

# *The Sun Fury Gazette*

*The Rising Dark Supplement One*



Welcome to the first issue of the Sun Fury Gazette for The Rising Dark campaign setting featuring the world of Agraphar. This will hopefully be a semi-regular feature that will be released every few weeks providing scenarios, monsters, characters and additional support for The Rising Dark. This first issue is being released free as a companion resource to the main book, at least partially so that I can provide some additional content that I feel would be useful to GMs and players, but which is certainly not necessary to the main rules.

If you have any material you would like to contribute to The Rising Dark, please feel free to send it in for inclusion in future editions of the Gazette. You can reach me at [toribergquist@gmail.com](mailto:toribergquist@gmail.com).

--Nick T. Bergquist

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# More on the Gods of Agraphar

There are many gods of Agraphar. What follows are a few additional optional features and a new deity: Skirizul, the lord of Kobolds.

## Cultists of Draesul

Draesul, the god of the darkness, receives little worship from humans and other beings, instead being a deity whom most use in muttered curses while traveling through the night. Still, there are a handful of followers who find a strange comfort in the darkness with this god, and a few dark elves as well who have eschewed the worship of dreaded Dymachas in favor of Draesul.

If a cleric chooses to worship Draesul, he gains access to Darkness 15 foot radius as a 1<sup>st</sup> level spell he may prepare. Clerics of Draesul are able to Turn Undead like normal clerics as well, despite their deity being neutral. Dark elves may choose to become clerics of Draesul as well, but can only advance to 8<sup>th</sup> level. These dark elves must practice in secret, for if they are discovered by their kin the worship of this deity has been declared a crime punishable by death according to the priesthood of Dymachas.

## Cultists of Far'gronath

This brazen deity of giantkin is occasionally revered by humans as well, who aspire to gain the power of titans. Clerics of Far'gronath do not Turn Undead but instead gain the ability to cast Strength (as the magic user spell) once per day. Most of the human clerics of this god come from Kadoskar in the north, but an occasional wandering priest with delusions of grandeur can be found wandering through Aruthain as well.

In a curious twist, cults of Far'gronath have on occasion found appeal amongst goblins, halfings and gnomes with inferiority complexes. Such clerics can only advance to 5<sup>th</sup> level, but the exhilarating surge of raw strength this deity offers can be overwhelming to the littlefolk.

## Skirizul, Lord of Vermin and Kobolds

**Alignment:** chaotic

**Profile:** darkness, vermin

Skirizul is the chaotic creator god of the kobolds. Spurned by his own children, Skirizul is said to dwell in the darkest corners of the underworld, seeking the worship of his remaining faithful followers, the rats, bats and insectoid vermin of the endless caverns.

Little is known amongst humans about this deity, which appears to have few worshippers on the surface world (that are not deranged loners). In the underworld kingdoms occasional cults to this god will spring up amongst goblins, kobolds and occasionally even hobgoblins who become entranced by some evidence of this entity's power.

Mysterious relics to Skirizul can be found in the underworld, often serving as strange beacons and attractors to vast hordes of verminous beings vying for the god's attention. Peculiar subterranean shrines built by rogue goblins and kobolds, often found in deep pits filled with said vermin, can serve as deadly traps to unwary adventurers.

**Clerics of Skirizul:** Goblins, kobolds and occasional beings like wererats might take up as clerics to Skirizul. Such monsterkin rarely advance higher than level 5 in worshipping this lesser god. Humans who seek out the worship of Skirizul have no limits in advancement. Some particularly depraved dark elves are known to worship this god as well, advancing up to 7<sup>th</sup> level. Any cleric of Skirizul does not receive Turn Undead, instead receiving the power to Control and Repel Vermin. The Turn Undead chart can be used, referring instead to the Challenge Level of the Vermin. A "T" on the chart means the vermin are completely repelled or under control of the cleric, whichever he desires; the vermin will either react to mental commands or flee for 3D6 rounds accordingly. A "D" on the chart means that the will of the cleric is so strong that the vermin either perish (slaying 2D6 hit dice worth) or be indefinitely under control of the cleric (though control is lost when the cleric next sleeps).

