



SORCERER- KINGMAKER

BOOK SIX: THE SOUND OF A THOUSAND SCREAMS

This heralds the beginning of the end of the Sorcerer-Kingmaker adventure path conversion, starting to tie together all of the threads established over the last five books, and bringing the Sorcerer-Kingmaker path to an end.

Campaign Background

Nyrissa, a princess of the Pyreen and one of Rajaat's contemporaries, found much in common with the Warbringer, but could not agree with his methods. She found his wars of genocide tiring and brutal, and his use of defiling sorcery abhorrent. Driven to madness by the long death of her world, she staged a coup against the Warbringer, hoping to bring about a unified and scientific approach. However, she was cast down and finally imprisoned in a subplanar 'bubble' now called the First World. However, with Rajaat's imprisonment, the structure of the First World began to fade, and Nyrissa has been able to make her way out into Athas for a brief few weeks or months at a time.

For several centuries, she has taken responsibility for the growth of the mighty primeval forest named Thousandbreaths, and

over the past few decades, she has accomplished (among many others) the following deeds:

- Slaying the Nightmare Beast located in the Stolen Lands, taking one of its horns as a trophy
- Saving a young Sun Lord and inspiring him on his path
- Teaching the B'rohg warrior Hargulka tactics and leadership skills
- Arming one of her agents, Eirikk, with a life-shaped dagger (which can be found in the Braxat which attacks towards the end of Sands Stained Red)
- Slaying the earth elemental drake which can be found in the Tors of the Levenies, taking its skull and arm as trophies
- Subverting the former High Praetor of Andropinis, Castor Irovetus, and inspiring him to set up the attack by House Drelev against the PCs' settlement, and then later the War of

the Silt Princes between the PCs' settlement and Altaruk

- *Awakening* the water weird in the Hooktongue Badlands

- Setting free the Trees That Weep from Thousandbreaths

- Recruiting the water drake Ilthuliak, which now dwells with her within the First World

With the end of the War of the Silt Princes, the PCs will have been left with the artifact weapon *Briar*, made of some of Nyrissa's essence, but the Tower of Thorns has phased out of synchronicity with the First World, leaving them with peace in the Stolen Lands for the first time in decades. The PCs should be 15th-16th level at the time this adventure starts, and might reach 20th level by the time it finishes, making them the epitome of their craft and true forces to be reckoned with in the burnt world of Athas.

Some time should have passed since the War of Silt Princes- perhaps some months, perhaps even some years- before the First World comes into synchronization with Athas again. And when that rolls around, Nyrissa's frustration and hatred boils forth into a destructive and desperate plot which threatens to wipe out the remainder of humanoid life on the burnt world, replacing it with lush and deadly vegetation from the Green Age. This takes place in the form of toxic Blooms, beginning as fertile land and sprouting into enormous growths, miles in radius. Each of these spreads at the rate of hundreds of feet of radius per day, growing over even defiled ash, although at a slower rate.

These Blooms initially attract settlers, but quickly overgrow them, as monsters and primal vegetation from the First World slip through, devouring everything inside. To save

the burnt world, the PCs will need to intervene, closing off these Blooms from their planar home. The creatures within have been changed by powers similar to those of the Pristine Tower, often emerging with extra limbs, vastly increased size, or bizarre additional powers.

Chapter 1: Blooms of Terror

Unlike the other adventures, this book begins taking place on a set timeframe- each of the blooms begins as a patch of fertile land and a spring of water bubbling forth, rapidly expanding in size until it swiftly becomes an expanse of virulent and hostile nature, miles in diameter. Once dealt with, each bloom leaves a trophy which can be used to force entry to the First World.

First Bloom (day 1): The Whirling Lake. The first bloom appears as a rapid churning and expansion of an oasis or lake somewhere within the PCs' settlements. Initially, this seems to be a miracle bringing elemental life to the burnt land, but the water expands at the rate of tens of feet per minute, swiftly turning to muddy filth and overwhelming buildings which were never intended to withstand a flood. The water is infected with Sight Rot, and all of those who drink from it begin bleeding from the eyes until their eyes eventually rot away (Constitution saving throw DC 15 to resist). Within the centre of the lake are a quartet of Greater Water Elementals, which slow their churn and will defend the area if anyone approaches. Each takes the form of an inky-black fish, the understanding of which may be lost on residents of Athas. If all four of the elementals are slain, the water shoots up as a great geyser, hundreds of feet in the air, and then drains away naturally, leaving a morass of

mud and silt.

Trophy: A smoky-black quartz fish, about two feet long and weighing forty pounds.

Second Bloom (day 8): The Shrieking

Children. The second bloom appears in the Narlmarches or in Thousand Breaths forest, (or in the forest of the Sootstripe halflings, if you prefer a closer threat). Thousands of living vines (mobs of Blights) animate themselves and walk the land, killing and imprisoning any humanoids they come across. In addition, Mandragora Blights emerge as a more threatening version, attacking towns with their psychic screams, with the power of a banshee's wail attack. The swarms of Mandragora Blights are highly dangerous, even to well-equipped adventurers, but vanquishing two of them at the fungal heart of the bloom will cause it to crumble and die rapidly.

Trophy: A dead Mandragora.

