

**Campaign/Game:** Dark Sun - Freedom: D&D 5e  
**Episode 4:** It is Accomplished

**Date:** August 25th, 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)  
**Lissan**, Human Warrior (NPC)  
**Chch'karan**, Kreen Warrior (NPC)

**DM:** Andrew

The heroes returned to Tyr from the woods of the ringing mountains. They headed into the dry sewers of Tyr to rejoin the Veiled Alliance. As they approached their meeting spot, they heard Puig and other members of the alliance voicing their doubts about the capability of Sadria, the leader of Tyr's alliance. They worried that they hadn't seen the legendary preserver Korgunaard in several weeks, and that the life-draining ziggurat was nearly complete. However, their concerns were soon put aside by two templars leading a half-dozen mul bounty hunters to kill as many of the alliance members as possible.

The halflings and Krikik attacked the invading force from the right along with Nysos Chel while Sorak, Dalis, and Grunk move toward the battle to the left. Krikik engages with bow and swarm, picking off opponents with deadly accuracy. Jinx mounts the party's flying carpet, driving it throughout the sewers delivering poisoned darts with uncanny accuracy despite the muls trying to ground the halfling's efforts. Kettl and Spoots lead the charge, taking the brunt of the attacks from three of the bounty hunters. Meanwhile, Sorak rescues Puig who laments that he will soon be eaten by Krikik only to join Dalis and Grunk in knocking the templars from the fight using an entanglement and faerie fire spells.

Kalak's agents are supported by an undead defiler that is naught but bones with strips of desiccated flesh hanging from its limbs. This monstrosity enters the fray by attacking the party with a lightning bolt that knocks Kettl and Spoots from the fight. Grunk immediately locks up with this undead monstrosity, but the beast's magic proves to be too powerful. Sorak and Dalis join the fray, and a well-placed silence spell by Nysos Chel limits the defiler's power to only his



psionic abilities. After several blows, and some tight maneuvering, the party manages to finish this abomination off as well.

The party follows Puig to the new temporary home of the Veiled Alliance. Sadria is at first jubilant at the news that the Heartwood Spear has arrive. However, she shares her worry, as the alliance has been driven from the sewers and is on the run. They do not have the resources to help the party much when Kalak's defenses are at their lowest as he tries to make his transition into a full dragon. Sadria identifies a few factions that could help, the nobility, slave population, and the gladiators. The party splits up, and visits with their previous contacts.

Grunk approaches the noble house of Verassi of Minthur. He manages to make an amazing meal, which convinces the nobles to stay out of the conflict that is upcoming and give their help once a conflict happens. Verassi is happy with Grunk's choices, and is nothing but helpful following such a fine meal.

Krikik meets with Chch'karan in the slave pits. They convince their kreen frenemy that there is a common threat in King Kalak, and that they should help Krikik in the upcoming struggle. The two kreen come to an uneasy truce that will last until Kalak is dead.

Dalis and Nysos engage the politics of the slave pits. Dalis helps move the weight of the slaves' opinion toward a possible rebellion once there is an opportunity. Nysos Chel shows the slaves the Heartwood Spear and expresses to them that they have a chance to be free men and women of Tyr. The leaders of the slave revolt decide with Dalis' help that they will certainly assist in the liberation of the city.

The two halflings seek out other halflings. They immediately identify Rugyo as a possible contact. They engage the halfling merchant, now out in freedom thanks to some clever bribes and quick thinking. He is not at all happy with Kettl and Jinx, but he understands the maxim about the "enemy of my enemy." He's happy to help out by bringing the hidden halfling nation from the underworld to help - for now.

Sorak returns to the gladiator pits. There, he reunites with his contact Kanla, now a leader of the gladiators in the pits. She listens to Sorak's story about Kalak and is swayed by his arguments. The gladiators leave weapons for the slaves and the halflings hidden throughout the arena for the purposes of a revolt. Sorak joins the famous gladiator Lissan in the pits as partners for the grand games along with Grunk and Urrgos.



The blood-soaked games start. All the slaves are driven from the pits where they created the ziggurat toward the gladiator arena. They are given food and water, and promised freedom once the presentation is over. The floor of the gladiator arena is filled with combatants including a

black-sand troll along with a Dune Reaper and his handler. Kettl is disappointed by the fact that the halflings haven't arrived yet. Despite all the activity in the arena, the tunnels beneath the arena are empty.

In the stands, Krikik spots Korgunaard. He is threatened by a powerful psionist half-giant and two half-giant guards. The kreen creates several fights amongst the slave population and raises the alarm in the area. That turns the guards attention away from Korgunaard enough for him to escape. The combatants in the arena do battle. Sorak moves across the arena with alacrity. Grunk stands tall , fighting against the other gladiators and the giant black-sand troll.