# Kobolds of Agraphar



Kobolds are a curious lot. They look like small, dog-headed creatures with tufts of fur and patchy bits of scaly skin, snaggle teeth and beady little black eyes. They are equally reviled by all species, and are the red-headed step children of the subterranean kingdoms.

Due, perhaps, to their weak nature, kobolds have a curious fascination for all things powerful. Long ago, legends tell of how the kobolds were spawned by the shapeless form of Skirizul in the deepest tunnels of the "lower dark," hatched in to existence (kobolds come from egg clutches). The kobolds lived for countless eons in total darkness, until after many generations one particular tribe tunneled their way to the upper crust of the world and discovered the surface for the first time. They were entranced by the mighty beings that fought the eternal war upon the surface world between light and darkness, and they were even more fascinated by the fantastical dragons and gods that led the ancient armies. As the legend goes, the kobolds were smitten by the dragons when they appeared, compelled to emulate and worship them.

Today, kobolds are often found in nests and hives near dragon-haunted domains, seeking to gain the attention and affection of such dragons through worship. Dragons, in turn, are a naturally egotistical

lot with justifiable delusions of grandeur and often encourage this behavior, enjoying the use of free labor for the gathering of treasure and accumulation of delectable maidens. Kobolds, naturally, delight in this sense of being needed, and do all they can to make the dragon happy. The net result is a strange relationship between the two species.

Meanwhile, deep in the subterranean kingdoms beneath Tariach there exist large tribes and even cities of kobolds that never see the light of day and continue to worship Skirizul, the verminous one, with intense fervor. Such kobolds are regarded as depraved by those kobolds that have discovered the surface world, reveling as they do in the worship of what those more enlightened kobolds call a "big, shadowy rat." These kobolds are unrelenting in their love of the verminous god, and are often known for having large subterranean cities heavily defended by swarms of vermin such as giant spiders and giant rats. Mortality among the handlers for such creatures can be high (even among the clerics of Skirizul, who flirt with danger every time they attempt to control such vermin, for on occasion Skirizul is not listening and does not grant them protection and control over the vermin).

One of the most famous underworld cities of the kobolds is called **Adal'hofgar**, and it is said that the tunnels that lead to this city must be entered from a location somewhere in a lost ruin on the Tundra Plains. Adal'hofgar was described by the gnome adventurer **Tabulus Imordas** as being "like a vast midden heap tunneled through and about by mad serpents, and from which the unceasing yammering bark of ten thousand mad dogs continuously echoed."

Tabulus claimed to have been dragged along with several adventuring companions to the city some years ago, where the kobolds attempted to offer him and his companions to Skirizul, but that he thankfully was able to quaff a potion of polymorphing and he allegedly, "took on the likeness of the foul, black verminous idol before which they forced myself and my companions, even as they readied heavy levers adjacent to mesh gates, behind which tens of thousands of hungry rats awaited a feast of our fair flesh. Upon manifesting as the smoldering rat god of the nasty little things, they took immediately to bowing before me and begging forgiveness for their impudence. I told them it was quite alright and if



they could just point us to the nearest exit we would be on our way. By the time they realized they had been duped, we were already in the comparatively safe territory of the Masanzadro trolls!”

Alas, no one has ever been able to confirm or refute Tabulus Imordas’s claims about the kobold kingdom, but then again, few have found such a venture worth the time and effort, preferring instead to steer well clear of the domain entirely.

## New Spells

Some spells that appear in later editions of the game are more than suited to the world of Agraphar, as well. What follows are a sampling of such spells:

### New Wizard Spells

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#### Comprehend Languages

**Spell Level:** Magic User, 2<sup>nd</sup> level

**Range:** self

**Duration:** 10 minutes per level

Comprehend Languages provides the wizard with the ability to understand any language spoken to him or her, though he is unable to speak the language. The spell also allows one to read foreign languages, although he or she is unable to write them.

