

# A JOURNEY TO THE ASTRAL PLANE

**AN ADVANCED DUNGEONS AND DRAGONS  
ADVENTURE**

By Joseph A. Mohr

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*AN ADVANCED DUNGEONS AND DRAGONS  
1<sup>ST</sup> EDITION ADVENTURE*

*FOR CHARACTERS OF 10<sup>TH</sup> TO 15<sup>TH</sup> LEVELS OF EXPERIENCE*

By Joseph A. Mohr

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# DUNGEON MASTER INFORMATION

This adventure takes place primarily in the astral plane. With that in mind there are many rules involved that change the normal course of play for a dungeons and dragons game. Some spells will not work. Some will have unintended effects. Some fighting abilities are limited. And some realities of life in the prime material plane are not present in the astral one. I will go into more detail about these things later in the module but the first thing that I want to point out to the potential dungeon master of this adventure is this. The map of the astral plane that I am providing with this module is not a static map. It is merely one representation of what might exist when the players arrive on this plane. The reality is that everything within the plane is changing every second that the players are there. Things float. A castle on a floating island that is in one location when they arrive might very well be in an entirely different location shortly after. In this adventure finding an important location for the first time will involve random encounter tables. The tables will indicate encounters with people or with objects in the space of the plane.

Of course there may be ways to find one's way back to an important place. A person attached to a silver cord is certainly going to be able to find their way back to the color pool in which they arrived in the plane from. They need only follow the cord back. But in essence this entire module is about the random encounter tables more than anything else. Because to find one's way to the primary dungeon they will need to

encounter it. This is the nature of the astral plane. Most of the creatures encountered within the plane do not live there. It is a transitory plane. Visitors to the plane are generally on their way to somewhere else. But there are a few creatures that are actually known to live within the astral plane. And this module will introduce a few new ones.

One other point should be made about this module. Even after you have used it for the adventure contained within (or even if you decide not to play that adventure) this module could be used again and again later for expeditions by your players into the various planes of existence. In most cases a journey through the astral plane would be required in order to reach some other plane. In this regard I hope that you find good uses for it.

## RULES OF THE ASTRAL PLANE FOR THE DUNGEON MASTER

Some important things must be learned about this plane of existence before allowing your players to begin this adventure. It is important that you as the dungeon master understand these rules and why they exist so that you can fairly judge this adventure.

First, your players have two methods for reaching the astral plane. In this adventure I am going to provide a means of entering the plane but your own players might already possess other means of entering the plane and choose another path.

In this adventure I am going to provide the means of astral projection to reach the plane. By this method the adventurers will be connected by the silver cord mentioned earlier. This is generally considered the safest method of astral plane travel as the adventurer is not risking the physical body.

But some important things need to be noted here. Only the astral form of the adventurer along with an astral form of all magical items will be transported to the plane. All non magical items will be left behind. Should the player wish to bring these non magical things along then they will need to have an enchantment or alteration spell cast upon them before traveling. Since your players might not consider this before taking the leap then you as dungeon master are going to have to take note of what they actually did bring with them at the time of transport. Objects found in the astral plane can be brought back with the adventurers as long as they are within normal encumbrance limits.

In this adventure the physical bodies of the adventurers will be kept safe by the king of Zanzia who will be engaging the players to take this quest. It would not be in his interests to have anything bad happen to the adventurers so he will certainly make sure that the physical bodies stay safe.

The silver cord is an essential part of safe astral travel in this manner. There are only a few ways that this cord can be severed but should it happen it can be catastrophic for the person it happens to. Should the silver cord of a person casting astral spell and taking other travelers with him be cut it may be catastrophic for all those involved. The cord runs to the caster and then from him to all others traveling with him or her. Thus if that one is cut

everyone is in peril.

Should the silver cord be cut the effect could be disastrous. The person's astral form dissolves in 1D10 turns. All magical items that were with the person in the astral plane will rot and lose all enchantments with the exception of artifacts. The body in the prime material plane will die and cannot be resurrected. The only means to bring that person back to life is with a wish. During the 1D10 turns the player could find their way back to a color pool and reach the safety of another plane (or the one they came from) and avoid this death.

If slain by other means on the astral plane the person will immediately return to the physical body on the prime material plane. The person will then fall into a coma for 1D4+1 days. This person could be wakened by a wish or alter reality spell. At the end of this time a system shock roll should be made. If failed the person dies. If the roll is a success the character will have one hit point and be unable to cast spells until half of their hit points are recovered. The person's movement will be reduced by half until half of the hit points are regained. And the person will attack at -4 until half of hit points are recovered.

Some other important things to note about the plane are that time moves very slowly here. There is no need to eat or drink or even breathe. Spells or traps that affect adventures through breathing will be ineffective here. Poison gas, cloud kill spells, etc..... will be harmless in this plane. Similarly attacks which affect age have little effect here either. Aging by a ghost, for example, is meaningless on this plane.

Also there are no magnetic directions

within this plane. There is no north or south. Movement is performed by willing one's self to move to or away from known reference points such as the color pool from which they arrive on the plane. There is also no gravity on this plane. A person here is weightless. Movement may be performed also by physically pushing an object causing both the person and the object to move in separate directions. This is the least desired method of travel because it is clumsy and may make returning to an object later take longer as it is moving away from them. There are also very few things to push against in this plane to use this method of travel.

As mentioned before the preferred method of travel in the astral plane is willing one's self to move in a particular direction. Travel is achieved at a rate of 10 yards per minute per point of intelligence of the person doing so. A group moving together goes at the speed of the person with the lowest intelligence in the group. Since most of this module involves encounters which are random in nature speed of movement will not likely be an issue until combat encounters take place. Sudden stops have no ill effects. One merely needs to will to stop and they will do so. Encumbrance in this plane is handled differently than on the material plane. Intelligence is used instead of strength (using the strength table on page 9 of the PHB). Encumbrance slows movement by 10' per round for every 10lbs carried. Magical items have no encumbrance effects.

## OBJECTS WITHIN THE ASTRAL PLANE

Most of this plane is empty. But there is floating debris in the plane everywhere. Some of this debris is large enough that entities have built upon them. Fortresses and castles have been built by Githyanki on this plane as they are one of the creatures that actually live here. But other travelers to this plane sometimes decide to settle here. A few powerful wizards and priests have built strongholds here. And some other creatures have lairs built into these large chunks of floating debris.

Another thing encountered here are color pools such as the one the players enter this plane from. These other color pools are portals to other planes. The color pool that the players will first encounter will be a silvery pool. This is the one to the prime material plane and it is the one that their silver cords will lead back into. Other color pools that are encountered will be determined randomly on the following table:

#	<u>Color</u>	<u>Plane</u>
1.	Leathery Brown	Concordant Opposition
2.	Emerald	Happy Hunting Grounds
3.	Sapphire	Olympus
4.	Indigo	Gladshiem
5.	Jet Black	Limbo
6.	Magenta	Panemonium
7.	Amethyst	Abyss
8.	Olive	Tarterus
9.	Rust	Hades
10.	Russet	Gehenna
11.	Ruby	Nine Hells
12.	Flame	Archeron
13.	Diamond	Nirvana
14.	Saffron	Arcadia

15.	Gold	Seven Heavens	travelers are lost. Take 2D10 days to return to their bodies. Physical travelers are marooned in the astral plane for 2D10 days and cannot leave even by color pools.
16.	Amber	Twin Paradise	
17.	Opal	Elysium	
18.	Silver	Prime Material	
19.	Other Metal	Alternate Prime	
20.	Spiraling White	Ethereal	

Occasionally travelers within the astral plane will encounter a wormhole to an outer plane. These resemble a huge grey waterspout.

Another thing that may be encountered in the astral plane is the psychic wind. This phenomenon may be a mild annoyance or it may be a fatal encounter for all involved depending upon it's severity. It is first sensed by the traveler as a darkening of the silver grey sky around the traveler. In 1D10 rounds the sky will turn black with streaks of indigo. Soon the person will feel shaking and buffeting. And after the effects are over the sky returns to normal in 1D10 rounds. The strength of the wind and it's effects are determined randomly on the following table:

17-19 Cross Current

Projection travelers have one of two effects: either taken to a different color pool than intended or taken within 1000 feet of a wormhole. Physical travelers are unaffected.

<u>Roll</u>	<u>Type</u>	<u>Effect</u>			
1-12	Normal Storm	Projection travelers add 1D4+2 hours to travel time. Physical travelers cannot leave plane except through a color pool for 1D4+2 hours.	20	Major Storm	Projection travelers must save versus magic or be slain when their silver cord is snapped by the storm. Those making the save are lost for 4D10 days before making way back to their bodies.
13-16	Strong Wind	Projection			

Physical travelers are lost for 4D10 days before making way back to a color pool.

## COMBAT WITHIN The ASTRAL plane

The astral plane is weightless and this fact affects combat accordingly. Both travelers astrally projecting and those who are physically traveling in the astral plane can be struck by weapons. While the person physically present takes damage personally those projecting into the plane who are killed find themselves in a coma in the material plane as previously mentioned.

However some differences between planes become apparent in combat. A person physically traveling in the astral plane who wears chain mail still has armor class 5. Magical armor bonuses are reduced by one in the astral plane so a person wearing **chain mail +1** would still have an armor class of 5.

Weapons carried by an astrally projected traveler still do the same normal base damage. But non magical armor and shields are no protection at all. The base armor class for anyone entering the astral plane is AC 8. Should a person be wearing magical armor that is reduced to +0. This is considered no protection at all and results in the base armor class above. In either form of travel a person's armor class is modified by wisdom and not dexterity.

Neither strength nor dexterity affect astral combat at all. Intelligence and wisdom do affect it. Intelligence modifies attack and damage. Wisdom affects armor class and bow modifiers.

For example. A person traveling physically in the astral plane wears plate mail +1. He has STR 12, INT 17, WIS 15, DEX 17. On the material plane he would have AC -1 after modifying for magic and dexterity. He has no modifiers to hit or to damage due to a low strength. In the astral plane, however, he gains no DEX bonus to armor class but gains bonuses to hit and to damage due to a high intelligence. His high wisdom modifies his armor class slightly. His plate mail is now non magical (reduced by one). His armor class on the astral plane will then be AC 2. His high intelligence now gives him a +1 to hit and to damage.

However, if the traveler is merely projecting into the plane (which in this adventure will most likely be the case) the armor class is AC 7. Why? Because the non magical armor (since it is reduced by one) provides no protection at all. The base AC is then 8. And this is reduced by one due to the high wisdom of the traveler. He still gains the +1 to hit and to damage from high intelligence.

Since creatures on this plane are floating in space they can be attacked from

in front, behind, above, below, or from the sides. Attacks from above negate shield bonuses. Attacks from below are considered from the rear for purposes of backstabbing.

Missile fire is affected drastically in this plane. No arching is needed to fire at an opponent at a distance. For the first 2-5 attempts to fire a weapon in the astral plane the adventurer will be at a disadvantage (-2 to hit penalty) until they have become acclimated to firing a weapon in this plane. Long range shots are twice the listed normal ranges for such on the material plane. Even if a missile misses a target it will keep going in that direction forever until or unless it hits someone or something.

Poison has no affect on a person in this plane as long as they remain in this plane. A person who fails a saving throw versus poison has no ill effects until they leave the plane and enter one where the effects will matter. Fire, cold and other magical attacks inflict normal damage both against astral and physical bodies.

Acid and holy water do double the normal damage in the astral plane. This is because the person will find that the liquid covers their entire body rather than a normal splash. A person attempting to cast spells while covered in liquid in this manner will be unable to if it has a verbal component. To open their mouth would mean drowning.

And most importantly. Normal healing does not take place in the astral plane. As time is not moving normally neither is healing. Magical healing will work normally.

## MAGIC IN THE ASTRAL PLANE

The nature of the astral plane alone does not impede spell casting. But it may modify the effects of certain spells or nullify effects of others. Of course, like all other non magical things that one wishes to carry into the astral plane one's spell components will need to be given some minor enchantment in order to travel with the person to this plane. A person casting spells in this plane cannot move or dodge while doing so. They continue traveling the direction that they were before beginning casting. If they hit something before the spell goes off it will be interrupted.

Spells that affect a flat area on the prime material plane affect a spherical area in the astral one. Bless, haste are examples of this. Wall spells such as wall of fire create a spherical wall of fire in this plane. Few spells have any effect through a color pool into another plane. Some exceptions to this rule are infravision and dispel magic. Spells involving the ethereal plane cast from the astral one will have no effect. A portable hole brought into this plane will either not work at all (50% chance) or create a huge bag of the same size as the interior of the hole in the astral plane (50%).

Some specific spells and their changed effects in this plane include:

<u>Spell</u>	<u>Changed Effect</u>
Dispel Magic	Casts projected travelers back into their material bodies
Ethereal	Spells affecting the ethereal plane do not work here
Alterations	Spells that animate

	objects will create an object that cannot move since it has an intelligence of 0 but it can attack someone adjacent to it.		component is required to cast the spell
Vanish, Rope Trick	These spells do not work here.	conjuring spells of 5 <sup>th</sup> level or higher	
Animations	As mentioned the animated object cannot move itself but it can be thrown and then attack the victim.	Spells involving a greater power	These spells will not work here unless that power is a native of this plane
Alterations that involve movement	Jump only works if there are objects to push off of. Fly only works if there are pockets of air to fly in. Haste and slow do not affect movement rate as intelligence affects that here. Nor do they affect the speed of combat.	Gate, alter reality	These spells call upon higher powers and will only work if those powers and are native to this plane
Clerical summon spells of 4 <sup>th</sup> level or higher	Will not work in astral plane. Nor will druid spells of the same type of or conjuration 3 <sup>rd</sup> level or higher.	Wish	
MU or Illusionist	These do not work here unless they are linked with abjuration magic or summoning or only a verbal	Death spells	These will work on this plane
		Divination	Most of these spells work normally except: detect magic causes the entire plane to radiate magic (there is only a 5% chance of discerning whether the item detected is magical) and find the path reduces travel time by four hours because the user knows the direct path (it will still take one hour travel time) and true sight (or items that give this ability) reveals the infinite nature of the plane which will overwhelm the user of this spell stunning the caster for

	1D6 turns or the duration of the spell (the chance of this is 100% reduced by 5% per level of the caster).		is any to dig) will not settle back normally. Those in the area will be affected as a stinking cloud effect.
Enchantments	The target creature must be present in the plane. Enchantments that call into existence extra-dimensional space do not function. Spells that leave the caster's body without a spirit in that plane can attack the attention of an astral searcher seeking to possess such a body. Magic jar is an example of this.	Bigby Spells	Interposing hand stops those of less intelligence than the caster and slows movement by 50% for all others. Forceful hands slows or reverses speed of those it is used against depending on intelligence. Equal intelligence means movement is stopped. Higher intelligence means movement is reversed. Grasping hand acts as interposing hand if caster is of less intelligence than victim but if higher in intelligence it repels victim as a double strength forceful hand. Clenched fist and crushing hand work normally. The hand spells have the AC and hit points of the magic user on the round the spell begins.
Feeblemind	May reduce a victim to zero intelligence hindering their ability to move. They can still physically push to move.		
Invocation	These clerical spells only work if the deity of the cleric makes it's home in the astral plane.		
Spiritual Hammer	Only works if the cleric's deity is at home in the astral plane.	Illusions and phantasm	Illusionary magic and phantasms with an illusionary component work normally here.
Dig	This spell works but earth that is dug up (assuming that there		

Necromancy

A raise dead spell may work normally here. But should the system shock roll fail there is a 90% chance that an astral searcher will inhabit the body instead.

work here. A potion of healing would.

