

CORS2-02



ISLES OF WOE

A D&D[®] LIVING GREYHAWK[®] Special Core Adventure
Home Play Edition

Version 1

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Lost for untold ages, the Isles of Woe have resurfaced deep within the waters of the Nyr Dyv. The legends say little about the mythical Isles, but one thing is certain. The Isles were a place of powerful magic and even more powerful enemies. What caused their mysterious disappearance in the pre history of Oerth and perhaps even more importantly, what has caused them to return? For Characters Levels 6-8, although adjustable for characters 4-12. This event has a playing time of approximately 16 hours.

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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RPGA INTRODUCTION

This is an RPGA® Network scenario for the Dungeons & Dragons® game. It is estimated that this event may take as much as 16 hours to play, although possibly less. This includes time spent in preparation and scoring at the end. 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 and this event in particular.

PREPARATION

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

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

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

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

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

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

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

Some of the text in this scenario is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in **bold italics**. It is strongly recommended that you

paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

SCORING

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and the 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 sheets, 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 is a good idea to have the players vote while you are determining treasure and experience awards for the scenario.

After voting, give the Scoring Packet to your event coordinator. If this event is being run at a home game, this packet should be entered through the online scoring method found on the RPGA website.

This is a LIVING GREYHAWK Adventure. As a Living™ adventure, it is expected that players will bring their own characters with them. As this event is for advanced characters, all players must have a LIVING GREYHAWK character generated before the event begins. Once this is confirmed, 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 although not mandatory that you have a copy of the LIVING GREYHAWK *Gazetteer* and a *Manual of the Planes*.

LEVEL OF PLAY

This event is design for 4 players, whose characters are levels 6-8. Using the formula below, determine the Average Party Level (APL). If the average level of the party is outside of this range, please refer to the sidebar entitled, **Scaling the Adventure** in **Appendix D**. Remember that characters that are 3 or more levels away from the party average receive only half xp and (for this adventure) half gp. Although it is possible to play this event with characters below 6th level it is not recommended. **Be sure to read all of this information as it differs from the text found in standard RPGA events.**

DETERMINING AVERAGE PARTY LEVEL

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

1. Determine the character level for each of the PCs participating in the adventure.
2. Normally, PCs bringing animals trained for combat would potentially increase the APL. In the final encounter none of these animals will be present (They arent allowed in the tavern). Do not consider the animals when calculating APL and do not allow their use in the final encounter. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars paladin's mounts, etc) use the following chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure – rounding appropriately.
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. If this value is not between 6 and 8, make sure to refer to **Scaling the Adventure** in **Appendix D** for information on how to balance the event for parties outside of this range.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL, 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.

IS IT A FULL MOON?

Since the hazards of lycanthropy are a current part of the LIVING GREYHAWK campaign, it may be necessary to determine if this adventure takes place during a full moon. For game purposes, the full moon lasts three days of each month. For a given scenario that does not state the phase of the moon, roll 1d10 before play begins. On a result of 1, the first day of the scenario is a night of the full moon (roll 1d3 to determine where in the sequence of three nights it falls).

TIME UNITS AND UPKEEP

This is a special core adventure set in the Isles of Woe. All characters pay eight time units to participate in this adventure. Adventure's Standard Upkeep costs 98gp. Rich Upkeep costs 400gp, and Luxury Upkeep costs 800gp.

EXPERIENCE AND REWARD

This event does not reward experience and gold like many of the other RPGA events. While playing, the DM is responsible for keeping track of the total Encounter Levels (ELs) for each challenge defeated. At the end of the event, each EL faced will net 30xp for each character that participated. In addition to this, any encounter that contains a material reward will also include a gold piece value. For simplicities sake, this is the amount that each character nets from the discovery of the item. Although an item may be used up during the event it may not be kept after the event (it is instead sold and split up amongst the party, resulting in the gp value listed).

Because some of the encounters may be scaled up or down, the sidebar entitled **Scaling the Adventure** in **Appendix D** gives simple guidelines for adjusting the EL rewarded for any given encounter. For more information on awarding XP and GP during this event, please see the conclusion.

ADVENTURE BACKGROUND

In an age unknown to the common man, the Isles of Woe stood as a place of intense magical study and research. It was also the center of large empire, solely dedicated to funding the needs of the scholars on the Isles.

It was then, in an age of lost antiquity, that a disaster took place. One of the scholars, a man by the name of Alcanix, discovered a horrible race of creatures known only as the Ethers. In his personal quest to gain knowledge, he overstepped the bounds of safety, causing some great catastrophe. Ethers began swarming the isle and were threatening to break out into the world beyond. The scholars of the Isles fought bravely and in the end made the greatest of sacrifices. With the incantation of the most powerful of magics, the Isles vanished out of all known reckoning. They sank, not into the deep waters of the Nyr Dyv as became the common explanation, but instead they sunk deep into the Ethereal.

Through the countless centuries, there they have stood, buried behind powerful magics, shielded from all attempts at location. The people of Oerth have moved on and they have forgotten, until now.

The powerful magics used to seal off the Isles deep within the Ethereal have begun to fail. It began as just a disturbance in this area of the Nyr Dyv, scaring away the local inhabitants. In recent weeks however, the Isles themselves have begun to reappear. Since then the Isles have taken shape once again and although they are still partially in the deep Ethereal, they can be explored, which is exactly what has happened.

A merchant ship by the name of "Brightspray" ran across the Isles while on its way to Greyhawk city. The ship sent out one longboat to explore the mysterious Isles but when no one returned, the Brightspray continued on its way, not wanting to risk any more of its crew to the mysterious Isles. Upon docking in Greyhawk, word of the Isles began to spread quickly and it did not take long for the realization to occur. The Isles of Woe had returned.

Now there is a mad rush to be the first to claim the Isles riches and discover its lost secrets. Heroes from all over the Flanaess are making their way to the Isles. This event represents that exploration.

ADVENTURE SUMMARY

When this adventure begins the PCs are in the vast metropolis of Greyhawk. Rumors about the return of the Isles are abound and eventually lead the heroes to the docks on the Selintan River and a boat by the name of the Brightspray. After speaking with the captain, the heroes can arrange for travel to the Isles to do a bit of exploring.

After a short journey, the PCs are free to explore one of the smaller Isles in the grouping. They quickly learn that they are not alone, another group is here exploring as well. Casting about, they can explore an ancient battle site, now a swamp with howling winds and loose elements. They can explore some caves that are in fact old summoning chambers for the mage priests. Near the

peak of the Island, the heroes can explore a small settlement including the tower of Alcanix, mage priest of the Isles. His tower is now only half present, with parts of it fading in and out of the ethereal plane.

Most interesting to the exploring PCs is what can be learned inside the tower. After unlocking the laboratories through the use of the three signet keys, the PCs can learn about the fate of the Isles and experience the horror that caused their disappearance first hand.

INTRODUCTION

When the group is ready to begin, read or paraphrase the following to them.

The entire city of Greyhawk is abuzz with rumor and speculation concerning a group of islands that have appeared in the middle of the Nyr Dyv. Throughout all the crazed stories and obvious falsehoods, one fact stands out above all else. The Isles of Woe have returned. Lost for times untold the Isles are reported to be a place of lost power, the seat of a great empire now long fallen and forgotten. Deep in the ages of antiquity the Isles simply vanished, never to be found by any who search the deep waters of the Lake of Unknown Depths. Now, for no apparent reason, the Isles have returned. With them has returned all of their ancient lore, deadly secrets and vast sums of treasure.

Digging deeper into the rumors and hearsay leads you down to the docks on the Selintan River. There you find a boat by the name of The Brightspray, which has supposedly been to the Isles. It also appears that you are not the only adventurer to think of this course. After a talk with the captain, you soon set sail, heading for the Isles with a rather large group of explores, bent of discovering the secrets of the mysterious place and to garner whatever riches its forgotten halls might hold.

Traveling to the Isles will take a little less than one week. During this time, the characters have plenty of time to introduce themselves and get to know one another. Now would be a good time to allow the players to describe their characters to one another and introduce themselves. You may also want to ask the characters to confirm that they have purchased all that they would like before going on a journey of this magnitude.

There is one important point to make while on this journey. The captain of the Brightspray will tolerate no wild beasts on his boat. What this means is that no animals medium sized or larger are allowed to accompany the PCs on this adventure. This includes domesticated animals such as horses and mules. Familiars and small animals may accompany the PCs, but no more than 1 for each PC present.

After allowing the PCs to introduce themselves, continue with the following.

After a week of travel through horrible storms and deep unending fog, the first sign of land appears. A strange rock jutting out of the sea, it is covered with over a dozen pillars made of strange green stone. The captain steers aside from the rock, moving deeper into the relentless fog. Later that day, the isle

appeared. Vast and barren, with only a few dead trees, the Isle is quite large although the fog prevents any true guess at its size. Far up the slopes of the rock, you can make out what might be buildings although it is hard to say what is rock and what is some ancient structure clouded by the mist.

As you slowly approach the island, the captain calls you up on deck to prepare to disembark. He promises to return in three days to pick you up for in three days the Isles will vanish into the mists again. He does not know what would happen to those left behind but he shudders to think of it. As payment for the journey here, he asks for no coin, but instead offers a reward to any heroes that find any sign of the landing party he left at the Isle only a month ago. As the crew prepares to dock at the small island all of your gear is brought up on deck. The island draws ever nearer.

At this point, allow the PCs to ready themselves for landing. Proceed to The Isle of Alcanix below and Area A – The Bay of Stillness.

THE ISLE OF ALCANIX

Listed below are the areas possible for exploration on this particular island. This section is presented in a format very similar to that of a published adventure. The Players are free to explore the isle as they see fit because there is no scripted course of action. Undoubtedly the DM will be required to adjudicate actions not covered in this document. Such is the role of any DM, but keep in mind the spirit of this event when dragged off on such tangents.

The remainder of this event is organized as follows. Directly following this introduction is a number of general guideline concerning play on the Isle as well as an overview of a number of the subplots the players may deal with. Descriptions of the Isle itself are broken down into two categories. The first deals with the overall island map and specific encounters to be had around the ancient place. Letters designates island encounters. The second are specific keyed encounters taking place in the Tower of Alcanix, the Ancient Village, or the Summoning Caverns as noted below. Numbers designates these keyed encounters.

GENERAL GUIDELINES

Below are a number of points dealing with aspects of the island not specific to any one location. Make sure to be familiar with these points before running this event.

Magic on the Isle

Because of the unique nature of the Isles and its relation to the planes (and the weakening of the planar boundaries), all spells of the conjuration/summoning school cast while on the Isles are at +1 caster level. This will affect all the variables of the spell just as if the caster were one level higher.

All creatures summoned on the Isles are at +1 hit point per hit die. For example, a summoned creature that has 2d8 hit dice would normally have 9 hit points. The

same creature summoned on the Isles would have 11 hit points. This bonus never takes the creature above its possible maximum. This change is accounted for in the scenario where appropriate.

The powerful magics that kept the Isles hidden deep within the Ethereal have not yet entirely faded. This has two results. The first result of this effect is that the entire island carries a strong aura of transmutation magic. This will mask the aura of any weaker transmutation magic that might be in effect. The second result is to limit the amount of time the heroes can spend on the Isles. At the present, the Isles fade in and out of existence every three days. This gives the PCs three days to explore with the chance to rest only twice if they so desire.

There may be times while on the Isle that the characters are drawn into the Ethereal plane temporarily. To help facilitate play when this occurs, please see Appendix C for simple rules when dealing with characters on the Ethereal plane.

Time Limit

The Brightspray drops the heroes off on the island just an hour after first light. As promised, the captain will return in three days exactly to pick them up. This means the PCs will spend three nights on the island as well. If, for some reason the PCs do not meet the captain, he leaves after only waiting one hour. Beyond that, there is only one other way off the island (as the small boat found at the dock is not seaworthy). There is a gate located in area 31 of Alcanix's Tower. If activated, this will take the heroes back to the mainland.

If the PCs have not left the island by the dawn of the fourth day, they are lost forever as the island returns to whatever prison it was locked away in. Although this is a serious danger, the choice to stay on the island beyond the three-day limit should lie in the hands of the players and they should be reminded of this when the deadline approaches.

Missing Men

About a month ago, the Brightspray first landed a small party here to explore the Isle. Four men landed and none returned. Of the four only three can be found and all have been dead for quite some time. The missing member actually survived the longest and waited at the shore, hoping for a rescue. In the end, a group of Ether creatures stumbled upon the poor man and put an end to him. Although nothing remains of him, the man by the name of Abliman is now a ghost wandering the Isle seeking some way off and hating all living things.

Of the bodies that remain, one is located on the staircase next to the colonnade in Area F. Another floats in a pool of brackish water in Room 3 of the Summoning Chambers. The final body is located in the Ancient Village, Area 3 having been the host for a red slaad.

Rival Party

The heroes are not the only ones here exploring the island. A small party sent by a nearby mind flayer

community has sent a few scouts to the island. Led by a mind flayer by the name of Xionul, these scouts are wandering about Area G when the heroes land on the island. Their statistics can be found in areas 1 and 4 respectively. If not discovered by dusk of the PCs second day on the Isle, this group leaves via *teleportation* taking little of value with them.

Signet Keys

The entrances to the laboratories within Alcanix's tower are locked and can only be opened by someone possessing all three of the Signet Keys. These keys are actually three small triangular pieces of green stone bearing an arcane symbol. These three keys can be found at three different locations around the Isle. The first is on the long dead corpse of a scholar deep in the summoning caverns (Area 6). The second is on the body of one of the missing men (as noted above). Finally the last piece is within Alcanix's tower itself in his private quarters (Area 16).

Resting on the Isle (EL 5-9)

Resting on the Isle can be a dangerous affair. Unless within the confines of the Meditative Shrine (Area D) or Alcanix's Tower, there is a chance for a random encounter some time during the night. Each night that the PCs spend resting in an unsafe area, the DM should roll a d20 and consult the following table.

d20	Encounter
1-12	No Encounter
13	Phase Spider: hp 42; see the <i>Monster Manual</i> page 150; EL 5.
14	Will O'Wisp: hp 40; see the <i>Monster Manual</i> page 183; EL 6.
15	Etherspitters (4): hp 10, 13, 15, 16; see Appendix B; EL 6.
16	Air Elementals, Medium (3): hp 22, 26, 27; see the <i>Monster Manual</i> page 81; EL 6.
17	Chuul: hp 95; see the <i>Monster Manual</i> page 36; EL 7.
18	Chaos Beast: hp 44; see the <i>Monster Manual</i> page 34; EL 7.
19	Etherhulks (4): hp 47, 50, 51, 58; see Appendix B; EL 8.
20	Ghost of Abliman: hp 44; see Appendix A, EL 8.