#### Tongues

**Spell Level:** Magic User, 4<sup>th</sup> level

**Range:** 30 foot radius

**Duration:** 10 minutes per level

Tongues is a versatile spell for communication, allowing all within a thirty foot radius of the caster to immediately comprehend one another when speaking, regardless of language. May also allow those affected to read different languages (but not magical script).

### New Cleric Spell

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#### Sanctuary

**Spell Level:** Cleric, 1<sup>st</sup> level

**Range:** self

**Duration:** 2 rounds plus 1 round per caster level

Sanctuary creates a ward around the cleric, preventing him from being subject to attack (without effort). Any foe that attempts to strike the cleric must make a saving throw (a charm/compulsion effect) to do so or it will be unable to attack the caster for the duration Sanctuary lasts. The cleric is still subject to effects that target an area but not the caster specifically. Sanctuary ends immediately if the cleric engages in a hostile action.



# Demi-human Monsters

The following entries provide stat blocks in the monster format for GMs to use, featuring each of the new races introduced in chapter VI. of the main book.

## Aasimar

**Hit Dice:** 1 or by class

**Armor Class:** chainmail 5 [14]

**Attacks:** shortsword (1D6)

**Saving Throw:** 17 (+2 vs. chaotic magic) for 1 HD

**Special:** lowlight vision

**Move:** 12

**Alignment:** lawful

**Challenge Level/XP:** 2/30

These enigmatic people are the progeny of ancient celestial ancestry, and have a touch of divine angelic blood within their veins. The exact nature of aasimar origins is uncertain, but they are distinguishable by their luminous liquid gold eyes, beautiful nature and natural grace. All aasimar receive a +2 bonus to save against magic cast by chaotic beings and can see in the dark as if it were twilight.

## Dark Elves

**Hit Dice:** 1 or by class

**Armor Class:** chainmail 5 [14]

**Attacks:** scimitar (shortsword variant) (1d6 + poison)

**Saving Throw:** 17 for 1 HD

**Special:** darkvision 120' radius, Magic Resistance 50%

**Move:** 12

**Alignment:** chaotic

**Challenge Level/XP:** 3/60

Dark elves are enigmatic ebon-skinned fey who dwell permanently in the subterranean kingdoms of Agraphar. Dark elves who travel to the surface world for any extended period lose their innate magic resistance against hostile magic, which is a product of their immersion in the dark and their dedication to Dymachas; the solar energy of Ymaltar burns such resistance away.

Dark elves can cast darkness 15' radius, dancing lights and detect magic each once per day. They often use poison, a paralytic resin that must be applied to an edged weapon or bolt. Anyone hit by dark elf poison suffers paralysis for 1D6 minutes if they fail a saving throw.

## Faerie

**Hit Dice:** 1D4 or by class

**Armor Class:** leather armor 4 [15]

**Attacks:** faerie bow (1 point + spell) 2/round

**Saving Throw:** 18

**Special:** faerie shot

**Move:** 12/24 flying

**Alignment:** Neutrality

**Challenge Level/XP:** 2/30

Faeries of the fey realm can range from capricious and deadly (if they are aligned with the unseelie) to delightful and inquisitive (if they hail from the seelie courts). Faerie average about a foot in height and have dragonfly wings which allow them to reach incredible speeds.

Faeries use tiny faerie bows, which deal 1 point of damage on a hit (with a 50% chance the damage is merely subdual). The arrow, on striking, releases a spell. Faeries typically use Sleep spells for this, but can use other spells they learn as well. Faeries can imbue faerie arrows with spells three times per day.