Items that affect extra-dimensional space will not work here. Items that call upon higher powers that do not live in this plane normally will not work here.

For purposes of this adventure I am going to assume that astral projection is the method that the adventurers will arrive in this plane as that is the method that will be provided by the king of Zanzia if they accept his quest to come here.

## MAGIC ITEMS PROJECTED INTO THE ASTRAL PLANE

Magical items brought from the prime material plane into the astral plane (by projection) have the following restrictions:

Magic weapons are reduced by one plus to hit and to damage

Magic weapons that are specifically created for affecting creatures in the astral plane have their normal bonuses in that plane.

Armor and similar devices also have their bonus reduced by one in this plane. However armor that is reduced to +0 is considered no protection at all here and results in a base armor class of 8.

However bracers are not affected in this way and function normally in this plane. Devices that give the user a bonus to saving throws are also reduced by one on this plane.

Potions are difficult to drink in this plane due to the nature of gravity in the astral plane. It takes 1D4 rounds to consume potions. Potions will only work normally if the nature of the magic they duplicate works here. Oil of etherealness obviously will not

## SPECIFIC CLASSES AND THE EFFECTS OF THE ASTRAL PLANE ON THEIR ABILITIES

### Magic Users and Illusionists

In addition to the changes to magical effects mentioned previously one other important issue must be mentioned. Since time does not move normally in this plane resting to recover spells will be ineffective here. One would need to return to a plane where time moves normally in order to rest and recover spells.

### Clerics and Druids

These characters retain their normal numbers of spells while in this plane if their deity resides in this plane. Otherwise they suffer the same limits as a magic user does in they will need to return to a plane where time moves normally to recover spells. A

cleric whose deity lives in the astral plane may rest normally to recover spells.

Holy symbols, holy water, mistletoe and oak leaves are all mildly magical in nature and will travel with the cleric to the astral plane. A cleric can turn dead in the astral plane but cannot do so through a color pool viewing point.

Most druid abilities involving plants and animals will function normally here but will be of little use as neither plants nor animals live normally in this plane.

### **Thieves**

Thieves and subclasses retain their normal abilities here except: there are few shadows here to hide in as light comes normally from this plane, hear noise is easier (10% bonus) but moving silent is reduced by 10%.

### **Fighters**

Strength and dexterity do not aid the fighter here. And their armor is likely reduced in effectiveness as well as their magical weapons. Their other abilities, however, function normally here. INT and WIS are the primary modifiers here for combat.

### **Rangers**

In the astral plane they lose their bonus to being surprised but retain their ability to surprise others. Tracking is ineffective in this plane. Spells work normally with the exceptions noted previously for druids and magic users.

### **Paladins**

A paladins ability to detect evil, dispel magic, lay on hands, protection from evil circle are unchanged except as noted regarding dispel magic earlier. Turning undead has the same restrictions as noted for clerics. A paladin may bring his mount into the astral plane and the mount will have 9-12 INT for purposes of movement.

### **Monks**

Monk fighting abilities are the same as noted in the previous combat section. Monks gain damage and protection bonuses from high wisdom and intelligence. An

astrally projecting monk will have an armor based upon their skill level as a monk. Thieving skills are retained subject to the same restrictions listed above for thieves. Movement is determined by intelligence here. After level 10, however, a monk will move as if he has an INT of 18. All other special monk abilities are not affected by being on the astral plane.

## SPECIAL NOTATIONS IN THE STATISTIC BLOCKS

All of the statistic blocks for creatures will have a notation at the end indicating the source material for it. A few other places will have other notations indicating source material.

These notations are:

MM	Monster Manual
FF	Fiend Folio
MM2	Monster Manual II
NM	New Monster
DMG	Dungeon Master's Guide
PHB	Player's Handbook
MONM	Monstrous Manual (2 <sup>nd</sup> Edition AD&D)
UA	Unearthed Arcana

## NOTE ABOUT THE SUMMARIES OF ASTRAL PLANE RULES

These rules regarding traveling and

fighting in the astral plane are not my own. The rules come from several sources which I would advise you to read before running this adventure. I put them here merely to help you for quick reference. Any mistakes in these summaries are my own in my attempt to make them more brief for easy access. Some good sources for more information on astral play are:

The Manual of the Planes Pages 60-72.

*The Astral Plane* from Dragon # 67

Dungeon Master's Guide, *Travel in the Known Planes of Existence* pages 57-58.

I have left out specific details regarding spells, affects and classes that should not be relevant to the current adventure for the sake of brevity. Should I have erred by excluding something please refer to one of the above sources for more information if needed.

## A WORD ABOUT PSIONICS

Unlike my previous adventure my intent in designing this one was not to create another psionics story. But when I began taking a close look at the creatures available for use in an astral plane adventure I began to realize that most of these creatures had psionic abilities of some kind. But this adventure does not have to have psionic combat in it unless you as the dungeon master choose to have it. These creatures are only likely to attack psionically if they sense psionics being used nearby or if they sense spell like abilities that simulate psionic abilities being used nearby. They are not all

going to go mind blast every creature or traveler that they encounter. Their first instinct will likely be to physically attack combatants. And as dungeon master you are free to ignore those psionic combat abilities and play this module entirely without them. Or if you choose to do so then you can use the abilities. It is entirely up to you.

## BACKGROUND INFORMATION

The king of Zanzia summons the adventurers before him on an urgent matter. The queen's crown has been stolen. The most powerful magicians and wizards have been summoned to investigate and have concluded that this relic of Zanzian history has been taken to another plane of existence by the thief. A portal was opened to the astral plane right here from the palace and the evidence of this is some astral debris which lies upon the floor of the throne room. Wizards and scholars have confirmed that the metallic substance left behind is native to the astral plane.

The king asks that the adventurers retrieve this sacred relic of the Zanzian people. He offers each of the adventurers 10,000 gold pieces for completing this quest. Each of the surviving members of this expedition will be knighted as a member of the Zanzian royal guard as a reward for their success. The king's personal seer hands the adventurers a magic user (or clerical scroll if needed) with **astral spell** written upon it. This will allow the caster plus five other individuals the ability to travel to that plane. If necessary two spells could be written on the parchment if more than 6 adventurers will be traveling. The king's seer will cast **Nystal's Magic Aura** on all non magical

items (including spell components, weapons and armor) that the adventurers wish to take with them to the astral plane so as to enchant them and allow them to be transported.

The players are free to reject this quest. Should they do so they may find that they are no longer welcome within the city of Barrowmar. Or they might find that their tolls and taxes for entry to the city are considerably higher than before.

## DUNGEON MASTER NOTES

The queen's crown, of course, is not what it seems. It is not just a pretty crown jewel. It is also an artifact with some history and important powers. The king wants it back not just because of its value and historical importance. He also wants it back because the person in possession of the artifact gains powers that might put the royal family of Zanzia in great danger.

The crown has been stolen by an evil wizard who has a tower on a piece of debris floating in the astral plane. Many creatures have such fortresses and lairs in that plane. All of these places are located on floating pieces of debris. Some of these floating pieces of debris are as big as islands or perhaps even larger. It is well known that an entire city of Githyanki live in this plane.

As mentioned before the encounters in this plane will be randomly determined. Even the lair of the wizard will be found in this manner. It may happen on the first roll. Or it may happen on the twentieth. It is all up to the dice.

There are many dangers in the astral plane. It is not a place for low level

characters. My suggestion is that this adventure should be offered to parties with four to six characters of at least tenth to fifteenth level of experience. Healing magic will need to be taken with them. There is no rest available in this plane as time moves slowly. There will be no spell recovery until the players return to the material plane.

## JOURNEY TO THE ASTRAL PLANE

As mentioned previously the map of the plane itself is just one possible way of finding it. All objects, including the islands of debris, float in this weightless environment. Some of the pieces of debris are big enough to have some gravity of their own which might allow one even to stand normally upon it. Others will not. It is highly likely that the adventurers will find things entirely different on their visit to the astral plane.

There are three separate “dungeons” in this adventure. Each is on an island of floating debris which must be encountered like anything else here before it can be explored.

When the adventurers arrive they will at first notice the incredible void around them. The astral plane is infinite. And the vast nothingness around them will at first be terrifying. The sky around them is gray. Virtually nothing can be seen in any direction except for the occasional color pool, conduit or traveler. On rare occasions they may encounter debris in the form of little islands or in the form of objects floating in the void.

## ENCOUNTER TABLES

Random Encounters should be rolled frequently here. For everything in this plane will be encountered randomly. A roll should be made every ten minutes. In the astral plane time has little meaning. Every ten minutes may correspond to hours, days or even weeks as far as the player characters are concerned.

### Primary Table For Encounters

01-02	Astral shark
03-04	Vrocks
05-08	Adventurers
09	Mirror image of the party (from an alternate prime material plane)
10-12	Kirin
13-14	Psychic wind (see sub table)
15-16	Shedu
17-20	Color Pool (see sub table)
21-25	Wizard Tower floating on debris
26-27	Night Hag
28-30	Pit Fiend
31	Bahamut in the form of a little old man
32-35	Astral Dragon's Lair floating on debris
36-40	Psychic wind (see sub table)
41-42	Githyanki war party
43-44	Conduit (see sub table)
45-46	Adventurers
47-48	Mind flayers
49-50	Illusionist with bodyguards
51-52	Bone Devils
53-55	Color Pool (see sub table)
56-60	Githyanki outpost
61	Titan
62	Githzerai war party
63-64	Psychic wind (see sub table)
65-66	Color Pool (see sub table)
67-68	Conduit (see sub table)

69	Arrows and bolts from some distant battle
70	An uninhabited island of floating debris
71-72	Dead body of an astral traveler
73-74	A petrified body of an astral traveler who saw too much
75	A spherical ball which seems to burn without fuel
76	Horned devils
77	Succubus
78	Retriever
79	Intellect devourer
80-83	Psychic wind (see sub table)
84	Invisible stalker
85	Aerial servant
86	A lich
87-88	Color Pool (see sub table)
89	Glabrezu
90-93	Adventurers
94	Demon Prince (see sub table)
95	Arch Devil (see sub table)
96-97	Conduit (see sub table)
98-99	Psychic wind (see sub table)
00	Astral Searcher

### Sub Table One (Color Pools)

#	<u>Color</u>	<u>Plane</u>
1.	Leathery Brown	Concordant Opposition
2.	Emerald	Happy Hunting Grounds
3.	Sapphire	Olympus
4.	Indigo	Gladshiem
5.	Jet Black	Limbo
6.	Magenta	Panemonium
7.	Amethyst	Abyss
8.	Olive	Tarterus
9.	Rust	Hades
10.	Russet	Gehenna
11.	Ruby	Nine Hells
12.	Flame	Archeron

13.	Diamond	Nirvana
14.	Saffron	Arcadia
15.	Gold	Seven Heavens
16.	Amber	Twin Paradise
17.	Opal	Elysium
18.	Silver	Prime Material
19.	Other Metal	Alternate Prime
20.	Spiraling White	Ethereal

### Conduits (also known as wormholes) Sub Table

These conduits lead to deeper layers of the destination planes. Which layer is reached must be randomly determined. 80% of these conduits are functioning and 20% are not. Those which do not function properly will take the player only to the first layer of a plane and will not have a return conduit to this one. Use the previous table to determine which plane is visited from this conduit.

### Demon Prince Sub Table

01-30	Demagorgon
31-40	Juiblex
41-65	Orcus
66-80	Yeenoghu
81-00	Lolth

### Arch Devil Sub Table

01-25	Asmodeus
26-45	Baalzebul
46-60	Dispater
61-75	Geryon
76-89	Mephistopheles
90-00	Moloch

### Psychic Wind Sub Table

<u>Roll</u>	<u>Type</u>	<u>Effect</u>			
1-12	Normal Storm	Projection travelers add 1D4+2 hours to travel time. Physical travelers cannot leave plane except through a color pool for 1D4+2 hours.	20	Major Storm	Projection travelers must save versus magic or be slain when their silver cord is snapped by the storm. Those making the save are lost for 4D10 days before making way back to their bodies. Physical travelers are lost for 4D10 days before making way back to a color pool.
13-16	Strong Wind	Projection travelers are lost. Take 2D10 days to return to their bodies. Physical travelers are marooned in the astral plane for 2D10 days and cannot leave even by color pools.			
17-19	Cross Current	Projection travelers have one of two effects: either taken to a different color pool than intended or taken within 1000 feet of a wormhole. Physical travelers are unaffected.			
<b><u>Viewing Portal Sub Table</u></b>					
A color pool can be used to look into another plane before visiting it. To create such a viewing portal a traveler merely needs to decide where to place the viewing portal. For those projecting into the plane the caster of the spell that brought them here controls the viewing portal. For those physically present within the plane the person with the highest intelligence controls the portal. Where the portal actually appears on the plane to be viewed, however, is determined randomly on the following table.					
01-50	On target				100 yards above the surface of the area being viewed
51-75	Close				1D4 x 100 yards above the surface and within 1 mile of the area desired

76-95	Far	1D4 x 100 yards above the surface and 10D10 miles from the area desired
96-00	Way off	1D4 x 100 yards above and in a completely different part of the plane

There is a 5% chance that one looking into a viewing portal will be noticed by a creature with a gaze or breath weapon that extends into the astral plane. That creature may well attack the viewing portal with a gaze or breath weapon. If the creature must make a physical attack first for their effect then they need to hit an armor class of 0 to strike the viewing port and affect the viewers in the astral plane. To determine the encounter type use the following table:

01-25	Cockatrice
26-50	Catoblepas
51-75	Basilisks
76-00	Gorgons

### Dead Body Sub Table

1	Human
2	Dwarf
3	Elf
4	Halfling
5	Gnome
6	Half Orc
7	Mind Flayer
8	Githyanki
9	Githzerai
10	Kirin
11	Shedu
12	Bone devil
13	Night hag
14	Horned Devil
15	Titan
16	Succubus
17	Erinyes

18	Vrock
19	Intellect devourer
20	Human

## ENCOUNTER DESCRIPTIONS

### Adventurers

Traveling the planes is not an activity for low level adventurers. Only the most powerful delvers will be encountered here. One possible group of adventurers that might be encountered is as follows:

**Thetrouc Barrelbuster**, Dwarf, Fighter/Cleric - F8/C7:AC 0 (on this plane this will be an AC of 5) ; HP 56; S15, I12, W17, D12, C13, CH 10; he wears dwarven sized **plate mail +1** and carries a **shield +1** and wields a **battle axe +3/+4 versus magic using and enchanted creatures**; Spells known: **cure light wounds, detect magic, remove fear, resist cold, bless, silence 15' radius, know alignment, find traps, hold person, resist fire, prayer, dispel magic, continual light, cure serious wounds**; also carries a lantern, two flasks of oil, a silver holy symbol and a large sack; AL N. Notes: If combat is begun with other travelers he will cast dispel magic on one of the casters in an attempt to force them back into their original plane of existence.

