

COR2-13



INTO THE DYING LANDS

A One-Round D&D LIVING GREYHAWK®
Core Adventure

Version 1

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A maimed slave and a pretentious scholar both beg for your assistance; one to retrieve a research subject while the other wishes you to rescue a family. Both roads lead to a place that none dare to go. Both roads lead to Tenh. Nothing is as it was, and nothing is as it seems. Part 2 of the Ether Threat plot arc. For characters levels 1-10.

Based on the original DUNGEONS & DRAGONS® rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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RIGHTS RESERVED. This scenario is intended for tournament use only and may not be reproduced without approval of the RPGA Network.

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario, but the actual playing time will be closer to three hours. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least four players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than seven players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rule books during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. The RPGA has three ways to score its games. Consult your convention coordinator to determine which method to use for this scenario:

1. No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.
2. Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.
3. Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

When using voting, rank the players in order of your voting choice while they are completing their forms, so that you are not influenced by their comments on your abilities. It's a good idea to have the players vote while you determine treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin. Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the *LIVING GREYHAWK Gazetteer*.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs

participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

CR	1	2	3	4
1/4 & 1/6	0	0	0	1
1/3 & 1/2	0	0	1	1
1	1	1	2	3
2	2	3	4	5
3	3	4	5	6
4	4	5	6	7

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – round to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the face that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are three things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.

2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in Greyhawk and the lands once known as Tenh. All Characters pay two Time Units per round. Adventurer's Standard Upkeep costs 24gp per round. Rich Upkeep costs 100gp per round. Luxury Upkeep costs 200gp per round.

ADVENTURE BACKGROUND

This scenario continues the story began in *Escape from Tenh* and is part 2 of the Ether Threat story arc. DMs of this scenario should be familiar with the events of the first part.

Two months ago in the late summer month of Goodmonth, the belabored Duchy of Tenh was overrun by a horde of ethereal creatures bent upon devouring everything in sight. These creatures, known only as the Ethers, have since taken up residence in the ruined land and no other force dares to oppose them. Indeed, few even know the nature of this threat or the danger that it poses.

As the swarms of creatures destroyed the countryside, many of the forces that were battling for control of the region fled, including those of Iuz. However, these forces did not bother to bring many of their slaves along with them, counting on the fact that the Ethers would simply devour them. This was the case in most circumstances, save one. A small group of slaves fled from the camps just outside the ruined city of Redspan and ran to the hills nearby. Once there, they hid in what they at first thought was an odd series of caves but which later turned out to be an ancient outpost of some sort. As fortune would have it, the Ethers would not enter that place and the slaves were safe, at least for a time.

As the days crept by the Ethers destroyed everything in sight and still the slaves waited. Soon the food began to run low and the slaves started to get desperate. Nearly one week after they found refuge in the caves, they began to send out scouts to get scraps of food where they could find them. Some returned and some did not. One such slave, by the name of Ungut, was cut off from the caves by a group of Etherhulks and forced to flee. He ran for days and as luck would have it, he escaped from Tenh and the Ethers. He ran into a group of Rhennee bargemen heading for Greyhawk, and they took on the poor soul who was catatonic for most of the trip. Once there, poor Ungut regained a bit of his composure and now wanders

the streets looking for anyone brave enough to help him save his friends and family.

Meanwhile, back at the caves, things have not gone well. The slaves' numbers continue to dwindle as food scouts fail to return. Those that have returned are not the same people they once were, having been inhabited by a horrible form of Ether creature. They now wander the caves in a sort of stupor, occasionally acting in bizarre and erratic ways or asking totally unrelated questions.

ADVENTURE SUMMARY

This adventure begins with the heroes shopping in the great city of Greyhawk. It is there, in the middle of a crowded lane that they meet Ungut, who desperately needs their help. Displaying horrible wounds, Ungut begs the PCs to accompany him on a rescue mission to Tenh in an attempt to save the other slaves.

Before the PCs can even manage to leave town, a strange man claiming to be a scholar approaches them. Claiming to have heard that they are going to Tenh, the man has a proposition for them. He claims to be the servant of a powerful master who wishes to study one of these Ether creatures. The man offers to pay them handsomely if they can capture one and return with it.

The path to Tenh can take one of two simple forms, either by boat or by land. Either path offers the opportunities to examine the effects that the destruction of Tenh is having on the region. Upon arriving, the PCs find that Tenh has become a twisted place dotted with ethereal color pools, acrid dust storms, and roaming terrors. With the guidance of Ungut, the heroes can easily locate the small caves containing what remains of the slave group.

Once there, it will take a bit of convincing to get the slaves to accompany the heroes out into the open and into danger. A good portion of this convincing will involve discussing the matter with their nominal leader, the slave seer Wartoan. Convincing Wartoan of their trustworthiness, the heroes will get the slaves to follow them to freedom as well as gain some valuable information about the nature of the Ether threat. The journey out of Tenh is mostly uneventful aside from one final battle at the border. Assuming the PCs save the slaves from the horde, it is an easy journey back to Greyhawk from the shattered duchy.

On route back, the heroes have one last chance to learn of the parasites that infest a number of the slaves and purge them of the threat before taking them into the heart of Greyhawk. Depending on their choices, they may also have a captured creature to deliver. Despite their decisions, the heroes will be left with clues of the danger they face as well as a path to follow.

INTRODUCTION

Once everyone is ready to begin play, read or paraphrase the following to them.

Long afternoon shadows signal the coming dusk and closing time for most of the shops throughout the Low Market of the City of Greyhawk. As the merchants from all over the Flanaess begin to pack up shop, talk turns from last minute business to idle chatter and whispered rumor.

These days, such talk focuses on Tenh and the terrors that have taken hold of that broken place. The only certain truth in the sea of rumors is that most know nothing about what is really going on. Listening to the outlandish rumors, this becomes even more evident - rumors of wrathful gods walking the lands, rumors of a terror far worse than the Old One.

Today, as the sun begins to set, you find yourself immersed in these tales. In the alleyway beside two stalls, a beggar tells a grim recounting of the fall of Tenh. The oddest part is that his tales are told as if he was there himself, and he constantly refers to the large portions of his body that appear to be missing as proof. You are not the only one who seems to have taken notice of this poor man, as a number of others are standing nearby listening to his tales as well.

The beggar telling the tales is Ungut and he truly has been to Tenh, seen the destruction, and barely escaped with his life. The group standing around him is the PCs. How and why they are in the Low Market at this time of day is up to them. At this point in time, some of them may know each other but now is no time for introductions for those that don't.

Ungut was a slave in the service of Iuz' troops in Tenh before the Ether creatures arrived. When their assault began, the troops fled and left the slaves to fend for themselves. After hiding out for a time, Ungut managed to escape Tenh and now seeks heroes to return with him to help rescue all of his family and friends. To this end he is selling his tale for a modest price in an attempt to raise the funds necessary to hire a group to help him. In the process of escaping, Ungut lost most of his left arm (below the elbow) and his left eye as well as other small spots all over his body. Although painful, he hopes that these wounds will help him earn the extra coin he needs for his quest.

Before continuing with the text below, Ungut holds out his hand asking for two copper pieces for each person interested in his tale. Given trouble or grief, he tells his tale anyway, hoping that the PCs will contribute once he is finished. In either case, when ready, read or paraphrase the following to the players.

The scrawny beggar puts his meager coins away after mumbling something about how "it is never enough" before beginning with his tale. "My name is Ungut, and for nearly all of my life, I have not known a day without the cruel whip of the Old One causing me to howl in pain." He pauses, shuddering slightly, "all that changed when THEY came. Before them, before Iuz, Tenh was a beautiful land, a peaceful land. What the Old One did not pillage, they consumed. Who are they I speak of? They are hunger. They are uncaring. They are the end. When they came, everything changed. Even those loyal to Old Wicked realized the doom that was upon them. They fled the land running home to tell the tale to their dark god. We were forgotten. The slaves of the land were left to die."

At this, poor Ungut pauses, looking distantly at the darkening sky above. "Most did perish, but a few survived. We were lucky. We found a place to hide where they would not follow. In time, food began to run short. I was chosen to leave, to find more so that the whole might live on. Istus would not allow it though. I was chased for days and soon I found myself leaving my home, leaving the dying lands of Tenh. So, I am here, while my people are still trapped. I am here, while my family starves. I am here, hoping to hire those brave of heart to go with me and rescue them." With that, he holds out his hand again, asking for a few coins to help him with his cause. "A few more coins," he says. "Or perhaps you know where I might find some heroes?"

The PCs may choose to give Ungut a few coins and be on their way. If that is the case, their only hope for any adventure lies in the offer of Motair Castock, the scholar with a job opportunity (encounter 2). If the PCs instead decide to discuss this matter further with Ungut and perhaps even offer to help him, proceed to encounter 1 below.

ENCOUNTER 1: UNGUT'S PROBLEM

Characters of a heroic nature may come forward and offer to help Ungut with little prompting but others may require further questioning before becoming convinced of the poor man's plight. If the PCs offer to help him or ask for more information, Ungut asks them to accompany him down the alley to a small back alley space between the stalls to discuss it further (although he will certainly accompany them to a tavern or inn so long as the PCs are paying). This encounter details all that Ungut knows about the situation as well as what he has to offer them and the exact nature of the rescue attempt.

If led to the space between the stalls, the PCs find themselves in a small dirty alley. There are a number of small crates and cracked barrels on which to sit and discuss matters. Despite being in the middle of the market, this space is relatively private. If the PCs would prefer a friendlier environment, the nearest tavern (and Ungut's favorite) is The Fat of the Hog (currently known for its meat although dark rumors speak of tainted pork, that will not play out in this event). Once at The Fat, it is simple enough for the PCs to get a private booth to discuss matters.

Ungut has spent the past three days in the city trying to raise enough funds to hire some adventurers to accompany him back to Tenh to rescue his family. Before that, most of his memory is a blur. The bits and pieces that he remembers are summarized below. Note that everything listed below is true as far as Ungut knows (if subjected to a *zone of truth* or similar magic).

- Ungut was a slave for the Old One in the camps south of the city of Redspan not far from the Bandit Kingdoms. He has been a slave since he was a young boy (he is a young man now). He spent most of his

time working the meager crops and avoiding beating at the hands of his captors or worse.

- All of that changed over a month ago when the Ether creatures suddenly appeared and destroyed Tenh. The city of Redspan appeared to hold out for about a day before it fell to the invading creatures.
- Soon after, the forces of Iuz fled, leaving the slaves to fend for themselves. Ungut was in a group of 37 slaves. Before they could make their way to the borders and to safety, the Ether creatures began attacking them.
- Instead of fighting on, as they were poorly equipped, the slaves hid in the foothills near the fields in which they toiled. It was there that they found a cave, a cave that the Ether creatures would not venture into.
- At first they thought that this cave was a natural one, but they soon discovered that it was instead some rather ancient structure. Their leader, a wise old man by the name of Wartoan, soon learned that they were in some sort of cairn or crypt (this is not true, but Ungut does not know that).
- After closing the door, the slaves realized that they were safe. The Ether creatures would not enter their underground sanctuary. However, the food that they had with them would not last forever.
- After a few days, the food began to run short. Wartoan decided to send out scouts to return with what food they could. While only half returned, they had no choice but to continue, hoping all the while that the Ether creatures would move on, allowing them to escape.
- Two days later, it was Ungut's turn to go and scavenge for food. After gathering a good bit to bring back, a swarm of Etherspitters attacked him and he was forced to flee. The chase went on for nearly a day at the end of which he was found himself diving into the Artonsamay River. It was then that he passed out of all reckoning for a time.
- After this Ungut remembers little. He was on a boat of some sort. The people on board dumped him on the docks of this city before leaving to other ports.
- Ungut has only seen two types of Ether creatures up close, a horrible spitting beetle (that caused all of the wounds Ungut currently suffers) and huge hulking creatures with eyes that make you dizzy and terrible claws. There were others about, but he did not get a good look at them. Of particular note, he says, is a strange mass of living rope behind a cold dead face. He knows little else about that thing however.
- When he left his people behind there was only 25 of them left. There must be fewer by now and most of those that remain would be women and children. They have few weapons and very few easy food sources, but there is a natural spring in the crypt that gives them water.
- Wartoan is their leader. An elder, he has the ability to know what has come before and what will come again. None would dare question his leadership.

This is all Ungut knows about the situation at hand. He has no idea of his people's current situation.

Once he is done sharing as much as the PCs care to hear, Ungut proposes that perhaps the PCs are just the heroes he is looking for. His current plan is to hire a group of heroes (in this case the PCs) and travel back to Tenh to rescue his friends and family. This is the extent of his planning. If the PCs agree to help, he will gladly offer them the 7gp that he has earned over the past few days as payment (as he has little else). He would also like to get on the journey as quickly as possible. If they require further convincing, he will gladly tell them that some of the people are children. If they still refuse, Ungut shakes his head and leaves, tears streaming down his cheeks.

Assuming the heroes agree to Ungut's quest, proceed to Encounter Two for further planning. If they refuse, precede to the second half of Encounter Two, Motair's Offer for their last chance at adventure.

☛ **Ungut:** Male human Com3, see **Appendix A** for complete statistics.

Roleplaying Notes: Ungut is a slave and as such has a completely submissive personality. He will readily agree with any plan that might serve to save his people. Beyond that, he is a young man with a rather dark sense of humor and an overly pessimistic attitude at times.

