

**Campaign/Game:** Dark Sun - Freedom: D&D 5e  
**Episode 3:** Heart of the Forest

**Date:** August 18th, 2022

## Characters

**Dalis Six String**, Human Bard (Keith E)

**Grunk Hamfist**, Giant Barbarian (Adam J)

**Jinx**, Halfling Rogue (Rachel Y)

**Kettl and Spoots**, Halfling Ranger (Cayla)

**Krikik**, Kreen Ranger (Becca)

**Nysos Chel**, Human Druid (Preston J)

**Sorak Silverhand**, Elven Ranger (Luke D)

**Urrgos**, Giant Warrior (NPC)

**DM:** Andrew

The Veiled Alliance is a secret organization operating in all of the seven city-states. It also has some members in a few villages and other remote locations. The primary goal, other than protecting itself, is to protect preservers. With most Athasians fearing and despising magic and blaming the state of Athas on all arcane casters, preservers face incredible dangers.

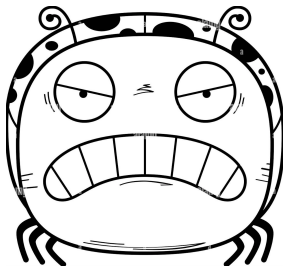
Members of the alliance have a number of signals they use to communicate with other members. For example, a common way of ensuring that a person is from the alliance is to start with the phrase "*My father is a templar*", which results in the other saying "*My mother is a gardener*" and the return phrase "*You come of good stock.*" Various hand gestures are also taught to members so that they can communicate wordlessly in time of need. Drop-off sites and intermediaries are also common tools for communicating across the membership. In part due to the difficulties in communicating, the cells of the alliance are subtly different in each city-state.



The Veiled Alliance seeks to oppose Defilers and to undermine the Sorcerer-Kings. While these two goals are secondary to protecting the organization and the membership, they receive a lot of attention from the Sorcerer-Kings and their Templars. Veiled Alliance cells are constantly hunted in each city-state. In turn, the alliance seeks ways to uncover and oppose the will of the Sorcerer-Kings. It is this organization that has managed to convince the heroes to join their cause. After a week of operating with the alliance, getting to know them and learning that at this

point it is only their organization that stands between the oncoming great death of the sorcerer-king Kalak's plan, the group is asked to take on a new quest. They are asked to travel west across the ringing mountains into the alien forests. There, they are to seek out an ancient spirit of the land and bring back a legendary magic item known only as the Heartwood Spear.

As the heroes make their way from Tyr to the ringing mountains, they are chased down by templars on flying carpets. They have been tracking the heroes magically, and deposit a squad of mul slave bounty hunters. As they close in, both templars launch fireballs, one that knocks Jinx out of the fight.



Sorak sprints into battle with the bounty hunters, strikes with alacrity, then quickly disengages. Urrgos stands firm amongst the battle just like his hero Grunk Hamfist. Dalis engages two muls to the left flank and disarms them both, then skewers them. Krikik launches attacks and swarms of insects while Kettl wings their chakrams and urges their giant ladybug Spoots to attack. Nysos drives the templars off with clutch silence spells, and the party eventually finishes off the muls.

The heroes enter the forest at the base of the ringing mountains. They steer clear of the lamprey flowers, and find a suitable place to rest in the mountainous foothills. They talk about Sadria and Korgunaard, and about their plan to cross the ringing mountains, search out the forest of the Think-Maker, ask that powerful halfling to help them find the hidden vale of Disverendi, and that great spirit of the land for the Heartwood Spear.

That night, they are attacked by two Kobraks. These Athasian snake-folk are extremely venomous, and lightning-quick, but the dangerous beasts are quickly slain. Their venoms are then harvested by Jinx and Kettl, as they chat about the rest of the party in the savage halfling dialect. As they do so, the halflings realize that Sorak also speaks their language.

The next day, after crossing the ridge of the mountains, they see a strange sight. Ahead, just inside the forests past the ringing mountains, they see what looks like a cream-colored rabbit with a unicorn horn sitting contentedly on a stump. Despite Kettl's protestations, Jinx approaches, sneaking up on the animal. However, the strange sight is nothing but a titanic wolf in sheep's clothing. The bunny on the stump was in fact the monster's tongue, and a massive circular maw of teeth slashed at Jinx, Urrgos, and Gunk as they all fled.

Kettl chastises the group for not listening to them. There were three watches that night. That night they talk about the pain and anguish that the sorcerer-kings have caused across the world of Tyr, and how each would find life better, even the smallest bit, if their life was not drained bit by bit by a greedy sorcerer. Krikik finally takes this opportunity to construct their own thorn bow. They craft arrows from the sticks and thorny succulents salvaged from the forest and the sinew of the Kobraks that attacked them in the previous night.

The heroes reach the territory of the Burned Flesh tribe. They see several blazes on trees declaring their domain. However, as the party approaches they find that they are not alone. The heroes are attacked by the slit-cheeked tribe, but their ambush is detected early by Kettl when Spoots made a grumbling buzz. Fortunately, the ambush proved to be underwhelming and the heroes scattered the slit cheeks.



The heroes reach the village of Pokk, the Think-Maker. This halfling is a powerful psionist and begins painfully probing at the heroes minds as they engage in negotiations. At first Pokk is not interested in helping the party. Sadria is a poor custodian of the Veiled Alliance, much too interested in destroying the sorcerer-kings and less apt to protect preservers and clerics whose job it is to restore this burnt world of Athas. However, Jinx conjures up the image of the party helping out the magically wounded preserver who led them to the Veiled Alliance. Once Pokk realizes that the legendary preserver Korgunaard has signed on to the plot his demeanor immediately changes. He knows that the players aren't lying too, as he is violently pulling these thoughts directly from their minds. A murmur goes through the halflings. They will show the party the way, but will not approach the veil of Disverendi themselves.