If this event is being run for a group of characters whose average level is below 6, there are no random encounters. If the average level is above 8, add 2 to the d20 roll and treat rolls above 20 as the following encounter:

- 21-22 **Red Slaad (2):** hp 50, 54; see the *Monster Manual* page 166; EL 9. Note that these Slaad have not yet used their *summon slaad* ability and this does not change the EL.

ISLAND ENCOUNTERS

The following section details encounters around the island along the easily traveled paths. These areas are denoted by letter. Refer to **MAP A – Island Map** in the Appendix for a complete look at the island and the relation of these areas to one another.

AREA A – BAY OF STILLNESS

As the PCs approach the island aboard the Brightspray, read or paraphrase the following to them.

As the mists begin to thin a complete view of the Isle reveals itself. From your approach you can clearly make out that the island appears to be crescent shaped, protecting a broad still bay. In this bay you can make out what might be a pair of docks. Further up the island is a small mountain topped by some sort of crater or depression in which you can make out the top of a tower. Perhaps oddest of all is that the tower appears to be only partially complete, the upper floor and roof floating on plain air.

The captain orders a longboat to be put out and each of you is helped into it. From there, a pair of crewmen get in the boat with you to row you to shore and bring the boat back to the Brightspray once you are delivered. Just before you set out, the captain looks to your small band. "Remember the deal, I will be back in three days exactly, do not be late!" With that, the crewmen begin to row.

Assuming that the PCs have no objections, the pair of crewmen row the small boat to the docks (Area B), deposit the heroes and quickly row back to the Brightspray. From there, the Brightspray sails away, holding position roughly one days travel from the Isles. If requested, the PCs can get the rowboat to circle the Isle once before landing. This gives them a view of the Battlefield (Area C) but little else is revealed. The docks are the only hospitable place to land as jagged rocks surround the remainder of the Island.

AREA B – THE DOCKS

Read or paraphrase the following to the players once they are on the docks.

Small ripples from the departing rowboat slowly push to shore shattered fragments of another boat. Looking similar to the Brightspray's other rowboat, it must be the remains of the first landing parties craft.

Not fifty feet from the green stone docks that you are standing on, the beach becomes a sheer stone cliff, rising up twenty to thirty feet before turning to a slightly more modest slope heading up the mountain. To the east, the beach continues onward before eventually ending in a sheer wall and a path leading inland. To the west, the beach blends into a swampy lowland full of strange debris. Directly ahead, carved into the cliff face is another path, this one gently sloping up the mountain.

There is little else of interest here. The shattered pieces of boat are indeed the remains of the first landing parties

craft. A great deal of the boat is missing and it cannot be repaired. Characters searching for tracks that succeed at a Wilderness Lore skill check (DC20) discover a number of sets of humanoid footprints that head off in the direction of both Areas C and E.

AREA C – THE BATTLEFIELD

When the heroes approach, read or paraphrase the following to them.

Approaching the broad valley, the ground turns quite swampy with knee-deep muck in most places. Scattered around the place are broken pieces of stone with terribly worn ornamental carving. In and amongst the ancient relics are broken bones and rusted weapons. Although the weather is relatively calm outside, in this valley, the wind howls like nowhere else on the Island.

This area of the Island was once entirely underground. It contained a summoning chamber used for contacting creatures from the elemental plane of air. When the troubles around the Isles began, the gates in this area were corrupted and eventually formed a brief rift to the plane of air. Although now long sealed, the damage was immense. The entire area was eroded away in a manner of hours. Shortly thereafter, this swampy broken land was the sight of a great battle between the mages and a group of Ether creatures resulting in many buried relics and half buried dead.

Exploring the valley reveals a cavern in the north wall leading into the mountain. This cavern is the start of the Summoning Chambers (see Map B – The Cavern Map). If the heroes decide to explore that area, proceed with Room 1 of The Summoning Chambers below.

The players may decide to search the valley itself for anything valuable. For each hour spent, each character searching the valley may make a Search skill check (DC 20). Roll a d10 and consult the chart below for each PC that succeeds in this check. The PCs may instead decide to assist one another in this endeavor however success only indicates one check on the chart below no matter how many PCs assist.

d10	Result
1	Broken skeleton that appears mostly human aside from its elongated proportions. Parts of the skeleton are simply missing.
2	A pair of green copper bracers of armor +1. (value 150gp to each PC)
3	A stone case containing 3 potions of cure moderate wounds. (value 45gp to each PC per potion)
4	A thirty foot deep pit with ten feet of water in the bottom. Reflex save DC 18 avoids, damage 2d6 and possible drowning if not rescued.
5	A masterwork suit of ancient half plate. (value 75 gp to each PC)
6	A +1 greatsword traced with arcane symbols. (value 352 gp to each PC)
7	An elongated skeletal hand bearing a ring of climbing. (value 300gp to each PC)

- 8 A scroll of hold monster sealed inside a crystal tube (value 168gp to each PC for the scroll, 25gp to each PC for the crystal tube)
- 9 A stone pillar depicting a group of very tall humans fighting against a swarm of Etherhulks.
- 10 A monster encounter. Roll 1d10+10 and consult the chart found under Resting on the Isle.

Results 1, 4, 9 and 10 may be encountered multiple times. All others change to “no discovery” after having been found.

AREA D – THE MEDITATIVE SHRINE

PCs that head east along the beach eventually end up leaving the shore and approaching the meditative shrine. Read or paraphrase the following to those that do.

Walking up the narrow trail leading away from the shore reveals a small sanctuary. A smooth stone dias supports four green pillars that rise up almost twenty feet ending in a large ring of stone. All are covered in an intricate pattern carved into the stone.

This place was a shrine dedicated to Boccob. In the time of the mage priests, it was enchanted to create a place of calm meditation. Today that effect keeps most of the predators roaming the Isle at bay. PCs that rest here do not need to make a check for a random monster as noted above. Resting here has one additional side effect. Those who rest here need only one half hour to memorize spells the next morning.

Heroes succeeding at a Knowledge: Religion skill check (DC 15) recognize some of the symbols as being similar to those used by Boccob. Those that succeed this check by 5 or more also realize some of the symbols are similar to those used for rest and meditation.

AREA E – THE OBELISK (EL 6)

Read or paraphrase the following to the PCs as they approach this area.

The mists that permeate the island are especially strong here. Even though it is daytime, your sight does not extend much farther than you could toss a knife. Scrawny moss grows along the canyon walls and the few trees that you've seen are nothing more than gnarls of empty branches.

Ahead the mists part a bit revealing an obelisk surrounded by dead trees. Approaching closer, the obelisk finally comes into view. It appears to be made of some strange green stone, and there are a number of complex symbols traced into its surface. Around the obelisk's base is a stone lip about a short sword's length wide, slightly raised off of the earth. The obelisk extends into the mists, obscuring its terminus.

Off to the left, a cleanly cut passage heads further up the mountain lined by green stone columns.

The obelisk was set up as a magical conduit to summon a servitor for a spellcaster. The obelisk detects as moderate conjuration magic if checked. Characters that make a Knowledge (arcana) skill check (DC 20) or a bardic knowledge check (DC 25) realize that the runes traced on the surface of the obelisk are used in summoning rituals. Also, a *comprehend languages* spell or a Decipher Script skill check (DC 25) reveals that there is a phrase in a strange script repeated over and over again on the green stone; it translates as "Come to me".

Creatures: In addition to the runes, on each side of the obelisk there is a depression in the shape of a hand, at approximately a human's shoulder height (about 4 feet high). If the words present on the obelisk are spoken (in any language) while someone places their hand on the depression, it summons a pair of red stone gargoyle. These gargoyles attack the party, as they know that the PCs are not the ancient arcane masters of old. A hero may also attempt to Use Magic Device on the obelisk (DC 25; the PC is effectively activating it blindly); if the check fails by 10 or more, the gargoyles are summoned, but attack the summoning PC to the absolute exclusion of all others. Once used the obelisk no longer functions.

🦋 **Gargoyles (2):** hp 37, 40; see the *Monster Manual*; EL 6.

Treasure: Upon examination after the battle, the gargoyle's eyes are made of emeralds, and can be pried free from its sockets. Each eye is worth 50gp to each PC and there are 4 of them total.

AREA F – THE COLONNADE (EL 6)

Heading west from the obelisk is a grand staircase accompanied by a colonnade. The columns are made of the same green stone that is prevalent here on the Isles. Each column bears a symbol corresponding to one of the outer planes. They can be identified by a successful Knowledge: Planes skill check (DC 15). It is important to note that the first and final column bear the symbol of the Ethereal plane. All told there are over fifty columns here.

Of special note is the body of one of the missing crewmen located about half way up the staircase. The body is completely desiccated almost to the point of being mummy like. Instead of rotting, it appears that the body has dried. There are large portions of the body missing, not eaten or cut away, but simply gone. A successful Heal skill check (DC 15) reveals these to be the same type of injuries caused by Etherspitters.

Creatures: Just after examining the bodies, a group of Etherspitters climbs down the walls to assault the PCs. The Etherspitters fight until the death.

🦋 **Etherspitters (5):** hp 10, 11, 13 x2, 15; see Appendix B for full statistics; EL 6.

Treasure: There is little of value on the man's body aside from a small triangular piece of green stone bearing an arcane symbol grasped tightly in his right hand. This stone is one of three Signet Keys. All three keys are

required to access the laboratory levels of Alcanix's Tower. The other two pieces are located elsewhere on the island.

AREA G – THE VILLAGE

This small cluster of buildings was the home of Alcanix and his servants back in the days of the mage priests. For complete information, see The Ancient Village and Map C.

The Summoning Chambers

These chambers were once used for summoning all manner of elemental creatures for study and research. Just before the downfall of the Isles, an accident in these chambers caused a rift to the plane of elemental air. The resulting damage destroyed that chamber and created the swampy valley that is Area C. Now the chambers are sealed off from the tower above but they are not completely uninhabited. Refer to **Map B – Cavern Map** for the complete layout of the place.

Room 1 – Entrance

As the PCs approach this area, read or paraphrase the following to them.

Fierce and howling winds surround an area on the northern side of the swampy valley. Nestled against a sheer cliff wall is what appears to be a large patch of solid ground made of interlocking green stones. These stones form a distinct pattern like that you might find in a lavish chamber. Along the back wall is a rectangular hole not unlike a corridor.

This small space is all that remains of the summoning chamber used to contact beings from the elemental plane of air. The wind only increases as the heroes approach the corridor leading to Room 2. Getting to the corridor requires a Strength check (DC 15). Those who fail are thrown out into the swamp and take 1d6 points of subdual damage as they strike a random piece of debris. Once inside the corridor, the winds subside entirely. Ingenious players will undoubtedly come up with a multitude of solutions to this problem. Leaving this area does not require a check.

Once inside, the corridor ends in a green stone door. The door is stuck but not locked. A Strength check (DC 20) will open the door.

Room 2 – Record Room

PCs entering this room immediately notice the distinct smell of smoke in the air. The walls of this room are fully carved depicting various scenes.

The north wall depicts a tall, nearly gaunt human dressed quite oddly in some sort of wrapping and half cloak. The man is holding his staff a lot to a volcano that is spewing smoke. The east wall depicts the same tall man drawing his staff across the ground and splitting it asunder. The south wall shows the man soaring high above the ground. Finally the west wall shows the man

using an arc from the ocean to crush his enemies (other strange orc-like humanoids).

Scattered about the floor of this room are hundreds of scraps of parchment, most of which have been burned. None of the scraps contain any intelligible writing. Persistent characters can eventually find a scrap large enough to use a *comprehend languages* or similar magic. These scraps are all that remain of an extensive set of records detailing all of the elemental creatures summoned by Alcanix for study. This list includes all of elemental creatures found in the *Monster Manual* and many that are not.

Most of the records and the shelves that contained them have been taken by the Mephits in Room 5 to be burned.

Room 3 – Water Chamber (EL 5)

Read or paraphrase the following to PCs entering this room.

The door slowly swings open revealing a damp and musty room. The entire room looks like it has lost its support and has sloped heavily away from the door. The back half of the room is completely submerged in dark brackish water. Floating motionless in the large pool is the body of a sailor, dressed quite similarly to the men aboard the Brightspray.

Anyone wishing to move in this room must do so carefully as the floor is covered in a slick mold. Heroes that fail a Balance skill check (DC 15) slip and slide right into the water.

Creatures: Hiding in the water is a pair of Assassin Vines that attack anyone who gets within 5 feet of the waters edge. Since the water is so dark, submerged vines have 50% concealment. The vines do not suffer this penalty in any way because of their blindsight ability. Note that the mold on the floor is insufficient for the vines to use their Entangle ability. The vines choked the sailor and have since been waiting for more victims to wander by.

🔪 **Assassin Vines (2):** hp 29, 31; see the *Monster Manual*; EL 5.

Treasure: The bloated body of the Brightspray sailor has little of value upon his person aside from +1 buckler that has sunk to the bottom of the 10-foot deep pool. This is worth 175gp to each PC.

Room 4 – Earth Chamber (EL 7)

Upon entering this chamber read or paraphrase the following to the players

Looking about the room, you see what must have been a conjuring room of some sort as numerous diagrams and circles cover the floor. Just as you finish looking about two large figures emerge from the floor. Made of the same green stone as the walls and floor of this place, they advance toward all of you menacingly.

Creatures: The two figures are earth elementals that have been bound to this space for untold centuries. Driven mad, they hope to crush all that enter their domain and will pursue PCs who remain in the confines of the Summoning Chambers. Barring that they hope to be destroyed so that they can return home.

🔪 **Large Earth Elementals (2):** hp 60, 68; see the *Monster Manual*; EL 7.

Room 5 – Fire Chamber (EL 8)

Before entering this chamber, the players can clearly feel the heat coming from the door that leads into the room. Read or paraphrase the following to any heroes that proceed.