**Sariandi Rodan**, Elf female, Magic User - MU 11: AC 3; HP 32; S9, I18, W13, D10, C11, CH10; wears **bracers of defense armor class 4**; she wears a **ring of protection +1**; carries a **staff of power** with 15 charges; spells memorized (and in her travel spell book): **magic missile, charm person, detect magic, identify, invisibility, web, ray of enfeeblement, mirror image,**

**fireball, lightning bolt, hold person, dispel magic, charm monster, ice storm, fear, cone of cold, hold monster, conjure elemental**; AL N; Notes: If combat begins with other travelers she will first use her staff of power to cast spells from but may cast dispel magic to try to drive other creatures back to their home planes. Her high intelligence gives her +1 to hit and +2 to damage on this plane. She carries her spell components which have been enchanted with nystals magic aura in order to transport them to this plane.

**Carloman Puddlefoot**, Halfling Thief - T14: AC 2 (on this plane he is AC 6); HP 48; S12, I12, W12, D18, C10, CH11; he wears **leather armor +2** and carries a **short sword +3/+4 versus fire breathing or dwelling creatures**; he also carries a **sling of seeking +2** and 20 bullets; he carries thieves tools, a ten foot pole and a small sack; thief abilities: PP 99 OL 99 F/RT 95 MS 99 HS 99 HN 45 CW 84.3 RL 70; AL N.; Notes: there are no shadows to hide in on this plane.

**Dakgu Daggertongue**, Half-Orc Assassin - A11: AC 0 (on this plane AC 7); HP 43; S15, I11, W10, D18, C13, CH9; he wears **leather armor +2** and carries a **+1 shield**; he wields a **long sword +2/+4 versus cold using or dwelling creatures**; he also has a **light crossbow +2** with 20 bolts; he also carries thieves tools and three torches; AL NE; Notes: against fellow travelers he will stay at range and fire his crossbow at spell casters.

**Sydney Rayfield**, Human Fighter - F13: AC 0 (AC 2 on this plane); HP 88; S18/26, I11, W9, D11, C16, CH10; he wears **plate mail +2** and wields a **two handed sword +3** in combat; he carries a lantern and a large sack (with two emeralds found on this plane

worth 1500 gold pieces each); he also carries a 10' pole and a 50' coil of rope; he also carries a **heavy crossbow +2** and 20 bolts; AL N; Notes: his strength gives him no bonus on this plane in combat. He will still attempt to melee due to his low armor class and high hit points.

**Jharak Prestoris**, Half Elf, Druid: D11: AC 6 (AC 3 on this plane); HP 44; S11, I12, W18, D9, C11, CH16; he wears **leather armor +1** and a wooden shield and wears a **ring of protection +1**; he carries a **scimitar +3**; known spells: **detect magic; speak with animals, entangle, animal friendship, invisibility to animals, cure light wounds, barkskin, produce flame, heat metal, charm person or mammal, hold animal, protection from fire, stone shape, protection from lightning, cure serious wounds, dispel magic, commune with nature, insect plague, cure critical wounds**; AL N. Notes: most druid spells have little use here with no plants or animals living in this plane but he does have dispel magic which he could use in combat to dispel someone back to their own plane.

Note: all non magical items carried with them were either found on this plane or were enchanted with nystal's magic aura before entering this plane. These adventurers were brought to the plane by a cleric spell cast from a scroll by **Thetrouc Barrelbuster**. All of the other silver cords of these travelers go through him.

These adventurers are not here seeking combat with other humans and humanoids. They are on a quest of their own involving a religious artifact sought by dwarves who have hired these adventurers to seek it out on various planes of existence. Currently they are traveling to a plane of the Abyss seeking a part of this holy relic. But they

will defend themselves if necessary.

Also note that all weapons and armor are reduced in effectiveness by 1 on this plane. Armor reduced to zero bonus equals no armor at all on this plane and results in a base armor class of 8.

### **Aerial Servant**

An evil cleric summoned this creature to patrol the astral plane for his enemies. The cleric lives in a castle on an island of debris far from where this servant will be encountered. This servant is going insane from frustration at being unable to find the enemies of its master. Within a day the creature will return home and attack its master.

**Aerial Servant (1):** AC 3; MV 24; HD 16; HP 99; # AT 1; Dmg 8-32; SA surprises on a 1-4 out of 6; SD hit by magical weapons only; AL N; MM page 6.

### **Arch Devils**

The arch devils each visit the astral plane on occasion for reasons of their own. Refer to MM pages 20-21 and MM II page 48 for statistics on these.

### **Arrows Floating By**

These arrows and rocks indicate that a battle took place somewhere in the vicinity in which these missile weapons were fired and are still moving in the same direction.

### **Astral Dragon's Lair**

A large island of astral debris holds this lair. The opening to the caves of this island of debris can be seen as the island comes into view. See the fixed encounter

areas listed below for more detail about this encounter

### **Astral Searcher**

This entity is a mindless shell with a humanoid shape. It lurks in the astral plane since the time of its violent death here long ago. It waits seeking a potential body to invade and inhabit. Should the adventurers that it encounters be astrally projecting here then it will attempt to invade the physical body of one of these adventurers on the prime material plane. Fortunately the king's royal guards will protect the victim from attack. The body may still take some damage from it though.

**Astral Searcher (1):** AC 10; MV 12; HD 2; HP 10; # AT 1; Dmg 1-6; SA all victims are AC 5 versus their form of psychic attack; SA if it succeeds in taking all of the hit points of the victim to below zero it will destroy the mind of the inhabitant and it will take over the body; AL N; FF page 13.

### **Astral Sharks**

Astral sharks roam the void looking for travelers to snack upon. These are dangerous predators and are much feared among the travelers of the astral plane for their ability to sever the silver cord that guides one back to their home plane.

**Astral Sharks (3):** AC 3; MV 24; HD 14; HP 60 each; # AT 1; Dmg 2-12; SA on a natural 20 this creature has bitten and severed the silver cord (if there is one) of the victim; SD sees in all directions and cannot be surprised; SA astral scent allows it to find creatures not of this plane easily at a distance of up to 180 feet; AL N; NM see below.

## Bahamut

The platinum dragon sometimes is encountered in the astral plane on his way to visit his garden in Zanzia. He likes to tend his flowers there and visits there often. He is usually encountered in human form as an old man with a withered wooden staff. He looks harmless and will not present much of a danger unless he has reason to become angry. He will not be hostile to fellow travelers and might even decide to travel with them "for his own safety" if they indicate that they are on the way back to the material plane or Zanzia.

**Bahamut (1):** AC -3; MV 9/30; HD 21; HP 168; # AT 3; Dmg 2-12/2-12/6-48; SA breath weapons (cold cone for 168 damage, cloud of vapor which causes victim to turn gaseous form for 12 turns (unless they save) or sonic vibration which disintegrates up to 150 hit points; SA he can use each breath weapon twice per day; SA all of his breath weapons are saved against at -3 due to his powerful nature; SA **shape change** at will; SA can enter the ethereal or astral plane at will; SA spell use and clerical spells; AL LG; MU spells known: **magic missile, sleep, mirror image, shatter, lightning bolt, dispel magic, confusion, fear, hold monster, conjure elemental, death spell, spiritwrack, power word stun, mass invisibility**; cleric spells known: **cure light wounds, silence 15' radius, remove curse, cure serious wounds, dispel evil, heal, resurrection**; MM page 33.

## Bone Devils

These fiends are here on an errand for **Dispater**. A Githyanki knight offended the Arch Devil in some manner and these fiends were sent to deal with this upstart. They may, of course, attack travelers that

they might come across.

**Bone Devils (6):** AC -1; MV 15; HD 9; HP 40 each; # AT 1; Dmg 3-12; SA ultravision up to 60 feet; SA use a bone hook/spear which has a 50% chance of sticking fast to a target that is hit with it; SA if the spear sticks the creature can strike with it's tail for 2-8 and which also causes a loss of 1-4 points of strength (unless save versus poison); SA at will can use following abilities: **generate fear in a 5' radius, create illusion, fly, become invisible, detect invisible, fear spell, summon another bone devil (40% chance of success)**; SA once per day can create a **wall of fire**; magic resistance 40%; AL LE; MM page 21.

## Conduits or Wormholes

An astral traveler that enters one of these is whisked to another plane and sometimes very deep into the layers of that plane. These conduits look like a water spout. Getting too close to one of these may cause a traveler to be sucked into it and sent to another plane. Those who get within 1000 yards of it begin to be pulled towards the conduit at a rate of 120 yards per round. Those who cannot move fast enough to escape this pull will be sucked into the maelstrom. One with an 11 INT or less will not be able to move fast enough to escape this). There is, however, a 20 % chance that the wormhole will be non functioning.

## Color Pools

These are the portals from this plane to other planes of existence. See the sub table above to determine which plane each color pool goes to.

## Dead Body

A dead body floats by. It is impossible to tell how long ago this person or creature died. See dead body sub table for type. It appears to have slain in some violent manner in combat.

## Demon Princes

Each of the demon princes visits the astral plane for reasons of their own at various times. For statistics on these refer to MM pages 16-19 and FF page 24.

## Githyanki Outpost

A large island of astral debris holds this outpost. The outpost can be seen as the island comes into view. Githyanki live on the astral plane and have many such outposts and even a city on this plane of existence. See the fixed encounter areas listed below for more detail about this encounter.

## Githyanki Raiding Party

This party is a patrol from a nearby outpost. They are on the look out for Githzerai raiders spotted in the astral plane. But humans or humanoids encountered will be immediately attacked by them. These creatures movement rate is 96 on the astral plane. Should the knight be killed and his silver sword taken another group of raiders twice as large will be out looking for that sword.

**Githyanki Knight** - 9<sup>th</sup> level anti paladin: AC 0; HP 78; wears +4 **splint mail** and carries a +3 **silver two handed sword** that has a 20% chance of cutting a silver cord of an opponent each time it is used; SA reverse powers of a paladin; AL CE; psionics: total strength 230 and all attack and defense

modes but J; FF page 43.

**Githyanki Warlock** - 9<sup>th</sup> level MU: AC 3; HP 30; wears a black robe that acts as a **cloak of protection +1** and wears **bracers of defense armor class 4**; carries a bone staff which is ornately carved from some huge beast but has no magical properties and a **wand of magic missiles** with 25 charges; spells memorized: **sleep, burning hands, shocking grasp, shield, mirror image, forget, detect good, lightning bolt, fireball, dispel magic, ice storm, confusion, cone of cold.**; AL LE; psionics: total strength 180 and all attack and defense modes but J; FF page 43.

**Githyanki Fighters (10)** - F2: AC 4; HP 12 each; wear splint mail and carry two handed swords which are not silver and not magical; AL NE; psionics: total strength 150 and all attack and defense modes but J; FF page 43.

## Githzerai Raiding Party

This party is on a war expedition against their racial enemy the Githyanki. They are looking for any outpost, city, citadel or patrol to attack. They will not be immediately hostile to humans or humanoids but may stop to inquire about the location of any Githyanki in the area.

**Githzerai Captain** - F6: AC 3; HP 46; wears **splint mail +1**; carries a silver long sword (not the special one of the githyanki); AL CN; psionics: total strength 220; all attack and defense modes; psionic abilities at 6<sup>th</sup> level of use: **astral projection, mind bar, probability travel, energy control**; magic resistance 50%; FF page 45.

**Githzerai Warlock** - MU 5; AC 10; wears a blue robe with no magical properties and carries a **wand of fire** with 12 charges;

spells memorized: **magic missile, sleep, charm person, detect magic, mirror image, invisibility, lightning bolt**; AL CN; psionics: total strength 170; all attack and defense modes; psionic abilities at 6<sup>th</sup> level of use: **astral projection, mind bar, probability travel, energy control**; magic resistance 50%; FF page 45.

**Githzerai Fighters (10)** - F2; AC 4; HP 10 each; wear splint mail and carry silver long swords (not the special ones of the githyanki); AL CN; psionics: total strength 130; all attack and defense modes; psionic abilities at 6<sup>th</sup> level of use: **astral projection, mind bar, probability travel, energy control**; magic resistance 50%; FF page 45.

### Glabrezu

These Type III demons are minions of the demon prince Orcus and are here on the astral plane looking for humans or humanoids to kidnap and bring back to the abyss to use as slaves.

**Glabrezu (4)**: AC -4; MV 9; HD 10; HP 45 each; # AT 5; Dmg 2-12/2-12/1-3/1-3/1-3; SA at will it has the following abilities to use: **darkness 10' radius, fear, levitate** (as a 10<sup>th</sup> level MU), **pyrotechnics, polymorph self, telekinese** up to 4000 gold coins in weight, **gate** in a Type I, II or III demon (equal chance) with a 30% chance of success; AL CE; MM page 18.

### Horned Devils

These fiends are on this plane on a quest from Geryon. He has sent them here to search for the lair of an astral dragon that has stolen something of value from him. He

wants the dragon punished and has sent his minions to complete this task.

**Horned Devils (4)**: AC-5; MV 9/18; HD 5+5; HP 25 each; # AT 1 + weapon; Dmg two carry twined forks which do 2-12 damage and two carry barbed whips which do 1-4 damage and stun for the same number of rounds (save vs magic applies) and each can strike with their tail for 1-3 damage (and wound bleeds for 1 hit point per round); SA exude fear radius around them in a 5' radius (save vs wands); SA can use following abilities at will: **pyrotechnics, produce flame, esp, detect magic, illusion, summon another horned devil (50% chance)**; SA once per day can cast a triple strength **wall of fire**; magic resistance 50%; AL LE; MM page 22.

### Illusionist with Body Guards

This illusionist is traveling with four body guards that will get between him and enemies during combat. These body guards are fighters who he has hired to accompany him on this journey. He will not be immediate hostile. He is making a trip to the plane of limbo for a quest that he is on. If asked he can tell the players that he saw a tower on a floating island not long ago and he can point in a direction. This will give the players a 1 in 4 chance of encountering that island in the next day.