ENCOUNTER 2: PLANS AND SCHOLARS

This encounter is broken into two sections, the first dealing with the planning and arrangements necessary to travel to Tenh. The second part deals with the offer of Motair the scholar that occurs while the PCs are out planning (or as they are leaving Ungut, if they refused his request).

PLANNING FOR THE JOURNEY

The exact method of the journey from Greyhawk to Tenh is left up to the PCs, however only a few options are truly viable. Unless the PCs wish to spend over a month on horseback, the journey must include a bit of travel over the Nyr Dyv. Where they decide to land and proceed on to Tenh is the real question the players must answer, see Map 1 for a layout of the area.

The fastest route involves sailing through the deep waters of the Nyr Dyv and heading straight on toward the mouth of the Artonsamay River. From there, it is a simple matter of riding north onto Tenh through the Bandit Kingdoms as no boat will sail up the Artonsamay River to Tenh itself. Other options include sailing to the County of Urnst and then making way to Tenh through more civilized lands, or sailing to the Shield Lands and then riding northwest into Tenh. Although both of these later routes are viable, they will take a few days longer than the first.

Ungut has no idea how to return to Tenh as he was not conscious for most of the journey to Greyhawk. The PCs themselves will have to investigate their method of travel. This could include: gathering rumors, purchasing a map, meeting with a ship captain, or seeking out a mage for even faster travel, all outlined below. Other options are certainly possible and the below should be reasonably expanded upon by the DM, as required.

GATHERING RUMORS

This can be accomplished nearly anywhere in the city. If time allows, it can be done through roleplaying means, depending on where the PCs decide to go (most likely a tavern of some sort) or it can be done through simple Gather Information skill checks. Listed below are some rumors that the PCs could gather with a bit of effort. Information with a DC 25 should only be given out through a successful skill check (as opposed to roleplaying).

DC 10 rumors

- Tenh has been completely and utterly destroyed by some strange force. The land now looks nothing like it used to.
- The people of Tenh have either all been killed or changed into some horrible insectoid creature.
- Very few are seen leaving Tenh without some horrible wound and next to none are heading back that way.

DC 15 rumors

- Whatever destroyed Tenh has sent the Old One and the Stonehold running. Perhaps this enemy might be made an ally.
- Those that enter Tenh had best bring lots of fire. Only fire hurts the monster that now roam Tenh.
- The bug like creatures that have invaded Tenh have started showing up in other places too. Some say that they can travel invisibly, only appearing just before they strike.

DC 20 rumors

- The insects in Tenh feast upon all living things. Their spit can dissolve anything so that it can be eaten.
- These creatures are the work of Erynthul, god of slaughter. They have been sent to herald the end of all things.

DC 25 rumors

- These creatures are from another plane of existence. They can freely travel back and forth between worlds and will not enter any place that deprives them of that connection.

PURCHASE A MAP

The best place in the neighborhood to purchase a map is a small shop run by Melezakan, a rather eccentric sage. His shop is only open in the afternoon and evenings (as this is when Melezakan feels the light is best to work). When the PCs arrive, the elderly sage is busy updating a vast

map of the city he has painted on the back wall of the shop. He is busy removing a building that was demolished to make room for a larger one. Melezakan easily ignores the PCs for almost ten minutes as he finishes up his work. Only then does he see to their request. The map they seek is readily available for the modest price of 10 gp. However, the PCs can get the map for free if they can give him a map of any burial tomb in the Cairn Hills (even if the map is fake as the aging sage has no means to verify them).

SHIP FOR HIRE

Adventurers looking for a captain to take them to any port on the Nyr Dyv are best served by making a trip to the River Quarter and stopping at the Green Dragon Inn. Run by the gruff but sociable Ricard Damaris, the inn is a common stomping ground for adventurers or those looking to hire them. As a result, it is also populated by a number of sea captains looking for guards, passengers, or adventurers for their own purposes. One such is a captain by the name of Solmir Cossana. Solmir is the captain of a small cog that he inherited from his father almost ten years ago. He is lighthearted and jolly but very serious when it comes to his boat and his crew. This young captain happens to be preparing to make a trip to Radigast City, and will be leaving late the next day. For the small fee of 20 gp per head, he is more than willing to drop the PCs off anywhere on the Nyr Dyv on his way. This price can be dropped to 10 gp per head if the PCs succeed at a Diplomacy Skill check (DC 20, with a bonus to the roll of up to +4 for good roleplaying). Note that Solmir will not take the PCs to any spot up along the Artonsamay River or anywhere near Tenh (nor will they be able to find a captain to do so).

Ingenuitive PCs may try looking for a captain down at the wharves, at the Pilots and Seaman's guildhall, or Low Seas Tavern, or even Barge End. Feel free to improvise and use the information presented above as a guide when running this encounter. Note that no captain should take the PCs all the way to Tenh and the journey should cost the PCs no more than 20 gp per PC.

WIZARD HELP

Some heroes might have such a sense of urgency that they may attempt to hire a wizard to teleport them to Tenh or at least nearby. More powerful heroes may even have the means themselves. In either case, this may prove more difficult than it first appears.

First, Ungut does not know the area well enough to allow for simple teleportation unless the heroes want to go to one of the cities outside of Tenh. Second, no wizard is willing to teleport to Tenh at this time. Accepting these limitations, teleportation to the lands nearby will cost 450 gp per two PCs (as more than one can be sent with one spell in this case). Remember that Ungut must be teleported as well and he has no funds. A wizard can be found at the wizards guild willing to perform this service.

SCHOLAR'S OFFER

This portion of the encounter should occur while the PCs are making their way around town securing transport or learning more about their journey. This should also be used if the PCs have rejected Ungut's plea and have no other leads in the adventure. In either case, this portion of the encounter must take place before the PCs leave Greyhawk City.

As the PCs are making their way around town, a scholar by the name of Motair Castock approaches them. When this occurs, read or paraphrase the following to them.

As you make your way through the busy streets of Greyhawk City, a tall Oeridian man in the middle years of his life approaches you. Dressed in the simple robes of a scholar, he holds up his hands, hoping to stop your small group.

At this point in time, ask the PCs if they stop for the man. If they simply push on, or ignore him, Motair simply returns to his master empty-handed and the encounter ends here. If the heroes stop, then continue.

"Bright day to you! I was wondering if I might have a moment of your time, if it is not too much a bother?" The man says with a crisp clean speech. "My master has sent me to find you before you left for Tenh. He has an offer he would like to extend to you. If you are interested, perhaps we could find a comfortable place to discuss it."

No doubt the PCs will be suspicious about the scholar and his master who know so much about their business. If asked about this knowledge, the scholar simply replies, "my master knows many things, things even I do not understand". If they agree to at least here the scholar out, he endeavors to find a comfortable place to discuss matters, be it a tavern, café, or just under a tree in the shade. Once there, he gives them the offer, as described below.

"As I have said," the scholar says, now seated comfortably, "my master has an offer he would like to extend to you. My name is Motair Castock, his apprentice. He is aware that you might be going to Tenh in the near future and has no doubt that such a journey will bring you into significant peril. My master is interested in this new danger, and he wishes to study it so that he might help learn its weaknesses to the benefit of all. If you would be willing, my master would be most interested in retrieving one of the creatures dwelling in Tenh, and he would prefer that it still live. To this end, I can give you a simple magical device that will help you capture one of them and bring it back here safely. Do this, and my master will reward you greatly."

Motair is asking the PCs to capture an Ether creature and return it to Greyhawk so that his master may study it. In reality, Motair is not a scholar at all, but rather a veteran actor. Two days ago Motair was approached by an old man, whose name is not important at this time, and asked if he would perform this simple task for him. After seeing

the wealth of gold that was offered, he readily agreed. This very morning, Motair received a message that it was time and went to meet the heroes at the location he was told about. He has been waiting here all day.

No doubt the PCs have some questions for Motair concerning this task, what Motair knows about it is summed up below.

- Motair has no idea how “the master” knows so much about the PCs plans or schedule. If asked, he only replies, “My master knows many things”. If pressed about the master, Motair has been told that he is a high ranking member of the wizard’s guild and that they need know nothing more about him.
- The creatures Motair’s master is interested are not native to this world. Indeed, they come from the Ethereal plane of existence.
- The device he has to trap them is a simple silver cage. By opening the door and speaking a simple command word, the cage will pull in any one creature and hold it within. Only the master knows how to free the creature. The cage can only be used once and cannot hold any beast much larger than a horse (note this cage will only work on Ether creatures, and even then, it gives a will save DC 20, to avoid the effect).
- The reward that is promised depends on the APL at which the adventure is played at. The chart below indicates the most that Motair is allowed to give them, although he will start by offering them half as much.

APL	GP/per PC present
2	50
4	100
6	200
8	300
10	500

- The master would prefer a larger specimen above a smaller specimen.
- Upon returning, Motair promises to meet the heroes right away to give them payment and to collect the specimen.

Beyond this information, Motair knows a bit more about his master but the following information is not shared unless the PCs see through his deception or use magical means (such as *charm person* or some sort of *domination*).

- The master is some old man only going by the name of Alix. Motair has not idea whether or not this Alix is actually a wizard at all.
- He has paid Motair double whatever he intends to pay the PCs just to deceive them into performing this task.
- Motair is actually an actor, although skilled, he is now getting on in years and the roles are harder and harder to find.
- Alix told Motair exactly where to wait and what the heroes look like. He also has told him that he will not

be needed until the PCs return at which time he will give him further instruction.

If the PCs agree to this offer, Motair gladly gives them the silver cage (and command word), wishes them the best of luck and is on his way. If not, he looks slightly upset, gets up and leaves. If this is the case, he does not bother them for the rest of this adventure. In either case, when this portion of the encounter is complete, return to whatever task the PCs were attempting to complete before being stopped.

🔮 **Motair Castock:** Male half elf Brd1/Exp4. See Appendix I.

Roleplaying Notes: Motair’s current persona is aloof and aged, a stuffy scholar through and through. In reality, Motair is a out going and boisterous man, willing to spend all night singing, acting, and drinking to earn his bed. Once very handsome, age has now caught up with him, to the detriment to his trade.

LEAVING GREYHAWK

After arranging for travel and gathering whatever gear they might need the PCs are free to leave Greyhawk and begin their journey to Tenh. When ready, proceed to Encounter 3.

ENCOUNTER 3: JOURNEY TO TENH

Once the preparations are complete, the heroes are free to leave Greyhawk as soon as they are ready. As there is no set journey path to Tenh, presented below are two possible encounters that the heroes can encounter while on their journey. Before proceeding, decide which encounter the PCs must deal with. Note that the PCs should not face both encounters.

The first is an encounter that occurs at sea when the PCs encounter a ship drifting in the Nyr Dvy flying the flag of Tenh. Almost everyone on the ship has been killed and the others have gone completely mad. The other encounter deals with a small tribe of ogres that have been driven from their home in Tenh and now menace the neighboring lands.

SHIP OF THE MAD

This encounter occurs while the PCs are on a ship on their way to Tenh. When the assault began, a number of soldiers loyal to Duke Ehyeh commandeered a ship to make their escape. Little did they know that they had a number of ethereal stowaways. Leaving Tenh, the soldiers set sail for Radigast City and then on toward Greyhawk. Unfortunately, that is when the patient Ethers decided to strike. The battle was swift and horrible. Many of the soldiers were killed but the strongest survived. Unfortunately, the ship’s mainsail

was horribly damaged in the attack and now the ship is adrift. That was six days ago and the food has long run out. The soldiers have taken to the grimmest of feasts to stay alive and all have quite lost their minds as a result.

The PCs encounter the ship floating in the deep waters of the Nyr Dyv, listing slightly to one side. When ready, read or paraphrase the following to the players.

The journey from Greyhawk has been an uneventful one. Both the weather and the waves have been relatively calm. Only the sea life of the great lake seems to be disturbed. The return of the Isles of Woe seems to have brought a good deal of chaos to their world. On the morning of the third day the captain asks your group and Ungut to come up to the deck. Following his pointing hand, you see another vessel; it lists to one side and is heavily damaged. Hanging limply from the railing on the side of the vessel is a large standard bearing the symbol of Tenh.

Creatures: The madmen onboard the damaged ship are hiding below deck, waiting for the PCs to pull closer before attempting to attack. They hope to take over the PCs' ship and make their way back toward land. If the PCs do not pull close enough to attempt to board, the group will stand up and cry for help, hoping to draw the heroes into their trap. If this does not work, they will try to swim to the PCs' ship in an attempt to overtake it.

APL 2 (EL 4)

➤ **Crazed Soldiers (4):** hp 10, 15, 15, 21; see Appendix I.

APL 4 (EL 6)

➤ **Crazed Soldiers (3):** hp 26, 30, 36; see Appendix I.

APL 6 (EL 8)

➤ **Crazed Soldiers (3):** hp 41, 45, 51; see Appendix I.

APL 8 (EL 10)

➤ **Crazed Soldiers (3):** hp 60, 68, 76; see Appendix I.

APL 10 (EL 12)

➤ **Crazed Soldiers (6):** hp 60, 62, 68, 68, 70, 76; see Appendix I.

The soldiers' vessel has nothing of value remaining on it and cannot be salvaged. The mainmast is not only broken, but missing entirely. The remaining sails and rigging is in complete tatters and the hull has a number of large holes in it. The soldiers are lucky that it still floats.

Down in the half submerged hold is the remains of four other men, mostly eaten. There is little else of value.

