



ESCAPE FROM TENH

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

Version 1

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The rush is on when a catch of blackstone hearts are found in Tenh. But fortune hunting turns to fortunes foul when an rift in the fabric of Oerth unleashes a threat worse than imaginable. All you can do is attempt to escape from Tenh. An adventure for characters level 1-10.

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

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This is an RPGA® Network scenario for the DUNGEONS & DRAGONS® game. Most sanctioned events delegate a four-hour time block for each round of this scenario, with actual playing time will around three hours. The rest of the time is spent in preparation before game play, and reward distribution and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

PREPARATION

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

Read this entire adventure at least once before running the event. Familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. But, as the DM, you can bar the use of even Core rulebooks during certain times of play. For example, usually the players are not free to consult the *DUNGEON MASTER'S Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Text that appears in shaded boxes is player information, which you may read aloud or paraphrase as appropriate. Text in sidebars contains important DM notes, for you, offering insight to issues particular to the adventure. Monster and nonplayer character (NPC) statistics are pro-

vided with each encounter in abbreviated form. Full monster statistics for standard monsters are provided in the *Monster Manual*, while statistics for unusual monster and unique individuals are profiled in the Appendix at the end of the adventure. You should review all of these statistics before the game starts to refresh your memory of the creatures' abilities.

SCORING

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

1-No-vote scoring: The players write their names and RPGA numbers on the scoring packet grid. You fill in the top of the grid. That is all. No one is rated. This method is used for people who are just playing for fun.

2-Partial scoring: The players rate the game master and the scenario on their player voting sheet, and provide personal information, but don't vote for other players. The game master rates the scenario and completes personal and event information, but does not rate the players as a team or vote for players. This method is used when there is no competition, but the event coordinator wants information on how the game masters are performing, or the game master wants feedback on his or her own performance.

3-Voting: Players and game masters complete the entire packet, including voting for best player. If this method is used, be sure to allow about 15-20 minutes for the players to briefly describe their characters to the other players, and about 5-10 minutes for voting. This method is used when the players want to know who played the "best" amongst the group, or when the adventure is run in tournament format with winners and prizes.

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING™ adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK Gazetteer.

LIVING GREYHAWK LEVELS OF PLAY

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the character participating in the adventure. To determine the Average Party Level (APL):

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

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

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

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

APL also affects the amount of experience you may gain at the end of an adventure. If your character is three character levels or more either higher or lower than the APL that this adventure is played at playing at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as

challenged as normal, or relied on help by higher-level characters to reach the objectives.

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

- 1) Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
- 2) Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dog to attack they must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.
- 3) A group of APL 1 adventurers who desire an extra hand can "enlist an iconic." The stats for the 1st-level versions of Tordek, Miale, Lidda and Jozan are given at the end of each adventure. The group may pick one of these characters to joint them on this adventure. The DM controls that NPC.

TIME UNITS AND UPKEEP

This is a standard one-round Core adventure, set in the Domain of Greyhawk. All characters pay two Time Units to participate in the adventure. Adventure's Standard Upkeep costs 24 gp. Rich Upkeep costs 100 gp, and Luxury Upkeep costs 200 gp.

INTRODUCTION

Rumors spread through the City of Greyhawk like wildfire. Fist-sized black opal like stones that had never been seen before had been discovered in the hills in Tenh and every adventurer and merchant worth his salt was heading north to cash in. Tales of merchants rolling back into town with wagons full of them were being told at every tavern and the stones were all the fancy with the local nobility and merchant lords. They have been dubbed 'Blackstone Hearts' and the rush to cash in on them was on.

If any at the table played the Isles of Woe read this part:

Most do not know where the stones came from but you know where you saw them—on the dreaded Isles of Woe. You remember seeing several broken ones on the floor and even finding a few intact that you returned with to civilization. You are not sure what the connection is but if the Isles are involved it cannot be good.

Continue here for those who did not play the Isles of Woe.

After a weeks travel your group finally stands on the border to what was once the Duchy of Tenh. A casualty of the Greyhawk Wars, the Duchy is now a shattered shell of its former glory. The majority of the Duchy is now under the thumb of Iuz and what is not under his direct control is fought over by bandit lords and other foul creatures. Working your way north you have no trouble avoiding the careless border patrols and make your way deeper into Tenh. As you draw nearer to Vrennmii, your destination, the hills and mountains bordering with the Bandit Kingdoms grow larger and more rugged to the west.

The traffic on the road grows as you approach the town and you manage to blend in with some merchant caverns as they pass through the checkpoint at the town's edge. It is also a good opportunity to pick up some information about the area.

Give the players Handout # 1.

ENCOUNTER 1: ETHERQUAKE AND THE SWARM

In this section the Etherquake mentioned in the summary happens. When you choose to set it off is up to you. Ideally the players are going to leave town and either check out the work camp or head into the hills

looking for the stones. The players can look around town and ask some questions but there is really nothing exciting to find. So keep it moving along and get them out of town and on with the adventure.

The Etherquake represents the arrival of the ether lair onto the Material Plane. Its arrival causes a pulse to radiate out from its position for miles in all directions. It shifts the ether army onto the Material Plane and they swarm towards Vrennmii and the characters.

When you are ready to run the quake continue:

As you head out of town you feel a small tremble pass through the ground. At first you thought it must have just been your imagination but another tremble slightly stronger quickly follows it. You notice all the birds take flight and start flying east in one mass exodus. For a brief second the entire town is perfectly quiet. Not a bird, cricket, or voice can be heard. Then with a giant 'Whoosh' sound a wall of wind hits you. Ahead you see a shimmering in the air. It looks almost like a wall of heat and it is approaching fast.

The characters can take whatever precautions they want as they have a round before it hits.

As the wave washes over the party you feel like something is tugging at a string deep inside of you pulling it taunt. As quickly as it started it stops and you feel yourself almost 'pop' back into focus. What you now see in front of you is not normal by a long shot. The hills in front of you and the Griff Mountains beyond now have a hazy look to them. You can also see a dark line approaching the town from the west. It stretches as far north and south as you can see and as it gets closer you can make out that it is made up of thousands and thousands of creatures. The bulk of the line is made up of large hulking buglike creatures. Their huge forearms bulging with power and ending in large wicked looking pin-cers. Skittering around their feet are many legged beetlelike creatures while more beetlelike creatures fly above them in a dizzying pattern. Behind them, in the distance, you can make out what at first you thought were hills but now you realize are actually creatures! The whole mass rushes towards town on thousands of legs with clicking chittering noises that drown out all other sound.

What happens from this point depends on the characters' actions. It is your job to drive them to the Shrine of Iuz while feeling like they are fighting for their lives as the town is overrun. If they try to fly they are swarmed by Etherscouts (see Appendix IV) and driven back down to the ground (preferably near the Shrine of Iuz). In the end they only have one avenue

to escape the horde.

If they stand their ground outside of town they fight the following battle there. The rest of the horde rushes past them into town. If they rush back into town they fight the battle on the streets themselves. Once they are in town though make sure to describe the safe looking area around the Shrine of Iuz. This is where we need them to go. Included are some blurbs to read while they are fighting to spice things up.

APL 2 (EL 4)

☛ **Etherspitter (2):** hp 14, 12; see Appendix I.

APL 4 (EL 6)

☛ **Etherhulk:** hp 51; see Appendix I.

☛ **Etherspitter (2):** hp 14, 12; see Appendix I.

APL 6 (EL 8)

☛ **Etherhulks (4):** hp 51, 52, 54, 50; see Appendix I.

APL 8 (EL 10)

☛ **Etherhulks, Advanced (2):** hp 125, 124; see Appendix I.

APL 10 (EL 13)

☛ **Etherhulks, Advanced (3):** hp 189, 191, 194; see Appendix I.

Things they can see as they fight (fighting blurbs):

#1 - You hear a scream to your right as a man is covered in spit from one of the crawling bugs. He collapses on the ground lying motionless. As you watch in horror three of the bugs gather around the body and it fades into nothingness.

#2 - You hear a growling to your right and notice a large alley dog growling at you. In a blinding flash it is gone. Scooped up by one of the flying creatures and carried off to the west.

#3 - A giant booming noise comes from the city wall. It repeats once again before the wall comes tumbling down. With a giant roar a 4-legged armor-plated bug creature climbs over the wreckage. It must stand 20-foot tall at its shoulder. It turns and breathes down the road ahead. As you watch the people in the street just fade away into nothing. The creature lets out another roar as it turns and smashes through a house and disappears.

Once the characters have defeated the encounter it is time to start corralling them toward the Shrine of Iuz.

If they had to easy of a time with the encounter feel free to through some other smaller creatures up against them. Remember we want to convey the feeling that the town is being overrun and ripped to pieces around the characters.

Once the characters are within site of the Shrine of Iuz read the following:

The town is disintegrating around you. People are screaming and the chittering and clacking of the bug creatures can be heard everywhere around you. Ahead you see a surprising site in the midst of all the chaos. The Shrine of Iuz stands untouched. There is a 20-foot radius circle around it where there are no bug creatures and no damage. It appears that they are avoiding the area for some reason.

At this point the characters have no real choice but to rush into the clear area. The creatures stop attacking once they enter the safe area. Continue to Encounter 2.

ENCOUNTER 2: SHRINE OF LIES

Before this encounter begins, check each player's character sheet and note each hero's bonus to his or her Sense Motive skill. Don't let them know what skill you are looking up. Keep them guessing!

As the characters approach the area of relative calm, read or paraphrase the following to them.

Standing outside the gate you can clearly make out the one sign of calm in the storm of destruction that batters this town. While the other buildings, homes, and businesses are literally being devoured this lot alone has survived the maelstrom. A squat stone wall surrounds it, encasing a small unkempt yard. Off to the side you can clearly make out a small shed behind the building.

The building itself is made of simple dark stone, raising only one slim tower topped by a black flame. Emblazoned above the tall double doors is the symbol that strikes fear into the hearts of men across the Flanaess, the symbol of Iuz. It appears to be a shrine to that foul power.

The entire site is under the effects of an *unhallow* spell with a *dimensional anchor* attached. This has the effect of keeping the ether creatures from invading it and destroying it (as they are extremely uncomfortable while in that area). The stone wall is only 3 feet tall and the cold iron gates are not locked. The yard is completely empty aside for a few dark stains in the

grass (the location of previous sacrifices). The shed in the back of the lot is not locked and contains a number of simple tools used for burying the dead and maintaining the grounds.

The shrine itself is made entirely of stone with only a few slim windows located 8 feet above the ground. The windows are made of stained glass depicting horrible acts of Iuz worship. The characters can't see through the stained glass. The only way into the shrine is through the front doors and these happen to be unlocked. When the heroes enter this foul place, read or paraphrase the following to them.

Pushing the doors open reveals an evil sight. Arrayed about the room are wooden rails made for kneeling. Many of them are covered in dark crimson stains. In the center of the room is a tall podium over which is draped a deep crimson tabard emblazoned with the symbol of the Old One. As you look about, a door behind the pulpit opens and in strides a tall imposing man dressed in coal gray robes. From underneath a polished skullcap he stares out at you with deep black eyes. "Who are you that come into my temple uninvited?" he says with a deep rich voice.

