

COR3-12



ENDGAME

A TWO-ROUND D&D® LIVING GREYHAWK®
CORE ADVENTURE

Version 1.1

ROUNDS 1 AND 2

by David Christ

Thanks to Jason Bulmahn for maps and help
Dedicated to my little princess Karli Jane

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The wheel turns and turns, from the doomed city of Vrennmii to the famed Isles of Woe. Through it all the heroes have faced adversity at every turn and somehow managed to come through. Now the end is in sight. The item that will lead you to the location of the book is in your hands. The tools to find what can lock away the ethers are almost at your fingertips and all you need to do is reach out and grab it. Who else has their hands in the mix is the problem. An adventure for character levels 6 – 14.

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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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 and a half 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 three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six 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 rulebooks 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:

- 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.
- 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.
- 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.
 - 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 sidebar 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.
 - Sum the results of 1 and 2, and divide by the number of characters playing in the adventure.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	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	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

Round to the nearest whole number.

- 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 fact 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 two things that you can do to help even the score.

2. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
 - 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. All characters pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

ADVENTURE SUMMARY AND BACKGROUND

This adventure is the final chapter of the 'Ether Threat' series. While it is not required, it is recommended that you be familiar with the previous adventures in this series (*Escape from Tenh*, *Into the Dying Lands*, *Return to the Isles*, and *Sepulcher of the Wizard-King*). It is also preferable that the players have already played the previous parts in this series. Otherwise parts of this adventure may not make much sense.

Untold centuries ago, the mage priests ruled the entire area surrounding the Nyr Dyv. Their entire empire was founded to support their research, a research into all things magical, especially the planes. This research was fueled by the power of the *Codex of the Infinite Planes*, an artifact that had been recovered by their leader Yagrax, who got it from the Archmage Tzunk. One of the researchers of the Isles, a mage priest by the name of Alcanix, delved too deeply into his study of the mysterious creatures known only as the ethers. As a result, the very empire of the mage priests crumbled. Ethers swarmed all about their isles, forcing the mage priests to take drastic steps to seal them away from Oerth forever. With a great ritual, they banished the Isles of Woe to the deep ethereal where they have been ever since. As a punishment for his folly, Yagrax slew Alcanix, and was in turn slain by his own people for his growing paranoia.

One year ago, almost to the day, the Isles of Woe returned, although no one knows why. The actions of some adventurers, bent upon exploring the isles, released the final lock on the prison that contained the ether creatures. Once again they swarmed into Oerth consuming everything in their path. In Part One of the series, *Escape from Tenh*, the PCs were caught at ground zero as the invasion started. Through luck and quick wits they managed to escape Tenh as it crumbled to dust around them. In Part Two, *Into the Dying Lands*, they learned of a group of slaves that did not make it out of Tenh and were held up in cave. The PCs took a deep breath and went back into the storm to emerge once again safe and sound with the rescued slaves. In *Return to the Isles*, the PCs were drawn back to the place it all started, the forgotten isle that had been sitting at the bottom of the Nyr Dyv for time untold. There they learned more of what happened long ago and how it related to what was going on today. They found the sword, Malthindor, Oblivion's Blade; that was said to be able to lead its bearer to the burial site of Yagrax, Wizard-King of the Mighty Empire of the Isles. In Part Four the characters followed the sword deep into the occupied lands of Iuz. There they found the long forgotten tomb of Yagrax and entered it. Through trials and tribulations they managed to win their way through to the end and find the withered hands of Yagrax themselves, preserved by some ancient magic. At the end of *Sepulcher of the Wizard-King* the PCs are deep in the lands of Iuz. They have recovered the 'Hands of Yagrax' from the tomb, and are being led by them to the east, back toward what remains of the Duchy of Tenh. The PCs should know that their destination holds an artifact of great power that can banish the ether creatures from Oerth and prevent them from ever returning.

Endgame is the epic conclusion to the 'Ether Threat' series. The PCs should at all times feel like they are involved in events that could reshape the very face of Oerth. Do not make their task seem light-hearted or trivial.

It is assumed that one person at the table as the sword, Malthindor, from *Return to the Isles*. It is also

assumed that one person has the Hands of Yagrax from *Sepulcher of the Wizard-King*. If one of these items is not present in the party, then the most likely person to have them is considered to have them for the adventure. In the case of the Hands, Motair/Alcanix gives them to one of the PCs in the Introduction.

ROUND ONE: BACK TO THE START

Round One takes the PCs from just outside of Yagrax's tomb, across the lands of Iuz, into Tenh, and back to the hidden cave where they rescued the slaves in '*Into the Dying Lands*.' Motair Castock, the actor/scholar who sent them to Yagrax's tomb in '*Sepulchre of the Wizard-King*,' accompanies them. At this point he is not himself, as the ghost of Alcanix, who has stepped up his involvement in the matter, has possessed him. The PCs may realize that something is wrong with Motair, but proving it is very difficult. At some point the PCs may either try to ditch Motair/Alcanix or ask him to stay behind. At this point he reveals his true identity, and what he is trying to do. Details on this are included in Encounter 1. Adjust them as appropriate for when it happens. If the PCs near the end of round two and Alcanix has not yet revealed himself, then he does so at the end of Encounter 13.

Round one has two large combats at the end, so keep that in mind when pacing the earlier parts of the event. You should have at least an hour and a half left before the final two fights in order to finish on time.

Introduction: The introduction quickly recaps what happened in the last adventure. If there are players at the table who have not played '*Sepulcher of the Wizard-King*' then they meet up with the rest of the party at this time. If nobody at the table has played '*Sepulcher of the Wizard-King*' then they are met by Motair/Alcanix in the city of Critwall, in the Shield Lands, and asked to accompany him on a mission to rid Tenh of the ethers. Motair/Alcanix teleports the group to the entrance of Yagrax's Tomb, picks up the hands, and shows the party how to use them.

Encounter 1: The Long Road Ahead: The PCs are standing outside Yagrax's tomb. Motair/Alcanix has shown them how to use the hands to find the codex. With this information they start the long journey east. During the journey the observant find that they are coming across very few patrols and the roads ahead are clear. This is due to Iuz and his Boneheart wanting the PCs to lead them to the location of the codex. While the PCs do not know why the roads are clear it should definitely put them on guard. The information on Motair/Alcanix is included in this encounter though he may not reveal himself until later in the adventure.

Encounter 2: Crossing the Border: After a long but uneventful journey the party reaches the border of Tenh. They must cross over the Artonsamay River to enter Tenh proper. Some ether creatures wait, buried in the sand on the other side of the river. They are being led by an etherleech, which currently possesses the body of a hydra. The combined force of ether creatures do their best to prevent the PCs from entering Tenh, while at the

same time trying to prevent Motair/Alcanix from leaving.

Encounter 3: Back Where we Started: Several days travel across the burning sands of Tenh brings the party to the remains of Vrennmii. The town is a shell of its former self but surprisingly a few humans still survive here. They live in the ruins of the tower the PCs fled from in 'Escape from Tenh.' Once found, they pass on what little information they have garnered about the ethers to the PCs. Observant PCs also notice the portal they passed through in order to escape from this place a year ago has been removed from the tower. This has nothing to do with this adventure but drops a hint for a future event.

Encounter 4: Shrine to the Wizard-King: Another days journey brings the PCs to the valley that shelters the entrance to the green stone temple the PCs rescued the slaves from in 'Into the Dying Lands.' A creature known as an ethergaunt (See Appendix 2 for more information) is observing them at this point. It is flying and invisible and is almost impossible to detect. He knows the cave is the key to finding the book, but he has been thwarted every time he has tried to enter. He hopes the adventurers provide the means to get him into the cave. Once the PCs enter, they find it pretty much the same as when they left, except for the room with the pool. Wartoan, the old crazy man that was left behind, has been hard at work since they left him here. He has been digging through the rubble and has excavated part of the back of the temple. After exploring the various rooms in the temple and picking up a few more clues they run into Wartoan. How he survived is unknown, as he was near death when the PCs last saw him but he seems in fairly decent shape now. He is also totally and utterly mad. He found a set of handprints in the wall, and being insane did what any madman would do and placed his hands in the imprints. Instantly, the insane spirit of Yagrax forced its way into his body. Ever since, the two have fought for control over the body.

Encounter 5: Wartoan the Mad: Wartoan is no longer himself, as the ancient spirit of Yagrax has possessed him. Wartoan and Yagrax both share the same body and are fighting over it constantly. The PCs can try and talk to Wartoan if they want, but they are not going to get anything useful out of him. The instant that Wartoan/Yagrax sees the sword, Malthindor or Motair/Alcanix he snaps into instant control of himself and goes off on the party. He yells out several things during the fight that gives the PCs a hint of who he really is, which should put a spook into the PCs. He is deathly afraid of the sword of Oblivion, for obvious reasons, and avoids any PC who wields it. Once defeated or driven off the PCs can place the 'Hands of Yagrax' into the markings on the wall. This releases the full temple from its hiding place.

Encounter 6: Ambush: When the hands are placed in the markings, the ground shakes with such force that the PCs are thrown to the ground. The PCs feel like they are gaining altitude, though they are in the same room. After a couple of minutes the shaking stops and they can look out newly formed windows and archways to see

what happened. The PCs have, as this point, provided the ethergaunt with the opportunity it has been waiting for. As soon as the tower stops shaking the ether creatures fade in and attack the party. While the ethergaunt does not participate in the battle, he does watch the battle invisibly from a safe distance, gathering information for a later fight.

Encounter -7: Fortress of the Mage-Priests: The fortress is a 500-foot tall and 100-foot diameter tower made of pure white granite. Only the top is made of the green etherstone, and the top is in fact the temple room the PCs are currently in. The PCs can look out the windows and fly away if they want to, though they fail in their mission if they do. The only real exit from this room is an iron door set into a wall. This fortress is where the mage-priests ruled their realm after the Isles of Woe faded away. It is here that Yagrax hid the *Codex of the Infinite Planes* all those years ago. The place was sealed away with a lock that could only be opened by the touch of a mage-priest. Where they went and why they did not return is unknown. What is known is that the key to the ethers is in here somewhere. Over the millenniums that the *Codex* has been here, it has warped the tower from its original purpose into a sort of nexus of the planes.

With the party standing in front of the door ready to open it and see what lays beyond, we draw a close to Round One of Endgame.

ROUND 2: ENDGAME

The party has managed to find the lost tower of the ancients and the final resting place of the *Codex of Infinite Planes*. They have to find their way through the insane tower and its various doors and portals. With some luck and perseverance they eventually find their way to the vault that contains the *Codex*. At this point if Motair/Alcanix has not revealed himself he does so. The PCs have to protect him while he enters the *Codex* room and enacts the ritual to seal away the ethers in their prison once again. The ethergaunt shows up at this point and makes life very difficult for the PCs. As long as they keep the ethergaunt out of the *Codex* room Alcanix completes the ritual and the ethers start fading away one by one. Just as the PCs think it is over, the true menace shows up.

Encounter 8: Doorway to Somewhere: The PCs open the iron door and find a stone walkway that crosses over a great open expanse that ends at another door. They are now inside the tower itself. The inside is hollow from top to bottom and is crisscrossed with stone walkways that all end in doors that would appear to open up to the outside of the tower but instead open into rooms, other walkways, and even other Planes. The party can move around within the open space of the tower in any fashion they choose, but no magic short of a *wish* or *miracle* can move them to outside the tower itself. Once they open a door they must pass through that room or area and exit the other door found there. If they do not, then every door they open leads to the same encounter until they pass through it.

The following encounters (9-12) can be run in any order at the DM's discretion but it is recommended that Encounter 9 be run first so the PCs can get the hang of entrance and exit doors. The PCs may move to different parts of the tower and enter different doors but in the end they all pass through the following 4 areas before reaching the codex room.

Encounter 9: Test Room: This room is the experiment room of the old mage-priests. Various tables and tools of torture and medicine can be found scattered about the room. No bodies are found, as even the bones have long since turned to dust and blown away. The PCs may find several books on ether creature anatomy in this area, which could prove very valuable to the right buyers. Only the door on the opposite side of the room allows the PCs to exit.

Encounter 10: Winters Icy Grip: Upon opening this door the PCs stare out into the blizzard to end all blizzards. Before them is a huge frozen lake surrounded by imposing peaks on all sides. They see a few local humanoid figures finish cutting a hole in the ice and then drop down inside. Upon investigation, the party finds that the lake has been drained and a small village actually survives the storms within its now hollow confines, the icy roof protecting them from the storm. These people are descendants of the survivors from the fleeing mage-priests. They have since gone from being mighty rulers, to a disheveled group of people barely surviving against the cold. The PCs learn a hint or two about where the rest of the mage-priests might have hidden themselves and have to fight a mighty beast to reach the door leaving this place.

Encounter 11: Outside the Tower: Opening this door shows the PCs a large balcony that appears to lead around the outside of the tower. While it is a walkway around the outside of a tower it is not the tower the PCs just left. PCs that take a second to look around find that while the tower looks identical to the one they were just in, the area around is a lush forest with a small river running through it. An obvious hint they are not where they were previously.

A riddle is written onto the floor and 4 stone chests sit on the edge of the balcony. The riddle and chests are just decoys. The danger here is not a physical danger but a magical danger. This area has a magic draining field surrounding it. Each minute that the PCs spend on the balcony there is a chance that one of their items stop functioning for the next hour. Spell and other magical effects are also targets for suppression. Until it effects at item or spell that a PC would notice, do not tell them it is happening. If the PCs +2 sword stops working for the next hour they are not going to realize that until they try to use it. This effect is not permanent and wears off in time.

Encounter 12: City of Brass: This door opens onto a plane of fire and brimstone. The Elemental Plane of Fire stands before the party. Thankfully, by passing through the door, the PC are granted protection from the heat of the plane, and are able to breathe normally. This door is the one Tzunk himself passed through when he assaulted the City of Brass. Since then, servants of the efreet lords

have been posted as guards. Nobody has passed through this door in millennia and it is considered a easy job to guard it. The exit door is a hundred yards away in the middle of a pool of lava. A thin strip of stone leads out to it. Though the party may be paranoid about falling in, they are perfectly safe. The magic that protects them from the plane also protects them from the lava, which is only 3 feet deep.

Encounter 13: The Room of Infinite Possibilities: Finally the PCs make it to the rooms containing the codex. If Motair/Alcanix has not yet been found out or revealed, he does so at this point. He informs the PCs that they cannot proceed into the room containing the codex. The mere sight of it would unravel their very being into oblivion. Alcanix then enters the room and begins the ritual. This is the moment the ethergaunt has been waiting for.

Without a sound he and his minions fade into the room and start attacking the party. They come in, wave after wave, trying to force their way past the party members. Fortunately for the party, any ether creature that enters the chamber with the Codex explodes into nothing. The only one that can enter, is the ethergaunt. Once the PCs realize this, their task becomes much easier. If Alcanix is forced to make a Concentration check at any time, the ritual fails. If the ritual is successful the bodies of the dead ethers start fading from the room.

Encounter 14: The Shadow Strikes: Assuming the PCs successfully repel the ethergaunt and his minions, Alcanix exits the Codex room and thanks them for their help. If they had not found the location of the book and protected him, the ethers might have destroyed all of Oerth in their hunger. With that the spirit of Alcanix can rest once again and Motair pops back into control. He is very confused and needs some calming.

Just when the party thinks it is over and they can leave, the shadow in waiting strikes. Any character with Scry can make a check to notice they are being watched. Suddenly the room is filled with minions of Iuz. They are not looking to kill the party just distract them. They are directed by one of the Greater Boneheart, and any that see and recognize her, should realize something very bad is about to happen. The fight is barely begun when the room is suddenly plunged into total darkness and silence. A chill like no other drapes itself over the room, and as quick as it came it is gone. The darkness parts and the party finds itself alone in the room with a few dead bodies of the Iuz warriors around them. The book is gone.

Conclusion: The ethers are banished. A warm wind blows over the dusty remains of the Duchy of Tenh. Has the party won or just furthered the cause of a greater evil?

ROUND ONE – BACK TO THE START

INTRODUCTION

Before play begins, it is important to note a few things. First, it should be stressed that the players of this event should have played the previous events in this series, preferably with the same character they are planning to play in this event. The adventures of this plot arc include *Escape from Tenh*, *Into the Dying Lands*, *Return to the Isles*, and *Sepulcher of the Wizard King* as well as *Isles of Woe*, homeplay as a prequel event. Of most importance however, is the event *Sepulcher of the Wizard King*, as this event picks up from the moment that the previous one left off.

In addition to this, before play begins, it should be determined if any of the PCs possess *Malthindor*, *Oblivion's Blade* and the *Hands of Yagrax*. If more than one PC possesses the blade/hands, only one may have it with them during this event. If no PC possesses the blade/hands, refer to Appendix 5: *Malthindor*, *Oblivion's Blade* and/or Appendix 6: *Hands of Yagrax* for further information. Once it has been determined who has the blade and who has the hands, begin with the introduction below.

There are two possible introductions/hooks for this adventure. Make sure to be familiar with both beforehand, and once the party composition is determined, use the most appropriate one. Remember this is part 5 of an ongoing series and some PCs who have not played before are going to have to work to come up with a reason they would be doing this if a hook does not work for their character.

Introduction 1: If all members of the group have played in '*Sepulcher of the Wizard-King*.' The party members are standing outside the tomb of the wizard king.

A cold wind blows from the north across the frozen plains bringing a chill to your tired bones. The long lost tomb of the wizard-king stands behind you. You entered into the darkness and emerged victorious with the withered hands of Yagrax as your prize. Those very hands now crawl across the snowy ground slowly, but with purpose. They move straight toward the shattered lands once known as the Duchy of Tenh.

With a soft sigh Motair turns to the group and points in the same direction the hands are moving. "It is as I feared my friends. To finish this we must go back to where it started. Back to Tenh."

Introduction 2: If some or none of the players have played in '*Sepulcher of the Wizard-King*.' Those who have not played *Sepulcher* are seated around a table in the Frothy Mug Tavern in Critwall, in the Shield Lands. If any at the table have played *Sepulcher* then they are still outside the tomb and the rest of the party joins them shortly.

The beer flows freely as the Frothy Mug tavern is busy as always. Spring has come early to the town of Critwall but is it far from cheerful. The massive tent town outside the city proper

is a grim reminder of the struggle against the Old One that goes on even today.

You are discussing where your travels will take you next with your companions when you feel a hand on your shoulder. Turning, you see a scholar smiling back at you. "Friends, Friends, it is so good to see you. I heard you were in town and I rushed here as fast as I could to find you. My name is Motair, and I need your help, no let me rephrase that. Oerth needs your help. You must come with me immediately. The ethers are on the move and if we do not stop them soon, thousands more will pay the price for our wasted time."

The PCs probably have a question or two for Motair that helps them catch up with what is going on. Change the text as needed, as some of their companions might already be waiting outside the tomb of the wizard-king. This just gets them up to speed.

Where are we going?

To the far north, deep into the empire of Iuz, as it is there that I (we) found the *Hands of Yagrax*. The item that can lead us to the location of the item that can banish the ethers from this Plane once more.

Once more? Yes, once again. They were here once before long, long ago and were locked away back then, as we hope to do now.

What is this item we are looking for? The item is a book of immense power. That is all I can say right now.

How will we get there? I have an item given to me by my master. It allows me to teleport you to the tomb where the hands were found. I can get them for you and then we can be on our way to Tenh.

What's in it for me? Well your life and the life of everybody you care for. How is that for starts?

Once the PCs are happy, or at least willing to tag along with Motair to see what is going on, he pulls out an amulet and starts muttering some arcane words over it. At this point Alcanix is already in control. Any PC who makes a Spellcraft check (DC 20) realizes that he is using a teleport spell. If successful, a Sense Motive check (DC 20) lets the PC recognize that the item is just a decoy and that Motair/Alcanix is actually casting the spell himself, which is a hint toward his true nature.

With a final flourish, Motair finishes his ritual and the amulet glows briefly with white light before Critwall fades around you. Everything is black for the briefest of seconds before the world comes back into focus around you. You find yourself standing outside a large tomb structure buried under the ground. <insert PC descriptions if some are here waiting for them>

If none of the PCs have played in '*Sepulcher of the Wizard King*.'

Motair heads over to the entrance of the tomb and returns with a large iron box. Setting it on the ground he quickly opens its various locks and removes two human-sized, withered gray hands. They almost seem to twitch as he sets them on the

ground. To your amazement they start moving slowly toward the east.

With a soft sigh Motair turns to the group and points in the same direction the hands are moving. "It is as I feared my friends. To finish this we must go back to where it started. Back to Tenh. One of you needs to bear these hands. It is a great burden, and only the strongest should carry them."

If some of the PCs have played in 'Sepulcher of the Wizard King.'

"Good, Good. I was hoping the rest of you would still be waiting here for me. I have found you some more help for you. (If a PC has the hands Motair asks for them. If nobody does, then he goes to the entrance and returns with a iron box.

Motair heads over to the entrance of the tomb and returns with a large iron box (or takes the box from a PC who has it). Setting it on the ground, he quickly opens its various locks and removes two human-sized, withered gray hands. They almost seem to twitch as he sets them on the ground. To your amazement they start moving slowly toward the east.

With a soft sigh Motair turns to the group and points in the same direction the hands are moving. "It is as I feared my friends. To finish this we must go back to where it started. Back to Tenh."

☛ **Motair Castock:** Male half-elf Exp3/Brd1; hp 22; see Appendix 1: NPCs.

Possessed by Alcanix...

☛ **Motair Castock/Alcanix:** Male half-elf Wiz18 (Ghost); hp 137; see Appendix 1: NPCs.

ENCOUNTER 1: THE LONG ROAD AHEAD

The journey to Tenh is a long one, as the party must travel nearly 700 miles across the occupied lands of Iuz until they reach the Artonsamay River, at which point they can cross over into Tenh. Even on horses it takes several weeks to cross the distance unless the party has quicker means of travel at its disposal. If everybody in the group does not have a horse then Motair suggests they acquire some as soon as possible. There are several small towns with garrison forces in them that the PCs could steal a horse from. They could also purchase them in town for 150% normal prices (light and heavy horses only). If they try to sneak into a town to purchase a horse then let them sweat it out that they are going to be noticed by Iuz forces. In the end though, they get away with it. Do not waste too much time on this part. Keep things moving along. If asked Motair comments that he wishes he had another *teleport* medallion to use, but his boss did not provide him with another. In truth, he is not sure where the hands lead and would not hazard another *teleport*.

The road east stretches out in front of you as far as the eye can see. Travel has gone more quickly then you had first hoped. The patrols of 'Old Wicked' have been a lot less frequent then you had thought, though the signs of his presence are everywhere you look as your travels continue. From mass graves on the sides of roads to small children starving in crude hovels because their parents were taken away to work in slave camps and nobody is left to take care of them. Even his lands seem listless and gray, as if the weight of his corruption weighs heavily upon it.

Development: During the trip the PCs are scryed upon on several occasions. Pick a party member at random before this encounter and they are targeted for all Scry attempts during this encounter. The PC is allowed to make a Scry check (DC 20) or Intelligence check (DC 20) to notice they are being watched. This is the Greater Boneheart Null keeping track of the party. She needs to make sure she keeps the path in front of them clear and them moving toward their destination as quickly as possible.

As they near the border to Tenh the PCs run into a patrol of troops from Iuz. This patrol is just coming back on duty after having some time off, so they are not aware of the group or the directions to avoid them and not detain them by any means. They approach the party, as long as the party does not take extraordinary means to hide themselves, and begin asking questions about who they are and what they are doing. Part way through this questioning Null contacts the leader of the patrol via the *message* spell. He tells him to leave the party alone. The guard whispers back "Are you sure?" Any PC within 30 feet can attempt a Read Lips check (DC 15). Any PC within 5 feet can make a Listen check (DC 15) to hear it as well. If asked about it he says nothing, and tells them to be careful and rides off. This should make the PCs even more suspicious about what is going on.