Upon defeating the men, proceed to **The Border** for further details.

OGRE TRIBE

After an uneventful journey across the Nyr Dyv, the PCs make port at their chosen location and then can travel on toward Tenh. Feel free to describe this journey in as much detail as necessary.

This encounter occurs while the PCs are approaching the border of Tenh by land (the only choice as no captain will sail that far up the Artonsamay River). When the Ether creatures invaded Tenh, a small tribe of ogres and goblins was viscously attacked and forced to flee. Many of them still bear the horrible wounds from battle with the Ether creatures. Now they are roaming the countryside waylaying all they come across.

When the PCs spot the tribe, they are in the process of pillaging a small home and farmstead. When ready, read or paraphrase the following to them.

Cresting a small hill, you see a plume of smoke begin to rise in the distance. A small farmstead has been set to the torch as a number of grotesque humanoids dance about it in glee. Some of them seem to have limbs or missing limbs and at least one of them is a large hulking ogre. They do not seem to notice your presence.

At this point, any PCs that succeed at a Spot check (DC 15) also notice another plume of smoke from another burning building about half a mile north of here. This is another farmstead that the ogre tribe has destroyed.

Creatures: The ogre tribe is completely unaware that the PCs are watching them. However, there is little cover between the hero's position at the start of the encounter and the farmstead some 200 feet away. Cautious PCs could sneak around the ogre tribe without being spotted but approaching them requires magic to be done unseen.

APL 2 (EL 4)

➤ **Ogre (1):** hp 22; see *Monster Manual*.

➤ **Goblins (6):** hp 4 each; see *Monster Manual*.

Note: At this APL, the ogre's club is half dissolved. As such it only does 1d8+7 damage.

APL 4 (EL 6)

➤ **Ogre (2):** hp 26 each; see *Monster Manual*.

➤ **Goblins (12):** hp 4 each; see *Monster Manual*.

APL 6 (EL 8)

➤ **Ogre (6):** hp 26 each; see *Monster Manual*.

➤ **Goblins (12):** hp 4 each; see *Monster Manual*.

APL 8 (EL 10)

➤ **Ogre Mage (1):** hp 37; see *Monster Manual*.

➤ **Ogre (6):** hp 26 each; see *Monster Manual*.

➤ **Goblins (12):** hp 4 each; see *Monster Manual*.

APL 10 (EL 12)

➤ **Ogre Mage (3):** hp 37 each; see *Monster Manual*.

➤ **Ogre (6):** hp 26 each; see *Monster Manual*.

➤ **Goblins (12):** hp 4 each; see *Monster Manual*.

The tribe has lost all of its valuables in the retreat and is now in desperate search of another place to make a camp and resume raids. Upon defeating the tribe, the PCs are free to search the burnt out farmhouses, the first of which is empty. The further one contains a family that was trapped inside as the building burned.

Once finished with this scene proceed to The Border below for further information

THE BORDER

After dealing with one of the above encounters, the PCs are free to continue on to Tenh without further incident. Feel free to describe the remainder of this journey, but it should be uneventful. Upon arriving at the border to the ruined land, read or paraphrase the following to them.

The journey has been a long one, but finally your small band stands on the border of what was once the Duchy of Tenh. Now you look upon a ruined landscape. Not a thing could live in this barren rocky landscape. Pillars of burned stone stand like ancient monoliths all about the twisted place. Thick dust storms billow in the distance scouring the landscape with a howling acrid wind. Rolling black clouds broil overhead like an angry god, brooding over its ruined creation. Ungut stands beside you, weeping openly.

After reading this, proceed to encounter 4.

ENCOUNTER 4: INTO THE DYING LANDS

The Duchy of Tenh is not what it used to be. The Ethers have stripped the land bare like locusts. The spit from the etherspitters has basically dissolved any organic material and left nothing but stone and dust behind. Parts of the landscape fade in and out of the ethereal at random intervals. This poses no danger to the PCs but it is disturbing when the rock you are hiding behind suddenly disappears or you walk face first into one as it reappears.

The journey to where Ungut's family is holed up is a full days journey (12 hours) across the barren landscape. Due to the dust and shifting terrain, all movement speeds are cut in half. If the whole party has camels or other means to not have to trudge across the dust on foot then they will cut the travel time down to 6 hours and may move normally. Due to the nature of where Ungut's family is, any magical means of travel such as *teleport* will not work.

The sun beats down on your face as you slowly trudge across the shifting dust. Ungut is keeping the Artonsamay river to his left as he travels northwest. He is not sure of how long the journey will take as his memory is very cloudy from the time of his escape. He keeps mentioning a landmark and that he thinks it is not much further when asked.

As you continue large groups of Ether creatures can be seen fading in and out in the distance as you travel. Familiar

Etherhulks make up the bulk of the creatures though on one occasion man-sized figures appeared with them but disappeared again before you can get a closer look.

Unless the PCs want to cause trouble the journey to the landmark is uneventful. Those paying attention to the Ether creatures that appear may make a Sense Motive (DC 12 + the APL) to determine that they seem to be looking for something. While their appearing and disappearing seemed random to start, it is in fact a crude search pattern.

If some parties wish to tangle with the Ether patrols they may. Each hour there is a 10% chance that a patrol appears close enough that the party could reach it before it disappears again. A common patrol is made up of 2-6 Etherhulks. They will not find a patrol with a human figure in it while searching. These patrols are obviously more than the party should be able to handle and you should stress this to them. They might want to capture one to bring back to the scholar Motair Castock but none of the creatures in the patrols are small enough to fit in the cage and there are better times to do that. Ungut will stress to them that time is of the essence, and they need to hurry. As the patrols have nothing to do with this scenario, there are no additional rewards for defeating one. Try not to kill parties that get off on the wrong track chasing patrols around the countryside. If they are stubborn though they get what they have coming.

Common Ether Patrols:

APL 2 (EL 6)

☛ Etherhulks (2): hp 51, 53; see Appendix I.

APL 4 (EL 8)

☛ Etherhulks (4): hp 51, 53, 49, 50; see Appendix I.

APL 6 (EL 10)

☛ Etherhulks, Advanced (2): hp 125, 122; see Appendix I.

APL 8 (EL 12)

☛ Etherhulks, Advanced (2): hp 190, 187; see Appendix I.

APL 10 (EL 14)

☛ Etherhulks, Advanced (4): 190, 192, 187, 195; see Appendix I.

Natural Hazards

During their journey, several strange things can happen. Roll once (1d4) on the following table and apply the results.

1 – Ethereal Color Pool: An Ethereal color pool opens up in front of the lead party member. A Reflex save (DC 10 + the APL) is needed to avoid falling into it. If the PC fails, she is tossed into the Ethereal Plane and the pool closes. The remaining party members can see a ghostly image of the PC and she can see ghostly forms of the party. The affected PC is considered incorporeal to things on the

Prime Material and creatures on the Prime are considered incorporeal to the PC. The PC can bring herself back to the Prime Material by walking into the caves where Ungut's family and friends are located.

Note that the affected PC cannot speak with the rest of the party unless he has magical means allowing him to do so. A smart PC could write a note on paper or in the sand to communicate to the party. If the party is totally stumped as to what to do have Ungut mention that he saw people who looked like that before and they seemed to grow solid once in the caves his family is hiding in.

2 – Probability Wave: A shimmering wave approaches the party from the north. Each PC is allowed a Reflex save (DC 10 + the APL) to avoid it. If caught in the wave, roll on the following chart:

- 1 – The next die roll this player makes is considered to be a natural 20 and succeeds automatically.
- 2 – The next dice roll this player makes is considered a natural 1 and fails automatically.
- 3 – The next spell cast on this player works as if maximized.
- 4 – The next spell cast on this player fails to work.
- 5 – The next time this player would be hit by an attack roll it misses.
- 6 – The next time this player would be missed by an attack roll it hits.

The DM notes each roll secretly and only tells the player when it is applicable.

3 – Sandstorm: A minor sandstorm approaches from the west towards the party. The storm has severe winds (30-50 Mph) and obscures all vision. The storm lasts for 2 times (1d4 + the APL) rounds. Any PC caught out in the open during the storm takes 1d3 points of subdual damage per round. Also any PC who does not cover their mouths with a cloth or substitute is subject to the drowning rules from DMG page 85.

Any reasonable precautions taken by the PCs can prevent any damage. Examples would be taking shelter on the leeward side of a hill or huddling in a circle with cloaks wrapped around them.

4 – Landslide: A large cliff face shimmers back into existence right in front of the PCs. It cannot support its own weight and collapses. Two PCs are affected (roll randomly). Those characters are considered to be in the Slide Zone (DUNGEON MASTER'S Guide page 85). They take 3d6 points of damage unless they make a Reflex save (DC 15). If they fail they are pinned and it takes 1d3 minutes for the party to dig them out.

Last Leg of the Journey

Continue with the encounter when you are done.

The sky grows dark and a wall of dust approaches quickly from the north. Ungut seems very agitated and looking around like

there should be something here but he cannot find it. Ungut finally lets out a cry of joy. Ahead you see a six-foot tall obelisk made of a green jade-like stone. If it had any markings on it they have long since been worn away by the weather. Ungut says that the cave his family and friends are hiding in is less than a hour away which is good news because the storm approaching does not look friendly at all.

The green stone is a new material called Etherstone. It was first introduced in the Isle of Woe special event at Origins. Any character that escaped from that dark place will recognize it for what it is instantly. Etherstone exists on the Ethereal as well as the Prime Material Plane at the same time. What it is doing here over 500 miles from the Isle is unknown.

Ungut will lead the party up into the foothills north of the Obelisk. A 20-minute trip leads the party to a hill looking down into a dust filled valley.

Ungut puts his finger to his lip as you near the top of the hill. Peeking over the top you see the destination of your journey. A dust filled valley ends in a dark opening leading back into a hill. You can faintly make out more of the green stone at the entrance.

"My family and friends are inside. There are almost always creatures lurking about so be prepared."

See Map 4 in Appendix B for the layout of the valley.

A group of Ether creatures is hiding in the sand near the entrance. A spot check (DC 10 + the APL) will find them. If spotted the party can setup whatever attack plans they wish. If the Ethers are not spotted then they pop up out of the sand when the party is 30 feet away. Both sides are surprised in this case and roll initiative normally.

Ether Cave Guard:

APL 2 (EL 4)

☞ **Etherspitters (2):** hp 13, 12; see Appendix I.

APL 4 (EL 6)

☞ **Etherscout:** hp 22; see Appendix I.

☞ **Etherspitters (2):** hp 13, 12; see Appendix I.

APL 6 (EL 8)

☞ **Etherhulks (2):** hp 50, 50; see Appendix I.

☞ **Etherspitters (4):** hp 13, 12, 14, 15; see Appendix I.

APL 8 (EL 10)

☞ **Etherhulk (4):** hp 50, 52, 49, 51; see Appendix I.

☞ **Etherspitters (8):** hp 13, 13, 12, 12, 14, 14, 15, 15; see Appendix I.

APL 10 (EL 12)

☞ **Etherhulks, Advanced (4):** hp 125, 123, 122, 124; see Appendix I.

☞ **Etherspitters (4):** hp 13, 14, 15, 12; see Appendix I.

Once the Ethers are defeated, the party may enter the cave.

ENCOUNTER 5: SHRINE OF THE MAGE PRIESTS

As you enter the cave, the air cools noticeably. As you walk back into the darkness, the rough cut stone gives way to a wall of green stone that blocks the passage ahead. A set of closed doors made of green stone are set into this wall.

The doors are unlocked and may be opened easily.

The green stone now surrounds you on all sides as the ceiling, walls, and floor are all made out of it. They appear to have once had runes on them but have been worn smooth by the sand blowing into the entrance. As your eyes adjust to the light you see a huddled mass of humanity in the back of the room. Ungut quickly runs towards them and embraces a small child. There are perhaps a dozen people left alive and they are all in various states of starvation.

Only 11 members of Ungut's group remain alive. One of them is his 12-year-old daughter. She is in rough shape but alive. Any food or water the party can spare is taken with much thanks and quickly devoured. The survivors do not have much new information, but they do have some. It will take some persuading to get them to talk, but, if they are given food, they will be much more receptive to the party.

- They thought Ungut was dead. His wife left to find him a week ago and has not since returned.
- The scouts looking for food have not been returning for the past two weeks. Half their group has died in that time.
- Many want to leave the cave and make a run for it but Wartoan is against it.
- Wartoan has been back in the pool room more and more and has stopped eating. He just mumbles to himself while reading what is on the walls.

As this point the party can move further back into the tunnels behind the cave. They are all made of the same green stone as the rest of the complex. The runes here are intact but no sense can be made of them (even using comprehend languages does not work). After searching around for a bit they will find Wartoan staring at a section of wall speaking in some unknown language (actually he is speaking gibberish but he thinks it is something).

You enter a room unlike the rest. The walls are covered with strange markings from top to bottom. On the back wall is a large pool of water that looks fresh. Standing in front of the pool as if reading what is on the wall is an old withered looking man. He

appears to be in his late 60's though the past month has been less than kind to him. "HmMMM. Earltagn gruson nalban... NALBAN" he says. He then turns to the party. "Who are you? The Dark One sent you did he not? I shall not tell you anything."

Wartoan has lost his mind. Watching his wife being devoured by the Ethers pushed him over the edge. In insanity he has found clarity. Since coming to these caves he has had visions and thinks he has made sense of the writing on the walls. Before he will talk to the party they must prove they are not minions of the Dark One.