Thus begins a great deception aimed at fooling the heroes. The man speaking to them is not a priest of Iuz, but is instead the slave of a powerful priest who is still in hiding in the room behind this one. The slave will pretend to be the priest while the actual priest (a cunning man by the name of Attlu) will play the role of the slave. The pair has been maintaining this charade for many years and has grown quite good at it. For the ease of the DM, the slave and Attlu will be referred to by their actual names throughout the remainder of the module (aside from boxed text as appropriate). For more information, see The Deception below.

Allow the characters to explain themselves, draw weapons or threaten the slave for a time. Before any combat begins, or at an appropriate point, read or paraphrase the following to the players adjusting as necessary to fit the circumstances.

"Hold, brave heroes" the man holds up his hands with sarcasm dripping from his voice. "Allow me to propose a truce. If you have not noticed, this wretched city is doomed. Nothing you or I can do will save it. Its destruction is only a matter of time. I do not pretend to know the beings that have invaded this place but I do know that they cannot enter this shrine. Nonetheless, we need to flee this place. I know a way out, a way out of Tenh. Fortunate for you, I am quite

sure that I could not make it there myself. If you agree to escort my slave and me I will show you the way out. If not, you are free to leave and get slaughtered like the rest of the fools in this dead town. What is your choice?"

The characters will undoubtedly have many questions for the slave. Below is an attempt to anticipate those questions. Clever players will come up with questions not on this list and the DM is encouraged to improvise as appropriate.

Who are you?

My name is Attlu, devout priest of the old conqueror. (This is a lie, as he is actually the slave)

Why haven't the creatures destroyed this place?

I cannot say. This place is a sacred one and perhaps they cannot enter it. I am unsure. (True, only the real Attlu knows that the place has a *dimensional anchor* attached to the *unhallow* effect)

Why shouldn't we just beat the information out of you?

Without me, you would never find it, nor do you have the ability to activate this means of escape. In my life of pain, do you honestly think you possess the power to coerce anything from me? (Partially true, it would be hard to find, but it is quite easy to operate)

Why do we need you? I think we can make it out of Tenh without you.

You are welcome to try. From what I have seen over the past few hours, there will be nothing left of you to bury. (True)

What is this means of escape that you speak of? Where is it?

It is a magical means, one that will get us out of Tenh with a single step. I of course, am the only one who knows where it is. I will take you there, if you agree to protect me on our journey. (Mostly true, Attlu also knows where it is)

Where will it take us?

Somewhere safe and outside the realm of my master. You need know little else. Suffice to say, anywhere is better than here. (True)

What happens when we arrive at this safe place?

We will both go our separate ways. Have faith that I have no urge to keep company with the likes of you, but I have little choice in our current predicament. (True)

Who is this “slave” you speak of?

He is here, preparing for our journey. He is of little consequence, but I will not abandon such a useful slave without need. (True, for the most part)

Despite their questions, the heroes are still left with a difficult choice. They can attempt to brave the wild on their own (with effects as noted before) or they can make a deal with this wicked man. Paladins and priests in the group might have an extraordinary problem with this choice. If this is the case, the slave freely points out that if they do not escape, how many more will die before people learn of this threat and learn of a way to stop it. Allying with him for this purpose does not cause them to violate their ethical code.

The players may decide to destroy the slave right now, not wanting anything to do with him. If this is the case, they quickly defeat him without a doubt and play continues. The real Attlu then presents himself, offering his thanks for eliminating the horrible man and offering his help to let them escape as noted below. See The Deception for further details.

Once the characters have agreed to the slave’s terms, he suggests that they set out first thing in the morning (as it is now dusk). He does not wish to face these horrors at day, let alone at night. He also cites that they all need to be fully rested for the trials to come. He promises them safety while they sleep, even offering to lock himself in his chamber throughout the night (and to post whatever guards they think necessary). The characters may demand to press on now. The slave argues with the characters for only a brief period before consenting to their demand. If this is the case, proceed to Encounter 4. If the characters decide to spend the night, they are indeed quite safe here. They do, however, receive a visit late in the night from Attlu himself (posing as the slave), see Night Visit for further details.

ATTLU AND THE SLAVE

Attlu and his slave are crafty adversaries; both do a fine job misrepresenting their true identities. Attlu plays the role of a slave, completely obedient to his master (a complete reversal of roles). Throughout this event, he plays the part of a beaten and broken man, one who looks to the characters as a way out of his horrible situation. Whenever dealing with the characters, he is cautiously optimistic. His ploy is to get the characters to trust him and maybe even make plans to free him once this is over. You are encouraged to improvise

this dialog, allowing the characters to lead the conversation in a direction they find suitable (so long as the end result is trust in poor Attlu). The slave, due to his unique connection with Attlu, knows any details given to the characters during these conversations. This prevents any inconsistencies from springing up in their stories.

In reality, Attlu is pure evil. He only wishes to use the characters to get him to the *teleportation circle* located in the outpost safely. His plan includes slaughtering them once they are there so as to protect the secret of the place. He cares for nothing other than his own safety. Although he both armed and armored, he always wears a number of layers of moldy shredded cloth (cut in cunning ways to give him easy access to his equipment). He appears to be a slave as well, his face horribly scarred and slightly malformed. His hair is sparse and completely unkempt.

The slave on the other hand seems to be the complete opposite to Attlu in every way. During the characters encounters with him (as he pretends to be Attlu) he will be cruel, insulting, and manipulative. In other words, all the things expected from a priest of Iuz. His role in this charade is basically that of a decoy. He directs the characters to their destination (as he knows it as well) and bark orders when appropriate. This may very well push the characters too far, but before they can take any action against him, the slave is sure to remind them that only he can get them to the escape route. This alone should be enough to stop their charge. He never breaks character, even when faced with his own demise. Such is the power of his loyalty to Attlu. The slave is dressed in the attire of a high priest. He wears a shining black breastplate with the symbol of Iuz on its surface. Deep grey cloaks always swirl around him occasionally revealing a horrid-looking mace. He is bald, preferring to wear a skullcap at all times. His face is smooth and unmarred, rather attractive although thoroughly evil.

There is another aspect to their relationship that is not readily apparent to the characters. Each slave that Attlu has even had (there have been many) are subjected to a specialized version of *bestow curse*. This curse allows Attlu into their mind, where he completely eradicates their will and makes them undyingly loyal. As a side effect of the curse, part of the connection between their minds remains. This allows Attlu to share information with his slave when he chooses (this is a free action). This communication is only one way; the slave cannot share information with Attlu through this means.

THE DECEPTION

Over the years, Attlu and his slave have developed a rather complex ruse, both to fool outsiders and protect Attlu from others within the church that would do him harm. The slave, pretending to be Attlu, has honed his skills at mimicking a priest to a fine art. He even goes so far as to fake the spellcasting of his fellow clergy. He does this through use of his Bluff skill along with a complex knowledge on how the rituals actually work (as reflected by his knowledge and Spellcraft skills). His knowledge has become so complete that he actually can use magic items such as wands and scrolls through the Use Magic Device skill.

Throughout this event, both Attlu and the slave will cast as few spells as possible (until the final battle that is). Whenever the slave (pretending to be Attlu) casts a spell, the real Attlu should not be far off, casting the spell for him while remaining hid from the characters' view. For this purpose, Attlu usually has a number of Still and Silent spells in his repertoire for just such an occasion. If he does not have the spells he needs in a concealable format, it will either not be cast or Attlu is sure to be out of sight when he casts it. It is important to stress the secrecy of this operation, as it is the key to their deception. If this is not possible, the slave simply does not cast any spells at that time, claiming some reason appropriate to the situation. You are encouraged to be creative with these excuses to keep up the charade.

When spells are cast, the characters do have a chance to notice something is amiss. After all, the slave is not really casting anything. For this purpose, whenever he casts a spell, secretly roll a Bluff skill check for the slave. The DC for this check is 10 plus the highest Sense Motive bonus in the group. This represents the characters casually observing (taking 10) on their Sense Motive skill checks. If the characters specifically look for falsehood in the spell casting, only then do they receive the standard opposed Sense Motive skill check. Note that merely attempting to determine what spell is being cast (with the Spellcraft skill) does not grant this check. If the slave fails either check, the characters notice that something is amiss with his spellcasting. They do not learn that he is faking it, rather that his spellcasting seems sloppy at best. Discovering this should be difficult at best and most parties will never discover this fact (due to the slave's high Bluff skill).

There is another facet to the deception being portrayed by Attlu and his slave. Before the characters

meet the pair, Attlu casts *undetectable alignment* on himself as well as coating all of his permanent magic items with *oil of undetectable aura*; and item that masks the aura given off by magic items making them seem mundane. Meanwhile, the slave has no such protections. He clearly radiates as evil. Although he has next to no magic items, all of his gear is crafted to look of very high quality. All of it appears to be masterwork or better in quality. A successful Appraise skill check (DC 20) will reveal that the items look suspicious but little else. The characters should only be granted this check if they ask for it. Of course, if they check for magic, they find next to nothing on his person. The slave explains that he has no need for such trinkets if asked about his apparent lack of protection.

NIGHT VISIT

This portion of the encounter should be used if the characters decide to rest for the evening, although it could be used at other points if the circumstances permit it.

Late during the evening (shortly after midnight), the real Attlu comes to visit the characters. Fully playing the part of the oppressed slave, he hopes to win the characters over to his side and gain sympathy from them. When this meeting begins, read or paraphrase the following to the heroes.

It is late. Darkness creeps from every corner. Outside, you can still hear distant cries and occasional rumbles. Suddenly you notice a shifting in the shadows. Shambling out of the darkness is a hunched over man dressed in filthy rags, the slave of Attlu. He shambles a bit closer but stops well short of your camp. "No harm, I mean you no harm," he says with a rough gravelly voice. "You are the men my master spoke of... yes, you are them. If you are not cruel, slave would be friend. If you are not cruel."

Attlu plays the part of a downtrodden man perfectly. He wishes to sit with the heroes and get to know them, while gaining their trust. When chatting with the characters, use the following points throughout the conversation.

- Attlu claims to not know his name anymore, simply referring to himself as "The slave".
- Attlu says that the master is asleep and that this is the only time he is free from his torture.
- Attlu cannot betray his master. To do so would certainly be his death.
- Attlu is willing to tell the characters that he knows of the escape, but does not know what it is (a lie). He

tells them that it is in the tower, but he does not know where. Even with this, he says that they need the master, for only he can get them into the tower, with all the cruel guards.

- Attlu is willing to vaguely hint at the torture that he suffers at the hands of his master. He mentions that he hates the master for it but he is powerless to do anything about it.
- Attlu was outside when the invasion of the town began. He saw the bugs steal the living and the dead. He saw them disappear. It scared him, but he wants to learn what the characters have discovered from there experiences. This is all just another deception to learn more about this threat to report back to his church.
- He also shares with the characters that the master may be evil, but he truly needs the heroes. He does not think he can make it to the tower alone, as there are too many dangers.
- He is more than willing to conspire with the characters against the master but only after they arrive at the escape point. He is also willing to accept any magical protection they have to offer.

