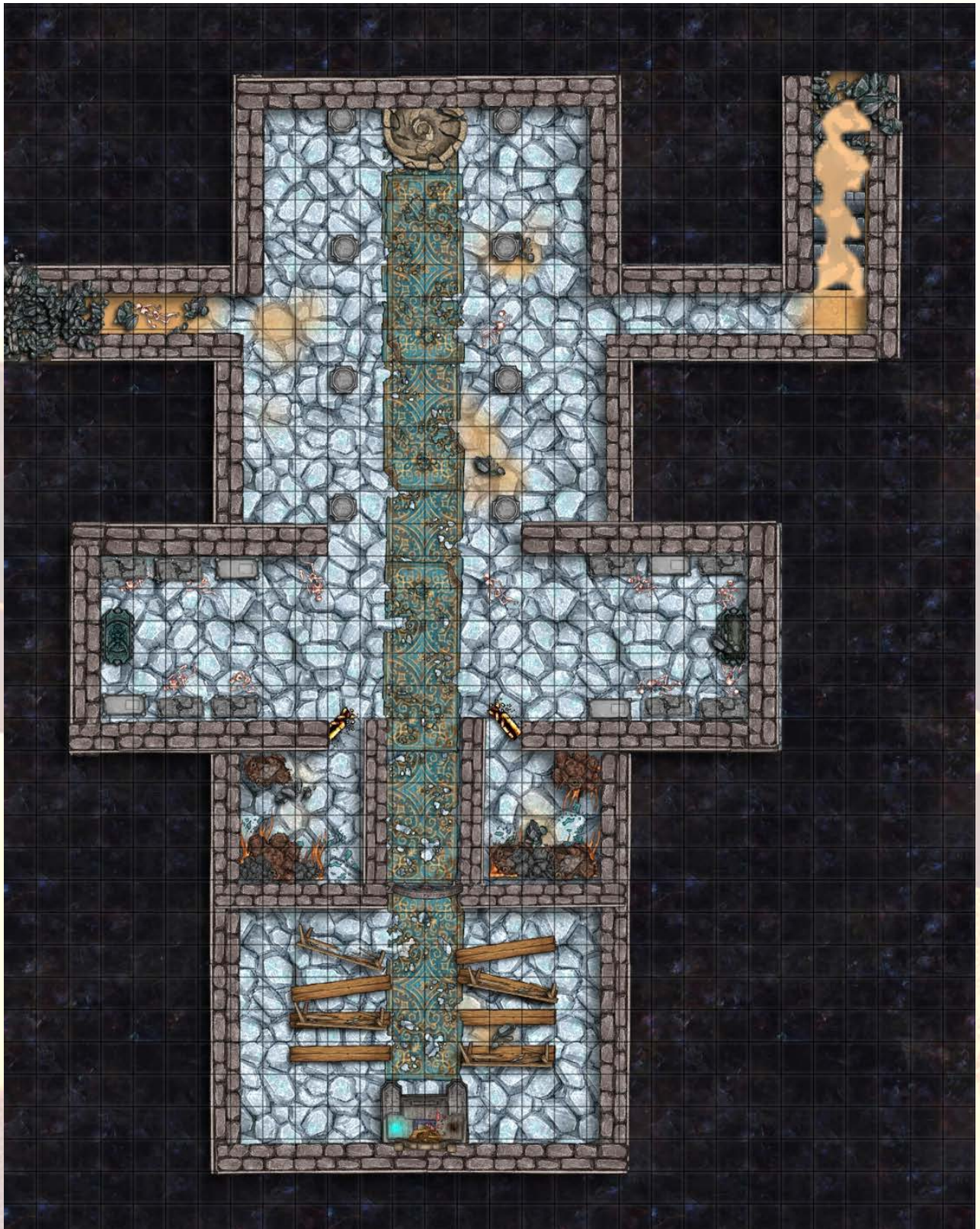


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# MAP #1



# MAP #2



## APPENDIX 1: GENERIC STAT BLOCKS

### TEMBO [Psionic Beast]

The tembo is a despicable, furless, tawny colored beast covered with loose folds of scaly hide. Varying between three and six feet in length, they usually stand about as high as a man's thigh. All four of their lithe feet end in long sharp claws, and huge canine fangs protrude from beneath the flappy lips of their squarish snouts. The tembo has huge, squarish ears which it can turn in any direction, independently of each other. Tembo are vicious creatures and have several abilities used to hunt.

