

CORS3-02

Dust of the Dead World

A One-Round D&D LIVING GREYHAWK[®]

Core Special Adventure

Version 1.0

by Steven Conforti

With special thanks to Jason Bulmahn

Voices whisper on the winds, and memories lie buried in the eternal dust. Do you dare brave this dead world? PCs must possess one of the following to participate in this adventure: 4 ranks in Knowledge (ether creatures), the Golden Tome of Alcanix, or the Keystone of Kilypsis. A core special adventure for APLs 4 to 12.

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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Introduction

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

Preparation

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

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

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

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

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

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

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks

during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

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

Scoring

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

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

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

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

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them.

If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING

GREYHAWK character, play can begin.

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

Living Greyhawk Levels of Play

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

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

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

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

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

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Core Special adventure. Characters pay two Time Units per round. Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit.

Is It a Full Moon?

No. The world the PCs travel to has no moons whatsoever.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

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 a large empire, solely dedicated to funding the needs of 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 a great catastrophe. Ethers began swarming over the isle and were threatening to break out into the world beyond. The scholars of the Isles fought bravely, and, in the end, they made the greatest of sacrifices. Using the most powerful of magics, the Isles were removed from Oerth, plunged into the depths of the Ethereal Plane. Recently, the magics used to make the Isles vanish have failed and the Isles have returned to Oerth (and with their return so to has the threat of the Ethers returned).

When Alcanix accidentally unleashed the Ethers on the Isles, he immediately went to work researching the Ethers and their origins in the hopes of finding a way to contain or destroy them. During this brief research, he discovered a world where the Ether creatures had not been stopped. It was Myliceres, once a vibrant world and now a dead, desert planet after thousands of years of Ether devastation. Almost all of the organic matter on Myliceres has been devoured at this point. The sight of this world through the magical gate he had created was heartbreaking to the mage, and Alcanix realized at this point that only drastic action would save Oerth from the same fate. That action came at the hands of Yagrax who led his fellow mage-priests in a ritual to banish the Isles to the Ethereal Plane. Shortly thereafter, Yagrax executed Alcanix for his failure to control his experiment and the destruction that failure had reaped.

When the Isles returned to Oerth, so too did the laboratory Alcanix used to contact Myliceres. The gate still operates continuously, although passage to Oerth is currently blocked by K'dyka, the thri-kreen holy relic (see below). The laboratory is well hidden on the Isles so no one has stumbled across it yet.

Myliceres is a nearly dead world. The Ethers have devoured all but the most powerful predators on this world. A small group of thri-kreen living at an oasis in the desert (Myliceres is actually one big desert at this point) has survived thanks to the protection of their holy relic, K'dyka. Most of the Ethers have moved on to other worlds to devour, but a small group have been left behind to finish their work on this world.

The thri-kreen have been attempting to organize themselves as best they can in preparations for launching an assault on the remaining Ethers. Until the Ethers have been removed from this world, it can never hope to recover from the devastation. The thri-kreen are normally a chaotic, nomadic society, but they have come to realize over the centuries that their only chance for survival was at the oasis, a small habitable area in the desert that is untouched by the Ethers and the few remaining desert predators. It is a thri-kreen holy site protected by an ancient relic called K'dyka. This relic keeps the Ethers and the predators at bay and generates food and water each day to keep the thri-kreen alive.

The thri-kreen have formed a permanent settlement under the protection of K'dyka. However, some of the thri-kreen at the oasis are there for other reasons. This small sect believes that the Ethers were a punishment from the thri-kreen gods for the sins of the thri-kreen of Myliceres. They believe that the relic was left to protect the sect, the truly faithful and sinless thri-kreen. They see the permanent settlement as a prime example of the sins of their people. They wish to steal the relic, leaving the rest to guaranteed destruction at the hands of the Ethers.

Adventure Summary

The PCs enter the world via Alcanix's gate. They discover upon their arrival that they have no way to get back to their home as the gate won't seem to allow passage from this side (the relic won't let the PCs return through the gate until they help the thri-kreen). They must immediately flee a desert predator or be devoured. They encounter the village of the thri-kreen and learn what will happen to Oerth if the Ethers are not stopped. At this point the cult attacks and attempts to steal the relic. The PCs must then undertake a mission for the relic to either destroy the leader of the Ethers on this world or to provide a distraction so the thri-kreen can destroy the leader. The PCs fight Ethers along the way. If they succeed, the rest of the Ethers leave the world and the relic releases its lock on the gate.

Note to Origins Judges: Please be certain to fill out the form at the end of this scenario and turn it over to the RPGA coordinator at Origins. The form will determine which table has scored highest on this event. You should read the form before running the adventure so you know what information is required to complete it. Much of this form requires you to track certain occurrences during the event and should be kept on hand at all times. Honesty is of the utmost importance here. Thanks.

Introduction

No PC can participate in this adventure unless he or she meets one of the following criteria:

- The PC possesses 4 ranks in Knowledge (Ether creatures).
- The PC owns the Golden Tome of Alcanix.
- The PC owns the Keystone of Kilypsis.

For PCs who possess 4 ranks in Knowledge (Ether creatures) or own the Golden Tome:

Your research into the mage Alcanix and his research of the Ethers has led you to a major discovery. An obscure reference in the work of Alcanix before you is suddenly clear to you now. Alcanix had a second laboratory on the Isles of Woe that hasn't been discovered yet. From this lab, he conducted an experiment to discover the origins of the Ethers. He made a major find, but he never had the time to report it in detail. The entry provides a sufficient description of the environment around the laboratory that you believe you could find it if you return to the Isles of Woe.

For PCs who possess the Keystone:

One of your most recent adventure acquisitions, a wedge-shaped piece of stone that you carefully and monotonously cleaned with slow and determined work, has proven to be an interesting find. It radiates strong conjuration magic. And now it has begun to tug in a specific direction whenever you hold it in your hands. You've slowly determined that the tug is in the direction of the Isles of Woe in the Nyr Dyv.

Read the following to all of the PCs:

The Brightspray once again journeys to the Isles of Woe. For most of you this is your second or third journey to the Isles. Captain Jerandon has lost count of how many times he and his crew have made the trip across the Nyr Dyv; he is regularly chartered to ferry adventurers and scholars over the Lake of Unknown Depths.

Your destination is a previously explored island in the cluster. For some of you, your research has led you to believe you will make a surprising discovery on the island. For the rest of you, it's the stone you recently recovered that has led you here; an unknown force tugs the rock in your hands towards the Isles of Woe.

The Isles grow on the horizon. The captain once again discusses the terms of your arrangement, "We arrive at sunset. We'll drop anchor and ferry you

ashore. You have three days to complete your tasks because we leave at sunset on the third day.

Allow the PCs to introduce themselves to one another, as they have been on the vessel together for almost a week. As before (in **Isles of Woe** and **Return to the Isles**), the captain will not tolerate (or have any space onboard for) any animals medium-sized or larger. This includes horses, ponies, mules, and riding dogs. Familiars and Small (or smaller) animals may be present, but only one per PC. A special exception exists for those with porpoise animal companions; they may swim alongside the ship (as the crew considers them a good omen), and do not count towards the one per PC limit.

Once the PCs have been unloaded on the island, proceed to Encounter One.

Encounter One: The Hidden Laboratory

For those with the Keystone:

Your stone tugs ever more urgently the moment you step upon the island. It draws you up a rocky slope and then along a 5-foot wide ledge. The ledge proceeds for a few yards and then abruptly ends.

For all others:

Your directions lead you up a rocky slope and then to a 5-foot wide ledge. The ledge proceeds for a few yards and then abruptly ends.

There is a well-hidden secret door (Search DC 30) at the end of the ledge. Those with the dwarven ability of Stonecunning get a +2 bonus to discover the secret door. The PCs know, because of the stone or their directions, that something is here so allow them to find the door even if none of them can normally find the door after Taking 20 (just make them take a good amount of time to do it). If PCs choose to break through the area where the door is located rather than look for the door, they can do so. The ledge is wide enough that no one should fall from it, but, if they somehow do, it's a 50-foot fall to the ground (5d6 damage).

🔑 **Well-hidden Secret Stone Door:** 4 in. thick; hardness 8; 60 hp; Search DC 30; Break DC 28.

Beyond the door is a corridor, carefully cut into the hill. Dwarves, with their vast knowledge of stonework, recognize immediately that the corridor was carved by magic, not mundane, means (as does anyone who makes a Spellcraft check DC 29). The corridor travels 50 feet and ends in a large, unlit chamber, 80 feet square with a 75-foot ceiling. The only thing visible in the dark (unless

the PCs have darkvision) is a set of glowing glyphs and runes at the far end of the chamber. If a PC has darkvision or a light source:

This 80 foot square chamber is full of empty bookshelves, lab tables, and equipment covered in dust. Most have rotten or broken over the years. The one item that appears to be intact is a huge 70-foot diameter ring of stone along the far wall. It is covered in glyphs and runes that glow faintly. Within the ring is an image of something not in this chamber – a scene of a vast desert under a blistering sun. There is no sign of anything but dunes as far as the eye can see in the image.