Swinging open the door reveals a bizarre chamber. Centered in the far wall is a red-hot glowing metal cylinder going from floor to ceiling, in the center of which is a large nozzle on a swivel. Large heaps of ashes dominate the rest of the room except where four small fiery figures dance with the baking heat.

The column in the back of the room contains a small gate to the Elemental plane of fire. Along the east wall of the room is a secret door. Because of all of the ash in the room, this door is particularly outlined and not difficult to spot (DC 15). Opening the door leads on to Room 6.

Creatures: The four creatures dancing in the room are Fire Mephits. Upon seeing the PCs they attack immediately, hoping to get some humanoids to burn. One of the Mephits goes right back to the glowing and the nozzle, turning it on the first round of combat. Each round, that Mephit can make a ranged touch attack at a +5 with the fire that streams out. This flame has a 30-foot range and deals 4d6 fire damage. Because of this advantage, the EL for this encounter is increased by one.

🔪 **Fire Mephits (4):** hp 11, 13 x2, 15; see the *Monster Manual*; EL 8.

Treasure: One of the first things the Mephits did upon arriving in this place was to melt down a set of silver tools that were present in the room. This small mound of silver slag is worth 25gp to each PC.

Room 6 – Sealed Chamber

This chamber has been sealed for countless centuries. The room itself is almost entirely devoid of anything aside from the skeletal corpse of one of Alcanix's servants. Dressed in faded blue wrappings and a deeper blue half cloak the figure is leaning up against the wall brandishing a long dagger. Around his neck is a small silver chain bearing a triangular piece of green stone with an arcane symbol.

When the final assaults came just before the end, this servant was locked away in this chamber when the passageway to the north collapsed. That passageway used to connect to Alcanix's Tower, Room 5.

Treasure: In one hand the man has a +1 *dagger* worth 345gp to each PC. The triangular piece of green stone is one of three Signet Keys. All three keys are required to access the laboratory levels of Alcanix's Tower. The other two pieces are located elsewhere on the island.

THE ANCIENT VILLAGE

This small cluster of buildings consists of the servant's quarters, spare laboratory, and the tower of Alcanix. The easiest approach to the village is from Area F up the grand staircase. Sitting on the floor of a crater, the village sits well over thirty feet below the lip of the mountain surrounding it. The floor was once a fine paved square, but time and conflict have destroyed that now, leaving the place in ruins. The first time that the heroes get a full view of the village, read or paraphrase the following to them.

A small village consisting of a few ancient buildings reveals itself in the shroud of fog ahead of you at the top of the island. Most appear to be heavily damaged but none more so than the tower. Made of three circular stone towers joined together, the tallest of them goes up at least five stories. The solid green stone that makes up the wall is interrupted half way up the tallest of the towers where it simple fades into nothingness. Roughly twenty feet up, it reappears, lending to the appearance that the top floor and roof of the tallest tower is floating high above the rest.

If the PCs are approaching the village from the colonnade, proceed with Area 1 below. For a complete layout of the village please reference **Map C – Village Map**.

Area 1 – The Gateway (EL 4)

Read or paraphrase the following as the PCs approach.

Directly ahead, two stone pillars frame the entry to the village. Once they might have held ornate gates firmly in place, but now they support nothing more than huge twisted hinges.

Creatures: On top of each of the gate pillars lurks a choker. Unless the party is very sneaky, they have spotted them, and prepare to attack. When the last hero or two walks through the gate area the chokers attack, targeting the heroes farthest away from the group (or in the back), if possible. The chokers were ordered here by Xionul to eliminate any adventurers coming this way, and to warn the mind flayer of their presence. They let out a high-pitched screech after they are discovered. Xionul is the mind flayer sent to this isle in exploration. For more information on Xionul see Area 4.

☛ **Choaker (2):** hp 15, 18; see the *Monster Manual*; EL 4.

Treasure: Each choker wears a golden chain around its neck; hanging from the chain is a gold amulet with a black pearl set in the middle (a symbol of Xionul's servants). The necklaces are worth 50gp to each PC.

Area 2 – The Village Square (EL 7)

The center of the small village is paved with the same green stone that is common to this place. This stone is heavily cracked and damaged turning entirely to dead gray earth toward the edges. PCs succeeding at a Knowledge: Engineering check (DC 15) or flat Intelligence check (DC 20) easily realize that this type of damage could not have been caused by age.

Creatures: While looking around, a small group of Etherhulks begins to fade in and attack. Roll the amount of time needed to fade individually for each Etherhulk. While fading, the Etherhulks attempt to stay out of sight.

☛ **Etherhulks (3):** hp 48, 50, 52; see Appendix B for full statistics; EL 7.

Treasure: Near the base of the tower sits a now dry well. The bucket to this well is at the bottom but the rope that was once tied to it is completely gone. Inside the bucket is a skeletal hand holding a fully charged *wand of magic missile* (5th level caster). The wand is worth 500gp per PC when found. Each charge used causes the wand to lose 10gp of value to each PC. The wand was dropped here by a mage-priest as he met his unfortunate end.

Area 3 – Guest House (EL 4)

This building is divided into two chambers. Entering through the only door leads to the first and largest of the two chambers. It has been completely torn up by Xionul in his search for information. Tossed about the room are two ancient beds, now crumbled to dust, three smashed tables, and two chairs that have been torn up. In one of the corners is the corpse of one of the missing crewmen from the Brightspray. It appears that something burrowed out of the man's chest, killing him (this was one of the Slaad, even if they are not present). There is nothing of value in this first room.

A locked stone door seals the second room of the guesthouse. Xionul and his minions could not penetrate this room easily so they left it for easier exploration. The door has the following statistics.

☛ **Stone Door:** 2 inches thick; hardness 8; hp 30; break DC 26; Open Lock DC 25.

This second chamber was used as a storage room for the mage priests. Now it contains sacks of rotten food, ruined sheets, and crumbling provisions. A thick layer of dust covers everything in this room. Despite all of this, it still appears that this chamber was ransacked untold ages ago.

PCs succeeding at a Search skill check (DC 15) can discover platinum two pronged forks worth 50 gp per PC. Unfortunately there is no way to perform this search without kicking up a great deal of dust and mold. This dust act exactly like Ungol dust as noted below.

☛ **Ungol Dust Trap:** CR 4; ability damage (1 Cha/1d6 Cha +1 permanent Cha); Fort save resists (DC 15); Search (DC NA); Disable Device (DC NA). This trap is easily detected

but might only be recognized as a trap with a successful Alchemy check (DC 20). Disarming the trap must be done at a distance with a *gust of wind* or similar magic. EL 4.

Area 4 – Laboratory (EL 9)

This small building was used as a spare laboratory for teaching. When the PCs arrive, read or paraphrase the following to them.

Upon opening the door, you see an area that looks like it used to be a laboratory. A large stone table dominates the center of the room; on the floor are smashed vials of glass and ceramic, the contents long since dried away. What draws most of your attention, however, is an aged man standing in the far corner; he drinks something from a vial, barely avoiding swipes from a panther-like creature with long tentacles sprouting from its back. Your eyes hurt as you look at the cat-thing. The creature seems hard to focus on, as it turns from its meager meal to look at you. The man says, in the Common tongue, "Praise Pholtus! Please help me!"

The "man" in the room appears to be in his early forties, with a skullcap covering a balding head and a wizard's look to him. If asked, the man claims that his name is Ghedwin, a wizard from the Theocracy of the Palewho is here exploring the isle just like they are.

Creatures: In actuality, this is Xionul, a mind flayer who is impersonating an explorer, using his *hat of disguise*. He was alerted to the heroes' presence by the chokers in Area 1, or by the noise from outside. The creature "attacking" him is a displacer beast that is actually in service of Xionul. The displacer beast has a gold necklace that ends in an amulet of black pearl draped over its neck, similar to the ones the chokers were wearing. These amulets mark Xionul's servants.

☛ **Xionul:** mind flayer; hp 44; see the *Monster Manual*.

☛ **Displacer Beast:** hp 51; see the *Monster Manual*. Total EL 9. This is adjusted up 1 because of the advantageous setup.

Tactics: Once the PCs open the door, the displacer beast moves to attack them, leaving Xionul. The mind flayer has just drunk a *potion of haste* when the heroes entered; his next action is to go for his *potion of invisibility*. After that, he moves around to the most advantageous position for his mind blast power, attempting to stun as many heroes as possible. The displacer beast is intelligent enough to know how to best maneuver itself away from Xionul (who uses his telepathy to communicate with them), so that he can use his mind blast to better effect.

After the mind flayer is defeated, his true form is revealed, along with another black pearl necklace. He does not talk under any circumstances, unless somehow magically coerced. If that is the case, he only reveals that his inquisition (small group of mind flayers dedicated to some specific goal) sent him here to scout out the island, and find any interesting magic.

Treasure: On Xionul's person, in addition to his *hat of disguise* and black pearl amulet, is a forked rod that feels like metal, but when viewed closely, has a swirling misty design that is in constant motion. This is a planar fork keyed to the Ethereal Plane, used for his *plane shift* ability. The planar fork is listed on the Adventure Certificate. The *hat of disguise* is worth 300gp per PC while the two amulets are worth 50gp per PC each. The planar fork is worth 20gp per PC.

Developments: If Xionul and his minions are not faced by the dawn of the second day, his cadre of mind flayers teleports them off the island. This includes the choakers found in area 1.

Area 5 – Master Servants Home

Alcanix's master servant used this small house during the days of the mage priests. It has since fallen into complete disrepair. A large portion of the ceiling has collapsed and everything inside is entirely in ruins. The door has completely rotted away.

In one corner of the house is a moldy bed. Lying in the bed is the skeleton of the master servant. Only half of him is here, the other half was dissolved by Etherspitters as he slept. A successful Heal skill check (DC 15) reveals this fact. The rest of the room is full of detritus and mounds of moldy debris. PCs succeeding at a Search skill check (DC 22) in the small one room house can discover a tiny stone key of rather strange design. This key fits only in the door to room 13 of Alcanix's tower. The servant used this key to gain easy access to the tower without disturbing the master.

Area 6 – Outlook

PCs making their way up to this point have a superior view of the entire village. Centuries ago Alcanix stood on this very spot and spoke of the fall of his empire. Those standing on this spot can still hear those fateful words. Read or paraphrase the following to any PC that succeeds at a Listen skill check (DC 15).

At first, the wind seemed to carry the sound, but as time past it became evident that the noise that you are hearing is in fact emanating from the stones around you. Completely unintelligible at first, it soon shifts to the language of your homeland. An ancient voice speaks out from a time forgotten. "I stand here watching the fall of all that I know and I have no one to blame but myself. None will forgive me for none will be left to do so." The voice fades as soon as it came.

Each hero that hears the voice hears it in his or her natural tongue. No one hears the voice more than once.

Area 7 – The Tower

This tower was the home to the mighty Alcanix. Now its three spires are damaged and forgotten, but not empty or defenseless. As mentioned earlier, part of the third floor and the entire fourth floor are missing as they are actually shifted to the ethereal plane. This leaves the fifth floor, which is solid, floating above with no obvious support.

Clever PCs might try and gain access to the upper floors of the tower by entering through this breach. However, due to the nature of the magics keeping the tower intact, this is not possible, as permanent *walls of force* keep intruders out. The tower has no windows and even looking in through the breach reveals only an inky blackness.

There are only two ways into the tower, the first is the set of double doors in the front (Room 1) and the second is a locked servant's door (Room 13). Proceed to Alcanix's Tower below for a full description of all the rooms within the tower.

THE TOWER OF ALCANIX

This building is made up of three towers attached to one another. The smallest of them is a simple servants tower. It is attached to the other two via a bridge at the second floor. Alcanix uses another of the towers as his personal chambers. Alcanix used the final, and largest tower, for his experiments and research. During the fall of the island, an accident shifted a portion of the third floor and the entire fourth floor to the Ethereal plane. This leaves the fifth floor (which is on the material plane) floating unsupported above the others. In spite of this fact, the only way into the tower is through one of the two doors (room 1 and room 13). When running encounters in Alcanix's Tower, please refer to **MAP D – Alcanix's Tower**.

All three towers share a number of qualities. They are all made of the same green stone known as Etherstone. This stone exists on both the material and ethereal plane. Because of this feature and a number of powerful enchantments, *teleport*, *dimension door*, *blink* and other such magics cannot be used to breach the tower walls. In addition to this, the walls cannot be altered by spells such as *stone shape*. While on the ethereal plane, this stone cannot be passed through like normal stone.

Unless otherwise noted, the walls and doors of the tower have the following statistics.

☛ Etherstone Doors; 4 in. thick; Hardness 8; Hit Points 60; Break DC 28.

☛ Etherstone Walls; 1 ft. thick; Hardness 8; Hit Points 90; Break DC 35.

THE FIRST FLOOR

This floor was the main reception hall for Alcanix and served as part of his private quarters. It is also the gateway to reach his laboratories on the floors above.

Room 1 – Grand Entrance (EL 5)

Read paraphrase the following to any heroes that approach the front doors of Alcanix's Tower

Heading toward the green tower, it is clear that the motifs decorating the structure depicts leering devils, soaring celestials, and other beings best left unnamed. Set in the center of the tallest tower on the ground floor is a pair of grand double doors. Nearly ten feet tall, these arching gates are closed. They bear a

relief carving of two massive forms, one obviously of demonic taint while the other bears the graces of a higher being. Both appear to be bowing in reverence to a carving of a man dressed in a half cloak and odd wrappings.

These double doors are the only way into the tower outside of the servant's entrance (Room 13). They are both locked and trapped as noted below. Note that the keys to these doors are lost and they cannot be found on the island. These doors have the following statistics.

☛ **Etherstone Doors**; 6 in. thick; Hardness 8; Hit Points 90; Break DC 28; Open Lock DC 25.

Trap: If the doors are touched they release a blast of energy assaulting those who are not of a neutral alignment. For each alignment component that is not neutral, the victims take 4d6 points of damage. For example a CG character would take 8d6 points of damage, while a NG character would only take 4d6. Neutral characters take no damage from this trap.

☛ **Alignment Blast**; CR 5; 25 ft. long cone emanating from the doors; 4d6 damage per alignment component that is not neutral; Reflex save DC 20 for half; Search DC 20, Disable Device DC 25. EL 5.