All APL's (EL 6)

☛ **Iuz Patrolman (4):** Male human Ftr2; hp 20, 20, 20, 20; see Appendix 1: NPCs.

Treasure:

All APLs: L: 145 gp; C: 4 gp; M: 0 gp

The Truth of Motair/Alcanix

If at anytime the players force Alcanix's hand he tells them who he is. Play him as a very distracted and irritated old man. He is so focused on his task that he barely notices anything else around him. He does not cast spells for the party or help during fights. He must save his energy for the ritual. Everything else is secondary

Alcanix tells the party the following.

- He states that it was his fault the ethers got out the first time all those years ago. His experiments went too far. At first they were just simple creatures, but things got out of control when he summoned one of their masters. Things have been happening just as before. The come and they consume.

- He has not been able to rest since the ethers have returned. He knows somebody let them out, but he is not sure who or why. He is also not sure why the Isles returned in the first place, the magic should have lasted for all time.
- He needs the PCs to get him to the *Codex of the Infinite Planes*. Once there he can use it to lock the ethers away again, as it was used to seal them away in his time.
- He has been scrying on them from time to time. Though he has nothing to do with the current scrying nor does he know who is doing it. The codex is a powerful artifact and there are many that would love to get their hands on it.
- He has been working through Motair for some time now, first using him to confirm that the ethers had indeed returned and now to help the PCs along.
- Although he is still a powerful mage priest, he must conserve all of his strength for the upcoming ritual. Due to this, he can cast no spells during the journey. He is still quite weak from his ordeal, as becoming a ghost has taken its toll.

ENCOUNTER 2: CROSSING THE BORDER

After a long and thankfully uneventful journey, the Artonsamay River lies ahead and beyond in the Duchy of Tenh. The river flows along as it always has, peaceful and serene. What lies on the other side is anything but that. The blasted landscape of Tenh greets you once again; shifting dunes of dust and sand as far as you can see. This is where the hands are leading you, so you forage ahead hoping your destination will soon be in site.

Lying in wait on the other side is an etherleech and his underlings. An ethergaunt that has been watching the party for several days now, alerted this group to the PCs presence. The ethergaunt knows who Motair/Alcanix is, and is very curious as to why he has returned and what he is up to.

Creatures: The ether creatures are buried in the sand on the other side of the river and require a PC who is specifically looking for them to make a successful Spot check (DC 16 + APL) in order to notice them. The etherleech has possessed the body of a hydra. As this just makes a slightly smarter hydra, it does not effect the APL. Once the hydra is killed, the etherleech flees.

APL 6 (EL 8)

🔥 **Seven-Headed Hydra:** hp 73; see *Monster Manual*.

🔥 **Etherspitters (2):** hp 15, 13; see Appendix 1: NPCs.

🔥 **Etherhulk:** hp 51; see Appendix 1: NPCs.

APL 8 (EL 10)

🔥 **Seven-Headed Pyro-Hydra:** hp 73; see *Monster Manual*.

🔥 **Etherspitters (4):** hp 15, 14, 14, 13; see Appendix 1: NPCs.

🔥 **Etherhulks (2):** hp 52, 51; see Appendix 1: NPCs.

APL 10 (EL 12)

🔥 **Nine-Headed Pyro-Hydra:** hp 94; see *Monster Manual*.

🔥 **Etherspitters (8):** hp 15, 15, 15, 15, 14, 14, 13, 13; see Appendix 1: NPCs.

🔥 **Etherhulk, Advanced:** hp 147; see Appendix 1: NPCs.

APL 12 (EL 14)

🔥 **Eleven-Headed Pyro-Hydra:** hp 115; see *Monster Manual*.

🔥 **Etherspitters (6):** hp 15, 15, 15, 14, 13, 13; see Appendix 1: NPCs.

🔥 **Etherhulks, Advanced (2):** hp 147, 147; see Appendix 1: NPCs.

🔥 **EtherNaught:** hp 152; see Appendix 1: NPCs.

APL 14 (EL 16)

🔥 **Twelve-Headed Lernaean Pyro-Hydra:** hp 126; see *Monster Manual*.

🔥 **Etherspitters (6):** hp 15, 15, 15, 14, 13, 13; see Appendix 1: NPCs.

🔥 **Etherhulks, Advanced (2):** hp 192, 189; see Appendix 1: NPCs.

🔥 **EtherNaught:** hp 152; see Appendix 1: NPCs.

Tactics: The ethers wait until the entire party has crossed the river before attacking. Their goal is to capture Motair/Alcanix and bring him back to Redspan for the ethergaunt to interrogate. The rest of the PCs are expendable. The etherleech does not attempt to possess a PC, as they have nothing he wants. It cannot possess Motair/Alcanix.

Development: There is not much that can come out of this battle. The PCs know somebody is watching them and that they want Motair/Alcanix for some reason.

ENCOUNTER 3: BACK WHERE WE STARTED

Several days of travel across the burning sands of Tenh finally brings you to a surprising site. As you crest the next dune you

see a familiar, yet at the same time strange site. The town of Vrennmii--the town that it all started in-- sprawls before you. You can see the partially collapsed remains of the Temple to Iuz where you met the evil priest, and up the street is the tower that held the portal that allowed you to escape. Most of the town has been buried under the shifting dust that now makes up Tenh. What has not been buried has been scoured bare by the winds.

A successful Spot check (DC 16) is required to see small figures moving around the base of the tower. As long as one person makes it continue with the following.

Ahead you see what appear to be human-size figures moving around the base of the tower in the center of town. It is hard to make out much more, as you are still a good half-mile away.

Development: The town of Vrennmii is pretty much as the PCs see it. There are some refugees who survived the ether invasion and have barely survived in the ruins of the town, with their home being the large garrison tower the PCs escaped through in 'Escape from Tenh.'

The refugees are extremely wary of the party. They have seen what the etherleech can do to a person. They refuse to let them into their tower or talk to them until their shaman has cast a *detect thoughts* spell to confirm that none of them are ethers in disguise. Once that is done, they are a little more open to the PCs. To get any useful information out of them requires a successful Diplomacy check (DC 14 + APL). If the PCs offer any food or water to them they gain a +4 circumstance bonus to this check. If they promise to come back and rescue the refugees once they are done with their task they automatically tell the PCs anything they want to know.

- ☛ After the initial surge of ether creatures into Vrennmii they have not really returned. Every now and then a patrol wanders through, but they are getting good at avoiding them.
- ☛ There use to be more survivors, but they had an unfortunate run-in with an etherleech and it led almost half of them to their deaths out in the desert.
- ☛ They have seen new ether creatures that appear to be leaders or boss types. They are red or white in color and very tall and skinny. They captured a few refugees back in the early days, and when they were done with them, they were mindless husks that wandered the town until they died.
- ☛ If any PC checks or asks about the portal that took them to the City of Greyhawk back in 'Escape from Tenh,' they are told it is gone. A priest of Iuz and some workers showed up a few weeks ago and removed it.

ENCOUNTER 4: SHRINE TO THE WIZARD KING

Another two days of travel across the blasted landscape of Tenh has you wondering if these hands you are following are leading you on a wild goose chase. Finally, you see something that gives

a glimmer of hope that you are getting closer to your destination. Ahead, you see a six-foot tall obelisk made of some green jade-like stone. If it had any markings on it, they have long since weathered away.

Rising over the next dune you see what you hope is 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.

Once again the PCs' travels have brought them right back to where they started. The cave ahead, as many PCs may guess, is the one the refugees were hiding inside of in 'Into the Dying Lands.' Nothing has changed from the outside one single bit. If any PCs have played 'Into the Dying Lands,' confirm that this is the same location they were at just a few months ago.

During the past few hours a creature known as an ethergaunt has observing them. It has been flying invisibly behind the party curious as to their reasons for being here. The ethergaunt is a very smart creature and has made sure to stay out of range of *true seeing* and other detection type spells. It has noticed the hands leading them and discerned that they must be after the same thing he is. He lets the party go for now hoping they free the tower from its prison and thus allow him to gain entrance into it.

The air cools noticeably as you enter the cave. Walking 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 is 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 small 15-foot by 15-foot room.

Not much in the first few rooms changed since the PCs were here last. The only changes are that the dead end and poolroom (see Map 1 and 2 in Appendix 4) have been dug out and expanded by Wartoan. The rest of this encounter is broken into sections, the first dealing with descriptions of each room, and the second dealing with Wartoan and his madness.

Part One – Area Descriptions

Room 1: Entrance

This is the entrance area to the temple. At one time the walls were adorned with symbols and glyphs but now are worn smooth by the blowing sands and time. The floor of the room is covered with dust and the bones of animals that crawled in here and died.

Room 2: Guard Room

This was once the barracks for the temple entrance area. Whatever was in here has since turned to dust and blown away. The remains of dead refugees were tossed in this

room during their stay here. Rats and other vermin have since taken up residence in the room. The back of the room was a staircase leading down but was blocked by rubble last time the PCs were here. It has since been dug out by Wartoan and leads back into the darkness.

Room 3: Pool Room

This room has greatly changed since the party last visited it. Originally it was a dead end. Wartoan had made it his room and could be found here talking to himself or the walls most of the day. Wartoan defaced the room and excavated a secret door in the west wall.

Out of all the rooms in the greenstone caves so far this one has changed the most since your last visit. The pool in the back corner still bubbles away, but the walls that once held intricate carvings have been defaced.

If any PC can read Ancient Sueloise proceed with the following.

The walls now read 'The book is near – I must find my book' over and over again.

If they cannot read Ancient Sueloise, proceed with the following.

The wall is now covered in an unknown language. You can see that the same words seem to repeat themselves over and over.

At any rate, continue with this description afterward.

In the west wall now lies an opening. It at one time might have been a very intricate secret door but like everything else in this place it has been reduced to rubble. A passage stretches off into the darkness behind it.

Room 4: The Book Room

This circular room at one time in the far past held the Codex of Infinite Planes. It is now a spooky looking room that does odd things if they end up fighting Wartoan/Yagrax in this room.

This oval room is almost 200 feet in size from one end to the other. There is a walkway of black marble 10 feet wide around the outside. The floor inside this walkway is made of a clear crystal like substance. Trapped in the crystal like ants in tree sap are a variety of creatures. You can make out the blurred forms of a stone giant, some sort of green lizard creature (green slaad), and a warrior of some lost kingdom. They all look perfectly preserved. In the center of the room sits a large stone pedestal that looks to have once held a very large book.

All of the trapped creatures look to have sunk down into the floor of the room and then it solidify around them. While this is true, the room is no longer a danger to anybody. The pedestal was the home of the Codex for a short time and it is much larger then would normally be expected, as the Codex is a 4-foot wide by 7-foot tall book

that weighs almost 2,000 pounds. While this room may look dangerous, it is harmless.

Any combat that takes place in this room does follow some unique rules. Due to the presence of the Codex, the laws of reality in this room have been warped. Any spell or magical device that deals damage to another creature has the chance to be changed into a different type of damage. Roll on the chart below (1d8) to see what type of damage it is changed into. It is possible for the damage to end up being the same as the original type.

1:	fire
2:	cold
3:	acid
4:	sonic5: electricity
6:	holy
7:	unholy
8:	force

Room 5: Observatory of the Mage-Priests

This room represents the top of the fortress once it is released from its hiding place. For now it is an odd shaped room made of green etherstone. The PCs can see windows and openings that look like they should lead somewhere. Instead they just end in blank stone (normal rock).

The long winding tunnel finally opens up into another large green stone room. The vaulted ceiling rises at least 50 feet over your head. Large green stone pillars rise up from the floor to support it, though only half of them look to have survived the ravages of time. The rest have toppled over to cover the floor of this room in massive piles of rubble. The outer walls of this room have what appear to be, archways and windows set into them but instead of open space on the other side it is sealed off with solid stone.

In the center of the room sits a large block of white marble with purple veins of some unknown mineral running through it. In the side of the block is a pair of indentations in the shape of a humanoid hand. On the back wall is a solid iron door set into a stone frame with a strange gear attached to it.

The door on the far side of the room cannot be opened until the hands are placed into the marble block. For more information on this, see Encounter 6.

The PCs can start spreading out and investigating the room. As they near the center, have the lead character make a Listen check (DC 14) to hear Wartoan talking to himself behind a pile of rubble.

"Yes, I know what you said, now shut-up. The thing cannot get in here and we will find the book for you soon enough. They will forget Tzunk ever existed once I return. Yes they will."

Wartoan then mumbles something unintelligible and is quiet again as he taps on the back wall with his little hammer.

ENCOUNTER 5: WARTOAN THE MAD

This encounter can play out several ways from this point. Wartoan is totally mad. He placed his hands into the indentations in the marble block and had a sort of perverse memory remnant of Yagrax enter him. The Yagrax memory thinks he is still alive and that the other mage-priests are coming to kill him. So play the other voice as a paranoid genius. If any PC puts his hands in the impressions then have them make a Will save (DC 24) or take 1d4 temporary Wisdom loss. If a PC goes to place the hands into the indentation before the Wartoan/Yagrax encounter below then he interrupts them screaming what they are doing. See below for more information.

As soon as Wartoan/Yagrax sees either the sword Malthindor, the Hands of Yagrax, or he is threatened in some way, he snaps. He starts backing up, casting stilled and silent protective spells on himself while screaming about total nonsense. Combat starts either when the party figures out what he is doing, or 5 rounds have passed. Detecting that he is casting spells is very difficult due to his metamagic feats and his high Bluff score. A Sense Motive check (DC 18 + APL) or a Spellcraft check (DC 25 + spell level) is required to notice what he is doing.

Until that point though Wartoan/Yagrax answers questions if the PCs can see through his insanity and ask the right ones. Each time a question is asked there is a 50% chance for either Wartoan or Yagrax to answer it. So asking the same question twice could get the party two different answers. While they use the same voice, the PCs should start getting the idea of who is answering them after a few questions. Wartoan is a crazy kind of quiet, while Yagrax is very arrogant and bold.

Q: Who are you?

A: (Wartoan) *I am Wartoan. Tribal shaman of those who were enslaved by the old one and king of the whicker people. We have met before I do believe.*

(Yagrax) *You know not who I am? Then I feel sorry for your ignorance, as you shall never find out.*

Q: Why were you talking to yourself?

A: (Wartoan) *Because I can. Cannot you do the same?*

(Yagrax) *Because the pest will not shut up. He is a servant though and I need his assistance.*

Q: Who is this other person you are talking to?

A: (Wartoan) *He is the spirit of this place, he is eternity, and he will not let me die.*

(Yagrax) *He is my supplicant, the host of my greatness. Although weak, he will suffice for the time being.*

Q: What is this place?

A: (Wartoan) *Why it is my home? Do you like it? I have friends in the other room. They are pretty quiet now but they are fun to stare at.*

(Yagrax) *This is my fortress, the place where the brazen portals came down. The place where even the champion of Rao feared to tread.*

Q: Do you know where the Codex is?

A: (Wartoan) *Now you are starting to sound just like him. Book this and book that. It is all he ever talks about. What's that you say? Who is he? Why me of course.*

(Yagrax) *Of course I do. It is mine after all. You might as well leave as I have put it where you cannot find it. I bet the others sent you. I shall tell you no more.*

Q: Who is/are you behind all this?

A: (Wartoan) *No, I am afraid I do not know that. I do not think it is the other though. He is as afraid of the monsters as I am.*

(Yagrax) *That fool Alcanix is to blame. I should have killed him sooner.*

These give you a couple of examples of what having a conversation with Wartoan/Yagrax is like. The PCs should quickly tire of talking to him and move along to exploring the rest of the room.

While exploring the room, Wartoan/Yagrax is eventually going to notice the sword or the hands and go nuts and attack. In this case he can slink to the side and cast some of his spells and only have to metamagic silence them as nobody is watching him. If somebody is watching him we uses the silent/still combo and pretends to be having a seizure or prance about to conceal his casting. He may be crazy but Yagrax is very smart in his madness.

Creatures:

APL 6 (EL 8)

☛ **Wartoan/Yagrax:** Male human Sor8; hp 33; see Appendix 1: NPCs.

APL 8 (EL 10)

☛ **Wartoan/Yagrax:** Male human Sor10; hp 41; see Appendix 1: NPCs.

APL 10 (EL 12)

☛ **Wartoan/Yagrax:** Male human Sor10; hp 41; see Appendix 1: NPCs.

☛ **Entrope:** hp 123; see Appendix 1: NPCs.

APL 12 (EL 14)

☛ **Wartoan/Yagrax:** Male human Sor13; hp 53; see Appendix 1: NPCs.

☛ **Entrope:** hp 123; see Appendix 1: NPCs.

APL 14 (EL 16)

☛ **Wartoan/Yagrax:** Male human Sor16; hp 65; see Appendix 1: NPCs.

☛ **Entrope:** hp 123; see Appendix 1: NPCs.

Tactics: Wartoan/Alcanix does not fight in the normal sense. His tactics are very strange and sometimes he may actually do more harm than good to himself with his actions. At APL 10 his rage and fury actually activates some lingering magic of the codex and attracts an entrope. The entrope is on no one's side but its own, but in most cases, does a lot more damage to the PCs than to Wartoan/Alcanix. The Entrope uses its sunder space ability at random, but does not use the Vacuum ability at APL 10 or 12. At APL 14 if a PC is pulled into the Vacuum effect, they are instead dumped into the inside of the tower to await the rest of the party catching up with him in Round Two.

Any combat that takes place in this room does follow some unique rules. Due to the presence of the codex, the laws of reality in this room have been warped. Any spell or magical device that deals damage to another creature has the chance to be changed into a different type of damage. Roll on the chart below (1d8) to see what type of damage it is changed into. It is possible for the damage to end up as the same as the original type.

- 1: fire
- 2: cold
- 3: acid
- 4: sonic
- 5: lightning
- 6: holy
- 7: unholy
- 8: force

Treasure: Wartoan/Yagrax has a number of treasures about his person that he found in the hidden chambers of this complex. These treasures are summarized below.

APL 6 – M: ring of protection +1 (167gp), cloak of resistance +1 (83gp), wand of fireballs (5th level caster, 10 charges) (189gp). (439 gp total)

APL 8 – M: ring of protection +1 (167gp), cloak of resistance +2 (333gp), wand of fireballs (5th level caster, 10 charges) (189gp). (689 gp total)

APL 10 – M: ring of protection +1 (167gp), cloak of resistance +2 (333gp), wand of fireballs (5th level caster, 10 charges) (189gp), ioun stone (pink and green sphere) (667gp). (1356 gp total)

APL 12 – M: ring of protection +2 (667gp), cloak of resistance +2 (333gp), wand of fireballs (5th level caster, 10 charges) (189gp), ioun stone (pink and green sphere) (667gp). (1856 gp total)

APL 14 – M: ring of protection +2 (667gp), cloak of resistance +2 (333gp), wand of fireballs (5th level caster, 10 charges) (189gp), ioun stone (pink and green sphere) (667gp), ioun stone (pale lavender ellipsoid) (1667gp). (3523 gp total)

ENCOUNTER 6: AMBUSH

The PCs can explore the room as they wish after they finish, but there is nothing more to find here. All that is left is to place the *Hands of Yagrax* into the indentations on the marble block and unlock the fortress of the mage-priests. The iron door on the far side of the room does not open until the hands are placed into the marble block, and even then, it takes a long time to open as noted below. The door has no handle but does have a large iron gear set into its middle. Placing the hands into the indentations removes the curse from the PC that has them. Remove the item from the MIL of every PC that has them, as they cannot be recovered during the course of this adventure.

As you place the hands into the indentations they stick as if glued to the granite block. With a grinding noise, the room begins to shake and the granite block starts sliding into the floor. After a few seconds, you realize that the block is not sinking, the room is rising!!! Windows and archways that once were blocked with stone now open into empty air as the room continues to gain speed as it rises.

At this point have each PC make a Balance check (DC 15) each round for the next 3 rounds. If they do not try to stand up they do not need to make the checks.

The tower continues to rise as small rocks fall from the ceiling onto your head. Finally, after what seems like forever the tower grinds to a halt and the shaking stops.

This is the moment the ethergaunt has been waiting for. The round the tower stops moving, he and his ethers start fading into the room.

Creatures:

APL 6 (EL 8)

☛ **Etherhulks (2):** hp 51, 51; see Appendix 1: NPCs.

☛ **Etherscouts (3):** CR 3; hp 23, 22, 22; see Appendix 1: NPCs.

APL 8 (EL 10)

☛ **Etherhulks (3):** hp 52, 52, 51; see Appendix 1: NPCs.

☛ **Etherscout:** CR 3; hp 22; see Appendix 1: NPCs.

☛ **EtherNaught:** hp 152; see Appendix 1: NPCs.

APL 10 (EL 12)

☛ **Etherhulks, Advanced (3):** hp 147, 147, 147; see Appendix 1: NPCs.

✦ **Etherscouts (3):** CR 3; hp 23, 23, 22; see Appendix 1: NPCs.

✦ **EtherNaughts:** hp 152; see Appendix 1: NPCs.

APL 12 (EL 14)

✦ **Etherhulks, Advanced (2):** hp 192, 189; see Appendix 1: NPCs.

✦ **Etherscouts (8):** CR 3; hp 24, 24, 24, 23, 23, 22, 22, 22; see Appendix 1: NPCs.

✦ **EtherNaughts (2):** hp 154, 152; see Appendix 1: NPCs.

APL 14 (EL 16)

✦ **Etherhulks, Advanced (6):** hp 193, 192, 192, 190, 190, 189; see Appendix 1: NPCs.

✦ **Etherscouts (8):** CR 3; hp 24, 24, 24, 23, 23, 22, 22, 22; see Appendix 1: NPCs.

✦ **EtherNaughts (2):** hp 154, 152; see Appendix 1: NPCs.

Tactics: On round one, the PCs who managed to stay upright during the ride can act normally, while those who failed must get up of course. Now that the PCs have unlocked the tower, the ethergaunt has no need for them or for Motair/Alcanix. While he does not enter combat at this time he is floating *invisible*, 60 feet outside the tower window watching the PCs and noting their tactics for later. The ethergaunt's plan is to see how they do. If they survive then they might just survive through to the end and thus make his job easier.

Development: The PCs may notice the ethergaunt watching them if they have the right spells up. He does not hang around to fight though if they try to engage him. He just backs up further away from the tower and if that does not work he just shifts into the Ethereal Plane and leaves. If they are very persistent he *plane shifts* to a random elemental plane and returns later. He is here to give a hint that there are larger forces at work.

ENCOUNTER 7: FORTRESS OF THE MAGE-PRIESTS

As the last ether creature collapses to the ground, you finally get a chance to look at your surroundings. Looking out an opening, you find yourself at least 500 feet in the air giving an awe-inspiring view of the damage the ethers have actually wrought on the Duchy of Tenh. Desolation stretches out to the horizon in all directions.

The tower is at least 100 feet in diameter and is a marvel of construction, magical or not. The entire tower is made of the green etherstone except for a few small patches made of a polished white marble with purple veins of some unknown material running through it.

The PCs can explore outside the tower if they want, but there is nothing to find. The only entrance to the tower is the iron door in the top. After the hands have been fused to the marble block, the iron gear on the door slowly begins to turn. The door only opens when the gear has completed one full revolution. This process takes 12 hours and cannot be sped up by any means.

No spells short of *wish* or *miracle* grants entrance or exit from the tower once the PCs are inside. Once they are satisfied and they are back to the iron door, they are free to rest and spend the night in the top of the tower. Motair/Alcanix suggests it if they do not think of it themselves, as they have plenty of time to kill. He knows the struggles that are coming up soon, and that they need their strength to make it through the tower.