The ring is a magical gate to the world of Myliceres, a world that was victimized by the Ethers thousands of years ago. It should work in both directions, transporting all who step into it back and forth. However, the gate currently does not allow anyone to return to Oerth, the result of a powerful relic on Myliceres. If any PC passes through the gate, they cannot return until the relic permits them to. The relic will prevent the PCs from planeshifting or using other magic to leave Myliceres (as it has a task it wishes the PCs to undertake). Note that the Ethereal Plane around Myliceres is accessible, but PCs that travel there cannot leave that plane except to return to Myliceres.

The ring can be destroyed by sufficient damage, but this ends the adventure and traps anyone on the other side of the gate on Myliceres.

🗡 **Stone Gate Ring:** 4 in. thick; hardness 8; 60 hp; Break DC 28.

PCs who make a Knowledge (arcana) check (DC 20) or Bardic Knowledge check (DC 25) realize that the runes and glyphs are part of a powerful conjuration spell on the stone ring, something similar to a *gate* spell. A *comprehend languages* spell or a Decipher Script check (DC 25) also reveals a phrase written repeatedly over the entire gate that translates roughly to “our likely fate”.

If PCs search the chamber, they may find (Search DC 20) a rotting book that is almost completely ruined. PCs who can read Draconic recognize the text as being written in an ancient dialect of this language. Not much can be made out of the book, but the scraps of information the PCs can garner from it indicate:

- The world at the other side of the gate was a previous victim of the Ethers.
- The world is called Myliceres and was once a lush and arable planet.

- There is no life left on this world, except for a few Ethers. [Actually, this is not true.]
- The former inhabitants of this world left important information behind that details the strengths and weaknesses of the Ethers. [This is somewhat true.]

Either the PCs proceed through the gate (Encounter Two) or the adventure ends.

Encounter Two: Run for It!

The PCs find themselves on a desert world at midday (no matter what time it was on Oerth). It is incredibly hot and dusty. There is nothing but dunes as far as the eyes can see:

You've all stepped through the gate and find yourselves on a dune composed of incredibly fine sand. The air is full of fine dust, and you find it a bit challenging to breathe. It is exceptionally warm and the sun beats down upon you relentlessly. There are no signs of life anywhere. No plants. No colors. No tracks. Nothing but dust and dunes.

The stone gate you passed through floats an inch off the ground behind you. You can see the chamber on the other side of the gate, but the image looks a little cloudy.

If the PCs attempt to pass back through the gate, they discover they can't. They will need to get K'dyka, the thri-kreen relic, to grant them passage back through the gate (see Encounter Four). Any attempt to use spells that grant passage back to Oerth will fail as well.

The PCs will have to deal with a number of physical challenges throughout their time on this nearly dead world – the temperature, the lack of food and water sources, and the occasional dust storm. A PC with ranks in Wilderness Lore may receive a bonus to their saving throws against these conditions and may be able to apply this bonus to other PCs as well. Please see Appendix II for details on the conditions the PCs will face on Myliceres. Keep track of time throughout the adventure as the temperature shifts dramatically from day to night. At night, it is extremely dark on this world as there is no moonlight (because there are no moons). The journey to the Oasis should take 6 hours total (getting the PCs to the Oasis shortly before sunset), and there is no danger of a duststorm on this leg of the journey.

Let the PCs explore the area for a while. Have the PCs make Intuit Direction checks (DC 15) just as they begin to explore. If no one is successful on their check, the PCs lose track of where the gate is once they've traveled to the

Oasis (only the thri-kreen can successfully return them to the gate in this situation) unless they use spells to prevent this (such as *know direction*); otherwise, the PCs can find the gate again themselves when they try to return.

After they've traveled a few hundred yards from the gate (in any direction), let them notice signs of smoke on the horizon (cooking fires at the oasis) in the direction they've been heading. After they've proceeded towards the oasis for a few hours (or if they need a push in that direction), the PCs find themselves in the path of a desert predator.

All APLs (EL 20)

🦋 **Megapede:** hp 384; see Appendix I.

The megapede hasn't spotted the PCs yet, but it is headed in their direction (and is between them and the gate). The PCs first see signs of movement on the horizon. Soon after they see a large shape coming towards them and growing larger every minute. If the PCs foolishly await its arrival, they eventually can see that the object is approximately 75 feet in length and looks like a gigantic orange and brown centipede. Encourage fear in the PCs as this creature looks like more than a match for them. The megapede is not moving at full speed so the PCs can out run it.

If they flee away from the oasis, explain how the creature seems to be getting much closer the further from the signs of smoke they get. If they move towards the oasis, the creature slowly gains but never catches the PCs. In fact, it turns away once the PCs get close too close to the oasis. Play up the danger here and give the PCs a good scare. Eventually they can see the oasis in front of them (proceed to Encounter Three). If the PCs fight, give them a round or two to realize they are overmatched (try not to kill them) and allow them a chance to make a clever escape to the oasis. If they still stay and fight, show no mercy.

Encounter Three: The Oasis

There will be no duststorms during this encounter.

The desert comes to a complete halt in front of you. Some sort of powerful magic must be involved because the land suddenly shifts from desert to a less inhospitable savannah. The transformation is so complete and sudden that you can literally see a line in the sand past which the desert completely ceases.

Within this savannah oasis in the desert, numerous huts and structures are scattered. You notice a

number of cisterns that appear to be carefully storing water for the community here. You spot some of the residents and are surprised by their appearances. They look like bipedal praying mantises. Of the six limbs protruding from their midsection, only two are used for walking; the other four each end in a four-fingered hand that can wield weapons or tools. Their exoskeletons are a sandy yellow that matches the color of the desert. They have two compound eyes, two antennae, and a complicated jaw with mandibles. Most of them are wearing no clothing or armor, but many wear belts and harnesses to hold their tools and equipment. The creatures speak in a language of clicks and snaps of their mandibles.

If the PCs have approached stealthily, they can go unnoticed on a successful Move Silently check (DC 12 + the APL) and Hide check (DC 10 + the APL). Otherwise, the thri-kreen (see Appendix III) notice them immediately and carefully approach (but don't draw weapons). This community of thri-kreen has forgotten the Common language (they only speak their own native tongue) as well as what humans, elves, dwarves, etc. look like (over the thousands of years they've been alone on this world). So they are naturally curious about the visitors. Play up the culture shock between the PCs and the thri-kreen as much as possible. The thri-kreen will only attack to defend themselves; they would strongly prefer peaceful contact. They will ask as many questions about the PCs as they are permitted to by the PC.

All APLs (EL 15)

🦋 **Thri-kreen (150):** hp 12 each; see Appendix III.

If no PC has the ability to speak with the thri-kreen (naturally or via magic), the thri-kreen will, via gestures, invite the PCs to meet their religious leader, who can speak Common (see Encounter Four). If the PCs can communicate with the thri-kreen, they can learn the following (by asking the appropriate questions):

- **Where are we?**

You are on the world of Myliceres in the community we call the Oasis.

- **Who are you?**

We are the thri-kreen. We are the only survivors of a horrible attack on this world.

- **Who attacked?**

We do not know what they call themselves as they refuse or are incapable of talking to us. We call them the Masks and their Minions.

- **What do they look like?**

The Minions come in many varieties but the Masks only come in three varieties (red, white, and black). [Provide physical descriptions of the Ethers and the Ethergaunts here (see Appendix I). The PCs should recognize the Ethers, but the Ethergaunts will be something they've never heard of before.]

- **What did they do?**

They appeared at of nothingness. The Minions, apparently following the orders of the Masks, began to devour all life on this world. This was thousands of years ago and only the Oasis and a few incredibly powerful predators survive now. Other races once lived on this world, but only the thri-kreen were uniquely suited for the conditions the Masks have left us with.

- **Why has the Oasis survived?**

Because of the protections of K'dyka, a holy relic. Without K'dyka, we would all die. She keeps the predators, the Masks, and the Minions all at bay (for about half a mile from her location), and she provides us with enough water and food to survive. Tk'gama, our leader, guards her and speaks for her.

- **Are the Masks and their Minions still here?**

Yes, but significantly fewer than before. One Mask (a red one) stayed with a smaller force of Minions to finish whatever tasks they came to Myliceres to complete. The rest left, perhaps back to where they came from.

- **Why doesn't the gate work?**

Gate? Do you mean the stone ring that floats in the desert a few hours from here? It works. It shows an image of a dark, abandoned chamber as it always has. It's never let anyone or anything pass through it.

The PCs can purchase food and water from the thri-kreen, but at a high price. The thri-kreen have no need for money, so the PCs will have to trade them items that can help the community survive in return for food or water. Every 10 gp worth of useful equipment will get the PCs either 1 full waterskin or 5 days of trail rations.

For purposes of certain spells (especially those of druids), the following information is provided: There are few animals present in the Oasis – mostly pets, animal companions, and beasts of burden that can tolerate desert and savanna-like conditions. There aren't many trees (although there are a few of them). The oasis is covered in lots of wild grasses and bushes. Even the floors of the huts are covered in grass (although significantly shorter than the grass outside the huts).

Eventually, the PCs will ask to (or the thri-kreen will offer) be escorted to meet the leader of the Oasis, Tk'gama, and the holy relic. Proceed to Encounter Four

Encounter Four: Meeting K'dyka

There will be a greater duststorm during this encounter. The PCs can hear it rage outside (and at the edges of) the Oasis.