Room 2 – Reception Hall (EL 7)

Read or paraphrase the following to the players.

The huge stone doors swing open revealing a large chamber. Decorated with fading tapestries and geometric carving, this room has not seen the light of day in centuries. A thick layer of dust covers the entire room.

Without warning a being appears in the center of the room. He looks human although strangely proportioned. He is dressed in makeshift wrappings of green cloth and leather adorned with many runes. Over this hangs a half cloak of deep blue fabric bearing another arcane symbol. The man looks at all of you and then begins to speak.

"Earlagn gruson nalban... NALBAN"

After a moment of silence the figure shakes his hairless head and speaks again.

"Leave this place now... NOW. There are things in here not meant for you. Leave now before you doom us all. I will not warn you again!" The figure then vanishes from view.

The figure is that of Alcanix, a powerful mage priest that once inhabited the Isles. It is not real however, but rather a very complex illusion designed to warn foolish adventurers away from this terrible place. A *detect magic* cast in this room will reveal the fading illusion magic used to create the image.

At this point in time, ask the PCs what they are doing. If they are doing anything other than leaving the creatures noted below attack them.

Creatures: This room has been enchanted in such a way so as to animate both the floor and the ceiling. If the PCs do not leave immediately, the floor and ceiling attack them. Give the PCs a Spot check (DC 20) to notice an

undulation in the floor and ceiling to avoid being surprised.

🐉 **Huge Animated Objects (2):** hp 40, 46; see the *Monster Manual*; Note that these objects have a hardness of 8 and the constrict ability; EL 7.

Tactics: Note that neither the floor nor the ceiling (which are separate creatures) has the ability to move, but since they encompass the entire room, they can strike at any PC in the space. The ceiling of the room is 15 ft. high, preventing any PC from striking it directly unless they have a way to reach it. This can be done either by magic (such as *fly*, *levitate*, or *spider climb*) or climbing on top of another PC. Climbing on top of another PC is a move equivalent action that requires a Climb skill check (DC 10). Attacking while on the obelisk requires a Balance skill check (DC 10) each round to avoid falling off, while the character holding the other must make a Strength check (DC 10 +5 if the character is medium) to keep them aloft.

It is important to note that these objects technically flank every character in the room and they threaten every square within the space.

Room 3 – Guard Post

Read or paraphrase the following to the players.

This room appears to have once been used as a guard post. A large wooden desk sits in the middle of the room. On the east wall three pegs stick out from the wall and have what appears to be fine chain shirts hanging from them. Leaning up against the wall beneath each of them is a longsword, shield, and a helm. A large green stone door and a passageway to the west appear to be the only ways out of this chamber.

Aside from the gear that is in good condition, this room contains little else. However, while making their way through this chamber, a brief ethereal surge passes through the room, shifting the heroes to the ethereal plane for just one round. While there, the PCs can see the room from a very different perspective. The walls and doors are still solid as they are made of etherstone but the players can pass through any other object in the room. While on the ethereal plane, give each hero a Spot skill check (DC 18). Those that succeed notice a small piece of the east wall looks different from the rest. This marks the spot of a small secret compartment in that wall. After one round, all the PCs shift back to the material plane. This effect occurs only once. PCs searching for the compartment without first seeing it on the Ethereal plane must succeed at a Search skill check (DC 25).

Treasure: Prying open the secret compartment is easy once it has been located. Inside is a pair of *potions of cure moderate wounds* each worth 45gp to each PC and a *stone of alarm* worth 150gp to each PC.

The three chain shirts hanging on the wall are all masterwork. These are worth a total of 75gp to each PC.

Room 4 – Servants Room (EL 7)

The door to this is quite stuck, requiring a successful Strength check (DC 25) to open (note that up to two other can help in this endeavor).

The servants once used this chamber as a storage place for all of the guest's cloaks and outer garments. To this end it contains a number of pegs, racks, and other storage devices for keeping everything clean and orderly. At least, it used to contain those things.

Creature: The primary servant that once manned this post was a spirit called from the plane of air. It's invisible form taking care of everyone's needs. Unfortunately when the catastrophe happened, it was all but forgotten and has spent the past centuries trapped in this chamber. It is now quite mad and will attack the PCs on sight. Specifically, it will attempt to pull off cloaks and hats and toss them about.

🐉 **Invisible Stalker:** hp 52; see the *Monster Manual*; EL 7

Treasure: Over the years, the invisible stalker has destroyed literally everything in this room. The pegs are broke, the shelves smashed to splinters and the door battered. The only thing that has survived is a small metal pin that is actually a *brooch of shielding*. Finding the brooch requires a Search check (DC 15). It is worth 225gp to each PC.

Room 5 – Broken Staircase

The door to this chamber is hanging off its hinges. Beyond is a small chamber that used to contain a staircase that went down to the Summoning Chambers (Room 6). When a rift to the elemental plane of air horribly damaged the Summoning Chambers this stairway was collapsed. It cannot be reopened in the time allotted for play.

Room 6 – Study

This small chamber was used as a study by the mage priests. Although not a vast storeroom of knowledge, this room is better preserved than the other library deep within the tower. The room contains a number of still sturdy chairs, tables a many bookshelves. Although a good portion of the books have rotted to dust many can still be read.

All of the books are in an ancient dialect of draconic. Characters that speak draconic who spend an hour studying this library are entitled to a Intelligence check (or knowledge history if they have any) to learn a few precious pieces of information off the following chart. Each check grants one piece of information from the appropriate area.

Check Information Gained

- | | |
|-------|--|
| >10 | No useful information is gained |
| 11-15 | - The mage priests of the isles were involved in a great deal of experimentation involving the planes. |

- The mage priests often used planar creatures as servants and subjects for their experiments.
- Some terrible experiment caused the end to the rule of the mages. There is no specific reference as to what it was.
- 16-20 - Someone named Yagrax once ruled the Isles and he owned a very powerful artifact
- Alcanix was the mage priest who dwelt in this tower. His specialty was creatures from the ethereal plane.
- This tower is made of a material called Etherstone. It is stone that exists on both the material and ethereal plane.
- 21-25 - Alcanix discovered an odd race of creatures he referred to as Ethers. They apparently dwell almost entirely upon the ethereal plane.
- The mage priest had a vast empire that spanned much of the Flanaess at one time. There are vague references to Vecna the necromancer.
- 26+ - Something Alcanix did caused the destruction of the Isles. There is no further information here on this topic.

Treasure: Some of these books would be invaluable to a scholar in Greyhawk city. If the PCs manage to get them back there (they weigh over 100 pounds and are quite fragile), they are worth 100gp to each PC.

Room 7 – Golden Sphere (EL 7)

Upon opening the door to this small corridor, read or paraphrase the following to the players.

Opening the door reveals a 15-ft. long corridor. Floating in an alcove on the west side of the corridor is a golden orb roughly 2 ft. wide. After a moment it begins to move toward you very slowly.

The orb is a magical trap devised by the mage-priests of the Isles to discourage intruders. The orb moves at a rate of 5 ft. every other round but will not leave this corridor. It also radiates intense heat to all PCs within 10 ft. If the PCs flee from the orb, it returns to its starting location in the alcove.

Directly across from the alcove is a secret door that leads to the laboratories above. Although not hard to Spot (DC 15) it is nearly impossible to open with all three of the signet keys. Half way up the wall is a small impression that will fit all three of the signet keys. PCs that have one or more pieces will recognize this triangular indentation for what it is. This door cannot be opened without the key and the wall itself is impossible to breach here without the use of a *disintegrate* spell as it is reinforced with a *wall of force* hidden beneath the stone.

Trap: If the orb gets within 5 feet. of any living thing, it explodes as noted in the sidebar. A rogue wishing to disarm this particular trap must do more than simply examine it and tinker with its inner workings. On the exact bottom of the orb is a series of runes. Discovering these runes from a distance requires a successful Spot skill check (DC 15). Attempting to disable these runes requires that the PC get underneath the orb to disable

them very quickly before the orb explodes. Getting underneath the orb fast enough to attempt a Disable Device skill check before the orb explodes requires a successful Tumble skill check (DC 25). Success indicates that the rogue gets one attempt to disable the orb before it is triggered. Failure on the Tumble check indicates that the orb explodes as noted. If the Disable Device skill check is successful the orb falls to the ground and quickly cools to room temperature (and losing all magical ability). If the trap goes off, the PCs can still collect a portion of the gold from their flesh as soon as it cools.

The trap can also be disarmed by a very powerful *dispel magic* against an 18th level caster. This merely allows the heroes to bypass the trap (which should award full XP) but not actually collect the orb as treasure as the trap reactivates in 1d4 rounds.

➤ **Golden Orb Trap:** CR 7; If anyone is within 5ft the orb explodes dealing 8d6 points of fire damage to anyone within 20 ft. This damage is then halved every round for three rounds (4d6, then 2d6, then 1d6) before finally stopping; Reflex save DC 18 for half damage (if the first save is made, all damage is halved). Further damage can be prevented by use of *create water* or similar magic; Search DC 15; Disable Device DC 25; EL 7.

Treasure: The orb itself is the only treasure in this room. If recovered intact it is worth 200gp to each PC. If it explodes, the raw gold that is left is still worth 50gp to each PC if they are willing to spend an hour collecting it.

Room 8 – Hall Guardian (EL 8)

Read or paraphrase the following to the players.

Halfway down this long hallway is a tall semi-circular alcove. Standing in the alcove is a nine-foot tall statue made of deep green stone and bright shining silver in a shape of some forgotten knight. Suddenly, it comes to life and steps out of the alcove. Echoing in the stillness of this place you hear a deep grating voice. "Bolrag fessomir! Tokano bel gardasgan."

The statue is in actuality a Shield Guardian and its language is now long lost by the common man. If the heroes have some way of understanding it (via *comprehend language* or *tongues*) they learn that it is saying, "Welcome strangers! What's your business here?" If the heroes have some way of responding in its language, they may be able to bypass this guardian if they tell it they are here to see Alcanix, clean the place, make a delivery, or some other plausible excuse. The guardian has no concept of time and does not know that its master is long gone. The DM should give leniency in the excuse so long as it is a plausible one.

Creature: If the PCs do not answer within one minute, attack the statue, or give an inappropriate answer, the guardian attacks. It will not pursue them outside the corridor and the reception hall (room 2). If the heroes flee beyond these two rooms, the guardian returns to its alcove to challenge the next group that approaches.

➤ **Shield Guardian:** hp 80; see the *Monster Manual*; EL 8.

Tactics: Some of the Shield Guardians special abilities no longer have any function as the amulet and its master are both long gone. Because of this the guardians Shield Other, Guard, and Find Master abilities no longer have a function. The Shield Guardian has a spell stored within it as well. On the first round of combat, the guardian releases a *stoneskin* on itself (9th level caster). Parties that bypass the guardian with an excuse receive half experience for this encounter (EL4).

Room 9 – Parlor

This comfortable room was once used by Alcanix to entertain guests that would come to the tower to view his work. Now everything is ruined.

Arranged around this room is a pair of oddly shaped sofas, tall-backed chairs, faded tapestries, and soiled carpets. There are also four five-foot tall iron candleholders, now quire rusted. Only two of the tapestries are even remotely intelligible. One depicts the lower half of a man standing next to something large and yellow. The other depicts a portal though which can be seen a broad dead landscape. None of these can be repaired to reveal more information.

One of the more faded tapestries covers up the door leading to Room 10.

Treasure: Of the four candleholders, three have candles but one of those is magical. Set off by itself, next to one of the tall-backed chairs is a candleholder with a unused *candle of truth* worth 375gp to each PC. Nothing else in this room is of any value and will quite literally come to pieces if moved.

Room 10 – Staircase

This small chamber contains a staircase that leads to Room 14 on the second floor. An old fragile tapestry conceals the door to this chamber. This ancient cloth completely collapses if disturbed in the slightest way.

Room 11 – Dining Hall (EL 6)

Read or paraphrase the following to the players

Dominating the center of this chamber is a large oblong table surrounded by seven chairs. Broad silver plates with two pronged forks sit in front of each chair. Sprawled out on the center of the table is the carcass of some beast, like a pig, but with two snouts and four eyes. It looks as if it was half eaten untold centuries ago. Strange yellow patches cover its mummified flesh and spots on the table.

This creature was the last dinner Alcanix had here in his tower. The creature was a common source of food in the days of the mage priests. Now, all that remains is its half-eaten carcass that is horribly infected with Yellow Mold. If disturbed in any way, the mold bursts forth a cloud of spores as noted below. This will only occur if someone attempts to move the carcass, plates, or table.

➤ **Yellow Mold:** (CR 6) If disturbed, a patch of this mold bursts forth with a cloud of poisonous spores. All within 10 feet of the mold must make a Fortitude save (DC 15) or take 1d6 points of temporary Constitution damage. Another Fortitude save (DC 15) is required 1 minute later to avoid taking 2d6 points of temporary Constitution damage. Fire destroys yellow mold, and sunlight renders it dormant. The mold can be identified with a successful Alchemy or Knowledge Nature skill check (DC 20). EL 6 if the mold is disturbed or destroyed.

Treasure: On the table are seven silver serving plates with intricate repeating patterns carved into them. They are worth 10gp to each PC per plate. If the PCs realize the yellow mold and wish to only take the plates that are not affected, they can only take two of them.

Room 12 – Privy

This small chamber contains a privy and little else. The pit beneath this room goes down for about twenty feet and ends in a dry hole. There is nothing of interest here.

Room 13 – Servants Entrance (EL 5)

The door leading into this chamber from the outside is locked. The key to this particular lock is located in The Ancient Village, Area 5. Without the key, the door can be opened with a successful Open Lock skill check (DC 25). The door can be opened easily from the inside.

Creature: Inside the small tower lies the body of one of the servants. When his master fled the island, this man was forgotten. Alone and terrified, he tried to flee the tower but never made it, he tripped down the stairs, broke his back and slowly starved to death. Now he is a wraith and he will attack anyone who enters this chamber.

➤ **Wraith:** hp 34; see the *Monster Manual*; EL 5.

Treasure: Around the neck of the dead servant is a necklace. Although ordinary at first, if adorned it changes appearance to the wearer, bearing a number of golden orbs. It is a *necklace of fireballs* (type 11) worth 405gp to each PC. The servant took it in hopes that he could use it to defend himself. The necklace loses 22gp of value to each PC for every d6 of damage used up.