Having exhausted any other option and having a good night's rest you are back staring at the iron door at the top of the tower. With a look at your fellow party members you gird yourself for what lies beyond the door. With a click the gear stops moving and the door slowly swings open.

End of Round One

ROUND TWO: ENDGAME

ENCOUNTER 8: DOORWAY TO SOMEWHERE

With a loud 'click' the handle turns and the iron door swings open. Instead of the expected blue sky on the other side of the door you see a 5-foot wide walkway stretching out over a large circular chamber, as if the tower were hollow. Looking a bit further you can see more walkways above and below you as far as you can see. Twenty feet of air separates each walkway from the one above and below it.

The walls and walkways are made of a white polished marble with veins of an unknown purple material running through them. On the other side of the walkway is another iron door identical to the one you just opened. Every walkway within site has the exact same door on either end.

From somewhere below, out of sight, you hear a door open and shut.

As the players may have guessed, they are now inside the tower itself. The tower was originally made up of extra-dimensional spaces with a purpose and a layout. The presence of the Codex has scrambled that order and even opened up a few new spaces of its own. Although the door is on top of the tower, it leads to a spot roughly in the middle of its interior.

There are a number of features common throughout the tower. These features are summarized below.

- Dimensional magic does not function within the tower. To this end, the following spells do not work within the tower: *astral projection, blink, dimension door, drawmij's instant summons, ethereal jaunt, etherealness, gate, leomund's secret chest, planar ally, plane shift, refuge, rope trick, summon monster, summon nature's ally, teleport, word of recall*. This list is not meant to be all-inclusive, as certainly lesser and greater versions of the spells listed do not function as well. In the end, all spells that cross-planar boundaries or involve teleportation do not function. The DM has final adjudication over what spells are affected. The spells work normally when the PCs are outside the tower, such as in Encounter 10, 11, and 12.
- The above mentioned prohibition affects items as well, including *bag of holding, bag of tricks, helm of teleportation, horn of Valhalla, portable hole, quiver of Ehlonna, ring gates*, or any other item that produce one of the effects above, such as scrolls, potions or wands. No such items work while inside the tower and any items within extra dimensional spaces cannot be accessed.
- Due to the protections above, the entire tower radiates strong Abjuration magic if detected for. This masks any lesser Abjuration spells present in the area. In addition to this radiation, the entire tower detects as moderate magic of all schools, if detected for, due to the proximity to the Codex.

- The entire tower is lit by a glow from the walls that is so unobtrusive as to be virtually unnoticeable. All rooms are lit as listed.

Development: The PCs are free to move about inside of the tower using any allowable means. From their entry point there are 25 walkways above them and 25 walkways below them. The order they open the doors and which door they open matters very little. Once a door is opened, all other doors opened lead to the same space. So it is possible for six people to open six doors and step through to the same place. The only way to get a door to open to another space is to pass through what is on the other side and exit the door found somewhere within.

Encounters 9 through 12 can be run in any order you wish. It is recommended that Encounter 9 be first so the PCs get the hang of using an entrance and exit door. So regardless of what doors they open, or in what order they are open, all parties eventually pass through all four areas listed below:

- **Encounter 9: Test Room**
- **Encounter 10: Winter's Icy Grip**
- **Encounter 11: Outside the Tower**
- **Encounter 12: City of Brass**

Once they have passed through all four, then the next door they open leads them to *Encounter 13: The Room of Infinite Possibilities*.

ENCOUNTER 9: TEST ROOM

The iron door swings open to a normal looking room for once. Well, it is normal looking for a room of torture and experimentation. This 30-foot by 50-foot room contains a dozen tables that could have only been used for things best left unmentioned. Running the length of the room on the right side is a set of bookcases that at one time must have held thousands and thousands of books. Now, much like everything else in this accursed place, it contains nothing but dust.

This room was once used for torture and experimentation on creatures by the mage-priests. In their quest for power and knowledge they did many unspeakable things to intelligent beings. They even did some studies on the ether creatures and their anatomy.

A successful Spot check (DC 20) allows a PC to notice that a single book wedged down in a corner of one bookcase has somehow survived the ages intact. Small shards of glass that look to have once been a beaker of some sort litter the shelf above it. A successful Alchemy check (DC 25) or a successful Knowledge (arcana) check (DC 30) allows a PC to determine that the beaker once held oil of timelessness. It must have been slowly leaking onto the book below and thus preserved it while the others rotted away into dust.

The book's title is long gone as the oil saved the inside pages but not the cover. It is written in Ancient

Sueloise, and the pages while preserved are very fragile. It goes into great detail on the anatomy and habits of many creatures that inhabit the Ethereal Plane. This book grants the possessor a +2 circumstance bonus on Knowledge (the planes) checks that deal with any creature native to the Ethereal Plane.

Treasure:

All APLs L: 0 gp; C: 0 gp; M: Tome of the Ethereal (400 gp per player)

Development: The exit door is on the far side of this room. Once they open the exit door all other doors in the tower close and reset. This allows the party to enter the central area of the tower once again. As soon as the PCs open another door inside the tower, all other doors reset once again and lead to the same place as the opened door.

ENCOUNTER 10: WINTER'S ICY GRIP

The iron door swings open to yet another unexpected sight. A frigid wind blows into your face as the mother of all blizzards rages in front of you. Almost immediately the snow starts flowing into the tower as a huge snowdrift has built up in front of the door.

In the distance you can barely make out two human-size figures standing on what appears to be a large frozen lake. They are chipping at it with pickaxes to make a hole, and as you watch they drop down into the hole and disappear.

The PCs have to make a choice and make it rather quick. The temperature on the other side of the door is -20° F and does not look to be rising anytime soon. Exposure to this type of weather without additional protection starts causing damage to the PCs within 10 minutes.

In conditions of extreme cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of subdual damage on each failed save. A character that has the Wilderness Lore skill may receive a bonus to this saving throw and may be able to apply this bonus to other characters as well (see the skill description in Chapter 4: Skills in the *Player's Handbook*). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

Shutting the door requires a successful Strength check (DC 28) and up to three people can work on it at once. Another two can aid if they think to start moving snow out of the doorway while the other 3 push.

Thankfully there is a much simpler solution to the problem. They can walk a hundred yards and drop down through the hole in the lake's frozen surface and thus get out of the worst of the storm.

As you approach the hole in the ice you see that it is approximately 3 feet in diameter and the ice is at least 2 feet thick. Instead of water though, you see that it drops about 8 feet to solid stone.

Once somebody drops down through the hole, proceed with the following.

Dropping through the hole you see yet another amazing sight. The entire lakebed is empty, not a drop of water to be seen. Two hundred yards ahead you see a town built right into the bedrock of the lakebed. A couple dozen houses sit on the edge of a cliff, as the far half of the lakebed appears to drop down to some unknown depth. The temperature is much warmer down here, and though you still need your warm clothing, you are not worried about freezing to death in the storm above.

The town of Ye'Dex (Population: 204; Alignment: CG) is about as typical of a town as you could expect for its location. Survivors of the mage-priests fled here when their kingdom started collapsing. Since then, countless generations have grown and died in this lakebed. Several times they have tried to send groups out to see if they can reach civilization, but none have ever returned, so they gave up trying. In reality they are stuck away in a hidden corner of Stygia. The beasts that inhabit this layer attacked and destroyed anyone that made in out of the mountains. The town is merely a passing through point for the PCs. If they talk to the villagers they can gain a little info about the tower itself from their legends and such. The villagers have fallen a long way from the stature of their ancestors. They are now a very survival of the fittest, chaotic bunch. The leader is like the alpha male in a pack of wolves. They cling to their old rituals though. It is almost like they hope to return one day, even though they have no clue what they are returning to. The PCs notice many items made of the white marble that the tower is made of as well as some architectural creations that look similar to those seen in the tower.

They are also free to bypass the town entirely while they look for the exit door. The tribal leader and his goons challenge the PCs as they arrive in the village. Any show of strength on the PCs part that is flashy quickly gets them to back down. Play this up as you may, but it is not a combat situation and it should be obvious to the PCs. Once they have established themselves in the village pecking order they are free to talk to the villagers.

They may learn the following from speaking with the villagers.

Q: Who are you?

A: *We are the descendents of Ran'eb and Da'kel—mighty mage-priests and rulers of Oerth. We passed through the portal to this place and remain here until they return.* <While this is true they have no clue what it means anymore. The names are wrong and have since lost any meaning to them other than something to recite to each other in hope that their existence may one day change>

Q: How did you get here?

A: *Legends speak of a great battle and our ancestors fled through the iron door to this place. Since then neither iron door has opened for us.*

Q: *Other iron door?*

A: *Yes. Over the cliff face in the darkness sits another door. Legends say that it used to lead back to home, but nobody has been there in generations since the white lizards moved in.*

Q: *Do you know anything about the ether creatures?*

A: *<This one takes a bit of explaining, but once the PCs get the point across the villagers take them to see a couple of ether creatures frozen in the ice> They only came through about 3 or 4 years ago. <Time is not something they keep track of very well> We hid from them and eventually they succumbed to the numbing cold and died.*

Note: If shown the Hands of Yagrax, they all drop to their knees and start rambling various blessings to gods that are not familiar to the PCs. They call them the 'Hands of the Master,' and say that they have not seen such a thing since one of their ancestors lost the fabled 'Heart of the Master.'

The villagers beg the PCs to take them when they leave. This of course would be a very bad idea on the part of the party. 200+ refugees is not what they need milling around them inside the tower. If they give in and try to, they find it is not possible. Those that left the tower, left behind some very powerful defenses aimed at those who were mage-priests trying to reenter the tower. As soon as one of the villagers tries to step foot inside the tower, they are targeted by a *destruction* spell (Caster Level: 20th; DC 30). The rest refuse to follow once they see what happens to the first one.

The iron door to leave this place is on the opposite side of the cliff. It is almost a 200-foot drop to the bottom and no light reaches this far down. The door sits on the opposite side of the dry lakebed from where the party enters and this area is the hunting ground of a pack of remorahz (or a white dragon at higher APLs). The journey to the opposite side of the great crevasse takes 2 hours by foot.

Creatures:

APL 6 (EL 7)

☛ **Remorhaz:** hp 73; see *Monster Manual*.

APL 8 (EL 9)

☛ **Remorhaz (2):** hp 75, 73; see *Monster Manual*.

APL 10 (EL 11)

☛ **Remorhaz (4):** hp 76, 75, 73, 73; see *Monster Manual*.

APL 12 (EL 14)

☛ **Old White Dragon:** hp 276; see Appendix 1: NPCs.

APL 14 (EL 16)

☛ **Very Old White Dragon:** hp 337; see Appendix 1: NPCs.

Tactics: The remorahz's tactics are very simple. It is hungry and wants to eat something. The dragon on the other hand is very old and very tricky. It uses the terrain and icy conditions to the best of its ability. It knows something is up with the door and attempts to prevent the PCs from escaping through it.

Treasure: Just next to the door leading out of this place is the lair of the creatures above. Frozen inside a block of ice are a few magic items that the party can claim if they search for them.

APL 6 – C: 50gp in gems; M: heart of yagrax (333gp) (383 gp total)

APL 8 – C: 400gp in gems; M: heart of yagrax (333gp) (733 gp total)

APL 10 – C: 400gp in gems; M: heart of yagrax (333gp), +1 warhammer of frost (693 gp). (1426 gp total)

APL 12 – C: 800gp in gems; M: heart of yagrax (333gp), +1 warhammer of frost (693 gp). (1826 gp total)

APL 14 – C: 1,500gp in gems; M: heart of yagrax (333gp), ring of minor frost resistance (1333 gp), +1 warhammer of frost (693 gp). (3562 gp)

ENCOUNTER 11: OUTSIDE THE TOWER

Once again the iron door swings open as you brace yourself for what lies beyond. Surprisingly, a warm breeze blows in your face, and a serene balcony stands before you. The balcony forms a 30-foot radius half-circle jutting out from the tower. Thick olive colored vines cling to the tower over most of its surface, with odd diamond shaped leaves. To the left you see a narrow walkway with a railing head around the side of the tower, but it is completely choked with vines, making passage impossible.

On the far edge of the balcony, butting up against the railing, are three large iron chests with very complex looking locks on them. On the floor in front of them are runes inscribed onto the floor. As you watch, they move around until in common they read as follows.

The hand on the right is not the hand on the left, unless the hand on the left is a reflection of itself.

What is in the middle is not what is on the left nor right but both.

Choose wisely and pay attention, and what is right will become clear.

If the PCs take a second to look around, it becomes obvious that while the tower behind them looks the same, they are not in Tenh. Rolling fields of grass, littered with strange vines stretch as far as the eye can see. There is not a cloud in the sky, and there does not appear to be a

sun, despite the fact that it is light outside. Where they are, doesn't matter. What is on the balcony does.

The riddle on the floor actually means very little now. Once it was a guide to retrieving a few magical baubles that were hidden in the chests. Now it is nothing more than a means to waste time. The real threat here is a function of the plane itself, specifically the vines growing up the side of the tower. These vines feed on nearby magic and given time, they suppress all magic in the PCs' possession. All three chests were once trapped by powerful magical wards, and PCs checking the chests discover these runes with a successful Search check (DC 25), but it takes a successful Spellcraft skill check (DC 20) to realize that they are no longer active. Feel free to make these wards look as deadly as possible when describing them, even though none radiate magic in any way. Both the right and middle chest are empty, aside from some old dust and withered dead vines (The vines grew inside the chest, and fed off the magic until it faded). The left chest opens automatically if a mirror is presented to it. Inside, are the decaying remains of a wand and a pair of rings, though all three are covered in vines that are still living. None of these items have any magic left in them. The wand was once a *wand of fireballs* and the rings were both *rings of protection*.

🔒 **Locked Iron Chests:** 1 in. thick; hardness 20; hp 150; AC 5; Break (DC 35); Open Lock (DC 35). Four attempts are required to open all four locks.

As mentioned above, the real danger here is the vines growing up the side of the tower. These vines feed off magic at a gradual rate. After a set amount of time (see the chart below) a PC is on the balcony, one of their magic items or a magical effect (roll randomly 50% chance between the two) currently working on them stops working for an hour.

APL	Time between Effect
APL 6 & 8	3 Minutes
APL 10 & 12	2 Minutes
APL 14	1 Minutes

There is no saving throw for this effect and the only things immune to it are the *Hands of Yagrax*, *Malthindor*, *Oblivion's Blade*, and curses or benefits that can only be removed by a *wish* or *miracle* spell. Once the hour is up, the item or spell effect, if time on their duration remains, starts working again. To determine the item or spell effect that is affected follow the procedure given below.

1. During the encounter before this one collect everybody's Master Item Logsheets. This increases the chance that the players will not realize what is going on with out-of-character knowledge.
2. At the end of each minute(s), determine one item on the sheet or spell effect (50% chance) at random and it stops working.
3. If this item/effect not working would be noticeable by the PC then let them know.

4. The time needed for this effect to work adds up from multiple visits. So if a PC at APL 14 is on the balcony for 6 rounds and comes back for 4 rounds later they have been there a minute and an item stops working.
5. The only thing that can counter this effect is to enter into an anti-magic field and stay there for 5 minutes or a *wish* or *miracle* spell cast at 20th level.

No doubt, the PCs eventually realize what is happening and try to leave this area or determine the source of the drain. PCs that make a successful Knowledge (nature) check (DC 20) realize that the vines growing up the tower seem to strain toward the PCs, and do not look at all natural. Upon close inspection, this check can also reveal small arcane symbols inscribed on each leaf. Although they bear no direct meaning, this should be enough of a warning to the PCs of their true nature.

Leaving the balcony and getting to the door is not as simple as it might seem. The vines have completely overgrown the walkway that leads to the door out of this place. Although druids and other characters with the *woodland stride* ability can move through the overgrowth easily, others cannot. There are two obvious methods of bypassing this obstacle, climbing or cutting it down. Climbing around it requires a pair of successful Climb checks (DC 15). This is a bit dangerous however, those that fail, fall, taking 8d6 falling damage and must find some way back up the tower. Cutting through the vines is time consuming to say the least. Magic applied directly to the vines has no effect and instead gives them a number of hit points equal to the level of the spell or effect used. The wall of vines has the following statistics.

Wall of Vines: 10 ft thick; hardness 4; hp 240; AC 5; Break (DC 35).

The exit door from this area is around the walkway on the other side of the tower.

Development: Once the party realizes what is going on, they most likely exit the balcony immediately through one of the two doors. While they are free to stay in this area as long as they like, Motair/Alcanix pushes them to continue as quickly as possible.

ENCOUNTER 12: CITY OF BRASS

Standing before another iron door, you note that this one is a bit different. A large lock made of a bluish, ice-like material hangs on one side of it. Inscribed on the door are runes unlike any you have seen before.

Unlike other doors, this door is unique in its lock and destination. If the PCs have already gone through Encounter 9, 10, and 11, then any other door opened shows only solid stone. If they have not then they are free to ignore this door and do the other encounters first.

Eventually though, by process of elimination, they are brought back to this one.

The runes on the door can be deciphered using a *comprehend languages* spell or by making a successful Decipher Script check (DC 30). Also, after they have been within 10 feet of the door for a full five minutes the runes move to form the primary language of the closest person standing next to it.

The door reads as follows.

**Portal to the plane of molten skies
Sealed by order of his glory in his year of reign 42
May it remain as such till its masters return**

Trap: The lock is made of a type of metal composed of ice-crystals. It is unique in nature and cannot be removed without destroying it. Most parties may attempt to remove it by trying to melt it. This is exactly the wrong thing to do. It was put here to keep the creatures of fire on the other side from coming through.

When any type of heat is applied to the lock it has a very dangerous reaction. The lock releases a burst of cold out to a 50-foot range that does an equal amount of cold damage as was done in fire damage. So if a torch (1d3) was put to it and does 3 points of fire damage then the burst would do 3 points of cold damage. There is no saving throw against this effect.

The lock once had a key, but its location has been lost to the ages. If they are unable to pick the lock then the only way to open the lock is to destroy it by physically bashing it to pieces. If a metal weapon strikes the lock, then the wielder must make a Will save (DC 14 + APL) or be affected as if a *chill metal* spell had been cast on them at 20th level.

All APLs (EL 5)

❧ **Ice-Metal Lock Arrow Trap:** CR 5; cold damage equal to the fire damage done to it out to a range of 50 ft. and/or casts *chill metal*; Ref save (DC 14 + APL) at 20th level on anyone who strikes the lock with a metal object; Search (DC n/a); Disable Device (DC 40); Open Locks (DC 35); hardness 8; hp 50; AC 5.

Once the lock is removed the party may open the door and continue.

The door opens with ease and immediately you are assaulted with a wave of heat. Noxious sulfuric fumes boil into the tower from the other side of the door, and a sight from a preacher's worst description of hell stands before you.

Before you, the Elemental Plane of Fire stretches as far as the eye can see. Rivers of lava flow like water into a giant lake in the distance, while ash falls from the sky like snow. In the far distance a city can be seen. It has golden hued walls that reflect the reddish glow of the lava flowing around them.

The PCs have arrived in one of the most inhospitable places known to exist. The Elemental Plane of Fire is not a casual place to visit unprepared. The heat coming out of

the door feels like a blast furnace and the fumes cause any who breath them for too long, to start choking.

Normally any PC unprotected on the Plane of Fire would take 3d6 points of damage each round from the heat and would have to hold their breath, as the atmosphere is not breathable. Thankfully any PC who passes through the portal is granted magical protection from the effects of the Elemental Plane of Fire. They can breathe normally, and do not take any damage from the heat, lava, and other natural dangers. This does not protect them from other sources of fire damage such as a *fireball* spell, a flaming weapon, or alchemist's fire. Any protection from fire that the PC may have is used up before this protection kicks in. So if a PC had a *resist elements (Fire)* spell up, you would roll 3d6 for damage and apply it to the fire resistance 12 granted by the spell first and then the protection granted from the portal would kick in. This quickly drains away most fire protections, including *protection from elements*.

Any spell that deals cold damage has that damage reduced to 0 and any spell that contains the 'water' descriptor does not work on the Elemental Plane of Fire.

This portal was used by the great mage Tzunk in the distant past to launch his assault on the mighty City of Brass. With the help of the Codex he tore its doors asunder and made the efreet lords bow to him in homage. Yagrax inherited the portal and moved it to his tower some time afterward. Since those long lost days, the lords of the city of brass have set a guard to this door at all times awaiting his return.

Creatures: These salamanders have been placed here by their powerful efreeti overlords and do not let anyone pass without a fight. Although an easy job, as the portal has not been used in millennia, it is still a task they take very seriously.

APL 6 (EL 8)

❧ **Average Salamanders (3):** hp 39, 38, 37; see *Monster Manual*.

APL 8 (EL 10)

❧ **Noble Salamander:** hp 112; see *Monster Manual*.

❧ **Average Salamanders (2):** hp 38, 37; see *Monster Manual*.

APL 10 (EL 12)

❧ **Noble Salamanders (3):** hp 113, 112, 112; see *Monster Manual*.

APL 12 (EL 14)

❧ **Noble Salamander Commander:** Male noble salamander Ftr4; hp 150; see Appendix 1: NPCs.

❧ **Noble Salamanders (2):** hp 113, 112; see *Monster Manual*.

APL 14 (EL 16)

🔥 **Noble Salamander Commander:** Male noble salamander Ftr4; hp 150; see Appendix 1: NPCs.

🔥 **Noble Salamander High Priest:** Male noble salamander Clr5; hp 155; see Appendix 1: NPCs.

🔥 **Noble Salamanders (2):** hp 112, 112; see *Monster Manual*.

Tactics: When the PCs arrive, the salamanders are lounging in the lava pool 20 feet to the right of the entrance portal. This gives them three-fourths cover versus the PCs until they leave the lava pool. They know the punishment for letting anybody pass through the portal unhindered is death so they give no mercy and expect none in return.

Treasure: Though the PCs can claim and take back the huge longspear (at APL 8 and up) they do not receive full value for them due to their size and nature.

APL 6: L: 2 gp; C: 200 gp; M: 0 gp

APL 8: L: 1 gp; C: 200 gp; M: +3 Huge Longspear (1,526 gp per character)

APL 10: L: 0 gp; C: 200 gp; M: +3 Huge Longspear [3] (1,526 gp per character)

APL 12: L: 0 gp; C: 200 gp; M: +3 Huge Longspear [4] (1,526 gp per character), Bracers of Armor +3 (750 gp per character), +1 Ring of Protection (167 gp per character)

APL 14: L: 0 gp; C: 200 gp; M: +3 Huge Longspear [4] (1,526 gp per character), Bracers of Armor +3 (750 gp per character), +1 Ring of Protection (167 gp per character), +2 Ring of Protection (667 gp per character), +1 Full Plate of Fire Resistance (1,471 gp per character)

Development: Once the PCs have a little bit of time to look around, they find the exit door about a hundred yards behind the entrance door, moving away from the city. It sits in the middle of a pool of lava 100 feet across. A thin strip of stone leads out to it. It requires a Balance check (DC 15) to move half their base move. Though falling may scare the PCs, they are actually in no danger. The magic that protects them from the plane also protects them from the lava as well, which is only 3 feet deep. Though a short enough character could still drown in it.

ENCOUNTER 13: THE ROOM OF INFINITE POSSIBILITIES

Another iron door stands before you. This place is insane! Door after door stand before you, and yet none of them lead to your destination. As you reach for the handle, Motair speaks for the first time in a long while. "Wait. Yes, yes, this door leads to our destination. The codex lies beyond. Tread carefully. We now go where no man has stepped for longer than your minds can imagine."