After this brief discussion, he excuses himself, seeking to return to his corner before the master learns that he has gone. With that, he leaves, returning to his room to ponder what he has learned.

APL2

➤ **Attlu:** Male human Clr4 (pretending to be the slave); hp 26; see Appendix I.

➤ **The Slave:** Male human Exp2 (pretending to be Attlu); hp 9; see Appendix I.

APL4

➤ **Attlu:** Male human Clr6 (pretending to be the slave); hp 40; see Appendix I.

➤ **The Slave:** Male human Exp2 (pretending to be Attlu); hp 9; see Appendix I.

APL6

➤ **Attlu:** Male human Clr8 (pretending to be the slave); hp 50; see Appendix I.

➤ **The Slave:** Male human Exp6 (pretending to be Attlu); hp 27; see Appendix I.

APL8

➤ **Attlu:** Male human Clr10 (pretending to be the slave); hp 62; see Appendix I.

➤ **The Slave:** Male human Exp6 (pretending to be

Attlu); hp 27; see Appendix I.

APL10

➤ **Attlu:** Male human Clr12 (pretending to be the slave); hp 85; see Appendix I.

➤ **The Slave:** Male human Exp8 (pretending to be Attlu); hp 36; see Appendix I.

Development: The next morning (or right away) the characters can continue on their journey. Proceed with Encounter 3. If the slave (playing Attlu) is killed in this encounter, the real Attlu steps up to lead them to the tower, suddenly claiming to know the way. If both the slave and Attlu are dead (this is unlikely but possible) the characters are in deep trouble. Escaping from Tenh by foot is an impossibility. If they decide to try this route, throw more and more ether creatures at them once they leave the city until they get the point and retreat or are utterly destroyed. If the characters think to search the shrine for clues, a successful Search check (DC 20) will reveal a scribbled note in one Attlu prayer books discussing a teleportation circle next to a drawing of the tower in the center of town. This is their only clue to go there.

Powerful characters may have teleportation magic at their disposal. Remember that such magics fail inside the shrine. Otherwise, the characters escape from the town and the adventure ends. Proceed to the Conclusion. The only possible exception to this is if the characters teleport back to Greyhawk city. In such a case, if time permits, the characters can participate in the optional encounter located at the end of this event.

ENCOUNTER 3: DASH TO THE TOWER

This encounter assumes that the characters leave the shrine and head directly for the tower. It also assumes that both Attlu and the slave are with the characters. The DM may adjust this encounter to take into account changes to these assumptions.

When the heroes leave the shrine, read or paraphrase the following to them.

Leaving the shire, you immediately notice one fact. It is quiet—far too quiet for a town of this size. You hear nothing, absolutely nothing. No cries, no birds, no dogs barking in the distance, not even and buzzing from the insects familiar to a filthy town environment, only the low moan of the wind.

The streets are empty. You see no sign of anyone. Not even any bodies. As a matter of fact, you do not see anything living at all. Even the plants are gone. The wood buildings are mostly missing; all are only shells of their former selves. It does not appear that they are burned or smashed, just gone.

Attlu looks to the rest of you with a sneer and says, "We should go, and quickly." With that, he heads off deeper into the dead town.

By this time, the hoard that descended on the town has mostly moved on, having shifted every living thing they could find to the ethereal. The characters are free to search around if they choose, but they can find no sign of any living thing, not even a fly. Greedy characters may search for riches in the abandoned homes, in this case, they find nothing but a few coppers. The slave (playing Attlu) impatiently warns any character bent on this course that time may be short and that doom could befall them at any time.

Once they are ready to move out, the slave (playing Attlu) leads them in a mostly direct course to the tower where the teleportation circle is located. He does not take the most direct route there, instead preferring to keep his destination secret until the last moment.

After about 10 minutes of walking, the characters are making their way down the street when a mostly intact building begins to collapse. A few ether creatures within the building devouring its support structures cause this collapse. Before continuing, ask each character for a Listen skill check (DC 15). Heroes succeeding at this check hear the creaking of the supports just before the collapse and will get a +2 circumstance bonus to their saving throw to avoid being hit by the debris of the falling building. Once this is done, read or paraphrase the following to the players.

As you make your way through the deserted town, a three story building perched right alongside the road suddenly lurches and begins to collapse. A landslide of debris and showers of glass and stone come rushing toward you!

The collapse of this building only affects the bulk of the group. Any character farther than 20 feet away from the mass of the group takes no damage. Note that the slave and Attlu happen to be outside this area when the collapse occurs.

APL2-4 (EL1)

✦ **Collapsing Building:** CR 1; no attack roll necessary (falling debris, 2d6 damage); Ref save for half (DC 14);

Search (DC NA); Disable Device (DC NA).

APL6 (EL 2)

✦ **Collapsing Building:** CR 2; no attack roll necessary (falling debris, 4d6 damage); Ref save for half (DC 16); Search (DC NA); Disable Device (DC NA).

APL8 (EL 3)

✦ **Collapsing Building:** CR 3; no attack roll necessary (falling debris, 4d6 damage); Ref save for half (DC 18); Search (DC NA); Disable Device (DC NA).

APL10 (EL 4)

✦ **Collapsing Building:** CR 4; no attack roll necessary (falling debris, 6d6 damage); Ref save for half (DC 20); Search (DC NA); Disable Device (DC NA).

Creatures: One round after the collapse is complete, a number of creatures begin to phase into existence. These creatures appear around the heroes as appropriate and attack until slain. Some of the creatures may take a different amount of time to fully materialize. Roll separately for each creature involved.

Note that while fading in, the creatures are visible but cannot attack until the materialization is complete. However, the characters can attack them while they are in this state. The creatures are considered incorporeal during this period. See their description in the appendix for further details.

APL2 (EL2)

✦ **Etherspitter:** hp 17; see Appendix I.

APL4 (EL 4)

✦ **Etherspitter (2):** hp 17, 15; see Appendix I.

APL6 (EL 5)

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

✦ **Etherspitter (2):** hp 17, 15; see Appendix I.

APL8 (EL 6)

✦ **Etherhulk:** hp 51; see Appendix I.

✦ **Etherspitter (2):** hp 17, 15; see Appendix I.

APL10 (EL 7)

✦ **Etherhulk (2):** hp 60, 51; see Appendix I.

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

✦ **Etherspitter (2):** hp 17, 15, 13; see Appendix I.

Developments: After the battle, the slave (playing the role of Attlu) urges the characters onward. As he quickly rushes them through the town, read or paraphrase the following to the heroes.

As you rush onward, Attlu's pace almost becomes frantic. At points he breaks into an all out run. It feels as if you are being watched an apparently, Attlu feels it too.

As the minutes crawl by, you begin to hear a low noise. At first it is barely perceptible, but within a few more paces, it clearly sounds like clicking and it sounds like it is all around you. Attlu turns a corner and stops you all. He looks to you all and says, "It appears that our enemy is all around us. We are close now, very close. Our destination is the tower. If you can manage it, I suggest we run. And run quickly." With that, he bolts off, the black tower now looming less than a block away.

If the characters run after him, they arrive at the tower unmolested. Characters that take their time begin to see the horrible creatures begin to materialize all around them. If this does not encourage them to run, feel free to throw creatures at them until they do. Proceed to Encounter Four.

ENCOUNTER 4: THE TOWER

The key to getting out of Tenh lies under a tower that was once the symbol of Iuz rule of this small duchy. Now the half-completed tower is only a deserted shell, it inhabitants either dead or fled by way of a *teleportation circle* that lies hidden in the dungeon of the tower. That teleportation circle is probably the character's only way out of Tenh.

By this time the characters either have Attlu in tow, or have gleaned that there is a circle somewhere in the octagonal tower complex.

Vrennmii Tower

The tower was still under construction when the ether invasion hit. The walls around the octagonal tower are completed, as is the towers lower works, but the upper levels are little more than support walls and scaffolding.

Unless otherwise noted in the adventure text, all tower and dungeon features have the following qualities:

Walls: The walls of the upper works are reinforced masonry walls (break DC 45, hardness 8, hp 180, Climb DC 15), while the walls of the dungeon level are Hewn Stone Walls (break DC 50, hardness 8, hp 540, Climb DC 22).

Floors: All of the floors in both the upper and dungeon works are even flagstone floors.

Doors: Good Wooden Doors (1 ½ in thick, hardness 5, hp 15, break DC 18 [if locked]).

1. SECRET ENTRANCE

The secret entrance to the escape tunnel lies at the foot of the statue of Baron Arken litus. Attlu knows that pushing in on a loose cornerstone of the statues pedestal opens the door. Once the door is open the characters will see a step stair leading down into the earth. The stairs end some 15 feet below the surface to a cramp three-foot tall and three foot-wide passage. Medium-size characters have to crawl down the 80-foot long passage in order to reach it exit into the stables (see below). This cramp trek is made even more uncomfortable by the inundation of insects and rats fleeing from the ether swarm into whatever nook or cranny they can. Ever step elicits a sickening crunch or disgusting last squeak as the characters inch their way toward the tower.