The Second Floor

This floor is divided into two sections. Half is devoted to Alcanix's personal chambers while the other half is the beginning of his laboratories. There is no way to get from one to the other without going down to the first floor.

Room 14 – Sitting Room

The stairs in this chamber lead to Room 10 of the first floor. When the PCs enter, read or paraphrase the following.

The stairs end in a small alcove off of what appears to be a sitting room. Two tall chairs flank and iron stand supporting a glowing sphere of crystal.

Glaring at you from the center of the room is the very same man you saw below, still wrapped in a blue half cloak and green leather. "Who are you to invade my private chambers? Be gone or face my wrath!" he says in perfect common.

The figure is that of Alcanix, a powerful mage priest that once inhabited the Isles. It is not real however, but rather a very complex illusion designed to warn foolish adventurers away from this terrible place. A *detect magic* cast in this room will reveal the fading illusion magic used to create the image as well as divination magic from the crystal sphere.

The threat however, is a hollow one. Feel free to ask for saving throws however and make the characters sweat. The crystal sphere is the only item of real interest in this room. Any PC who places his hand on the sphere is entitled to a *Scry* skill check (DC 20). If successful, the PC can gaze and hear into any room on the first floor of Alcanix's Tower. The crystal has no powers outside the tower and is far too fragile to remove at any rate.

Room 15 – Small Treasure Vault (EL 7)

The door to this room is locked and trapped as noted below. When the heroes examine it, read or paraphrase the following to them:

The door appears like any other in this tower with a few notable exceptions. The first is a plaque on which is written something in a language you have not seen before. Below that is a row of ten levers built into the door with another row of ten symbols above them. Amongst this is a doorknob with no apparent lock.

The door is obviously trapped. Opening the door safely requires that the PCs decipher the runes on the plaque and above the levers. The plaque has listed a series of questions (noted below) while the row of symbols above the levers numbers them 0-9. A *comprehend language* (or similar magic) spell or a successful *Decipher Script* skill check (DC 30) will reveal this information.

The plaque, if deciphered reads as follows:

- The legs of a Retriever
- The claws of a Ravid
- The fins of a Tojanida
- The arms of a Marilith

Allow the PCs time to figure out the clues, but do not allow them to look through their monster manual or other resources. The answer refers to the number of items present on the creature. In this case: 8, 1, 4, and 6 in that order. If the PCs depress the levers in that order and turn the knob, the door opens safely. If the knob is turned with the wrong sequence or levers depressed, the trap goes off as noted in the sidebar. Note that the Ravid question is a trick intentionally (as Ravids have only one arm, but the text refers to arms).

The PCs may try to batter down the door. This sets off the trap every time the door is struck. Note that the lock to the door cannot be picked by any means and a *knock* spell does not open this door. Also note that as the door

uses a knob to open, there is no way to turn it by use of rope or pole.

☛ Reinforced Etherstone Doors; 6 in. thick; Hardness 8; Hit Points 100; Break DC 28; Open Lock DC NA.

☛ **Icy Tomb Trap:** CR 7; The five foot square directly in front of the door is targeted with a *create water* followed directly by a *cone of cold* dealing 10d6 points of damage (ref save DC18 for half). After this first save, any character in that square must also make another Reflex save (DC 20) to avoid being caught in 6 inches of ice. PCs trapped in the ice must make a Fortitude save every round (DC 15 +1 per previous check) or take 1d6 points of subdual damage. The trapped PC can also attempt a strength check (DC 20) every round to break free. The ice has 18 hit points, although if attacked, half the damage is also dealt to the PC. Ice takes ½ damage from non-fire sources (this is taken into account before dealing damage to the PC). PCs brought below 0 by subdual damage begin taking real damage instead. Search DC 22, Disable Device DC 29.

Treasure: Beyond the door is a simple chamber with a number of shelves and racks. The following items are present, their value to each PC listed in parenthesis.

- Wand of cure light wounds (50 charges, 110gp)
- 3 Potions of cure serious wounds (110gp each)
- 2 Potions of gaseous form (110gp each)
- Scarab of golembane (flesh, 120gp)

Room 16 – Alcanix's Bedroom (EL 7)

Read or paraphrase the following to the players.

Dominating this chamber is a large stone bed. Next to it is a metal chest and small table. An alcove just off the room contains the tattered remnants of blue half cloaks and other strange clothing.

Although rather hard, the bed looks rather comfortable. The clothing in the alcove is in complete tatters, although it looks like the exact same type of clothing as the illusion of Alcanix is wearing (as it is the same). Of most interest in this chamber is the chest. It is both locked and trapped as noted below. The lock can be opened with a successful Open Lock skill check (DC 25). The key is long lost.

Trap: Opening the chest without first disarming this magical trap summons a hellcat that attacks the party. Because of this trap, the chest radiates moderate conjuration magic.

☛ **Devil Chest:** CR 7; summons a hellcat that attacks until slain; Search DC 22, Disable Device DC 24.

☛ **Hellcat:** hp 52; see the *Monster Manual*; EL 7.

Treasure: Inside the chest there is little of value. A small diary sitting in the bottom has crumbled to dust. Two empty vials lay on their side missing their corks. There are fifty golden coins in leather pouch worth 50gp to each PC if sold to a collector (10gp otherwise). In

addition to all of this, there is a small triangular piece of green stone. This is one of the three signet keys needed to get inside the upper levels of the tower. The other two are scattered about the island.

Room 17 – Bribery (EL 8)

Note that this chamber cannot be reached unless the PCs possess all three of the signet keys and have opened one of the door in either room 7 or 18. When the heroes enter this chamber, read or paraphrase the following to them.

Looking into this room you see two interesting sites. The first is a large pile of coins in the middle of the hall just in front of a pair of large double doors. The other is the ghostly image of a man that you have seen before.

He looks at you with a profound sadness in his eyes and says, "Take this pittance and leave this place. I can promise you only death and the death of all that you know if you continue onward." With that, the strange man vanishes from view.

The figure is that of Alcanix, a powerful mage priest that once inhabited the Isles. It is not real however, but rather a very complex illusion designed to warn foolish adventurers away from this terrible place. A *detect magic* cast in this room will reveal the fading illusion magic used to create the image.

The coins in the center of the room can be taken without incident. If either of the double doors leading into room 19 is touched, the trap goes off as noted below.

⚡ **Electric Spear Trap:** CR 8; 1d6 spear attack each PC in the room, +15 melee attack, damage 1d8 + 1d8+1 electricity damage per spear; Search DC 20; Disable Device DC 25. EL 8.

Treasure: The pile of coins is a rare breed of coin minted only on the Isles consisting of a mix of gold and platinum. They are worth 100gp to each PC if sold to a collector (20gp if not).

Room 18 – Bridge Door

Stairs in this chamber rise up to room 28 and go down to room 13. The only feature in this room is a door with a simple stone knob. Above this knob is a small impression that will fit all three of the signet keys. PCs that have one or more pieces will recognize this triangular indentation for what it is. This door cannot be opened without the key and the wall itself is impossible to breach here without the use of a *disintegrate* spell as it is reinforced with a *wall of force* hidden beneath the stone.

The bridge beyond is enclosed in stone and cannot be accessed by the outside.

Room 19 – First Laboratory (EL 9)

Read or paraphrase the following to the players.

Beyond the large double doors is a vast chamber that must take up most of this floor of the tower. Arrayed around it are a dozen worktables and racks of alchemical gear. Standing side by side

on the far side of the room is a pair of figures made of sewn pieces of flesh. Of man shape, they suddenly roar and stomp in your direction, ignoring the tables and all other obstacles.

Creatures: Two flesh golems have been left in this room to guard it from intruders. They have orders to destroy anyone who enters this room without showing a hand signal now long lost. Make sure to take note of any PC who might have a *scarab of golembane (flesh)* on them.

👤 **Flesh Golem (2):** hp 45, 51; see the *Monster Manual*; EL 9.

Tactics: Due to the golems complete disregard to the alchemical gear in the room, each golem takes 2d6 points of damage as they smash through various acids and solvents. The side effect of this is to make the floor extremely slippery. Any PC wishing to move more than 5ft per round must succeed at a Balance skill check (DC 15) or fall prone.

Treasure: Even after the ramage, this room contains 10 doses of both Alchemists Fire (2gp to each PC per dose) and Acid (1gp to each PC per dose). There is also a *potion of haste* and a *potion of fly* each worth 110gp to each hero. The alcove on the north end of the room, there is a complex distilling device. Over the countless centuries, this device has created one dose of *universal solvent* worth 300gp to each PC. This fluid can be identified with a simple Alchemy or Knowledge: Arcana skill check (DC 15).

Room 20 – Storage

Read or paraphrase the following to the players.

Three large glass tubes full of a green liquid dominate this small chamber. Suspended in the liquid is an insectoid creature not unlike a single eyed beetle with hundreds of legs. All three are quite dead.

These three tubes are holding Etherspitters that were used for study. All of them are quite dead. Each container has a label written in ancient draconic. Anyone who speaks draconic can puzzle out that all three say the following; "Ether creature – primitive set – Etherspitter".

Room 21 – Storage

Read or paraphrase the following to the players

This chamber contains a large open top tank full of a bubbling green fluid. Floating in the tanks is a large chitinous creature similar to an umberhulk although it is of slighter proportions and jet black in coloration.

As with the previous chamber, this one contains one large tank holding an Etherhulk used for study. It is quite dead. The tank has a label written in ancient draconic. Anyone who speaks draconic can puzzle out that reads the following; "Ether creature – primitive set – Etherhulk".

Room 22 – Treasure Vault (EL 7)

The door to this chamber is hidden requiring a Spot check (DC 20) just to notice. Easier to notice is a green stone rod sticking out of the wall right next to the door (DC 15 to spot).

The door to the area beyond is very deviously trapped and the rod embedded into the wall is the first step in disarming it. The rod can be easily removed. The door itself cannot be opened without disarming the trap and any attempt to bash it open sets off the trap. The door radiates strong conjuration magic.

The rod is made of a strange green stone, roughly 1 in. diameter and 8 in. long. It is imbedded 6 in. into the wall. The rod does not radiate magic (because of a permanent Nystul's undetectable aura). Once removed, any PC holding the rod has the ability to *detect secret doors* as if the spell had been cast upon them. Directly after this, the PC holding the rod will immediately notice a hidden panel in the wall next to them roughly 1 ft. wide and 2 ft. tall. After another two rounds that PC will know how to open the panel. Upon opening the panel, read or paraphrase the following to the players.

Removing the panel reveals a small alcove, roughly one foot deep and about the size of the panel coving it. Inside, along the back wall, are seven more rods, identical to the one you are holding, imbedded into the wall. Below them are 8 holes arranged in a circle with arcane symbols next to each one.

Trap: Each of the holes is just large enough to fit one of the eight rods (seven in the alcove and the one they already removed). Next to each hole is a single symbol representing a school of arcane magic. What each symbol represents can be learned through a simple Knowledge: Arcana skill check (DC 15) or a *read magic* spell. Nothing within the alcove radiates any magic (due to more permanent Nystul's undetectable aura spells).

Each rod duplicates a power from a certain school of magic and when removed has some effect on the individual who removes it. The only way to disarm the trap is to determine what school each rod belongs to and place it in the appropriate hole. If all the rods are placed in the holes in their proper location the door to the area beyond opens. If not, the trap goes off immediately. The rods' effects and proper place are summarized below.

Rod outside the alcove

- *detect secret doors* (divination)

Rods inside the alcove

- *reduce* at 1st level caster, no save (transmutation)
- *light* on the rod (evocation)
- *grease* on the rod, reflex save (DC 10) to hold on to it. (conjuration)
- *change self*, hair color changes to gold. (illusion)
- *alarm*, a ringing sound goes off until put down. (abjuration)
- *daze*, will save (DC 10) each round with no HD restriction. (enchantment)

- *chill touch*, 1d6 damage and 1 strength damage to any creature touched (Fort save DC 10 to avoid the str damage). (necromancy).

When each rod is removed, be sure to describe the spell effect without actually naming the spell itself. Do not allow the players to reference their books while attempting to solve this puzzle. They must do it on their own. If the PCs manage to name the spell, but cannot come up with the school, they can ask for a roll to determine it. They must also be able to cast the spell (either in their spellbook or one of their spell's known). If both conditions are met, a successful Knowledge Arcana skill check (DC 20) will reveal the school.

↗ **Chain Lightning Trap:** CR 7; *chain lightning* spell targeting the person placing the last rod and up to 12 targets within 30 ft.; damage 12d6 electricity (6d6 to the additional targets); Reflex save DC 20 for half; Search DC 22; Disable Device DC 26.

Treasure: The rods themselves lose all powers if removed from the tower. However, inside of the vault are the following items (their value to each PC is in parenthesis).

- Staff of Charming (25 charges, 900gp)
- Ring of Protection +2 (1,200 gp)
- 2 Potions of Cure Serious Wounds (110gp each)
- 2 Scrolls of Dimensional Anchor (105gp each)

Room 23 – Silver Orb (EL 6)

Read or paraphrase the following to the players.

Floating in the center of this chamber is a small silver sphere hovering nearly six feet off the floor. Its surface is decorated with a number of sparkling gemstones. With a slight hum, the sphere begins moving in your direction. Behind it is a staircase going up.

Trap: Like the golden sphere found in room 7, this sphere moves at 5 feet every other round toward the nearest living thing once the door to this chamber has been opened. One round after the sphere is within 5 ft. of a living creature, it shatters, releasing a deafening boom as noted in sidebar. A successful Listen skill check (DC 15) reveals that the low hum is emanating from the orb. The stairs in this room lead up to room 24 on the third floor.

A rogue wishing to disarm this particular trap must do more than simply examine it and tinker with its inner workings. On the exact top of the orb is a series of runes. Discovering these runes from a distance requires a successful Spot skill check (DC 15). Attempting to disable these runes requires that the PC be able to fly, *levitate*, *spider climb* or have some sort of means of reaching the top of the orb. Doing so allows the character one chance to disable the orb before it detonates. If the Disable Device skill check is successful the orb falls to the ground and ceases to hum (losing all magical ability). If the trap goes off, the PCs can still collect the shattered

bits of silver, but not the diamonds (the gemstones noted above) as they were consumed when the orb triggered.