Let the PCs prepare as they may and then continue.

The iron door swings open without a sound just like countless others before it. Beyond sits an octagonal stone room almost 100 feet across. In the center, carved in the floor itself, is a large mural of a book sitting on a large stone pedestal. The book sits open in the mural and must stretch at least 30 feet from one side to the other. From each corner of the carving is a pillar of energy. Each one made up of what appears to be the four elements wrapped into a chaotic twisting maelstrom. In the back of the room is a stone partition with a walkway around either side.

Even with the pillars of energy, the room has a very serene and quiet feeling to it. The dust hangs in the air motionless, and a light as bright as the sun radiates from some unknown source in the ceiling.

To enter the room requires a successful Will save (DC 14). If the saving throw is failed, the PC can try again in one minute. The entry room, the partition, and the Codex room itself all sit outside normal space, and time does not function normally within the room. Once a PC enters the room, anyone outside appears to be standing perfectly motionless. Once that PC enters the room, things start working as normal once again. No effects, physical or magical, can pass from this room back out into the tower and vice-versa.

At this point if Alcanix has not revealed himself or been found out by the party he does so. Please see *Encounter 1* for details. He also reveals more information about what lies beyond the partition.

"We have arrived my highly skilled friends. Beyond that partition is the destination to this journey, the mighty Codex itself. Though its journeys have been many, it always ends up back here in the end.

Beyond that partition is the room that holds the codex. Under no circumstance should you peer around it. The mere sight of the book is more than a mortal shell can withstand, and it will destroy you. Thanks to my current status as one from beyond the veil, I should be able to approach it without harming myself. It will take me approximately two hours to prepare and complete the ritual that will seal the door on the ethers' cage once again. I am not to be disturbed during this time. The ethers' masters will be sure to notice what I am doing, so expect trouble.

At this point the PCs may have a few more questions for Motair/Alcanix. Do your best to answer them with the information provided in the adventure, but do not go beyond that. Some information has been left cryptic on purpose.

If the PCs ask about the 'Masters' then Alcanix goes into a bit of information on the ethergaunts. He explains about their elitist attitude and their hunger to destroy everything in their quest for power and territory. His description should put fear into the PCs. These creatures are some of the toughest and cruelest foes the PCs have faced in their careers so far.

At this point the PCs can setup their defenses and prepare in whatever fashion they wish. They should be fully expecting an ether creature onslaught and the ethergaunt is not going to disappoint them. With only 15 minutes left to complete the ritual the ethers strike.

Creatures:

APL 6 (EL 8)

➤ **Etherspitters (3):** hp 14, 13, 13; see Appendix 1: NPCs.

➤ **Etherhulks (3):** hp 51, 51, 51; see Appendix 1: NPCs.

APL 8 (EL 10)

➤ **Red Ethergaunt:** hp 27; see Appendix 1: NPCs.

➤ **Etherhulks (3):** hp 51, 51, 51; see Appendix 1: NPCs.

APL 10 (EL 12)

➤ **Red Ethergaunt, Advanced:** Ethergaunt Wiz11; hp 35; see Appendix 1: NPCs.

➤ **Etherhulk, Advanced:** hp 147; see Appendix 1: NPCs.

➤ **Etherhulks (2):** hp 51, 51; see Appendix 1: NPCs.

APL 12 (EL 14)

➤ **White Ethergaunt:** hp 71; see Appendix 1: NPCs.

➤ **Etherhulks, Advanced (2):** hp 147, 147; see Appendix 1: NPCs.

➤ **Etherhulks (4):** hp 51, 51, 51, 51; see Appendix 1: NPCs.

APL 14 (EL 16)

➤ **White Ethergaunt, Advanced:** Ethergaunt Wiz 15; hp 81; see Appendix 1: NPCs.

➤ **Red Ethergaunt, Advanced:** Ethergaunt Wiz11; hp 35; see Appendix 1: NPCs.

➤ **Etherhulks, Advanced (2):** hp 147, 147; see Appendix 1: NPCs.

➤ **Etherhulks (4):** hp 51, 51, 51, 51; see Appendix 1: NPCs.

Tactics: The ethers fade into the room without warning and rush the partition to the portal room. On round one all ether creatures are considered to be incorporeal to creatures on both the Material and the Ethereal Planes. On round 2 and beyond they are fully on the Material Plane and can act normally. At APL 6 a red ethergaunt (not listed in combat stats) remains partially in the Material Plane to observe and flees once the players get the upper hand. Even the weakest ethergaunt is too much at this APL. At APL 8 and up the ethergaunt waits until round 2 and then shifts in with its material jaunt ability.

As the PCs are fighting the main bulk of the ether forces, smaller etherspitters start fading in and moving toward the partition in the back of the. They ignore the PCs and move straight in to the back of the room and explode in a flash of light. The codex is working as a giant

bug zapper in this case. This gives the PCs the hint that only the powerful can enter the room and hence the ethergaunt should be their primary focus.

At APL 8 and up the etherhulks protect the gaunt with all their abilities. They try to push a wedge through the PCs to allow the ethergaunt entrance into the codex room. Allow the PCs ample opportunity to stop this. Do not have the gaunt just rush through the PCs into the room as this is not heroic. The PCs should be able to stand with their backs to the codex room and make a stand against the gaunt and its forces. If they flee or move from its path then it enters the room. Remember it is a very arrogant creature and loves to squash them before continuing on to its main task. If the ethergaunt gets into the room, then the ritual fails as it kills Motair/Alcanix and then leaves having completed its job.

Development: If the ethers are kept out of the Codex room then Motair/Alcanix exits the room and declares success. As the PCs watch the bodies of the defeated ether creatures begin to fade away. The ether threat has been averted for now.

If the PCs fail to protect Alcanix, then the ritual fails. The ethergaunt laughs in triumph as the ether creatures fade away to leave the party alone in their failure. Encounter 14 still happens as normal but just remove any Alcanix references, as he is not there.

Special: It is possible at some point that a PC is too curious for his own good, and tries to sneak a peak at the codex. This can have some very unforeseen repercussions if the PC can live through it. First have the player make a Will save (DC 22) to move around the partition area to even get into a position to see the codex. Once there they must make a Fort save (DC 30) to resist being pulled into pieces and tossed back into the entry room dead as a doornail. If they make the save then have them make a Will save (DC 30) to resist from going insane, per the *insanity* spell; caster level 20th. If they make the save then they get a brief glimpse at what is better left unseen and then are tossed back out into the entry room. Any PC that gazes upon the codex, those that made the Will save to get around the partition and the Fort save not to die, are forever marked with the 'Touched by the Codex' effect as listed on the Adventure Record. Motair/Alcanix removes the insanity effect from any PC before Encounter 14 starts as long as he survives.

ENCOUNTER 14: THE SHADOW STRIKES

Motair/Alcanix thanks the party for their help. Without it, the ether scourge would still be plaguing the Flanaess. He informs them that once they exit this room they will be standing outside the tower once again and it should sink back into the sands. He emphatically asks them to tell no one of the location of the Codex. Its secrets should be left untouched and forgotten. With that, he bows to them and relinquishes his hold on Motair to once again

rest in peace. Read or paraphrase the following to the PCs.

As the last of the ether creatures fade away, Alcanix comes stumbling from the room containing the codex. "It is done," he says. "The ethers have been locked away once more, hopefully this time for good. I cannot fully convey my thanks to you in this endeavor. Without your help, all might have been lost. Upon leaving this room, you will be sent outside the tower and it will once again sink below the sands. I beg of you to forget of this place. The codex is a power best left lost." With that, Alcanix stands up tall. "Now, finally, I can rest again. Pray that I stay that way. Good bye my friends." The man that was Alcanix slumps to the floor, and Motair now looks up at you. "Is it over?" he asks.

Motair is a bit shaken up after this to say the least. He has been living a hazy dream for weeks now. Though Alcanix protected him from the brunt of the Codex's destructive powers he was still touched by it. How and what its effects are, is a story for another time. For now he is scared and does not trust anyone. It takes some hard work on the PCs part to calm him down.

The PCs should have a sense of accomplishment at this point and be ready to head home. Before they leave have each player make a Scry check (DC 20), or an Intelligence check (DC 20) to realize they are being watched. This is the Greater Boneheart Null checking to see if they have left yet. Growing impatient and worrying that the tower may sink before he has a chance to do what he needs to do, he strikes. Using a method unknown to the PCs, he and his strike force appear at the entryway to the codex room. The guardsmen form a perimeter in front of the door with Null blocking the door itself, his *wall of force* completely covering him and the doorway.

Creatures:

ALL APL'S (EL 20)

❖ **Null, Greater Boneheart:** Male human Wiz19; hp 115; see Appendix 1: NPCs.

❖ **Iuz Guardsmen (12):** Male human Ftr2; hp 20, 20, 20, 20, 20, 20, 20, 20, 20, 20, 20; see Appendix 1: NPCs.

Tactics: Null is here for one reason and one reason only: to setup a point for another to come and steal away the *Codex of Infinite Planes*. He cares not for the PCs or even his own guardsmen. He is meant to be an intimidating presence and should let the PCs know that something very bad is about to happen. Any PC that makes a successful Knowledge (religion) check (DC 20) realizes what he is, and a successful check (DC 24) allows them to know his name to be Null. He is meant to be invulnerable at this point. He has a *wall of force* around him with a *major globe of invulnerability* layered inside of it. Add that to his *ring of spell turning* and *staff of power*, and he is more then the PCs can ever hope to touch at this point. He only uses his own arsenal against the party under very specific circumstances. If any member of the

party gets past him and into the area just outside the codex room, null attacks them with his full capabilities. If any member of the party actually manages to engage him directly, he attempts to incapacitate them with *power word* spells, *maze* and the like.

He orders his men to apprehend the PCs in his dark lord's name. During the fight he also cackles about how the PCs were so easily duped into finding the book for him, and that he has much better plans for it then to leave it here.

The combat with the guardsmen should be fairly easy at higher APLs and a bit scary at lower ones. The point of this encounter is not to kill any PCs and the guardsmen do not do so, striking to subdue if necessary. After a few rounds the PCs should have either mopped up the guardsmen and be having a staring contest with Null, or having a glaring face-off with the guardsmen. Note that Null wants them to survive this, wants them to experience the reality of what has happened.

Make sure to make special note of the abilities Null has in effect about his person. Of special note is his *repulsion* (set to 15 feet), *minor globe of invulnerability*, *protection from spells*, *Rary's telepathic bond*, and *stoneskin*. Aside from the bond, these spells make Null practically invulnerable, especially combined with the *ring of spell turning*.

At the end of round 3 something shows up for the book. The room is plunged into total darkness and a cold unlike any other seeps into the PCs' bones. This is an *enervation*-like effect that drains 1d4 levels from every PC in the room, including the guardsmen. This effect cannot reduce a PC's levels below one. As quickly as it shows it is gone.

As quickly as the cold and darkness came they are gone. The floor around you is littered with the bodies of the dead Iuzian guardsmen. Sitting by the door is a large gem with a note under it.

Once a PC reads the note, read the following.

My dear Dupes,

I would like to thank you for your assistance. I was beginning to doubt if you were going to solve the riddle. I was beginning to think that all of my work had been in vain. In the end though you proved resourceful enough to find me that which I sought. For that I leave you this trinket of my appreciation. Use it to drown yourself in whatever drink suits your fancy as you wallow in your self-pity over what you have done.

After reading it, the note promptly crumbles to dust.

If the PCs check, they find that the Codex room no longer has the same feeling that it once did, and the book itself is indeed gone. This is a bitter pill for the party to swallow, but at least the ether threat is over and future problems are to be dealt with in their own time.

Treasure:

All APLs: L: 435 gp; C: 500 gp; M: 0 gp

CONCLUSION

Stepping out of the room you once again find yourself standing in the shifting sands of the Duchy of Tenh. In the distance you can make out the tower of the mage-priests as it sinks back into the sands, disappearing entirely after only a few moments.

The land around you has a different feel now. It is quiet. The winds have come to a halt and the shimmering in the air has ceased. Nothing but sand and dust as far as the eye can see surrounds you. The duchy is ruined, but it will recover over time.

Making your way back to Greyhawk, you can't help but wonder; did you do the right thing? Who exactly has the codex now and what do they want with it? Obviously the banishing of the ether creatures was worth the trials you endured, but was it worth the price?

Back in Greyhawk City, you are hailed as heroes. Although rumors tell that some of the ethers still remain, almost all of them have vanished. Some even say that some of the exiled nobles of Tenh plan to return and resettle their ruined kingdom. Motair the actor, not the scholar, has invited you to attend his most recent performance, a play about the heroes of Tenh. The tale of your heroics will not soon be forgotten.

All PCs who successfully complete this event receive two additional benefits. The first of these, *Hero of Tenh* gives them free lifestyle while adventuring in core adventures for the next year. The second benefit is given to every character that is successful, but may not become active until the character has played all five parts of the ether threat story arc. *The Boon of Alcanix* is a powerful gift that is only usable once. If the PCs do not successfully complete this adventure, cross off both of these benefits from their AR.

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 Two: Crossing the Border

Defeat or bypass the ether creatures

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter Five: Wartoan the Mad

Defeat or Wartoan/Yagrax

APL 6	240 XP
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APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter Six: Ambush

Defeat the ether creatures

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter Ten: Winter's Icy Grip

Defeat the creatures guarding the exit door

APL 6	210 XP
APL 8	270 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter Twelve: City of Brass

Defeat the Salamander guards

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Encounter Thirteen: The Room of Infinite Possibilities

Defeat the EtherGaunt and his lackeys

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

Story Award

Enable Alcanix to complete the ritual to banish the ether creatures

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

Discretionary roleplaying award

APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP
APL 14	360 XP

Total possible experience:

APL 6	1,770 XP
APL 8	2,220 XP

APL 10	2,700 XP
APL 12	3,150 XP
APL 14	3,600 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.

- L: Looted gear from enemy
- C: Coin, Gems, Jewelry, and other valuables
- M: Magic Items (sell value)

Encounter One: The Long Road Ahead

Defeat and loot the patrolman

All APLs: L: 145 gp; C: 4 gp; M: 0 gp

Encounter Five: Wartoan the Mad

Defeat Wartoan and loot him

APL 6 – M: ring of protection +1 (167gp), cloak of resistance +1 (83gp), wand of fireballs (5th level caster, 10 charges) (189gp). (439 gp total)

APL 8 – M: ring of protection +1 (167gp), cloak of resistance +2 (333gp), wand of fireballs (5th level caster, 10 charges) (189gp). (689 gp total)

APL 10 – M: ring of protection +1 (167gp), cloak of resistance +2 (333gp), wand of fireballs (5th level caster, 10 charges) (189gp), ioun stone (pink and green sphere) (667gp). (1356 gp total)

APL 12 – M: ring of protection +2 (667gp), cloak of resistance +2 (333gp), wand of fireballs (5th level caster, 10 charges) (189gp), ioun stone (pink and green sphere) (667gp). (1856 gp total)

APL 14 – M: ring of protection +2 (667gp), cloak of resistance +2 (333gp), wand of fireballs (5th level caster, 10 charges) (189gp), ioun stone (pink and green sphere) (667gp), ioun stone (pale lavender ellipsoid) (1667gp). (3523 gp total)

Encounter One: The Long Road Ahead

Defeat and loot the patrolman

All APLs: L: 145 gp; C: 4 gp; M: 0 gp

Encounter Nine: Test Room

Search the room and find the book

All APLs L: 0 gp; C: 0 gp; M: Tome of the Ethereal (400 gp per player)

Encounter Ten: Winter’s Icy Grip

Defeat and loot the creatuers

APL 6 – C: 50gp in gems; M: heart of yagrax (333gp) (383 gp total)

APL 8 – C: 400gp in gems; M: heart of yagrax (333gp) (733 gp total)

APL 10 – C: 400gp in gems; M: heart of yagrax (333gp), +1 warhammer of frost (693 gp). (1426 gp total)

APL 12 – C: 800gp in gems; M: heart of yagrax (333gp), +1 warhammer of frost (693 gp). (1826 gp total)

APL 14 – C: 1,500gp in gems; M: heart of yagrax (333gp), ring of minor frost resistance (1333 gp), +1 warhammer of frost (693 gp). (3562 gp)

Encounter Twelve: City of Brass

Defeat and loot the salamander guards

APL 6: L: 2 gp; C: 200 gp; M: 0 gp

APL 8: L: 1 gp; C: 200 gp; M: +3 Huge Longspear (1,526 gp per character)

APL 10: L: 0 gp; C: 200 gp; M: +3 Huge Longspear [3] (1,526 gp per character)

APL 12: L: 0 gp; C: 200 gp; M: +3 Huge Longspear [4] (1,526 gp per character), Bracers of Armor +3 (750 gp per character), +1 Ring of Protection (167 gp per character)

APL 14: L: 0 gp; C: 200 gp; M: +3 Huge Longspear [4] (1,526 gp per character), Bracers of Armor +3 (750 gp per character), +1 Ring of Protection (167 gp per character), +2 Ring of Protection (667 gp per character), +1 Full Plate of Fire Resistance (1,471 gp per character)

Encounter Fourteen: The Shadow Strikes

Defeat and loot the guardsman

All APLs: L: 435 gp; C: 500 gp; M: 0 gp

Total Possible Treasure

APL 6	1,600 gp
APL 8	2,500 gp
APL 10	4,200 gp
APL 12	6,000 gp
APL 14	12,000 gp

Special

Touched by the Codex: This character made the foolish choice to try and look at the Codex. For his folly, this character has been touched by a planar power beyond his comprehension. This character now has an intense phobia of books and tomes. He will, under no circumstance, possess a book and it will require a Will save (DC 22) to even pick one up for a short time. A wizard's spellbook does not count as its familiarity to the wizard sets it outside the normal book category.

Heart of Yagrax

This withered black heart is attached to a golden chain. Legends tell that this is the severed heart of the long dead mage priest Yagrax, cut from him after his death in an attempt to keep him eternally dead. Once per day, the wearer of this necklace may invoke its power, giving him *resist energy* for thirty minutes of an element of his choosing. During this time, the heart actually beats quietly. The heart must be worn during this time and takes up the slot of a necklace.

Faint Abjuration; CL 3rd; Cannot be crafted; Price 4,000 gp.

Hero of Tenh: For successfully banishing the ethers from Tenh, this hero has earned heroes status amongst the common populace. For the next calendar year, this character is awarded free standard lifestyle in standard core events (this does not apply to special events). If the character wishes a lifestyle above standard, it must be paid for normally. Date Issued: _____

The Boon of Alcanix: This boon is given to all players that assist Alcanix in the banishing of the ether creatures from the Duchy of Tenh. However, this boon cannot be used unless this character has played all five adventures of the ether threat plot arc (Escape from Tenh, Into the Dying Lands, Return to the Isles of Woe, Sepulcher of the Wizard King, and Endgame). Once redeemed, this boon will place one of the following spells on the character: *Aid*, *Resist Energy* (any one type), *Spider Climb*, or *Undetectable Alignment*. Each spell will last the duration of one adventure or three days, whichever comes first (temporary hit points from the *Aid* spell cannot be restored if used). Each spell is cast at a 10th level. This boon can only be used once. Write "used" across this text when this boon is redeemed.

APPENDIX 1: NPCS

Introduction

☛ **Motair Castock:** Male half-elf Exp3/Brd1; CR 3; Medium-size humanoid (elf); HD 4d6+4; hp 22; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +2 melee (1d4-1/19-20, dagger) or +5 ranged (1d4-1/19-20, thrown 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*.

Half-Elf Traits: Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, elven blood.

Roleplaying Notes: Motair's current persona is aloof and aged, a stuffy scholar through and through. In reality, Motair is a outgoing 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 of his trade.

Possessed by Alcanix...

☛ **Motair Castock/Alcanix:** Male half-elf Wiz18 (Ghost); Medium-size humanoid (elf)/undead; HD 18d12; hp 137; Init +2; Spd 30 ft.; AC 12 (touch 12, flat-footed 10); Atk +9/+4 melee (1d4-1/19-20, dagger) or +11 ranged (1d4-1/19-20, thrown dagger); SA Spells; SQ Half-elf traits; AL N; SV Fort +7, Ref +8, Will +16; Str 9, Dex 15, Con 12, Int 26, Wis 21, Cha 18.231

Skills and Feats: Concentration +22; Diplomacy +14, Knowledge (arcana) +23, Knowledge (architecture and engineering) +20, Knowledge (geography) +21, Knowledge (history) +29, Knowledge (local) +18, Knowledge (nature) +21, Knowledge (nobility and royalty) +24, Knowledge (the planes) +27, Knowledge (religion) +27, Listen +14, Search +15, Sense Motive +14, Spot +14; Alertness, Craft Staff, Craft Wand, Craft Wondrous Item, Empower Spell, Enlarge Spell, Forge Ring, Quicken Spell, Scribe Scroll, Skill Focus (Knowledge – history), Spell Focus (Divination), Spell Penetration

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

Spells Prepared (4/6/6/6/6/5/5/4/4/2; base DC = 18 + spell level; 20 + spell level for Divination spells): o— *detect magic* (2), *read magic* (2); 1st— *comprehend languages* (2), *expeditious retreat*, *mage armor*, *shield*, *unseen servant*; 2nd— *daylight*, *detect thoughts* (2), *locate object*, *misdirection*, *whispering wind*; 3rd— *clairaudience/clairvoyance* (2), *dispel magic* (2), *nondetection*, *protection from elements*; 4th—

arcane eye (2), *confusion*, *detect scrying*, *emotion*, *minor globe of invulnerability*; 5th— *feeblemind*, *mind fog*, *prying eyes*, *teleport* (2); 6th— *analyze dweomer* (2), *true seeing* (2), *mislead*; 7th— *insanity*, *sequester*, *shadow walk*, *spell turning*; 8th— *discern location*, *mind blank*, *protection from spells*, *sympathy*; 9th— *foresight*, *weird*.

Half-Elf Traits: Immunity to sleep spells and similar magical effects, +2 racial saving throw bonus against Enchantment spells or effects, low-light vision, elven blood.

Roleplaying Notes: Once Alcanix takes control of Motair he is an entirely different person. He is much more focused and the urgency in his voice is obvious to all. He believes he is the only one who truly understands the danger that Oerth is in. He does anything within his power to lock away the ethers once again, so he can rest in peace again.

ENCOUNTER 1: THE LONG ROAD

AHEAD

All APLs (EL 6)

☛ **Iuz Patrolman (4):** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4; hp 20; Init +4; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atk +6 melee (1d8+2/19-20, longsword); AL LN; SV Fort +5, Ref +0, Will +1; Str 14, Dex 10, Con 15, Int 12, Wis 12, Cha 13

Skills and Feats: Jump +1, Listen +3, Ride +5, Spot +3; Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: chain shirt, large steel shield, masterwork longsword, 6 gp, waterskin

ENCOUNTER 2: CROSSING THE BORDER

APL 6 (EL 8)

☛ **Etherspitters (2):** CR 2; Small aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); 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.

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 (+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 possess. This spit 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 within 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 Planes. This feat takes 1d6 rounds to complete during which time, the etherspitter is considered incorporeal to creatures on both planes in that it requires a weapon with at least a +1 enhancement bonus 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 spells that prevent planar travel.

Fast Healing 1 (Ex): 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 ft.; AC 19 (touch 10, flat-footed 18); Atk +9 melee (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, Cha 10.

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

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 13) to resist.

APL 8 (EL 10)

☛Etherspitters (4): CR 2; Small aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); 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.

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 (+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 possess. This spit 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 within 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 Planes. This feat takes 1d6 rounds to complete during which time, the etherspitter is considered incorporeal to creatures on both planes in that it requires a weapon with at least a +1 enhancement bonus 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 spells that prevent planar travel.