- Displacement – This ability makes tembo indistinct and fuzzy making them harder to hit.
- Chameleon Skin – This ability allows the tembo to meld into the surrounding terrain camouflaging themselves.
- Drain Life – Tembo enhance their claws with necrotic damage.
- Death Field – A deadly aura that drains energy from everyone within a 10' radius.

### LIGHTNING SKELETONS

#### [Undead Humanoid]

Lightning skeletons are mindless undead empowered with a glimmer of electrical power. Brief rivulets of electricity run down their bones and their eye sockets are alit with a bluish-white light.

- Lightning skeletons are immune to lightning or thunder attacks.
- Lightning skeleton claw attacks cause Minor shock damage.

When destroyed, Lightning skeletons burst into a thunderous roar in a 5-foot radius around them. This causes Minor thunderous/sonic damage.

### MERAK and AUBRAE of TRAGUS

#### [Male and Female Humans Raaigs]

In ancient times before the devastation of Athas, Merak and Aubrae were minor nobles of House Tragus. Their devotion to Ragoon was absolute and although they focused on the well-being of their village and holdings, they dedicated most of their wealth to building a large temple complex.

Merak was convinced that this act of piety would ensure his place after death. So, along with his wife Aubrae, he funded its construction and upon their deaths willingly transformed into Raaigs to protect the sanctity of the temple into eternity.

Unfortunately for Merak and Aubrae, the horrific wars and devastation of the land soon reached Tragus and it too was destroyed. Eventually the sands covered the existence of the village and the temple complex for centuries.

Every generation or so the violent sandstorms rip through the area and reveal parts of the ruins. When this occurs locals who discover the area attempt to scavenge and recover any items they can find.

It was in one of these occasions that explorers came upon the catacombs and pillaged much of its contents and in the process shunted Aubrae back into the Gray. Merak destroyed as many of the trespassers as he could, but was unable to return her from the Gray because he is incorporeal.

Merak attempts to destroy any trespassers in the catacombs as vengeance for Aubrae. Only a Very Difficult ability check for diplomacy convinces him to stop momentarily.

## APPENDIX 1: GENERIC STAT BLOCKS

### MERAK TACTICS

When dealing with trespassers Merak does the following:

- While Merak cannot mystically sense everything in the catacombs, he is tied to his sarcophagus and senses intruders are in the area if it is touched or disturbed in any way.
- Merak uses his *lightning strike* ability as a ranged attack as a preferred attack.
- He targets any obvious spellcasters or anyone displaying psionic powers.
- Merak focuses on anyone from reaching the altar using both ranged or melee attacks and moving in front of the altar using his *lightning shift* power to move rapidly [system dependent]
- In melee uses his *stunning claws* to stun opponents.
- If Merak's candle is knocked over or toppled, it blows out and he becomes corporeal. Merak loses any resistances due to the incorporeal condition, becoming easier to hit.
- If his candle is still out and he's destroyed, he's stuck on the Gray unable to return to Athas.
- Merak stops attacking the PCs if Aubrae is returned.

### MERAK COMBAT ABILITIES

- Lightning Strike – Ranged attack that is akin to a lightning bolt. Does Major damage.
- Stunning Claws – Melee attack that does Minor damage, but stuns an opponent momentarily.
- Lightning Shift – Movement ability that allows Merak to immediately move to a location within 30 feet.

### AUBRAE COMBAT ABILITIES

- Same as Merak

### NEW MAGIC ITEMS

#### ***Balm of the Gray***

*This ash-colored balm coats up to 2 medium-sized melee weapons or 1 large-sized weapon to allow the striking of incorporeal creatures. The balm effects last 1 hour.*

#### ***Ring of Lightning Resistance***

*This ring, made of electrum has the symbol of Ragoon engraved upon it. It grants the wearer resistance to lightning, electricity, thunder or similar damage types.*

### RAAIG LORE

**Ability Check: Hard:** In life, raaigs were devout individuals devoted to a specific faith. In death they remain devoted, though their centers of faith have crumbled into ruin or vanished. Raaigs have a variety of powers usually tied to their religious devotion. Many raaigs can take solid form to attack, or can remain incorporeal.