The Unseen Threat (day 9): Sensing that her plans have been interfered with already by the PCs, Nyriisa unleashes a band of merciless hunters, squeezing them out from the portal from the Tower of Thorns- a dozen Invisible Stalkers, with instructions to hunt, and kill, each of the PCs. They journey tirelessly across the land at a flying speed of 5-10 miles per hour, unerringly making their way towards their prey, and ambush them when they have an opportunity. If they slay the PC who carries *Briar*, they take it and flee immediately, heading back to the Tower of Thorns as fast as they can.

Third Bloom (day 12): Nights of Dread. This bloom manifests in the most densely-populated place on your campaign map- either Balic, or the PCs' home town (whichever will be more meaningful to your players). The inhabitants begin to be plagued by terrifying and disturbing dreams, and

within a day or two, begin dying in horrifying ways, leaving their bodies eviscerated. This is the doing of the Nightmare Rook, an immensely powerful psionic creation which can force biofeedback on those who sleep. Confronting the Nightmare Rook might require a specific trance or consulting with a psionic master who can bring all of the party into someone's dreaming state. A variety of nightmare creatures will confront any brave dreamers (use the Quori statistics from **Eberron: Rising from the Last War**, if you have it) before the Nightmare Rook itself confronts them, a vast and sky-blotting birdlike shape of infinite blackness, peppered with the light of dying stars from beneath its wings. A vast feat of willpower is required to drive it away, waking everyone instantly.

Trophy: A feather from the Nightmare Rook's wing, clutched in someone's hand.

Fourth Bloom (day 16): The Tree of Death.

This bloom grows from any tree in the lands, swiftly becoming a towering tree hundreds of feet in height and nearly fifty feet in diameter. Its roots writhe and crush structures nearby, and any water dries up rapidly as it absorbs any moisture in the area. Other trees begin to sprout around it, and grow almost as rapidly. Luckily the entire tree need not be destroyed, but enough of its roots must be severed or the trunk cut through. A spellcaster who chooses to Defile in this region treats everything within a mile of the tree as lush terrain. Once the tree is felled, it rots rapidly, and the water table slowly restores to its normal level. In the vicinity are a half-dozen Treants, which protect the trunk with their lives.

Trophy: A scrap of heartwood from the colossal tree, which oozes sap.

Fifth Bloom (day 17): The Knurly Briars. This bloom manifests anywhere in Hills or Plains, transforming into a vast area of briars scores

of feet tall and round, like a vast, primeval forest. Their spikes are sharp enough to pierce mekillot hide, and shred humanoids with ease. Within the growth of toxic-green briars can be seen some gigantic figures stalking effortlessly through the briars. Reaching the heart of the bloom will require battling through several Plains Giants which have become Yellow Musk Zombies, and then confronting the colossal Yellow Musk Creeper, defended by yet more of the zombies. On slaying the Creeper, the briars begin to wither.

Trophy: A seed pod from the Yellow Musk Creeper.

Sixth Bloom (day 22): Rise of the Mireworms.

This bloom manifests in the Hooktongue Slough, where wriggling violet worms infest the mud and drag down any creatures slow enough not to escape them. Some grow to truly enormous size, and become a trio of Purple Worms which attack through the muddy mire. The worms continue to grow, and the mud must be excavated to a depth of around ten feet, finding the writhing knot of worms from which they seem to be spilling.

Trophy: The knot of worms, about the size of a man's fist.

Seventh Bloom (day 25): Old Man of the Desert. This bloom manifests as a colossal heaving of sand out in the desert, which might be witnessed by traders or travellers, but might just as likely go unnoticed. However, tales swiftly begin to be told of a mountain range that is there one minute and gone the next, or of isolated settlements which have vanished, buildings and all, into the sand. The truth is that a truly enormous Hatori, over two hundred feet long, has emerged from the First World and cruises the sandy wastes without equal or fear. This beast is all but unstoppable, and able to demolish entire infantry companies in moments. If slain, one

of its eyes falls to the ground as its body begins to decay, an uncut green gemstone the size of a human's torso.

Trophy: The Hatori's eye gemstone.

Eighth Bloom (day 26): War of the High Folly.

The final bloom manifests not far from the PCs' capital city, unleashing a horde of First World soldiers upon their defenses. This will involve a large mass combat, defending the walls from murderous beasts, giants wielding bizarre life-shaped weapons and armour, blood-drinking plants, and even more strange things. In the distance, a white marble tower can be seen against the insanely blue sky of the First World, with a vast winged, reptilian figure flying lazy circles around it.

This attack is disorganized and poorly-arranged, each 'group' of combatants powerful but varied, and with no strong leadership or battle-plan. Nyrrisa's minions are not grouped in ways that make their talents or powers synergistic, and sometimes even confuse one another with their attacks. This battle will be desperate, and the PCs should be hard-pressed but on their home ground. Fighting off the attack and pressing forward to the heart of the bloom means the PCs can close the portal, leaving all of the vegetation gone, and a 100-foot radius of shining black obsidian sand.

Trophy: A handful of obsidian sand.

Ninth Bloom (day 28): Cataclysm Beast.

Nyrrisa's last and most deadly minion is a creature which she has painstakingly life-shaped for centuries, hoping that such an avenue would never be needed. On the day of this final event, although no clouds are to be seen in the sky, peals of thunder rumble across the Tablelands every ten minutes or so, like a Tyr-storm is above. From dusk, these become even more frequent, and with a flash of green light and a final ear-splitting crash, a rent from the First World tears open at the

site of the eighth bloom.