Fast Healing 1 (Ex): 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.

☛ **Etherhulks (2):** CR 4; Large aberration; HD 6d8+24; hp varies; Init +1; Spd 30 ft.; AC 19 (touch 10, flat-footed 18); Atk +9 melee (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, Cha 10.

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

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 13) to resist.

APL 10 (EL 12)

☛ **Etherspitters (8):** CR 2; Small aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); 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.

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 (+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 possess. This spit 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 within 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 Planes. This feat takes 1d6 rounds to complete during which time, the etherspitter is considered incorporeal to creatures on both planes in that it requires a weapon with at least a +1 enhancement bonus 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 spells that prevent planar travel.

Fast Healing 1 (Ex): 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, Advanced:** CR 8; Huge aberration; HD 14d8+84; hp varies; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, dazing gaze; SQ Fast healing 1, minor fading; AL N; SV Fort +10, Ref +4, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +13, Spot +12, Climb +11, Jump +12; Multiattack, Improved Critical (claw).

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 16) to resist.

APL 12 (EL 14)

☛ **Etherspitters (6):** CR 2; Small aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); 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.

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 (+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 possess. This spit 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 within 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 Planes. This feat takes 1d6 rounds to complete during which time, the etherspitter is considered incorporeal to creatures on both planes in that it requires a weapon with at least a +1 enhancement bonus 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 spells that prevent planar travel.

Fast Healing 1 (Ex): 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.

☛ **Etherhulks, Advanced (2):** CR 8; Huge aberration; HD 14d8+84; hp varies; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, dazing gaze; SQ Fast healing 1, minor fading; AL N; SV Fort +10, Ref +4, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +13, Spot +12, Climb +11, Jump +12; Multiattack, Improved Critical (claw).

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 16) to resist.

☛ **EtherNaught:** CR 9; Large aberration; HD 16d12+48; hp varies; Init +4; Spd 40 ft., climb 30 ft.; AC 24 (touch 9, flat-footed 24); Atk +15 melee (2d6+4, bite) and +12 melee (1d8+2, 2 claws) and +12 melee (1d6+2, 2 tentacles), and +12 melee (1d8+4, tail whip); Face/Reach 5 ft by 10ft/10ft; SA Breath weapon; SQ DR 15/+2, tremorsense 120 ft., immune to sleep, fear effects, paralysis, sonic, and cold damage; acid resistance 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): This 40-foot cone of ethereal spit deals 10d6 points of ethereal shift damage, and requires a Reflex save (DC 22) for half damage. Once used, it cannot be used again for 1d4 rounds. This damage causes large portions of the victims 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): The ethernaught can shift between the Ethereal and Material Planes. This feat takes 1 round to complete during which time, the ethernaught is considered incorporeal to creatures on both planes in that it requires a weapon of at least a +1 enhancement bonus 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): The ethernaught recovers 3 hit points 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.

APL 14 (EL 16)

➤ **Etherspitters (6):** CR 2; Small aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); 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.

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 (+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 possess. This spit 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 within 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 Planes. This feat takes 1d6 rounds to complete during which time, the etherspitter is considered incorporeal to creatures on both planes in that it requires a weapon with at least a +1 enhancement bonus 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 within the area of a

dimensional anchor or other spells that prevent planar travel.

Fast Healing 1 (Ex): 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.

➤ **Etherhulks, Advanced (2):** CR 10; Huge aberration; HD 18d8+108; hp varies; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Atk +22melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, dazing gaze; SQ Fast healing 1, minor fading; AL N; SV Fort +12, Ref +6, Will +11; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

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

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 within the area of a *dimensional anchor* or other spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 19) to resist.

➤ **EtherNaught:** CR 9; Large aberration; HD 16d12+48; hp varies; Init +4; Spd 40 ft., climb 30 ft.; AC 24 (touch 9, flat-footed 24); Atk +15 melee (2d6+4, bite) and +12 melee (1d8+2, 2 claws) and +12 melee (1d6+2, 2 tentacles), and +12 melee (1d8+4, tail whip); Face/Reach 5 ft by 10ft/10ft; SA Breath weapon; SQ DR 15/+2, tremorsense 120 ft., immune to sleep, fear effects, paralysis, sonic, and cold damage; acid resistance 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): This 40-foot cone of ethereal spit deals 10d6 points of ethereal shift damage, and requires a Reflex save (DC 22) for half damage. Once used, it cannot be used again for 1d4 rounds. This damage causes large portions of the victims 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): The ethernaught can shift between the Ethereal and Material Planes. This feat takes 1 round to complete during which time, the ethernaught is considered incorporeal to creatures on both planes in that it requires a weapon of at least a +1 enhancement bonus 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): The ethernaught recovers 3 hit points 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.

ENCOUNTER 5: WARTOAN THE MAD

APL 6 (EL 8)

♣ **Wartean/Yagrax:** Male human Sor8; Medium-size humanoid (human); HD 8d4+8; hp 33; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11); Atk +4 melee (1d4-1/19-20, dagger); AL CE; SV Fort +4, Ref +5, Will +10; Str 9, Dex 14, Con 12, Int 18, Wis 17, Cha 20.

Skills and Feats: Concentration +12, Knowledge (arcana) +15, Knowledge (history) +14, Knowledge (religion) +14, Listen +8, Search +6, Spellcraft +15, Spot +8; Eschew Materials, Silent Spell, Spell Focus (Evocation), Still Spell.

Possessions: masterwork dagger, ring of protection +1, cloak of resistance +1, wand of fireball (5th) (10 charges).

Spells Known (6/8/7/6/4, base DC = 15 + spell level; 17 + spell level for Evocation spells): 0 – *detect magic*, *flare*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st – *endure elements*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd – *flaming sphere*, *invisibility*, *mirror image*; 3rd – *dispel magic*, *fireball*; 4th – *enervation*.

APL 8 (EL 10)

♣ **Wartean/Yagrax:** Male human Sor10; Medium-size humanoid (human); HD 10d4+10; hp 41; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11); Atk +5 melee (1d4-1/19-20, dagger); AL CE; SV Fort +6, Ref +7, Will +12; Str 9, Dex 14, Con 12, Int 18, Wis 17, Cha 20.

Skills and Feats: Concentration +14, Knowledge (arcana) +17, Knowledge (history) +14, Knowledge (religion) +14, Listen +9, Search +8, Spellcraft +17, Spot +9; Eschew Materials, Extra Spell, Silent Spell, Spell Focus (Evocation), Still Spell.

Possessions: masterwork dagger, ring of protection +1, cloak of resistance +2, wand of fireball (5th) (10 charges).

Spells Known (6/8/7/7/6/4, base DC = 15 + spell level; 17 + spell level for Evocation spells): 0 – *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st – *endure elements*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd – *cat's grace*, *flaming sphere*, *invisibility*, *mirror image*; 3rd – *dispel magic*, *displacement*, *fireball*; 4th – *enervation*, *wall of fire*; 5th – *cone of cold*.

APL 10 (EL 12)

♣ **Wartean/Yagrax:** Male human Sor10; Medium-size humanoid (human); HD 10d4+10; hp 41; Init +2; Spd 30 ft.; AC 13 (touch 13, flat-footed 11); Atk +5 melee (1d4-1/19-20, dagger); AL CE; SV Fort +6, Ref +7, Will +12; Str 9, Dex 14, Con 12, Int 18, Wis 17, Cha 20.

Skills and Feats: Concentration +14, Knowledge (arcana) +17, Knowledge (history) +14, Knowledge (religion) +14, Listen +9, Search +8, Spellcraft +17, Spot +9; Eschew Materials, Extra Spell, Silent Spell, Spell Focus (Evocation), Still Spell.

Possessions: masterwork dagger, ring of protection +1, cloak of resistance +2, wand of fireball (5th) (10 charges).

Spells Known (6/8/7/7/6/4, base DC = 15 + spell level; 17 + spell level for Evocation spells): 0 – *detect magic*, *flare*, *ghost sound*, *light*, *mage hand*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st – *endure elements*, *mage armor*, *magic missile*, *ray of enfeeblement*, *shield*; 2nd – *cat's grace*, *flaming sphere*, *invisibility*, *mirror image*; 3rd – *dispel magic*, *displacement*, *fireball*, *slow*; 4th – *enervation*, *wall of fire*; 5th – *cone of cold*.

♣ **Entrope:** Huge outsider: CR 11; HD 12d8+60; hp 123; Init +6; Speed 40 ft.; AC 20 (touch 10, flat-footed 18); Atk +19 melee (1d8+9/19-20, 2 claws) and +14 melee (2d6+4/19-20, bite); Face/Reach 10 ft. by 20ft./10 ft.; SA: Sunder space; SQ: Immune to elements, DR 20/+2, outsider traits; AL CN; SV Fort +13, Ref +10, Will +9; Str 28, Dex 14, Con 20, Int 11, Wis 13, Cha 18.

Skills and Feats: Climb +24, Intuit Direction +9, Knowledge (the planes) +15, Listen +16, Spot +16, Search +15, Wilderness Lore +14; Combat Reflexes, Improved Critical (claw), Improved Critical (bite), Improved Initiative.

Outsider Traits: An entrope has darkvision (60-foot range). It cannot be raised or resurrected.

Sunder Space (Su): The entrope 'eats' through the borders of reality, but on the Material Plane these holes are very short lived and have violent results. It can use this ability every 1d4 rounds. Each use of this ability is a 25-foot burst centered on its mouth. The entrope is immune to its own ability. The result of this ability depends on which plane the entrope chooses to connect to. Damage from this attack is half elemental damage and half physical damage. Appropriate DR and resistances apply.

Air, Earth, Mineral, Ooze, Salt, Water: Matter or air explodes through the hole with great force, inflicting 3d10 points of impact damage and knocks victims 10 feet away from the hole. A successful Reflex save (DC 18) reduces the damage to half and negates the

knockback. The victim is also stunned for one round unless they make a Fortitude save (DC 18).

Ash, Dust, Smoke, Steam: Particulate matter bursts through the tear, inflicting 3d6 points of impact damage. A Reflex save (DC 18) reduces damage to half. Further, a Fortitude save (DC 18) is required or the victim is helpless for 1d6 rounds while it chokes and coughs.

Fire, Lightning, Positive Energy, Radiance: Raw energy gushes through the rent, inflicting 8d6 points of damage (Reflex save DC 18 for half damage).

Ice, Magma: Energy and matter erupts through the tear, inflicting 6d6 points of heat or cold damage unless a Reflex save (DC 18) is made, in which case the victim takes half damage. Unless the Reflex save is made, the victim is also knocked back 10 feet from the rent.

Negative Energy: This hole sucks the life energy from all victims, giving the victims one negative level. The DC for the Fortitude save to remove the negative level the next day is 18.

Vacuum: Matter and energy is drawn into this rent. The implosion inflicts 3d4 points of damage to all victims and sucks them into the hole. A Reflex save (DC 18) negates the latter effect. Victims sucked into the plane of Vacuum die unless they have some sort of immediate protection from the plane's deadly effects.

Immune to Elements: An entrope is immune to all forms of energy, including all elemental damage as well as positive and negative energy, though it can still be affected by force effects normally.

APL 12 (EL 14)

☛ **Wartoan/Yagrax:** Male human Sor13; Medium-size humanoid (human); HD 13d4+13; hp 53; Init +6; Spd 30 ft.; AC 14 (touch 14, flat-footed 12); Atk +6/+1 melee (1d4-1/19-20, dagger); AL CE; SV Fort +7, Ref +8, Will +13; Str 9, Dex 14, Con 12, Int 18, Wis 17, Cha 23.

Skills and Feats: Concentration +17, Knowledge (arcana) +20, Knowledge (history) +17, Knowledge (religion) +17, Listen +10, Search +9, Spellcraft +20, Spot +10; Eschew Materials, Extra Spell, Improved Initiative, Silent Spell, Spell Focus (Evocation), Still Spell.

Possessions: masterwork dagger, ring of protection +2, cloak of resistance +2, wand of fireball (5th) (10 charges), pink and green sphere ioun stone (+2 Cha).

Spells Known (6/8/8/7/7/5, base DC = 16 + spell level; 18 + spell level for Evocation spells): 0 – detect magic, flare, ghost sound, light, mage hand, prestidigitation, ray of frost, read magic, resistance; 1st – endure elements, mage armor, magic missile, ray of enfeeblement, shield; 2nd – cat's grace, flaming sphere, invisibility, mirror image, see invisibility; 3rd – dispel magic, displacement, fireball, slow, vampiric touch; 4th – enervation, fire shield, stoneskin, wall of fire; 5th – cloudkill, cone of cold, wall of force; 6th – chain lightning, repulsion.

☛ **Entrope:** Huge outsider: CR 11; HD 12d8+60; hp 123; Init +6; Speed 40 ft.; AC 20 (touch 10, flat-footed 18); Atk +19 melee (1d8+9/19-20, 2 claws) and +14

melee (2d6+4/19-20, bite); Face/Reach 10 ft. by 20ft./10 ft.; SA: Sunder space; SQ: Immune to elements, DR 20/+2, outsider traits; AL CN; SV Fort +13, Ref +10, Will +9; Str 28, Dex 14, Con 20, Int 11, Wis 13, Cha 18.

Skills and Feats: Climb +24, Intuit Direction +9, Knowledge (the planes) +15, Listen +16, Spot +16, Search +15, Wilderness Lore +14; Combat Reflexes, Improved Critical (claw), Improved Critical (bite), Improved Initiative.

Outsider Traits: An entrope has darkvision (60-foot range). It cannot be raised or resurrected.

Sunder Space (Su): The entrope 'eats' through the borders of reality, but on the Material Plane these holes are very short lived and have violent results. It can use this ability every 1d4 rounds. Each use of this ability is a 25-foot burst centered on its mouth. The entrope is immune to its own ability. The result of this ability depends on which plane the entrope chooses to connect to. Damage from this attack is half elemental damage and half physical damage. Appropriate DR and resistances apply.

Air, Earth, Mineral, Ooze, Salt, Water: Matter or air explodes through the hole with great force, inflicting 3d10 points of impact damage and knocks victims 10 feet away from the hole. A successful Reflex save (DC 18) reduces the damage to half and negates the knockback. The victim is also stunned for one round unless they make a Fortitude save (DC 18).

Ash, Dust, Smoke, Steam: Particulate matter bursts through the tear, inflicting 3d6 points of impact damage. A Reflex save (DC 18) reduces damage to half. Further, a Fortitude save (DC 18) is required or the victim is helpless for 1d6 rounds while it chokes and coughs.

Fire, Lightning, Positive Energy, Radiance: Raw energy gushes through the rent, inflicting 8d6 points of damage (Reflex save DC 18 for half damage).

Ice, Magma: Energy and matter erupts through the tear, inflicting 6d6 points of heat or cold damage unless a Reflex save (DC 18) is made, in which case the victim takes half damage. Unless the Reflex save is made, the victim is also knocked back 10 feet from the rent.

Negative Energy: This hole sucks the life energy from all victims, giving the victims one negative level. The DC for the Fortitude save to remove the negative level the next day is 18.

Vacuum: Matter and energy is drawn into this rent. The implosion inflicts 3d4 points of damage to all victims and sucks them into the hole. A Reflex save (DC 18) negates the latter effect. Victims sucked into the plane of Vacuum die unless they have some sort of immediate protection from the plane's deadly effects.

Immune to Elements: An entrope is immune to all forms of energy, including all elemental damage as well as positive and negative energy, though it can still be affected by force effects normally.

APL 14 (EL 16)

☛ **Wartoan/Yagrax:** Male human Sor16; Medium-size humanoid (human); HD 16d4+16; hp 65; Init +6; Spd

30 ft.; AC 14 (touch 14, flat-footed 12); Atk +8/+3 melee (1d4-1/19-20, dagger); AL CE; SV Fort +8, Ref +11, Will +15; Str 9, Dex 14, Con 12, Int 18, Wis 17, Cha 24.

Skills and Feats: Concentration +20, Knowledge (arcana) +23, Knowledge (history) +20, Knowledge (religion) +20, Listen +11, Search +10, Spellcraft +23, Spot +11; Eschew Materials, Extra Spell, Improved Initiative, Lightning Reflexes, Silent Spell, Spell Focus (Evocation), Still Spell.

Possessions: masterwork dagger, ring of protection +2, cloak of resistance +2, wand of fireball (5th) (10 charges), pink and green sphere ioun stone (+2 Cha), pale lavender ellipsoid ioun stone (absorbs spells up to 4th level; up to 20 levels).

Spells Known (6/8/8/8/7/7/7/7/6/3, base DC = 17 + spell level; 19 + spell level for Evocation spells): 0 – detect magic, flare, ghost sound, light, mage hand, prestidigitation, ray of frost, read magic, resistance; 1st – endure elements, mage armor, magic missile, ray of enfeeblement, shield; 2nd – cat's grace, flaming sphere, invisibility, mirror image, see invisibility; 3rd – dispel magic, displacement, fireball, slow, vampiric touch; 4th – enervation, fire shield, stoneskin, wall of fire; 5th – cloudkill, cone of cold, dominate person, wall of force; 6th – chain lightning, disintegrate, repulsion; 7th – power word, stun, prismatic spray; 8th – horrid wilting.

➤ **Entrope:** Huge outsider: CR 11; HD 12d8+60; hp 123; Init +6; Speed 40 ft.; AC 20 (touch 10, flat-footed 18); Atk +19 melee (1d8+9/19-20, 2 claws) and +14 melee (2d6+4/19-20, bite); Face/Reach 10 ft. by 20ft./10 ft.; SA: Sunder space; SQ: Immune to elements, DR 20/+2, outsider traits; AL CN; SV Fort +13, Ref +10, Will +9; Str 28, Dex 14, Con 20, Int 11, Wis 13, Cha 18.

Skills and Feats: Climb +24, Intuit Direction +9, Knowledge (the planes) +15, Listen +16, Spot +16, Search +15, Wilderness Lore +14; Combat Reflexes, Improved Critical (claw), Improved Critical (bite), Improved Initiative.

Outsider Traits: An entrope has darkvision (60-foot range). It cannot be raised or resurrected.

Sunder Space (Su): The entrope 'eats' through the borders of reality, but on the Material Plane these holes are very short lived and have violent results. It can use this ability every 1d4 rounds. Each use of this ability is a 25-foot burst centered on its mouth. The entrope is immune to its own ability. The result of this ability depends on which plane the entrope chooses to connect to. Damage from this attack is half elemental damage and half physical damage. Appropriate DR and resistances apply.

Air, Earth, Mineral, Ooze, Salt, Water: Matter or air explodes through the hole with great force, inflicting 3d10 points of impact damage and knocks victims 10 feet away from the hole. A successful Reflex save (DC 18) reduces the damage to half and negates the knockback. The victim is also stunned for one round unless they make a Fortitude save (DC 18).

Ash, Dust, Smoke, Steam: Particulate matter bursts through the tear, inflicting 3d6 points of impact

damage. A Reflex save (DC 18) reduces damage to half. Further, a Fortitude save (DC 18) is required or the victim is helpless for 1d6 rounds while it chokes and coughs.

Fire, Lightning, Positive Energy, Radiance: Raw energy gushes through the rent, inflicting 8d6 points of damage (Reflex save DC 18 for half damage).

Ice, Magma: Energy and matter erupts through the tear, inflicting 6d6 points of heat or cold damage unless a Reflex save (DC 18) is made, in which case the victim takes half damage. Unless the Reflex save is made, the victim is also knocked back 10 feet from the rent.

Negative Energy: This hole sucks the life energy from all victims, giving the victims one negative level. The DC for the Fortitude save to remove the negative level the next day is 18.

Vacuum: Matter and energy is drawn into this rent. The implosion inflicts 3d4 points of damage to all victims and sucks them into the hole. A Reflex save (DC 18) negates the latter effect. Victims sucked into the plane of Vacuum die unless they have some sort of immediate protection from the plane's deadly effects.

Immune to Elements: An entrope is immune to all forms of energy, including all elemental damage as well as positive and negative energy, though it can still be affected by force effects normally.

ENCOUNTER 6: AMBUSH!!

APL 6 (EL 8)

➤ **Etherhulks (2):** CR 4; Large aberration; HD 6d8+24; hp varies; Init +1; Spd 30 ft.; AC 19 (touch 10, flat-footed 18); Atk +9 melee (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, Cha 10.

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

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 13) to resist.

➤ **Etherscouts (3):** CR 3; Medium-size aberration; HD 4d8+4; hp varies; Init +5; Spd 30 ft., fly 60 ft. (good); AC 17 (touch 12, flat-footed 15); Atk +4 melee (1d8+1, bite) and +2 melee (1d6, 2 claws); 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.

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.

APL 8 (EL 10)

➤ **Etherhulks (3):** CR 4; Large aberration; HD 6d8+24; hp varies; Init +1; Spd 30 ft.; AC 19 (touch 10, flat-footed 18); Atk +9 melee (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, Cha 10.

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

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 13) to resist.

➤ **Etherscout:** CR 3; Medium-size aberration; HD 4d8+4; hp varies; Init +5; Spd 30 ft., fly 60 ft. (good); AC 17 (touch 12, flat-footed 15); Atk +4 melee (1d8+1, bite) and +2 melee (1d6, 2 claws); 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.

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.

➤ **EtherNaught:** CR 9; Large aberration; HD 16d12+48; hp varies; Init +4; Spd 40 ft., climb 30 ft.; AC 24 (touch 9, flat-footed 24); Atk +15 melee (2d6+4, bite) and +12 melee (1d8+2, 2 claws) and +12 melee (1d6+2, 2 tentacles), and +12 melee (1d8+4, tail whip); Face/Reach 5 ft by 10ft/10ft; SA Breath weapon; SQ DR 15/+2, tremorsense 120 ft., immune to sleep, fear effects, paralysis, sonic, and cold damage; acid resistance 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): This 40-foot cone of ethereal spit deals 10d6 points of ethereal shift damage, and requires a Reflex save (DC 22) for half damage. Once used, it cannot be used again for 1d4 rounds. This damage causes large portions of the victims 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): The ethernaught can shift between the Ethereal and Material Planes. This feat takes 1 round to complete during which time, the ethernaught is considered incorporeal to creatures on both planes in that it requires a weapon of at least a +1 enhancement bonus 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): The ethernaught recovers 3 hit points 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.

APL 10 (EL 12)

☛**Etherhulks, Advanced (3):** CR 8; Huge aberration; HD 14d8+84; hp varies; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, dazing gaze; SQ Fast healing 1, minor fading; AL N; SV Fort +10, Ref +4, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +13, Spot +12, Climb +11, Jump +12; Multiattack, Improved Critical (claw).

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 16) to resist.

☛**Etherscouts (3):** CR 3; Medium-size aberration; HD 4d8+4; hp varies; Init +5; Spd 30 ft., fly 60 ft. (good); AC 17 (touch 12, flat-footed 15); Atk +4 melee (1d8+1, bite) and +2 melee (1d6, 2 claws); 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.

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.

☛**EtherNaught:** CR 9; Large aberration; HD 16d12+48; hp varies; Init +4; Spd 40 ft., climb 30 ft.; AC 24 (touch 9, flat-footed 24); Atk +15 melee (2d6+4, bite) and +12 melee (1d8+2, 2 claws) and +12 melee (1d6+2, 2 tentacles), and +12 melee (1d8+4, tail whip); Face/Reach 5 ft by 10ft/10ft; SA Breath weapon; SQ DR 15/+2, tremorsense 120 ft., immune to sleep, fear effects, paralysis, sonic, and cold damage; acid resistance 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): This 40-foot cone of ethereal spit deals 10d6 points of ethereal shift damage, and requires a Reflex save (DC 22) for half damage. Once used, it cannot be used again for 1d4 rounds. This damage causes large portions of the victims 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): The ethernaught can shift between the Ethereal and Material Planes. This feat takes 1 round to complete during which time, the ethernaught is considered incorporeal to creatures on both planes in that it requires a weapon of at least a +1 enhancement bonus 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): The ethernaught recovers 3 hit points 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.