Raaigs haunt old temples. They usually attack any who set foot in their shrines, assuming the trespassers are unbelievers who defile the sacred precinct. Few people on Athas know the ancient names or prayers that can satisfy a raaig's challenge.

A given raaig is bound to a limited area or purpose and cannot abandon it to chase intruders even a short distance.



*Symbol of Ragoon*

## APPENDIX 2: 5E D&D STAT BLOCKS

### TEMBO

Medium monstrosity (Psionic), usually chaotic evil

---

**Armor Class** 15 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 40 ft.

---

**STR** 14 (+2)      **DEX** 16 (+3)      **CON** 14 (+1)

**INT** 13 (+1)      **WIS** 8 (-1)      **CHA** 4 (-3)

---

**Skills** Stealth +5

**Senses** darkvision 60 ft., passive Perception 9

**Languages** none

**Challenge** 2 (450 XP)

---

**Psi-like Abilities (Psionics).** The Tembo's innate psionic ability is Intelligence (save DC 11, +3 to hit with psionic attacks). It can use the following psionic powers at will, unless otherwise specified.

**chameleon skin.** As an Action, a tembo can change the color of their scaly skin to match the color of their surroundings. This change lasts indefinitely and gives it advantage on Stealth checks for as long as it remains in that same type of environment.

**death field.** As an Action, a tembo can create a field of life-sapping necrotic energy in a 10 ft. radius. All creatures within the affected area must make a DC 11 Constitution saving throw or take 10 (3d6) necrotic damage or half as much on a successful one. This ability can be used once per long rest.

**displacement.** As an Action, the tembo projects a psionic illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the tembo is incapacitated or has a speed of 0.

**drain life.** As a Bonus Action, a tembo can empower its bite and claw attacks to cause an additional 2 (1d4) necrotic damage per successful attack.

---

### Actions

---

**Multiattack.** The Tembo makes two melee attacks: one with its bite and one with its claws.

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

**Rake.** If a tembo hits the same opponent with both bite and claw attacks in the same round, it automatically makes a rake attack with its hind claws for *Hit:* 7 (2d4+2) slashing damage.

### SKELETON, LIGHTNING

Medium undead, lawful evil

---

**Armor Class** 13

**Hit Points** 19 (3d8 + 6)

**Speed** 40 ft.

---

**STR** 10 (+0)      **DEX** 16 (+3)      **CON** 15 (+2)

**INT** 6 (-2)      **WIS** 8 (-1)      **CHA** 5 (-3)

---

**Damage Vulnerabilities** bludgeoning

**Damage Resistances** poison

**Damage Immunities** lightning, thunder

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** understands the languages it knew in life but can't speak

**Challenge** 1 (200 XP)

---

### Actions

---

**Multiattack.** A lightning skeleton makes two rapid attacks with its claws.

**Shocking Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage and 3 (1d6) lightning damage. These attacks are modified by Dexterity instead of Strength.

**Detonate.** When brought to zero hit points the lightning skeleton will burst in a thunderous roar causing 3 (1d6) piercing damage and 3 (1d6) thunder damage to each creature within 5 feet of it. Creatures who make a DC 13 Dexterity saving throw take half damage.



## APPENDIX 2: 5E D&D STAT BLOCKS

### MERAK

Medium undead (Raaig), Lawful Neutral

---

**Armor Class** 13

**Hit Points** 88 (16d8 + 16)

**Speed** 40 ft.

---

**STR** 10 (+0)

**DEX** 16 (+3)

**CON** 13 (+1)

**INT** 12 (+1)

**WIS** 17 (+3)

**CHA** 16 (+3)

---

**Saving Throws** Int +4

**Damage Resistances** acid, fire, psychic; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, lightning, necrotic, poison, radiant, thunder

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 9

**Languages** any languages it knew in life

**Challenge** 5 (1800 XP)

---

**Ethereal Sight.** The raaig can see 60 ft. into the Ethereal Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The raaig can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

---

### Actions

---

**Etherealness.** The raaig enters the Gray (Ethereal Plane) from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

**Lightning Strike (Recharge 5-6).** Ranged Spell

Attack: +6 to hit, range 60 ft., one target. Hit: 24 (6d6 + 3) lightning damage.