## Gnomes

**Hit Dice:** 1D6 or by class

**Armor Class:** leather armor 7 [12]

**Attacks:** shortsword (1d6)

**Saving Throw:** 18 (+2 save vs. charms and enchantments)

**Special:** None

**Move:** 12

**Alignment:** Neutrality

**Challenge Level/XP:** 1/15

Gnomes are a peculiar and sometimes devious race of fey. They are resistant to charms and enchantments, and are often found as magic users and thieves. They seem to be oddly immune to the corruption of magic, although some suggest that gnomes as a species were corrupted long ago, but their fey nature in turn is just as prone to driving the possessing demons mad.

## Half-Giants

**Hit Dice:** 2 or by class

**Armor Class:** ringmail 5 [14]

**Attacks:** two handed sword (1D10+2)

**Saving Throw:** 16 for 2 HD

**Special:** None

**Move:** 12

**Alignment:** lawful

**Challenge Level/XP:** 2/30

Half giants are a tall race of stone-skinned beings averaging 9 to 12 feet in height. Despite their size they are slow and lumbering. Half giants get a 1 point AC improvement to their natural armor and are exceptionally strong.

## Half-Orcs

**Hit Dice:** 1 or by class

**Armor Class:** chainmail 5 [14]

**Attacks:** axe (1d8+1)

**Saving Throw:** 17 for 1 HD

**Special:** darkvision 60 feet

**Move:** 12

**Alignment:** chaotic

**Challenge Level/XP:** 1/15

Half-orcs are the progeny of orcs and either humans, elves or possibly other kindred. Half-orcs. Many half-orcs know the deep speech of orcs. All half-orcs tend to be stronger than average.

## Satyrs, Agrapharian

**Hit Dice:** 1 (or by class)

**Armor Class:** 9 [10] or leather armor 7 [12]

**Attacks:** horns (1d8) or by weapon

**Saving Throw:** 17 for 1 HD

**Special:** pan pipes

**Move:** 12

**Alignment:** Neutrality

**Challenge Level/XP:** 3/60

Satyrs receive a treatment in the *Swords & Wizardry Monster Book: OE Reloaded*, but those satyrs are slightly different from the ones presented for Agraphar. Satyrs as depicted in that reference may be regarded as Elder Satyrs which are true denizens of the Fey Realm, and which have not given up the slightest bit of their fey aspect for a chance to explore the deep wilds of the mortal plane. Satyrs as presented here represent those curious fellows who have severed their tie to the fey realm specifically so they could explore the land of men.

Agrapharian satyrs can play pan pipes, producing spell-like effects from their haunting melodies. Any of the songs listed on page 18 of *The Rising Dark* may be available, although non-player character Satyrs typically can cast *Charm Person* and *Suggestion* with their music as well.