☛ **Wartoan:** Male human Com3; hp 2(sick); see Appendix I.

Roleplaying Notes: Wartoan was originally his village's wiseman and historian. Though he was getting absent-minded in his older years, he still commanded a great deal of respect from his fellow villagers. Then the Ethers came and wiped away everything he loved. He gathered what people he could find and led them to this cave. Play him as an absent-minded old man who cries a lot. He just wants to die but feels obligated to the others he brought here. He would be so happy if somebody would take this burden off his shoulders.

To convince him requires a Diplomacy check (DC 15 + the APL). This is more than just a skill check though. The party must also agree to help the survivors flee this cursed land. The DM can assign a check modifier of -4/+4 to the roll based on roleplaying. Those that just want to roll dice will have a harder time getting him to trust them. Once they have agreed to his request and earned his trust, he has some information plus some cryptic riddles then even he does not understand.

- They have been holed up here for over a month now. Not sure on the exact number of days though. They all blur together now.
- He was the village elder before the Ethers came. These people are his responsibility.
- Wartoan believes that although they do not know it, the survivors have fallen victim to the Dark One. He speaks in their dreams and makes them leave the caves. (False)
- If asked about the Dark One: **"The Dark One is the man with no hands. He speaks to me when I sleep. He tells me what the walls say. I try to not listen but it is no use. His words ring in my head."** (False)
- If asked what the walls say: **"You want to know what the walls say? I will try but only for you."** Wartoan stares at the wall for a second, his eyes roll back a bit and start fluttering, and a voice low and with no emotion rolls from his throat, "... and the two strong slaves lifted it from the back of the Beast. Thereupon I commanded the Brazen Portals to be brought low, and they were wrenched from their hinges and rang upon the stone. The Efreet howled in fear and fled when I caused the page to be read and the Beast passed into the City of Brass. Now was I,

Tzunk, Master of the Plane of Molten Skies. With sure hand I closed Yagrax's Tome, dreading to ...". With unexpected suddenness his eyes pop back into focus and his voice returns to normal, "you believe me now yes? The Dark One must be found. His hands, his hands." This is only partially true, Wartoan is not reading the walls. No manner of spell or skill check will decipher the symbols on the walls of this place. Wartoan is speaking as if he knows what they say when in reality he is being forced to speak of these things.

- If asked about the Hands: *"I am not sure where Tzunk's hands are but in a dream I saw a lone island in a sea of blue. It had buildings made of the same green stone as these walls but there was no life on it. It sits alone for ages in the dark and the cold. Half in and half out of the dark waters that surrounded it, weighing down on it like death. It did not go with the others when they left. No it stayed, stayed and guarded its burden. On it is a sword. A dark and terrible thing. It will lead you to him. Lead you to the Dark One. I hope that means something to you."*
- If asked who built this place or about its makers: *"I do not know who built this place but they were very powerful wizards and priests. There are magical wards to this day that prevent this place from being scryed and magical movement within its walls is impossible."*
- Sometime before the PCs leave: *"I am not sure if these will help you or not but I found a few items in a compartment behind the pool. You can have them if you want. They do me no good."* Wartoan hands over some platinum jewelry and some items. See Treasure below for a list of what is items are found based on the APL of the group.

That is all he has. If pressed for any more information, he just speaks gibberish from the walls that make no sense. The force that is feeding him information has passed along what it wanted and no longer has any use for poor Wartoan.

Wartoan refuses to go with the players. He was born here and he says he will die here. He wishes them luck and goes back to staring at the walls by the pool.

Treasure:

APL 2: L: 150 gp; C: 0 gp; M: Etherstone Shield, Large (22 gp), Bracers of Armor +1 (100 gp).

APL 4: L: 250 gp; C: 0 gp; M: Etherstone Shield, Large (22 gp), Bracers of Armor +1 (100 gp).

APL 6: L: 250 gp; C: 0 gp; M: +1 Etherstone Shield, Large (122 gp), Bracers of Armor +1 (100 gp).

APL 8: L: 250 gp; C: 0 gp; M: +1 Etherstone Shield, Large (122 gp), Bracers of Armor +2 (400 gp).

APL 10: L: 250 gp; C: 0 gp; M: +1 Etherstone Shield, Large (122 gp), Bracers of Armor +2 (400 gp).

ENCOUNTER 6:

ESCAPE FROM TENH - AGAIN

The players have their hints for the next part of this series (*Return to the Isles of Woe*) and they have convinced Wartoan to talk his people into going with the party. All they have left to do is get 12 people out of Tenh and fast. They can rest for the night and give what food they can spare to the refugees. It is a 12-hour trip back across the sand, and the sooner they start the sooner they are out of this accursed land.

The Ethers are aware of the party's progress. They are planning a surprise for the group when they near the border. They have staged a ruse to trick the party into taking a woman with an Etherleech (see Appendix B) attached to her back to the City of Greyhawk. To make matters worse that woman is Ungut's wife. The party comes across the Ethers attacking Ungut's wife and some other humans that have been rounded up as part of the deception.

A woman's scream rings out across the planes of dust. As you reach the rise of the next hill you see five ragged refugees running from a host of Ether creatures. With a sob, Ungut yells out, "Marthia!!!" and points to the woman leading the band of humans away from the Ethers. "That is my wife. We must save her."

The humans running really have no chance. They are going to be brutalized by the Ethers chasing them. The only one that will be left standing is Marthia. She will collapse to the ground right before the party gets there and do her best to stay out of the way of the fight. These are APL+3 fights knocked down to +2 for situation modifiers. The Ethers do not want to kill all of the PCs. When a PC drops to the ground they will ignore them and go after another one. The PCs also get a surprise round at the start as the Ethers are focused on the humans (on purpose).

APL 2 (EL 4)

☛ **Etherspitters** (3): hp 13, 12, 11; see Appendix I.

APL 4 (EL 6)

☛ **Etherhulk**: hp 50; see Appendix I.

☛ **Etherspitters** (4): hp 13, 12, 11, 12; see Appendix I.

APL 6 (EL 8)

☛ **Etherhulks** (2): hp 50; see Appendix I.

☛ **Etherspitters** (8): hp 13, 12, 14, 15, 12, 13, 11, 14; see Appendix I.

APL 8 (EL 10)

☛ **Etherhulk, Advanced**: hp 125; see Appendix I.

☛ **Etherspitters** (6): hp 13, 12, 14, 15, 12, 13; see Appendix I.

☛ **EtherNaught**: hp 152; see Appendix I.

APL 10 (EL 12)

➤ **Etherhulks, Advanced (3):** hp 125, 122, 124; see Appendix I

➤ **EtherNaughts (2):** hp 152, 154; see Appendix I.

Once defeated, Marthia stands up and looks at the party. Ungut runs up to embrace her and she gives him a half-hearted one back. He asks her why she will not talk and she points to her mouth. Her tongue has been removed. The Etherleech did this to her so it would not need to speak. It just wants to go with the party. She makes hand motions that say she has been wandering the desert for days on end trying to find food or her way back to the cave. One of the bodies of the men she was with has a magical ring on it. The man found it on a dead priest and took it. He hoped to sell it once he got out of Tenh but unfortunately that will never happen now.

The party may be suspicious of Marthia right from the start (as they should be) or during the journey back to Greyhawk. If a party member keeps an eye on her they will notice she twitches now and then and tends to stare off into space on occasion. Ungut will chalk it up to her being out in the desert for such a long time. If a detect magic is cast she will radiate an aura of transmutation magic at all times. If confronted with this fact she will attempt to flee. If the party seems too suspicious she will wait until night and once again try to flee.

All APLs (EL 4)

➤ **Marthia (Etherleech):** hp 33; see Appendix I.

If captured she will give up possession of the body. This will cause the Etherleech to appear for 1d3 rounds before it fades into the Ethereal. The party can attempt to destroy the leech during this time or just let it fade away. If they force it out of Marthia's body, she will slowly recover on the trip back to Greyhawk. The party has earned Ungut's undying gratitude and he swears that one day he will return the favor.

Treasure:

APL 2: L: 0 gp; C: 0 gp; M: *Ring of Protection* +1 (200 gp).

APL 4: L: 0 gp; C: 0 gp; M: *Ring of Protection* +1 (200 gp).

APL 6: L: 0 gp; C: 0 gp; M: *Ring of Protection* +1 (200 gp).

APL 8: L: 0 gp; C: 0 gp; M: *Ring of Alcanix* (840 gp).

APL 10: L: 0 gp; C: 0 gp; M: *Ring of Alcanix* (840 gp).

CONCLUSION

After defeating or escaping the Ether creatures at the border, the heroes can return to the City of Greyhawk without further incident.

If the PCs accepted the offer of Motair and have an Ether creature with them, the scholar meets them as soon as they are back in the city. After paying in full, he retrieves the silver cage and is on his way. If the heroes accepted the offer but did not retrieve a creature, the cage simply disappears shortly after they return (there is no way to keep it).

Finally, when parting ways with Ungut at the conclusion of the adventure, read or paraphrase the following to them.

After a long and mostly successful journey, Ungut is very grateful for all the help you have rendered to him and his people. With tear filled hugs and warm hearty handshakes, he and his people take their leave of you, hoping to find some way to regain their lives in the vast city of Greyhawk. Your path is even less certain. Wartoon's words certainly speak of the Isles of Woe. Does the path once again lead to that forsaken place? If it does, that is a dark road indeed.

This concludes the adventure. If they managed to save Ungut's wife, Marthia, they also earn his gratitude. Twice now the party has escaped the hell that is now Tenh. The path now leads back to the Sunken Isles though, and the road ahead is still dark indeed. This storyline will be continued in the Core module Return to the Isles.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Three

Defeat the Crazy Soldiers

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

OR

Defeat the Ogre Tribe

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter Four

Defeat or bypass Ether Cave Guards

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Encounter Six

Defeat the Ether's and rescue Marthia

APL 2	120 XP
APL 4	180 XP
APL 6	240 XP
APL 8	300 XP
APL 10	360 XP

Uncover the Etherspitter and save Marthia
All APLs 100 XP

Discretionary roleplaying award

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP

Total possible experience:

Note that there is more XP listed above than the maximum. A PC cannot exceed the maximum XP listed below.

APL 2	450 XP
APL 4	600 XP
APL 6	800 XP
APL 8	1,125 XP
APL 10	1,350 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end

of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

Encounter Two

Return a living Ether creature to Motair Castock

APL 2	50 gp
APL 4	100 gp
APL 6	200 gp
APL 8	300 gp
APL 10	500 gp

Encounter Five

Gain Wartoan's trust and accept his gift

APL 2	272 gp
APL 4	372 gp
APL 6	472 gp
APL 8	772 gp
APL 10	772 gp

Encounter Six

Defeat Ethers and search victims' bodies

APL 2	200 gp
APL 4	200 gp
APL 6	200 gp
APL 8	840 gp
APL 10	840 gp

Adventure Maximums

APL 2	400 gp
APL 4	600 gp
APL 6	800 gp
APL 8	1,700 gp
APL 10	2,100 gp

Special

If the players manage to save Marthia and remove the Etherleech from her, they gain the following:

Gratitude of Ungut

He has nothing to offer you right now but Ungut is grateful beyond words for your rescue of his beloved from the Ether creature that possessed her. He swears that someday in the future he will return the favor.

APPENDIX A - STATISTICS

ENCOUNTER 1

☛ **Ungut:** Male human Com3; CR 2; Medium-size humanoid (human); HD 3d4-3; hp 11; Init +1; Spd 30; AC 12 (touch 11, flat-footed 11); Atk -3 melee (1d6, quarterstaff); AL CG; SV Fort +0, Ref +2, Will +3; Str 11, Dex 13, Con 9, Int 11, Wis 14, Cha 13.

Skills and Feats: Climb +2, Hide +3, Move Silently +2, Profession (Cook) +3, Profession (Farmer) +6, Sense Motive +3, Swim -1, Use Rope +2; Dodge, Endurance, Toughness

Possessions: belt pouch, padded armor, peasant's outfit, quarterstaff, tin cup, 7gp.

Roleplaying Notes: Ungut is a slave and as such has a completely submissive personality. He will readily agree with any plan that might serve to save his people. Beyond that, he is a young man with a rather dark sense of humor and an overly pessimistic attitude at times.

ENCOUNTER 2

☛ **Motair Castock:** Male half-elf Exp3/Brd1; CR 3; Medium-size humanoid (human); HD 4d6+2; hp 22; Init +2; Spd 30; AC 12 (touch 12, flat-footed 10); Atk +2 melee or +5 ranged (1d4-1/19-20, masterwork dagger, SQ: half-elf traits; AL CN; SV Fort +2, Ref +5, Will +7; Str 9, Dex 15, Con 12, Int 13, Wis 14, Cha 18.

Skills and Feats: Balance +6, Bluff +11, Diplomacy +7, Disguise +11, Escape Artist +3, Innuendo +6, Listen +9, Move Silently +4, Perform +13, Search +2, Sense Motive +5, Spot +5, Tumble +7; Alertness, Skill Focus (Perform).

Possessions: Masterwork dagger, vial of ink, inkpen, scholar's outfit.

Spells Known (2; base DC = 14 + spell level): o—dancing lights, ghost sound, mage hand, prestidigitation.