**Stunning Claws.** Melee Spell Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) lightning damage and the target must make a DC 13 Constitution save or be stunned for 3 rounds. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

---

**Lightning Shift.** As a Bonus Action or Reaction, Merak can move rapidly up to 30 feet to an unoccupied space that you can see. When moving this way, he does not provoke any attacks of opportunity. This ability can only be used one per round.

### AUBRAE

Medium undead (Raaig), Lawful Neutral

---

Same stats as Merak

### MAGIC ITEMS

#### **Balm of the Gray**

Potion, rare

This ash-colored balm coats up to 2 melee weapons sized for medium creatures or 1 weapon for a large-sized creature and negates bludgeoning, piercing, and slashing resistances of incorporeal creatures. The balm effects last 1 hour.

#### **Ring of Lightning Resistance**

Ring, rare (requires attunement)

This ring, made of electrum has the symbol of Ragoon engraved upon it. It grants the wearer Damage Resistance to lightning and thunder damage.

## APPENDIX 2: 5E D&D STAT BLOCKS

### Scenario Ability and Skill Checks

Page	Event/Location	Skill/Ability	Difficulty
Pg. 3	Spot hidden tembo	Perception/WIS	DC 15, with disadvantage.
Pg. 3	Knowledge of tembo	Nature/INT	DC 5 to ID, more gives greater info.
Pg. 5	Discern Kank bite/slash marks	Investigation/Medicine/INT or WIS	DC 8 to know tembo did it.
Pg. 6	Investigate Area for opening	Investigation/Perception/INT or WIS	DC 10 to discover stairway.
Pg. 6	Discern 'Rahoon' ancient writing	History/Religion (only literate PCs)/INT or WIS	DC 15
Pg. 6	Recall what is Rahoon	History/Religion (only literate PCs)/INT or WIS	DC 19; give out some details in scenario.
Pg. 7	Room 5. Open coffins	Athletics/Sleight of Hand/STR or DEX	DC 12
Pg. 7	Room 7. Notice Scorch marks	Perception/Arcana/WIS or INT	DC 11
Pg. 8	Room 7. Damage	1 HP for negligible, 1d6 for minor, 2d6 for moderate; all damage is lightning damage.	N/A
Pg. 8	Room 8. Notice smoke from topple candle	Perception/WIS	DC15
Pg. 8	Room 8. Notice hidden compartment	Perception/WIS	DC 22
Pg. 11	Lightning skeleton damage	SEE 5E CREATURE STAT BLOCK	N/A
Pg. 11	Convince Merak to stop attacking	Persuasion/CHA	DC 22

## APPENDIX 3: 4E D&D STAT BLOCKS

### TEMBO

Level 4 Skirmisher

Medium aberrant magical beast XP 175

HP 42; Bloodied 21 Initiative +7

AC 20, Fortitude 20, Reflex 18, Perception +8

Will 16 Darkvision

Speed 8

Resist 5 necrotic

Saving Throws +5; Action Points 2

#### TRAITS

**Killing Presence** (necrotic) ♦ **Aura 2**

Any enemy that starts its turn within the aura takes 5 necrotic damage.

**Tainted Wounds** ♦ **Aura 5**

While the tembo is bloodied, enemies within the aura regain only half the normal hit points from healing effects.

#### Double Actions

At the start of combat, the tembo makes two initiative checks. The tembo takes a turn on both initiative counts.

#### Immovable

The tembo can ignore forced movement. When an attack would knock the tembo prone, the tembo can make a saving throw to remain standing.

#### STANDARD ACTIONS

##### Bite ♦ At-Will

*Attack:* Melee 1 (one creature); +11 vs. AC  
*Hit:* 2d10+3 damage, and the target takes a -2 penalty to attack rolls until the end of the tembo's next turn.

##### Raking Assault ♦ At-Will

*Attack:* Melee 1 (one creature); +11 vs. AC  
*Hit:* 2d10+3 damage, and the tembo shifts 4 squares and then uses bite.

#### MINOR ACTIONS

##### Blending (illusion) ♦ Encounter

Effect: The tembo becomes invisible until it attacks or until the end of its next turn.