## Tieflings

**Hit Dice:** 1 or by class

**Armor Class:** leather armor 7 [12]

**Attacks:** longsword (1d8)

**Saving Throw:** 17 for 1 HD

**Special:** half damage from fire resistance, darkvision 60 feet

**Move:** 12

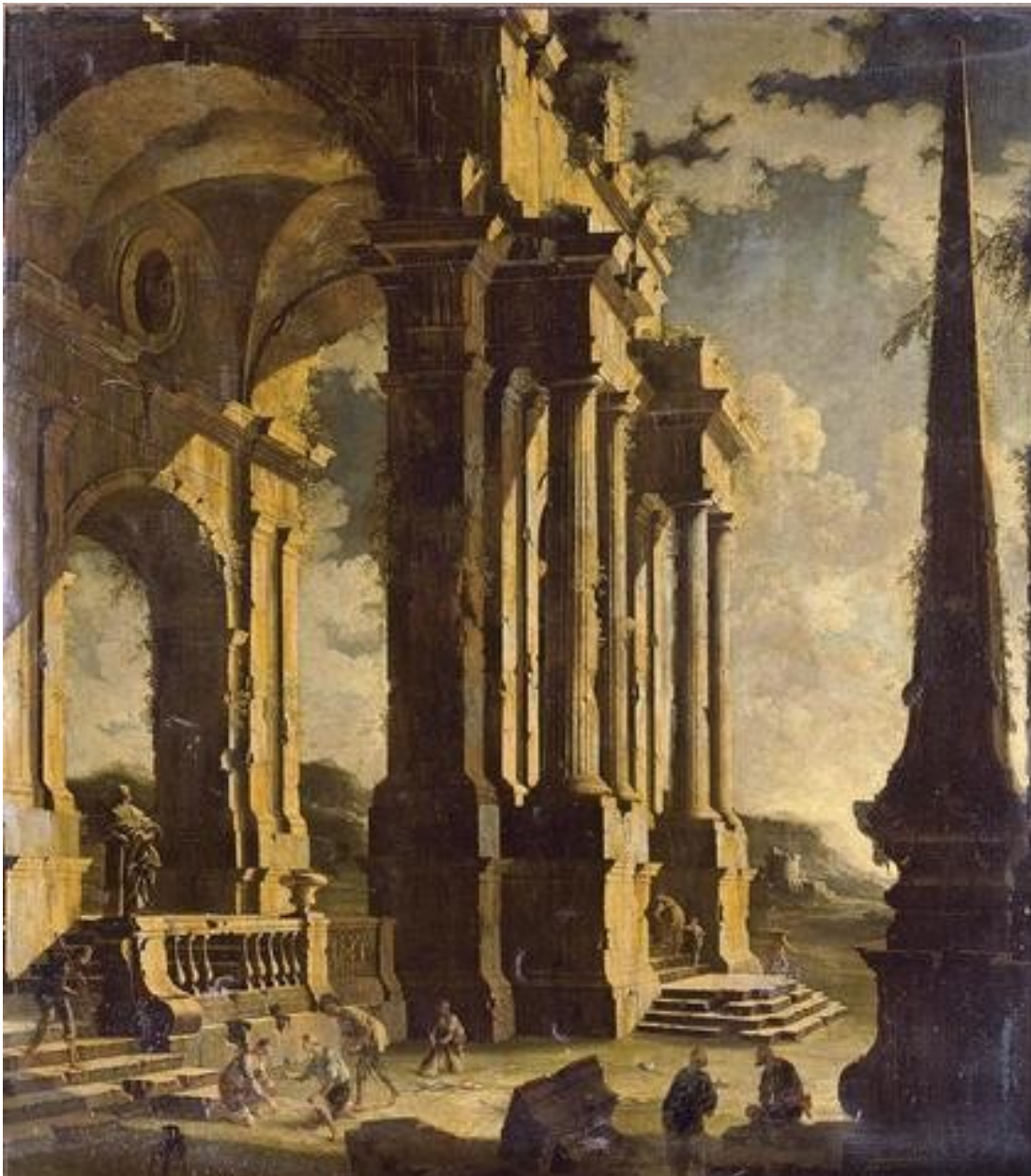
**Alignment:** chaotic

**Challenge Level/XP:** 2/30

Tieflings are the plane-touched races of humans that have some sort of infernal ancestry in their background. Tieflings can look different in several ways, from the subtle “not quite right” to the more distinct “hooves, horns and tail” look. All tieflings are fire resistant thanks to their ancestry and take half damage from fire attacks, as well as receiving darkvision for 60 feet.

## The Rising Dark Errata


I have spotted a couple legacy bugs from the other editions of the setting I am working on (typos only so far), and as always I am a terrible self-editor so I have naturally found some more bugs I would like to correct. I will issue an updated V 1.1 edition of "The Rising Dark" available for re-download as always just as soon as possible, primarily for aesthetic reasons as the typos are all fairly minor; however as anyone who has an appreciation for the English language knows, typos can be really painful to encounter. Please let me know if you find any other suggested adjustments or corrections as well, thanks!



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