**Lionel Whytton** - I16: AC 5 (on this plane); HP 35; wears a **robe of the arch magi (gray)** and carries a wand of conjuration with 26 charges on it; magic resistance 5%; spells memorized (and in his travel spell book): **phantasmal force, detect illusion, detect invisibility, color spray, dancing lights, mirror image, hypnotic pattern, blur, misdirection, improved phantasmal**

**force, dispel illusion, fear, suggestion, spectral force, invisibility 10' radius, confusion, minor creation, phantasmal killer, shadow monsters, chaos, shadow magic, major creation, mass suggestion, demi-shadow magic, astral spell, prismatic spray; SD +1 to all saving throws ; AL N.**

**Bodyguards - F7: AC 2 (AC 8 on this plane); HP 40 each; each wears plate mail and carries a shield and a long sword; AL N.**

### **Intellect Devourers**

These two abominations are roaming the astral plane seeking psychic energies that they detected when someone used their psionic abilities to astrally project into this plane. These creatures are looking for psionic use to feed upon.

**Intellect Devourers (2): AC 4; MV 15; HD 6+6; HP 28 each; # AT 4; Dmg 1-4 (x4); SA psionic use; SD +3 or better weapons will do one point of damage per hit upon them; SD bright light will drive them off; SD **fireballs** are merely a bright light to them; SD **lightning bolts** will do 1 point of damage per die; SD death spell has a 25% chance of success; SD **power word kill** slays them; SD immune to all other spells; psionics: total strength 200; attack modes: C, E, defense modes: F, G; AL CE; MM page 54.**

### **Invisible Stalker**

This creature is patrolling the astral plane on behalf of the wizard who stole the crown from the queen of Zanzia. He expects the king to send a party after him and he has placed his guardian out on patrol to let him know when such a party arrives. The stalker will not attack but will follow the adventurers for a while and then report to

it's master. It will then attempt to reacquire their location (and has a 50% chance of doing so). Once this is done it will follow and attack whenever a good opportunity to do so arises.

**Invisible Stalker (1): AC 3; MV 12; HD 8; HP 35; # AT 1; Dmg 4-16; SA surprise on 1-5; SA invisibility; SD opponents are -2 on to hit rolls against them; magic resistance 30%; AL N; MM page 55.**

### **Kirin**

This creature travels alone. This one travels the astral plane seeking truth and justice. He is on a holy quest to destroy demon kind that he finds on this plane. He will not attack travelers unless they force him to defend himself. If questioned he can tell the players that he noticed a Githyanki outpost not far away. Should the players seek out that outpost they will find it on a 1 in 6 chance in the next day if they travel in the direction shown by the Kirin.

**Kirin (1): AC -5; MV 24/48; HD 12; HP 58; # AT 3; Dmg 2-8/2-8/3-18; SA his horn is a +3 weapon for purposes of combat; SA magic use; SA all creatures that are conjured by this kirin which are of the air will have double the normal hit points, strength and damage inflicted; SA once per day: **create food and water for large groups, create metal items, create an illusion, assume gaseous form, wind walk, call lightning, summon weather; Spells known: magic missile, sleep, push, shield, strength, detect magic, comprehend languages, charm person, mirror image, shatter, scare, web, esp, detect evil, forget, invisibility, haste, slow, lightning bolt, fireball, hold person, dispel magic, hold person, confusion, dimension door, ice storm, fear, charm monster, polymorph****

other, cone of cold, teleport, conjure elemental (will make a double strength air elemental), bigby's interposing hand, animate dead, death spell, disintegrate, legend lore, spiritwrack, power word stun, limited wish, delayed blast fireball, incendiary cloud, bigby's clenched fist, time stop; magic resistance: 90%; psionics: total strength 170, All attack and defense modes; AL LG; MM page 57.

### Lich

Bhuk'mon was a powerful wizard in the Jural Empire several hundred years ago. Now he is a lifeless version of his former self. He is still a powerful wizard and sometimes visits the astral plane while doing his own magical research. He considers himself a scholar regarding the planes of existence and is here seeking knowledge about the planes. While he is evil he is not necessarily hostile unless provoked. Any opportunity to learn new things about this plane will interest him more than killing travelers in the planes. He was a 24<sup>th</sup> level magic user in his former life and still retains those abilities now.

**Bhuk'mon, Lich:** AC -3; MV 6; HD 24; HP 145; # AT 1; Dmg 1-10; SA chill touch; SA spell use at 24<sup>th</sup> level; SD +1 or better weapons to hit; he wears a **ring of protection +2** and a **cloak of protection +1** and carries a **staff of striking** with 25 charges on it; spells memorized (he needs no travel spell book and his primary spell book is back in the Jural Empire in his lair): **magic missile, affect normal fires, dancing lights, shield, protection from good, mirror image, scare, shatter, levitate, pyrotechnics, lightning bolt, fireball, hold person, slow, tongues, fear, dimension door, confusion, wizard eye, charm monster, magic jar, cone of cold, conjure**

**elemental, feeblemind, distance distortion, disintegrate, death spell, spiritwrack, anti magic shell, stone to flesh, limited wish, delayed blast fireball, cacodemon, power word stun, statue, bigby's clenched fist, maze, mass charm, incendiary cloud, power word blind, power word kill, astral spell, bigby's clenched fist, time stop;** AL NE; MM page 61.

### Mind Flayers

This group is a scouting party looking for Githyanki lairs, outposts and cities to prepare for an upcoming invasion by the Illithids that want to take back control over these rebels that dared to declare themselves free.

**Mind Flayers (4):** AC 5; MV 12; HD 8+4; HP 35 each; # AT 2; Dmg 2 each (tentacle); SA mind blast; magic resistance 90%; psionics: total strength 290 each, attack modes: B, Defense modes: FGH, abilities (at 7<sup>th</sup> level of mastery): **levitation, esp, body equilibrium, astral projection, probability travel;** AL LE; MM page 70.

### Mirror Image of the Adventuring Party

These adventurers are from an alternate prime material plane. They will be shocked to encounter themselves in the astral plane. There is a 50% chance that they will react angrily and attack and a 50% chance that they will react favorably and want to chat a while. Use the character sheets of the players for statistics and weapons.

### Night Hag

This vile creature is searching the astral planes for an evil person to bring to her home plane of hades to form another

larvae. She will find one to slay and then return home.

**Night Hag (1):** AC 9; MV 9; HD 8; HP 53; # AT 1; Dmg 2-12; SA powerful **sleep** spell affects even 12<sup>th</sup> level humans unless they save versus magic; SA if the victim falls asleep she will strangle them; SA if this fails she will visit a human in their sleep and enter their dreams riding them until dawn and lowering their constitution by one point each time she does so; SA **magic missile** spell three times daily (causing 2-16 damage); SA **ray of enfeeblement** three times daily; SA **know alignment** and **polymorph self** at will; SA **gate** in either a type I demon or a barbed devil (50% chance of either with 50% chance of success); SD invulnerable to sleep, charm, fear, fire, cold; SD +3 or better weapons required to hit her (or a silver weapon or cold iron); SA she wears a special periapt with which she projects astrally into this plane. It gives her +2 to all saving throws and cures all disease. If worn by a good person it decays 10% each time used; magic resistance: 65%; AL NE; MM page 73.

### **Petrified Body**

This body appears to be the petrified body of a human traveler. It would appear that he looked through a color pool viewing portal at the wrong moment and saw something which gazed back at him.

### **Pit Fiend**

**Baz'ganoth** is this devil's name. He is traveling the plane looking for a ring lost by his lord **Asmodeus** while traveling to the nine hells. The ring is quite valuable and magical. It could be floating anywhere in this plane. This devil will demand to know if the players found such a ring. But he will not

immediately attack them unless he feels insulted by them or they provoke him in some other way. He may attempt, however, to extort a magic ring from them to present to **Asmodeus**.

**Pit Fiend (1):** AC -3; MV 6/15; HD 13; HP 68; # AT 2; 5-8/7-12; SA at will can perform the following: **pyrotechnics, produce flame, wall of fire, detect magic, detect invisible, polymorph self, hold person, gate** in 1-3 barbed devils (60%) or another pit fiend (40%) with a 70% chance of success; SA once per day can use the following abilities: **symbol of pain** (save versus magic or suffer -4 to hit rolls and -2 to dexterity for 2-20 rounds); SA they shed fear in a 20' radius at all times; SA 18/00 strength; SD regenerate 2 hit points per round; SA if they strike with their tail it will constrict an opponent for 2-8 points per round; magic resistance: 65%; AL LE; MM page 23.

### **Psychic Wind**

Psychic winds are a dangerous local phenomenon. See the table above for type and severity. These winds blow up quickly in 1D10 rounds. The sky will darken and then the effects will be felt. Then they will go away just as suddenly.

### **Retriever**

This foul creature is on the astral plane looking for a wizard that has offended Demagogon in some way. This creature is hunting the wizard here because it is believed that he has a stronghold somewhere in this plane.

**Retriever (1):** AC -2; <V 18; HD 10; HP 50; # AT 4; Dmg 3-18/3-18/3-18/3-18; SA four eye rays (up to two of these eye rays

may function in each round); SA fire ray, cold ray and lightning ray each does damage equal to the current hit points of the retriever (save versus dragon breath for half damage); SA transmutation ray turns the victim into stone, mud, gold or lead (save versus petrification); SA **stone to flesh** will restore one turned to stone but a philosophers stone is needed to bring one back from being turned to gold or lead and **mud to rock** followed by **stone to flesh** will cure one turned into mud; SA each of these eyes may be used only one time every six rounds; AL CE; FF page 75.

### Shedu

These creatures travel the astral plane seeking to do good deeds and defeat the wicked. They will not be immediately hostile to humanoid travelers unless provoked by evil acts.

**Shedu (5):** AC 4; MV 12/24; HD 9+9; HP 45 each; # AT 2; Dmg 1-6/1-6; SA use psionic abilities at 9<sup>th</sup> level of mastery; SA psionic combat; SA can become ethereal at will; SA these have the following minor psionic disciplines: **molecular agitation, esp, body equilibrium, mind over body and object reading**; SA these have the following major disciplines: **mind bar, dimension door and astral projection**; magic resistance: 25%; psionics: total strength 80, all attack and defense modes; AL LG; MM page 87.

### Spherical Ball Which Burns Without Fuel

This strange sight is both intriguing and terrifying. A ball of fire floats in the space here. What causes it to burn is unknown. What fuels it is also a mystery.

### Succubus

This lovely female will appear in human form and wish to accompany the adventurers "for her personal safety." She will say that she is lost on this plane and was kidnaped and brought here by Githyanki warriors but escaped them during a skirmish with some Githzerai war party. Of course, she will betray the adventurers at the first opportunity. She wears a lovely robe which hides her bat like wings underneath.

**Succubus (1):** AC 0; MV 12/18; HD 6; HP 25; # AT 2; Dmg 1-3/1-3; SA energy drain (kiss); SD +1 or better weapons to hit; SA at will may use the following abilities: **etherealness, charm person, esp, clairaudience, suggestion, shape change, gate in a type IV demon (70%) or Type VI demon (25%) or demon prince (5%) with a 40% chance of success**; magic resistance 70%; AL CE; MM page 18.

### Titan

Damemis is traveling this plane on his way back to his home plane. He has been visiting the prime material plane and now is on his return trip. He knows nothing about the locations of any of the outposts or lairs that the adventurers might be seeking.

**Damemis, Titan (1):** AC -2; MV 21; HD 22; HP 128; # AT 1; Dmg 8-48; SA invisible at will; SA levitation and etherealness twice daily; SA clerical and magic user spell use; SA psionic abilities; SD immune to all forms of psionic attack; magic resistance 60%; clerical spells known: **command, cure light wounds, silence 15' radius, hold person, dispel magic, remove curse, detect lie, cure serious wounds, dispel evil, flame strike, heal, aerial servant, restoration, holy word**; magic user spells memorized: **magic missile,**

**charm person, mirror image, detect evil, fireball, lightning bolt, fear, charm monster, hold monster, cone of cold, disintegrate, spiritwrack, duo-dimension, mordenkainen's sword; psionics: total strength 200, attack modes: B, C, D, E, defense modes: immune to attack, abilities: hypnosis, object reading, esp, empathy, cell adjustment, molecular agitation, detection of magic, body control, molecular manipulation, molecular rearrangement; AL CG; MM page 94.**

### Vrocks

These Type I demons are traveling the astral plane looking for a band of adventurers that are believed to be heading to the abyss on some quest. Demagorgon has instructed these Vrocks to eliminate them. They will attack any adventurers that they come across believing them to be those that they are seeking.

**Vrocks (4):** AC 0; MV 12/18; HD 8; HP 35 each; # AT 5; Dmg 1-4/1-4/1-8/1-8/1-6; SA At will they can **detect invisible objects, telekinese** 2000 gold pieces weight or **gate** in another Type I demon (10% chance of success); AL CE; MM page 18.

### Wizard Tower

A large island of astral debris holds this tower. The tower can be seen as the island comes into view. See the fixed encounter areas listed below for more detail about this encounter.

## LAIR of the ASTRAL DRAGON

This lair is in a cave inside of a large piece of floating astral debris. This debris is basically an island in a sea of nothingness. The cave entrance is visible when the ball of debris turns to where the entrance faces travelers nearby. There will be no random encounters in this lair. The entire complex is unlit.

### KEY TO the LAIR

#### 1. Entrance to the cave

The entrance to the cave is large and unmarked. At the entrance to the cave is a glyph of warding (cold) which can only be seen if some light source is present. Anyone looking at the glyph will suffer 30 hit points of frost damage (save versus magic for half). A friendly cleric cast this spell to help guard the entrance to the lair.

#### 2. Intersection

Two dead bodies float in this portion of the cave. Each of the bodies appear to be humanoid adventurers from some plane other than this one. Both of them wear plate armor. One has a sword still in his scabbard. Should the sword be removed it will prove to be a **broad sword +3/+5 versus water breathing or dwelling creatures.**

#### 3. Bend in the Tunnel

Etched on the walls of the cave are strange runes in some alien language that is unrecognizable by the adventurers. Anyone using some form of magic to translate the ruins will read the following words:

“Home of Qianshe”

Anyone translating this last word will find that this translates roughly in some

eastern language as “light blue snake.”

#### 4. Guest Room

This cave appears to have furnishings and decorations which suggest that someone lives or has lived here. Two large paintings of some ancient kings rest upon the walls of the cave. Each of these old paintings appear quite valuable and might be worth as much as 1000 gold pieces. Along another wall is a tapestry of a long thin dragon which also appears quite valuable. The tapestry seems to float off of the wall in the portions that are not directly tied down. It is worth at least 1500 gold pieces to a collector of such art.