APL 12 (EL 14)

☛**Etherhulks, Advanced (2):** CR 10; Huge aberration; HD 18d8+108; hp varies; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Atk +22melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, dazing gaze; SQ Fast healing 1, minor fading; AL N; SV Fort +12, Ref +6, Will +11; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

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

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1

enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 19) to resist.

➤ **Etherscouts (8):** CR 3; Medium-size aberration; HD 4d8+4; hp varies; Init +5; Spd 30 ft., fly 60 ft. (good); AC 17 (touch 12, flat-footed 15); Atk +4 melee (1d8+1, bite) and +2 melee (1d6, 2 claws); 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.

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.

➤ **EtherNaughts (2):** CR 9; Large aberration; HD 16d12+48; hp varies; Init +4; Spd 40 ft., climb 30 ft.; AC 24 (touch 9, flat-footed 24); Atk +15 melee (2d6+4, bite) and +12 melee (1d8+2, 2 claws) and +12 melee (1d6+2, 2 tentacles), and +12 melee (1d8+4, tail whip); Face/Reach 5 ft by 10ft/10ft; SA Breath weapon; SQ DR 15/+2, tremorsense 120 ft., immune to sleep, fear effects, paralysis, sonic, and cold damage; acid resistance 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): This 40-foot cone of ethereal spit deals 10d6 points of ethereal shift damage, and requires a Reflex save (DC 22) for half damage. Once used, it cannot be used again for 1d4 rounds. This damage causes large portions of the victims 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): The ethernaught can shift between the Ethereal and Material Planes. This feat takes 1 round to complete during which time, the ethernaught is considered incorporeal to creatures on both planes in that it requires a weapon of at least a +1 enhancement bonus 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): The ethernaught recovers 3 hit points 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.

APL 14 (EL 16)

➤ **Etherhulks, Advanced (6):** CR 10; Huge aberration; HD 18d8+108; hp varies; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Atk +22melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, dazing gaze; SQ Fast healing 1, minor fading; AL N; SV Fort +12, Ref +6, Will +11; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

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

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 19) to resist.

➤ **Etherscouts (8):** CR 3; Medium-size aberration; HD 4d8+4; hp varies; Init +5; Spd 30 ft., fly 60 ft. (good); AC 17 (touch 12, flat-footed 15); Atk +4 melee (1d8+1, bite) and +2 melee (1d6, 2 claws); 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.

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.

☛ **EtherNaughts (3):** CR 9; Large aberration; HD 16d12+48; hp varies; Init +4; Spd 40 ft., climb 30 ft.; AC 24 (touch 9, flat-footed 24); Atk +15 melee (2d6+4, bite) and +12 melee (1d8+2, 2 claws) and +12 melee (1d6+2, 2 tentacles), and +12 melee (1d8+4, tail whip); Face/Reach 5 ft by 10ft/10ft; SA Breath weapon; SQ DR 15/+2, tremorsense 120 ft., immune to sleep, fear effects, paralysis, sonic, and cold damage; acid resistance 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): This 40-foot cone of ethereal spit deals 10d6 points of ethereal shift damage, and requires a Reflex save (DC 22) for half damage. Once used, it cannot be used again for 1d4 rounds. This damage causes large portions of the victims 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): The ethernaught can shift between the Ethereal and Material Planes. This feat takes 1 round to complete during which time, the ethernaught is considered incorporeal to creatures on both planes in that it requires a weapon of at least a +1 enhancement bonus 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): The ethernaught recovers 3 hit points 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.

ENCOUNTER 10: WINTERS ICY GRIP

APL 12 (EL 14)

☛ **Old White Dragon:** CR 14; Huge dragon (cold); HD 24d12+120; hp 276; Init +4; Spd 60 ft., fly 200 ft. (poor),

swim 60 ft., burrow 30 ft.; AC 31 (touch 8, flat-footed 31); Atk +31 melee (2d8+9/19-20, bite) and +26 melee (2d6+4/19-20, 2 claws) and +26 melee (1d8+4, 2 wings) and +26 melee (2d6+13, tail slap); Face/Reach 10 ft. by 20 ft./10 ft.; SA Breath weapon, frightful presence, spells, spell-like abilities; SQ Immunities, blindsight 240 ft., keen senses, cold subtype, icewalking, *freezing fog*, DR 10/+1; SR 21; AL CE; SV Fort +19, Ref +14, Will +15; Str 29, Dex 10, Con 21, Int 12, Wis 13, Cha 12.

Skills and Feats: Climb +33, Concentration +29, Knowledge (arcana) +25, Knowledge (history) +25, Listen +25, Spellcraft +25, Search +25, Spot +25; Cleave, Flyby Attack, Hover, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Power Attack.

Breath Weapon (Su): Cone of cold (8d6); 50 ft. cone; Reflex save (DC 27) for half damage; usable once every 1d4 rounds.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 240 feet are subject to the effect if they have fewer HD than the dragon.

A potentially affected creature that succeeds at a Will save (DC 23) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spell-like Abilities: 3/day – *gust of wind*, *fog cloud*. Caster Level 8th; save DC = 11 + spell level.

Immunities (Ex): All dragons are immune to sleep and paralysis effects.

Blindsight (Ex): A dragon can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 240 feet.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 800 feet.

Cold Subtype (Ex): Cold Immunity, double damage from fire except on a successful save.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Freezing Fog (Sp): The dragon can use this ability 3/day. It is similar to a *solid fog* spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to this *grease* effect because of its icewalking ability.

Spells Known (6/7/4; base DC = 11 + spell level): 0 – *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*; 1st – *charm person*, *endure elements*, *shield*, *true strike*; 2nd – *endurance*, *mirror image*.

APL 14 (EL 16)

➤ **Very Old White Dragon:** CR 16; Huge dragon (cold); HD 27d12+162; hp 337; Init +4; Spd 60 ft., fly 200 ft. (poor), swim 60 ft., burrow 30 ft.; AC 31 (touch 8, flat-footed 31); Atk +35 melee (2d8+10/19-20, bite) and +30 melee (2d6+5/19-20, 2 claws) and +30 melee (1d8+5, 2 wings) and +30 melee (2d6+15, tail slap); Face/Reach 10 ft. by 20 ft./10 ft.; SA Breath weapon, frightful presence, spells, spell-like abilities; SQ Immunities, blindsight 270 ft., keen senses, cold subtype, icewalking, freezing fog, DR 15/+2; SR 23; AL CE; SV Fort +21, Ref +15, Will +17; Str 31, Dex 10, Con 23, Int 14, Wis 15, Cha 14.

Skills and Feats: Climb +37, Concentration +33, Knowledge (arcana) +29, Knowledge (history) +29, Listen +29, Spellcraft +29, Search +29, Spot +29; Cleave, Flyby Attack, Hover, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Power Attack.

Breath Weapon (Su): Cone of cold (9d6); 50 ft. cone; Reflex save (DC 29) for half damage; usable once every 1d4 rounds.

Frightful Presence (Ex): A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 270 feet are subject to the effect if they have fewer HD than the dragon.

A potentially affected creature that succeeds at a Will save (DC 25) remains immune to that dragon's frightful presence for one day. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Spell-like Abilities: 3/day – gust of wind, fog cloud. Caster Level 8th; save DC = 12 + spell level.

Immunities (Ex): All dragons are immune to sleep and paralysis effects.

Blindsight (Ex): A dragon can ascertain creatures by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues) with a range of 270 feet.

Keen Senses (Ex): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 900 feet.

Cold Subtype (Ex): Cold Immunity, double damage from fire except on a successful save.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. It is always in effect.

Freezing Fog (Sp): The dragon can use this ability 3/day. It is similar to a *solid fog* spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to this *grease* effect because of its icewalking ability.

Spells Known (6/7/7/4; base DC = 12 + spell level):
0 – dancing lights, detect magic, ghost sound, mage hand,

prestidigitation, ray of frost, read magic; 1st – charm person, endure elements, expeditious retreat, shield, true strike; 2nd – endurance, mirror image, resist elements; 3rd – displacement, vampiric touch.

ENCOUNTER 12: CITY OF BRASS

APL 12 (EL 14)

➤ **Noble Salamander Commander:** Male noble salamander Ftr4; CR 13; Large outsider (fire); HD 15d8+4d10+57; hp 150; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Atk +29/+24/+19/+14 melee (2d6+15/19-20 and 1d8 fire, huge longspear) and +22 melee (2d8+3/19-20 and 1d8 fire, tail slap); Face/Reach 5 ft. by 5 ft./10 ft.; SA Heat, constrict 2d8+3 and 1d8 fire, spell-like abilities; SQ DR 20/+2, fire subtype; AL LE; SV Fort +16, Ref +11, Will +12; Str 24, Dex 13, Con 16, Int 15, Wis 15, Chr 15.

Skills and Feats: Bluff +11, Climb +13, Craft (metalworking) +24, Diplomacy +13, Escape Artist +19, Hide +15, Jump +14, Listen +22, Move Silently +17, Search +20, Sense Motive +13, Spot +22; Cleave, Great Cleave, Improved Critical (longspear), Improved Critical (tail slap), Multiattack, Power Attack, Weapon Focus (longspear), Weapon Specialization (longspear).

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check against creatures up to one size larger than itself. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Spell-Like Abilities: 3/day-burning hands, fireball, flaming sphere, and wall of fire; 1/day-dispel magic and summon monster VII (huge fire elemental). These abilities are as the spells cast by a 15th-level sorcerer (save DC = 12 + spell level).

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Skills: Salamanders receive a +4 racial bonus to Craft (metalworking) skill checks.

Feats: Salamanders have the Multiattack feat even without the requisite three natural weapons.

Possessions: +3 huge longspear, bracers of armor +3, ring of protection +1.

APL 14 (EL 16)

➤ **Noble Salamander Commander:** Male noble salamander Ftr4; CR 13; Large outsider (fire); HD 15d8+4d10+57; hp 150; Init +1; Spd 20 ft.; AC 22 (touch 11, flat-footed 21); Atk +29/+24/+19/+14 melee (2d6+15/19-20 and 1d8 fire, huge longspear) and +22 melee (2d8+3/19-20 and 1d8 fire, tail slap); Face/Reach 5 ft. by 5 ft./10 ft.; SA Heat, constrict 2d8+3 and 1d8 fire, spell-like abilities; SQ DR 20/+2, fire subtype; AL LE; SV Fort +16, Ref +11, Will +12; Str 24, Dex 13, Con 16, Int 15, Wis 15, Chr 15.

Skills and Feats: Bluff +11, Climb +13, Craft (metalworking) +24, Diplomacy +13, Escape Artist +19, Hide +15, Jump +14, Listen +22, Move Silently +17, Search +20, Sense Motive +13, Spot +22; Cleave, Great Cleave, Improved Critical (longspear), Improved Critical (tail slap), Multiattack, Power Attack, Weapon Focus (longspear), Weapon Specialization (longspear).

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check against creatures up to one size larger than itself. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Spell-Like Abilities: 3/day-burning hands, fireball, flaming sphere, and wall of fire; 1/day-dispel magic and summon monster VII (huge fire elemental). These abilities are as the spells cast by a 15th-level sorcerer (save DC = 12 + spell level).

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Skills: Salamanders receive a +4 racial bonus to Craft (metalworking) skill checks.

Feats: Salamanders have the Multiattack feat even without the requisite three natural weapons.

Possessions: +3 huge longspear, bracers of armor +3, ring of protection +1.

➤ **Noble Salamander High Priest:** Male noble salamander Clr5; CR 14; Large outsider (fire); 20d8+60; hp 155; Init +5; Spd 20 ft.; AC 29 (touch 12, flat-footed 28); Atk +26/+21/+16/+11 melee (2d6+9/19-20 and 1d8 fire, huge longspear) and +20 melee (2d8+3 and 1d8 fire, tail slap); Face/Reach 5 ft. by 5 ft./10 ft.; SA Heat, constrict 2d8+3 and 1d8 fire, spell-like abilities, spells, rebuke undead; SQ DR 20/+2, fire subtype; AL LE; SV Fort +16, Ref +11, Will +17; Str 22, Dex 13, Con 16, Int 15, Wis 18, Chr 15.

Skills and Feats: Bluff +11, Concentration +11, Craft (metalworking) +24, Diplomacy +13, Escape Artist +19, Heal +11, Hide +15, Knowledge (religion) +10, Listen +20, Move Silently +17, Search +20, Sense Motive +12, Spellcraft +10, Spot +20; Cleave, Combat Casting, Great Cleave, Improved Initiative, Multiattack, Power Attack.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check against creatures up to one size larger than itself. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Spell-Like Abilities: 3/day-burning hands, fireball, flaming sphere, and wall of fire; 1/day-dispel magic and summon monster VII (huge fire elemental). These

abilities are as the spells cast by a 15th-level sorcerer (save DC = 12 + spell level).

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Skills: Salamanders receive a +4 racial bonus to Craft (metalworking) skill checks.

Feats: Salamanders have the Multiattack feat even without the requisite three natural weapons.

Spells Prepared (5/4+1/3+1/2+1; base DC = 14 + spell level): 0 – cure minor wounds (2), detect magic, resistance (2); 1st – bane, burning hands*, command, cure light wounds, doom; 2nd – cure moderate wounds, hold person, shatter*, silence; 3rd – dispel magic, prayer, resist elements*.

*Domain spell. **Domains:** Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 attack bonus and a damage bonus equal to your cleric level (if you hit). You must declare the smite before making the attack. It is usable once per day); Fire (Turn or destroy water creatures as a good cleric turns undead. Rebuke or command fire creatures as an evil cleric rebukes undead. Use these abilities a total number of times per day equal to 3 + your Charisma modifier).

Possessions: +3 huge longspear, +1 full plate of fire resistance, ring of protection +2.

Encounter 13: The Room of Infinite Possibilities APL 6 (EL 8)

➤ **Etherspitters (3):** CR 2; Small aberration; HD 3d8; hp varies; Init +8; Spd 40 ft.; AC 19 (touch 15, flat-footed 15); 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.

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 (+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 possess. This spit 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 within 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 Planes. This feat takes 1d6 rounds to complete during which time, the etherspitter is considered incorporeal to creatures on both planes in that it requires a weapon with at least a +1 enhancement bonus 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 spells that prevent planar travel.

Fast Healing 1 (Ex): 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.

➤ **Etherhulks (3):** CR 4; Large aberration; HD 6d8+24; hp varies; Init +1; Spd 30 ft.; AC 19 (touch 10, flat-footed 18); Atk +9 melee (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, Cha 10.

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

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 13) to resist.

APL 8 (EL 10)

➤ **Red Ethergaunt:** CR 9; Medium-size aberration (extraplanar); HD 5d8+5; hp 27; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +6 melee (1d10+3, etherblade) or +6 ranged touch (1d6, etherblade); SA Enslave, spells, stupefying gaze; SQ Darkvision 60 ft., material jaunt, immunity to spells, total vision; AL NE; SV Fort +2, Ref +3, Will +6; Str 14, Dex 14, Con 12, Int 23, Wis 15, Cha 13

Skills and Feats: Concentration +9, Heal +10, Knowledge (arcana) +14, Listen +10, Move Silently +10, Spellcraft +16, Spot +10, Wilderness Lore +10; Combat Casting, Exotic Weapon Proficiency (etherblade), Track, Weapon Focus (etherblade).

Spells Known (4/6/6/4/3/2; save DC 16 + spell level). 0 – *daze, disrupt undead, mage hand, resistance*; 1st – *expeditious retreat, hypnotism, mage armor, magic missile, shield, true strike*; 2nd – *detect thoughts, glitterdust, Melf's acid arrow, mirror image, protection from arrows, see invisibility*; 3rd – *dispel magic, displacement, tongues, vampire touch*; 4th – *charm monster, improved invisibility, Otiluke's resilient sphere, phantasmal killer*; 5th – *cone of cold, mind fog*.

➤ **Etherhulks (3):** CR 4; Large aberration; HD 6d8+24; hp varies; Init +1; Spd 30 ft.; AC 19 (touch 10, flat-footed 18); Atk +9 melee (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, Cha 10.

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

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 13) to resist.

APL 10 (EL 12)

➤ **Red Ethergaunt, Advanced:** Ethergaunt Wiz11; CR 11; Medium-size aberration (extraplanar); HD 5d8+2d4+7; hp 35; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d10+3, etherblade) or +7

ranged touch (1d6, etherblade); SA Enslave, spells, stupefying gaze; SQ Darkvision 60 ft., material jaunt, immunity to spells, total vision; AL NE; SV Fort +2, Ref +3, Will +6; Str 14, Dex 14, Con 12, Int 23, Wis 15, Cha 13

Skills and Feats: Concentration +13, Heal +10, Knowledge (arcana) +17, Listen +12, Move Silently +12, Spellcraft +17, Spot +10, Wilderness Lore +10; Combat Casting, Exotic Weapon Proficiency (etherblade), Track, Weapon Focus (etherblade).

Spells Known (4/6/6/5/4/3/2; save DC 16 + spell level). 0 – daze, disrupt undead, mage hand, resistance; 1st – expeditious retreat, hypnotism, mage armor, magic missile, shield, true strike; 2nd – detect thoughts, glitterdust, Melf's acid arrow, mirror image, protection from arrows, see invisibility; 3rd – dispel magic, displacement, haste, tongues, vampire touch; 4th – charm monster, improved invisibility, Otiluke's resilient sphere, phantasmal killer; 5th – cone of cold, mind fog (2); 6th – disintegrate, mass suggestion.

☛ **Etherhulk, Advanced:** CR 8; Huge aberration; HD 14d8+84; hp varies; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, dazing gaze; SQ Fast healing 1, minor fading; AL N; SV Fort +10, Ref +4, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +13, Spot +12, Climb +11, Jump +12; Multiattack, Improved Critical (claw).

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 16) to resist.

☛ **Etherhulks (2):** CR 4; Large aberration; HD 6d8+24; hp varies; Init +1; Spd 30 ft.; AC 19 (touch 10, flat-footed 18); Atk +9 melee (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, Cha 10.

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

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 13) to resist.

APL 12 (EL 14)

☛ **White Ethergaunt:** CR 13, Medium-size aberration (extraplanar); HD 11d8+22; hp 71; Init +3; Spd 30 ft.; AC 23 (touch 13, flat-footed 20); Atk +9/+4 melee (1d10+1, etherblade) or +11/+6 ranged touch (1d6, etherblade); SA Enslave, spells, stupefying gaze; SQ Darkvision 60 ft., material jaunt, immunity to spells, total vision; AL NE; SV Fort +5, Ref +6, Will +9; Str 12, Dex 16, Con 14, Int 27, Wis 15, Cha 13

Skills and Feats: Concentration +16, Diplomacy +17, Heal +16, Knowledge (arcana) +22, Knowledge (the planes) +22, Listen +16, Move Silently +17, Sense Motive +16, Spellcraft +24, Spot +16, Wilderness Lore +2 (+4 on other planes); Combat Casting, Empower Spell, Exotic Weapon Proficiency (etherblade), Extend Spell, Spell Penetration

Spells Known (4/6/6/6/6/4/3/2; save DC = 18 + spell level). 0 – daze, disrupt undead, mage hand, resistance; 1st – expeditious retreat, hypnotism, mage armor, magic missile, shield, true strike; 2nd – detect thoughts, glitterdust, Melf's acid arrow, mirror image, protection from arrows, see invisibility; 3rd – dispel magic, displacement, fireball, haste, tongues, vampire touch; 4th – charm monster, improved invisibility, Otiluke's resilient sphere, phantasmal killer, rainbow pattern, scrying; 5th – cone of cold, dismissal, mind fog (2); 6th – disintegrate, mass suggestion, project image; 7th – plane shift, power word stun.

☛ **Etherhulks, Advanced (2):** CR 8; Huge aberration; HD 14d8+84; hp varies; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, dazing gaze; SQ Fast healing 1, minor fading; AL N; SV

Fort +10, Ref +4, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +13, Spot +12, Climb +11, Jump +12; Multiattack, Improved Critical (claw).

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 16) to resist.

➤ **Etherhulks (4):** CR 4; Large aberration; HD 6d8+24; hp varies; Init +1; Spd 30 ft.; AC 19 (touch 10, flat-footed 18); Atk +9 melee (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, Cha 10.

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

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 13) to resist.

APL 14 (EL 16)

➤ **White Ethergaunt, Advanced:** Ethergaunt Wiz 15; CR 15, Medium-size aberration (extraplanar); HD 11d8+2d4+26; hp 81; Init +3; Spd 30 ft.; AC 23 (touch 13, flat-footed 20); Atk +10/+5 melee (1d10+1, etherblade) or +12/+7 ranged touch (1d6, etherblade); SA Enslave, spells, stupefying gaze; SQ Darkvision 60 ft., material jaunt, immunity to spells, total vision; AL NE; SV Fort +5, Ref +6, Will +9; Str 12, Dex 16, Con 14, Int 27, Wis 15, Cha 13

Skills and Feats: Concentration +22, Diplomacy +19, Heal +16, Knowledge (arcana) +26, Knowledge (the planes) +26, Listen +16, Move Silently +17, Sense Motive +16, Spellcraft +26, Spot +16, Wilderness Lore +2 (+4 on other planes); Combat Casting, Empower Spell, Exotic Weapon Proficiency (etherblade), Extend Spell, Spell Penetration

Spells Known (4/6/6/6/6/5/4/3/2; save DC = 18 + spell level). 0 – *daze, disrupt undead, mage hand, resistance*; 1st – *expeditious retreat, hypnotism, mage armor, magic missile, shield, true strike*; 2nd – *detect thoughts, glitterdust, Melf's acid arrow, mirror image, protection from arrows, see invisibility*; 3rd – *dispel magic, displacement, fireball, haste, tongues, vampire touch*; 4th – *charm monster, improved invisibility, Otiluke's resilient sphere, phantasmal killer, rainbow pattern, scrying*; 5th – *cone of cold (2), dismissal, mind fog (2)*; 6th – *disintegrate, greater dispelling, mass suggestion, project image*; 7th – *plane shift, power word stun, prismatic spray*; 8th – *Bigby's clenched fist, horrid wilting*.

➤ **Red Ethergaunt, Advanced:** Ethergaunt Wiz 11; CR 11; Medium-size aberration (extraplanar); HD 5d8+2d4+7; hp 35; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14); Atk +7 melee (1d10+3, etherblade) or +7 ranged touch (1d6, etherblade); SA Enslave, spells, stupefying gaze; SQ Darkvision 60 ft., material jaunt, immunity to spells, total vision; AL NE; SV Fort +2, Ref +3, Will +6; Str 14, Dex 14, Con 12, Int 23, Wis 15, Cha 13

Skills and Feats: Concentration +13, Heal +10, Knowledge (arcana) +17, Listen +12, Move Silently +12, Spellcraft +17, Spot +10, Wilderness Lore +10; Combat Casting, Exotic Weapon Proficiency (etherblade), Track, Weapon Focus (etherblade).

Spells Known (4/6/6/5/4/3/2; save DC 16 + spell level). 0 – *daze, disrupt undead, mage hand, resistance*; 1st – *expeditious retreat, hypnotism, mage armor, magic missile, shield, true strike*; 2nd – *detect thoughts, glitterdust, Melf's acid arrow, mirror image, protection from arrows, see invisibility*; 3rd – *dispel magic, displacement, haste, tongues, vampire touch*; 4th – *charm monster, improved invisibility, Otiluke's resilient sphere, phantasmal killer*; 5th – *cone of cold, mind fog (2)*; 6th – *disintegrate, mass suggestion*.