The trap can also be disarmed by a very powerful *dispel magic* against an 18th level caster. This merely allows the heroes to bypass the trap (which should award full XP) but not actually collect the orb as treasure as the trap reactivates in 1d4 rounds.

✦ **Sonic Explosion:** CR 6; thunderous boom dealing 8d6 sonic damage and deafness; Fort Save DC 16 halves this damage and negates the blindness; Search DC 15; Disable Device DC 23.

Treasure: The orb if retrieved intact is worth 100 gp to each PC. If allowed to explode, the remaining pieces are only worth 10 gp to each PC.

Third Floor

This floor of the tower consists almost entirely of rooms in the research tower. Most of this floor was enveloped in an accident that shifted a good deal of it to the ethereal plane. Heroes exploring this floor and the next may spend a good deal of time on the ethereal plane. Make sure to reference Appendix C for further information.

Room 24 – Terrible Example

Upon entering this chamber read or paraphrase the following to the players.

At the top of the stairs is a small chamber not unlike the one you were just in. Laying along the far wall is the lower half of a man, his long dead form cleanly sheared off at the waist. Appearing before you familiar form of the man in the blue half cloak. "See," he says "see the price of what has happened here." As he points to the figure, the entire world shifts for a moment. Suddenly everything is a dull grey color and where you could once see a man's legs, you can now see his torso and head, his face locked in a silent scream. In the blink of an eye everything returns to normal. Still pointing at the legs, the man says only, "leave now, the peril is too great, I beg you." With that, he fades from view.

The figure is that of Alcanix, a powerful mage priest that once inhabited the Isles. It is not real however, but rather a very complex illusion designed to warn foolish adventurers away from this terrible place. A *detect magic* cast in this room will reveal the fading illusion magic used to create the image.

The legs are those of a scholar who was caught in an ethereal rift. Half of him is trapped on the ethereal while the other half is here on the material. It is obvious that this is what killed him.

There is nothing of value in this room.

Room 25 – Ethereal Rift (EL 7)

Read or paraphrase the following to the players

Looking across this chamber you can clearly see outdoors as only half of this room is present. This is the place where the tower is

missing as floating above you is the remainder of the tower. A faded rug on the floor simply ends where the floor does.

This room contains a tear between the material and ethereal plane (as noted on the map). Anyone approaching within five feet of that boundary is drawn into the ethereal plane. Crossing this line again takes the PC back to the material plane. For those left behind, affected characters simply vanish. Those who do cross over find themselves standing in the other half of this room that appears to be floating in some ethereal void. Read or paraphrase the following to those that cross over.

Crossing the center of the room, everything suddenly goes black. Seconds later you find yourself standing in what appears to be the other half of the damaged chamber. On the floor is the other half of the rug and beyond the room is some dim gray void that seems to go on forever. Rushing toward you are three large forms vaguely like those of an umber hulk but with a black carapace.

Creatures: The three creatures are Etherhulks and they have been dormant in this chamber since it was sealed long ago. The first PC to cross over must immediately make a Will save (DC 13) or be dazed as per the spell. Note that those on the material plane cannot see, hear or effect what is occurring on the ethereal plane. Spells and ranged attacks cannot cross the boundary.

✦ **Etherhulks (3):** hp 45, 51, 58; see Appendix B; EL 7.

Room 26 – Meditation Chamber (EL 8)

This encounter takes place on the ethereal plane. The door to this room is locked, and as it is made of etherstone (as are the walls) it must be picked or bashed down normally. Picking the lock requires a successful Open Lock skill check (DC 20). Once open, read or paraphrase the following to the players.

The heavy green door slowly swings open revealing a small chamber. The walls and floor of the chamber are adorned with ancient rugs and tapestries now faded to a soiled unintelligible mess.

Sitting on the rug in the center of the room is a man, his trappings similar to others you have seen here. He is covered in a thick layer of dust and cobwebs. He appears quite dead.

The figure sitting in the center of the room was one of the apprentices who worked with Alcanix here on the Isle. When the shift to the ethereal occurred, he was trapped within, unable to escape. Realizing his peril, he locked himself in this room and went into a meditative trance. He has been in that trance ever since.

Creature: Over the passing centuries, the mages body slowly died but the mind would not rest. His spirit kept his body alive and he has now become a mummy of sorts (he has many of the immunities, but not mummy rot). The passing years have had another effect on this poor soul, he has gone completely mad. The moment anyone enters the room, his eyes open wide and he moves to attack, screaming unintelligible gibber at the party the

entire time. He cannot be reasoned with and fights to the death.

🔪 **Crazed Mummy Mage:** hp 81; see Appendix A for complete statistics; EL 8.

Feel free to use strange appearances when describing the spell effects of the mummy mage. For example, his *magic missile* spells might appear like sparkling black bolts and his *lightning bolt* might appear like a blasting shaft of blue electricity. His magic is from another time and not at all similar (except for affect) to the magic of the modern era.

Once slain, the mummy mage quickly crumbles to dust, leaving behind a few magic items but little else (even his clothing disintegrates). His spellbook is long gone, having turned to dust over the centuries. This means that he cannot renew his spell selection.

There is little else of value in the room. The tapestries, if examined, depict a heavily worn image of an island from a distance. On that island are a vast number of buildings, many over six stories tall. If disturbed or moved, the carpet and tapestries quickly crumble to dust.

Treasure: Once destroyed, the following items can be found in the ashes of the mage. In parenthesis is the value of the item to each PC).

- Brooch of Shielding (101 charges, 225gp)
- Wand of Magic Missiles (10 charges, 9th level, 200gp)

Room 27 – Destroyed Library

The door leading into this room is blocked from the other side. A large bookcase has toppled against it and now is in the way. A successful Strength check (DC 22) will open it in this case. Upon opening the chamber, read or paraphrase the following to the PCs.

Floating about this room are hundreds of books and pieces of books as well as several shattered bookcases. Many of the tomes are in terrible condition, as if there was a fire of some sort in this chamber long ago. A door on the opposite wall appears to be the only way out.

Although this encounter occurs on the ethereal plane, the books and bookcases have been transported here as well so they can be interacted with normally.

PC wishing to explore this room can make a Search check (DC 20) for every fifteen minutes spent. Success indicates that one of the following scraps of information is discovered. Each scrap is written in ancient draconic.

Check Information Gained

- >20 No useful information is gained
- 21-25
 - Alcanix was the master of this place. As such, he oversaw all of the experiments
 - A hurried note refers to the evacuation of the isles, it says little else.
 - A personal note that reads “We have gone too far, my fate have...” if become illegible from here onward.

- 26+
 - Three words written together, Mask, tentacles and leader.

- Book of summoning (see below)

Treasure: Floating in amongst all the other books is a small treatise on the summoning of basic Ether creatures. If discovered, this book is worth 50gp to each PC. As noted on the adventure certificate, this book allows anyone who possesses it to summon and Etherspitter as opposed to another creature using *monster summon III*. While possessing this book, treat the creature as if it was on the list of 3rd level creatures available for summoning. Characters who purchase this item at the end of this event should be given a copy of the creature’s statistics from Appendix B.

Directly off of this room is a staircase that leads up to the entirely ethereal fourth floor (room 29).

Room 28 – Stargazing chamber

Ascending to the uppermost floor of the tower reveals a chamber used for stargazing. In the chamber is a very primitive telescope made up of a number of crystal lenses. Many of them are broken now, but the device itself is still relatively intact.

Treasure: If the entire thing is disassembled (this requires a Craft: lock or armor smithing check DC 20) and brought back to Greyhawk it is worth 100gp to each PC. If the check fails and it is broken further, it is only worth 50gp to each PC.

Fourth Floor

This floor was used by Alcanix as his primary workshop for summoning and studying the Ether creatures. It is now entirely on the ethereal plane but it leads to the fifth floor which is back on the material.

Room 29 – Final Warning (EL 8)

As the heroes ascend the stairs into this chamber, read or paraphrase the following to them.

As the room above comes into view, you can make out the image of the man that you have seen many times throughout the tower. “You have come far in this place,” he says with a steely voice. “I am Alcanix, mage priest of the empire of Yagrax. I must beg you to go no further. Beyond this door is my shame. Turn back and leave. I will force you if I must.”

Creature: If the heroes proceed beyond the stairs, the illusion of Alcanix vanishes and is replaced by a very real Hamatula. It attacks until it is destroyed. There is little else of note in this chamber aside from some simple stone benches.

🔪 **Hamatula:** hp 49; see the *Monster Manual*; EL 8.

Room 30 – Primary Laboratory (EL 10)

The doors to this chamber are locked requiring a successful Open Lock skill check (DC 25) to open. When

the doors to this chamber are opened, read or paraphrase the following to the players.

Pushing wide the doors reveals and extensive laboratory full of massive arrays of glass and stone. Tables and small stools are scattered about the room and arrayed around a large open space in the room's center. This open space is inscribed with a broad silver circle that looks broken in many locations. One the far side of the circle is a gateway. Crackling with green lightning it reveals a vast dead world crawling with masses of insectoid creatures. Stepping through the portal is a massive creature. Like a cross between a large beetle and a lizard it has a pair of tentacles sprouting from its shoulders. A number of other, small creatures are accompanying it. As it steps into the chamber, the portal wavers and slams shut behind it.

Creatures: The large beetle creature is an Ethernaught, the elite troops for the ether army. With it is a trio of Etherhulks as well. These creatures take little time in determining that that PCs are enemies and they charge to attack.

➤ **Ethernaught:** hp 152; see Appendix B for complete statistics.

➤ **Etherhulks (3):** hp 45, 49, 53; see Appendix B for complete statistics.

The total EL for this encounter is 10.

Tactics: Note that this battle takes place on the ethereal plane. As such, the Ethernaught cannot use its breath ability. However, all of the creatures can use their fast healing. Make sure to be familiar with the rules for avoiding the gaze of a creature during combat as it is sure to come up. The ether creatures will not use their fading ability during this combat.

When combat begins, these four creatures are clustered together in the center of the room. Their first action is to spread out and engage the PCs as quickly as possible.

Treasure: The ether creatures themselves have no treasure to speak of. However, the remainder of the room has a good deal of treasure in it as noted below. The GP value in parenthesis is the items worth to each PC.

- +1 quarterstaff of frost (1,245 gp)
- Ring of counterspells (600 gp)
- Chime of opening (450 gp)
- Amulet of natural armor +1 (300 gp)

Developments: Although the gate closed almost immediately after the ether creatures stepped through, it will reopen itself in one hour. By then, the PCs should be gone from this place and hence safe from harm. If they are present the second time, 6 Etherhulks step out to do battle. The PCs are awarded no experience for any further fights in this chamber. If any PC is unfortunate enough to step through the portal, they find themselves on a world dominated by Ether creatures. Suffice to say, they are never heard from again (they are permanently

removed from play). The portal can be sealed through the use of a *wish* or *mordenkainen's disjunction*.

As the PCs leave this room via the stair leading up to room 31, a wave of energy crashes over them and they are returned to the material plane. Descending these stairs again takes the PCs back to the ethereal plane.

Room 31 – View of the Past

Read or paraphrase the following to the players.

Ascending the stairs, a sudden shift takes you back o the material plane. At the top of the stairs is a round chamber with a series of circles carved into the floor. On the far side of the circle is a green stone podium.

Fading into view is the image of the strange man known only as Alcanix. He is sitting in the center of the circle weeping openly. Behind him, a picture is becoming clear. It is an image of him, standing at the podium, going through many arcane rites. Appearing before him is one of the smallest ether creatures that have plagued you on this isle. Slowly they fade.

Now you see an image of the man, now older. He summons another, larger of the creatures. This too fades. This happens again and again. Each time, Alcanix gets older and the creature gets larger. All the while, the figure in the center of the room still weeps.

At last, the mage appears again, this time as old as he appears now. With a low chant he goes into a ritual that lasts many minutes. Sweat drips from his forehead and into his eyes. Finally, with the last utterance like that of rolling thunder, his spell is complete. Appearing in the center of the image is a form, of man shape; a form of red tentacles; a form with an ivory mask.

With a flash, they all disappear, leaving only the man weeping in the center of the room. He looks to you and says only one thing "It is all my fault." With that, he too fades from view, replaced by a broad gold plated book.

The PCs have just seen the last image of Alcanix that they will see in this place. If any others are encountered, ignore them.

What the PCs just seen is a progression of the mages career, from his first summoning of an Etherspitter to his last summoning of a being that got out of control. That last creature is beyond the scope of this event and it is nothing that the PCs have ever seen before. All the while, the tormented vision of the mage was forced to watch his progress and his failure.

In the very back of this chamber is an archway set into the stone wall. If checked for magic, this radiates powerful transmutation magic as it is in fact a gate that leads back to the mainland not too far from Greyhawk city. However, this gate is not currently active. At its very top, there is a niche for a small stone sphere. PCs can notice this with a successful Spot skill check (DC 15). Set into the wall on the exact opposite side of the room is a small stone claw grasping a stone sphere. This sphere has been attached to the claw via *sovereign glue* and it cannot be removed without the use of *universal solvent*. This small stone claw can be noticed with a successful Spot skill check (DC 20). Note that there is no other way to remove

this sphere without damaging it because of the glue used (not even *stone shape*). If the stone sphere is placed inside the niche in the gate, it activates, opening a portal back to the mainland. This is the only way off the island aside from the Brightspray or magic that the party has at their disposal.

Treasure: The golden book in the center of the chamber contains a detailed history of Alcanix's life work. It details his first experiments with the Ether creatures, to his final summoning and the days after in which the creatures began to overrun the island. It even mentions the final decision to lock the Isles away forever, so as to safeguard the future. This tome is written entirely in ancient draconic. It is worth 200gp to each PC. It is also listed on the adventure certificate.

CONCLUSION

After three days the Brightspray returns to pick up the PCs. The captain is especially interested in any sign of his missing crewmen. As there are four total, the captain pays each PC 100gp for each crewmen discovered by the PCs (including the ghost, if encountered). Assuming the PCs take this route home, read or paraphrase the following to them (adjust as necessary if this is not the case).