The person using this room is a cleric named Edward Crugge. He is from the prime material plane but he is a frequent visitor to this plane. He is a close ally and friend of the astral dragon Qianshe and comes to visit him often. He is not evil but will not help anyone kill his friend. In fact, if the adventurers indicate their intent to do so he will wait and come to the aid of his friends a round later.

**Edward Crugge** - C17: AC 3 (on this plane his AC is 1); HP 72; he wears gray robes over plate mail and also wears a **ring of protection +2**; his stats are S10 I15 W18 D12 C12 CH 11; he carries a **mace +3/+5 versus poison using creatures**; he also wears a **phylactery of faithfulness**; spells known: **bless, curse, command, detect magic, detect evil, detect good, sanctuary, resist cold, remove fear, light, chant, augury, hold person (x2), know alignment, silence 15' radius (x2), spiritual hammer, find traps, speak with animals, cure blindness, cure disease, dispel magic (x3), prayer, locate object, feign death, animate dead, cure serious**

**wounds (x2), detect lie, divination, exorcize, tongues, sticks to snakes, dispel evil, commune, flame strike, raise dead, true seeing, heal, find the path, speak with monsters, astral spell; AL N**

#### 5. Floating Debris

This room seems to be filled with floating debris. Close inspection of the debris will reveal that bits of wood and iron are present in the room. Closer inspection will reveal that the wood is scorched. It would appear that this debris is the remnants of some fire trapped chest that was once located in this room but was set off sometime recently.

#### 6. Astral Dragon and Treasure Horde

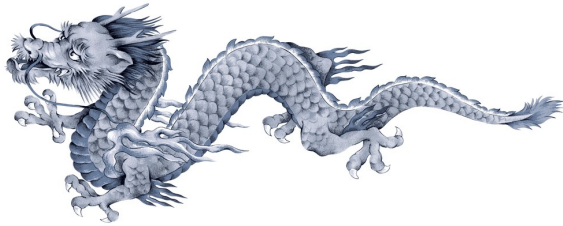
This room seems to be filled with floating treasure of all kinds. Coins of every type, gold and platinum bars, bolts of fine silk, valuable paintings in golden frames, golden figurines and marble statues float in this room. Threading it's way through the middle of this floating horde is a long thin dragon with a light blue color and fiery yellow eyes.

This is the ancient astral dragon Qianshe and this has been her home for many centuries. She lives here among her favorite things and enjoys the peace and solitude of the astral plane.

**Ancient Astral Dragon (1)**: AC -4; MV 12/48; HD 15; HP 120; # AT 3; Dmg 1-10/1-10/4-40; SA breath weapon (sonic cone - save vs breath weapon or take 120 points of sonic damage); SD never surprised; SA she has the ability to speak many languages including common tongue of Zanzibar but does not possess spell casting ability; AL N;

NM see below.

Her floating treasure horde includes: 34355 copper pieces, 43322 silver pieces, 14573 gold pieces, 4321 platinum pieces and 3424 electrum pieces. These coins are from many foreign lands and other planes of existence. There are also 10 gold bars worth 500 gold pieces each and 10 platinum bars worth 2000 gold pieces each. There are 12 tiger eye gems worth 10 gold pieces each, 14 moon stones worth 10 gold pieces each, 10 amethysts worth 100 gold pieces each, 5 peridots worth 500 gold pieces each, 7 emeralds worth 1000 gold pieces each and a



black opal worth 5000 gold pieces. There are also the following items in floating in this large cave: a mink coat worth 5400 gold pieces, three large mastodon tusks worth 500 gold pieces each, twelve bolts of fine silk in various colors worth 500 gold pieces each and an ermine cape worth 3600 gold pieces. There is also a **shield -1**, **missile attractor**, a **two handed sword of life stealing**, a **spear, cursed backbiting**, an **amulet of the planes**, a **ring of mind shielding (UA)** and a **wand of lightning** with 22 charges on it floating here.

## GITHYANKI OUTPOST

This outpost appears to be a tower that rises from the center of a large island of astral debris. As the island floats closer to the adventurers they can make out no entry points into the tower itself. However on two different ends of this island are structures with metal doors leading into them. Perhaps these metal doors lead into the outpost itself. At the top of the tower one can see that there are visible points where someone could be watching the approach to the island. A clear glass like window seems to circle the top of the tower allowing those inside to watch for travelers approaching.

The interior of the complex appears to be made from some kind of strange astral metal that exists only on this plane. All rooms appear to be lit by some unknown light source. A strange circular disk can be found on the wall on the inside of each doorway. When a hand is placed against this disk the door will open or close. None of the doors in the complex are locked. Lights may be turned off or on by voice command but only in the language of the Githyanki.

Within this complex there is still little gravity and one can merely float in any direction.

### RANDOM ENCOUNTERS WITHIN THE OUTPOST

Random encounter rolls should be done once every hour. However, if the alarm has been set off you should roll every ten minutes. A roll of one, two or three out of eight will indicate an encounter. Should the alarm not be set the encounter will be rolled on the following table:

1. Two Githyanki Fighters
2. Patrol
3. Githyanki Knight

#### 4. Githyanki Warlock

**Githyanki Fighters** - F2: AC 4; HP 12 each; wear splint mail and carry two handed swords which are not silver and not magical; AL NE; psionics: total strength 150 and all attack and defense modes but J; FF page 43.

**Githyanki Knight** - 9<sup>th</sup> level anti paladin: AC 0; HP 78; wears +4 splint mail and carries a +3 silver two handed sword that has a 20% chance of cutting a silver cord of an opponent each time it is used; SA reverse powers of a paladin; AL CE; psionics: total strength 230 and all attack and defense modes but J; FF page 43.

**Githyanki Warlock** - 9<sup>th</sup> level MU: AC 3; HP 30; wears a black robe that acts as a **cloak of protection +1** and wears **bracers of defense armor class 4**; carries a bone staff which is ornately carved from some huge beast but has no magical properties and a **wand of magic missiles** with 25 charges; spells memorized: **sleep, burning hands, shocking grasp, shield, mirror image, forget, detect good, lightning bolt, fireball, dispel magic, ice storm, confusion, cone of cold.**; AL LE; psionics: total strength 180 and all attack and defense modes but J; FF page 43.

#### **Githyanki Patrol**

This group will consist of

**Githyanki Knight** - 9<sup>th</sup> level anti paladin: AC 0; HP 78; wears +4 splint mail and carries a +3 silver two handed sword that has a 20% chance of cutting a silver cord of an opponent each time it is used; SA reverse powers of a paladin; AL CE; psionics: total strength 230 and all attack and defense modes but J; FF page 43.

**Githyanki Warlock** - 9<sup>th</sup> level MU: AC 3; HP 30; wears a black robe that acts as a **cloak of protection +1** and wears **bracers of defense armor class 4**; carries a bone staff which is ornately carved from some huge beast but has no magical properties and a **wand of magic missiles** with 25 charges; spells memorized: **sleep, burning hands, shocking grasp, shield, mirror image, forget, detect good, lightning bolt, fireball, dispel magic, ice storm, confusion, cone of cold.**; AL LE; psionics: total strength 180 and all attack and defense modes but J; FF page 43.

**Githyanki Fighters (10)** - F2: AC 4; HP 12 each; wear splint mail and carry two handed swords which are not silver and not magical; AL NE; psionics: total strength 150 and all attack and defense modes but J; FF page 43.

Once the alarm has been set off all encounters will be with a Githyanki Patrol.

#### **KEY TO THE OUTPOST**

##### 1. **Entry Point One**

This entry point has two metal doors which will automatically open the moment that anyone floats within five feet of them. This point is guarded by Githyanki low level fighters. Each is vigilant and is floating at attention when the doors are opened. When they see anyone who is not Githyanki, or one of their honored guests, they will attack. One will attempt to sound the alarm by pulling a lever near the north wall.

**Githyanki Fighters (4)** - F2: AC 4; HP 12 each; wear splint mail and carry two handed swords which are not silver and not magical; AL NE; psionics: total strength 150 and all attack and defense modes but J; FF page 43.

## 2. Entry Point Two

This entry point has two metal doors which will automatically open the moment that anyone floats within five feet of them. This point is guarded by Githyanki low level fighters. Each is vigilant and is floating at attention when the doors are opened. When they see anyone who is not Githyanki, or one of their honored guests, they will attack. One will attempt to sound the alarm by pulling a lever near the south wall.

**Githyanki Fighters (4)** - F2: AC 4; HP 12 each; wear splint mail and carry two handed swords which are not silver and not magical; AL NE; psionics: total strength 150 and all attack and defense modes but J; FF page 43.

A secret door here leads to area 3.

## 3. Secret Guard Post

This secret room is a hidden post with a peephole watching into area two. Should fighting erupt in area 2 a lever will be pulled here by the guards before they join the combat in area 2. This will set off the alarm system for the complex. When the alarm goes off a loud wailing sound will be heard echoing throughout the outpost.

**Githyanki Fighters (4)** - F2: AC 4; HP 12 each; wear splint mail and carry two handed swords which are not silver and not magical; AL NE; psionics: total strength 150 and all attack and defense modes but J; FF page 43.

## 4. Tower Lower Level

This is the center point of the complex. It is also the lower level of the tower which can be seen rising out of the astral debris that makes up this entire island. A hatch in the ceiling here allows access to

the level above. One merely needs to float up to within five feet of the hatch and it will open automatically allowing access to that level. The ceiling here is twenty five feet above the floor.

Double doors lead southwest, northwest and northeast from this room. Like all of the other doors in this complex these doors can be opened by touching the metal disk beside the door. The doors will then open automatically. A hatch in the ceiling of this room allows access to the middle level of the tower.

Waiting within this room is a strange alien looking creature. It appears to be a floating mass with at least twenty to twenty five eyes which extend outward from the central mass by long flowing tentacles. The central mass itself appears just to be one big mouth.

This creature is a member of the Krihhiha race. This is a race that lives on an alternate prime material plane and is here visiting the Githyanki to negotiate a deal to support them in their wars against the Githzerai and the Mind Flayers.

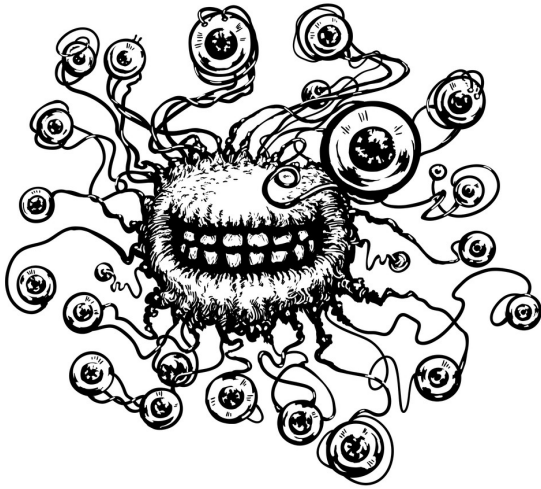
**Krihhiha (1)**: AC 0/7; MV 24; HD 16; HP 100; # AT 1 + 4-16 eye stalk rays; Dmg 4-24 (bite) + rays; SA 4D4 eye stalk rays can fire at opponents each round (see description below for the random table); SA high intelligence and strategy (will always target all enemies in room and will figure out quickly who the most dangerous ones are); SA psionic combat and abilities; magic resistance 50%; AL N; NM see below.

yet to us you are half blind  
sunlight makes us invisible,  
and difficult to find"

The answer to this riddle is: the stars

Should this answer be spoken aloud then the statue will move off of its base and revealing a hidden compartment which cannot be found by other means. Inside of this compartment are: a **ring of shooting stars** and a **potion of the planes**.

Should an incorrect answer be given then the alarm to the complex will sound if it has not already been set off. A loud klaxon will be heard overhead and all around and lights will begin flashing on and off.



#### 5. Statue of Gith

This circular room is dominated by the statue of a female Githyanki known only as "Gith." She is the most revered figure in the history of this race for she led the great revolt against the Illithid that gained both the Githyanki and the Githzerai their freedom from the mind flayers. Statues of Gith can be typically found in virtually any Githyanki city, outpost or citadel as she is revered by her people.

Should magic be detected the statue will radiate magic as will everything else around the room. As mentioned before the entire astral plane radiates this. However the statue will shimmer a little brighter than everything else around the room. Should evil be detected on the statue none will be present.

When approached the statue will animate and speak the following words:

"We are all around,

#### 6. Statue of A Githyanki General

In the center of this circular room is the statue of a proud Githyanki warrior. This warrior appears to be a general or military leader of some kind. He has a mean scowl on his face a silver sword in one hand and is pointing ahead with the other hand as if leading troops in battle.

This statue does not radiate magic nor evil. It is, however, trapped. Should it be touched then flame will burst out of hidden vents all around the room. Anyone within the room will need to make saving throws versus dragon's breath or be scorched for 6D6 damage. The alarm will then sound overhead and the lights will begin flashing on and off.

#### 7. Main Barracks

This is the main barracks for the complex. Strange webbed hammocks stretch in the corners here. Several of these hammocks are in each corner. Some are

occupied by sleeping Githyanki soldiers and some are not. If the alarms are sounded overhead none of these hammocks will be occupied and all of the Githyanki in the complex will be on high alert until it is shut off again.

At any normal time (when the alarm is not going off) there will be 5D4 Githyanki low level soldiers in this room. Half will usually be sleeping until their next shift. If the alarm is set off, however, ten will be present here armed and waiting while the others are out on patrol. Should the players enter this room while the alarm is not sounding they can possibly surprise those present. No alarm levers are in this room. One soldier may attempt, however, to run and warn others.

**Githyanki Fighters (various)** - F2: AC 4; HP 12 each; wear splint mail and carry two handed swords which are not silver and not magical; AL NE; psionics: total strength 150 and all attack and defense modes but J; FF page 43.

There is a secret door to area 8 in the south wall of this room.

## 8. Armory

Floating in this hidden room are weapons and armor of the Githyanki. Twelve suits of normal splint mail float in the room as well as a suit of **splint mail +4** and two suits of **splint mail +2**. Each of these armor suits are garishly decorated as most Githyanki armor is.

Also floating in this armory are a pair of **two handed swords +1**, a **+2 long sword**, and a **silver two handed sword +3** (the special kind that cuts the silver cord 20% of the time when used astrally).

## 9. Idol of Vlaakith CLVII The Lich Queen

This circular and domed room is dominated by a large statue of the Lich Queen Vlaakith CLVII who rules the Githyanki and serves as their unliving goddess. She stands tall in this room with her skeletal face mocking those who enter. The statue radiates evil if detected for. Should magic be detected she will shimmer a little brighter than the rest of the room.