You are escorted to a large hut in the center of the Oasis. It is as plain looking as the rest of the huts in the community. Inside you are greeted by a thri-kreen who surprisingly speaks Common, "Welcome to the Oasis! I am Tk'gama. You are the first non-thri-kreen we've seen in thousands of years. K'dyka says you've come from another world through the great stone ring. Why have you come?"

Allow the PCs to introduce themselves to Tk'gama. He can answer any of the questions in Encounter Three, plus he can share the following (speaking for K'dyka):

- The gate doesn't work because K'dyka has willed it not to work. She doesn't want the Masks and their Minions to use it to destroy another world.
- K'dyka will not release her hold on the gate for the PCs unless they do her a favor. She wants them to help lead an attack on the Masks' stronghold out in the desert. She feels the combined forces of her people and the PCs could defeat the last Mask and drive the rest of the Minions from this world.
- The Mask and its Minions reside in a large stone pyramid surrounded by immense menhirs topped with magical flames. The structure was created by the invaders; it wasn't on this world before they arrived.

K'dyka is an orb of obsidian that sits inside an ornate gold chest on an altar in the center of the hut. If the PCs try to steal K'dyka, Tk'gama and the other thri-kreen will fight to the death to protect her. Even if the PCs successfully flee the Oasis, K'dyka will turn off her protective abilities and the PCs will soon find themselves facing as many megapedes as it takes to slay the entire party. Under no circumstances can the PCs leave this world with K'dyka nor can they force her to release the lock on the gate to Oerth. K'dyka's abilities are not detailed in this adventure beyond the capabilities she uses in this adventure.

Tk'gama is a thri-kreen druid and protector of K'dyka. He acts as K'dyka's voice to her thri-kreen people. Tk'gama will do all in his power to convince the PCs to undertake the mission with the thri-kreen against the remaining

Mask and Minions. Eventually the PCs will have to agree; otherwise, they are trapped on this world forever.

All APLs (EL 10)

🐾 **Tk'gama:** male thri-kreen Drd9; hp 66.

Once the PCs agree to the mission, Tk'gama has some of the thri-kreen escort the PCs to a hut where they can sleep for the night. It's 50-foot diameter with a single door and no windows. It contains a number of animal skins for the PCs to keep warm under during the cold night.

Encounter Five: Rebels in the Night

A standard duststorm rages through the night, just outside the Oasis.

Not all of the thri-kreen are happy with life at the Oasis. A small cult of worshippers who live amongst the thri-kreen at the Oasis believes that the Masks and the Minions were sent to Myliceres as a punishment upon the thri-kreen for faithlessness and sinning. They believe that K'dyka was meant to be found by the cult to protect the loyal, sinless, obedient, and worthy thri-kreen from destruction. The thri-kreen at the oasis should have dies along with all the other inhabitants of this world and the cult plans to make this a reality. They will attempt to steal K'dyka tonight.

As part of this raid, the cult will send some of its forces to attack the PCs who are obviously more corrupt than even the thri-kreen. The force attacks 5 hours after the PCs have gone to sleep. If a PC is on guard outside the hut, she gets a Spot check (DC 12 + the APL) to notice the cult members approaching. A PC on guard inside or outside the hut also gets a Listen check (DC 18 + the APL; the penalties for the dust storm have already been factored in) to avoid being surprised. If all of the checks are failed, the cultists get a surprise round.

APL 4 (EL 6)

🐾 **Thri-kreen (3):** hp 12 each; see Appendix I.

🐾 **Thri-kreen Drd4:** hp 41; see Appendix I.

🐾 **Lion, animal companion:** hp 38; see *Monster Manual*.

APL 6 (EL 8)

🐾 **Thri-kreen Rgr1 (3):** hp 24 each; see Appendix I.

🐾 **Thri-kreen Drd6:** hp 60; see Appendix I.

🐾 **Dire Lion, animal companion:** hp 66; see *Monster Manual*.

APL 8 (EL 10)

🐾 **Thri-kreen Rgr3 (3):** hp 42 each; see Appendix I.

🐾 **Thri-kreen Drd8:** hp 75; see Appendix I.

🐾 **Lion, animal companion:** hp 38; see *Monster Manual*.

🐾 **Dire Lion, animal companion:** hp 66; see *Monster Manual*.

APL 10 (EL 12)

🐾 **Thri-kreen Rgr5 (3):** hp 60 each; see Appendix I.

🐾 **Thri-kreen Drd10:** hp 90; see Appendix I.

🐾 **Dire Lions, animal companions (2):** hp 66 each; see *Monster Manual*.

APL 12 (EL 14)

🐾 **Thri-kreen Rgr7 (3):** hp 85 each; see Appendix I.

🐾 **Thri-kreen Drd12:** hp 105; see Appendix I.

🐾 **Dire Lions, animal companions (3):** hp 66 each; see *Monster Manual*.

Tactics: The druid will precast as many spells as possible prior to the attack. The druid and the rangers will use spells like *entangle*, *briar web*, and *wall of thorns* to delay and entrap the PCs. The rangers and the animals will engage in melee as soon as possible while the druid casts spells from a distance for as long as possible.

Treasure: The treasure consists of the possessions of the cultists.

APL 4: L: 15 gp; C: 0 gp; M: *cloak of resistance* +1 (83 gp).

APL 6: L: 75 gp; C: 0 gp; M: *cloak of resistance* +1 (83 gp), *ring of protection* +1 (167 gp).

APL 8: L: 600 gp; C: 0 gp; M: *cloak of resistance* +1 (83 gp), *ring of protection* +1 (167 gp), *bracers of armor* +2 (333 gp).

APL 10: L: 630 gp; C: 0 gp; M: 2 *cloaks of resistance* +1 (83 gp each), *ring of protection* +1 (167 gp), *bracers of armor* +2 (333 gp), *decanter of endless water* (750 gp), +1 *studded leather* (98 gp).

APL 12: L: 630 gp; C: 0 gp; M: *cloak of resistance* +1 (83 gp), *cloak of resistance* +2 (333 gp), *ring of protection* +2 (667 gp), *bracers of armor* +4 (1,333 gp), *decanter of endless water* (750 gp), *ring of sustenance* (208 gp), +1 *studded leather* (98 gp).

Developments: If the PCs are defeated, the cultists elsewhere in the Oasis successfully steal K'dyka and the Oasis is doomed for destruction. K'dyka releases the lock on the gate and the PCs and the thri-kreen that survived are free to escape to Oerth before they are overwhelmed by predators and Ethers. The PCs may undergo the mission against the Ethers anyway; it's their choice, but they aren't under obligation to do so if K'dyka has been stolen. No matter what, this world is doomed to complete destruction by the loss of K'dyka.

Note to Origins Judges: For each round of combat the PCs are engaged in, 1d3 friendly thri-kreen from the village die in battle. Once the PCs have defeated their enemies, no more thri-kreen die. Record the number of friendly thri-kreen that died in battle on the form at the end of this event.

If the PCs are victorious, so are their thri-kreen allies. All the cultists are defeated and K'dyka is safe. The thri-kreen can explain what the cultists were after and why they were after it, if the PCs ask. The PCs will undergo the mission in the morning; proceed to Encounter Six.

Encounter Six: Attack in the Desert

At dawn, the PCs head out of the Oasis with an immense force of thri-kreen (all of the residents who are fit for battle). The thri-kreen know the desert well, and they can easily guide the PCs to the stronghold of the Mask. The thri-kreen take the PCs on a route that avoids all of the major predators in this region of the desert.

Roll d%. On a 01-09, there is a standard duststorm during this encounter. On a 10, there is a greater duststorm during this encounter. The thri-kreen force the PCs are accompanying is attacked by a group of Ethers on a mission to destroy a megapede in the area. Instead they find the thri-kreen force. Combat begins as the Ethers begin to fade in from the Ethereal Plane, already amongst the PCs and the thri-kreen. The Ethers below are the group that only the PCs face; the thri-kreen fight and defeat the other Ethers involved in the attack. These Ethers are different than the ones the PCs may have faced in the past. They have adapted to the environment of this world over thousands of years of occupation.

APL 4 (EL 5)

☛ **Mylicerian Etherscouts (2):** hp 27 each; see Appendix I.

APL 6 (EL 7)

☛ **Mylicerian Etherhulks (3):** hp 54 each; see Appendix I.

APL 8 (EL 9)

☛ **Mylicerian Etherhulks, Advanced (2):** hp 158 each; see Appendix I.

APL 10 (EL 11)

☛ **Mylicerian Etherhulks, Advanced (2):** hp 158 each; see Appendix I.

☛ **Mylicerian Ethernaught:** hp 180; see Appendix I.

APL 12 (EL 13)

☛ **Mylicerian Etherhulks, Advanced (4):** hp 158 each; see Appendix I.

☛ **Mylicerian Ethernaughts (2):** hp 180 each; see Appendix I.

The journey to the pyramid takes 8 hours normally.

Note to Origins Judges: For each round of combat the PCs are engaged in, 1d4 friendly thri-kreen from the village die in battle. Once the PCs have defeated their enemies, no more thri-kreen die. Record the number of friendly thri-kreen that died in battle on the form at the end of this event.

Encounter Seven: Pyramids and Menhirs

There is no chance of a duststorm occurring for the rest of this adventure. The PCs arrive at the stronghold of the Ethers on Myliceres.