Roleplaying Notes: Motair's current persona is aloof and aged, a stuffy scholar through and through. In reality, Motair is a out going and boisterous man, willing to spend all night singing, acting, and drinking to earn his bed. Once very handsome, age has now caught up with him, to the detriment to his trade.

ENCOUNTER 3 – BOAT OF THE MAD

APL 2

☛ **Crazed Soldier:** Male human War2; CR 1 Medium-size humanoid (human); HD 2d8+6; hp 15; Init +2; Spd 30; AC 17 (touch 12, flat-footed 15); Atk +6 melee (1d8+3/19-20, longsword); AL CN; SV Fort +6, Ref +2, Will -2; Str 17, Dex 15, Con 17, Int 12, Wis 7, Cha 10.

Skills and Feats: Climb +5, Handle Animal +1, Intimidate +4, Jump +4, Ride +6, Swim -1; Dodge, Weapon Focus (longsword).

Possessions: Longsword, large wooden shield, studded leather.

APL 4

☛ **Crazed Soldier:** Male human War4; CR 3; Medium-size humanoid (human); HD 4d8+12 (Warrior); hp 30; Init +2; Spd 30; AC 17 (touch 12, flat-footed 15); Atk +9 melee (1d8+4/19-20, longsword); AL CN; SV Fort +7, Ref +3, Will -1; Str 18, Dex 15, Con 17, Int 12, Wis 7, Cha 10.

Skills and Feats: Climb +6, Handle Animal +1, Intimidate +6, Jump +7, Ride +6, Swim +4; Dodge, Power Attack, Weapon Focus (longsword).

Possessions: Longsword, large wooden shield, studded leather.

APL 6

☛ **Crazed Soldier:** Male human War6; CR 5; Medium-size humanoid (human); HD 6d8+18; hp 45; Init +6; Spd 30; AC 17 (touch 12, flat-footed 15); Atk +11 melee (1d8+4/19-20, longsword); AL CN; SV Fort +8, Ref +4, Will +0; Str 18, Dex 15, Con 17, Int 12, Wis 7, Cha 10.

Skills and Feats: Climb +6, Handle Animal +1, Intimidate +8, Jump +10, Ride +6, Swim +7; Dodge, Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: Longsword, large wooden shield, studded leather.

APL 8 & 10

☛ **Crazed Soldier:** Male human War8; CR 7; Medium-size humanoid (human); HD 8d8+32; hp 68; Init +6; Spd 30; AC 17 (touch 12, flat-footed 15); Atk +13 melee (1d8+4/19-20, longsword); AL CN; SV Fort +10, Ref +4, Will +0; Str 18, Dex 15, Con 18, Int 12, Wis 7, Cha 10.

Skills and Feats: Climb +9, Handle Animal +1, Intimidate +10, Jump +11, Ride +6, Swim +9; Dodge, Improved Initiative, Power Attack, Weapon Focus (longsword).

Possessions: Longsword, large wooden shield, studded leather.

ENCOUNTER 4 – INTO THE DYING LANDS

Ether Patrols:

APL 2 & 4 (EL 5 & 8)

☛ **Etherhulk:** CR 4; Large Aberration; HD 6d8+24; hp varies; Init +1; Spd 30; AC 19 (touch 10, flat-footed 18); Atk +9/+9 (1d6+6, claw); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend, dazing gaze; SQ Fast healing, minor fading;

AL N; SV Fort +6, Ref +3, Will +5; Str 23, Dex 13, Con 19, Int 6, Wis 11, Chr 10.

Skills and Feats: Listen +9, Spot +6, Climb +8, Jump +9; Multiattack

Rend (Ex): If a Etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherhulk can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherhulk recovers 1 hit point per round spent on the Ethereal plane. An Etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the *daze* spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 13).

APL 6 (EL 10)

☛**Etherhulk, Advanced:** CR 8; Huge Aberration; HD 12d8+72; hp varies; Init +0; Spd 30; AC 21 (touch 8, flat-footed 21); Atk +19/+19 (1d8+10, claw 19-20/x2); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, Dazing Gaze; SQ Fast Healing, Minor Fading; AL N; SV Fort +10, Ref +4, Will +8; Str 31, Dex 11, Con 23, Int 6, Wis 11, Chr 10.

Skills and Feats: Listen +12, Spot +11, Climb +10, Jump +11; Multiattack, Improved Critical (Claw)

Rend (Ex): If a Etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+15 points of damage.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherhulk can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherhulk recovers 1 hit point per round spent on the Ethereal plane. An Etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the *daze* spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 16).

APL 8 & 10 (EL 12 & 14)

☛**Etherhulk, Advanced:** CR 10; Huge Aberration; HD 18d8+108; hp varies; Init +0; Spd 30; AC 21 (touch 8, flat-footed 21); Atk +24/+24 (1d8+10, claw 19-20/x2); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, Dazing Gaze; SQ Fast Healing, Minor Fading; AL N; SV Fort +12, Ref +6, Will +11; Str 31, Dex 11, Con 23, Int 6, Wis 11, Chr 10.

Skills and Feats: Listen +16, Spot +15, Climb +12, Jump +13; Multiattack, Improved Critical (Claw), Weapon Focus (Claw)

Rend (Ex): If a Etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+15 points of damage.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherhulk can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherhulk recovers 1 hit point per round spent on the Ethereal plane. An Etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the *daze* spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 19).

Ether Cave Guard:

APL 2 (EL 4)

☛**Etherspitter:** CR 2; Small Aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15) [+4 Dex, +1 size, +4 natural]; Atk +5 melee (1d6+3, bite); SA Ethereal Spit, Steal Dead; SQ Stick, Minor Fading, Fast Healing 1, Chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10. Length 3 ft.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a dimensional anchor spell

or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used with the area of a dimensional anchor spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of spider climb but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a dimensional anchor or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

APL 4 (EL 6)

Etherscout: CR 3; Medium-sized Aberration; HD 4d8+4; hp varies; Init +5; Spd 30 ft., fly 60 ft. (good); AC 17 (touch 12, flat-footed 15) [+5 Dex, +2 natural]; Atk +4 melee (1d8+1, bite), +2 melee (1d6, claw x2); SA Breath Weapon; SQ Darkvision 60 ft., Ethereal Jaunt, Fast Healing 1; AL N; SV Fort +2, Ref +6, Will +4; Str 12, Dex 20, Con 13, Int 7, Wis 11, Cha 10. Height 5 ft.

Skills and Feats: Listen +6, Move Silently +12, Spot +11*; Flyby Attack, Multiattack

Breath Weapon (Su): Paralysis (1d4 hours), cone, 30 feet, every 2d4 rounds (but no more than four times per day); Fortitude save (DC 13).

Ethereal Jaunt (Su): An etherscout can shift from the Ethereal to the Material Plane as a free action, and can shift back again as a move-equivalent action (or as part of a move-equivalent action). This ability is otherwise identical with *ethereal jaunt* cast by a 15th-level sorcerer.

Fast Healing 1 (Ex): An etherscout recovers 1 hit point per round spent on the Ethereal Plane. If reduced to -10 hit points or lower, the etherscout still dies. This ability has no effect on the Material Plane.

Skills: *Etherscouts receive a +4 racial bonus to Spot checks, due to their numerous eyes.

Etherspitter: CR 2; Small Aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15) [+4 Dex, +1 size, +4 natural]; Atk +5 melee (1d6+3, bite); SA Ethereal Spit, Steal Dead; SQ Stick, Minor Fading, Fast Healing 1, Chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10. Length 3 ft.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a dimensional anchor spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used with the area of a dimensional anchor spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of spider climb but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a dimensional anchor or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

APL 6 & 8 (EL 8 & 10)

☛ **Etherhulk:** CR 4; Large Aberration; HD 6d8+24; hp varies; Init +1; Spd 30; AC 19 (touch 10, flat-footed 18); Atk +9/+9 (1d6+6, claw); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend, Dazing Gaze; SQ Fast Healing, Minor Fading; AL N; SV Fort +6, Ref +3, Will +5; Str 23, Dex 13, Con 19, Int 6, Wis 11, Chr 10.

Skills and Feats: Listen +9, Spot +6, Climb +8, Jump +9; Multiattack

Rend (Ex): If a Etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherhulk can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherhulk recovers 1 hit point per round spent on the Ethereal plane. An Etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the *daze* spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 13).

☛ **Etherspitter:** CR 2; Small Aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15) [+4 Dex, +1 size, +4 natural]; Atk +5 melee (1d6+3, bite); SA Ethereal Spit, Steal Dead; SQ Stick, Minor Fading, Fast Healing 1, Chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10. Length 3 ft.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a *dimensional anchor* spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used with the area of a *dimensional anchor* spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of spider climb but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

APL 10 (EL 12)

☛ **Etherhulk, Advanced:** CR 8; Huge Aberration; HD 12d8+72; hp varies; Init +0; Spd 30; AC 21 (touch 8, flat-footed 21); Atk +19/+19 (1d8+10, claw 19-20/x2); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, Dazing Gaze; SQ Fast Healing, Minor Fading; AL N; SV Fort +10, Ref +4, Will +8; Str 31, Dex 11, Con 23, Int 6, Wis 11, Chr 10.

Skills and Feats: Listen +12, Spot +11, Climb +10, Jump +11; Multiattack, Improved Critical (Claw)

Rend (Ex): If a Etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+15 points of damage.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherhulk can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherhulk recovers 1 hit point per round spent on the Ethereal plane. An Etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the *daze* spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 16).

☛ **Etherspitter**: CR 2; Small Aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15) [+4 Dex, +1 size, +4 natural]; Atk +5 melee (1d6+3, bite); SA Ethereal Spit, Steal Dead; SQ Stick, Minor Fading, Fast Healing 1, Chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10. Length 3 ft.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a dimensional anchor spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used with the area of a dimensional anchor spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of spider climb but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a dimensional anchor or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

ENCOUNTER 5 – TEMPLE OF THE MAGE-PRIESTS

All APLs

☛ **Wartoan**: Male human Com5; CR 4 Medium-size humanoid (human); HD 5d4-10; hp 2(sick); Init +0; Spd 20; AC 10 (touch 10, flat-footed 10); Atk +0 melee (1d6-2, quarterstaff); AL CN; SV Fort +1, Ref +1, Will -1; Str 8, Dex 10, Con 6, Int 16, Wis 7, Cha 10.

Skills and Feats: Climb +1, Hide +2, Move Silently +1, Profession (sage) +5, Knowledge (history) +7, Sense Motive +4, Swim -2; Skill Focus (Profession [sage]), Skill Focus (Knowledge [history])

Possessions: belt pouch, peasant's outfit, quarterstaff.

Roleplaying Notes: Wartoan was originally his village's wiseman and historian. Though he was getting absent-minded in his older years he still commanded a great deal of respect from his fellow villagers. Then the Ether's came and wiped away everything he loved. He gathered what people he could find and led him to this cave. Play him as an absent-minded old man who cries a lot. He just wants to die but feels obligated to the others he brought here. He would be so happy if somebody would take this burden off his shoulders.

ENCOUNTER 6 – ESCAPE FROM TENH ~ AGAIN

APL 2 (EL 4)

☛ **Etherspitter**: CR 2; Small Aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15) [+4 Dex, +1 size, +4 natural]; Atk +5 melee (1d6+3, bite); SA Ethereal Spit, Steal Dead; SQ Stick, Minor Fading, Fast Healing 1, Chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10. Length 3 ft.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a dimensional anchor spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used with the area of a dimensional anchor spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of spider climb but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This

feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a dimensional anchor or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

APL 4 & 6 (EL 6 & 8)

Etherspitter: CR 2; Small Aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15) [+4 Dex, +1 size, +4 natural]; Atk +5 melee (1d6+3, bite); SA Ethereal Spit, Steal Dead; SQ Stick, Minor Fading, Fast Healing 1, Chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10. Length 3 ft.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a dimensional anchor spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used with the area of a dimensional anchor spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of spider climb but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any

corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a dimensional anchor or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

Etherhulk: CR 4; Large Aberration; HD 6d8+24; hp varies; Init +1; Spd 30; AC 19 (touch 10, flat-footed 18); Atk +9/+9 (1d6+6, claw); Face/Reach 5 ft. by 5 ft./10 ft.; SA Rend, Dazing Gaze; SQ Fast Healing, Minor Fading; AL N; SV Fort +6, Ref +3, Will +5; Str 23, Dex 13, Con 19, Int 6, Wis 11, Chr 10.

Skills and Feats: Listen +9, Spot +6, Climb +8, Jump +9; Multiattack

Rend (Ex): If a Etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherhulk can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherhulk recovers 1 hit point per round spent on the Ethereal plane. An Etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the *daze* spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 13).

APL 8 (EL 10)

Etherhulk, Advanced: CR 8; Huge Aberration; HD 12d8+72; hp varies; Init +0; Spd 30; AC 21 (touch 8, flat-footed 21); Atk +19/+19 (1d8+10, claw 19-20/x2); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, Dazing Gaze; SQ Fast Healing, Minor Fading; AL N; SV Fort +10, Ref +4, Will +8; Str 31, Dex 11, Con 23, Int 6, Wis 11, Chr 10.

Skills and Feats: Listen +12, Spot +11, Climb +10, Jump +11; Multiattack, Improved Critical (Claw)

Rend (Ex): If a Etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh.

This attack automatically deals an additional 2d8+15 points of damage.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherhulk can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherhulk recovers 1 hit point per round spent on the Ethereal plane. An Etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the *daze* spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 16).