Close inspection of the idol will reveal that Vlaakith CLVII has objects floating around her which appear to be offerings from her subjects. Many gems of variable colors and size float in the room. Those gems include:

- One star ruby worth 5000 gold pieces
- Two pearls worth 500 gold pieces each
- One topaz worth 500 gold pieces
- Three pieces of fine coral worth 100 gold piece each
- And a Aquamarine worth 500 gold pieces

Should the statue be touched the without the person doing so stating the name of the Lich Queen Vlaakith CLVII the statue will turn red hot. And then it will turn white hot. And then it will explode for 6D6 damage to all in the room. This is not a trap that can be detected but is a magical feature of the idol itself. This explosion will bring a patrol to the room within three rounds as it is loud and will echo through the halls.

If a person does speak the name of Vlaakith CLVII before touching the altar she will open her skeletal mouth and reveal a ring inside. It is a **ring of the starry skies** with 14 charges on it.

10. **Githyanki Outpost Commander and His Council of War**

A council of war is going on in this room. When the room is entered the adventurers will see three Githyanki leaders floating around a holographic picture of some alien plane or world. Highlighted on this “map” are places in which the leaders intend to invade. While this is but a small outpost of the Githyanki all of the military leaders have been advised of the upcoming invasion so that they may have their troops and knights ready for the assault. The target is the Githzerai. The Githzerai are the racial enemy of the Githyanki. They were once part of the same race but split over cultural and moral disagreements after their freedom was won from the Mind Flayers. Now they are hated enemies.

This globe will disappear magically if touched by a non Githyanki hand. The means for bringing it back will not be discovered by any means by the adventurers. The room is circular in shape and has a high domed roof. The domed roof and walls are painted with some kind of alien looking metallic paint which seems to shimmer. The mural scenes depict the Githyanki victory over the Illithids as well as many victories in battle over the Githzerai.

**Oewralz, Githyanki Outpost Commander**

- 11<sup>th</sup> level fighter: AC -1; HP 83; wears **+5 splint mail** and carries a **+5 special vorpal silver two handed sword** that has a 20% chance of cutting a silver cord of an opponent each time it is used; SA reverse powers of a paladin; AL CE; psionics: total strength 240 and all attack and defense modes but J; FF page 43. He wears many jewels decorating his armor. He wears three green emeralds worth 5000 gold pieces each. These signify the three Githzerai generals

that he personally put to the sword. He also wears a sapphire worth 5000 gold pieces which represents the mind flayer elder that he personally beheaded during the great revolt. He also wears two rubies worth 5000 gold pieces each which represent his slaying of two human wizards that supported the Githzerai in their battles against his people. He also wears a **ring of electrical resistance** on his left hand and a **ring of fire resistance** on his right.



**Meam', Githyanki Knight Commander**

- 10<sup>th</sup> level anti paladin: AC 0; HP 83; wears **+4 splint mail** and carries a **+5 unholy**

**avenger two handed sword**; SA reverse powers of a paladin; AL CE; psionics: total strength 210 and all attack and defense modes but J; FF page 43. His armor is decorated by five amethysts worth 1000 gold pieces each which represent the Githzerai commanders that he has slain in single combat. It is also decorated by two opals worth 1000 gold pieces which signify the number of paladins that he has personally defeated in battle. He also wears a **brooch of acid resistance**.

**Kruahlirea, Githyanki High Witch** - 9<sup>th</sup> level MU: AC 2; HP 30; wears a black robe and **bracers of defense armor class 2**; carries a bone staff which is ornately carved from some huge beast but has no magical properties and a **wand of frost** with 17 charges; spells memorized: **magic missile, shield, hold portal, comprehend languages, strength, scare, mirror image, lightning bolt, hold person, dispel magic, confusion, polymorph other, cone of cold**; AL LE; psionics: total strength 200 and all attack and defense modes but J; FF page 43. She wears a metallic neck band with two star sapphires in it worth 5000 gold pieces each and three diamonds in it worth 5000 gold pieces. These gems signify her power in the Githyanki hierarchy.

A secret door in the south wall leads to area 11.

#### 11. **Secret Treasure Vault**

Floating in this room are objects which have been seized by the members of this outpost in their many raids upon the Githzerai, the Illithid and humans. A fine necklace of rubies and emeralds worth 2750 gold pieces, a goblet made of gold with many sapphires and blue diamonds decorating it worth 7750 gold pieces and a

ring adorned with huge clear diamonds worth 10500 gold pieces are among the objects floating here. Also present are a sable coat worth 9000 gold pieces and a golden statue of the Emperor of Jural from a previous dynasty worth 4500 gold pieces. Three vials of liquid float among these objects. These are **Potions of the Planes**. Also among these floating objects is a **helm of brilliance, bracers of archery (UA)** and a **girdle of many pouches (UA)**.

#### 12. **Middle Level Tower**

This level has several strange looking hammocks for sleeping. At any given time (unless the alarm has been set off) at least half of the Githyanki guards here will be asleep. At any given time there will be 3-12 Githyanki Fighters here. A hatch in the floor allows access to this floor and a hatch in the ceiling allows access to the upper floor.

**Githyanki Fighters (various)** - F2: AC 4; HP 12 each; wear splint mail and carry two handed swords which are not silver and not magical; AL NE; psionics: total strength 150 and all attack and defense modes but J; FF page 43

#### 13. **Upper Level Tower**

This level is the upper portion of the tower. A window made of some kind of strong but clear material allows those within this room to see in all directions into the astral plane around the floating island in which this tower is located. At any given time there will be two guards here and Githyanki Knight watching for approaching travelers. A hatch from the floor allows access to this floor.

**Githyanki Knight** - 9<sup>th</sup> level anti paladin:

AC 0; HP 78; wears +4 splint mail and carries a +3 silver two handed sword that has a 20% chance of cutting a silver cord of an opponent each time it is used; SA reverse powers of a paladin; AL CE; psionics: total strength 230 and all attack and defense modes but J; FF page 43

**Githyanki Fighters (2)** - F2: AC 4; HP 12 each; wear splint mail and carry two handed swords which are not silver and not magical; AL NE; psionics: total strength 150 and all attack and defense modes but J; FF page 43

## The TOWER of the MAD WIZARD evahishan

A black tower rises from a large floating island of astral debris. The tower rises about ninety feet above the island. No markings can be seen on the tower and no lights can be seen coming from it. It is dark and mysterious. Two metal doors on one side allow entrance into it. The doors open whenever any one floats within five feet of it.

This tower is the home of Evahishan the wizard who has stolen the crown from the queen of Zanzia. He lives here along with his assistants and a few special friends. The tower is made of some kind of strange astral material which is native to this plane but no others. All ceilings in this complex are twenty feet high unless otherwise stated including in the dungeon level. This is so the assistant is able to enter all areas as he is a giant.

Within this complex there is still

little gravity and one can merely float in any direction.

### RANDOM ENCOUNTERS WITHIN THE TOWER OR DUNGEON

Encounters should be rolled once every four hours or any time an inordinate amount of noise has been made which might draw the interest of creatures nearby. A roll of one or two out of eight will indicate an encounter. Encounters will be determined on the following table:

1. Astral gargoyle (multiple patrol the tower)
2. Eeegor the assistant (if killed roll again)
3. Invisible stalker (if killed roll again)
4. A friend of the wizard (if killed roll again)

#### Astral Gargoyle

These beasts patrol the tower on behalf of their master the Wizard. There are several of these creatures around. They have been brought to this plane specifically as guardians of the tower and are adept at fighting in the astral plane. They look just like normal gargoyles only they are blue in color and are larger and meaner than their prime material cousins.

**Astral Gargoyle (1):** AC 5; MV 12/20; HD 8+8; HP 50 each; # AT 4; Dmg 1-6/1-6/2-12/2-8; SA when using their horn attack (2-12) it acts as a +3 weapon both to hit and to damage; SD +3 or better weapons required to hit; AL CE; NM see below.

#### Eeegor

Eeegor assists the master with his

experiments here in the astral plane. He has been brought here by the master away from his home on the prime material plane but he does not mind this as he is well fed and taken care of here in the master's tower. And he is getting used to living in the astral plane. He is a Fomorian giant and is just a little over 13 feet tall. In combat he will float towards the enemy and swing his massive fists. If he is not met in a random encounter and killed then he will be found with the master.

**Eeegor, Fomorian Giant (1):** AC 3; MV 9; HD 13+2; HP 78; # AT 1; Dmg 4-32; AL NE.

### Friend of the Wizard

This alien creature is here visiting the wizard and collaborating with him on some of his experiments. He is a member of an alien race known as the Pleohix. They are from an alternate prime material world which is preparing to invade another and is looking for assistance from this mad wizard in the form of his research.

**Pleohix (1):** AC -4; MV 20; HD 15; HP 100; # AT 3; Dmg 2-12/2-12/3-18; SA hyper mode allows it temporary haste effect; SD +3 or better weapons to hit; magic resistance 75%; AL NE; psionics: strength 250, attack modes: all, defense modes: all; NM see below.

### Invisible Stalker

This creature is patrolling the tower on behalf of the wizard. He will ambush and attack all those that he does not recognize as a friend of the wizard.

**Invisible Stalker (1):** AC 3; MV 12; HD 8; HP 35; # AT 1; Dmg 4-16; SA surprise on

1-5; SA invisibility; SD opponents are -2 on to hit rolls against them; magic resistance 30%; AL N; MM page 55.

## KEY TO THE TOWER

All doors in this complex open automatically when anyone approaches within 5 feet of them including the hatches to the tower. All rooms are lit by some mysterious force unknown. The tower is made from some strange astral metal never seen before on the prime material plane.

## TOWER LEVEL

### 1. Lower Level/Entrance

This large circular room has a ceiling which rises thirty feet above the floor. A hatch in the floor allows access to some level underneath this one. A hatch in the ceiling allows access to a level above this one. A large pentagram burns on the floor in the center of this room as a guardian summoned by the master arrives to defend his tower from invaders from the prime material plane.

**Balor, Type VI Demon (1):** AC -2; MV 6/15; HD 8+8; HP 61; # AT 1; Dmg 2-13; SA this large demon uses his whip and flame to great effect and will do 4-24 damage when he does; SD +1 or better weapons to hit; SA sheds darkness in a 10' radius at will; SA at will they can use the following abilities: **cause fear, detect magic, read magic, read languages, detect invisible objects, cause pyrotechnics, dispel magic, suggestion, telekinese up to 6000 gp weight, symbol of fear, discord, sleep or stunning, gate in Type III demon (80%) or Type IV (20%) with a 70% chance of success;** magic resistance 75%; AL CE; MM page 19.

## 2. Middle Level

This is the middle level of the tower. A hatch in the floor leads from the lower level and a hatch in the ceiling leads to the top level of the tower. There is a painting on a wall of an old man in blue robes with stars on it and a pointed hat with stars on it. The man has a long white beard and a withered old staff in his left hand.

On the opposite wall from this painting is another. This one depicts the king and queen of Zanzia. Both look regal in the picture and wear their crowns proudly.

Both paintings will shimmer a little brighter than everything around it should detect magic be cast upon them. Each painting is framed in gold and worth 1000 gold pieces.

If the painting of the king and queen is touched the queen's crown will disappear. The king portion of the painting will animate and say the following words:

“The history of Zanzia has been a violent one. The crown jewels of the kingdom are not clean. They have a bloody past.”

If the painting of the wizard is touched then the wizard in the portrait will animate. And it will ask a riddle.

“Look into my face and I'm everybody;  
Scratch my back and I'm nobody”

The Answer: A mirror. If this word is spoken then the painting will move to the side and reveal a scroll behind it. The scroll has magic user spells: **wish, reverse gravity, mind blank, duo-dimension.**

If the wrong answer is spoken the painting will turn into a **mirror of life trapping**. Trapped in the mirror is a pit fiend named Xwarg who once made the mistake of offending the mad wizard. His soul was trapped in this mirror. And when the mirror is revealed and a player looks into it he will be released and they will be trapped instead. All of the 13 cells within the mirror are full and Xwarg will be released if someone else is trapped within it. The person looking into the mirror has a 100% chance of being trapped unless they make a saving throw versus magic unless they have stated previously that they are actively not looking at the mirror (or the painting that was there before it). The mirror and the painting are both the same size. Each was five feet tall by five feet wide. It can be taken with the adventurers but is bulky. See DMG page 150 for details on this magical device.

**Xwarg, Pit Fiend (1):** AC -3; MV 6/15; HD 13; HP 75; # AT 2; Dmg 5-8/712; SA at will can use the following abilities:

**pyrotechnics, produce flame, wall of fire, detect magic, detect invisible, polymorph self, hold person, gate** in 1-3 barbed devils (60%) or another pit fiend (40%) with a 70% chance of success; SA once per day can use the following abilities: **symbol of pain** (save versus magic or suffer -4 to hit rolls and -2 to dexterity for 2-20 rounds); SA they shed fear in a 20' radius at all times; SA 18/00 strength; SD regenerate 2 hit points per round; SA if they strike with their tail it will constrict an opponent for 2-8 points per round; magic resistance: 65%; AL LE; MM page 23.



prime material plane. All rooms on this level are lit by some unknown force. All doors will open automatically when approached unless the mad wizard commands it to do otherwise.

### 1. Entry/The Cage

The hatch in the floor leads to a large circular room. In the center of this room is a cage made of some incredibly strong metal that is alien to the prime material plane. Inside of the cage is a creature like none the adventurers have ever seen before. If anyone moves within 5 feet of the cage it will rise and release the creature inside. All of the mad wizard's guards and minions know of this and steer clear of the cage to avoid releasing the creature within. This "trap" is magical in nature and any attempt to find it by thief skills prior to releasing setting it off will be done at a penalty of 75% to the find traps skill of the thief trying to detect it.

Inside the cage is an alien creature from another plane or world. This particular creature is not intelligent and is not capable of communication. The mad wizard knows the nature of this creature and realizes that it will attack anyone who gets near it. He has trapped it in this cage and kept it underfed to make it agitated and angry. It will immediately spring upon anyone nearby when the cage is lifted. This alien creature is called a Brovrork.

**Brovrork (1):** AC -3;12/24; HD 15; HP 98; # AT 4 (or 5); 2-12/2-12/2-12/2-12 (and possibly 4-24 beak attack); SA impale victims with sharp legs on a hit of 5 more than the required number to hit; SA free beak attacks on anyone impaled until they are freed for 4-24 damage; magic resistance 75%; AL N.

### 3. Upper Level

This level is the top level of the tower. Windows made of incredibly strong glass which appears quite flexible look outward from this level into the void of the astral plane. Looking from these windows are guardians of the tower.

**Astral Gargoyles (2):** AC 5; MV 12/20; HD 8+8; HP 50 each; # AT 4; Dmg 1-6/1-6/2-12/2-8; SA when using their horn attack (2-12) it acts as a +3 weapon both to hit and to damage; SD +3 or better weapons required to hit; AL CE; NM see below.