Ahead of you is a mammoth stone pyramid flanked by gigantic menhirs topped with flashing magical flames. You've never seen construction of this size and style before. All of the structures seem to vibrate and hum loudly, making it difficult to hear anything clearly. There is one obvious entrance to the pyramid, an apparently unguarded ramp through a stone archway at the base of the pyramid.

The thri-kreen ask the PCs to accompany a small force of thri-kreen into the pyramid. Once inside, the PCs and the thri-kreen can investigate the defenses of the Ethers and prepare to attack the Ethers from behind as the main force of the thri-kreen circle around to attack the pyramid from the front.

If the PCs agree, they must use magical or mundane means to avoid being seen (there is no chance of being heard due to the noise) by the sentries on the Ethereal Plane (Hide DC 12 + the APL). If they sneak in successfully, allow them to investigate the pyramid before proceeding to Encounter Eight (see below). Otherwise, the alarm is raised by the numerous Ethers watching from the Ethereal Plane and the PCs and the thri-kreen must engage in combat immediately upon the PCs entering the pyramid (neither side has surprise in this situation); proceed to Encounter Eight, but keep in mind that the PCs can explore the contents of this section of the pyramid during combat if they desire.

Entering the Ethereal Plane here is a bad idea!! There are hundreds of Ethers waiting across the planar boundary for orders from their masters. If the PCs go to the Ethereal Plane here, they will be spotted immediately (proceed to Encounter Eight). If the PCs can see into the Ethereal Plane, tell them they see hundreds of Ethers mulling about there – in regimented groups, marching in formation.

The pyramid is 70 feet square at its base, but many of the levels above the first one are larger than at the base (the result of numerous dimensional warping magics from high level ethergaunt wizards). The actual appearance of the first level of the pyramid is up to the judge to describe within the following guidelines:

The inside of the pyramid is extremely alien in design. It simply makes little sense to the PCs. There are walls of complex and incomprehensible machinery all over the first level of the pyramid. Some likely rooms in the first level include: a room filled with moving gears and pistons and gyros (that can't be removed by the PCs without alerting the Ethers to their presence), a storage room with crystalline cabinets (including one with the treasure below), and a meditation chamber with pillows and incense burners. One thing the PCs will not find in the pyramid is any item remotely indicating religious beliefs (as the ethergaunts are totally nonreligious).

Some of the walls are covered in an alien script, the alphabet of the Ethergaunts. If the PCs use magic (such as *comprehend languages*) to read the script or make a successful Decipher Script check (DC 30), they can read the following passage on the wall (it takes one action to cast the spell or decipher the passage and another two rounds to read the passage):

"This pyramid stands as a testament to our efforts to reclaim our worlds from the insects that infest them now. We shall exterminate them all, no matter what they call themselves, and reclaim our legacy. No

living thing shall stand in the way of our destiny and our birthright."

Treasure: The only other items of interest on this level of the pyramid are some magic items the Ethers are keeping here to prevent them from being used against them. They sit in a strange crystalline case in a corner of the first level and can be found by searching for a single round (Search DC 5) and then by opening the alien locking mechanism (Open Lock DC 22 + the APL). PCs can also destroy the case to get the items, but this alerts the Ethers to their presence.

❖ **Crystalline Case:** 1 in. thick; hardness 10; 90 hp; Break DC 35.

All APLs: L: 0 gp; C: 0 gp; M: 5 *ethereal bolts* (66 gp each),
10 *moonsilver shards* (4 gp each), *dimensional prism*
(1,467 gp).

There doesn't seem to be any means of getting from the first level of the pyramid to any other levels of the pyramid. The machinery in the pyramid prevents all planar travel from functioning within the pyramid except by way of the Ethereal Plane. It also blocks any spell that attempts to allow access through surfaces such as *passwall*. This effect is as an 18th level caster. The Ethers move through the pyramid by way of their Ethereal movement abilities.

The small thri-kreen force that accompanied the PCs into the pyramid explores the first level with the PCs, but they provide no additional information or assistance to the PCs by doing so. When combat begins in Encounter Eight, this group of thri-kreen gets separated from the PCs; the PCs are on their own in the final battle.

Before the PCs can explore beyond the first level of the pyramid, the thri-kreen outside are spotted by the Ethers and the alarm is raised. Proceed to Encounter Eight, but give the PCs a surprise round because they are attacking from an unexpected direction.

If the PCs are discovered inside the pyramid or do something to alert the Ethers to their presence, the forces outside are ambushed (surprised), which can have dire consequences; proceed to Encounter Eight immediately.

Encounter Eight: The Turning Point

All of the thri-kreen and the PCs are engaged in a battle to the death outside the pyramid with the remaining Ethers on Myliceres. The forces below detail the Ethers that the PCs personally face in battle. At lower APLs, the PCs face the guards of the Mask (a red ethergaunt) and an elite group of the thri-kreen face the Mask. At higher

APLs, the PCs face the Mask and his guards. If the ethergaunt sees that his forces will definitely lose, he will flee with his forces back to the Ethereal Plane.

The pyramid emits a radiation that allows the ethergaunt to remain on this plane for as long as it wishes (as opposed to the normal duration of its material jaunt ability).

APL 4 (EL 7)

🔥 **Mylicerian Etherhulks (3):** hp 54 each; see Appendix I.

APL 6 (EL 9)

🔥 **Mylicerian Etherhulks, Advanced (2):** hp 158 each; see Appendix I.

APL 8 (EL 11)

🔥 **Mylicerian Etherhulks, Advanced (2):** hp 158 each; see Appendix I.

🔥 **Red Ethergaunt:** hp 34; see Appendix I.

APL 10 (EL 13)

🔥 **Mylicerian Etherhulks, Advanced (4):** hp 158 each; see Appendix I.

🔥 **Red Ethergaunt Wizz:** hp 41; see Appendix I.

APL 12 (EL 15)

🔥 **Mylicerian Etherhulks, Advanced (5):** hp 158 each; see Appendix I.

🔥 **Red Ethergaunt Wizz:** hp 53; see Appendix I.

Treasure: The treasure consists of the possessions of the Mask.

APL 4: L: 0 gp; C: 0 gp; M: 0 gp.

APL 6: L: 0 gp; C: 0 gp; M: 0 gp.

APL 8: L: 0 gp; C: 0 gp; M: *etherblade* (67 gp).

APL 10: L: 0 gp; C: 0 gp; M: *etherblade* (67 gp).

APL 12: L: 0 gp; C: 0 gp; M: *etherblade* (67 gp).

If the PCs lose, they and all of the thri-kreen will be slain and the adventure ends. If the PCs are victorious, so are most of the thri-kreen. The remaining Ethers flee this world and head back to their home in the Ethereal Plane. Hopefully, this world will be ignored by the Ethers for many years to come.

While the pyramid and menhirs contain lots of interesting information and items, the PCs won't get access to most of them. Upon the death of the

ethergaunt, a set of *contingency* spells and effects kick in place, disintegrating all of these structures beyond recovery. This effect takes ten rounds so the PCs can try to gain the information and items from Encounter Seven before this process is completed. It takes two rounds at a normal movement speed to enter or leave the pyramid. It takes two rounds plus one action to gain the information from Encounter Seven, and it takes two rounds to find and acquire the items in Encounter Seven. Thus the PCs could enter the pyramid, gain the information and items, and leave the pyramid again in about nine rounds, if they are efficient.

It is very obvious from the sounds of explosions and such that the structures are in danger of collapsing. If the PCs are in the pyramid at the end of those ten rounds, they must make a Fort save (DC 26) to resist the *disintegrate* effect.

Note to Origins Judges: For each round of combat the PCs are engaged in, 1d6 friendly thri-kreen from the village die in battle. If the PCs were discovered in the pyramid and the forces outside were ambushed, the number that perishes per round increases to 1d8. Once the PCs have defeated their enemies, no more thri-kreen die. Record the number of friendly thri-kreen that died in battle on the form at the end of this event.

Conclusion

If the PCs successfully defeated the Ethers in Encounter Eight (and did not lose the relic to the cultists in Encounter Five), they are free to return to Oerth. A few of the thri-kreen actually decide to accompany the PCs to Oerth as they are curious about exploring a new world. As a means of thanking the PCs for their efforts, K'dyka grants each surviving PC a boon (see The Boon of K'dyka in the Treasure Summary).

As the PCs pass back through the gate, any copies of the Golden Tome or the Keystone they possess are destroyed by the magic of the gate. Please cross them off the players' MILs.

The End

Experience Point Summary

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

Encounter Five

Defeat the cultists

- APL 4 – 180 xp;
- APL 6 – 240 xp;
- APL 8 – 300 xp;
- APL 10 – 360 xp;
- APL 12 – 420 xp.

Encounter Six

Defeat the Ethers

- APL 4 – 150 xp;
- APL 6 – 210 xp;
- APL 8 – 270 xp;
- APL 10 – 330 xp;
- APL 12 – 390 xp.

Encounter Eight

Defeat the Ethers

- APL 4 – 210 xp;
- APL 6 – 270 xp;
- APL 8 – 330 xp;
- APL 10 – 390 xp;
- APL 12 – 450 xp.

Discretionary Role-playing Award

Judge may allocate up to the following for good role-playing

- APL 4 – 135 xp;
- APL 6 – 180 xp;
- APL 8 – 225 xp;
- APL 10 – 270 xp;
- APL 12 – 315 xp.