#### TRIGGERED ACTIONS

##### Unspeakable Violation (necrotic) ♦ Recharge: 6

*Trigger:* The tembo hits an enemy with bite.  
*Attack (Free Action):* Melee 1 (triggering enemy): +9 vs. Fortitude  
*Hit:* The target loses a healing surge, and the tembo's *killing presence* aura deals 10 necrotic damage instead of 5 necrotic damage during the tembo's next turn.

##### Shadow Evasion ♦ Recharge when first bloodied

*Trigger:* An enemy hits the tembo with a melee or a ranged attack.

*Effect (Immediate Reaction):* The tembo shifts 4 squares and then becomes insubstantial until the end of the triggering enemy's next turn.

#### Skills Stealth +10

**Str** 19 (+7) **Dex** 15 (+5) **Wis** 11 (+3)

**Con** 14 (+5) **Int** 13 (+4) **Cha** 9 (+2)

**Alignment** chaotic evil **Languages** Common

### LIGHTNING SKELETON

Level 4  
Soldier

Medium natural animate (undead) XP 175

HP 32; Bloodied 16 Initiative +6

AC 15, Fortitude 15, Reflex 17, Perception +3

Will 15

Speed 8 Darkvision

Immune disease, poison; Resist 10 necrotic;

Vulnerable 5 Radiant

#### Standard Actions

##### Shocking Claws ♦ At-Will

*Attack:* Melee 1 (one creature); +10 vs. AC  
*Hit:* 1d4+3 damage, and the target takes 5 lightning damage.

#### Triggered Actions

##### Detonate (lightning)

*Trigger:* When the lightning skeleton is reduced to 0 hit points

*Attack (Free Action):* Close burst 1; +7 vs. Reflex; 1d6+3 damage and 5 thunder damage.

**Str** 19 (+7) **Dex** 15 (+5) **Wis** 11 (+3)

**Con** 14 (+5) **Int** 13 (+4) **Cha** 9 (+2)

**Alignment** Unaligned **Languages** -

## APPENDIX 3: 4E D&D STAT BLOCKS

### MERAK

**Raaig Tomb Spirit** Level 10 Controller  
Medium natural animate (undead) XP 500

**HP** 86; **Bloodied** 43 **Initiative** +9  
**AC** 23, **Fortitude** 20, **Reflex** 21,  
**Will** 21 **Perception** +11

**Speed** 8, fly 8 (hover); phasing Darkvision

**Immune** disease, poison, lightning;  
**Resist** insubstantial

#### Standard Actions

##### Stunning Claws ♦ At-Will

*Attack:* Melee 1 (one creature); +10 vs. AC

*Hit:* 1d6+4 damage, and the target takes 5 lightning damage and stunned for 3 rounds (save ends).

##### Lightning Strike ♦ At-Will

*Attack:* Ranged 12 (one creature); +15 vs. Reflex;

*Hit:* 2d6+5 lightning damage, *Miss:* Half Damage

#### Move Actions

**Lightning Shift ♦ At-Will** (immediate reaction, when an enemy hits the raaig with a melee weapon)  
The raaig moves up to 6 squares to an unoccupied space.

**Skills** Religion +11, Stealth +12

**Str** 10 (+1) **Dex** 16 (+7) **Wis** 17 (+7)

**Con** 13 (+2) **Int** 12 (+2) **Cha** 16 (+7)

**Alignment** Lawful Neutral **Languages** Supernal

### AUBRAE

Medium undead (Raaig), Lawful Neutral

Same stats as Merak

### MAGIC ITEMS

#### Balm of the Gray (Ghoststrike Oil) Level 3

A weapon coated with this murky oil exudes a ghostly gray mist.

##### Alchemical Item (5 doses)

**Power (Consumable):** Standard Action. Apply ghoststrike oil to your weapon or one piece of ammunition. Make a secondary attack against the next undead creature with resist insubstantial that you hit with the coated weapon or ammunition: +6 vs. Fortitude; on a hit, you ignore the creature's resist insubstantial when determining damage for the attack.

#### Amulet of Lightning Resistance +1 Level 8

This amulet, made of electrum has the symbol of Ragoon engraved upon it.

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Gain resist 5 lightning and resist 5 thunder.

**Note:** Changes to magic items made to the number of consumables and item slot due to 4E magic item levels and mechanics.