2. STABLES

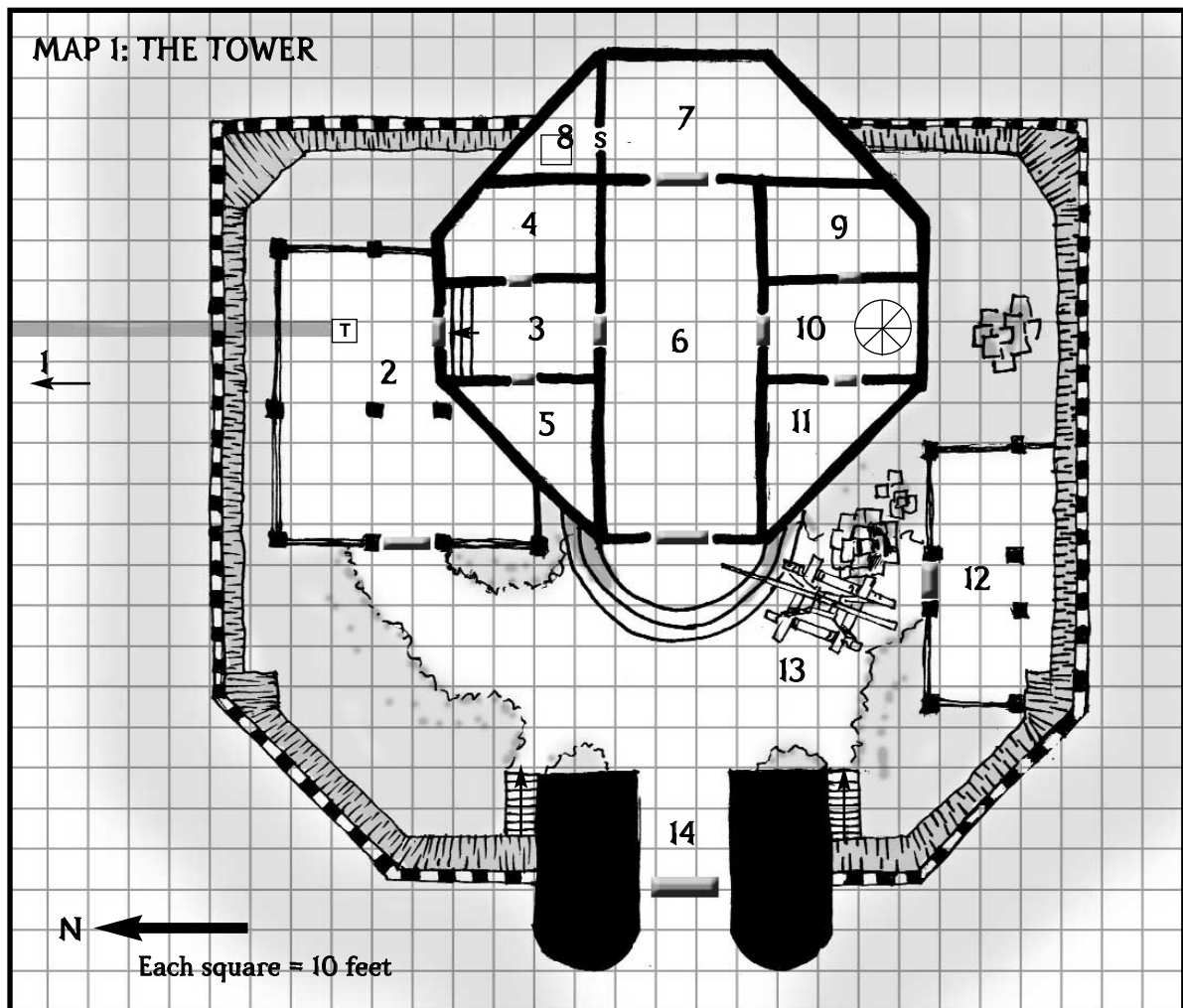
The cramped and sickening underground passage leads to a trap door under the stables. Currently the trap door sits atop a dead horse. Lord Arken Litus's men killed the livestock before fleeing the tower. Characters will have to succeed at a Strength check (DC 20) to open the carcass-encumbered door.

Once they have accomplished that, read or paraphrase the following:

The smell is absolutely wrenched in this place. Once a stable, this place is more like some foul altar dedicated to the Lord of Slaughter now. Flies buzz thick over hastily slain horseflesh. The forces of Iuz must have killed their steed to deny them to their enemy. Given the enemy obviously would have no use for them, other then to eat, it seems a stupid, pointless tactic.

The only things in the stables are the remains of the dead animals and damaged barding and tools. Crazed at the approaching horror on the horizon, Lord Arken Litus anything not carted off through the *teleportation circle*, to be destroyed. His men, feeling helpless at the face of encroaching doom, did their lord's bidding with insane relish. Wherever the characters go in the tower, they will find pointless destruction of its goods and former inhabitants.

There is a double door on the west wall of the stables that leads out into the courtyard, but Attlu will warn against that route, suggesting that most direct



route is by way of the southern door that leads directly into the tower (and on to area 3, below).

3. Side Entrance (EL 0)

The door from the stables opens immediately to granite stairs leading up into a hall. The hall above is guarded by undead, placed here by another (since fled) cleric of Iuz.

APL 2 (EL 2)

➤ **Medium-size zombies (human men-at-arms) (4):** hp 18, 16, 14, 12; see *Monster Manual*.

APL 4 (EL 4)

➤ **Large zombies (ogre) (4):** hp 33, 30, 29, 21; see *Monster Manual*.

APL 6 (EL 6)

➤ **Wights (4):** hp 30, 27, 26, 23, 20; see *Monster Manual*.

APL 8 (EL 8)

➤ **Wraith (4):** hp 35, 33, 30, 25; see *Monster Manual*.

APL 10 (EL 10)

➤ **Spectres (4):** hp 50, 47, 45, 41; see *Monster Manual*.

Tactics: At lower levels of play (APLs 2-6) the undead will simply be waiting in the halls to attack and kill any intruder. At the higher levels of play, the incorporeal undead will actually wait in areas 4 and 5, with the door slightly ajar, attempting to ambush approaching creatures by charging through the walls, flanking victims when possible.

4. Empty Garrison

This place used to be a garrison for Lord Arken Litus's elite guard. Now it is a jumbled mess of broken overturned bunks, smashed chests, and scattered remains of worthless personal effects. A search of the room (DC 12, but taking a full 20 minutes to accomplish) yields only 15 gp worth of mixed coin, and attacks by

ether creatures that phase in during the search.

APL2 (EL2)

☛ **Etherspitter**: hp 17; see Appendix II.

APL4 (EL 4)

☛ **Etherspitter** (2): hp 17, 15; see Appendix II.

APL6 (EL 5)

☛ **Etherscout**: hp 22; see Appendix II.

☛ **Etherspitter** (2): hp 17, 15; see the Appendix II.

APL8 (EL 6)

☛ **Etherhulk**: hp 51; see the Appendix II.

☛ **Etherspitter** (2): hp 17, 15; see Appendix II.

APL10 (EL 7)

☛ **Etherhulk** (2): hp 60, 51; see Appendix II.

☛ **Etherscout**: hp 22; see Appendix II.

☛ **Etherspitter** (2): hp 17, 15, 13; see Appendix II.

5. Looted Armory

Broken weapons racks, cracked spear and arrows shafts, a shattered shield, and smashed combat dummies are the only things characters will find in this room, regardless of how long they look.

6. Entrance Hall

A cool wind blows as you open the door into what was to be the grand entrance hall into the tower. Destroyed bits of furniture, torn tapestry and rubble now cover the expensive-looking checkered, polished marble floor of the chamber. The ceiling to this chamber has not yet been completed, and you can see the sky beyond it. Maybe it is the shadows playing tricks on you, but for an instant you thought you could see one of the flying bugs circle overhead...

If Attlu is with the characters, he will speed them to the shattered eastern double door leading the former audience chamber of Lord Arken Litus (area 7, below).

If the characters tarry to long in this place (more than 10 minutes), ether creature detect their presence and attack (use the statistic in the area 4 entry).

7. Ruined Audience Chamber

As mentioned earlier, the double door leading to this chamber is shattered. It lies trampled flat on the floor to the side of the doorway. Much of the chamber inside is in the same condition as the doors. In the

hours of evacuation from this place, this audience chamber was the subject of much foot traffic, as Arken Litus and his men struggled to cart as many valuables as possible from the tower. Because of this, the characters will find the location of the secret door obvious, as tracks of mud, grime, debris, and even blood betray the area of the opening.

Even so, it will take them a little time to glean the opening mechanism—turning the center torch sconce on the east wall to at a 90-degree angle (Search, DC 15).

8. Secret Dungeon Entrance

Beyond the secret door the characters find a 7-foot by 7-foot pit leading down to the dungeon level of the tower. A ladder attached to the south side gives foot access to the pit's depth.

9. Deserted Kitchen

The characters are able to hear the noise emanating from this room before they attempt to open its door. Inside this abandoned kitchen is a group of monsters, once used by the servants of Iuz who dwelled here as guardians or things to torment, rummaging for food (the pots and pans in the case of the rust monsters). If the characters approach the monsters, they attack, treating the characters (or what they are wearing) as a meal delivered to them by their own legs.

APL 2 (EL 1)

☛ **Goblins** (4): hp 5, 4, 3, 3; see *Monster Manual*.

APL 4 (EL 3)

☛ **Orcs** (6): hp 6, 5, 4, 4, 3, 3; see *Monster Manual*.

APL 6 (EL 5)

☛ **Rust Monsters** (3): hp 30, 27, 25; see *Monster Manual*.

APL 8 (EL 7)

☛ **Ettins** (2): hp 70, 65; see *Monster Manual*.

APL 10 (EL 9)

☛ **Umbra Hulks** (2): hp 70, 68; see *Monster Manual*.

10. Soldiers' Hall

Once a place for the soldiers of the tower to congregate for meals and the rare free time, this place is a mess of broken bits and junk. The spiral staircase of this area leads up to the unfinished upper works of the tower. Investigating in those upper works for more

than 15 minutes or so will attract a swarm of ether beasts similar to those attracted in area 4.

11. Ransacked Dry Storage

Once filled with various dry goods, this place is as trashed as other areas of the tower. There is nothing of value in this place.

12. Abandoned Smithy

Inside the courtyard stands the former smithy of the tower complex. All of the useful equipment and valuables have been stripped from this place, the only things the characters will find here, is an attack from ether creatures:

APL2 (EL2)

☛ **Etherspitter**: hp 17; see Appendix II.

APL4 (EL 4)

☛ **Etherspitter** (2): hp 17, 15; see Appendix II.

APL6 (EL 5)

☛ **Etherscout**: hp 22; see Appendix II.

☛ **Etherspitter** (2): hp 17, 15; see the Appendix II.

APL8 (EL 6)

☛ **Etherhulk**: hp 51; see the Appendix II.

☛ **Etherspitter** (2): hp 17, 15; see Appendix II.

APL10 (EL 7)

☛ **Etherhulk** (2): hp 60, 51; see Appendix II.

☛ **Etherscout**: hp 22; see Appendix II.

☛ **Etherspitter** (2): hp 17, 15, 13; see Appendix II.

13. Construction Remains

A remaining winch and piles of work stone sit here, along with other worksite tools. All of it discarded much like the rest of this half-completed tower.

14. Barbican

While the human and humanoid guards of the entrance gate are now gone—either dead or fled via the teleportation circle—this barbican still has its dangers. Back-up construct guards still let none pass who do not wear the livery of Arken Litus or holy symbols of the Old One. On the odd chance that the characters are entering this gate with Attlu, the guardians don't attack. Without Attlu or an openly displayed holy symbol of Iuz, they do.

APL 2 (EL 3)

☛ **Large Animated Statue**: hp 22; see *Monster Manual*, Animated Object entry.

Hardness: 8

APL 4 (EL 5)

☛ **Large Animated Statues** (3): hp 25, 22, 18; see *Monster Manual*, Animated Object entry.

Hardness: 8

APL 6 (EL 7)

☛ **Huge Animated Statues** (2): hp 44, 40; see *Monster Manual*, Animated Object entry.

Hardness: 8

APL 8 (EL 9)

☛ **Huge Animated Statues** (6): hp 50, 45, 44, 44, 41, 40; see *Monster Manual*, Animated Object entry.

Hardness: 8

APL 10 (EL 11)

☛ **Stone Golem**: hp 70; see *Monster Manual*.

Dungeon Level

15. Dungeon Entrance

The pit and the ladder lead down into this chamber. The tracks of mud and debris trail off beyond the western door. From the door the trail turns south through the dungeon cells (area 18), and into the torture chamber (area 19), before revealing the location of the secret door that leads to the *teleportation circle*.