Total Possible Experience

- APL 4 – 675 xp;
- APL 6 – 900 xp;
- APL 8 – 1,125 xp;
- APL 10 – 1,350 xp;
- APL 12 – 1,575 xp.

Treasure Summary

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

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by

dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Five

- APL 4: L: 15 gp; C: 0 gp; M: 83 gp.
- APL 6: L: 75 gp; C: 0 gp; M: 250 gp.
- APL 8: L: 600 gp; C: 0 gp; M: 583 gp.
- APL 10: L: 630 gp; C: 0 gp; M: 1,514 gp.
- APL 12: L: 630 gp; C: 0 gp; M: 3,472 gp.

Encounter Seven

All APLs: L: 0 gp; C: 0 gp; M: 1,837 gp.

Encounter Eight

- APL 4: L: 0 gp; C: 0 gp; M: 0 gp.
- APL 6: L: 0 gp; C: 0 gp; M: 0 gp.
- APL 8: L: 0 gp; C: 0 gp; M: 67 gp.
- APL 10: L: 0 gp; C: 0 gp; M: 67 gp.
- APL 12: L: 0 gp; C: 0 gp; M: 67 gp.

Total Possible Treasure (Maximum Reward Allowed)

APL 4: L: 15 gp; C: 0 gp; M: 1,920 gp - Total: 1,935 gp (1,600 gp).

APL 6: L: 75 gp; C: 0 gp; M: 2,087 gp - Total: 2,162 gp (1,800 gp).

APL 8: L: 600 gp; C: 0 gp; M: 2,487 gp - Total: 3,087 gp (2,250 gp).

APL 10: L: 630 gp; C: 0 gp; M: 3,418 gp - Total: 4,048 gp (3,100 gp).

APL 12: L: 630 gp; C: 0 gp; M: 5,376 gp - Total: 6,006 gp (4,000 gp).

Special

☛ *The Boon of K'dyka*: K'dyka, the thri-kreen holy relic, has granted you a blessing for your efforts for her people. You may save this boon to use at the time of your choosing (as a free action) at which point it is voided. The boon, when used, grants any one of the following: a +20 insight bonus to any skill or ability check, a +10 insight bonus to AC or one saving throw for a single round, or a +20 bonus to a single attack roll. The boon must be used before the roll it is meant to apply to is made.

☛ *Gythka*: This Large exotic melee double weapon is a polearm with a blade at each end. The wielder can fight with it as if fighting with two weapons, but doing so incurs all the normal attack penalties associated with fighting with two weapons, as if the wielder had a one-handed weapon and a light weapon. A thri-kreen who has the Multiweapon Fighting feat can wield two gythkas at once as double weapons because of its four arms. Each end of a gythka deals 1d8 damage. Each end is a slashing weapon that deals double damage on a critical hit and threatens a critical hit on an attack roll of 20. *Market Price*: 60 gp; *Weight*: 25 lbs.

☛ *Chatkcha*: This Medium-sized exotic ranged weapon is a crystalline throwing wedge. Its sheer weight makes it unwieldy in the hands of those not proficient with it. A chatkcha deals 1d6 points of piercing damage and has a range increment of 20 feet. It deals double damage on a critical hit and threatens a critical hit on an attack roll of 20. *Market Price*: 1 gp; *Weight*: 3 lbs.

☛ *Dimensional Prism*: This translucent and oddly shaped prism seems to fade in and out of existence when seen in daylight. The prism grants *see invisibility* when looked through. When shattered (requiring a DC 15 Strength check), the crystal releases a greenish burst of energy. Any creatures within 30 feet that are on nearby transitive planes such as the Astral Plane, Ethereal Plane, or Plane of Shadow (including those using spells such as *blink*,

maze, or *shadow walk*), must succeed on a Will save (DC 30) or be forced onto the Material Plane. Creatures that are made tangible this way cannot leave the Material Plane for 1d6 rounds. *Caster Level*: 7th; *Prerequisites*: Craft Wondrous Item, *dimensional anchor*, *see invisibility*; *Market Price*: 17,600 gp; *Weight*: – lbs.

☛ *Ethereal Bolt*: These +1 bolts, once fired, flicker between the Material Plane and the Ethereal Plane. This jumping between planes gives the bolts a hazy, insubstantial appearance. Flickering between the planes give the bolts several powers. Although they provide no ability to see onto the Ethereal Plane, the bolts themselves affect ethereal creatures normally. Furthermore, they can pass through solid objects. For each 5 feet of solid material the bolt passes through, there's a 50% chance that the bolt is on the Material Plane when it passes, stopping the bolt and ending its flight. All attacks with *ethereal bolts* have a 20% miss chance. The planar flickering only lasts for one shot; if recovered intact after being fired, an *ethereal bolt* is thereafter treated as a normal +1 bolt. *Caster Level*: 9th; *Prerequisites*: Craft Magic Arms and Armor, *blink*; *Market Price*: 797 gp; *Weight*: .1 lbs.

☛ *Moonsilver Shard*: This silvery dart turns into a small bolt of magical force when thrown and unerringly strikes its target for 1d4+1 points of damage. Once thrown, a *moonsilver shard* behaves in all manners like a dart from the *magic missile* spell, except that it has an effective range of 150 feet. Attempting to throw a *moonsilver shard* at a target beyond this range cause the dart to transform and then dissipate harmlessly. A *moonsilver shard* vanishes after one use. *Caster Level*: 5th; *Prerequisites*: Craft Magic Arms and Armor, *magic missile*; *Market Price*: 50 gp; *Weight*: .5 lbs.

☛ *Etherblade*: Resembling a short glaive topped with a hollow barrel, this exotic weapon is favored by the ethergaunts. It can fire a ray of force as a ranged touch attack for 1d6 points of damage. The etherblade ray has a range increment of 40 feet and can be fired 50 times before it is exhausted. It cannot be recharged. An etherblade can be used as a two-handed weapon in melee combat to deal 1d10 points of slashing damage. *Market Price*: 800 gp (fully charged); *Weight*: 15 lbs. **NOTE**: Each PC may only purchase one of these.

Items for the Adventure Record

Item Access

APL 4 & 6:

❖ *Gythka* (*Adventure*, see above)

- ❖ *Chatkcha* (Adventure, see above)
- ❖ *Dimensional Prism* (Adventure, see above)
- ❖ *Ethereal Bolt* (Adventure, see above)
- ❖ *Moonsilver Shard* (Adventure, see above)

APL 8 (APL 4 Items plus):

- ❖ *Etherblade* (Adventure, see above, limit one)
- ❖ *Masterwork Gythka* (Adventure, see above)
- ❖ *Masterwork Chatkcha* (Adventure, see above)
- ❖ *Bracers of Armor +2* (Adventure, DMG)

APL 10 (APL 4, 8 Items plus):

- ❖ *Decanter of Endless Water* (Adventure, DMG)

APL 12 (APL 4, 8, 10 Items plus):

- ❖ *Ring of Sustenance* (Adventure, DMG)
- ❖ *Cloak of Resistance +2* (Adventure, DMG)
- ❖ *Ring of Protection +2* (Adventure, DMG)
- ❖ *Bracers of Armor +4* (Adventure, DMG)

Appendix I: NPCs

Encounter Two:

All APLs

Megapede: CR 20; colossal vermin; HD 32d8+256; hp 384; Init -2; Spd 80 ft., Burrow 20 ft.; AC 18 (touch 0, flat-footed 18) [-8 size, -2 Dex, +18 natural]; Atk: +32 melee (2d8+16, 5 tentacle rakes) or +32 melee (4d6+16 plus poison, bite); Face/Reach 15 ft. by 100 ft./10 ft.; SA poison; SQ DR 25/+5, tremorsense, vermin traits; SR 31; AL: N; SV: Fort +26, Ref +8, Will +11; Str 43, Dex 7, Con 27, Int -, Wis 12, Cha 4.

Skills and Feats: Listen +10, Spot +7.

Poison (Ex): A megapede delivers its poison (Fort save DC 44) with each successful bite attack. The initial and secondary damage is the same (2d6 points of Con damage and 1d4 points of Dex drain).

Tremorsense (Ex): A megapede can automatically sense the location of anything within 120 feet that is in contact with the ground.

Vermin Traits: A megapede is immune to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). It also has darkvision 60 ft.

Encounter Five:

APL 4

Thri-kreen: CR 1; medium-size monstrous humanoid; HD 2d8; hp 12; Init +2; Spd 40 ft.; AC 15 (touch 12, flat-footed 13) [+2 Dex, +3 natural]; Atk: +4 melee (1d8+1, gythka) and -2 melee (1d4 plus poison, bite), or +4 ranged (1d6+1, chatkcha); SA poison; SQ darkvision 60 ft., immunity to *sleep*, leap, weapon familiarity (gythka, chatkcha); AL: CN; SV: Fort +0, Ref +5, Will +4; Str 12, Dex 15, Con 11, Int 10, Wis 12, Cha 7.

Skills and Feats: Balance +3, Climb +3, Hide +4 (+8 in sandy settings), Jump +31, Listen +3, Spot +3; Deflect Arrows, Weapon Focus (gythka).

Poison (Ex): A thri-kreen delivers its poison (Fort save DC 11) with a successful bite attack. The initial and secondary damage are the same (paralysis for 2d6 minutes). A thri-kreen produces enough poison for one bite per day.