## APPENDIX 4: 3E/PF1E D&D STAT BLOCKS

### TEMBO

**CE Medium Magical Beast (Psionic) CR 4**

**XP** 1,200

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +5[+8]

---

#### DEFENSE

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**AC** 18 (+4 Dex, +4 natural), **touch** 14, **flat-footed** 14

**hp** 4d10+8 (32 hp)

**Fort** +7, **Ref** +8, **Will** +2

**Defensive Abilities** evasion, psionics (see below)

---

#### OFFENSE

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**Speed:** 40 ft. (8 squares)

**Melee** 2 claws +7 melee (1d4+3) and bite +5 melee (1d6+1 plus energy drain)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Energy drain, improved grab, psi-like abilities, pounce, rake 1d4+1

---

#### STATISTICS

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**Str** 16, **Dex** 18, **Con** 14, **Int** 13, **Wis** 12, **Cha** 12

**Base Atk** +4; [**CMB** +7; **CMD** 18]

**Skills:** Climb +4[+7], Hide +8 [Stealth +11], Listen +5 [Perception +8], Move Silently +11[Stealth +11], Spot +6 [Perception +8]

**Feats:** Deflect Arrows(B), Dodge, Multiattack

---

#### SPECIAL ABILITIES

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**Energy Drain (Su):** Living creatures hit by the tembo's bite attack receive one negative level. The Fortitude save to remove a negative level has a DC of 13. The save DC is Charisma-based.

**Evasion (Ex):** If a tembo makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

**Improved Grab (Ex):** To use this ability, a tembo must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

**Pounce (Ex):** If a tembo charges, it can make a full attack, including two rake attacks.

**Psi-Like Abilities:** 3/day—*chameleon*, *painful strike*, *ubiquitous vision*; 1/day—*death field*, *ectoplasmic form*, *greater concealing amorphia*, *immovability*. Manifestor level 5th. The save DCs are charisma-based.

**Rake (Ex):** Attack bonus +5 melee, damage 1d6+1.

### SKELETON, LIGHTNING

**NE Medium undead CR 2**

**XP** 600

**Init** +3; **Senses** darkvision 60 ft.; **Perception** -1

---

#### DEFENSE

---

**AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

**hp** 17 (2d8+8)

**Fort** +4, **Ref** +3, **Will** +1

**Defensive Abilities** DR 5/bludgeoning; Immune electricity, sonic; undead traits

**Weaknesses** vulnerability to cold, electricity

---

#### OFFENSE

---

**Speed** 40 ft.

**Melee** Shocking claw +5 (1d4+2 plus 1d6 electricity)

---

#### STATISTICS

---

**Str** 15, **Dex** 16, **Con** —, **Int** —, **Wis** 8, **Cha** 18

**Base Atk** +2; **CMB** +5; **CMD** 15

**Feats** Improved Initiative, Weapon Finesse

**SQ** detonate (1d6 damage plus 1d6 sonic, Reflex DC 13 half)

**Gear** rotten armor scraps

---

#### SPECIAL ABILITIES

---

**Quicken Strikes (Ex):** Whenever a lightning skeleton takes a full-attack action, it can make one additional claw attack at its highest base attack bonus.

**Detonate (Su):** A lightning skeleton explodes into bone and thunder when it is destroyed, dealing 1d6 points of piercing damage and 1d6 sonic to anyone adjacent to it. A Reflex save (DC 13) halves this damage.

## APPENDIX 4: 3E/PF1E D&D STAT BLOCKS

### MERAK

Raaig CR 6

XP 2,400

Human aristocrat 6

LN Medium undead (augmented humanoid, incorporeal)

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +20

#### DEFENSE

**AC** 19, **touch** 19, **flat-footed** 15 (+5 deflection, +3 Dex, +1 dodge)

**hp** 51 (6d12+12) [67 (6d8+36)]

**Fort** +6, **Ref** +6, **Will** +8

**Defensive Abilities** channel resistance +4, incorporeal; Immune to electricity, Immune undead traits

#### OFFENSE

**Speed** fly 40 ft. (perfect)

**Melee** *Shocking claws* touch +4 (3d6 electrical and stunned for 3 rounds, Fort. DC 16 to resist stun effect).

**Special Attacks** *Lightning Strike* - At will, as standard action, Merak can cast a *lightning strike* against one creature, as the *lightning bolt* spell at a range of 60 feet and for 5d6 electrical damage, Ref. DC 16 half).