What emerges is a monster unlike Athas has seen before- what would be termed a *kaiju* in other planes of existence. This creature is imbued with the resilience of an earth drake, the might of a Nightmare beast, and the bio-engineered powers conferred by life-shaping. The cataclysm beast is around fifty feet tall and seventy feet long, with glowing bioluminescent lines and spots on its hide that glow as its taps into its powers. The beast is enormous, and moves with slow but inexorable power. It makes a beeline for the city walls and immediately begins wreaking havoc, impervious to all but the most powerful weapons. If it can be felled, it begins to fall apart into separate pieces, decaying rapidly until its glowing heart is all that remains, nearly as big as a half-giant.

Trophy: The Cataclysm Beast's heart.

With her month of terror ended, Nyrrissa will again try to breach the planar barriers from the First World, with a 10% chance of success per bloom which hasn't been shut down. If she fails, she will not be able to attempt such a feat for another year, while the PCs are equipped with the trophies they can use to open the portal from their side.

Chapter 2: Blue Skies of the First World

The First World, the faery-dimension in which Nyrrissa has been imprisoned for millennia, is a place of wondrous and growth, a sky of perfect cerulean blue, and the most pure air which any of them have ever breathed, filling them with elation and joy. It is also a place of treacherous druidic magic and psionic enchantment.

Using the trophies from Nyrrissa's blooms

allow the PCs to travel from the rooftop of the Tower of Thorns, deep within Thousandbreaths, into the prison dimension of the First World. The portal opens silently, like a curtain being drawn aside in a ring around them, revealing the breathtaking azure skies. Breathing the air brings a feeling of life and joy. The soil underfoot is warm and moist. The water shimmers like diamond and tastes purer than any water they've ever tasted. Even fire burns clear and hot in the oxygen-enhanced environment. However, breathing the volatile atmosphere for too long overwhelms mortal systems, leaving any of the First Races (dwarves, elves, halflings or humans, and any races who are descended from them) taking 1 level of Exhaustion. Within the thick jungle can be heard constant disembodied voices constantly calling, whispering, and crying out. Anyone sleeping within The First World are subjected to the True Dreams of the Nightmare Rook, and have disadvantage on saving throws against its effects, if it still lives.

Exploring the thick and alien landscape might take multiple trips, for the First World is a vast place with many fantastical locations. Each of the trophies gained from Nyrrissa's blooms is linked to a Glade within the First World, and while carrying this trophy, a creature immediately gains Inspiration on entering the linked Glade, and regains it at the start of each of their turns.

List of Locations

A. The Tower of Thorns. The Tower of Thorns exists in both dimensions, and stands empty unless it has been inhabited since dealing with Irovetus. When *Briar* is brought here the first time, it sends out a pulse of energy, and sprouts tiny quick-growing leaves along its shaft, but leaving the point clean. Its enchantment increases, and any critical hit with the weapon inflicts an additional 14

piercing damage.

B. Glade of the Whirling Shore. This glade contains a vast lake of dark water ringed by enormous hills of thick vegetation, with black-scaled fish easily the size of a Kank swimming beneath the lake's surface. If hunted, these are harmless and surprisingly tasty, with very moist flesh. However, the true threat is the four gigantic Shambling Mounds which lurch to life and try to draw foes in to engulf them. If the elementals of the Whirling Lake bloom have not been dealt with, they are also present here.

Linked trophy: The quartz fish.

C. Glade of the World Tree. This glade rings a gigantic tree dwarfing that of the Fourth Bloom- stretching farther than the eye can possibly see upwards, and seemingly a mile or more in diameter.. Within the cavernous twists of the tree's roots can be found a winding passage leading inwards to the heart of the tree. Its flesh is warm and damp. In the heart of the tree can be found a chasmlike chamber, oozing dark sap, and a sliver of the tree is missing. The amber-coloured sap functions as a series of huge Black Puddings, their acid dissolving stone and metal but leaving wood fibres untouched. If *Briar* is touched to the space of the missing sliver, it visibly strengthens, increasing its enchantment to +3. If the treants protecting the Tree of Death bloom have not been dealt with, they also appear here as saplings springing from the flesh of the colossal tree itself.

Linked trophy: Heartwood from the Death Tree.

D. Glade of the Nightmare Spire. A mile-wide glade surrounds a tower of glossy black obsidian, upon which stretches the terrifying Nightmare Rook. A starry expanse can be glimpsed through the utter darkness of its

wings, and it easily spies any who approach it. If any creature approaches within one hundred feet of the tower, it swoops and attacks. The Nightmare Rook is a Roc of double normal size and hit points, with tremendous psionic power and the ability to use the *Id Insinuation* psionic attack as a legendary action. If the Nights of Dread bloom has not been dealt with, the Nightmare Rook is also *blinking* constantly.

Linked trophy: The Nightmare Rook's feather.

E. Glade of the Fruiting Orchard. A wall of simple mud bricks, thirty feet high, protects a glade of luscious plants with giant, sweet-smellin pods hanging from their branches. These pods each hold a human-sized Mandragora blight, and there are likely thousands growing here. If any are slain, they assemble and grow together into a vast and gigantic Mandragoric Titan, sixty feet tall. They wail constantly, threatening swift death on any who can hear them. If the Mandragora swarms of the second bloom have not been dealt with, some of these are present as well, attacking underfoot and joining themselves to the Titan to heal its damage.