Immunity to Sleep (Ex): Since thri-kreen do not sleep, they are immune to magic sleep effects. A thri-kreen spellcaster still requires 8 hours of rest before preparing spells.

Leap (Ex): A thri-kreen is a natural jumper. It gains a +30 competence bonus on all Jump checks, and its maximum jumping distance is not limited by height.

Weapon Familiarity: A thri-kreen treats gythka and chatkcha as martial weapons rather than exotic ones.

Possessions: gythka, 3 chatkcha.

Thri-kreen Drd4: CR 5; medium-size monstrous humanoid; HD 2d8+4d8+6; hp 41; Init +4; Spd 40 ft.; AC 17 (touch 14, flat-footed 13) [+4 Dex, +3 natural]; Atk: +5 melee (1d4, 4 claws) and +3 melee (1d4 plus poison, bite); SA poison, spells, animal companion; SQ darkvision 60 ft., immunity to *sleep*, leap, weapon familiarity (gythka, chatkcha), nature sense, woodland stride, trackless step, resist nature's lure; AL: CN; SV: Fort +6, Ref +9, Will +13; Str 10, Dex 18, Con 13, Int 10, Wis 20, Cha 6.

Skills and Feats: Balance +5, Climb +3, Concentration +5, Heal +9, Hide +6 (+10 in sandy settings), Jump +30, Knowledge (nature) +4, Listen +7, Spot +7, Wilderness Lore +9; Combat Casting, Deflect Arrows, Multiattack, Spell Focus (transmutation).

Poison (Ex): A thri-kreen delivers its poison (Fort save DC 14) with a successful bite attack. The initial and secondary damage are the same (paralysis for 2d6 minutes). A thri-kreen produces enough poison for one bite per day.

Immunity to Sleep (Ex): Since thri-kreen do not sleep, they are immune to magic sleep effects. A thri-kreen spellcaster still requires 8 hours of rest before preparing spells.

Leap (Ex): A thri-kreen is a natural jumper. It gains a +30 competence bonus on all Jump checks, and its maximum jumping distance is not limited by height.

Weapon Familiarity: A thri-kreen treats gythka and chatkcha as martial weapons rather than exotic ones.

Spells Prepared (5/5/3; base DC = 15 + spell level, 17 + spell level for transmutation spells): 0—[*create water*, *detect magic*, *guidance*, *know direction*, *resistance*]; 1st—[*endure elements*, *entangle*, *magic fang* x2, *sandblast**]; 2nd—[*briar web**, *creeping cold**, *flame blade*]. *See Appendix IV

Possessions: cloak of resistance +1.

APL 6

Thri-kreen Rgr1: CR 2; medium-size monstrous humanoid; HD 2d8+1d10+6; hp 24; Init +4; Spd 40 ft.; AC 20 (touch 14, flat-footed 16) [+4 Dex, +3 natural, +3 armor]; Atk: +5/+5/+5/+5 melee (1d8+6, 2 gythka) and +2 melee (1d4+2 plus poison, bite), or +7 ranged (1d6+4, chatkcha); SA poison, favored enemy (aberrations +1); SQ darkvision 60 ft., immunity to *sleep*, leap, weapon familiarity (gythka, chatkcha); AL: CN; SV: Fort +4, Ref +7, Will +4; Str 18, Dex 18, Con 14, Int 10, Wis 12, Cha 6.

Skills and Feats: Balance +6, Climb +6, Hide +7 (+11 in sandy settings), Intuit Direction +2, Jump +34, Listen +3, Move Silently +5, Spot +3, Wilderness Lore +2;

Deflect Arrows, Multidexterity, Multiweapon Fighting, Track.

Poison (Ex): A thri-kreen delivers its poison (Fort save DC 13) with a successful bite attack. The initial and secondary damage are the same (paralysis for 2d6 minutes). A thri-kreen produces enough poison for one bite per day.

Immunity to Sleep (Ex): Since thri-kreen do not sleep, they are immune to magic sleep effects. A thri-kreen spellcaster still requires 8 hours of rest before preparing spells.

Leap (Ex): A thri-kreen is a natural jumper. It gains a +30 competence bonus on all Jump checks, and its maximum jumping distance is not limited by height.

Weapon Familiarity: A thri-kreen treats gythka and chatkcha as martial weapons rather than exotic ones.

Possessions: 2 gythka, 3 chatkcha, masterwork studded leather.

Thri-kreen Drd6: CR 7; medium-size monstrous humanoid; HD 2d8+6d8+16; hp 60; Init +4; Spd 40 ft.; AC 18 (touch 15, flat-footed 14) [+4 Dex, +3 natural, +1 ring]; Atk: +6 melee (1d4, 4 claws) and +4 melee (1d4 plus poison, bite); SA poison, spells, animal companion, wild shape 2/day; SQ darkvision 60 ft., immunity to *sleep*, leap, weapon familiarity (gythka, chatkcha), nature sense, woodland stride, trackless step, resist nature's lure; AL: CN; SV: Fort +8, Ref +10, Will +14; Str 10, Dex 18, Con 14, Int 10, Wis 20, Cha 6.

Skills and Feats: Balance +5, Climb +3, Concentration +8, Heal +11, Hide +6 (+10 in sandy settings), Jump +30, Knowledge (nature) +6, Listen +7, Spot +7, Wilderness Lore +11; Combat Casting, Deflect Arrows, Multiattack, Spell Focus (transmutation).

Poison (Ex): A thri-kreen delivers its poison (Fort save DC 16) with a successful bite attack. The initial and secondary damage are the same (paralysis for 2d6 minutes). A thri-kreen produces enough poison for one bite per day.

Immunity to Sleep (Ex): Since thri-kreen do not sleep, they are immune to magic sleep effects. A thri-kreen spellcaster still requires 8 hours of rest before preparing spells.

Leap (Ex): A thri-kreen is a natural jumper. It gains a +30 competence bonus on all Jump checks, and its maximum jumping distance is not limited by height.

Weapon Familiarity: A thri-kreen treats gythka and chatkcha as martial weapons rather than exotic ones.

Spells Prepared (5/5/4/3; base DC = 15 + spell level, 17 + spell level for transmutation spells): 0—[*create water*, *detect magic*, *guidance*, *know direction*, *resistance*]; 1st—[*endure elements* x2, *entangle*, *magic fang*, *sandblast**]; 2nd—[*briar web**, *creeping cold** x2,

flame blade]; 3rd—[*greater magic fang*, *poison*, *spike growth*]. *See Appendix IV

Possessions: *cloak of resistance* +1, *ring of protection* +1.

APL 8

Thri-kreen Rgr3: CR 4; medium-size monstrous humanoid; HD 2d8+3d10+10; hp 42; Init +4; Spd 40 ft.; AC 20 (touch 14, flat-footed 16) [+4 Dex, +3 natural, +3 armor]; Atk: +8/+8/+8/+8 melee (1d8+6, 2 mw gythka) and +4 melee (1d4+2 plus poison, bite), or +10 ranged (1d6+4, mw chatkcha); SA poison, favored enemy (aberrations +1); SQ darkvision 60 ft., immunity to *sleep*, leap, weapon familiarity (gythka, chatkcha); AL: CN; SV: Fort +5, Ref +8, Will +5; Str 18, Dex 18, Con 15, Int 10, Wis 12, Cha 6.

Skills and Feats: Balance +6, Climb +6, Hide +9 (+13 in sandy settings), Intuit Direction +4, Jump +34, Listen +3, Move Silently +7, Spot +3, Wilderness Lore +4; Deflect Arrows, Multidexterity, Multiweapon Fighting, Track.

Poison (Ex): A thri-kreen delivers its poison (Fort save DC 14) with a successful bite attack. The initial and secondary damage are the same (paralysis for 2d6 minutes). A thri-kreen produces enough poison for one bite per day.

Immunity to Sleep (Ex): Since thri-kreen do not sleep, they are immune to magic sleep effects. A thri-kreen spellcaster still requires 8 hours of rest before preparing spells.

Leap (Ex): A thri-kreen is a natural jumper. It gains a +30 competence bonus on all Jump checks, and its maximum jumping distance is not limited by height.

Weapon Familiarity: A thri-kreen treats gythka and chatkcha as martial weapons rather than exotic ones.

Possessions: 2 masterwork gythka, 3 masterwork chatkcha, masterwork studded leather.

Thri-kreen Drd8: CR 9; medium-size monstrous humanoid; HD 2d8+8d8+20; hp 75; Init +4; Spd 40 ft.; AC 20 (touch 15, flat-footed 16) [+4 Dex, +3 natural, +1 ring, +2 bracers]; Atk: +8 melee (1d4, 4 claws) and +6 melee (1d4 plus poison, bite); SA poison, spells, animal companion, wild shape 3/day (Large); SQ darkvision 60 ft., immunity to *sleep*, leap, weapon familiarity (gythka, chatkcha), nature sense, woodland stride, trackless step, resist nature's lure; AL: CN; SV: Fort +9, Ref +10, Will +15; Str 10, Dex 18, Con 14, Int 10, Wis 20, Cha 6.

Skills and Feats: Balance +5, Climb +3, Concentration +10, Heal +13, Hide +6 (+10 in sandy settings), Jump +30, Knowledge (nature) +8, Listen +7, Spot +7, Wilderness Lore +15; Combat Casting, Deflect Arrows, Multiattack, Spell Focus (necromancy, transmutation).