➤ **Etherhulks, Advanced (2):** CR 8; Huge aberration; HD 14d8+84; hp varies; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20); Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA Rend, dazing gaze; SQ Fast healing 1, minor fading; AL N; SV

Fort +10, Ref +4, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +13, Spot +12, Climb +11, Jump +12; Multiattack, Improved Critical (claw).

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 16) to resist.

☛ **Etherhulks (4):** CR 4; Large aberration; HD 6d8+24; hp varies; Init +1; Spd 30 ft.; AC 19 (touch 10, flat-footed 18); Atk +9 melee (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, Cha 10.

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

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 13) to resist.

ENCOUNTER 14: THE SHADOW

STRIKES

All APLs (EL 20)

☛ **Null, Greater Boneheart:** Male human Wiz19; CR 19; Medium-size humanoid (human); HD 19d4+57; hp 115; Init +8; Spd 30 ft.; AC 35 (touch 21, flat-footed 31); Atk +10/+5 melee (1d6+1, staff of power) or +13/+8 ranged (spell); SA Spells; SQ Lasting spell effects; AL CE; SV Fort +15, Ref +16, Will +20; Str 9, Dex 19, Con 16, Int 28, Wis 16, Cha 5.

Skills and Feats: Concentration +25, Escape Artist +20, Hide +9, Knowledge (arcana) +29, Knowledge (the planes) +31, Knowledge (religion) +17, Listen +13, Move Silently +9, Search +33, Spellcraft +31, Spot +28; Craft Staff, Craft Wondrous Item, Empower Spell, Improved Initiative, Maximize Spell, Quickened Spell, Scribe Scroll, Silent Spell, Spell Focus (Evocation), Spell Focus (Transmutation), Spell Penetration, Still Spell.

Lasting Spell Effects (Su): Null has cast a few *wish* spells and as a result, has the following abilities. He can always *see invisibility* as per the spell. In addition to this, the next three spells that might affect him, that do not give a save are automatically countered as if the same spell was used to counterspell the effect. Such spells must first get past his other protections first however. Finally, Null has a *contingency* spell cast upon his person that *teleports* him back to his protected safe house in Dorakaa should he ever be slain, brought to negative hit points, or incapacitated (physically or mentally).

Spells Prepared (4/7/6/6/6/6/5/5/4/4; base DC = 19 + spell level; 21 + spell level for Evocation and Transmutation spells): 0—*detect magic* (2), *light*, *read magic*; 1st—*change self*, *magic missile* (3), *obscuring mist*, *protection from chaos*, *ray of enfeeblement*; 2nd—*blindness*, *darkness*, *detect thoughts*, *glitterdust*, *mirror image*, *misdirection*; 3rd—*clairvoyance*, *dispel magic*, *displacement*, *fireball* (2), ~~haste~~; 4th—*confusion*, *Evard's black tentacles*, *improved invisibility*, ~~minor globe of invulnerability~~, ~~stoneskin~~, *wall of fire*; 5th—*cloudkill*, *cone of cold*, *dimension door* (silent), ~~rary's telepathic bond~~, *teleport*, ~~wall of force~~; 6th—*chain lightning*, *disintegrate*, *greater dispelling*, ~~repulsion~~, ~~true seeing~~; 7th—*delayed blast fireball*, *dispel magic* (quickened), *fireball* (quickened), *limited wish*, *power word*, *stun*; 8th—*cone of cold* (maximized), *maze*, *power word blind*, ~~protection from spells~~; 9th—*mordenkainen's disjunction*, *power word*, *kill*, *time stop*, *wall of force* (quickened).

Possessions: amulet of health +4 (this amulet also radiates a continuous shield spell), bracers of armor +7, cloak of resistance +4, gem of seeing, gloves of dexterity +4, headband of intellect +6, ring of protection +5, ring of spell turning, robe of eyes, ~~scroll of teleportation circle (19th level caster)~~, staff of power (45 charges), winged boots, vest of escape.

☛ **Tuz Guardsmen:** Male human Ftr2; CR 2; Medium-size humanoid (human); HD 2d10+4, hp 20; Init +4; Spd 30 ft.; AC 16 (touch 10, flat-footed 16); Atk +6

melee (1d8+2/19-20, longsword); AL LN; SV Fort +5, Ref +0, Will +1; Str 14, Dex 10, Con 15, Int 12, Wis 12, Cha 13

Skills and Feats: Jump +1, Listen +3, Ride +5, Spot +3; Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)

Possessions: chain shirt, large steel shield, masterwork longsword, 6 gp, waterskin

APPENDIX 2: NEW RULES

Eschew Materials [Metamagic] As presented in *Tome and Blood*

You can cast spells without relying upon material components.

Prerequisites: Any other metamagic feat.

Benefit: You can cast any spell that has a material component costing 1gp or less without needing that component. (The casting of the spell still provokes attacks of opportunity as normal). If the spell requires a material component that costs more than 1gp, you must have the material component on hand to cast the spell, just as normal.

Extra Spell [General] As presented in *Tome and Blood*

You can cast an extra spell.

Prerequisites: Spellcaster level 3rd+

Benefit: You learn one additional spell at any level up to one level lower than the highest-level spell you can cast.

Special: You may gain this feat multiple times. Each time, you learn a new spell at any level up to one level lower than the highest level spell you can cast

APPENDIX 3: NEW MONSTERS

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)

Base Attack/Grapple: +4/+11

Attack: bite +6 melee

Full Attack: bite +6 melee

Damage: bite 2d6+4

Face/Reach: 5 ft. by 10 ft. / 5 ft.

Special Attacks: Improved grab, ethereal possession.

Special Qualities: 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 gains control of them until the host has lost its usefulness. Looking similar to a large centipede, this creature is supported by hundreds of small spindly legs. An armored carapace ridged with small thorns covers its long segmented body. Its most noticeable feature is a 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 hint 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 the 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 victim 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 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 for free.

Minor Fading (Su): The etherleech can shift between the Ethereal and Material plane. This feat takes 1d3 rounds to complete during which time, the etherleech is considered incorporeal to creatures on both planes in that it requires a weapon with a +1 enhancement bonus minimum to hit, and has a 50% chance to ignore the damage from any corporeal source. The etherleech 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 spells 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)

Base Attack/Grapple: +3/+4

Attack: bite +4 melee

Full Attack: bite +4 melee and 2 claws +2 melee

Damage: bite 1d8+1, claw 1d6

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

Special Attacks: Breath weapon

Special Qualities: 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 ft.

AC: 19 (+4 natural, +4 Dex, +1 size)

Base Attack/Grapple: +2/+0

Attack: bite +5

Full Attack: bite +5

Damage: bite 1d6+3

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

Special Attacks: Ethereal spit, steal dead

Special Qualities: 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, Cha 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 races that dwell 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. One hundred thin chitinous legs 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 etherspitter's 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 possess. This spit 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 within 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 Planes. This feat takes 1d6 rounds to complete during which time, the etherspitter is considered incorporeal to creatures on both planes in that it requires a weapon with at least a +1 enhancement bonus 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 spells that prevent planar travel.

Fast Healing 1 (Ex): 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 ft.

AC: 19 (-1 size, +1 Dex, +9 natural)

Base Attack/Grapple: +4/+14

Attack: claw +9 melee

Full Attack: 2 claws +9 melee

Damage: claw 1d6+6

Face/Reach: 5 ft. by 5 ft./ 10 ft.

Special Attacks: Rend 2d6+9, dazing gaze

Special Qualities: Minor fading, fast healing 1

Saves: Fort +6, Ref +3, Will +5

Abilities: Str 23, Dex 13, Con 19, Int 6, Wis 11, Cha 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 dwell 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-lense eyes that daze those who look directly into them. Their bodies are completely covered in thick chitinous plates that let them 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 ability.

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

Minor Fading (Su): Etherhulks can shift between the Ethereal and Material Planes. This feat takes 1d6 rounds to complete during which time, the etherhulk is considered incorporeal to creatures on both planes in that it requires weapons with at least a +1 enhancement bonus to hit them, 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 spells 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; a 1 round effect with no HD restrictions; 30-foot range; Will save (DC 13) to resist.

ETHERNAUGHT

Large Aberration

Hit Dice: 16d12+48 (152 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft., 30 ft. (climb)

AC: 24 (-1 size, +15 natural)

Base Attack/Grapple: +12/+20

Attack: bite +15

Full Attack: bite +15, 2 claws +12, 2 tentacles +12, 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 Attacks: Breath weapon

Special Qualities: DR 15/+2, tremorsense 120 ft., immune to sleep, fear effects, paralysis, sonic, and cold damage; acid resistance 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 dwell 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 ethernaught looks 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 ethernaught looks 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 combat with their breath weapon, attempting to catch as many opponents as possible. 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 only retreat to heal when ordered to by a superior.

Breath Weapon (Su): This 40-foot cone of ethereal spit deals 10d6 points of ethereal shift damage, and

requires a Reflex save (DC 22) for half damage. Once used, it cannot be used again for 1d4 rounds. This damage causes large portions of the victims 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): The ethernaught can shift between the Ethereal and Material Planes. This feat takes 1 round to complete during which time, the ethernaught is considered incorporeal to creatures on both planes in that it requires a weapon of at least a +1 enhancement bonus 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): The ethernaught recovers 3 hit points 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.

ETHERGAUNT

Travelers to the Ethereal Plane report vast fields of nothingness, roiling fog cloaking a barren landscape. Sometimes, however, they come upon fantastic stone pyramids or cyclopean menhirs topped with flashing magical flames, the relics of an ancient race. Knowledgeable scholars refer to the fearsome creators of these structures as ethergaunts, after their emaciated, delicate frames. An advanced culture that abandoned the Material Plane more than 10,000 years ago, the ethergaunts are finally coming back.

Adult ethergaunts stand 8 feet tall and resemble extraordinarily thin humanoids. An ethergaunt's long, thin arms reach to mid-calf; each hand has three agile fingers and a thumb. An inhuman face caps a short neck that protrudes from the center of the creature's chest, giving the ethergaunt a somewhat stooped appearance. Because few creatures can gaze upon an ethergaunt's face without taking severe damage to their psyches, the creatures have developed bisected masks that serve to give them a somewhat human-like appearance. Dozens of colorful, prehensile tendrils emerge from behind the mask like a mane of thick, fleshy, hair. The faceplate resembles a featureless porcelain visage, and the mask's color reveals the ethergaunt's role in the creatures' pragmatic society. Red ethergaunts serve the race as scientists and explorers. White ethergaunts manage the reds' affairs and form the primary government of the race. The dreaded black ethergaunts control the entire society of ethergaunts. Fewer than one hundred black ethergaunts are thought to exist. Other colors and roles may exist.

Ethergaunts have a great disdain for the creatures that have inhabited 'their world' since their ancient departure. They have progressed technologically and philosophically to a point where they consider most inhabitants of the Material Plane no more relevant than insects. While they see themselves as beyond good and evil in the classic sense, they are not pleased at the current infestation of their old home, and have set upon the most devastating extermination in history.

Ethergaunts communicate with each other by wriggling their head tendrils, which transmits a psychic "soundprint" identifiable as language to other ethergaunts within normal hearing range. They occasionally communicate with members of Material Plane races by revealing their true faces to one of the creature's cohorts and using that dominated ally as a psychic puppet-envoy. In such communications, the ethergaunts refer to themselves as the *khen-zai*. Ethergaunts can hear normally, despite the fact that they cannot speak.

Ethergaunts communicate with each other using their own language, *Khen-Zai*, which cannot be learned by those who lack their unique anatomy. Most know a smattering of other languages, usually tongues plucked from the minds of enslaved envoys. Additional languages include Common, Draconic, Dwarven, and Elven.

Combat

Though members of each ethergaunt caste have unique individual spells and abilities, the race as a whole, shares a number of common characteristics.

Enslave (Su): Three times per day, an ethergaunt can attempt to enslave any one living creature within 30 feet. This ability functions similarly to a *dominate monster* spell (caster level 16th; Will save DC 13 for red, DC 16 for white, DC 20 for black). An enslaved creature obeys the ethergaunt's telepathic commands to the letter. The subject can attempt a new Will save every day to break free. Only the death of the ethergaunt or the enslaved creature may otherwise break the enslavement. Additionally, the effect may be broken with a remove curse or dispel magic, or if the ethergaunt travels farther than 1 mile away from the enslaved creature, or travels to a different Plane.

At any given time, an ethergaunt may have one slave per point of Charisma bonus. Normally there is but one slave for a red or white, and two for a black. Although, exceptional individuals may be able to command more slaves.

Stupefying Gaze (Su): An ethergaunt can open and close its vertically bisected mask as a free action, revealing a horrifically alien morass of facial organs and orifices. On its turn, the creature decides if it wants its mask to be open or closed. Anyone with 30 feet of an ethergaunt with an open mask who meets the creature's gaze must succeed on a Will saving throw (DC 13 for red, DC 16 for white, and DC 20 for black) or immediately take 1d4 points of Intelligence, Wisdom, and Charisma damage. A creature that successfully saves against this effect cannot be affected by the same ethergaunt's stupefying gaze for one day.

Ethergaunts are immune to their own gaze attacks and to those of others of their kind.

Immunity to Spells (Su): Ethergaunts may choose to ignore the effects of arcane spells, just as if the spellcaster had failed to overcome spell resistance. They have no power over divine spells, having long ago rationalized divinity out of their racial philosophy. Though powerful, this ability is somewhat limited. It applies only to arcane spells of 2nd level or lower for red ethergaunts, 4th level or lower for white ethergaunts, and 6th level or lower for black ethergaunts.

Material Jaunt (Su): Ethergaunts dwell on the Ethereal Plane. While in their natural state of etherealness, they can perceive, but not affect creatures and objects on the Material Plane. However, an ethergaunt can transport itself from the Ethereal Plane to the Material Plane as a standard action. It can remain on the Material Plane for up to 1 round per Hit Die it possesses. At the end of this time, or when the ethergaunt chooses, it becomes ethereal again. An ethergaunt must remain on the Ethereal Plane for at least 1 hour after a material jaunt, before it can use this ability again.

Total Vision (Ex): An ethergaunt's super-developed brain and countless facial sensory organs allow it to discern all objects within 40 feet, even though a mask

hides its face. An ethergaunt usually does not need to make Spot or Listen checks to notice creatures within range of its total vision. A *silence* spell has no bearing upon an ethergaunt's total vision.

Ethergaunt Society

Ethergaunt society serves the dual goals of philosophical progress and self-preservation. The *ken-zai* define progress as the culling of emotion in order to approach perfect rationality. They define self-preservation as the removal of any threat to their carefully developed objective philosophy. The inhabitants of the Material Plane threaten both philosophy and preservation, and hence must be destroyed.

Rigidly stratified through an immutable caste system, an ethergaunt's role in society is largely defined by the actions (or lack thereof) or its predecessors. The *ken-zai* long ago eliminated irrational ambition by ensuring that no ethergaunt can ever achieve a greater status. Once during its lifetime, however, an ethergaunt can produce a young *ken-zai* through asexual reproduction. The child's caste, and hence the color it bears upon its faceplate for its entire life, is decided before it is born by a cadre of black ethergaunts who weigh the achievements of the child's ancestor before assigning the child's caste.

Ethergaunts gather in small communities known as enclaves, usually situated around a large central pyramid that serves as a center of learning for the entire community. The largest such settlements boast as many as ten black ethergaunts, fifty white ethergaunts, and five hundred red ethergaunts.

Ethergaunt Items

Ethergaunts have developed a number of technological marvels. Because the race shuns art or pleasure, most participate in one of two activities; genocide or the eradication of religious devotion. Though the features of these objects resemble those of magic items, the objects are in fact technological and are not affected by spells such as *antimagic field*. Only ethergaunts have the knowledge and skill to build or maintain these devices.

Etherblade: Resembling a short glaive topped with a hollow barrel, this favored weapon of the ethergaunts can fire a ray of force as a ranged touch attack for 1d6 points of damage. The etherblade ray has a range increment of 40 feet. The weapon can fire 50 times before it is exhausted. It cannot be recharged.

An etherblade can be used as a two-handed weapon in melee combat to deal 1d10 points of slashing damage. A fully charged etherblade has a market price of 800 gp.

Doubt Bomb: This small ceramic sphere contains a chemical mixture intended to overstimulate the 'doubt centers' in the brain. The bomb can be thrown as a grenade-like weapon. A thrown bomb shatters on impact, creating a cloud of poisonous gas in a 10-foot spread. Initial and secondary damage is 1d6 Wisdom damage. A successful Fortitude save (DC 15) negates this effect. Ethergaunts are immune to the effects of doubt bombs. A doubt bomb has a market price of 500 gp.

Red Ethergaunt

Medium-Size Aberration (Extraplanar)

Hit Dice: 5d8+5 (27 hp)

Initiative: +2

Speed: 30 ft.

AC: 16 (+2 dex, +4 natural), touch 12, flat-footed 14

Base Attack/Grapple: +3/+5

Attack: etherblade +6 melee or etherblade +6 ranged touch

Full Attack: etherblade +6 melee or etherblade +6 ranged touch

Damage: etherblade 1d10+3 or etherblade 1d6

Face/Reach: 5 ft. / 5 ft.

Special Attacks: Enslave, spells, stupefying gaze

Special Qualities: Darkvision 60 ft., material jaunt, immunity to spells, total vision

Saves: Fort +2, Ref +3, Will +6

Abilities: Str 14, Dex 14, Con 12, Int 23, Wis 15, Cha 13

Skills: Concentration +9, Heal +10, Knowledge (arcana) +14, Listen +10, Move Silently +10, Spellcraft +16, Spot +10, Wilderness Lore +10

Feats: Combat Casting (B), Exotic Weapon Proficiency (etherblade) (B), Track, Weapon Focus (etherblade)

Climate/Terrain: Any land and underground (Ethereal Plane)

Organization: Solitary or team (1-6)

Challenge Rating: 9

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +7

By far the most frequently encountered caste of ethergaunts, reds serve the race as scouts, trackers, and low-level diplomats, particularly when diplomacy in fact means exterminating natives to send a political message. Though they hold an arrogant opinion of their own importance in relation to the current residents of the Material Plane, reds fully understand their role as the rank-and-file of the ether legions. The fact that ethergaunt grunts generally are more brilliant than the brightest human mages reveals much regarding the *ken-zai* perspective.

Slightly shorter and bulkier than their superiors, red ethergaunts sport a crimson faceplate that marks them as creatures who have yet to purge the fires of passion from their rational minds. Accordingly, many of the more powerful reds view the struggle against the Material Plane races as a battle of the cultured against ravenous barbarians.

Combat

Red ethergaunts are adept at using the etherblade, a scientific weapon invented by the *ken-zai* during their sojourn to far planes. Most ethergaunts prefer to take potshots with the weapon from a safe distance instead of engaging in melee.

Spells: A red ethergaunt can cast arcane spells as a 9th-level wizard (4/6/6/4/3/2; save DC 16 + spell level).

A typical spell list might include: 0 – *daze*, *disrupt undead*, *mage hand*, *resistance*; 1st – *expeditious retreat*,

hypnotism, mage armor, magic missile, shield, true strike; 2nd – detect thoughts, glitterdust, Melf's acid arrow, mirror image, protection from arrows, see invisibility; 3rd – dispel magic, displacement, tongues, vampire touch; 4th – charm monster, improved invisibility, Otiluke's resilient sphere, phantasmal killer; 5th – cone of cold, mind fog.

White Ethergaunt

Medium-Size Aberration (Extraplanar)

Hit Dice: 11d8+22 (71 hp)

Initiative: +3

Speed: 30 ft.

AC: 23 (+3 dex, +10 natural), touch 13, flat-footed 20

Base Attack/Grapple: +8/+9

Attack: etherblade +9 melee or etherblade +11 ranged touch

Full Attack: etherblade +9/+4 melee or etherblade +11/+6 ranged touch

Damage: etherblade 1d10+1 or etherblade 1d6

Face/Reach: 5 ft. / 5 ft.

Special Attacks: Enslave, spells, stupefying gaze

Special Qualities: Darkvision 60 ft., material jaunt, immunity to spells, total vision

Saves: Fort +5, Ref +6, Will +9

Abilities: Str 12, Dex 16, Con 14, Int 27, Wis 15, Cha 13

Skills: Concentration +16, Diplomacy +17, Heal +16, Knowledge (arcana) +22, Knowledge (the planes) +22, Listen +16, Move Silently +17, Sense Motive +16, Spellcraft +24, Spot +16, Wilderness Lore +2 (+4 on other planes)

Feats: Combat Casting, Empower Spell, Exotic Weapon Proficiency (etherblade) (B), Extend Spell, Spell Penetration

Climate/Terrain: Any land and underground (Ethereal Plane)

Organization: Solitary, pair. or cadre (3-8)

Challenge Rating: 13

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

Level Adjustment: +5

White ethergaunts, who serve the race as scholars, philosophers, diplomats, and bureaucrats, occasionally parlay with the Material Plane races in order to serve the greater goal of planar domination. Cunning schemers, whites attempt to purge all emotion from their dealings, instead dedicating themselves to, what is in their estimation, objective pragmatism. Whites seldom give an inch, and "negotiations" generally boil down to suggestions that fighting off inevitable genocide only results in unnecessary struggle and needless destruction of material resources.

White ethergaunts are the tallest of their race. They often clothe themselves in robes and skirts of an organic material resembling rubber. They care nothing for red ethergaunts, viewing them as worthless pawns, but still a thousand times more valuable than a hundred Material Plane creatures lives. Most white ethergaunts respect their black overlords, but a few of the ambitious secretly plan to usurp their authority and take over ethergaunt society. Such irrationality, when discovered by the highest caste, is eradicated immediately.

Combat

Though skilled at the use of the etherblade, most white ethergaunts avoid melee, preferring to rely upon spells or

the fantastic technological weapons developed by the black ethergaunt caste.

Spells: A white ethergaunt can cast arcane spells as a 13th-level wizard (4/6/6/6/6/4/3/2; save DC 18 + spell level).

A typical spell list might include: 0 – *daze, disrupt undead, mage hand, resistance*; 1st – *expeditious retreat, hypnotism, mage armor, magic missile, shield, true strike*; 2nd – *detect thoughts, glitterdust, Melf's acid arrow, mirror image, protection from arrows, see invisibility*; 3rd – *dispel magic, displacement, fireball, haste, tongues, vampire touch*; 4th – *charm monster, improved invisibility, Otiluke's resilient sphere, phantasmal killer, rainbow pattern, scrying*; 5th – *cone of cold, dismissal, mind fog (2)*; 6th – *disintegrate, mass suggestion, project image*; 7th – *plane shift, power word, stun*.

ENTROPE

Huge Outsider

Hit Dice: 12d8+60 (123 hp)

Initiative: +6

Speed: 40ft

AC: 20 (-2 size, +2 Dex, +10 natural); touch 10, flat footed 18

Base Attack/Grapple: +12/+29

Attack: claw +19 melee

Full Attack: 2 claws +19 melee and bite +14 melee

Damage: claw 1d8+9 and bite 2d6+4

Face/Reach: 10ft by 20ft/10ft

Special Attacks: Sunder space

Special Qualities: Immune to elements, DR 20/+2, outsider traits

Saves: Fort +13, Ref +10, Will +9

Abilities: Str 28, Dex 14, Con 20, Int 10, Wis 13, Cha 18

Skills: Climb +24, Intuit Direction +9, Knowledge (the planes) +15, Listen +16, Spot +16, Search +15, Wilderness Lore +14

Feats: Combat Reflexes, Improved Critical (Claw), Improved Critical (Bite), Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Chaotic Neutral

Advancement: 13HD-24HD (Gargantuan)

The entrope is a creeping crawling engine of planar destruction. It was designed by mysterious means with the sole purpose of breaking down the barriers between the Inner Planes. An entrope looks like a huge worm with a thick carapace, its joints pronounced with obsidian protrusions. It walks on eight legs ending in what looks like two-toed feet. It has four eyes and a small set of horns with tentacles framing a mouth large enough to swallow most houses. It also has two arms that end in claws that it uses in aggressive encounters. Entropes do not speak any language, but can understand Common.