Linked trophy: The dead Mandragora.

F. The Glade of the Shunned Falls. This glade was formed as part of the original prison dimension, and is guarded by a floating and withered head- a defiling Demilich named Arishat, once Rajaan's apprentice and a failed Champion. Although wicked, Arishat hungers for knowledge and is willing to converse and perhaps offer a brief respite. He might, however, be tempted to attempt to energy drain a sleeping target who he thinks may not be missed. This glade does not generate a bloom, and has no linked trophy.

G. Glade of the Mire. This glade opens onto a watery swamp perhaps a mile across. The mud swarms with handfuls of violet-coloured

worms of normal size, as well as a further trio of Purple Worms which burrow and pounce on any living creature approaching. If the Rise of the Mireworms bloom was not dealt with, there are an additional trio of purple worms here, although only about three will be above-ground during any round.

Linked trophy: Knotted handful of violet worms.

H. Glade of the Knurly Palace. This glade surrounds a tumbled and run-down palace of marble in ancient styling, overgrown with gigantic brambles. Although there are easily a dozen more Yellow Musk Giant Zombies wandering the ruins and idly tending the Yellow Musk Creeper pods, they do not immediately attack, and generally ignore intruders. An odd musical humming can be heard deeper within the ruin, though- the Knurly Witch, once a Pyreen who served as Nyrrisa's friend and confidante, but has become warped and joined with the Yellow Musk itself. She has become one with the spores themselves, and although some traces of her mind remain and she can give a little information about Nyrrisa, she will eventually turn on them and bring down all of the zombies upon them at once. If the Knurly Briars bloom has not been defeated, there are an additional dozen zombies present.

Linked trophy: Yellow musk creeper pod.

I. Expanse of the Hatori. This glade borders a trackless desert that reaches the horizon. This was the home of the Great Hatori. The sand churns with activity as a trio of 'lesser' Hatori, each fifty feet long themselves, approach across the desert. The brood of the Great Hatori hunger for the flesh of mortal creatures, and launch at anyone approaching. If the Great Hatori was not defeated, it joins in the second round, erupting from the sand and shouldering its brood aside.

Linked trophy: Eye of the Great Hatori.

J. Glade of the High Folly. A great glade surrounds the shining white tower in which Nyrrisa lives, built with alien architecture and ringed by a moat several hundred feet wide, filled with deep, dark water. Around the tower wheels the tremendous form of a Water Drake, Ilthuliak, flying with its psionic power to watch the nearby area. If The War of the High Folly has not yet taken place or been defeated, the glade is filled with Nyrrisa's army, making it nearly impassable.

The tower gardens filled with tumbled-down white stone ruins, overgrown with partly-tended gardens, and lead to a causeway dropping away into dark water below. The drake Ilthuliak holds vast hatred for humanoid races, and gives no quarter to intruders, attacking as people cross the causeway towards the tower. The archway is lined by a pair of double-life-size statues of Nyrrisa, one holding a spear that is the twin to *Briar*, the other holding an elegantly-wrought staff. The doors open at the touch of any sentient creature.

Linked trophy: Obsidian sand.

Chapter Three: Tower of the High Folly

This chapter explores the tower at the heart of Nyrrisa's prison in the First World, called the High Folly. This tower was part of the original sub-dimension built by Rajaat to exile Nyrrisa, and keeps elements of the original Pyreen architecture. Here, Nyrrisa's strongest allies and servants guard her from attacks. The ceilings are 40 feet high per level and vaulted, the angles oddly geometric and organic at the same time, with classical stylings. While there seem from the outside to be no windows, the interior is well-lit by elemental enchantments. (You can add

incidental levels if you want mundane areas like sleeping rooms, kitchens, etc.- I've only detailed levels likely to hold enemies or places of special interest)

The original adventure features an outspread manor house, but in converting this adventure path, a single tower feel more thematically appropriate, and is easier to write.

Level 1: Grand Atrium

This floor's wide and ornate atrium has a height of 100 feet, ringed by torus-shaped balconies at forty and eighty feet above the floor, and encircling spiral staircases, which also lead further upwards. In the centre of the room is a vast mosaic forty feet wide, depicting an incredibly detailed Nyrissa emerging from a pearlescent shell (in the style of Botticelli's Venus). Within this level, a dozen elven Raaigs guard the entrance, kept from death by their supernatural enslavement by Nyrissa. These ancient and incorporeal elves use trained tactics and superior weaponry to defend the entrance to their mistress' tower. One appears at the door, formally denying entrance in a long-dead dialect of the elven language. They retreat instantly if attacked, or if intruders continue inside past the central mosaic. The Raaigs use life-shaped weapons which hurl venomous spines at great distance, attacking from the high balconies with the advantage of cover and their supernatural mobility.

Level 2: Statue Display

The floor has a large central feature of an ornate black sculpture formed of innumerable sharp curving angles intertwining. The sculpture separates into a pair of Obsidian Retrievers (from Mordenkainen's Tome of Foes) forged by Nyrissa and assigned to ward the area against intruders. They are merciless hunters with enslaved elemental spirits, made to slay her

enemies.