#### STATISTICS

**Str** —, **Dex** 16, **Con** —, **Int** 12, **Wis** 17, **Cha** 21

**Base Atk** +4; [CMB +4; CMD 21]

**Feats** Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Toughness

**Skills** [Fly +8], Hide +8[Stealth +8], Knowledge (history) +6[+9], Knowledge (nobility) +7[+10], Search +17 [Perception +20], Sense Motive +9, Spot+11[none]; **Racial Modifiers** +8 Search [+8 Perception], +8 hide [+8 Stealth]

**Languages** Ancient Common

#### Special Abilities

**Lightning Shift (Su).** As a swift or immediate action, Merak can move rapidly up to 30 feet to an unoccupied space that you can see. When moving this way, he does not provoke any attacks of opportunity. This ability can only be used one per round.

**Lightning Strike (Sp)** At will, as standard action, Merak can cast a *lightning strike* against one creature,

as the *lightning bolt* spell at a range of 60 feet and for 5d6 electrical damage, Ref. DC 16 half).

### AUBRAE

Medium undead (Raaig), Lawful Neutral

Same stats as Merak

## MAGIC ITEMS

#### **Balm of the Gray (Ghost salt)**

**Alchemical Item** - 5 doses **Price:** 120 cp

**Ghost Salt:** This gritty alchemical powder is made from exotic minerals mixed with an infusion crafted from the ectoplasmic remains of destroyed incorporeal undead. When rubbed onto a weapon that is then placed over a hot flame for a full round, ghost salt melts and forms a temporary coating on the weapon.

The blanching gives the weapon the ability to do full damage to incorporeal creatures, even if the weapon itself is non-magical. An application of ghost salt remains effective until the weapon makes a successful attack. Each dose of weapon blanch can coat one weapon or up to 10 pieces of ammunition.

#### **Ring of Lightning Resistance (minor)**

**Aura** moderate abjuration; **CL** 11th; **Slot** ring;

**Price** 1200 cp

This ring, made of electrum has the symbol of Ragoon engraved upon it. It grants the wearer 5 Energy Resistance to lightning and sonic damage. The ring burns out after absorbing 60 hit points of damage.

## APPENDIX 5: 2E AD&D STAT BLOCKS

### TEMBO

<b>Climate/Terrain:</b>	Tablelands and mountains
<b>Frequency:</b>	Uncommon
<b>Organization:</b>	Pack
<b>Activity Cycle:</b>	Night
<b>Diet:</b>	Carnivore
<b>Intelligence:</b>	High (13-14)
<b>Treasure:</b>	I
<b>Alignment:</b>	Chaotic evil
<b>No. Appearing:</b>	1-6
<b>Armor Class:</b>	4
<b>Movement:</b>	15
<b>Hit Dice:</b>	4
<b>THACo:</b>	17
<b>No. of Attacks:</b>	5
<b>Damage/Attack:</b>	1d4 (×2)/1d6 (×2)/1d8
<b>Special Attacks:</b>	Psionics, level drain
<b>Special Defenses:</b>	Psionics, dodge missiles
<b>Magic Resistance:</b>	10%
<b>Size:</b>	M (3-6' long)
<b>Morale:</b>	Fearless (20)
<b>XP Value:</b>	975

#### Psionics Summary

Level	Dis/Sci/Dev	Attack/Defense	Score	PSPs
5	2/4/2011	EW, II, MT/IF, MBk, TW	10	80

**Psychometabolism** — *Sciences:* death field, life draining, shadow form; *Devotions:* chameleon power, displacement, ectoplasmatic form, heightened senses, immovability.

**Telepathy** — *Science:* tower of iron will; *Devotions:* contact, ego whip, id insinuation, intellect fortress, mind blank, mind thrust

**Level Drain:** When the tembo successfully hits with its powerful jaws, the victim must make a saving throw vs. death magic or lose one life level.

This loss is permanent, and a save must be made each time the tembo lands a successful bite.

**Dodge missiles:** When attacked from a distance, the dexterous tembo have a 40% chance of dodging any non-magical missile fire directed at them.