### DUNGEON LEVEL

This level is carved out of the astral debris that makes up this island floating in the endless sea of the astral plane. It appears to be made of stone of some kind alien to the

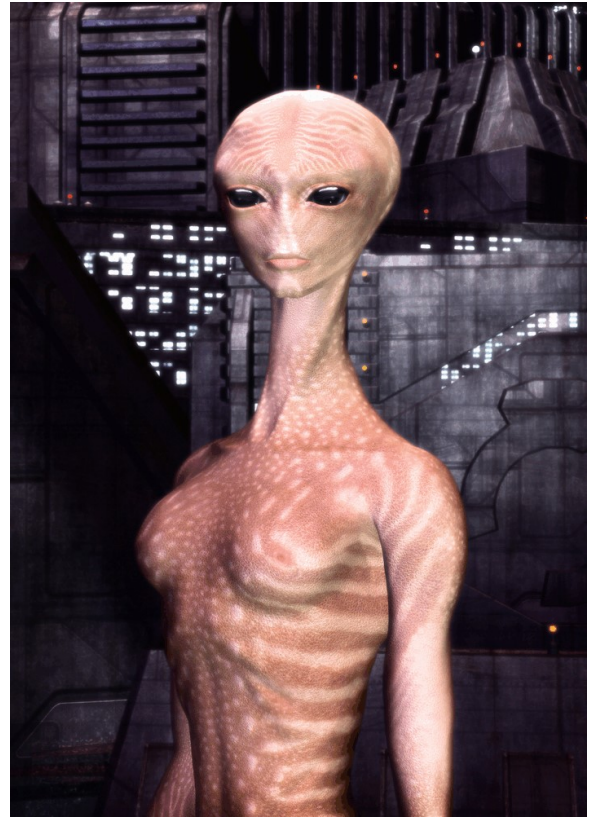


## 2. Guardians of the Tower

Waiting in this room are some peculiar creatures which seem to be highly familiar with this astral environment. They have tan leathery skin and black bulbous eyes yet have a vaguely humanoid appearance. These guardians are aliens called the Aennowae and are allies of the mad wizard. While they do not entirely trust his motives they have temporarily agreed to serve as guards in his tower until he completes his promise to build, or acquire for them, a portal to their home world. These creatures were stranded on an alternate material plane but managed to find passage to this one. Now they have discovered that the astral plane will not get them to where they want to return. Only by magical means can they accomplish this journey.

**Aennowae (5):** AC 4; MV 12/24; HD 10; HP 40 each; # AT 0; SA finger of pain causes 2-20 damage unless victim saves versus death magic for one half damage; SA psionics; magic resistance 25%; AL N;

psionics: strength 200, attack modes: B,D, defense modes: F, G; NM see below.



## 3. Fire Trap

This room is merely a decoy and trap for visitors to the tower who do not belong here. Anyone opening the door to this room will see an illusion of a horrid creature waiting to attack. The creature looks like a large black slimy beast with many long tentacles and dark bulbous eyes. All players may save versus magic at -3 or believe this well made illusion. If they advance into the room one will set off the fire trap and all those within the room will suffer 6D6 fire damage. The illusion will then be dispelled.

#### 4. Idol of Simaru

The mad wizard Evahishan is a follower of the Zanzian god of chaos. This is the real reason why he has stolen the crown from the queen. He has justified his theft by convincing himself that he has merely done justice for the evil deeds done by some of the previous kings and queens of Zanzia. But his real purpose is to use the magical powers of the crown to aid him in preparing a portal to another world on behalf of his alien allies the **Aennowae**.

In this room stands a tall idol of the god of chaos Simaru. Simaru is generally depicted as a large red demonic looking creature (the statue on the cover of the PHB). This version of the idol holds a large brazier in front of him but the fire is not lit. The statue has two very large clear diamonds for eyes and 24 ivory teeth made from the finest mastodon tusks from the Barbarian Lands north of Zanzia. The gems are worth 10000 gold pieces each. The ivory teeth are worth 100 gold pieces each.

The statue radiates neither magic nor evil. Anyone looking closely into the mouth of the idol may notice a scroll tube wedged deep into the mouth. Anyone attempting to reach and take the tube may be bit by the statue which is trapped. The bit of the statue will do 6D6 damage (unless the teeth have already been removed in which it will do 3-18 damage).

The scroll is a clerical scroll with the following spells: **gate, resurrection, heal, speak with monsters, plane shift.**

#### 5. Statue of the Mad Wizard

A statue in the center of this small room represents the wizard Evahishan. The wizard is wearing a long flowing robe and a tall pointed hat. He carries a long staff which has the emblem of a star at the tip. The statue swivels and turns towards the adventurers as they enter the room. A magic mouth appears on the wall and asks the following riddle:

“What flies without wings?  
What passes all things?  
What mends all sorrow?  
What brings the morrow?”

The Answer: Time. Should this answer be spoken aloud the statue will glow white hot and then disappear. In its place will be **helm of telepathy** floating in the area. Should an incorrect answer be spoken aloud the statue will glow white and then a lightning bolt will strike the person answering for 8D6 damage (save versus magic for half).

#### 6. Ally of the Mad Wizard

Residing in this room is a guest of the wizard Evahishan. This alien creature is green but is vaguely humanoid. It has strange spikes rising from its shoulders and neck. It is a Pleohix and it is allied with the mad wizard for their mutual benefit.

**Pleohix (1):** AC -4; MV 20; HD 15; HP 100; # AT 3; Dmg 2-12/2-12/3-18; SA hyper mode allows it temporary haste effect; SD +3 or better weapons to hit; magic resistance 75%; AL NE; psionics: strength 250, attack modes: all, defense modes: all. NM see below. While in this room the creature will defend itself with a weapon it brought to this plane from its home world. It is a **ray gun** and shoots a short burst of energy each time that the trigger is pulled. Each firing of this

weapon does 2-16 damage to the target. The creature can fire this gun once in place of one of its claw attacks. It requires a to hit roll. See the description of the gun at the end of the module. Each charge fired uses up 10% of the available energy in the gun. After ten shots the gun is out of energy until recharged.



In a strange bag made from some alien animal skin are five platinum bars worth 1000 gold pieces each. The bag floats in the room but is tethered to a wall so that it does not float away. The **Pleohix** brought this as currency in the event that some sort of barter might be needed to reach its goals in negotiation with the wizard.

#### 7. **The Mad Wizard Evahishan**

This circular room has a domed shape to it. The domed roof seems to be made of some incredibly strong but clear material that allows those in the room to see the astral plane in full view from this room. Near one wall of the room is a floating throne with a wizard sitting upon it. To his

right is a magic circle which seems to glow brightly and then dim repeatedly. To his left is a pentagram which burns brightly. Within that pentagram is a Greater Yugoloth Guardian. Also present in the room is the master's assistant Eeegor (unless he has already been met and slain).

**Eeegor, Fomorian Giant (1):** AC 3; MV 9; HD 13+2; HP 78; # AT 1; Dmg 4-32; AL NE.

**Yugoloth Guardian (1):** AC -1; MV 9; HD 10; HP 64; # AT 3; Dmg 1-10/1-10/1-12; SA three times daily he can breath a cone of fire for 7D6 damage (save for half); SD immune to charm, hold, sleep and polymorph; SD +2 or better weapons to hit; SD special immunities to fire and electricity; SD can use suggestion spell at will; magic resistance 25%; AL NE; MONM page 371.

**Evahishan the Mad Wizard (1):** MU 20; AC 0 (on this plane AC -4); HP 55; S9 I18 W14 D12 C16 CH 10; wears **bracers of defense armor class 2** and a **cloak of protection +2**; carries a **staff of the stars** with 27 charges on it; spells memorized: **magic missile, sleep, unseen servant, charm person, burning hands, esp, strength, mirror image, levitate, invisibility, lightning bolt, suggestion, tongues, fireball, haste, confusion, ice storm, massmorph, fear, charm monster, cone of cold, teleport, conjure elemental, feblemind, hold monster, disintegrate, death spell, spiritwrack, invisible stalker, delayed blast fireball, power word stun, limited wish, bigby's clenched fist, mass charm, incendiary cloud, astral spell, time stop**; AL CE (insanity); strategies of the wizard: when the adventurers arrive he will have a mirror image spell cast upon himself already if he knows of the players arrival.

Hidden inside of his floating throne is a travel spell book with the spells that he has memorized. He keeps his primary spell book well hidden in a castle he still keeps on the prime material plane.

A secret door here leads to area 8.



## 8. Secret Treasure Chamber of Evahishan

In this room are a number of floating objects. One of these is a chest with a royal crest painted on it. The crest is the royal seal of Zanzia. The chest is locked but not trapped. Inside the chest are several red pillows which protect the important and valuable object inside. The chest holds the crown of the queen of Zanzia. The crown is also often referred to as the **crown of the stars**.

Also floating in the room are thousands of coins of every type. These coins include: 13245 gold pieces, 3412 platinum pieces, 12434 silver pieces and 24562 copper pieces. There are also three star rubies worth 10000 gold pieces each, a star sapphire worth 7500 gold pieces and two blue diamonds worth 12500 gold pieces. Also floating here are a **ring of sustenance (UA)** and a **robe of stars (UA)**.

# new MAGICAL ITEMS

**Brooch of Acid Resistance** - This neckpiece gives resistance to acid based attacks similar to that resistance given to fire by a ring of fire resistance.

**Crown of the Stars** - This ancient Zanzian artifact appears to have been forged from some strange metal made from a meteorite. The crown appears to glow at times from some strange source (radioactivity). Like all artifacts this device has both benefits and drawbacks. It has been in the royal family for hundreds of years and belongs to the queen of Zanzia. The crown is decorated with emeralds, diamonds, rubies and sapphires. It is priceless in terms of monetary value.

The origins of this crown are embarrassing to the royal family of Zanzia. It was owned originally by an Empress of Jural but it was stolen and brought to Zanzia as a gift by Malcon the Firebringer prior to his transformation to evil. At that time Jural and Zanzia had been fighting border wars. Should the crown be revealed to the current Emperor of the Jural Empire another war might break out should he become angry about this transgression against them. For more than a hundred years the loss of the crown of the Empress has been a mystery in that forsaken land. Many members of the royal household were put to the sword in an attempt to find the thief. But to no avail. The wizard Malcon had snatched it in the night and teleported away with the prize. It has been a Zanzian crown jewel ever since that day.

Exposure to this crown for a lengthy period of time will cause harm to the person wearing it. The metal used to make this crown is radioactive and will cause the wearer cancer the longer the person is near it. Even the queen does not wear this crown often. In fact she only wears it for ceremonial affairs. Usually it is kept locked away safely (or so it was believed).

## Powers of the Crown of Stars

Once per day the wearer can water walk  
Once per day the wearer can know alignment  
While wearing the crown the wearer can detect lies three times daily  
While wearing the crown the wearer can cast command three times daily  
Prime Power: prismatic spray one time daily

## Malevolent Effects of Wearing the Crown

Cancer if exposed over time (1 to 6 months direct exposure will cause fatal disease)  
All saving throws while wearing the crown are at -2  
Each time the prime power of the crown is used the person loses a point of constitution permanently  
Each time any power of the crown is used the wearer has a 1% cumulative chance of being sent to another plane randomly and without warning

**Potion of the Planes** - A person drinking this potion has the temporary ability to transport themselves to the astral plane by projection. Once there the person can find their way to virtually any inner or outer plane by way of color pools and conduits. This potion could be potentially dangerous as one should not travel the astral plane alone. Return home would be simple enough by returning to the closest color pool which

will be silvery in color and will return the traveler to their home plane. This potion is only enough for one person to travel. A group would need to find more of them if they wished to travel as well. This potion is kept in a clear vial and is vacuum packed so that no liquid moves within it.

**Ray Gun of the Pleohix** - Each firing of this weapon does 2-16 to the target. A roll to hit is required. Each firing uses up 10% of the energy stored in the gun until it is recharged. It cannot be recharged by any means available to the adventurers. This gun fires a short burst of energy towards the target. After ten shots the gun is drained of energy.

**Ring of Electrical Resistance** - Similar to the ring of fire resistance except that it resists the effects of electricity and lightning.

**Ring of the Starry Skies** - A person wearing this ring has the power of the stars at their fingertips. The wearer of this ring may transport himself or herself to another plane at will merely by thinking of the place they wish to go. The travel is absolutely safe but there are limited charges on the ring. The bearer may not transport others with them via this ring. Until the user of the ring has used it at least twice there will be a 10% chance of the person arriving at an incorrect plane determined randomly on the same table listed previously for color pools. Ignore rolls that indicate the plane the person is already on or was intending to go to.

**Staff of the Stars** - This staff appears to be made from some strange metal from the astral plane. At the tip of the staff is a large star shaped emblem. At a cost of three charges the wielder of this staff may cast a meteor swarm spell as a 18<sup>th</sup> level magic user, at a cost of two charges the wielder of the staff can cast an astral spell and at a cost

of one charge the wielder can cast a reverse gravity spell. There are limited charges on this staff.

**Unholy Avenger Sword** - This sword is similar to the Holy Avenger sword used by paladins but this one must be wielded by an Anti Paladin. When carried by such it is a deadly and feared weapon that gives magic resistance of 50% to all those within a 5' radius of the wielder. When it strikes an opponent it may dispel magic as holy avenger would (but the victim in the astral plane may save against magic to avoid this effect). Against lawful good creatures it inflicts 10 hit points of bonus damage to them on a successful hit.

## new monsters

Aennowae	
Armor Class:	4
Movement::	12/24
Hit Dice:	10
No. of Attacks:	0
Dmg/Attack:	0
Special Attacks:	Psionics, fingers of pain
Special Defense:	None
Magic Resistance:	25%
Alignment:	N
Size:	M
Psionics:	
Strength:	200
Attack/Def:	B, D/F, G

These alien creatures are vaguely humanoid in shape and appearance. They are very intelligent and have psionic abilities. Aennowae also have the ability to use one of their long bony fingers as a deadly weapon. In combat the finger will light up. The creature will point that finger at an opponent and the victim will begin to feel horrible pain. The creature affected will take 2-20 damage from this form of attack each round. The victim may make a saving throw versus death magic to reduce this damage by one half.

Astral Dragon	
Armor Class:	- 4
Movement::	12/48
Hit Dice:	15
No. of Attacks:	3
Dmg/Attack:	1-10/1-10/4-40
Special Attacks:	Breath weapon
Special Defense:	Never surprised, never sleeps
Magic Resistance:	25%
Alignment:	N

Size: L (50' long)

These dragons are extremely rare and are only found on this plane. They have the ability to breath a cone of sonic death which is 30'x 90' in dimension. Anyone in that area of effect must make a saving throw versus dragon breath or suffer damage equal to the hit points of the dragon. A saving throw indicates that one half damage is taken. This breath weapon can be used twice per day and not on consecutive rounds.