Poison (Ex): A thri-kreen delivers its poison (Fort save DC 17) with a successful bite attack. The initial and secondary damage are the same (paralysis for 2d6 minutes). A thri-kreen produces enough poison for one bite per day.

Immunity to Sleep (Ex): Since thri-kreen do not sleep, they are immune to magic sleep effects. A thri-kreen spellcaster still requires 8 hours of rest before preparing spells.

Leap (Ex): A thri-kreen is a natural jumper. It gains a +30 competence bonus on all Jump checks, and its maximum jumping distance is not limited by height.

Weapon Familiarity: A thri-kreen treats gythka and chatkcha as martial weapons rather than exotic ones.

Spells Prepared (6/6/4/4/3; base DC = 15 + spell level, 17 + spell level for necromancy and transmutation spells): 0—[*create water, detect magic, guidance, know direction, read magic, resistance*]; 1st—[*endure elements* x3, *entangle, sandblast** x2]; 2nd—[*briar web**, *creeping cold** x2, *flame blade*]; 3rd—[*greater magic fang* x2, *poison, spike growth*]; 4th—[*dispel magic, flame strike, languor**]. *See Appendix IV

Possessions: *cloak of resistance +1, ring of protection +1, bracers of armor +2.*

APL 10

Thri-kreen Rgr5: CR 6; medium-size monstrous humanoid; HD 2d8+5d10+14; hp 60; Init +4; Spd 40 ft.; AC 21 (touch 14, flat-footed 17) [+4 Dex, +3 natural, +4 armor]; Atk: +10/+10/+10/+10/+5 melee (1d8+6, 2 mw gythka) and +9 melee (1d4+2 plus poison, bite), or +12/+7 ranged (1d6+4, mw chatkcha); SA poison, favored enemy (aberrations +2, vermin +1); SQ darkvision 60 ft., immunity to *sleep*, leap, weapon familiarity (gythka, chatkcha); AL: CN; SV: Fort +7, Ref +9, Will +6; Str 18, Dex 18, Con 15, Int 10, Wis 12, Cha 6.

Skills and Feats: Balance +6, Climb +6, Hide +11 (+15 in sandy settings), Intuit Direction +6, Jump +34, Listen +3, Move Silently +9, Spot +3, Wilderness Lore +6; Deflect Arrows, Multiattack, Multidexterity, Multiweapon Fighting, Track.

Poison (Ex): A thri-kreen delivers its poison (Fort save DC 15) with a successful bite attack. The initial and secondary damage are the same (paralysis for 2d6 minutes). A thri-kreen produces enough poison for one bite per day.

Immunity to Sleep (Ex): Since thri-kreen do not sleep, they are immune to magic sleep effects. A thri-kreen spellcaster still requires 8 hours of rest before preparing spells.

Leap (Ex): A thri-kreen is a natural jumper. It gains a +30 competence bonus on all Jump checks, and its maximum jumping distance is not limited by height.

Weapon Familiarity: A thri-kreen treats gythka and chatkcha as martial weapons rather than exotic ones.

Spells Prepared (1; base DC = 11 + spell level): 1st—[*entangle*].

Possessions: 2 masterwork gythka, 4 masterwork chatkcha, +1 *studded leather, cloak of resistance +1.*

Thri-kreen Drd10: CR 11; medium-size monstrous humanoid; HD 2d8+10d8+24; hp 90; Init +4; Spd 40 ft.; AC 20 (touch 15, flat-footed 16) [+4 Dex, +3 natural, +1 ring, +2 bracers]; Atk: +9 melee (1d4, 4 claws) and +7 melee (1d4 plus poison, bite); SA poison, spells, animal companion, wild shape 4/day (Large); SQ darkvision 60 ft., immunity to *sleep*, leap, weapon familiarity (gythka, chatkcha), nature sense, woodland stride, trackless step, resist nature's lure, venom immunity; AL: CN; SV: Fort +10, Ref +11, Will +16; Str 10, Dex 18, Con 14, Int 10, Wis 21, Cha 6.

Skills and Feats: Balance +5, Climb +3, Concentration +12, Heal +15, Hide +6 (+10 in sandy settings), Jump +30, Knowledge (nature) +10, Listen +7, Spot +7, Wilderness Lore +17; Combat Casting, Deflect Arrows, Greater Spell Focus (transmutation), Multiattack, Spell Focus (necromancy, transmutation).

Poison (Ex): A thri-kreen delivers its poison (Fort save DC 18) with a successful bite attack. The initial and secondary damage are the same (paralysis for 2d6 minutes). A thri-kreen produces enough poison for one bite per day.

Immunity to Sleep (Ex): Since thri-kreen do not sleep, they are immune to magic sleep effects. A thri-kreen spellcaster still requires 8 hours of rest before preparing spells.

Leap (Ex): A thri-kreen is a natural jumper. It gains a +30 competence bonus on all Jump checks, and its maximum jumping distance is not limited by height.

Weapon Familiarity: A thri-kreen treats gythka and chatkcha as martial weapons rather than exotic ones.

Greater Spell Focus (from *Tome & Blood*): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Spells Prepared (6/6/5/4/4/3; base DC = 15 + spell level, 17 + spell level for necromancy spells, 19 + spell level for transmutation spells): 0—[*detect magic, guidance* x2, *know direction, read magic, resistance*]; 1st—[*endure elements* x4, *sandblast** x2]; 2nd—[*briar web** x2, *creeping cold** x2, *flame blade*]; 3rd—[*greater magic fang* x2, *poison, spike growth*]; 4th—[*dispel magic, flame strike, languor** x2]; 5th—[*ice storm, insect plague, wall of thorns*]. *See Appendix IV

Possessions: cloak of resistance +1, ring of protection +1, bracers of armor +2, decanter of endless water.

APL 12

Thri-kreen Rgr7: CR 8; medium-size monstrous humanoid; HD 2d8+7d10+27; hp 85; Init +4; Spd 40 ft.; AC 21 (touch 14, flat-footed 17) [+4 Dex, +3 natural, +4 armor]; Atk: +12/+12/+12/+12/+7/+7/+7/+7 melee (1d8+6, 2 mw gythka) and +11 melee (1d4+2 plus poison, bite), or +14/+9 ranged (1d6+4, mw chatkcha); SA poison, favored enemy (aberrations +2, vermin +1); SQ darkvision 60 ft., immunity to *sleep*, leap, weapon familiarity (gythka, chatkcha); AL: CN; SV: Fort +9, Ref +10, Will +7; Str 18, Dex 18, Con 16, Int 10, Wis 12, Cha 6.

Skills and Feats: Balance +6, Climb +6, Hide +13 (+17 in sandy settings), Intuit Direction +8, Jump +34, Listen +3, Move Silently +11, Spot +3, Wilderness Lore +8; Deflect Arrows, Improved Multiweapon Fighting, Multiattack, Multidexterity, Multiweapon Fighting, Track.

Poison (Ex): A thri-kreen delivers its poison (Fort save DC 17) with a successful bite attack. The initial and secondary damage are the same (paralysis for 2d6 minutes). A thri-kreen produces enough poison for one bite per day.

Immunity to Sleep (Ex): Since thri-kreen do not sleep, they are immune to magic sleep effects. A thri-kreen spellcaster still requires 8 hours of rest before preparing spells.

Leap (Ex): A thri-kreen is a natural jumper. It gains a +30 competence bonus on all Jump checks, and its maximum jumping distance is not limited by height.

Weapon Familiarity: A thri-kreen treats gythka and chatkcha as martial weapons rather than exotic ones.

Spells Prepared (2; base DC = 11 + spell level): 1st—[*entangle*, *resist elements*].

Possessions: 2 masterwork gythka, 4 masterwork chatkcha, +1 studded leather, cloak of resistance +1, ring of sustenance.

Thri-kreen Drd12: CR 13; medium-size monstrous humanoid; HD 2d8+12d8+28; hp 105; Init +4; Spd 40 ft.; AC 23 (touch 16, flat-footed 19) [+4 Dex, +3 natural, +2 ring, +4 bracers]; Atk: +11 melee (1d4, 4 claws) and +9 melee (1d4 plus poison, bite); SA poison, spells, animal companion, wild shape 4/day (Large, Tiny, dire); SQ darkvision 60 ft., immunity to *sleep*, leap, weapon familiarity (gythka, chatkcha), nature sense, woodland stride, trackless step, resist nature's lure, venom immunity; AL: CN; SV: Fort +12, Ref +13, Will +18; Str 10, Dex 18, Con 14, Int 10, Wis 21, Cha 6.

Skills and Feats: Balance +5, Climb +3, Concentration +14, Heal +17, Hide +6 (+10 in sandy settings), Jump +30, Knowledge (nature) +12, Listen +7, Spot +7, Wilderness Lore +19; Combat Casting, Deflect Arrows, Greater Spell Focus (transmutation), Multiattack, Spell Focus (necromancy, transmutation).

Poison (Ex): A thri-kreen delivers its poison (Fort save DC 19) with a successful bite attack. The initial and secondary damage are the same (paralysis for 2d6 minutes). A thri-kreen produces enough poison for one bite per day.

Immunity to Sleep (Ex): Since thri-kreen do not sleep, they are immune to magic sleep effects. A thri-kreen spellcaster still requires 8 hours of rest before preparing spells.