16. Remains of Library

The door to this chamber is locked (good lock, DC 30 to open). If the characters venture inside, they will find an abandoned and looted library. A maze of empty bookcases—some toppled over—is all that's left in this room. At higher levels of play (APL 6 to 10) one or more abandoned "pets" are here, and attack any who enter.

APL 6 (EL 3)

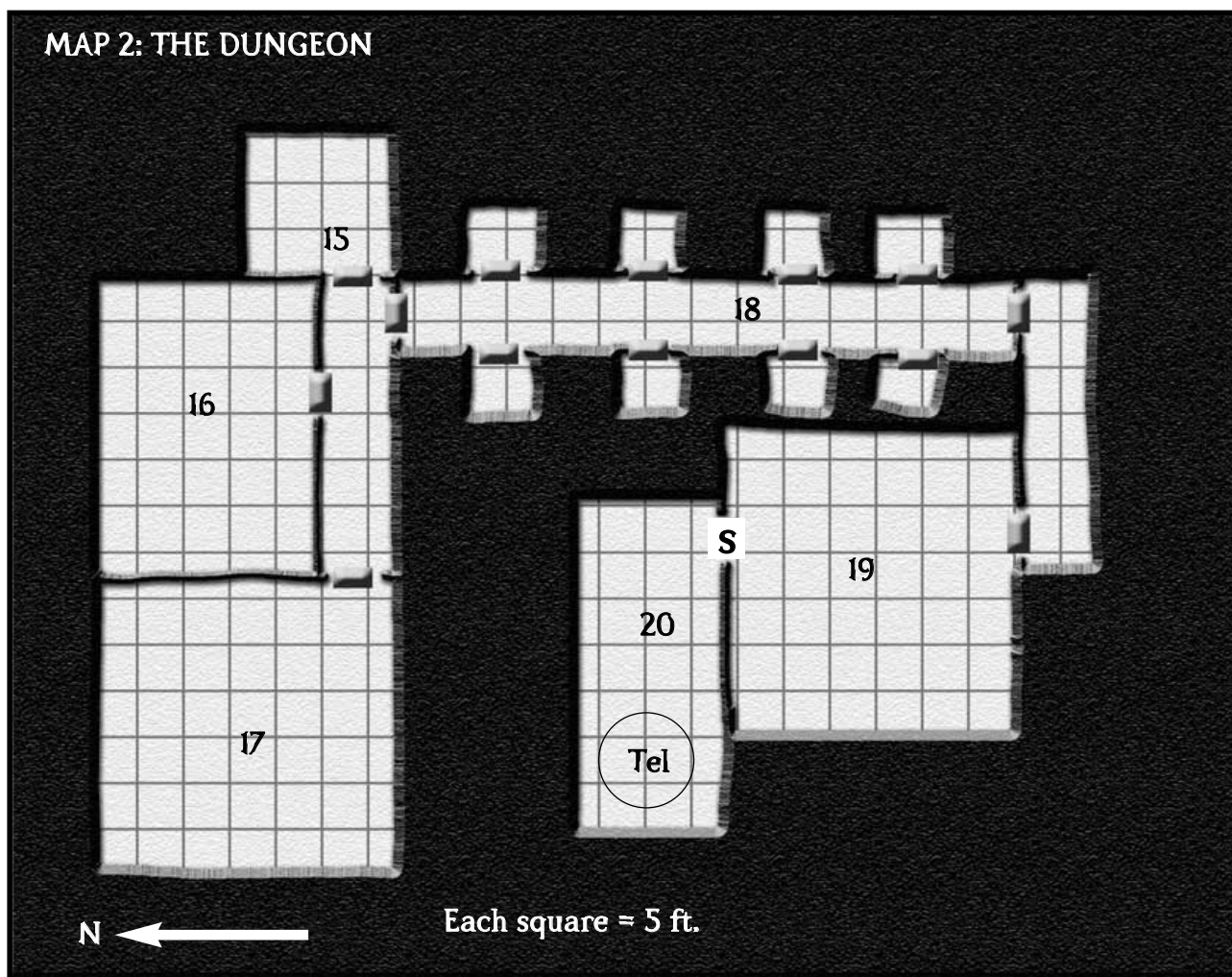
☛ **Quasit**: hp 13; see *Monster Manual*, Demon entry.

APL 8 (EL 5)

☛ **Shadow Mastiff**: hp 30; see *Monster Manual*.

APL 10 (EL 7)

MAP 2: THE DUNGEON



☛ **Shadow Mastiffs (3):** hp 35, 31, 30; see *Monster Manual*.

17. Destroyed Workshop

Beyond this door are the remains of a magical workshop. Now it is a jumble of broken worktables, vials, beakers, and raw material. There is nothing of value in this arcane junk pile.

18. Dungeon Cells

Along this corridor are eight cells that once held the personal prisoners of the tower's depraved Iuz-worshipping lord. All eight prisoners once inhabiting the cells were hastily executed by way of decapitation.

19. Torture Chamber

If Attlu is among the characters at this time, he holds his approach toward the door. He knows that the door is usually trapped with a glyph of warding, and hopes that it will help weaken the characters before he unleashes his betrayal (see Encounter 5).

Trap: The door that leads to the torture chamber is trapped with a glyph of warding.

APL 2 (EL 1)

☛ **Glyph of Warding:** Blast glyph, 4th-level caster; 2d8 points of damage to all within 5 feet of the door. Save (DC 14) for half; Search (DC 28); Disable (DC 28).

APL 4 (EL 3)

☛ **Glyph of Warding:** Blast glyph, 8th-level caster; 4d8 points of damage to all within 5 feet of the door. Save (DC 14) for half; Search (DC 28); Disable (DC 28).

APL 6 (EL 5)

☛ **Greater Glyph of Warding:** Blast glyph, 12th-level caster; 6d8 points of damage to all within 5 feet of the door. Save (DC 18) for half; Search (DC 28); Disable (DC 28).

APL 8 (EL 7)

☛ **Greater Glyph of Warding:** Blast glyph, 16th-level cast-

er; 8d8 points of damage to all within 5 feet of the door. Save (DC 18) for half; Search (DC 28); Disable (DC 28).

APL 10 (EL 9)

➤ **Greater Glyph of Warding:** Blast glyph, 20th-level caster; 10d8 points of damage to all within 5 feet of the door. Save (DC 20) for half; Search (DC 28); Disable (DC 28).

Beyond the door the characters find what is left of a torture chamber, one of the former lord's favorite spots. Little of the instruments of extraction remain, as he has taken most of his toys with him to the points beyond the teleportation circle, but the few broken bits of equipment abandoned here give away the room's former purpose.

The drag tracks continue through the room, and under the secret door on the north wall. Like the secret door in the audience chamber, the characters have an easy time locating the door, but still must find its opening mechanism (Search, DC 15)—a floor pedal disguised as a flagstone that lies flush to the north wall at the right side of the door.

Before the characters can open the secret door (and preferably after Attlu gets the character to set off the room's trap), Attlu attacks the characters. Go to Encounter 5: Betrayal. The *teleportation circle* is in area 20.

ENCOUNTER 5: BETRAYAL

Attlu never intended to share his way out of ether-infested Tenh with the characters, but he knew that having a strong group of do-gooders around would increase his chance of survival. But now the gig is up, and Attlu is confident that only one person is going to get out alive, and that's him.

APL2 (EL 4)

➤ **Attlu:** Male human Clr4 (pretending to be the slave); hp 26; see Appendix I.

APL4 (EL 6)

➤ **Attlu:** Male human Clr6 (pretending to be the slave); hp 40; see Appendix I.

APL6 (EL 8)

➤ **Attlu:** Male human Clr8 (pretending to be the slave); hp 50; see Appendix I.

APL8 (EL 10)

➤ **Attlu:** Male human Clr10 (pretending to be the slave); hp 62; see Appendix I.

APL10 (EL 12)

➤ **Attlu:** Male human Clr12 (pretending to be the slave); hp 85; see Appendix I.

Tactics: Attlu, a smart villain, so he doesn't spout off any dialogue before he attacks, he just does it. He uses the expected glyph blast to gain a surprise round, and uses to his best advantage.

He has had the ability to watch the characters in combat, and walks away from those combats with a good working knowledge of the character's typical tactics, and tries to counteract their strengths. Usually he attempts to take care of spellcaster's first, but use your best judgment and use Attlu to hit the characters where it hurts.

Development: Attlu is going to work as hard as he can to stop the characters from entering the room with the *teleportation circle*. Not only because he is evil, but because of what lies on the other end of the teleportation circle—the City of Greyhawk. While Attlu doesn't know the exact location the circle teleports too, he does know that the drop off area is within the control of a merchant house sympathetic to Iuz within that city. If the characters don't kill him, his life would be worthless, as the man who let go of one of the Old One's great secrets.

Treasure: After the characters defeat Attlu, his equipment is their treasure:

APL 2: Loot—68 gp; Magic—+1 breast plate (185 gp), +1 cloak of resistance (150 gp), oil of undetectable aura (23 gp), divine scroll of cure moderate wounds (16 gp), divine scroll of undetectable aura (4 gp), 2 potions of cure light wounds (23 gp).

APL 4: Loot—68 gp; Magic—+1 breast plate (185 gp), +1 cloak of resistance (150 gp), necklace of fireball (Type I) (248 gp), ring of silver tongue (75 gp), oil of undetectable aura (23 gp), divine scroll of cure moderate wounds (16 gp), divine scroll of undetectable aura (4 gp), wand of silence (23 gp), 2 potions of cure light wounds (23 gp).

APL 6: Loot—68 gp; Magic—+1 breast plate (185 gp), +1 cloak of resistance (150 gp), +1 heavy mace (347 gp), necklace of fireball (Type I) (248 gp), ring of silver tongue (75 gp), oil of undetectable aura (23 gp), divine scroll of cure moderate wounds (16 gp), divine scroll of undetectable aura (4 gp), wand of silence (23 gp), 2 potions of cure light wounds (23 gp).

APL 8: Loot—68 gp; Magic—+1 breast plate (185 gp),

+1 cloak of resistance (150 gp), +2 heavy mace (1,247 gp), prayer bead—bead of karma (750 gp), necklace of fireball (Type I) (248 gp), ring of silver tongue (75 gp), oil of undetectable aura (23 gp), divine scroll of cure moderate wounds (16 gp), divine scroll of undetectable aura (4 gp), wand of silence (23 gp), 2 potions of cure light wounds (23 gp).

APL 10: Loot—68 gp; Magic—+1 breast plate (635 gp), +2 cloak of resistance (600 gp), +2 spell storing heavy mace (1,247 gp), prayer bead—bead of karma (750 gp), necklace of fireball (Type I) (248 gp), ring of silver tongue (75 gp), +2 periapt of wisdom (600 gp), oil of undetectable aura (23 gp), divine scroll of cure moderate wounds (16 gp), divine scroll of undetectable aura (4 gp), wand of silence (23 gp), 2 potions of cure light wounds (23 gp).