Level 3: Colonnade

This floor is ringed with ornate pillars, and a series of psionically animated mosaics on the wall laboriously detail the history of Nyrissa's opposition to Rajaan's plan, his betrayal and imprisonment of her, and then the PCs' defeat of her plans, ending with the figures denoting the PCs reading a circular series of mosaics and then looking backwards over their shoulders towards themselves. The mosaics set up off a psionic trap causing observers to make a Charisma save (DC 18), taking 28 (8d6) psychic damage on a failed save, or half damage on a successful saving throw.

Level 4: Shadow Grove

This floor is decorated with wall-mosaics of gorgeous white trees against a blue sky. If investigated closely, there are shadowy figures peering from behind the trees and observing any intruders. These figures are former apprentices of Rajaan, and have been spying on Nyrissa's activities for centuries, hidden within the mosaic from her perception. These three Kaisharga have defiling and psionic powers, and have observed Nyrissa's distress. Although they do not wish her plans to succeed, they feel more threatened by the PCs' success against her, and while one attracts their attention, the other two launch a surprise attack from other sides of the room.

Level 5: Dancing Trophies

This floor features dozens of tall glass domes enclosing Athasian animals which Nyrissa brought back from her periodic visits, slaying them and then animating them with her powers. They have a wide range of bizarre and strange creatures, from gold scorpions, kanks, and even a small Silt Horror. Each moves and scuttles, permanently animated. At the centre of the room is her prize, a

perfectly-preserved Gaj which hovers in place, its eyes refocusing and its feathery antennae waving. It moves to attack if anyone gets too close, as a large-sized Animated Object. If destroyed, it causes a colossal explosion of force which shatters the glass domes in the rest of the room in a cascading wave. Anyone in the room is required to make a Dexterity saving throw (DC 22), taking 63 (18d6) slashing damage on a failed saving throw, or half damage on a successful save.

Level 6: Gallery of Champions

On this level of the tower, Nyrissa has made sculptures of living wood, representing many of her past mortal champions on Athas. The PCs may recognize Eirikk and Castor Irovetus among their number, but they go back for thousands of years, representing many different cultures and beings.

Level 7: Well of Blinding Purity

This level contains a capped well which descends below the surface of the floor to a depth of 10 feet. It contains a portal leading to the Elemental Plane of Water. However, Nyrissa's enchantments have poisoned the water with blinding sickness, affecting any of the mortal races who drink from it (Constitution save DC 18).

Level 8: Salon of Confusing Sounds

This level of the tower is sumptuously decorated with vivid frescoes of primeval forests filled with incredible blooms and humanoids of incredible beauty. The sounds of distant celebration can be heard, echoing from place to place. Mortal creatures within the tower level are supernaturally distracted (Wisdom save DC 15). On a successful saving throw, creatures are unaffected and can carry out activities as desired. On a failed saving throw, a creature becomes completely obsessed with finding the source of the sound, and takes 3d6

psychic damage if someone interrupts them.

Level 9: Level of Weeping Daemons

An empty pool dominates the centre of this level of the tower, made of twisted and chaotically-shaped monsters, each sobbing in terror. Inspecting the faces in great detail (Investigation or Perception DC 25) finds one face which is smiling, and pressing in this face causes each of the other faces to weep tears of blood-red sap for one minute. These can be gathered and ingested, with a total of 10 d8s of healing for the entire minute. The device resets after 24 hours.

Level 10: Sights of the Blue Age

This level appears to have three vast windows, twenty feet high and fifty feet wide, looking out on vistas of the Blue Age. The 'windows' are psionic enchantments which depict idealized pastoral scenes, even more fantastically alien than the First World outside. Joyful halflings skip and work among life-shaped buildings; trackless seas crash and roll; water falls bountifully from the sky onto lush green vegetation. Each window is accompanied by a soundscape and psionically-stimulated sensations that mimic the surrounds: fat raindrops trickling through hair; vegetation coiling gently around limbs; soft silt giving way underfoot; children laughing and whispering. This will likely be terrifying and instantly put any Athasian on edge. Nyrissa walks this room to relax, and the sensations are entirely harmless.

Level 11: Nyrissa's Throne Room

This level is rarely used, and is now hung with opaque curtains. Nyrissa's throne room is walled with living wood, gone slightly to rot. Behind the tall and elegant wooden structure slinks one of Nyrissa's lieutenants, the Wriggly Man - another of Nyrissa's Pyreen allies and the one responsible for her life-shaped creations. The Wriggly Man has life-shaped

himself beyond the point of his own mortal being, and now consists only of various life-shaped creatures which stick together in a hideous approximation of mortality (a Star Spawn Larva Mage). He slithers towards the party hands wide, and offers his aid- he believes that Nyrissa's intent has grown too grand, and wishes to stop her. All he asks is to be allowed to rule the First World when Nyrissa's threat is ended. He is, however, lying - he predictably attacks at the first opportunity.

Level 12: Great Hall

This hall is Nyrissa's favoured gathering-place for her servants. Its wooden panels are inlaid with mother-of-pearl panels sheets over five feet wide, and incredibly valuable. Living vines adorned with sweet-smelling flowers twine around each of the columns and the staircases. The hall is guarded by another dozen of Nyrissa' elven Raiigs. They hold defensive positions and defend their mistress determinedly against assault.

Level 13: Nyrissa's Redoubt

This rooftop is ringed with a colonnade looking out over the First World, over a thousand feet from the ground. Here, the desperate Pyreen princess holds her final ground against those who would see her dead.