Combat

Entropes have the strange ability to tear holes in the borders connecting the Inner Planes. When unable to use this ability, it defends itself viciously with its claws and teeth.

Outsider Traits: An entrope has darkvision (60-foot range). It cannot be raised or resurrected.

Sunder Space (Su): The entrope 'eats' through the borders of reality, but on the Material Plane these holes are very short lived and have violent results. It can use this ability every 1d4 rounds. Each use of this ability is a 25-foot burst centered on its mouth. The entrope is immune to its own ability. The result of this ability depends on which plane the entrope chooses to connect to. Damage from this attack is half elemental damage and

half physical damage. Appropriate DR and resistances apply.

Air, Earth, Mineral, Ooze, Salt, Water: Matter or air explodes through the hole with great force, inflicting 3d10 points of impact damage and knocks victims 10 feet away from the hole. A successful Reflex save (DC 18) reduces the damage to half and negates the knockback. The victim is also stunned for one round unless they make a Fortitude save (DC 18).

Ash, Dust, Smoke, Steam: Particulate matter bursts through the tear, inflicting 3d6 points of impact damage. A Reflex save (DC 18) reduces damage to half. Further, a Fortitude save (DC 18) is required or the victim is helpless for 1d6 rounds while it chokes and coughs.

Fire, Lightning, Positive Energy, Radianc: Raw energy gushes through the rent, inflicting 8d6 points of damage (Reflex save DC 18 for half damage).

Ice, Magma: Energy and matter erupts through the tear, inflicting 6d6 points of heat or cold damage unless a Reflex save (DC 18) is made, in which case the victim takes half damage. Unless the Reflex save is made, the victim is also knocked back 10 feet from the rent.

Negative Energy: This hole sucks the life energy from all victims, giving the victims one negative level. The DC for the Fortitude save to remove the negative level the next day is 18.

Vacuum: Matter and energy is drawn *into* this rent. The implosion inflicts 3d4 points of damage to all victims and sucks them into the hole. A Reflex save (DC 18) negates the latter effect. Victims sucked into the plane of Vacuum die unless they have some sort of immediate protection from the plane's deadly effects.

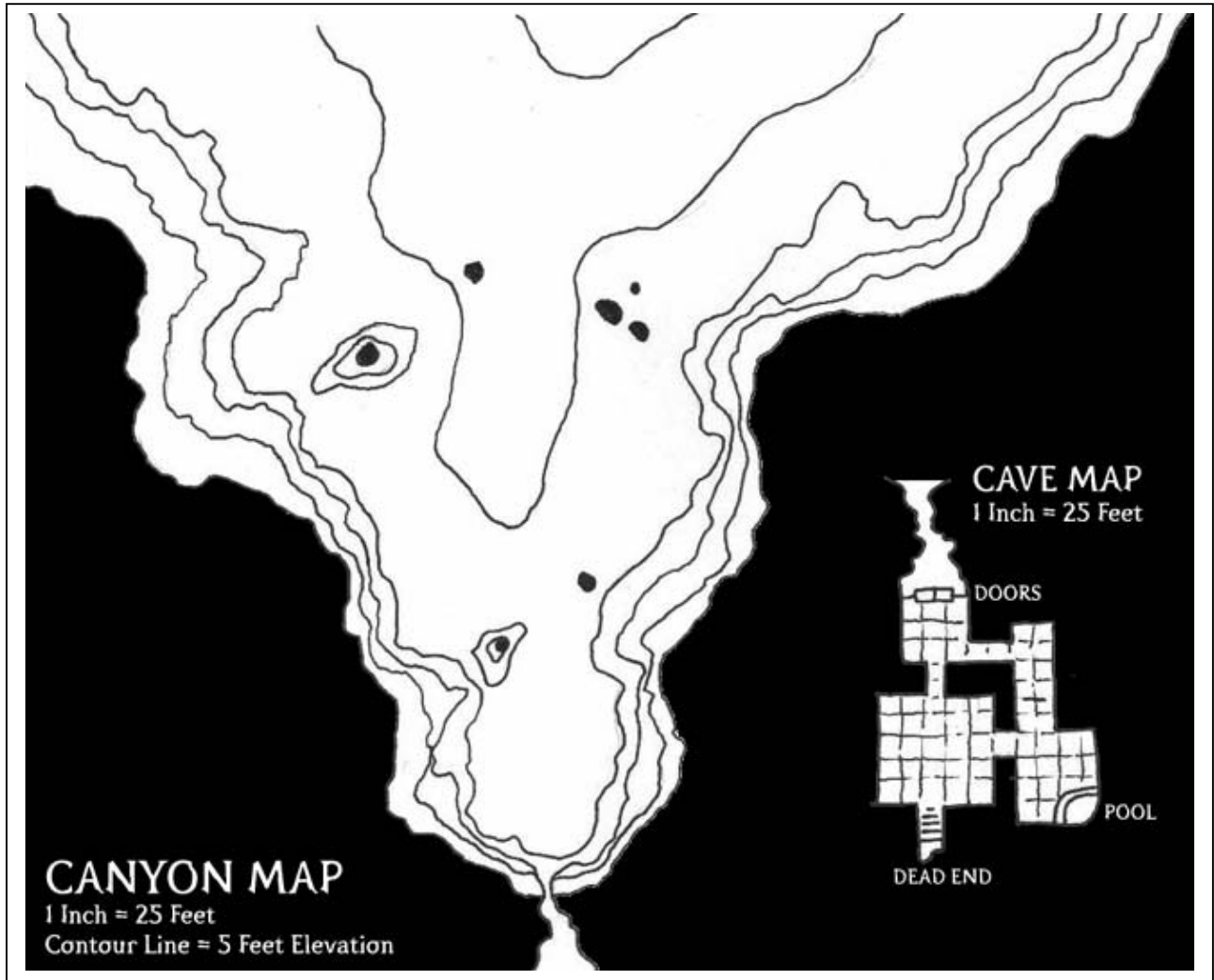
Immune to Elements: An entrope is immune to all forms of energy, including all elemental damage as well as positive and negative energy, though it can still be affected by force effects normally.

Creator: James Louis Hebert

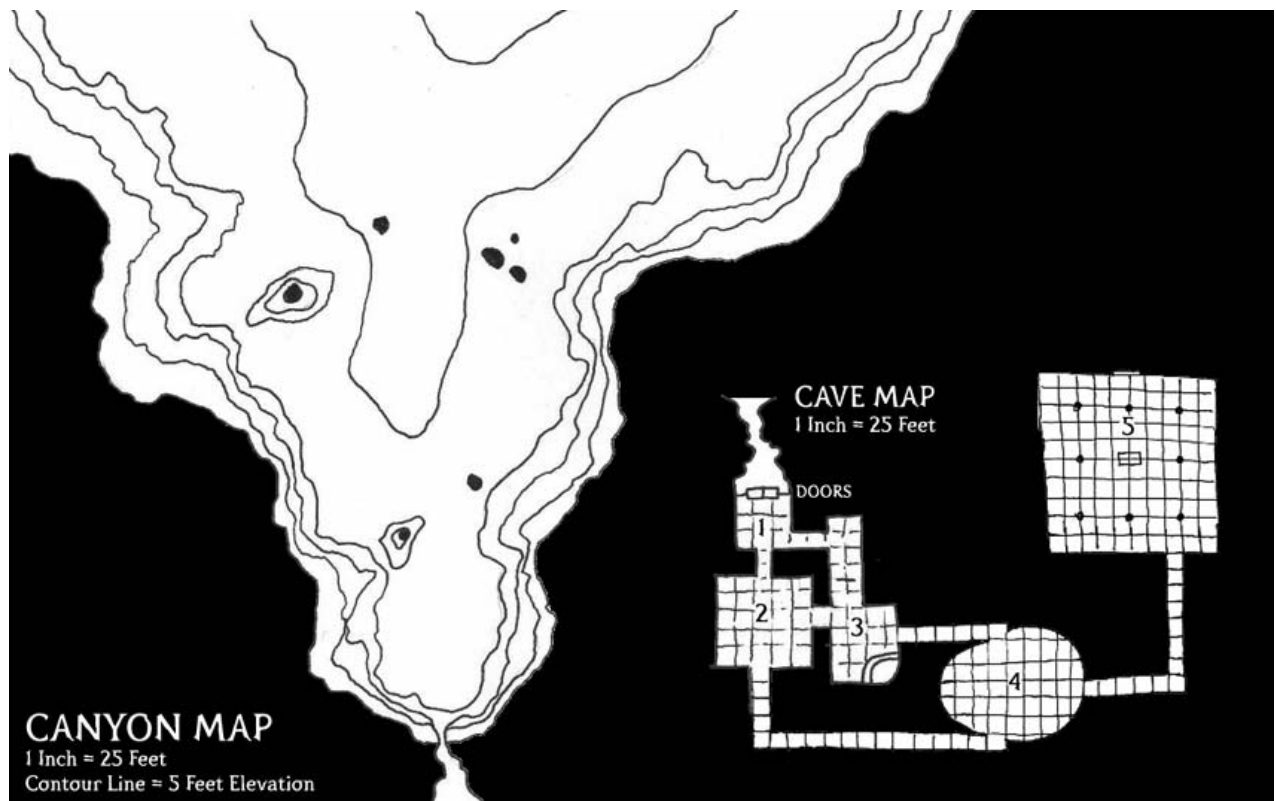
APPENDIX 4: DM'S MAPS

Map 1

This map represents the layout of the Canyon and buried greenstone temple when the PCs last saw it in *'Into the Dying Lands.'* Map 2 shows its present layout.



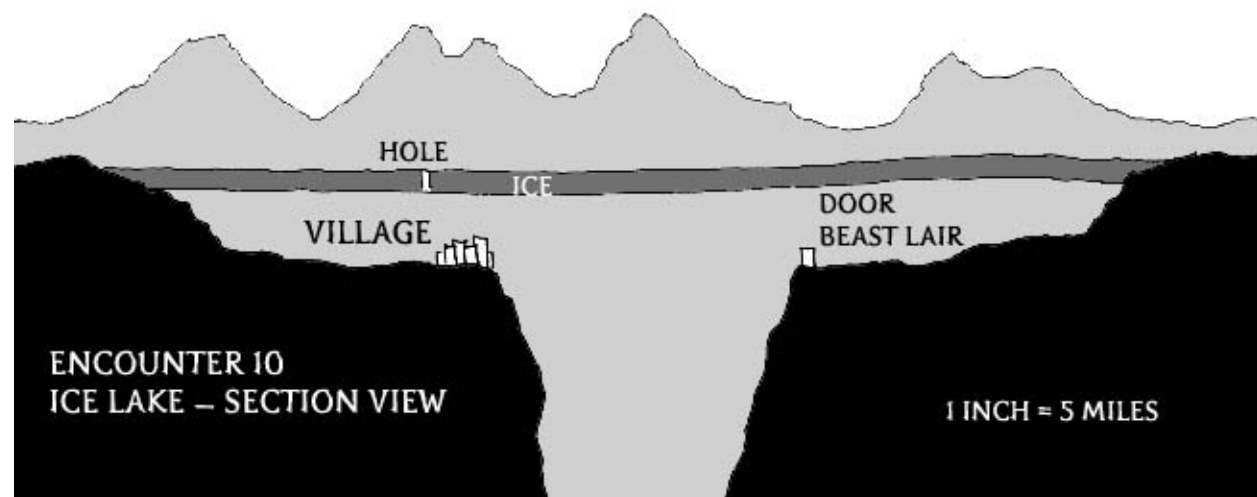
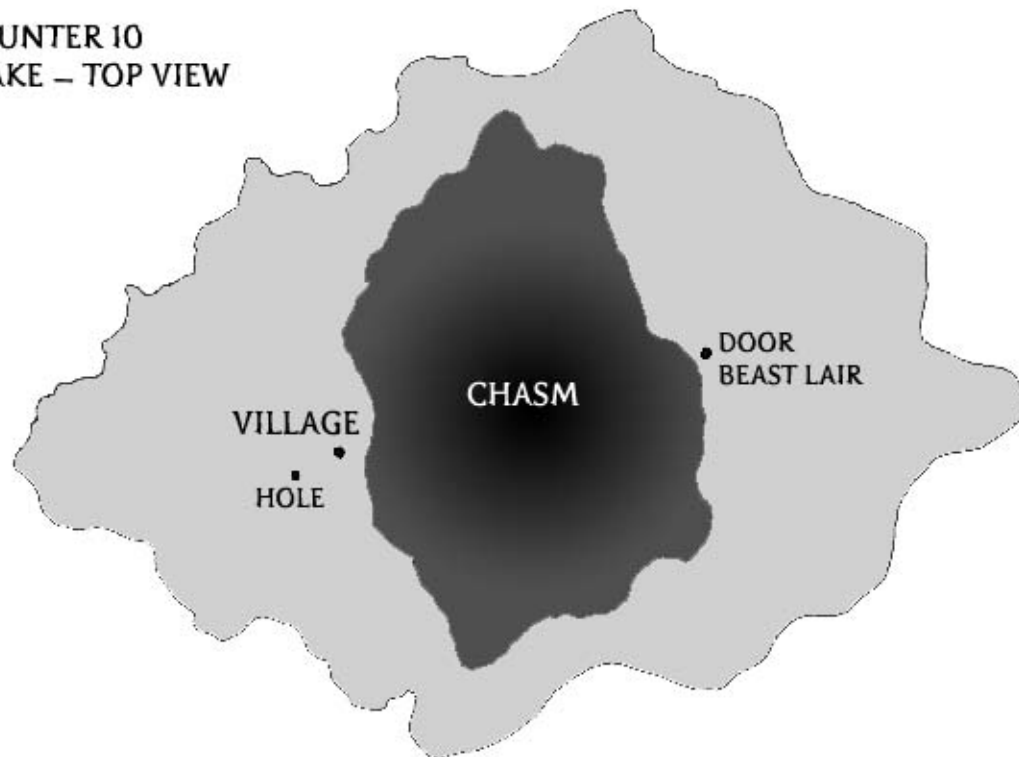
Map 2



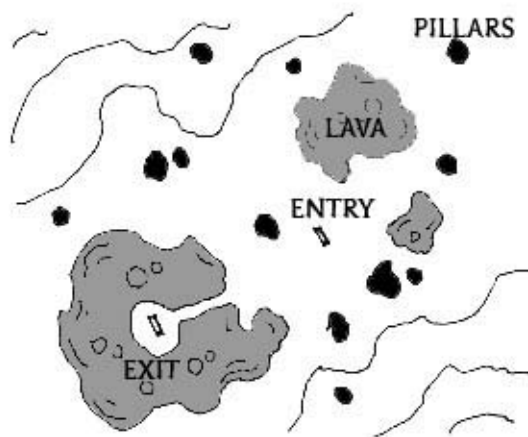
Map 3

Encounter 10: Winters Icy Grip

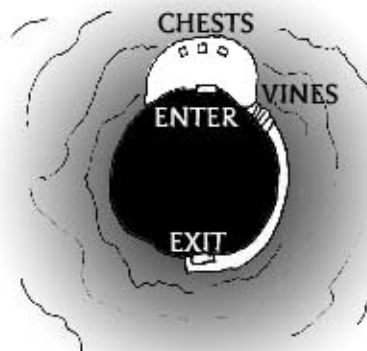
ENCOUNTER 10
ICE LAKE – TOP VIEW



Map 4

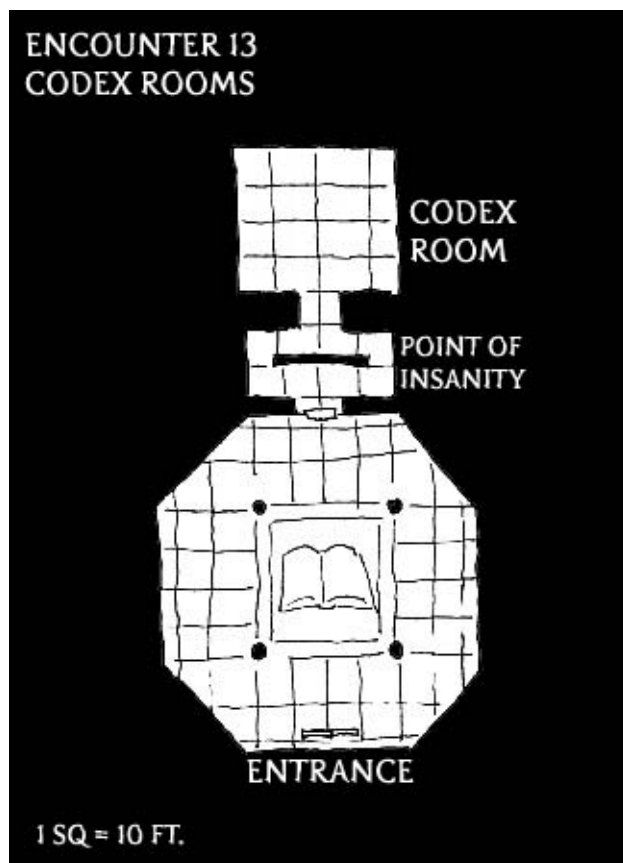


ENCOUNTER 12
PLAN VIEW



ENCOUNTER 11
PLAN VIEW

Map 5



APPENDIX 5: MALTHINDOR, OBLIVION'S BLADE

If none within the party possess Malthindor, one of the PCs is assigned the weapon for the duration of this adventure ONLY. To determine who receives the blade, use the following order of precedence.

1. The highest level wizard, sorcerer, or cleric of Boccob who played through "Return to the Isles." If there is a tie, take the highest overall character level. If there is still a tie, roll off.
2. The highest level arcane caster who played through "Return to the Isles." If there is a tie, take the highest overall character level. If there is still a tie, roll off.
3. The highest overall level character who played through "Return to the Isles." If there is a tie, roll off.
4. The highest overall level character. If there is a tie, roll off.

After determining who receives Malthindor, give them this handout after reading the introduction. Note this weapon may only used for the duration of this event and may not be purchased at the end of this event unless the character has access through the AR from "Return to the Isles." The blade, if gained in this way, may not be sold or traded under any circumstances.

Malthindor, Oblivion's Blade: Forged in the time of the mage-priests to kill the mad wizard Yagrax, Malthindor is a longsword of dark beauty. The blade of the weapon is thin and long, almost as long as a bastard sword. Arcane sigils, their meanings long since lost to modern men, are carved on the surface, just so they appear to flow into each other like swirls of water in a rushing stream. When light is near the weapon, the source slightly dims as the blade swallows wisps of the brightest parts, ever hungry for more. The pommel, hilt and guard are made of obsidian, with black leather wrapped around the hilt to form a handgrip. At the very end of the pommel, a smooth green etherstone is set inside a thin ring of gold.

The sword feeds off the wielder's magical energies, growing in power as the wielder advances in magical ability. In game terms, the sword's magical abilities function only for an arcane spellcaster; the level of arcane spells the wielder is able to cast determine the number of powers the blade possesses. The only exception to this is that clerics of Boccob are treated exactly like arcane spellcasters for accessing powers; no other divine spellcasters derive any magical benefit from the sword. In the hands of all but arcane spellcasters, the longsword is considered to be a masterwork weapon. It takes one day for a new wielder to attune to Malthindor, and access the powers. This blade radiates faint evil if detected for.

Able to cast arcane spells: *Touch of the Mage-Priests* - the weapon is a +1 longsword.

1st-level arcane spells: *Wave of Despair* - as a standard action, when the blade is drawn, the wielder may cast *bane* as a 2nd-level caster once per day.

3rd-level arcane spells: *Thrice-Magicked Form* - as a standard action, the wielder can add the *ghost touch*, *keen*, or *frost* quality to the blade. This power lasts a number of rounds equal to the caster's arcane spellcaster level, and is usable once per day. Once chosen, the quality cannot be changed for that day.

5th-level arcane spells: *Hand of the Mage-Priests* - the weapon is a +2 longsword.

7th-level arcane spells: *Tapping the Well of Power* - as a standard action, when the blade is drawn, the wielder may cast *greater magic weapon* upon it as a 15th-level caster, with one exception: the power lasts a number of rounds equal to the caster's arcane spellcaster level. It is usable once per day.

9th-level arcane spells: *Oblivion Triumphant* - whenever this weapon kills a creature, it cannot be brought back from the dead without a *true resurrection* spell cast upon the body. If the blade cuts up the pieces of the body, the majority of them must be found in order for the *true resurrection* to be successful.

Prerequisites: N/A; **Market Price:** 10,000 gp; **Weight:** 4 lb.

*This item is only available for purchase after Core adventures in the Ether Threat series.

APPENDIX 6: THE HANDS OF YAGRAX

If none within the party possess the Hands of Yagrax, one of the PCs is assigned the hands for the duration of this scenario **ONLY**. To determine who receives the hands, use the following order of precedence.

1. The PC who posses Malthindor, cannot also posses the Hands of Yagrax.
2. The highest level wizard, sorcerer, or cleric of Boccob who played through “Sepulcher of the Wizard King”. If there is a tie, take the highest overall character level. If there is still a tie, roll off.
3. The highest level arcane caster who played through “Sepulcher of the Wizard King”. If there is a tie, take the highest overall character level. If there is still a tie, roll off.
4. The highest overall level character who played through “Sepulcher of the Wizard King”. If there is a tie, roll off.
5. The highest overall level character. If there is a tie, roll off.

After determining who receives the hands of Yagrax, give them this handout after reading the introduction. Note this item may only used for the duration of this event.

Hands of Yagrax: This pair of withered black hands are severed at the wrist but possess a limited form of life. While outside their cold iron chest, these hands constantly crawl about the PC with a cold dead touch. The Hands radiate strong necromancy, transmutation, and divination magic.

While *The Hands* are outside their cold iron chest the PC does not heal naturally, suffers a –2 to all attack rolls and skill checks due to the hands interference and must succeed at a Concentration check (DC 15 + the spell level) before casting any spell. The PC also suffers a –4 circumstance penalty to Diplomacy, Bluff, and Perform skill checks due to the appalling nature of *The Hands*. This effect does grant a +4 circumstance bonus to Intimidate skill checks. All skill check modifiers are subject to the DMs discretion (and may be greater or lesser depending upon the circumstances). Finally, a PC cursed with *The Hands* may never pick up or possess *Malthindor, Oblivion's Blade*.

These effects can be subdued by placing *The Hands of Yagrax* back into their cold iron chest (none of the penalties or bonuses are in effect while the hands are in the chest). However, while inside the chest, the PC constantly dreams of the hands and must rest an extra 1d4 hours each night or be fatigued the next day (cannot run or charge and suffers a –2 penalty to Strength and Dexterity). Unfortunately, the PC must bear the chest with them at all times. If the chest ever becomes separated from the PC by more than 100 ft. the hands suddenly appear on the PC, leaving the chest behind.

The curse of *The Hands of Yagrax* can be removed with a *limited wish* followed by a *remove curse*. A caster of at least 13th level must cast both. If this is done, *The Hands of Yagrax* simply disappear, never to be seen again.

Frequency: Cursed; *Market Price:* ogp, this item is added to the PCs MIL free of charge and may not be sold or traded. It can only be removed in the manner noted above; *Requirements:* Cannot be Crafted.