### SKELETON, LIGHTNING

<b>Climate/Terrain:</b>	Any
<b>Frequency:</b>	Very rare
<b>Organization:</b>	Band
<b>Activity Cycle:</b>	Any
<b>Diet:</b>	Nil
<b>Intelligence:</b>	Non- (o)
<b>Treasure:</b>	Nil
<b>Alignment:</b>	Neutral
<b>No. Appearing:</b>	2-6
<b>Armor Class:</b>	7
<b>Movement:</b>	15
<b>Hit Dice:</b>	3
<b>THACo:</b>	17
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d6/1d6 + lightning
<b>Special Attacks:</b>	Detonate, shocking claws
<b>Special Defenses:</b>	Immune to lightning, Half damage from edged weapons
<b>Magic Resistance:</b>	Nil
<b>Size:</b>	M (5-6')
<b>Morale:</b>	Fearless (20)
<b>XP Value:</b>	650

**Shocking Claws.** A lightning skeleton claw attacks also deliver electrical shock that cause an additional 1d6 points of damage per successful hit.

**Detonate.** When brought to zero hit points the lightning skeleton will burst in a thunderous roar causing 1d6 [piercing] damage and 1d6 electrical energy damage to each creature within 5 feet of it. A save vs. breath weapon reduces damage to half.

## APPENDIX 5: 2E AD&D STAT BLOCKS

### MERAK (RAAIG)

<b>Climate/Terrain:</b>	Any
<b>Frequency:</b>	Very rare
<b>Organization:</b>	Solitary
<b>Activity Cycle:</b>	Any
<b>Diet:</b>	None
<b>Intelligence:</b>	Very (11-12)
<b>Treasure:</b>	See Pg.8
<b>Alignment:</b>	Lawful Neutral
<b>No. Appearing:</b>	1-4 (1d4)
<b>Armor Class:</b>	7, or 0 (see below)
<b>Movement:</b>	15, Fl 15 (B), lightning shift
<b>Hit Dice:</b>	8 HD (36hp)
<b>THACo:</b>	13
<b>No. of Attacks:</b>	1
<b>Damage/Attack:</b>	1d8 (See below)
<b>Special Attacks:</b>	See below
<b>Special Defenses:</b>	+1 or better magical weapon to hit (see below), immune to lightning
<b>Magic Resistance:</b>	50%
<b>Size:</b>	M (6' tall)
<b>Morale:</b>	Fanatic (17.18)
<b>XP Value:</b>	3,000

#### Special Undead Powers:

**Lightning Strike** – releases a powerful stroke of electrical energy that inflicts 5d6 points of damage to a single creature within its area of effect. A successful saving throw vs. spell reduces this damage to half (round fractions down).

**Stunning Claws** – Such an attack, if successful, causes 1d8 points of damage and the victim must make a successful save vs. paralyzation or be stunned for 3 rounds.

**Lightning Shift** – Merak can move rapidly up to an additional 30 feet to an unoccupied space that you can see. This ability can only be used one per round.

**Special Undead Weaknesses:** Can only become corporeal via candle (see pg. Merak Tactics pg.12), cannot turn invisible or leave the temple catacombs.

### AUBRAE (RAAIG)

*Lawful Neutral*

**Stats:** Same as Merak

### NEW MAGIC ITEMS

#### **Balm of the Gray (Oil)**

This ash-colored balm coats up to 2 melee weapons sized for medium creatures or 1 weapon for a large-sized creature. Against incorporeal creatures it affects them as if the weapon was +1 magical weapon. The balm effects last 1 hour.

#### **Ring of Lightning Resistance**

This ring, made of electrum has the symbol of Ragoon engraved upon it.

The wearer of this ring is totally immune to the effects of normal electricity and thunder—weather, eels, etc. Magical lightning such as lightning bolt, shocking grasp, storm giant, will 'o wisp, etc. are saved against with a +4 bonus to the die roll, and all damage dice are calculated at -2 per die, but each die is never less than 1 in any event.

As a rule of thumb, consider powerful lightning or thunder as those that have a maximum initial exposure of up to 24 hit points, those of exceptional power (25 or more hit points). In that case the wearer takes no more than 10 points of damage per round.