Chapter Four: The Pyreen Princess

The apogee of the Sorcerer-Kingmaker adventure path, the battle with the Pyreen princess Nyrissa will be a thing of legend, one that shakes both the First World and Athas alike, and either outcome will lead to change in the burnt world forever. This confrontation has been millennia in the making, and sadly no honeyed words or assurances can set aside

Nyrissa's plans. A cataclysmic battle is set to take place.

As a truly ancient Pyreen, and one of Rajaat's contemporaries, Nyrissa's power is well beyond any individual mortal. However, she lacks the use of Rajaat's *Obsidian Lens*, and has not yet fully transcended mortality. Her mastery of druidic magic and psionic power is extraordinary, and over her thousands of years in the First World, she has been able to observe and learn almost any skill that has crossed her mind. She can turn her mind to swordplay techniques or grappling combat as easily as the specific local varieties of basketweaving common to the northern villages bordering the Sea of Silt, and has forgotten more artistic style than the PCs have ever witnessed. She is not to be trifled with or confronted lightly, and is rarely alone, even when at her weakest.

Although Nyrissa is willing to take thousands, even millions, of lives, she expresses conflict over this choice, and sincerely believes that this will restore more life, better life, to a world in its dying throes. If she were to be quizzed against the old alignment chart, her powers of nature and psionics combined mean that she would reject the concept of the question "we're out of water, who gets the last of it?"- she would create more, use her psionic powers to establish a lower metabolic rate in everyone so that they needed less, and then also invite strangers in to share in what little remained. Her cause could be considered good (restoring a world that has long since scorched away), but the means she has chosen now are undoubtedly evil, even in the dubious ethics of the Burnt World. For this reason, her alignment has not been listed as normal - she is the final challenge to be overcome, and her cause sets her terminally at odds with the PCs' cause. Her death will doom the First World and everything that

lives within it, the last elements of the Green Age swept away. The only alternative, however, is an ecological catastrophe which will cost countless lives. Unless the PCs can agree wholeheartedly and undoubting to her cause, the Pyreen princess must die.

In battle, Nyrrisa wields the Staff of the First World, an artifact which she forged even before her exile. It is an elegant creation of steel, crystal, and pale wood, and she uses it to discharge a clap of thunder each time it strikes, with a flash of brilliant green energy. She fights furiously when challenged, weaving magic and weapon strikes almost interchangeably. Nyrrisa wears life-shaped armour which has long since become a part of her, shifting forms as necessary to appear like an archaic and cultured robe in times of calm, and thickening to grant thick bark-like hide as it senses hostile proximity. Informed well by her former servant Castor Irovetus, and from watching the PCs' progress over the last months, Nyrrisa will be well-informed of the PCs' capabilities, and will use and exploit every weakness she can think of, without mercy.

Chapter 4: Conclusion

By this point, the PCs will have confronted Nyrrisa, for good or ill, and the dice have fallen. All that remains is the outcome.

If Nyrrisa triumphs, the Tablelands might be swept away by the growth of the Blooms and the growth of the First World erupting into the Burnt World- unless others stop her. Perhaps some of the remaining Sorcerer-Kings unite to stop her, perhaps Borys or Dregoth is forced to step in. Such a titanic struggle will undoubtedly change the recognizable face of Athas.

Hopefully more likely, the PCs have cast down

Nyrrisa, ending her ancient life and the threat to their homeland. The High Folly begins to violently crumble as a *Storm of Vengeance* erupts from her body, maintained by her supernatural psionic power until it rages itself out of existence. The First World immediately becomes coterminous with the forest of Thousandbreaths, and is likely destroyed immediately by the terrible devastation unleashed. The threat to the Tablelands is ended, but something of ancient beauty has been lost forever.

With the Blooms finished and the threat done away with, all of the PCs' settlement's Economy, Loyalty, and Stability scores are restored, and are increased by +4 each. In addition, exposure to the First World's energies infuse the PCs who survive- depending on their skills and class levels, they may be eligible to become Advanced Beings or gather enormous armies in their service. But this doesn't have to be the end, if you don't want it to be. The original adventure path included some further hooks in case you want to continue, and I'll quickly cover adaptations of those below.

Fury of the First Age

After a period of some years of relative peace, the PCs find a mysterious creature upon their doorstep- a figure of terrifying power and inhuman might. This figure is Maghd, Nyrrisa's first Champion and a Cleric who has completed his transformation into an elemental being. He reveals his mission to exact answers from the PCs, and to atone for the destruction which Nyrrisa's death has set in place. The First World was tied to Athas in incomprehensible metaphysical ways, and its destruction is hastening Athas' own doom. Only by seeking out and restoring these ties, linked to incredibly powerful elemental beings (such as ancient Drakes) and fabulous and distant locations, can this doom be ceased.

Return of the Warbringer

If the events of the Prism Pentad have not occurred in your world, you could steal the core plot from these wholesales, and have the First Sorcerer begin to return from his exile in The Black. You could even use this in your own fashion, having his bindings falter more softly and restoring him in mortal form. For years, the Warbringer might wander the Burnt Lands, taking up his ancient tradition of teaching Preserver magic to the people. If he keeps his head down long enough, he could avoid coming to the attention of the Sorcerer-Kings for a long time, but might come as a nameless visitor to the PCs' settlement, searching for those unconnected to his past life as allies.