☛ **Etherspitter:** CR 2; Small Aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15) [+4 Dex, +1 size, +4 natural]; Atk +5 melee (1d6+3, bite); SA Ethereal Spit, Steal Dead; SQ Stick, Minor Fading, Fast Healing 1, Chitter; AL N; SV Fort +1, Ref +5, Will +3; Str 14, Dex 18, Con 11, Int 1, Wis 10, Cha 10. Length 3 ft.

Skills and Feats: Listen +3, Spot +3; Improved Initiative.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a *dimensional anchor* spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used with the area of a *dimensional anchor* spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of spider climb but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and

has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

☛ **Ethernought:** CR 9; Large Aberration; HD 16d12+48; hp Varies; Init +4; Spd 40 ft, Climb 30'; AC 24 (touch 9, flat-footed 24); Atk +19 (2d6+4, Bite), and +14 (1d8+2, 2 Claws), and +14 (1d6+2, 2 Tentacles), and +12 (1d8+4, Tail Whip); Face/Reach 5 ft by 10ft / 10ft; SA Breath Weapon; SQ DR 15/+2, Tremorsense 120 ft., Immune to Sleep, Immune to Fear, Immune to Paralysis, Cold Immunity, Sonic Immunity, Acid Resist 20, SR 17, Fast Healing 3, Major Fading; AL N; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12 Skills and Feats: Climb +23, Listen +21, Search +16, Spot +18; Multiattack, Improved Initiative, Toughness

Breath Weapon (Su): 40-ft cone of Ethereal Spit. 10d6 points of Ethereal Shift damage, Ref save DC 22 for half. Once used cannot use again for 1d4 rounds. This damage causes large portions of the victim to shift to the Ethereal plane. Targets under the effect of a *dimensional anchor* or other effect that prevents planar travel are immune to this damage.

Major Fading (Su): With this ability, the Ethernought can shift between the Ethereal and Material plane. This feat takes 1 round to complete during which time, the Ethernought is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. Activating this ability is a move equivalent action. The use of this ability is not possible within the area of a *dimensional anchor*.

Fast Healing 3 (Ex): With this ability the Ethernought recovers 3 hit point per round spent on the Ethereal plane. An Ethernought reduced to -10 hit points still dies however. This ability has no effect on the material plane.

APL 10 (EL 12)

☛ **Etherhulk, Advanced:** CR 8; Huge Aberration; HD 12d8+72; hp varies; Init +0; Spd 30; AC 21 (touch 8, flat-footed 21); Atk +19/+19 (1d8+10, claw 19-20/x2); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, Dazing Gaze; SQ Fast Healing, Minor Fading; AL N; SV Fort

+10, Ref +4, Will +8; Str 31, Dex 11, Con 23, Int 6, Wis 11, Chr 10.

Skills and Feats: Listen +12, Spot +11, Climb +10, Jump +11; Multiattack, Improved Critical (Claw)

Rend (Ex): If a Etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d8+15 points of damage.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherhulk can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherhulk recovers 1 hit point per round spent on the Ethereal plane. An Etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the *daze* spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 16).

➤ **EtherNaught:** CR 9; Large Aberration; HD 16d12+48; hp Varies; Init +4; Spd 40 ft, Climb 30'; AC 24 (touch 9, flat-footed 24); Atk +19 (2d6+4, Bite), and +14 (1d8+2, 2 Claws), and +14 (1d6+2, 2 Tentacles), and +12 (1d8+4, Tail Whip); Face/Reach 5 ft by 10ft / 10ft; SA Breath Weapon; SQ DR 15/+2, Tremorsense 120 ft., Immune to Sleep, Immune to Fear, Immune to Paralysis, Cold Immunity, Sonic Immunity, Acid Resist 20, SR 17, Fast Healing 3, Major Fading; AL N; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12 Skills and Feats: Climb +23, Listen +21, Search +16, Spot +18; Multiattack, Improved Initiative, Toughness

Breath Weapon (Su): 40-ft cone of Ethereal Spit. 10d6 points of Ethereal Shift damage, Ref save DC 22 for half. Once used cannot use again for 1d4 rounds. This damage causes large portions of the victim to shift to the Ethereal plane. Targets under the effect of a *dimensional anchor* or other effect that prevents planar travel are immune to this damage.

Major Fading (Su): With this ability, the EtherNaught can shift between the Ethereal and Material plane. This feat takes 1 round to complete during which time, the EtherNaught is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. Activating this ability is a move equivalent action. The use of this ability is not possible within the area of a *dimensional anchor*.

Fast Healing 3 (Ex): With this ability the EtherNaught recovers 3 hit point per round spent on the Ethereal plane. An EtherNaught reduced to -10 hit

points still dies however. This ability has no effect on the material plane.

ALL APL's (EL 4)

➤ **Marhtia:** Female human Com1; CR ½; Medium-size humanoid (human); HD 1d4; hp 4; Init +2; Spd 30; AC 12 (touch 12, flat-footed 10); Atk +1 melee (1d3 subdual, fist); AL CG; SV Fort +1, Ref +2, Will -5; Str 10, Dex 14, Con 10, Int 11, Wis 0 (normal 12), Cha 13.

Skills and Feats: Climb +2, Hide +3, Move Silently +2, Profession (cook) +3, Profession (farmer) +6, Sense Motive +3, Swim -1, Use Rope+2; Dodge, Endurance, Toughness

Possessions: Nothing.

Roleplaying Notes: To start Marhtia is possessed by an Etherleech. She is dispondent and does not talk because her tongue has been removed. The Etherleech wants to go to the City of Greyhawk so she is quiet and just stays out of the way. Once freed she is in a coma most of the way back to CoG (due to Wisdom being zero).

➤ **Etherleech:** CR 4; Large Aberration; HD 6d8+6; hp 33; Init +2 (Dex); Spd 30 ft., Swim 30ft.; AC 15 (touch 11, flat-footed 13) [+2 Dex, -1 size, +4 natural]; Atk +6 melee (2d6+4, bite); Face/Reach 5 ft. by 10ft. / 5ft.; SA Improved Grab, Ethereal Possession; SQ Darkvision 60 ft., Major Fading; AL N; SV Fort +3, Ref +4, Will +7; Str 16, Dex 14, Con 12, Int 11, Wis 14, Cha 14.

Skills and Feats: Bluff +9, Climb +8, Gather Information +7, Listen +5, Spot +6

Ethereal Possession (Su): While grappling an opponent, the Etherleech can attempt to possess the target by fading into their ethereal body. This process takes 1d3 rounds, during which time the grapple must be maintained. Once complete the only notice of possession is a faint and constant aura of transmutation magic and the odd actions of the victim. If possessed by an Etherleech, the victim can only be freed by use of *dimensional anchor* or a successful *dispel magic* against a 9th level caster. The host of an Etherleech cannot enter the area of a *dimension anchor* or similar magic.

Once in possession of a victim, the Etherleech can attempt to control its victims a number of times per day equal to the number of days that it has inhabited the host. The victim gets a will save (DC 15) to resist the effect. If the victim is unsuccessful, the Etherleech gains control of the victim for one hour. During this time, the Etherleech can use any of the body's physical abilities and exceptional abilities. The Etherleech cannot use the supernatural, magical, or mental abilities of the victim. The only way to free a victim during this time is by the means to remove an Etherleech from the host as described above.

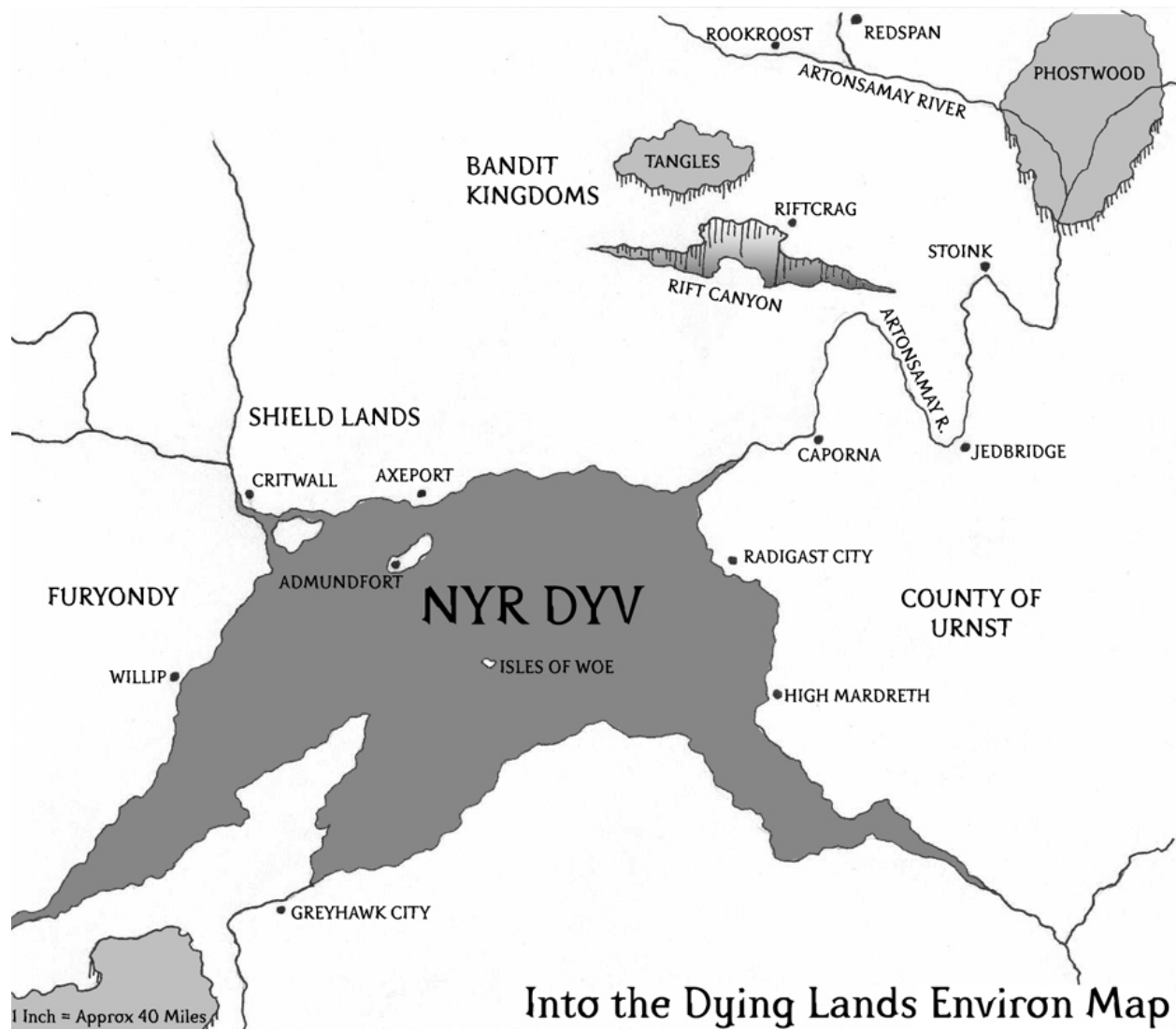
The victim receives one point of temporary Wisdom damage each day that he is inhabited.

Improved Grab (Ex): Upon a successful bite attack, the Etherleech may initiate a grapple attempt for free.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d3 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

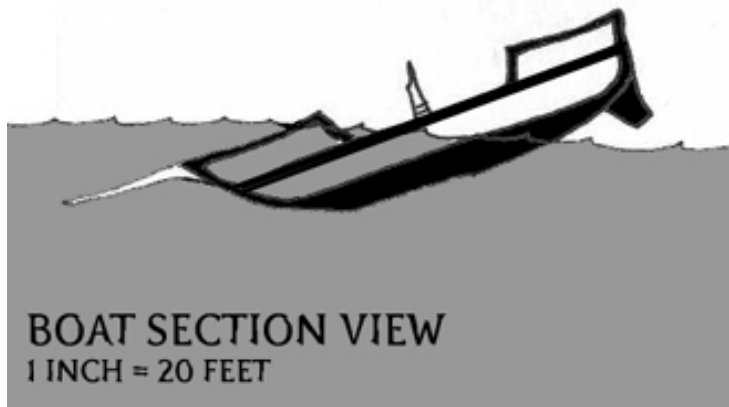
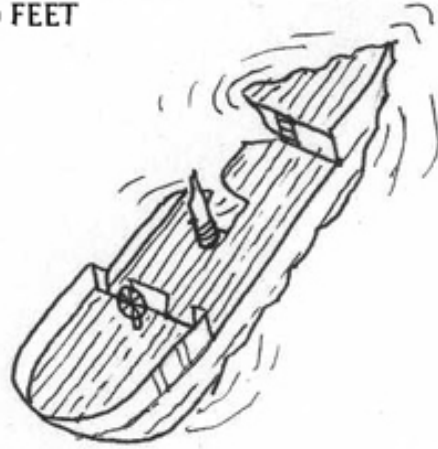
APPENDIX B: MAPS