The party reaches the valley through an almost dreamy haze. They approach what they believe is a pile of rocks by a magnificent, tall, coniferous tree that stretches tall into the sky. The air feels full of purpose and healing. They know they are in the presence of the One Tree, one of the few remaining magical protectors of Athas remaining.

Kettl investigates the rocky outcropping. It is in fact Disverendi himself, the ancient spirit of the land. After a brief discussion, he reaches into the Heartwood Tree. The earth trembles and a wind whips leaves and dust into the air.

As Disverendi conjures the ritual to pull the Heartwood Spear from the One Tree, the templars on the flying carpet return. They have tracked the party! They drop their carpets low to the ground to let off more mul bounty hunters. Dalis blinds one with a clever spell. Sorak jumps up and gets behind the blinded templar, stabbing him repeatedly as they rocket directly upward. Krikik trains their new bow on the other templar, filling him full of barbed foliage and knocking him from the carpet. The fall nearly kills him, and Urrgos finishes the templar off.

As the struggle ends, Disverendi pulls forth from the mighty tree the Heartwood Spear, a weapon of destiny. The tree seems just a tiny bit weaker, and the tips of more of its leaves wither and brown. Sorak tries to heal it, and the spirit of the land is pleased despite the fact that the tree has lost so much more than some health. The heroes take the spear and fly back across the mountains toward Tyr on their new flying carpet.

### **For Next Game**

- Everyone is 4th level
- Those who are not thri-kreen may choose a suit of armor from the schedule below
- Everyone may choose up to three weapons from the choices below
- Those who are good with poison may choose to take home one dose of poison from the list below in addition to the poisons harvested from the Kobraks
- Decide who holds the Heartwood Spear

## Dark Sun Armor

Armor	AC	Stealth
Shell Shield	+2AC	

Light Armor	AC	Stealth
Giant-hair Jerkin	11+Dex	
Rib-Lined Inix	12+Dex	DISADV

Medium Armor	AC	Stealth
Kank Shell	13+Dex*	
Scorpion Scale	14+Dex*	DISADV

Heavy Armor	AC	Stealth
Gaj Bonemail	15	DISADV
Mekillot Plate	16 **	DISADV

\* Dex up to +2

\*\* Requires STR of at least 15



## The Heartwood Spear

(Spear, Requires Attunement)

This plain wooden spear is a powerful artifact. It acts as a +5 magic weapon, and does an extra 1D6 points of damage against any practitioner of defiling magic per level of the wielder. The wielder of the spear gains advantage to save against magic.

## Dark Sun Weapons

### Simple Melee Weapons

Weapon	Damage	Properties
Barbed Dagger	1D4P	Light, Finesse
Bone Club	1D4B	Light
Obsidian Tipped Spear	1D6P	Thrown, Versatile (1D8)
Shell Hatchet	1D6S	Light, Thrown
Stone Maul	1D8B	Two-Handed

### Simple Ranged Weapons

Weapon	Damage	Properties
Bone Shortbow	1D6P	Two-Handed
Leather Sling	1D4B	-
Spine Dart	1D4P	Finesse, Thrown

### Dark Sun Poisons

One dose can be loaded as a weapon's payload to last an entire fight.

- Dune Freak Ichor - A hit deals an extra 1D6 Poison damage
- Hell Cactus - DC 10 CON save or 1D12 Poison damage
- Scorpion Venom - DC 12 CON save or Paralyzed until the save is made on subsequent rounds

### Martial Melee Weapons

Weapon	Damage	Properties
Alhulak	1D8B	Reach
Barbed Whip	1D4S	Finesse, Reach
Bard's Stinger	1D4P	Finesse, Poison
Bone Dancer	1D6B	Reach, Finesse, Two-Handed
Bone Maul	2D6B	Two-Handed, Heavy
Cahulaks	1D6S	Reach, Double-Wpn, Two-Handed
Carrikal	1D8P	Versatile
Gaj Spine	1D8P	Finesse
Gladiator's Friend	1D8 B,P, or S	-
Gutaku	1D6S	Finesse, Double-Wpn
Gythka	1D8S	Versatile
Mandible Sword	1D6S	Disarm
Obsidian Hammer	1D8B	Versatile
Shalehammer	1D12S	Two-Handed,

		Heavy
Shellblade	1D4P	Heavy, Protective
Trikal	1D10S	Heavy, Reach, Two-Handed
Venom Spur	1D6S	Finesse, Poison

### Martial Ranged Weapons

Weapon	Damage	Properties
Blowgun	1P	Poison
Chatkcha	1D6S	Returning
Thorned Longbow	1D8P	Two-Handed, Heavy

Properties not listed in the Player's Handbook can be found below:

**Disarm:** This weapon can be used to disarm the target of a successful hit as a bonus action with an opposed check.

**Double-Wpn:** The user may make a second attack with this weapon as a bonus action if it is held in two hands.

**Poison:** This weapon can be loaded with a payload of venom to deliver poison damage

**Protective:** Wielding this weapon provides a +1AC; this stacks with a shield

**Returning:** This weapon returns to the thrower's hand on a roll of 5+ that is not a natural 20