CONCLUSION

At the end of the adventure, the character either suffered the cruel fate of Attlu's betrayal, or found the teleportation circle. When the characters stand on the circle, they are teleported to a group of sewers under Greyhawk City—far away from Tenh and the immediate Ether threat. If there is enough time in the slot, and you are playing this adventure at APL 4 or above feel free to play the optional encounter below at the cost of an extra Time Unit.

OPTIONAL ENCOUNTER

This optional encounter is for APL 4 thru 10 only. This optional section costs one additional Time Unit for each character who participates in it. They can earn additional XP and gold above the normal adventure and this is taken into account on the adventure cert.

SUMMARY

The characters arrive in part of the sewers of Greyhawk City when they step into the teleportation circle in the dungeon of Vrennmii Tower. Upon arrival they are attacked by a lone etherspitter. It leaves an obvious trail back down the corridor it approached from. The characters follow its trail back and find a lone wizard being attacked by ether creatures. There is also an open 'rip' to the Ethereal plane open and more ether creatures are pouring through it. The wizard rushes out of the room towards the characters screaming that they must collapse the room or they keep

pouring through the rift. He is then hit by a large glob of ethereal spit and fades away leaving behind only his magical bracers and some metal trinkets from his backpack. The characters will have to fight through the ether creatures and do an amount of physical (the exact amount is determined by the level of play) damage to a large stone pillar in the middle of the room. Once this is done the room will collapse in 2 rounds sealing the rift under tons of rubble.

OPTIONAL ENCOUNTER 1A

Solid ground once again rests under your weary feet. What's left of the town of Vrennmii is far behind you and you can finally relax. You have arrived in what appears to be part of the sewers in the City of Greyhawk. As you look around at your fellow party members you hear a familiar clicking sound coming from the corridor behind you.

At this point the party is attacked by a lone etherspitter. He has wandered away from the main group up the hall.

All APL's (EL 2)

➔ **Etherspitter:** hp 14; see Appendix I.

Fresh tracks lead back into the darkness from where the etherspitter attacked. You hear faint clicking noises coming from that direction and a muffled yell from what sounds like a man.

OPTIONAL ENCOUNTER 1B

If the characters do not investigate the sound then the adventure is over. If the continue down the hall read the following.

As you move quietly down the hallway the clicking and chattering noises grow louder. You also now definitely make out the voice of a man and the sounds of combat. You see the tunnel turns a bit ahead and a bluish light emanates from somewhere around it.

Once the party moves up enough to see around the corner continue.

A large doomed room greets you as your peer around the corner. The ceiling peak is 30 feet high and a large pillar supports it from the center of the room. The walls of the room

have pipes of different sizes pouring water into the room at different locations. What draws your attention though is a bluish rift in the middle of the room. It almost looks like a rip in the air itself. Surround it is the bug creatures that you first encountered in Tenh. Standing between you and them is a robed wizard figure who finishes casting a spell just as you look in. The room erupts in fire as you duck back around the corner. When your eyes adjust again from the bright flash you see the burnt body of the wizard lying in front of you. He gasps out "Destroy the pillar and collapse the room. They cannot get out into the city". He then goes to rise and is struck by a large gooey substance and as he screams in pain he fades away and is gone.

It is now up to the party to seal this rift. It leads to the Ethereal and is allowing the ether creatures into the city. The party must do enough damage to the pillar while defending themselves from the Ether creatures. Once they do enough damage to the pillar it will collapse 2 rounds later and bury the ether creatures and the room under tons of rubble effectively sealing the rift. The room is 40 foot in diameter with a 30-foot ceiling. There are many other pipes entering this room but only the one that party entered is big enough for Small or larger creatures to exit.

Pillar Strength:

- APL 4 – Hardness 5; Hit Points 30
- APL 6 – Hardness 5; Hit Points 50
- APL 8 – Hardness 8; Hit Points 60
- APL 10 – Hardness 8; Hit Points 100

Below is listed the starting creatures based on the APL of the party. Below each starting encounter will list what shows up every 3 rounds during the fight. They keep arriving until either the pillar is destroyed or the party flees combat and gives up.

APL 4 (EL 5)

- ☛ **Etherspitter**: hp 14; See Appendix I.
- ☛ **Etherhulk**: hp 52; See Appendix I.

Every 3 rounds:

- ☛ **Etherhulk**: hp 52; see Appendix I.

APL 6 (EL 7)

- ☛ **Etherspitter** (2): hp 14, 15; see Appendix I.
- ☛ **Etherhulk** (2): hp 52, 49; see Appendix I.

Every 3 rounds:

- ☛ **Etherhulk**: hp 52; see Appendix I.

APL 8 (EL 9)

- ☛ **Etherscout**: hp 22; see Appendix I.
- ☛ **Etherspitter** (2): hp 14, 15; see Appendix I.
- ☛ **Etherhulk, Advanced**: hp 128; see Appendix I.

Every 3 rounds:

- ☛ **Etherhulk, Advanced**: hp 122; see Appendix I.

APL 10 (EL 11)

- ☛ **Etherscout** (2): hp 22, 21; see Appendix I.
- ☛ **Etherspitter** (4): hp 14, 15, 13, 12; see Appendix I.
- ☛ **Etherhulk, Advanced** (2): hp 128, 132; see Appendix I.

Every 3 rounds:

- ☛ **Etherhulk, Advanced**: hp 128; see Appendix I.

Once the pillar has taken enough damage it collapses to the floor. The room collapses 2 rounds after that so the party had better run (give them some hints if they are that dense).

Treasure:

Bracers and contents of dead wizards backpack:

- APL 4: L: 0 gp; C: 0 gp; M: *bracers of the foundation* (Value 300 gp per character)
- APL 6: L: 0 gp; C: 150 gp; M: *bracers of the foundation* (Value 300 gp per character)
- APL 8: L: 0 gp; C: 150 gp; M: *bracers of the foundation* (Value 300 gp per character), *ring of protection +1* (Value 300 gp per character)
- APL 10: L: 0 gp; C: 150 gp; M: *bracers of the foundation* (Value 300 gp per character), *ring of protection +1* (Value 300 gp per character), *headband of intellect +2* (Value 600 gp per character)

The End

EXPERIENCE POINT SUMMARY

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

Encounter 1

Defeat the ether creatures

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

Encounter 3

Evade or take damage from the collapsing building.

APL 2 and 4	30 XP
APL 6	60 XP
APL 8	90 XP
APL 10	120 XP

Encounter 4

3. Side Entrance—Defeat the Undead

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

4. Empty Garrison—Defeat the ether creatures

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

9. Deserted Kitchen—Defeat the monsters

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

12. Abandoned Smithy—Defeat the ether creatures

APL 2	60 XP
APL 4	120 XP
APL 6	180 XP
APL 8	240 XP
APL 10	300 XP

14. Barbican—Defeat the constructs

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP
APL 10	330 XP

16. Remains of Library—Defeat the outsiders

APL 6	90 XP
APL 8	150 XP
APL 10	210 XP

19. Barbican—Evade or take damage from the *glyph of warding*

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP
APL 10	270 XP

Encounter 2 or Encounter 5

Defeat Attlu

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

Total Possible Experience

APL 2	450 XP
APL 4	900 XP
APL 6	1,350 XP
APL 8	2,250 XP
APL 10	2,820 XP

Optional Encounter 1a

Defeat Etherspitter

All APLs	60 XP
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Encounter 2 or Encounter 5

Defeat ether creatures and seal the rift.

APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

APL 10 330 XP Total Possible Experience with Optional Encounter

APL 4	1,110 XP
APL 6	1,620 XP
APL 8	2,640 XP
APL 10	3,210 XP

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasures from each encounter add it up and that is number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the Gp Gained field of the adventure certificate. Because this is a Core adventure, taking place in a

region not administered by a Regional Triad, characters cannot spend extra Time Units to practice professions or create items immediately after the adventure, so this total is not be modified by other circumstances.

TREASURE KEY:

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter 2 or 5

Defeat Attlu and loot his corpse

APL 2: Loot—68 gp; Magic—+1 breast plate (185 gp), +1 cloak of resistance (150 gp), oil of undetectable aura (23 gp), divine scroll of cure moderate wounds (16 gp), divine scroll of undetectable aura (4 gp), 2 potions of cure light wounds (23 gp).

APL 4: Loot—68 gp; Magic—+1 breast plate (185 gp), +1 cloak of resistance (150 gp), necklace of fireball (Type I) (248 gp), ring of silver tongue (75 gp), oil of undetectable aura (23 gp), divine scroll of cure moderate wounds (16 gp), divine scroll of undetectable aura (4 gp), wand of silence (23 gp), 2 potions of cure light wounds (23 gp).

APL 6: Loot—68 gp; Magic—+1 breast plate (635 gp), +1 cloak of resistance (150 gp), +1 heavy mace (347 gp), necklace of fireball (Type I) (248 gp), ring of silver tongue (75 gp), oil of undetectable aura (23 gp), divine scroll of cure moderate wounds (16 gp), divine scroll of undetectable aura (4 gp), wand of silence (23 gp), 2 potions of cure light wounds (23 gp).

APL 8: Loot—68 gp; Magic—+1 breast plate (635 gp), +1 cloak of resistance (150 gp), +2 heavy mace (1,247 gp), prayer bead—bead of karma (750 gp), necklace of fireball (Type I) (248 gp), ring of silver tongue (75 gp), oil of undetectable aura (23 gp), divine scroll of cure moderate wounds (16 gp), divine scroll of undetectable aura (4 gp), wand of silence (23 gp), 2 potions of cure light wounds (23 gp).

APL 10: Loot—68 gp; Magic—+1 breast plate (635 gp), +2 cloak of resistance (600 gp), +2 spell storing heavy mace (1,247 gp), prayer bead—bead of karma (750 gp), necklace of fireball (Type I) (248 gp), ring of silver tongue (75 gp), +2 periapt of wisdom (600 gp), oil of undetectable aura (23 gp), divine scroll of cure moderate wounds (16 gp), divine scroll of undetectable aura (4 gp), wand of silence (23 gp), 2 potions of cure light wounds (23 gp).

Total Possible Treasure

APL 2: 450 gp
APL 4: 675 gp
APL 6: 1,500 gp

APL 8: 2,250 gp

APL 10: 4,262 gp

Optional Encounter

Take the dead wizard's loot

APL 4: L: 0 gp; C: 0 gp; M: *bracers of the foundation*
(Value 300 gp per character)

APL 6: L: 0 gp; C: 150 gp; M: *bracers of the foundation*
(Value 300 gp per character)

APL 8: L: 0 gp; C: 150 gp; M: *bracers of the foundation*
(Value 300 gp per character), *ring of protection +1* (Value
300 gp per character)

APL 10: L: 0 gp; C: 150 gp; M: *bracers of the foundation*
(Value 300 gp per character), *ring of protection +1* (Value
300 gp per character), *headband of intellect +2* (Value 600
gp per character)

Total Possible Treasure with optional encounter

APL 4: 975 gp

APL 6: 1,950 gp

APL 8: 3,000 gp

APL 10: 5,162 gp

APPENDIX I: NPCCS

Encounter 1: Etherquake and the Swarm

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

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

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

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

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

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

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

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

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

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

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

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

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

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

APL 8 (EL 10)

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

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

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

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

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

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

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

APL 10 (EL 13)

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

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

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

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

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

Dazing Gaze (Su) – As the *daze* spell, 1 round effect

with no HD restrictions, 30 ft. range, Will save (DC 19).