As the Brightspray skips over the wave, the Isles of Woe slowly fade from view. Your harrowing experiences on the Isle now over, the sun and fresh air are a welcome change to that dark and dead place. Perhaps one day, you shall return to the Isles to explore more of their forgotten halls and recover some of their lost treasure.

Read the following only if the party discovered Alcanix's Golden book.

As exciting as that sounds, you cannot helped being filled with a silent dread. If Alcanix and the mages of the Isles sealed them away for protection, what could it mean now that they have returned? Only time will tell.

The End

EXPERIENCE POINT SUMMARY

To award experience for this adventure, add up the EL values for the encounters defeated. Multiply this value by 30 to determine the experience points earned from these encounters. After this, assign any experience points earned for accomplishing any of the event objectives. Then assign the discretionary roleplaying experience award. The roleplaying award should be given for consistent character portrayal and contribution to the fun of the game. You can award different roleplaying amounts to different characters.

Award the total value (ELs, objectives, plus roleplaying) to each character. Remember, characters

more than two levels away from the APL receive only half this value. In addition to this, no character can earn more experience than the value listed on the AC for the groups APL.

This adventure was designed with the thought in mind that players will not encounter or defeat all of the threats contained in this event. To this end, it is quite possible to earn more experience than is possible to be awarded (due to the APL cap). Any XP over this cap is lost.

EL Breakdown by Location

Random Encounters	EL
Phase Spider	5
Will O'Wisp	6
Etherspitters (4)	6
Medium Air Elementals (3)	6
Chuul	7
Chaos Beast	7
Etherhulks (4)	8
Ghost of Abliman	8
Red Slaad (2)	9
Island Encounters	EL
E. Gargoyles	6
F. Etherspitters (6)	6
Summoning Chambers	EL
3. Assassin Vines (2)	5
4. Large Earth Elementals (2)	7
5. Fire Mephits (4)	8
The Ancient Village	EL
1. Choakers (2)	4
2. Etherhulks (3)	7
3. Ungol Dust Trap	4
4. Xionul and Displacer Beast	9
Tower of Alcanix	EL
1. Alignment Blast Trap	5
2. Huge Animated Objects (2)	7
4. Invisible Stalker	7
7. Golden Sphere Trap	7
8. Shield Guardian	8
11. Yellow Mold	6
13. Wraith	5
15. Icy Tomb Trap	7
16. Devil Chest Trap (Hellcat)	7
17. Electric Spear Trap	8
19. Flesh Golem (2)	9
22. Chain Lightning Trap	7
23. Silver Orb Trap	6
25. Etherhulks (3)	7
26. Crazed Mummy Mage	8
29. Hamatula	8
30. Ethernought and Etherhulks (3)	10
TOTAL ELs	240

Objective Experience Awards

Uncovering the Fate of the Missing Crewmen
(awarded once for each crewman) 50 xp each

Finding all three of the Signet Keys 150 xp

Discovering the gateway in room 30 of Alcanix's tower. 150 xp

Discretionary Roleplaying Award

May vary from player to player 0 – 200 xp

Maximum Experience Award

APL 3-5 4,000 xp

APL 6-8 6,000 xp

APL 9+ 8,000 xp

TREASURE SUMMARY

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 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.

This adventure was designed with the thought in mind that players will not discover and retrieve all of the treasure contained in this event. To this end, it is quite possible to earn more gold than is possible to be awarded (due to the APL cap). Any GP over this cap is lost.

Island Encounters	Value per PC
C. Bracers of Armor +1	150gp
C. Potions of Cure Moderate Wounds (3)	135 gp
C. Masterwork Half Plate	75 gp
C. +1 Greatsword	352 gp
C. Ring of Climbing	300 gp
C. Scroll of hold monster and crystal tube	193 gp
E. Gargoyle eye gems (4)	200 gp

The Summoning Chambers	Value per PC
3. +1 buckler	175 gp
5. silver slag	25 gp
6. +1 dagger	345 gp

The Ancient Village	Value Per PC
1. golden amulets (2)	100 gp
2. wand of magic missiles (5th level, 50 chrgs)	500 gp
3. Platinum Forks	50 gp
4. Hat of Disguise	300 gp
4. Golden Amulets (2)	100 gp
4. Planar Fork	20 gp

The Tower of Alcanix	Value Per PC
3. Potion of Cure Moderate Wounds (2)	90 GP
3. Stone of Alarm	150 gp
3. Masterwork Chain Shirts	75 gp
4. Brooch of Shielding (101 charges)	225 gp
6. 100 lbs of Books	100 gp
7. Golden Sphere	200 or 50 gp
9. Candle of Truth	375 gp
11. Silver Serving Plates (7)	70 gp
13. Necklace of Fireballs (type II)	405 gp
15. Wand of Cure Light Wounds (50 chrgs)	110 gp
15. Potion of Cure Serious Wounds (3)	330 gp
15. Potion of Gaseous Form (2)	220 gp
15. Scarab of Golembane (flesh)	120 gp
16. Ancient Golden Coins	50 or 10 gp
17. Ancient Gold/Platinum Coins	100 or 20 gp
19. Alchemists Fire (10)	20 gp
19. Acid (10)	10 gp
19. Potion of Haste	110 gp
19. Potion of Fly	110 gp
19. Universal Solvent	300 gp
22. Staff of Charming (25 charges)	900 gp
22. Ring of Protection +2	1,200 gp
22. Potion of Cure Serious Wounds (2)	220 gp
22. Scroll of Dimensional Anchor (2)	210 gp
23. Silver Orb	100 or 10 gp
26. Brooch of Shielding (101 charges)	225 gp

26. <i>Wand of Magic Missiles</i> (9th lv, 10 chrgs)	200 gp
27. <i>Book of Ether Summoning</i>	50 gp
29. <i>Telescope</i>	100 or 50 gp
30. <i>+1 Quarterstaff of Frost</i>	1,245 gp
30. <i>Ring of Counterspells</i>	600 gp
30. <i>Chime of Opening</i>	450 gp
30. <i>Amulet of Natural Armor +1</i>	300 gp
31. <i>Golden Book of Alcanix</i>	200 gp

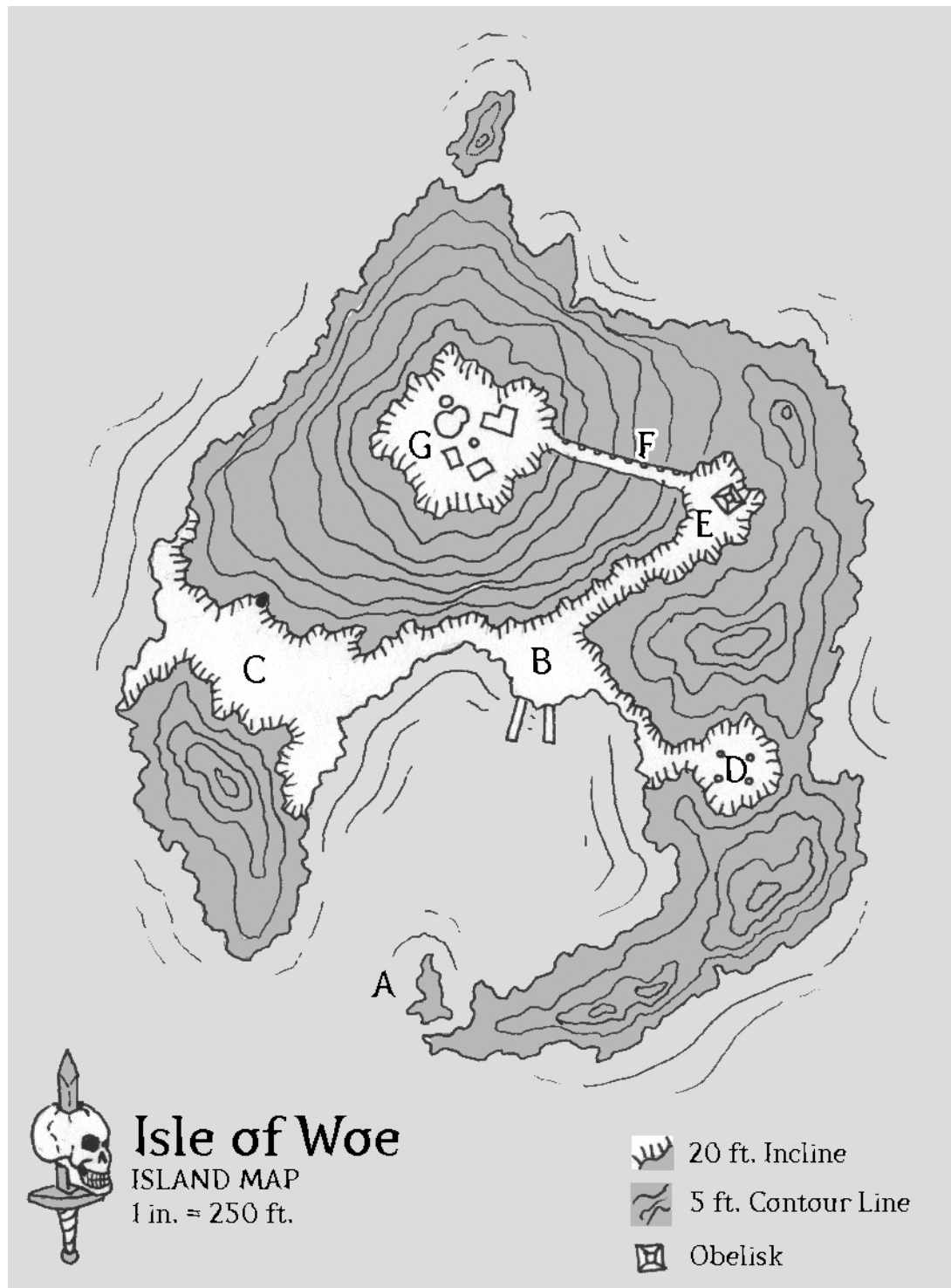
Conclusion	Value per PC
Discovering the missing crewmen (4)	400 gp
(this is a 100gp reward for each one discovered)	

TOTAL	11,530 gp
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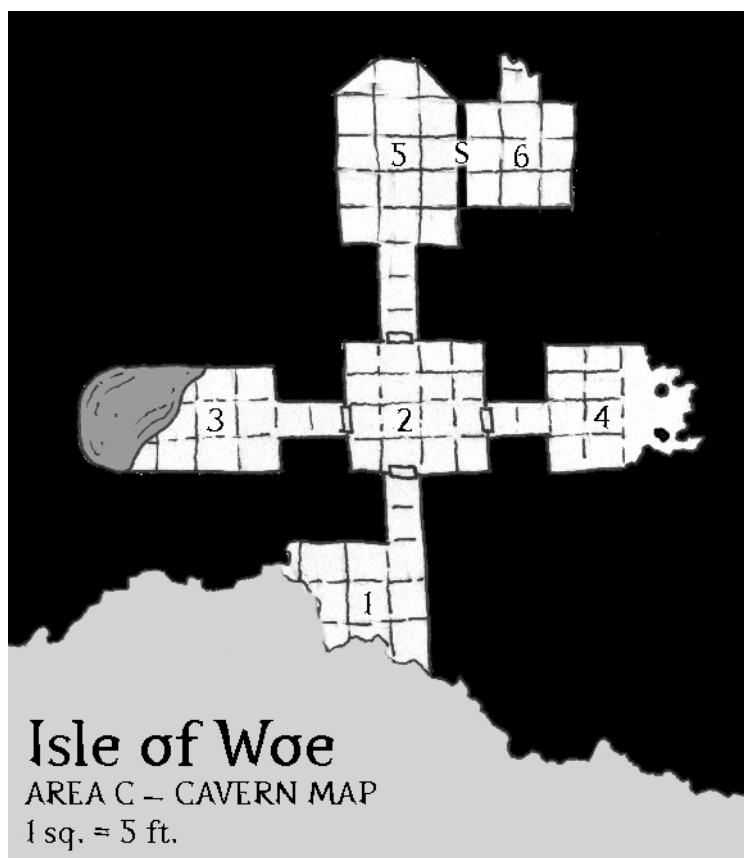
Maximum Gold Piece Award

APL 3-5	4,000 gp
APL 6-8	8,500 gp
APL 9+	10,500 gp

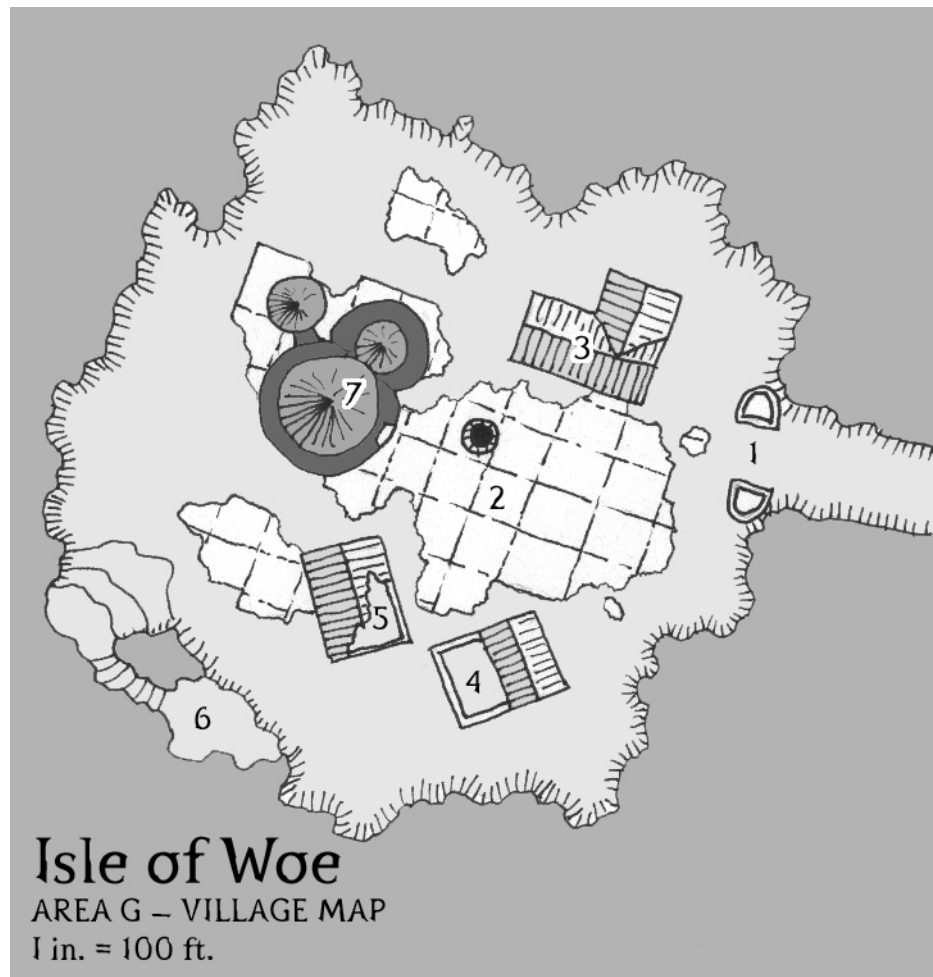
MAP A



MAP B

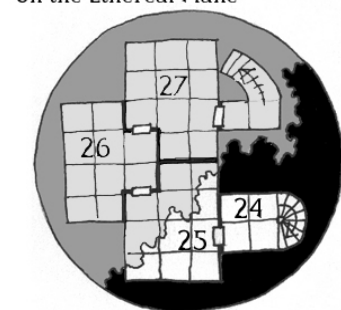
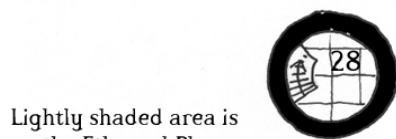