The Great Dictator of Balic

Finally threatened into action by witnessing the PCs' heroics, Dictator Andropinis of Balic musters his forces in a war that will shake the Tablelands, leaving the War of the Silt Princes as nothing but a fond memory of past glory. The full might of a Sorcerer-King and nascent Dragon will descend on the PCs, calling in every favour and treaty owed to him, leaving them beset on all sides and even facing political pressure from their original home in Tyr.

Into the Unknown

The Southern Wastes, which border the PCs' settlement, are a seemingly never-ending sandy waste, of which fanciful tales are told- forests of stone pillars as far as the eye can see, rivers of fire, oceans of salt, plains of smoking ash, and maze-like wind-carved canyons. Somewhere in its depths is a ruin named Hask-Ultharan, the "Cairn of Many Torments", where something ancient and wicked stirs to life. It has been awakened by the magic of the Lens of Abaddon, and now the race of Giants rises to power once more.

Fall of the Iron Storm

Out of the Tyr-storms that plague the Tablelands sweep a new threat, endangering cities old and new. Rulers from the Mountains of the Sun have long kept spies in the Tablelands, and they have reported on the changes happening. Now the warlords Angdrathus and Coclavlis the Iron Mage have chosen their time, and compete for land and lives to take as their own. Their troops are armoured and equipped in a manner unknown to most Athasians, and they travel on steeds that can traverse the Tyr-Storms unharmed, giving them unmatched mobility and power.

The Outlaw Council

With the solidification of their realm, the PCs receive an invitation to the ruined city of Celik, there to meet with a council of independent landholders. But do these lawless lords actually seek to invite them as peers, or to ambush them to seize what they have held? How could mere bandit-lords hope to compete with such mighty heroes, or do they have some unexpected power up their sleeves? Are they even human, or could the Psurlon empire beneath the earth have infiltrated its insidious agents into even the PCs' own settlements?

And here we are- the culmination of seven months' work and over 30,000 words written so far on the Sorcerer-Kingmaker adventure path conversion. My many thanks to Clinton Boomer for inspiring this conversion, and to the original authors of these adventures (respectively: Tim Hitchcock, Rob McCreary, Greg A. Vaughan, Neil Spicer, Jason Nelson, and Richard Pett, as well as Paizo's creative director James Jacobs). So thank you to everyone who has read this far, given feedback and encouragement, and enjoyed it all.

CATAclysm BEAST

Gargantuan monstrosity (titan), unaligned

Armour Class 21 (natural armour)

Hit Points 450 (25d20 + 175)

Speed 40ft.

Str 25 (+7); **Dex** 9 (-1); **Con** 25 (+7); **Int** 3 (-4); **Wis** 11 (+0); **Cha** 1 (+0)

Saving Throws Dexterity +6, Constitution +14, Intelligence +2

Damage Immunities Lightning, poison; Bludgeoning, piercing, and slashing from non-steel attacks

Damage Resistances Psychic, fire, force

Condition Immunities Charmed, frightened, paralyzed

Senses Blindsight 10ft., passive Perception 10

Languages -

Challenge 21 (33,000 XP)

Forged in Lightning. When the cataclysm beast would take damage from a lightning effect, it is healed half the amount of damage it would take instead.

Legendary Resistance (2/day). If the cataclysm beast fails a saving throw, it can choose to succeed instead.

Magic Resistance. The cataclysm beast has advantage on saving throws against spells and other magical effects.

Prismatic Reflection. Any time the cataclysm beast is targeted by a *magic missile spell*, a line spell, or a spell that requires a ranged attack roll, it has a 50% chance to be unaffected, as the effect simply reflects harmlessly from its hide.

Siege Monster. The cataclysm beast deals double damage to objects and structures.

Actions

Multiattack. The cataclysm beast uses its Frightful Presence, then attacks with either two claws or its bite and its tail. It may alternately use its Frightful Presence, and then make tail attacks against up to three targets who are adjacent to one another.

Bite. *Melee weapon attack:* +13 to hit, reach 10ft., one target. *Hit:* 30 (3d12+7) piercing damage. If the target is a creature, it is grappled (escape DC 15). Until the grapple ends, the target is restrained, and the cataclysm beast can't bite another target.

Claw. *Melee weapon attack:* +13 to hit, reach 10ft., one target. *Hit:* 21 (3d8+7) slashing damage.

Tail. *Melee weapon attack:* +13 to hit, reach 20ft., one target. *Hit:* 21 (4d6+7) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be knocked prone.

Frightful Presence. Each creature within 100 feet of the cataclysm beast and aware of it must succeed on a DC 15 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the Cataclysm Beast is in line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the cataclysm beast's Frightful Presence for the next 24 hours.

Charge. The cataclysm beast's bioluminescent marks begin to glow brightly, and it can move up to half its speed. On its next turn, it can use its Ultrablast action.

Ultrablast. The cataclysm beast cannot use this ability unless it has used the charge action in the previous turn. The cataclysm beast emits a line 100 feet long and 10 feet wide from its chest. Each creature in the line must make a Dexterity saving throw (DC 21). A creature takes 35 (10d6) lightning damage and 35 (10d6) force damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The cataclysm beast can take 2 legendary actions, choosing from the options below. Only one legendary action option can be chosen at a time, and only at the end of another creature's turn. The cataclysm beast regains spent

legendary actions at the start of its turn.