The dragon is light blue in appearance and looks like a skinny blue ribbon floating in the astral void. At times it is difficult to even see as the plane itself is gray and the dragon does not stand out well against that background.

It is never surprised on this plane as there is no need to sleep here. Time does not move normally here.

Astral Shark	
Armor Class:	3
Movement::	24
Hit Dice:	14
No. of Attacks:	1
Dmg/Attack:	2-12
Special Attacks:	Sever silver cord on a natural 20
Special Defense:	Astral scent, All around vision, Never surprised
Magic Resistance:	None
Alignment:	N
Size:	M

These predators are indigenous to this plane. They roam the plane seeking out extra-planar visitors to feed upon. They tend to roam in packs and hunt together using their ability to smell the prey that they seek in this plane.

These creatures are much feared by visitors to the astral plane. And with good reason. For on a natural 20 this creature has bitten and severed the silver cord of the projected traveler to the astral plane with all of the consequences of that.

These creatures have all around vision and cannot be surprised by others on this plane. And they have an incredible sense of smell which allows them to find and track prey up to 180 feet away from them.

This creature is from the Tome of Horrors, Volume I, from Necromancer games.

Brovrork  
Armor Class: -3  
Movement:: 12/24  
Hit Dice: 15  
No. of Attacks: 4 or 5  
Dmg/Attack: 2-12/2-12/2-12/2-12  
and/or 4-24  
Special Attacks: Impale victims with sharp legs/beak attack  
Special Defense: None  
Magic Resistance: 75%  
Alignment: N  
Size: M

This alien creature has a sharp bird like beak and four spider like legs that end in sharp points that the creature uses in combat to impale victims with. While this creature is not evil it is angry from being caged and is nearly insane from it's captivity. In the wild these creatures are dangerous enough to encounter in their home environment.

Each of these spider type legs can be used in combat and it also uses it's beak in combat as well as it's incredibly loud screeching. This screeching may interrupt spell casting. In order to cast a spell the caster must roll a saving throw versus death magic at -3 in

order to continue casting the spell without it misfiring.

Each of the legs strike for 2-12 damage. Should it impale a victim (if it's to hit roll exceeds the required number by 5) then it will also get a free attack with it's beak which will hit automatically and will continue to hit automatically each round thereafter until the impaled victim is freed in some manner. The beak does 4-24 damage.

The nature of the alien world that this creature comes from gives it some innate magical resistance.

Krihhiha  
Armor Class: 0 (body)/7 (eye stalks)  
Movement:: 24  
Hit Dice: 16  
No. of Attacks: 1 + 4-16 eye stalk rays  
Dmg/Attack: 4-24 (bite)  
Special Attacks: Eye stalk rays  
Special Defense: None  
Magic Resistance: 50%  
Alignment: N  
Size: M  
Psionics:  
Strength: 300  
Attack/Def: All/All

The Krihhiha are an ancient race from an alternate prime material plane. They are a warlike race but respect the ways of the Githyanki because they too understand the power of war. The Krihhiha appear to be one giant mouth with twenty to twenty five floating eyeballs connected to this central body by long flowing tentacles. They might even appear to be a distant cousin of the beholders and eye tyrants of the prime material plane that the adventurers come from.

In many respects these creatures are similar to beholders. But unlike the beholder they have no large central eye. These creatures rely entirely upon their many eye stalks for sight as well as combat. These eye stalks have many varied powers and from 4-16 of these stalks may be used during one round of combat to be determined randomly from the following table:

- 01-05 Dispel magic
- 06-10 Command
- 11-15 Magic missile (1D4+1)
- 16-20 Feeblemind (3D4 rounds)
- 21-25 Disintegrate
- 26-35 Cause serious wounds (3D8+3)
- 36-40 Petrification
- 41-45 Charm Person (3D4 rounds)
- 46-50 Cause light wounds (1D8)
- 51-55 Blindness (3D4 rounds)
- 56-60 Ray of enfeeblement (3D4 rounds)
- 61-65 Harm (reduced to one hit point)
- 65-70 Suggestion
- 71-75 Confusion (3D4 rounds)
- 76-80 Fear (3D4 rounds)
- 81-85 Death ray
- 86-90 Slow (3D4 rounds)
- 91-95 Cone of cold (10D4)
- 96-00 Paralysis (4D4 rounds)

The creature also will attack with it's mouth should any of the rays from the eyes manage to paralyze a victim. The creature will then float close to that creature and begin feeding. It will bite for 4D6 damage each round thereafter and the victim will be hit every time until the paralysis is broken.

The creature is incredibly intelligent and will know to attack all of those present. At least one of the eyes will fire at each creature in the room with it during combat. It will quickly assess (during the first round) who in the party of adventurers can do it the most damage. And most of the eyes will focus on

disabling that person first.

The eye stalks are easy enough to hit and take only 10 hit points of damage to destroy. But destroying one of these eye stalks does not take away from the total hit points of the creature. The armor class of each eye stalk is AC 7. The abilities of each eye stalk each round are randomly determined so destroying the eye stalk that fired a death ray this round will not prevent another from firing the same ray in another. The mouth and central mass of the creature are AC 0. This must be destroyed to kill the creature. The eye stalks regenerate in one days time.

This creature is totally at home in the astral plane. On it's own plane it floats in the air the same as it does on this one.

These creatures communicate telepathically and learn languages instantly merely by reading the minds of those around them.

The creature also has strong psionic abilities and powers. It will not hesitate to unleash them if it senses psionics being used nearby or against it. It can use any of the Minor or Major psionic disciplines listed in the PHB but will not attempt to do these during combat. It will always choose to use it's eyestalk rays first instinctively.

These creatures are not evil but do respect power and force. They can be negotiated with but are not especially impressed with wealth or magic. They are far more impressed with military strength and a warlike nature. They are seeking an alliance with the Githyanki so that they may observe and learn the strategies of the race and use it to their own advantage in wars of their own choosing.

Pleohix

Armor Class: -4  
Movement:: 20  
Hit Dice: 15  
No. of Attacks: 3  
Dmg/Attack: 2-12/2-12/3-18  
Special Attacks: Hyper mode  
Special Defense: +3 or better weapons  
to hit  
Magic Resistance: 75%  
Alignment: NE  
Size: M  
Psionics:  
    Strength: 250  
    Attack/Def: All/All

planes of existence.

It takes a +3 or better weapon to hit this creature in combat.

These green aliens come from an alternate prime material world.. These creatures are evil and are intent on invading other prime material worlds with the help of others such as the mad wizard. They are a race of warriors and are very aggressive.

They are humanoid in shape but have green slimy skin and weird spikes which rise from their neck and their shoulders. In combat they can use the powers of their minds or they can use their claw like hands and sharp teeth. They are also known to use weapons in combat which are alien and known only to them. Their arms are incredibly powerful and the creature needs no weapons to defend itself.

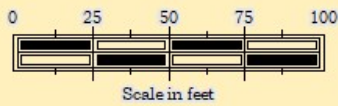
Once per day the creature can go into hyper mode. This results in a haste effect (double attacks during the duration) which will last 2-5 rounds. After this, however, the creature will tire quickly. In 1D4 rounds after this has been done the creature will slow and will only manage to attack with one claw until it has had time to rest for one hour.

The creature is innately resistant to the magic of the prime material plane. This give their race the confidence to invade other

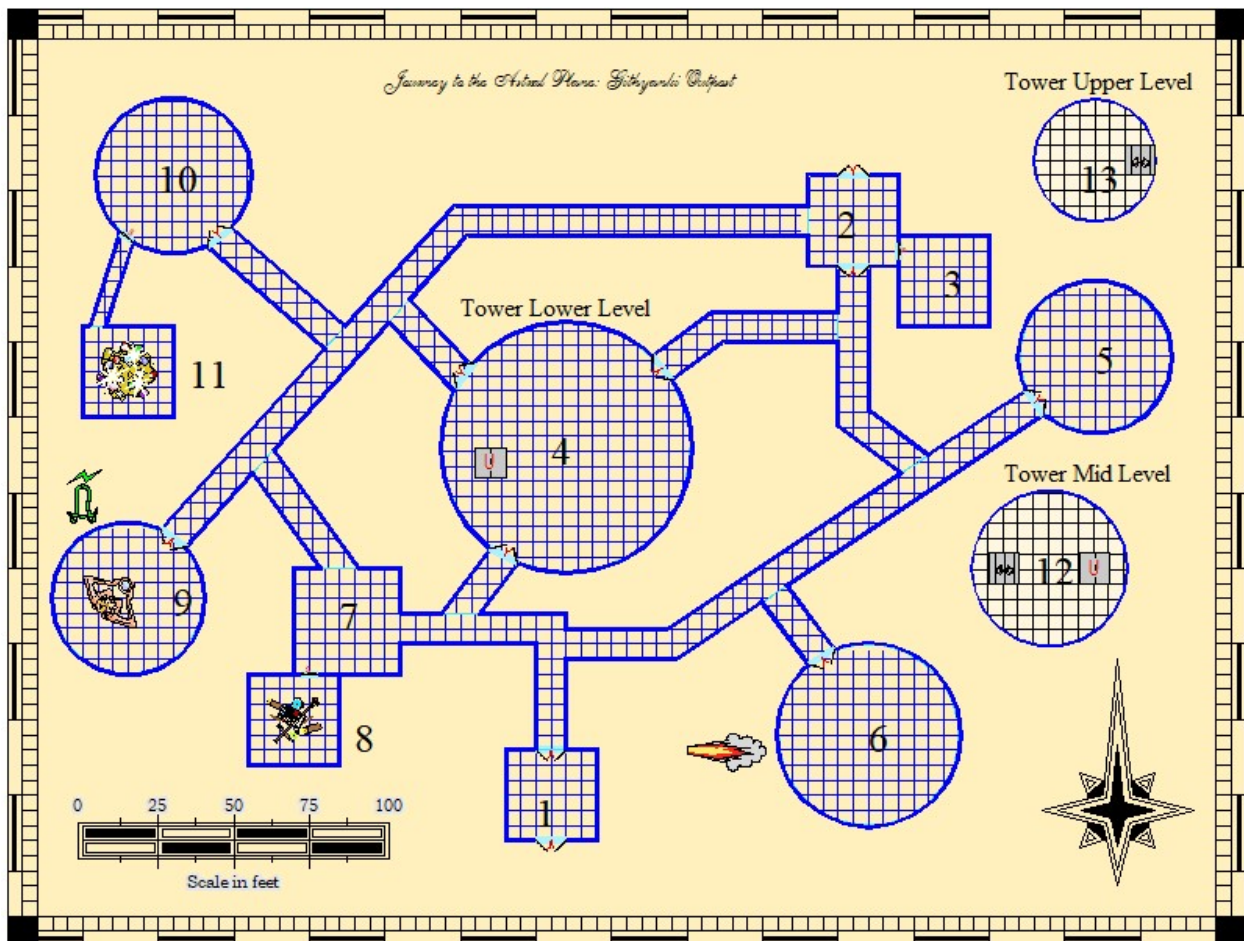
Journey to the Astral Plane



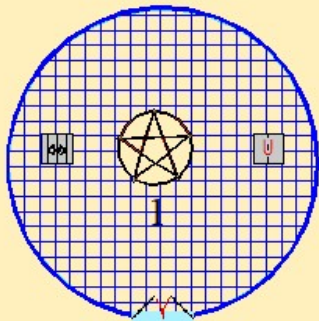
*Journey to the Astral Plane: Dragon's Lair*



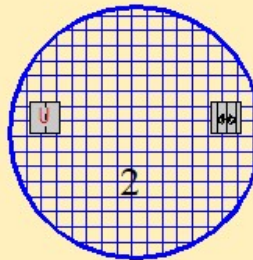
*Journey to the Astral Plane: Sibiyards' Outpost*



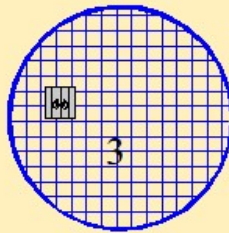
*Journey to the Astral Plane: Wizard's Tower*



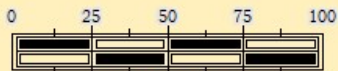
LOWER LEVEL



MIDDLE LEVEL



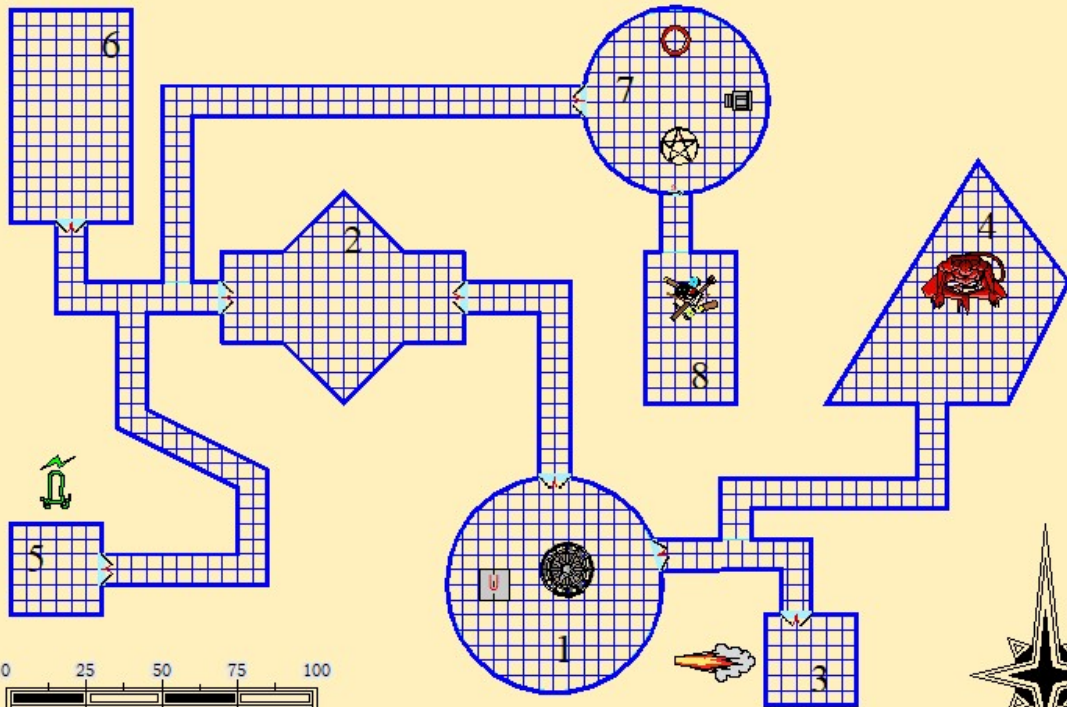
UPPER LEVEL



Scale in feet



*Journey to the Astral Plane: Wizard Tower Dungeon Level*



0 25 50 75 100  
Scale in feet

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