MAP 1



BOAT PLAN VIEW

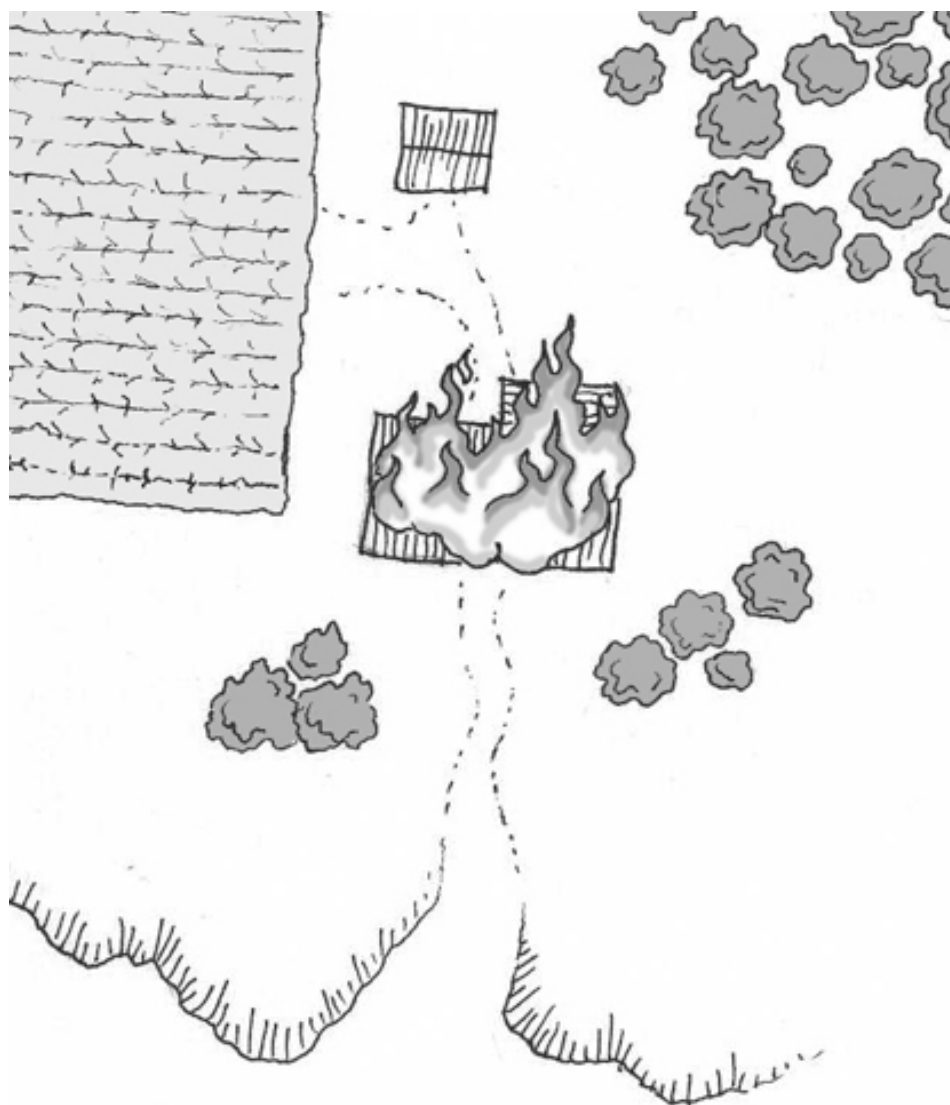
1 INCH = 20 FEET



BOAT SECTION VIEW

1 INCH = 20 FEET

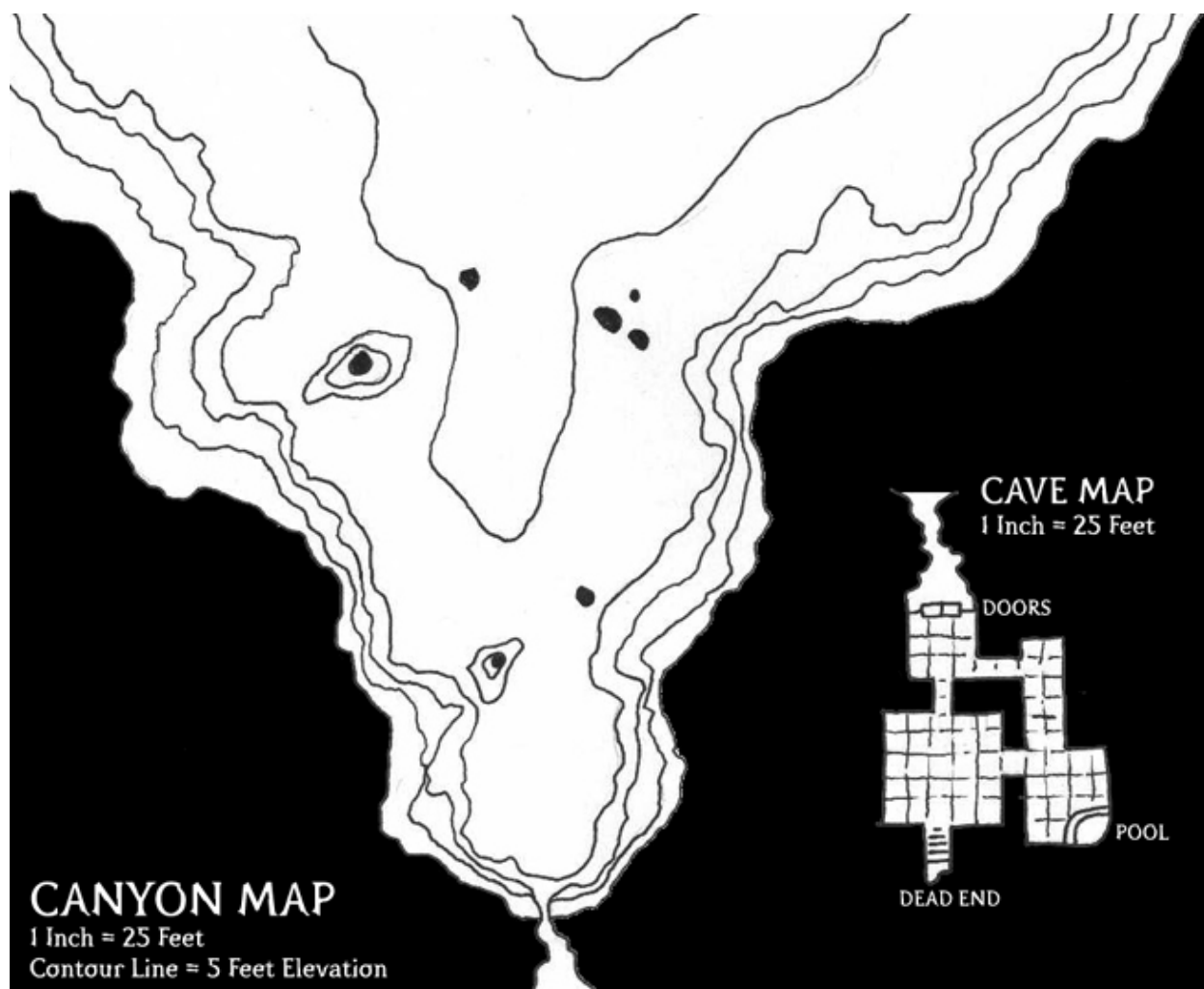
MAP 3



FARMSTEAD MAP

1 INCH = 25 FEET

MAP 4



APPENDIX C – NEW CREATURES

ETHERLEECH

Large Aberration

Hit Dice: 6d8+6 (33)
Initiative: +2 (Dex)
Speed: 30 ft., swim 30 ft.
AC: 15 (+4 natural, +2 Dex, -1 size)
Attacks: bite +6 melee
Damage: bite 2d6+4
Face/Reach: 5 ft. by 10 ft. / 5 ft.
Special Att: Improved Grab, Ethereal Possession.
Special Qual: Darkvision 60 ft., Major Fading
Saves: Fortitude +3, Reflex +4, Will +7
Abilities: Str 16, Dex 14, Con 12, Int 11, Wis 14, Cha 14.
Skills: Bluff +9, Climb +8, Gather Information +7, Listen +5, Spot +6.
Climate/Terrain: Any land
Organization: Solitary or Cluster (3-5)
CR: 4
Treasure: Standard
Alignment: Usually Neutral

This horrible creature is the puppeteer of the Ether army, gaining control of its victims using them for its own malicious purposes. After grabbing hold of a victim, the Etherleech fades into the body of its victim in the ethereal plane. From there it slowly controls them until the host has lost its usefulness.

Looking similar to a large centipede, this creature is supported by hundreds of small spindly legs. Its long segmented body is covered by a armored carapace ridged with small thorns. Its most noticeable feature is its large gaping circular maw ringed in hundreds of teeth.

Etherleeches speak only their own twisted alien language, which is a combination of high-pitched clicks and body movements.

COMBAT

When engaged in combat the Etherleech seeks a powerful host and immediately attempts to grapple that foe and inhabit them. If unsuccessful, it is not above fleeing into the ethereal to escape.

Ethereal Possession (Su): While grappling an opponent, the Etherleech can attempt to possess the target by fading into their ethereal body. This process takes 1d3 rounds, during which time the grapple must be maintained. Once complete the only notice of possession is a faint and constant aura of transmutation magic and the odd actions of the victim. If possessed by an Etherleech, the victim can only be freed by use of *dimensional anchor* or a successful *dispel magic* against a 9th level caster. The host of an Etherleech cannot enter the area of a *dimension anchor* or similar magic.

Once in possession of a victim, the Etherleech can attempt to control its victims a number of times per day

equal to the number of days that it has inhabited the host. The victim gets a will save (DC 15) to resist the effect. If the victim is unsuccessful, the Etherleech gains control of the victim for one hour. During this time, the Etherleech can use any of the body's physical abilities and exceptional abilities. The Etherleech cannot use the supernatural, magical, or mental abilities of the victim. The only way to free a victim during this time is by the means to remove an Etherleech from the host as described above.

The victim receives one point of temporary Wisdom damage each day that he is inhabited. Upon reaching zero, the victim is entirely and constantly under the control of the Etherleech.

Improved Grab (Ex): Upon a successful bite attack, the Etherleech may initiate a grapple attempt for free.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d3 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

ETHERSCOUT

Medium-size Aberration

Hit Dice: 4d8+4 (22 hp)

Initiative: +5 (+5 Dex)

Speed: 30 ft., fly 60 ft. (good)

AC: 17 (+5 Dex, +2 natural)

Attacks: Bite +4 melee, 2 claws +2 melee

Damage: Bite 1d8+1, claw 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Att: Breath weapon

Special Qual: Darkvision 60 ft., ethereal jaunt, fast healing 1

Saves: Fort +2, Ref +6, Will +4

Abilities: Str 12, Dex 20, Con 13, Int 7, Wis 11, Cha 10

Skills: Move Silently +12, Listen +6, Spot +11*

Feats: Flyby attack, Multiattack

Climate/Terrain: Any

Organization: Swarm (2-5), Plague (6-11)

CR: 3

Treasure: None

Alignment: Always neutral

Advancement: 5-6 HD (Medium-size);
7-11 HD (Large)

Etherscouts are the mobile, advance forces of the ether races. They attempt to locate and incapacitate suitable prey for the slower Ether races to use, or observe new hunting grounds and report their findings back to their superiors.

Etherscouts are strange-looking creatures indeed. Their five-foot long bodies, covered with a thin, chitin-like hide, sit atop six long legs (the creature stands about four feet tall). A pair of seven-foot insectoid wings is at both ends of the body. Underneath the wings, a cluster of small amber-colored eyes can be found. Its mouth, a pair of mandibles, is on the underside of the creature (in-between its legs). It is from this orifice that its paralytic gas issues forth, spraying out in a sickly yellow-green mist.

Etherscouts speak only their own twisted alien language, which is a combination of high-pitched clicks and body movements.

COMBAT

An etherscout often attempts to incapacitate as many foes as possible with its breath weapon. If it is heavily outnumbered, it attempts to fly off, or use its ethereal jaunt ability to leave the area. It relies on its swift airborne speed and maneuverability when combat cannot be avoided.

Breath Weapon (Su): Paralysis (1d4 hours), cone, 30 feet, every 2d4 rounds (but no more than four times per day); Fortitude save (DC 13).

Ethereal Jaunt (Su): An etherscout can shift from the Ethereal to the Material Plane as a free action, and

can shift back again as a move-equivalent action (or as part of a move-equivalent action). This ability is otherwise identical with *ethereal jaunt* cast by a 15th-level sorcerer.

Fast Healing 1 (Ex): An etherscout recovers 1 hit point per round spent on the Ethereal Plane. If reduced to -10 hit points or lower, the etherscout still dies. This ability has no effect on the Material Plane.

Skills: *Etherscouts receive a +4 racial bonus to Spot checks, due to their numerous eyes.

ETHERSPITTER

Small Aberration

Hit Dice: 3d8 (13 hp)
Initiative: +8 (+4 Dex, +4 Imp. Initiative)
Speed: 40
AC: 19 (+4 natural, +4 Dex, +1 size)
Attacks: Bite +5
Damage: Bite 1d6+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Att: Ethereal Spit, Steal Dead
Special Qual: Stick, Minor Fading, Fast Healing 1, Chitter
Saves: Fort +1, Ref +5, Will +3
Abilities: Str 14, Dex 18, Con 11, Int 1, Wis 10, Chr 10
Skills: Listen +3, Spot +3
Feat: Improved Initiative
Climate/Terrain: Any
Organization: Cluster (2-5), Swarm (6-11)
CR: 2
Treasure: None
Alignment: Always Neutral
Advancement: 4-6 HD (Small)
7-10 HD (Medium-size)

Etherspitters are the smallest and most numerous of the Ether race that dwells deep within the Ethereal. These creatures form the backbone of the Ether's nourishment gathering forces, spending all of their time sending matter to the Ethereal plane to be devoured. Etherspitters look like heavily armored beetles with a large single multifaceted eye in the center of their heads. Directly below this eye is a pair of razor sharp mandibles. Mounted in the center of their back is a large orifice from which they spit a stream of deadly liquid used in sending matter from the material to the ethereal plane. 100 thin chitinous legs that allow them to climb virtually any surface. Etherspitters speak only their own twisted alien language, which is a combination of high-pitched clicks and body movements.