Encounter 2: Shrine of Lies

APL 2 (EL 4)

☛ **Attlu:** male human Clr4 (Iuz); CR 4; Medium-sized humanoid; HD 4d8+4; hp 26; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +6 +1 breastplate]; Atk +5 melee (1d8+1, masterwork heavy mace); SA Spells; AL CE; SV Fort +6, Ref +4, Will +9; Str 12, Dex 14, Con 13, Int 10, Wis 19, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Bluff +5, Concentration +6, Heal +6, Hide +4, Knowledge: Religion +2, Listen +5, Spellcraft +2, Spot +5; Improved Initiative, Silent Spell, Still Spell.

Spells Prepared (5/5/4; base DC = 14 + spell level): o—*cure minor wounds* (2), *detect magic*, *light*, *purify food and drink*; 1st—*bless*, *change self**, *cure light wounds* (2), *divine favor*; 2nd—*bull's strength*, *silent cause fear*, *hold person*, *invisibility**.

*Domain spell. **Domains:** Evil (All evil spells are cast at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Equipment: +1 breastplate, +1 cloak of resistance, oil of undetectable aura (2), scroll of cure moderate wounds, scroll of undetectable aura, commoners garb, masterwork heavy mace, holy symbol of Iuz, prayer book to Iuz.

☛ **The Slave:** male human Exp 2; CR 1; Medium-sized humanoid; HD 2d6+2; hp 9; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+6 splint mail]; Atk +2 melee (1d8+1, heavy mace); AL NE; SV Fort +1, Ref +0, Will +7; Str 13, Dex 10, Con 12, Int 15, Wis 14, Cha 14. Height 6 ft. 3 in.

Skills and Feats: Bluff +9 (+13 when mimicking spell casting, see below), Diplomacy +6, Disguise +9, Knowledge: Arcana +7, Knowledge: Religion +5, Perform +7, Read Lips +7, Sense Motive +6, Spellcraft +6, Use Magic Device +7; Charlatan, Iron Will.

Note: The servant gets a +2 synergy bonus when attempting to mimic spell casting due to five ranks in Spellcraft. The servant also receives a +2 circumstance bonus to these checks because of his unique connection to Attlu's mind.

Equipment: *potion of cure light wounds* (2), heavy mace in the shape of Iuz' holy symbol, silver holy symbol of Iuz, priests robes (Iuz decorated), skullcap, splint mail.

APL 4 (EL 6)

➤ **Artlu:** male human Clr6 (Iuz); CR 6; Medium-sized humanoid; HD 6d8+6; hp 40; Init +6; Spd 20 ft.; AC 18 (touch 12, flat-footed 16) [+2 Dex, +6 +1 *breastplate*]; Atk +6 melee (1d8+1, masterwork heavy mace); SA Spells; AL CE; SV Fort +7, Ref +7, Will +10; Str 12, Dex 14, Con 13, Int 10, Wis 19, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Bluff +10, Concentration +8, Heal +7, Hide +5, Knowledge: Religion +3, Listen +5, Spellcraft +3, Spot +5; Improved Initiative, Lightning Reflexes, Silent Spell, Still Spell.

Spells Prepared (5/5/5/4; base DC = 14 + spell level): o—cure minor wounds (2), detect magic, light, purify food and drink; 1st—bless, change self*, cure light wounds (2), divine favor; 2nd—bull's strength, silent cause fear, hold person, invisibility*, spiritual weapon; 3rd—blindness, still silent cause fear, dispel magic, still silent protection from good*.

*Domain spell. Domains: Evil (All evil spells are cast at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Equipment: +1 *breastplate*, +1 *cloak of resistance*, necklace of fireballs (type I), oil of undetectable aura (2), ring of the silver tongue, scroll of cure moderate wounds, scroll of undetectable aura, wand of silence (10 charges), commoners garb, masterwork heavy mace, holy symbol of Iuz, prayer book to Iuz.

➤ **The Slave:** male human Exp 2; CR 1; Medium-sized humanoid; HD 2d6+2; hp 9; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+6 splint mail]; Atk +2 melee (1d8+1, heavy mace); AL NE; SV Fort +1, Ref +0, Will +7; Str 13, Dex 10, Con 12, Int 15, Wis 14, Cha 14. Height 6 ft. 3 in.

Skills and Feats: Bluff +9 (+13 when mimicking spell casting, see below), Diplomacy +6, Disguise +9, Knowledge: Arcana +7, Knowledge: Religion +5, Perform +7, Read Lips +7, Sense Motive +6, Spellcraft +6, Use Magic Device +7; Charlatan, Iron Will.

Note: The servant gets a +2 synergy bonus when attempting to mimic spell casting due to five ranks in Spellcraft. The servant also receives a +2 circumstance bonus to these checks because of his unique connection to Attlu's mind.

Equipment: *potion of cure light wounds* (2), heavy mace in the shape of Iuz' holy symbol, silver holy symbol of Iuz, priests robes (Iuz decorated), skullcap, splint mail.

APL 6 (EL 9)

➤ **Artlu:** male human Clr8 (Iuz); CR 8; Medium-sized humanoid; HD 8d8+8; hp 50; Init +6; Spd 20 ft.; AC 19 (touch 12, flat-footed 17) [+2 Dex, +6 +2 *breastplate*]; Atk +8/+3 melee (1d8+2, +1 *heavy mace of Iuz*); SA Spells; AL CE; SV Fort +8, Ref +7, Will +12; Str 12, Dex 14, Con 13, Int 10, Wis 20, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Bluff +12, Concentration +10, Heal +8, Hide +7, Knowledge: Religion +3, Listen +6, Spellcraft +3, Spot +6; Improved Initiative, Lightning Reflexes, Silent Spell, Still Spell.

Spells Prepared (6/7/5/5/4; base DC = 15 + spell level): o—cure minor wounds (3), detect magic, light, purify food and drink; 1st—bless, cause fear, change self*, cure light wounds (2), divine favor, shield of faith; 2nd—bull's strength, silent cause fear, hold person, invisibility*, spiritual weapon; 3rd—blindness, still silent cause fear, dispel magic, still silent protection from good*, searing light; 4th—confusion*, freedom of movement, still silent hold person, spell immunity.

*Domain spell. Domains: Evil (All evil spells are cast at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Equipment: +2 *breastplate*, +1 *cloak of resistance*, +1 *heavy mace of Iuz*, necklace of fireballs (type I), oil of undetectable aura (2), *potion of haste*, ring of the silver tongue, scroll of cure moderate wounds (2), scroll of undetectable aura, wand of silence (10 charges), commoners garb, masterwork heavy mace, holy symbol of Iuz, prayer book to Iuz.

➤ **The Slave:** male human Exp 6; CR 5; Medium-sized humanoid; HD 6d6+6; hp 27; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+6 splint mail]; Atk +5 melee (1d8+1, heavy mace); AL NE; SV Fort +3, Ref +2, Will +9; Str 13, Dex 10, Con 12, Int 16, Wis 14, Cha 14. Height 6 ft. 3 in.

Skills and Feats: Bluff +13 (+17 when mimicking spell casting, see below), Diplomacy +9, Disguise +13, Knowledge: Arcana +12, Knowledge: Religion +10, Perform +11, Read Lips +14, Sense Motive +10, Spellcraft +11, Use Magic Device +13; Charlatan, Iron Will, Skill Focus: Read Lips, Skill Focus: Use Magic Device.

Note: The servant gets a +2 synergy bonus when attempting to mimic spell casting due to five ranks in Spellcraft. The servant also receives a +2 circumstance bonus to these checks because of his unique connection to Attlu's mind.

Equipment: *potion of cure light wounds* (2), heavy mace in the shape of Iuz' holy symbol, silver holy sym-

bol of Iuz, priests robes (Iuz decorated), skullcap, splint mail.

APL 8 (EL 11)

☛ **Attlu:** male human Clr10 (Iuz); CR 10; Medium-sized humanoid; HD 10d8+10; hp 62; Init +6; Spd 20 ft.; AC 20 (touch 12, flat-footed 17) [+2 Dex, +6 +2 breastplate, ring of protection +1]; Atk +10/+5 melee (1d8+3, +2 heavy mace of Iuz); SA Spells; AL CE; SV Fort +9, Ref +8, Will +13; Str 12, Dex 14, Con 13, Int 10, Wis 20, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Bluff +12, Concentration +12, Heal +8, Hide +7, Knowledge: Religion +3, Listen +7, Spellcraft +3, Spot +7; Chain Spell, Improved Initiative, Lightning Reflexes, Silent Spell, Still Spell.

Spells Prepared (6/7/6/5/5/4; base DC = 15 + spell level): 0—cure minor wounds (3), detect magic, light, purify food and drink; 1st—bless, cause fear, change self*, cure light wounds (2), divine favor, shield of faith; 2nd—bull's strength, silent cause fear, endurance, hold person, invisibility*, spiritual weapon; 3rd—blindness, still silent cause fear, dispel magic, still silent protection from good*, searing light; 4th—confusion*, chain doom, freedom of movement, still silent hold person, spell immunity; 5th—flame strike, chain hold person, spell resistance, silent unholy blight*.

*Domain spell. Domains: Evil (All evil spells are cast at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Equipment: bead of blessing (karma), +2 breastplate, +1 cloak of resistance, +2 heavy mace of Iuz, necklace of fireballs (type 1), oil of undetectable aura (2), potion of haste, ring of protection +1, ring of the silver tongue, scroll of cure moderate wounds (2), scroll of undetectable aura, wand of silence (10 charges), commoners garb, masterwork heavy mace, holy symbol of Iuz, prayer book to Iuz.

☛ **The Slave:** male human Exp 6; CR 5; Medium-sized humanoid; HD 6d6+6; hp 27; Init +0; Spd 20 ft.; AC 16 (touch 10, flat-footed 16) [+6 splint mail]; Atk +5 melee (1d8+1, heavy mace); AL NE; SV Fort +3, Ref +2, Will +9; Str 13, Dex 10, Con 12, Int 16, Wis 14, Cha 14. Height 6 ft. 3 in.

Skills and Feats: Bluff +13 (+17 when mimicking spell casting, see below), Diplomacy +9, Disguise +13, Knowledge: Arcana +12, Knowledge: Religion +10, Perform +11, Read Lips +14, Sense Motive +10, Spellcraft +11, Use Magic Device +13; Charlatan, Iron Will, Skill Focus: Read Lips, Skill Focus: Use Magic Device.