Attack. The cataclysm beast makes one claw attack or bite attack, or one tail attack.

Move. The cataclysm beast moves up to half its speed, demolishing any buildings in its way and turning them into difficult terrain.

Nyrissa, Princess of the Pyreen, Mistress of the First World

Medium fey (Pyreen)

Armour Class 19 (natural armour)

Hit Points 304 (32d8 + 160)

Speed 40ft., fly 40ft. (hover)

Str 22 (+6); **Dex** 21 (+5); **Con** 20 (+5); **Int** 25 (+7); **Wis** 25 (+7); **Cha** 27 (+8)

Saving Throws Int +14, Wis +14, Cha +15

Skills Arcana +14, Insight +14, Nature +14, Perception +14, Persuasion +15

Damage Resistances Poison, psychic

Condition Immunities Blinded, charmed, exhaustion, frightened, poisoned

Senses truesight 120ft., passive Perception 24, communion with nature 1,000ft.

Languages All spoken languages after hearing them for at least 1 round, telepathy 120ft.

Challenge 22 (41,000 XP)

Communion with Nature. Nyrissa is constantly aware of the natural world surrounding her to a range of 1,000 feet, as a *Commune with nature* spell. She knows of the presence of any creature touching the ground or water, or breathing the air, within 1,000 feet of her at the start of her turn.

Legendary Resistance (3/day). If Nyrissa fails a saving throw, she may choose to succeed instead.

Magic Resistance. Nyrissa has advantage on saving throws against spells and other magical effects created by any creature that has ever defiled.

Pyreen Magic. Nyrissa commands druidic magic as a 20th-level caster. Nyrissa's druidic spellcasting ability is Wisdom (spell save DC 22, +14 spell attack modifier). Nyrissa can maintain concentration on one druidic power as well as one psionic power at a time. For the purposes of this encounter, she can innately cast the following spells, requiring no material components:

At-will: *Charm person*, *druidcraft*, *produce flame* (4d8), *thorn whip* (4d6)

2/day each: *Call lightning* (4d10), *conjure elemental**, *healing word* (14 hit points).

1/day each: *Feeblemind*, *sunbeam*, *sunburst*, *storm of vengeance*.

As the PCs approach, Nyrissa will have conjured two CR 5 elementals of her choice to assist her.

Pyreen Psionics. Nyrissa commands psionics as a 20th-level manifester. Nyrissa's psionic manifestation ability is Charisma (power save DC 23, +15 psionic attack modifier). Nyrissa can maintain concentration on one druidic power as well as one psionic power at a time. For the purposes of this encounter, she possesses 150 PSPs, and can manifest the following powers, with a maximum PSP limit of 15:

Psionic Attack/Defense modes: All

Sciences:

At-will devotions: *Ballistic attack* (4d8), *combat mind*, *disengaging sidestep*, *psionic blast* (4d8/4d12), *sapping twinkle* (4d4).

1st level (PSP cost 2): *Beast mastery*, *deflect*

2nd level (PSP cost 3): *Biofeedback*, *conceal thoughts*, *false sensory input*, *strength of the land*

3rd level (PSP cost 5): *Accelerate*, *awe*, *ejection*, *kinetic control*

4th level (PSP cost 6): *Control body*, *dimensional door*, *precognition*, *synaptic static*

5th level (PSP cost 7): *Body control*, *spatial distortion*

6th level (PSP cost 9): *Domination*, *energy containment*, *mass suggestion*

7th level (PSP cost 10): *Nerve manipulation*, *time shift*

8th level (PSP cost 11): Mindwipe, psionic vampirism

9th level (PSP cost 13): Gravitational void, mindflame

Regeneration. Nyrissa regains 20 hit points at the start of her turn. If she takes necrotic damage, this trait doesn't function at the start of her next turn. Nyrissa dies only if she starts her turn with 0 hit points and doesn't regenerate.

Teleport. As a bonus action, Nyrissa can teleport up to 30 feet to an unoccupied space she can see.

Unknowable Mind. If a creature tried to read Nyrissa's mind or deals psychic damage to her, that creature must make a DC 21 Intelligence saving throw or be stunned for 1 round.

Actions

Multiattack. Nyrissa makes two attacks with the staff of the first world, and either casts one of her at-will druidic spells or manifests one of her at-will psionic devotions. Alternately, Nyrissa casts one spell or manifests one psionic science, and makes one attack with the staff of the first world.

Staff of the First World. Melee weapon attack: +13 to hit, reach 5ft., one target. *Hit:* 12 (1d8 + 8) bludgeoning damage and 4 (1d8) thunder damage.

Legendary Actions

Nyrissa can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Nyrissa regains spent legendary actions at the start of her turn.

Cast Spell (2 actions). Nyrissa casts a spell.

Manifest Psionic Science (2 actions). Nyrissa manifests a psionic science.

Rejuvenation Revenge (1 action). Nyrissa rejuvenates an area of nature which has been defiled that she can see within 100 feet, restoring the defiling damage to it, and causing the defiler to make a Constitution saving throw (DC 21) or take 1d6 necrotic damage per level of the spell used to defile.

Staff of the First World (1 action). Nyrissa makes one attack with the Staff of the First World.