High above, the adventurers Nysos Chel and Jinx are invisibly flying on the magic carpet, circling the arena. Nysos blows out one of the wooden grates, revealing himself. Templars across the arena attempt to blast him, but find that their power is gone. The dark ritual Kalak created to gain more power has started! With the grate opened, there is movement below. The halflings have come after all! They surge from the sewers and begin occupying the gladiators in the arena. Meanwhile, Grunk had defeated the black-sand troll, and taken his gigantic stone cleaver for himself. Kettl and Spoots engage the gladiators to free up the others.



Nysos Chel pulls the Dune Reaper's handler from the monster with a thorn whip, dragging the skinless psionic halfling across the arena toward the sorcerer-king. Meanwhile, Korgunaard is saved from the guards thanks to Krikik and Dalis. He casts a battery of spells to lower the sorcerer-king's defenses, at the cost of retributive strikes that drive him from the arena. Kalak's begins to drink in the collective life-force of everyone in the region. He kackles loudly, and his voice echoes throughout all of Tyr.

Jinx dismounts from the flying rug. She springs and stabs at the sorcerer-king as he begins his transformation into something...awful. He barely notices the attack, and half-heartedly searches the arena for the attacker. Dalis jumps aboard the flying carpet and pilots it toward the sorcerer-king. Nysos lances the tyrant with the Heartwood Spear, but it is lodged in the sorcerer king's body.

Kalak steps into a dimension door, and teleports to the top of the ziggurat. There he begins to truly drink the life-force of all living things in a fifty mile radius. The youngest and weakest Tyrians are slain as their essence is consumed by Kalak. All foliage begins to droop. All is lost, until the heroes all join the tyrant at the top of the ziggurat. Jinx and Nysos arrive first on the rug, twisting the Heartwood Spear in the wound. Sorak charges up the pyramid with elven speed to further the sorcerer-king's demise. Grunk and Urrgos climb the stairs to engage the failing monarch. Krikik launches arrows and swarms at the Kalak, looking to stop him from draining all the living beings of their life-force. Kalak fights back with psionic attacks and giant claw slash

attacks, but is worn down by the surprise attack. Grunk grabs the Heartwood Spear, previously charred, worn, and depleted by its interaction with Kalak and hands it to Nysos who drives the weapon through Kalak's skull lodging it into the stones of the ziggurat.

At that point, the heartwood spear was thirsty, being drained by Kalak during his transformation. However, with the tyrant's death, the wood of the spear is fueled by the amassed power of the sorcerer-king's endeavor. The weapon is embedded into the pyramid, and roots to grow an arcane tree of power just like the One Tree in the forest ridge. Consequently, the ziggurat is transformed through a sweet, warm soaking rain that lasts for an entire week into a bountiful garden to be enjoyed by all the free people of Athas.



## Epilogue

Tyr is located on the Tablelands, near the Ringing Mountains. It is one of the few cities with an Iron mine and is thus quite wealthy. Tyr was ruled by Sorcerer-King Kalak for a thousand years in a reign of terror. He was iron-fisted and refused to listen to his council of city elders. Drawing near the end of his reign, Kalak began the construction of a massive ziggurat in the arena. None were sure what the structure was for until the entire population was called to the arena to watch the Ziggurat games. As soon as the fight began, a great obsidian structure shot through the ziggurat and began to drain the life out of the spectators. None could escape, for the gates had been closed and could not be opened from the inside. The reason became apparent: Kalak was accelerating his transformation into a Dragon by robbing all the citizens, and nearby environs of the city of all life energies. As the ceremony reached a crescendo of chaos and bloodshed, the famous druid Nysos Chel would strike Kalak with the Heartwood Spear. Although this did not slay the evil king, a band of heroes would finally end Kalak's thousand-year reign of evil. The heartwood spear, fueled by the amassed power of the sorcerer-king regrew a brand new arcane

tree along with a ziggurat that is now a bountiful garden to be enjoyed by all the free people of Athas.

## Districts of Tyr

- The Caravan District
- Artisan District
- Smith's District
- Merchant's District
- Noble District
- The Warrens
- The Stadium of Tyr
- The Ziggurat of Kalak
- The Golden City
- The Golden Tower

## Trade Houses

- House Vordon - Primary Iron trading house based in Tyr. Specifically for Tyr to Altaruk, Balic, and Urik.
- House Wavir - Based in Balic.
- House Shom - Based in Nibenay.
- House Tsalaxa - Based in Draaj.
- House Stel - Based in Urik.
- House M'ke - Based in Raam.
- House Inika - Based in Gulg.
- House Troika - New Trading House based in Tyr.
- House Ianto - Based in a Fortress south of Tyr.