Note: The servant gets a +2 synergy bonus when

attempting to mimic spell casting due to five ranks in Spellcraft. The servant also receives a +2 circumstance bonus to these checks because of his unique connection to Attlu's mind.

Equipment: potion of cure light wounds (2), heavy mace in the shape of Iuz' holy symbol, silver holy symbol of Iuz, priests robes (Iuz decorated), skullcap, splint mail.

APL 10 (EL 13)

☛ **Attlu:** male human Clr12 (Iuz); CR 12; Medium-sized humanoid; HD 12d8+24; hp 85; Init +6; Spd 20 ft.; AC 20 (touch 12, flat-footed 17) [+2 Dex, +6 +2 breastplate, ring of protection +1]; Atk +12/+7 melee (1d8+3, +2 spell storing heavy mace of Iuz); SA Spells; AL CE; SV Fort +12, Ref +10, Will +16; Str 12, Dex 14, Con 14, Int 10, Wis 22, Cha 12. Height 5 ft. 6 in.

Skills and Feats: Bluff +13, Concentration +15, Heal +9, Hide +8, Knowledge: Religion +4, Listen +8, Spellcraft +4, Spot +8; Chain Spell, Improved Initiative, Lightning Reflexes, Quicken Spell, Silent Spell, Still Spell.

Spells Prepared (6/8/7/6/5/5/4; base DC = 16 + spell level): 0—cure minor wounds (3), detect magic, light, purify food and drink; 1st—bless, cause fear, change self*, cure light wounds (2), divine favor, obscuring mist, shield of faith; 2nd—bull's strength, silent cause fear, darkness, endurance, hold person, invisibility*, spiritual weapon; 3rd—blindness, still silent cause fear, cure serious wounds, dispel magic, still silent protection from good*, searing light; 4th—confusion*, chain doom, freedom of movement, still silent hold person, spell immunity; 5th—flame strike, chain hold person, slay living, spell resistance, silent unholy blight*; 6th—blade barrier, quickened cure moderate wounds, harm, mislead*.

*Domain spell. Domains: Evil (All evil spells are cast at +1 caster level); Trickery (Bluff, Disguise, and Hide are class skills).

Equipment: bead of blessing (karma), +2 breastplate, +2 cloak of resistance, +2 spell storing heavy mace of Iuz (storing an dispel magic cast at 12th level), necklace of fireballs (type 1), oil of undetectable aura (2), periapt of wisdom +2, potion of haste, rod of lesser silence, ring of protection +1, ring of the silver tongue, scroll of cure moderate wounds (2), scroll of undetectable aura, wand of silence (10 charges), commoners garb, masterwork heavy mace, holy symbol of Iuz, prayer book to Iuz.

☛ **The Slave:** male human Exp 8; CR 7; Medium-sized humanoid; HD 8d6+8; hp 36; Init +0; Spd 20 ft.; AC 16

(touch 10, flat-footed 16) [+6 splint mail]; Atk +8/+3 melee (1d8+2, heavy mace); AL NE; SV Fort +3, Ref +2, Will +10; Str 14, Dex 10, Con 12, Int 16, Wis 14, Cha 14. Height 6 ft. 3 in.

Skills and Feats: Bluff +15 (+19 when mimicking spell casting, see below), Diplomacy +11, Disguise +15, Knowledge: Arcana +14, Knowledge: Religion +12, Perform +13, Read Lips +16, Sense Motive +12, Spellcraft +13, Use Magic Device +15; Charlatan, Iron Will, Skill Focus: Read Lips, Skill Focus: Use Magic Device.

Note: The servant gets a +2 synergy bonus when attempting to mimic spell casting due to five ranks in Spellcraft. The servant also receives a +2 circumstance bonus to these checks because of his unique connection to Attlu's mind.

Equipment: *potion of cure light wounds* (2), heavy mace in the shape of Iuz' holy symbol, silver holy symbol of Iuz, priests robes (Iuz decorated), skullcap, splint mail.

Encounter 3: Dash to the Tower

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

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

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

Steal Dead (Su): As a full round action, the Etherspitter can shift the entire body of a dead creature to the Ethereal plane. This ability may only be used on dead creatures of size large or smaller. If damaged during this action, the shift is disrupted. This ability may only be used if three or more Etherspitters participate in the action. This ability

cannot be used with the area of a dimensional anchor spell or other similar effect that prevents planar travel.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

APPENDIX II: NEW RULES

Chain Spell [Metamagic]

You can cast spells that arc to other targets in addition to the primary target.

Prerequisites: Any other metamagic feat.

Benefit: You can chain any spell that specifies a single target and has a range greater than touch. The chained spell affects that target (the primary target) normally, then arcs to a number of secondary targets equal to your caster level. Each arc affects one secondary target. You choose the secondary targets as you like, but they must all be within 30 feet of the primary target, and no target can be affected more than once. You can affect fewer secondary targets than the maximum.

If the chained spell deals damage, the secondary targets each take half as many dice of damage as the primary target (round down) and can attempt a Reflex saving throws for half of the secondary damage. For spells that do not deal points of damage, the save DCs against arcing effects are reduced by 4. For example, a 10th-level wizard casts a chained *cause fear* on a nearby goblin and can specify up to ten secondary targets. The goblin, as primary target, must make a will save against DC 14, while those affected by the secondary arcs save against DC 10.

A chained spell uses up a spell slot three levels higher than the spell's actual level.

From Tome and Blood, a Guidebook to Wizards and Sorcerers, page 39.

Charlatan [General]

You're adept at fooling people. You know how to tell them just what they want to hear.

Benefit: You get a +2 bonus on Bluff and Disguise checks.

From Song and Silence, a Guidebook to Bards and Rogues, page 38.

Oil of Undetectable Aura

When applied to any magical item, this oil masks the item's aura from detection just like the spell *nystul's undetectable aura*. This oil is only effective for one day and can only be used on inanimate objects. Each vial contains enough oil to affect only one item; size is irrelevant. Applying the oil is a standard action.

Caster Level: 1st; **Prerequisites:** Brew Potion, *nystul's undetectable aura*; **Market Price:** 50 gp.

Ring of the Silver Tongue

This small silver ring is shaped like a serpent coiling around the wearer's finger. It continually grants the wearer a +5 competence bonus to Bluff checks.

Caster Level: 5th; **Prerequisites:** Forge Ring, creator must have 3 ranks of the Bluff skill; **Market Price:** 500 gp.

Rod of Lesser Silence

The user can cast up to three spells per day without verbal components as though using the Silent spell feat. This does not increase the level of the spell and cannot be used on spells above third level.

Caster Level: 17th; **Prerequisites:** Craft Rod, Silent Spell; **Market Price:** 5,400 gp.

From Tome and Blood, a Guidebook to Wizards and Sorcerers, page 76.

Bracers of the Foundation

These ornate bracers are made of bluish metal of unknown origin. When worn they grant the wearer Resistance: Ethereal Shift 5. This reduces the damage done due to Ethereal Shift damage by 5. **Caster Level:** 3rd; **Prerequisites:** Craft Wondrous Item, Resist Elements, Item Component (Blue Metal); **Market Price:** 2,000 gp; **Frequency:** Adventure

ETHERSCOUT

Medium-size Aberration

Hit Dice:	4d8+4 (22 hp)
Initiative:	+5 (+5 Dex)
Speed:	30 ft., fly 60 ft.
(good)	
AC:	17 (+5 Dex, +2 natural)
Attacks:	Bite +4 melee, 2 claws +2 melee
Damage:	Bite 1d8+1, claw 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon
Special Qualities:	Darkvision 60 ft., ethereal jaunt, fast healing 1
Saves:	Fort +2, Ref +6, Will +4
Abilities:	Str 12, Dex 20, Con 13, Int 7, Wis 11, Cha 10
Skills:	Move Silently +12, Listen +6, Spot +11*
Feats:	Flyby attack, Multiattack
Climate/Terrain:	Any
Organization:	Swarm (2-5), Plague (6-11)
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	5-6 HD (Medium-size); 7-11 HD (Large)

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

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

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

COMBAT

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

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

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

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

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

ETHERSPITTER

Small Aberration

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

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

Combat

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

melee or when it is obvious that the Ethereal Spit is ineffective.

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 (+2 base, +4 Dex, +1 size) ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might possess. This spit causes has no effect within the area of a *dimensional anchor* spell or similar effect that prevents planar travel. This ability can be used every round.

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

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

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

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

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

ETHERHULK

Large Aberration

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

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

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

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

Combat

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

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

the flesh. This attack automatically deals an additional 2d6+9 points of damage.

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

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

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

HANDOUT # 1: INFORMATION ON THE TOWN OF VRENNMII

Before the Greyhawk Wars, the town of Vrennmii was a thriving trade city of 4,500. It fell quickly during the war to the forces of Stonehold and the occupation forces of Iuz shortly followed and have not left since. The town now holds 1,500 or so residents who live their lives normally except for a few rules imposed by their new lord. The eastern half of town is in ruins and looks to have taken the brunt of the attack many years ago. The defensive walls have collapsed and the buildings show obvious signs of fire and siege damage to them.

Below are some of the more prominent features of town:

Vrennmii Tower – This large black tower stands out in the center of town. It is still under construction, and it does not match any of the other architecture around it and is obviously a new addition to the town. The only information you can gain about it is that the local lord, Arken Litus, holds sway over the town from it and that the townsfolk avoid it.

Shrine to Iuz – Four blocks west of the tower sits the main temple to Iuz in town. It is a grim looking building with a small shed surrounded by a three foot stone wall.

Work Camp – A large camp has been setup on the west side of town. Locals say that Lord Litus is using the able bodied men of the town to scour the hills for the black rocks. The patrols also confiscate any rocks found on those trying to gather them for their own. The camp is heavily guarded and you would estimate 200 or so men between the ages of 15 and 40 are detained there.

Information the locals know

- The occupation is not as bad as it used to be. About 7 years ago all the demons and fiends disappeared and it has been pretty calm since. Lord Litus taxes everything and takes even more just because he can but they are at least eating and not dead.
- The work camp is new and a lot of the men are there currently. Lord Litus is just going nuts over those rocks. I guess they are worth a lot in other places and even Dorakaa has expressed interest in them.
- There are a few here who have been sneaking out and looking for the rocks. Most are caught but a few good ones have managed to sneak a few back into town.

ESCAPE FROM TENH CRITICAL EVENT SUMMARY FOR THE GENCON 2002 PREMIER

Answer the following questions and turn in to RPGA HQ along with your scoring packet upon completion of the event.

1. How many player characters died during the running of this event?

0 1 2 3 4 5 6

2. Did the heroes manage to Escape from Tenh via the teleportation circle?

Yes No If no, please briefly explain _____

3. Did the players discover the switched identities of Attlu and the slave before their betrayal?

Yes No

4. Did you have time to run the optional encounter at the end of the event?

Yes No

5. If yes, did the heroes seal the ethereal rift underneath Greyhawk city?

Yes No

6. At what APL was this event played at?

2 4 6 8 10

7. Comments, feedback, if any?

Name _____ RPGA # _____

ENLISTING THE ICONIC

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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