MAP C

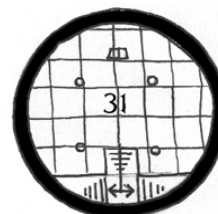


MAP D

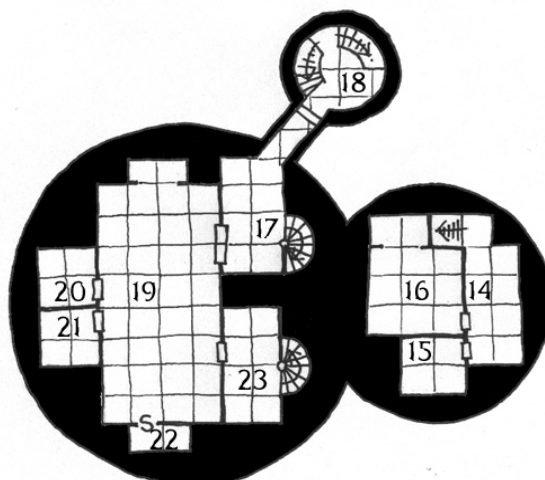
Isle of Woe ALCANIX'S TOWER MAP 1 sq. = 5 ft.



3rd Floor

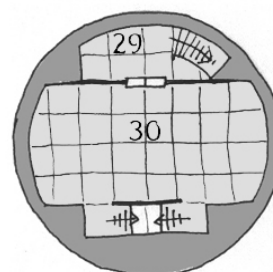


5th Floor

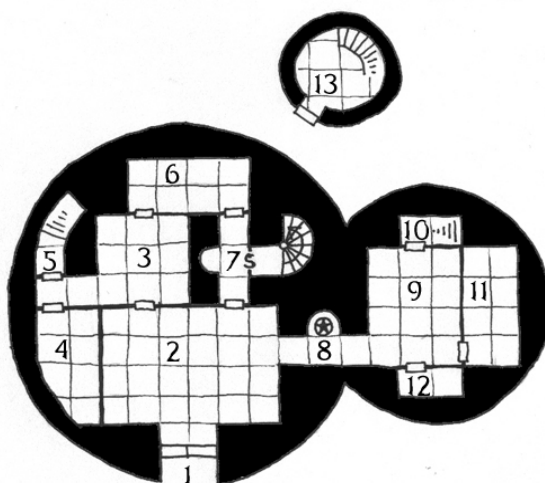


2nd Floor

Lightly shaded area is on the Ethereal Plane



4th Floor



1st Floor

APPENDIX A – INDIVIDUAL STATISTICS

Introduction

☛ **Brightspray Sailor:** Male Human Exp2; Medium Humanoid ; HD 2d6+2 (Expert); hp 17; Init +1; Spd 30; AC 13; Atk +3 base melee, +2 base ranged; +3 (1d6+2, Club); AL N; SV Fort +3, Ref +1, Will +4; STR 14, DEX 12, CON 13, INT 10, WIS 13, CHA 8.

Skills and Feats: Balance+6, Climb+7, Intuit Direction+6, Jump+5, Listen+3, Profession (Sailor)+6, Spot+3, Swim+4, Use Rope+4; Great Fortitude, Toughness.

Possessions: club, leather armor.

Random Encounters

☛ **Ghost of Abliman:** Male Human Rog3/Ftr3; Medium Undead ; HD 3d12(Rogue), 3d12(Fighter); hp 44; Init +8; Spd 30; AC 14 (15 manifested); Atk +9 base melee, +9 base ranged; SA: Manifestation, Corrupting Touch, Firghtful Moan (DC 14), Telekinesis; SQ: Rejuvenation, Turn Resistance +4; AL N; SV Fort +2, Ref +8, Will +4; STR 18, DEX 18, CON 6, INT 10, WIS 11, CHA 13.

Skills and Feats: Hide+19, Intimidate+9, Jump+13, Listen+15, Move Silently+13, Spot+15, Tumble+13; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack.

The ghost of Abliman carries no equipment but will try and take any ghost touch weapon he sees to use as his own. For more information on ghosts and their abilities, see the *monster manual* page 212.

Tower of Alcanix

☛ **Crazed Mummy Mage:** Medium-Sized Undead; HD 12d12+3; hp 81; Init +3; Spd 20; AC 17 (-1 dex, +8 nat); Atk +9 melee (slam, 1d6+4); SA: Despair, Spells; SQ: Undead, Resistant to Blows, Fire Vulnerability, DR 5/+1; AL CE; SV Fort +4, Ref +3, Will +12; Str 17, Dex 8, Con -, Int 17, Wis 14, Cha 15.

Skills and Feats: Concentration +9, Hide +8, Knowledge: Arcana +12, Knowledge: Planar +12, Listen +9, Move Silent +8, Spellcraft +12, Spot +9; Alertness, Combat Casting, Empower Spell, Improved Initiative, Spell Focus (Conjuration), Toughness.

Possessions: Wand of Magic Missiles (10 chargers, 9th level caster); Brooch of Shielding (101 charges).

SA: Despair (Su) - Anyone viewing the mummy must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected by this mummy's despair ability for one day.

SQ: Undead - Immune to mind influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

SQ: Resistant to Blows (Ex) - Physical attacks deal only half damage to mummies. Apply this effect before damage reduction.

SQ: Fire Vulnerability (Ex) - A mummy takes double damage from fire attacks unless a save is allowed for half damage. A successful save halves the damage and failure doubles it.

Spells (6th level conjurationist; 5/5/5/4; base DC = 13 + spell level, 15 + spell level if conjuration): 0—daze (2), ray of frost* (3); 1st—cause fear, chill touch, mage armor*, magic missile (2); 2nd—melf's acid arrow* (2), mirror image, resist elements, summon swarm*; 3rd—displacement, lightning bolt, magic missile (empowered), stinking cloud*. *Spells are conjuration spells.

APPENDIX B - NEW CREATURES

ETHERSPITTER

Small Aberration

Hit Dice: 3d8 (13 hp)
Initiative: +8 (+4 Dex, +4 Imp. Initiative)
Speed: 40
AC: 19 (+4 natural, +4 Dex, +1 size)
Attacks: Bite +5
Damage: Bite 1d6+3
Face/Reach: 5 ft. by 5 ft./5 ft.
Special 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 form the backbone of the Ether's nourishment gathering forces, spending all of their time sending matter to the Ethereal plane to be devoured. Etherspitters look like heavily armored beetles with a large single multifaceted eye in the center of their heads. Directly below this eye is a pair of razor sharp mandibles. Mounted in the center of their back is a large orifice from which they spit a stream of deadly liquid used in sending matter from the material to the ethereal plane. 100 thin chitinous legs that allow them to climb virtually any surface. Etherspitters speak only their own twisted alien language, which is a combination of high-pitched clicks and body movements.

COMBAT

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

Ethereal Spit (Su): Opposed to a bite attack, the Etherspitter can issue forth a gob of highly magical spit. Treat this attack as a +7 (+2 base, +4 Dex, +1 size)

ranged touch attack with a range of 10 feet. Anything hit by this spit receives 1d8 points of damage as a portion of the target is forcefully shifted to the Ethereal plane. This spit can be used on objects as well as living beings and ignores any hardness the object might 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 that can shrug off all but the mightiest of blows.

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

COMBAT

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

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

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

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

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

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

ETHERNAUGHT

Large Aberration

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

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

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

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

COMBAT

Ethernights start off by breathing to catch as many people as possible. Remember due to their climbing ability they could very well be attached to the ceiling

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

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

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

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

APPENDIX C - NOTES ON THE ETHEREAL PLANE

The following points are all that you will need to know concerning the ethereal plane for this event. Further information (if desired) can be found in the *Manual of the Planes* pages 53-59.

- Periodically throughout this event, waves of energy will wash over the PCs sending them into the ethereal plane. There is no save to avoid this effect. This will occur where noted in the text of the adventure. Only if a *dimension anchor* spell is cast before the effect, will any PC avoid this effect.
- The heroes can use their own magic to travel to the ethereal and back if they have that ability. Doing so may remove them from the action of some encounters (which occur only on the ethereal plane).
- The walls, floors, ceilings, and doors of some of the buildings are made of a strange green stone (known as Etherstone). This stone exists both on the material and ethereal plane. Just as on the material plane, the PCs cannot pass through this material on the ethereal plane. It can be affected by spells and the PCs actions on either plane. The stone has also been enchanted to prevent any sort of travel through it, including *teleportation* and *dimension door*.
- On the Ethereal plane, there is no up or down. PCs can travel in any direction simply by walking to them. Unless otherwise noted, all ceilings are 15 ft. high in these spaces. Spells that affect gravity (such as *reverse gravity*) do not function on the ethereal (as there is no gravity to affect).
- Spells function normally on the ethereal plane, but they do not affect the material plane if cast on the ethereal. The same goes for spells on the material plane (they do not affect the material). The only exception to this is force spells (as noted below) and spells that affect the Etherstone.
- Force spells (such as *wall of force* and *magic missile*) affect both the material and ethereal plane equally. For example, a *wall of force* spell cast on the ethereal would block passage on the material plane as well. A *magic missile* spell could be used against a creature on the ethereal plane from the material plane.
- Objects that exist solely on the material plane (as noted in the text) will appear foggy and insubstantial from the ethereal plane. Such objects cannot be moved and can be passed through as if they were not there. If on the material plane, objects solely on the ethereal plane are completely invisible (there is no chance to detect them).
- Time flows normally on the Ethereal Plane
- There are no random ethereal encounters during this event.
- PCs that find themselves trapped on the Ethereal can always return to the material plane by returning the way that they entered. Other means to return to the material plane are presented in the text of this document.

APPENDIX D – SCALING THE ADVENTURE

This event is designed for four characters of 6-8th level. Before playing, the average party level (APL) of your group should be determined using the guidelines found in the beginning of this event. If your group of PCs is outside the range of 6-8, this appendix is designed to help you modify the event to be better suited to your players.

First and foremost, this event is NOT recommended for characters below 4th level. Many of the challenges presented here would be deadly to a character of that level and cannot be scaled down without significantly altering the event.

It is also important to note that while lower level parties (even 6th for that matter) can be successful in this event, they will be required to rest more and get less accomplished in the time allotted. This is to be expected.

Finally, as DM, it is your judgment that makes this event work. Be aware of your parties capabilities and challenge them appropriately if adjusting the event. Killing entire groups just because you can is not the point of this event (at the same time, neither is allowing them to get everything for free). The key is, make them work for every xp, sweat every new door, and walk away feeling lucky to have survived. Good luck.

Listed below are a number of guides for adjusting the encounters presented. At the end of each description, there will either be an "EL +/-#" telling you to adjust the EL of the encounter up or down by this value or there will be an "EL #" meaning to set the EL to this value.

APL 5 or less

Introduction

No Random Encounters (EL 0)

Summoning Chambers

5. Reduce the fire mephits to 2 (EL -2)

The Ancient Village

2. Reduce the Etherhulks to 2 (EL -1)

4. Make Xionul a Xill (EL -2)

Tower of Alcanix

2. Reduce the Animated Objects to 1 (EL -2)

4. Remove the invisible stalker (EL 0)

7. Cut this all damages in half (EL -3)

8. Remove the Shield Guardian (EL 0)

15. Reduce the Cone damage by 4d6 (EL -2)

17. The number of spear attacks is a D3 (EL -4)

19. Replace the Golems with 2 huge zombies (EL 5)

22. Reduce the Chain Lightning damage by 4d6 (EL -2)

23. Silver Orb Trap is removed (EL 0)

It is recommended that the rest of the tower, from area 25 and on be unavailable. PC that walk across the ethereal line in area 25 find themselves standing outside the tower, on the ground floor unharmed.

There is no way for PCs this low to deal with dangers of the upper tower floors.

In addition to scaling the danger, it is also important to scale the treasure. If the party is below APL 6 remove all the treasure from the following spaces.

Island Encounters

C. Remove the +1 Greatsword

The Ancient Village

2. Delete all treasure

The Tower of Alcanix

9. Delete all treasure

13. Delete all treasure

22. Remove the *staff of charming* and the *ring of protection* +2

25-31. Delete all treasure

APL 9 or more

Random encounters

Add 2 to all checks for encounters

Island Encounters

F. Double the number of Etherspitters (EL +2)

Summoning Chambers

5. Add 2 fire mephits (EL +1)

Ancient Village

4. Add one displacer beast (EL +1)

The Tower of Alcanix

4. Add one invisible stalker (EL +2)

13. Add one wraith (EL +2)

16. Change Hellcat to Cornugon (EL 10)

19. Add one flesh golem (EL +1)

25. Add three Etherhulks (EL +2)

29. Add one Hamatula (EL +2)

30. Add three Etherhulks (EL +1)

There is more than enough treasure in this event for the party to meet the cap so long as they find a good portion of it. To this end, do not adjust the treasure for a party of APL 9+.

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.