COMBAT

When faced with combat, the Etherspitters primary goal is to send as much of its opponent to the Ethereal plane as possible through use of its spit. They only resort to using their bite attack when engaged in melee or when it is obvious that the Ethereal Spit is ineffective.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 (+2 base, +4 Dex, +1 size) ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might

posses. This spit causes has no effect within the area of a *dimensional anchor* spell or similar effect that prevents planar travel. This ability can be used every round.

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability cannot be used with the area of a *dimensional anchor* spell or other similar effect that prevents planar travel.

Stick (Ex): The many legs of an Etherspitter allow it to move at full speed along any surface. This effect is similar to that of *spider climb* but without the speed restriction.

Minor Fading (Su): With this ability, the Etherspitter can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherspitter is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherspitter can take only move actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherspitter recovers 1 hit point per round spent on the Ethereal plane. An Etherspitter reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Chitter (Ex): The Etherspitter emits a constant clicking noise. This noise ruins any attempt at surprise that the creature might attempt to gain and results in a -8 circumstance penalty to any Move Silently skill check.

ETHERHULK

Large Aberration

Hit Dice: 6d8 +24 (51 hp)
Initiative: +1 (+1 Dex)
Speed: 30
AC: 19 (-1 size, +1 Dex, +9 natural)
Attacks: 2 claws +9 melee
Damage: Claw 1d6+6
Face/Reach: 5 ft. by 5 ft./ 10 ft.
Special Att: Rend (Ex) 2d6+9, Dazing Gaze
Special Qual: Minor Fading, Fast Healing 1
Saves: Fort +6, Ref +3, Will +5
Abilities: Str 23, Dex 13, Con 19, Int 6,
Wis 11, Chr 10
Skills: Listen +9, Spot +6, Climb +8, Jump
+9
Feat: Multi-Attack
Climate/Terrain: Any
Organization: Pod (2-4), Swarm (6-10)
CR: 4
Treasure: None
Alignment: Always Neutral
Advancement: 5-10 HD (Large)
11-20 HD (Huge)

Etherhulks are the grunt combat troops of the Ether race that dwells deep within the Ethereal. These creatures exist only to protect other Ether creatures and assault sources of food so the Etherspitters can do their work.

Etherhulks are massive creatures that look like a cross between a large ape and a black beetle. Their two powerful arms end in wicked looking claws that can tear through flesh and iron like it was paper. Their heads are squat and have two large multi-lenses eyes that daze those who look directly into them. Their bodies are completely covered in a thick chitinous plating that can shrug off all but the mightiest of blows.

Etherhulks speak only their own twisted alien language, which is a combination of high-pitched clicks and body movements.

COMBAT

When faced with combat, the Etherhulks primary goal is to do as much damage as possible to anything moving. It has no regard for its own safety but does protect other Ether creatures to the best of its abilities.

Rend (Ex): If a Etherhulk hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material plane. This feat takes 1d6 rounds to complete during which time, the Etherhulk is considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. The Etherhulk can take only move

actions during this period. Activating this ability is a move equivalent action. The use of this ability is not possible with the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability the Etherhulk recovers 1 hit point per round spent on the Ethereal plane. An Etherhulk reduced to -10 hit points still dies however. This ability has no effect on the material plane.

Dazing Gaze (Su) – As the *daze* spell, 1 round effect with no HD restrictions, 30 ft. range, Will save (DC 13).

ETHERNAUGHT

Large Aberration

Hit Dice:	16d12+48 (152 hp)
Initiative:	+4
Speed:	40 ft., 30 ft. (climb)
AC:	24 (-1 size, +15 natural)
Attacks:	Bite +19, 2 Claws +14, 2 Tentacles +14, and Tail Whip +12.
Damage	Bite 2d6+4, 2 Claws 1d8+2, 2 Tentacles 1d6+2, and Tail Whip 1d8+4.
Face/Reach:	5 ft. by 10 ft. / 10 ft.
Special Att:	Breath Weapon
Special Qual:	DR 15/+2, Tremorsense 120 ft., Immune to Sleep, Fear effects, Paralysis, Sonic, and Cold damage. Acid Resist 20, SR 17, Fast Healing 3, Major Fading
Saves:	Fort: +13, Ref: +10, Will: +11
Abilities:	Str: 19 Dex: 10 Con: 17 Int: 12 Wis: 13 Cha: 12
Skills:	Climb +23, Listen +21, Search +16, Spot +18
Feats:	Multiattack, Improved Initiative, Toughness
Climate/Terrain:	Any
Organization:	Single, Pod (2-4)
CR:	9
Treasure:	None
Alignment:	Neutral
Advancement:	17-24 HD (Large) 25-32 HD (Huge)

Ethernights are the elite assault troops of the Ether race that dwells deep with the Ethereal. These creatures exist to take out strong points so other ether creatures can do their work. They are very smart and cunning. They can shred troops to pieces then shift them all to the Ethereal with their breath weapon. They know no fear and fight until nothing is left standing around them.

The Ethernights look like a cross between a large black beetle and a lizard. It is covered in thick black plates and stands 10 feet tall at its shoulder. In place of where you would normally expect to find wings on a dragon you see large tentacles that end in wicked looking barbs. From their back a long whip like tail flicks from side to side ridged with blades. From head to toe the Ethernights look like a machine of destruction.

Ethernights speak only their own twisted alien language, which is a combination of high-pitched clicks and body movements

COMBAT

Ethernights start off by breathing to catch as many people as possible. Remember due to their climbing

ability they could very well be attached to the ceiling while fighting. After they breathe, they quickly charge into the thickest concentration of targets and start lashing out at anything that moves. They will only retreat to heal when ordered to by a superior.

Breath Weapon (Su): 40-ft cone of Ethereal Spit. 10d6 points of Ethereal Shift damage, Ref save DC 22 for half. Once used cannot use again for 1d4 rounds. This damage causes large portions of the victim to shift to the Ethereal plane. Targets under the effect of a *dimensional anchor* or other effect that prevents planar travel are immune to this damage.

Major Fading (Su): With this ability, the Ethernights can shift between the Ethereal and Material plane. This feat takes 1 round to complete during which time, the Ethernights are considered incorporeal to creatures on both planes in that it requires +1 weapons to hit, and has a 50% chance to ignore the damage from any corporeal source. Activating this ability is a move equivalent action. The use of this ability is not possible within the area of a *dimensional anchor*.

Fast Healing 3 (Ex): With this ability the Ethernights recover 3 hit points per round spent on the Ethereal plane. An Ethernights reduced to -10 hit points still dies however. This ability has no effect on the material plane.

APPENDIX D – NEW RULES

Shield, Large, Etherstone

This normal sized shield is made of the same green stone found on the Isle of Woe and the forgotten temple in Tenh. It is of MW quality and fine craftsmanship, but it weighs considerably more than a normal steel shield of the same size.

Cost: 215 gp
Bonus: +2 AC (Armor Bonus)
Penalty: -3
Weight: 40 lb.
Bonus: When an Ether creature makes a ranged touch attack to hit with an 'etherspit' attack, you retain the AC bonus from this shield.

+1 Shield, Large, Etherstone

This normal sized shield is made of the same green stone found on the Isle of Woe and the forgotten temple in Tenh. It is of MW quality and fine craftsmanship, but it weighs considerably more than a normal steel shield of the same size.

Cost: 1,215 gp
Bonus: +3 AC (Armor Bonus)
Penalty: -3
Weight: 40 lb.
Bonus: When an Ether creature makes a ranged touch attack to hit with an 'etherspit' attack, you retain the AC bonus from this shield.

Gratitude of Ungut

He has nothing to offer you right now but Ungut is grateful beyond words for your rescue of his beloved from the Ether creature that possessed her. He swears that someday in the future he will return the favor.

Ring of Alcanix

This ring is made of an unknown bluish metal. The band consists of 4 strands of metal wrapped into a weave. Once per day (spell trigger activation), the ring will cast *Dimensional Anchor* as a 7th level caster.

CASTER LEVEL: 7TH; PREREQUISITES: FORGE RING, *DIMENSIONAL ANCHOR*, ITEM COMPONENT (UNKNOWN BLUE METAL); MARKET PRICE: 8,400 GP; FREQUENCY: ADVENTURE.

INTO THE DYING LANDS
CRITICAL EVENT SUMMARY
FOR EVENTS RUNNING THIS IN DECEMBER 2002

1. Did the PCs take Motair's offer? Did they return a creature to him? What creature did they give him?

2. Did the PCs rescue Marthia? Did they remove the Etherleech from her? How? Did Marthia return with the PCs to Greyhawk?

3. Did the PCs bring the remaining slaves with them? Did they get them to Greyhawk safely?

Once complete log on to Living Greyhawk website at www.living-greyhawk.com/ittdl_summary.htm and enter your results. Remember only shows that run in December turn in their results. This will be used to determine the results of the adventure so thank you in advance.

ENLISTING THE ICONIC

☛ **Tordek, male dwarf Ftr1:** CR 1; Medium-size humanoid (dwarf); HD 1d10+3; hp 13; Init +1; Spd 15 ft.; AC 17 (touch 11, flat-footed 16); Atks +4 melee (1d10+2/x3, dwarven waraxe), or +2 ranged (1d6/x3, shortbow); SQ Dwarven traits; AL LN; SV Fort +5, Ref +1, Will +1; Str 15, Dex 13, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +0, Jump +0; Exotic Weapon Proficiency (dwarven waraxe), Weapon Focus (dwarven waraxe).

Possessions: Traveler's outfit, scale mail, large wooden shield, dwarven waraxe, shortbow, quiver with 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack and flint and steel.

☛ **Miale, female elf Wizr:** CR 1; Medium-size humanoid (elf); HD 1d4+3; hp 7; Init +3; Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atks +0 melee (1d6, quarterstaff), or –6 melee (1d6, quarterstaff) and –10 melee (1d6, quarterstaff), or +3 ranged (1d6/x3, shortbow); SQ Elven traits; AL N; SV Fort +0, Ref +3, Will +3; Str 10, Dex 16, Con 10, Int 15, Wis 13, Cha 8.

Skills and Feats: Concentration +4, Knowledge (arcane) +6, Listen +3, Search +6, Spellcraft +6, Spot +3; Scribe Scroll (virtual), Toughness.

Spells Prepared (3/2; base DC = 12 + spell level): 0—*daze, ray of frost, read magic*; 1st—*mage armor, sleep*.

Spellbook: 0—all of them; 1st—*charm person, mage armor, magic missile, sleep, summon monster I*.

Possessions: Traveler's outfit, quarterstaff, shortbow, quiver of 20 arrows, backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, 10 candles, map case, 3 pages parchment, ink and pen, spell pouch, spellbook.

☛ **Lidda, female halfling Rogr:** CR 1; Small humanoid (halfling); HD 1d6+1; hp 7; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atks +1 melee (1d6/19-20, short sword) or +4 ranged (1d8/19-20, light crossbow), or +1 melee (1d4/19-20, dagger) or +5 ranged (1d4/19-20, dagger); SA Sneak attack +1d6; SQ Halfling traits; AL CG; SV Fort +2, Ref +6, Will +1; Str 10, Dex 17, Con 13, Int 14, Wis 10, Cha 8.

Skills and Feats: Climb +6, Disable Device +6, Gather Information +1, Hide +11, Jump +6, Listen +6, Move Silently +9, Open Locks +7, Search +6, Spot +4, Tumble +7, Use Magic Device +1; Improved Initiative.

Possessions: Explorer's outfit, leather armor, shortsword, light crossbow, 10 crossbow bolts, dagger, Backpack with waterskin, 1 day trail rations, bedroll, sack, flint and steel, thieves' tools hooded lantern, 3 pints of lantern oil.

☛ **Jozan, male human Clr1:** CR 1; Medium-size humanoid (human); HD 1d8+2; hp 10; Init –1; Spd 20 ft.; AC 15 (touch 9, flat-footed 15); Atk +1 melee (1d8+1, heavy mace), or –1 ranged (1d8/19-20, light crossbow); SA Turn Undead 4/day 2d6+2; AL NG; SV Fort +4, Ref –1; Will +4; Str 12, Dex 8, Con 14, Int 10, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Heal +6, Listen +4, Knowledge (religion) +0, Spellcraft +4, Spot +4; Alertness, Scribe Scroll.

Spells Prepared (3/2+1; base DC 12 + spell level); 0—*detect poison, guidance, read magic*; 1st—*bless, protection from evil**, *shield of faith*.

* Domain spell; Deity: Pelor; Domains: Good (good spells cast at +1 caster level) and Healing (healing spells cast at +1 caster level).

Possessions: Cleric's vestments, scale mail, large wooden shield, heavy mace, light crossbow, 10 crossbow bolts, backpack with waterskin, 1 day of trail rations, bedroll, sack, flint and steel, wooden holy symbol (sun disk of Pelor), 3 torches.