Leap (Ex): A thri-kreen is a natural jumper. It gains a +30 competence bonus on all Jump checks, and its maximum jumping distance is not limited by height.

Weapon Familiarity: A thri-kreen treats gythka and chatkcha as martial weapons rather than exotic ones.

Greater Spell Focus (from *Tome & Blood*): Choose a school of magic to which you have already applied the Spell Focus feat. Your magic spells of that school are now even more potent than before. Add +4 to the DC of saving throws against spells from the school of magic you select to focus on. This supersedes (does not stack with) the bonus from Spell Focus.

Spells Prepared (6/7/5/5/4/4/2; base DC = 15 + spell level, 17 + spell level for necromancy spells, 19 + spell level for transmutation spells): 0—[*detect magic*, *guidance* x2, *know direction*, *read magic*, *resistance*]; 1st—[*endure elements* x5, *sandblast** x2]; 2nd—[*briar web** x2, *creeping cold** x2, *flame blade*]; 3rd—[*greater magic fang* x3, *poison*, *spike growth*]; 4th—[*dispel magic*, *flame strike*, *languor** x2]; 5th—[*ice storm* x2, *insect plague*, *wall of thorns*]; 6th—[*antilife shell*, *fire seeds*]. *See Appendix IV

Possessions: cloak of resistance +2, ring of protection +2, bracers of armor +4, decanter of endless water.

Encounter Six:

APL 4

Mylicerian Etherscout: CR 3; medium aberration; HD 4d8+4; hp 27; Init +5 (Dex); Spd 30 ft., fly 60 ft. (good); AC 17 (touch 15, flat-footed 12) [+5 Dex, +2 natural]; Atk +4 melee (1d8+1, bite) and +2 melee (1d6, 2 claws); SA breath weapon; SQ darkvision 60 ft., ether jaunt, fast healing 1; AL N; SV Fort +2, Ref +6, Will +4; Str 12, Dex 20, Con 13, Int 7, Wis 11, Cha 10.

Skills and Feats: Move Silently +12, Listen +6, Spot +15; Flyby Attack, Multi-attack.

Breath Weapon (Su): Blindness (1d4 hours), 30 ft. cone, every 2d4 rounds (but no more than 4 times a day), Fortitude save (DC 12) to resist.

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

Fast Healing 1 (Ex): With this ability, the Etherscout recovers 1 hp per round spent on the Ethereal plane. An Etherscout reduced to -10 hp still dies however. This ability has no effect on the Material plane.

Description: Etherscouts are strange looking creatures. Their five-foot long bodies are covered with a thin, chitin-like hide and sit atop six long legs (the creature stands about four feet tall). A pair of seven-foot long insectoid wings is located at both ends of the body. Underneath the wings, a cluster of small amber-colored eyes can be found. The creature's mouth, a pair of mandibles, is on the underside of the creature (in-between its legs). It is from this orifice that normally its paralytic gas issues forth, spraying out in a sickly yellow-green mist. Etherscouts speak only their own twisted alien language, which is a combination of high-pitched clicks and body movements. The etherscouts on Myliceres have adapted to the environment here over thousands of years. They now emit a blinding breath weapon instead.

APL 6

Mylicerian Etherhulk: CR 4; large aberration; HD 6d8+24; hp 54; Init +1 (Dex); Spd 30 ft.; AC 19 (touch 10, flat-footed 18) [-1 size, +1 Dex, +9 natural]; Atk +9 melee (1d6+6, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA rend 2d6+9, dehydrating gaze; SQ minor fading, fast healing 1; AL N; SV Fort +6, Ref +3, Will +5; Str 23, Dex 13, Con 19, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +10, Spot +7, Climb +8, Jump +9; Multi-attack.

Rend (Ex): If an 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.

Dehydrating Gaze (Su): 1d6 points of subdual damage and victim becomes fatigued, 30 ft. range, Fort save (DC 13) to resist.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material planes. This feat takes 1d6 rounds to complete, during which time the Etherhulk is considered incorporeal to creatures on both planes in that it requires +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 within the area of a *dimensional anchor* or other magics that prevent planar travel.

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

Description: 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 normally 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 blows. Etherhulks speak their own twisted alien language, which is a combination of high-pitched clicks and body movements. The etherhulks on Myliceres have adapted to the environment here over thousands of years. They now have a dehydrating gaze attack that causes fatigue instead of the daze gaze.

APL 8

Mylicerian Etherhulk, Advanced: CR 7; huge aberration; HD 15d8+90; hp 158; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20) [-2 size, +12 natural]; Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA rend 2d8+15, dehydrating gaze; SQ minor fading, fast healing 1; AL N; SV Fort +11, Ref +5, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +12, Spot +9, Climb +15, Jump +15; Improved Critical (claw), Multi-attack, Power Attack.

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

Dehydrating Gaze (Su): 1d6 points of subdual damage and victim becomes fatigued, 30 ft. range, Fort save (DC 17) to resist.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material planes. This feat takes 1d6 rounds to complete, during which time the Etherhulk is considered incorporeal to creatures on both planes in that it requires +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 within the area of a *dimensional anchor* or other magics that prevent planar travel.

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

Description: 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 normally daze those who look directly into them. Their bodies are completely covered in thick chitinous plating that can shrug off all but the mightiest blows. Etherhulks speak their own twisted alien language, which is a combination of high-pitched clicks and body movements. The etherhulks on Myliceres have adapted to the environment here over thousands of years. They now have a dehydrating gaze attack that causes fatigue instead of the daze gaze.

APL 10

Mylicerian Etherhulk, Advanced: CR 7; huge aberration; HD 15d8+90; hp 158; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20) [-2 size, +12 natural]; Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA rend 2d8+15, dehydrating gaze; SQ minor fading, fast healing 1; AL N; SV Fort +11, Ref +5, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +12, Spot +9, Climb +15, Jump +15; Improved Critical (claw), Multi-attack, Power Attack.

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

Dehydrating Gaze (Su): 1d6 points of subdual damage and victim becomes fatigued, 30 ft. range, Fort save (DC 17) to resist.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material planes. This feat takes 1d6 rounds to complete, during which time the Etherhulk is considered incorporeal to creatures on both planes in that it requires +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 within the area of a *dimensional anchor* or other magics that prevent planar travel.

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

Description: 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 normally daze those who look directly into them. Their bodies are completely covered in thick chitinous plating that can shrug off all but the mightiest blows. Etherhulks speak their own twisted alien language, which is a combination of high-pitched clicks and body movements. The etherhulks on Myliceres have adapted to the environment here over thousands of years. They now have a dehydrating gaze attack that causes fatigue instead of the daze gaze.

Mylicerian Ethernaught: CR 9; large dragon; HD 16d12+48; hp 180; Init +4 (Improved Initiative); Spd 40 ft., climb 30 ft.; AC 24 (touch 9, flat-footed 24) [-1 size, +15 natural]; Atk +19 melee (2d6+4, bite) and +14 melee (1d8+2, 2 claws) and +14 melee (1d6+2, 2 tentacles) and +12 melee (1d8+4, tail whip); Face/Reach 5 ft. by 10 ft./10 ft.; SA breath weapon; SQ DR 15/+2, tremorsense 120 ft., immune to *sleep*, paralysis, and sonic & cold damage, acid resistance 20, major fading, fast healing 3; SR 17; AL N; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills and Feats: Listen +21, Spot +16, Spot +18; Improved Initiative, Multi-attack, Toughness.

Breath Weapon (Su): 40 ft. cone of dehydration that looks like a watery blast, 10d6 points of damage from dehydration, Reflex save (DC 21) for half. Once used it cannot be used again for 1d4 rounds.

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

Fast Healing 3 (Ex): With this ability, the Ethernaught recovers 3 hp per round spent on the Ethereal plane. An Ethernaught reduced to -10 hp still dies however. This ability has no effect on the Material plane.

Description: Ethernaughts look like a cross between a large black beetle and a lizard. They are covered in thick black plates and stand 10 feet tall at their shoulders. In place of where you might expect wings on the creature, you instead see large tentacles that end in wicked looking barbs. The ethernaughts on Myliceres

have adapted to the environment here over thousands of years. They now have a dehydrating breath weapon instead of the ethereal spit one.

APL 12

Mylicerian Etherhulk, Advanced: CR 7; huge aberration; HD 15d8+90; hp 158; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20) [-2 size, +12 natural]; Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA rend 2d8+15, dehydrating gaze; SQ minor fading, fast healing 1; AL N; SV Fort +11, Ref +5, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +12, Spot +9, Climb +15, Jump +15; Improved Critical (claw), Multi-attack, Power Attack.

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

Dehydrating Gaze (Su): 1d6 points of subdual damage and victim becomes fatigued, 30 ft. range, Fort save (DC 17) to resist.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material planes. This feat takes 1d6 rounds to complete, during which time the Etherhulk is considered incorporeal to creatures on both planes in that it requires +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 within the area of a *dimensional anchor* or other magics that prevent planar travel.

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

Description: 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 normally daze those who look directly into them. Their bodies are completely covered in thick chitinous plating that can shrug off all but the mightiest blows. Etherhulks speak their own twisted alien language, which is a combination of high-pitched clicks and body movements. The etherhulks on Myliceres have adapted to the environment here over thousands of years. They now have a dehydrating gaze attack that causes fatigue instead of the daze gaze.

Mylicerian Ethernaught: CR 9; large dragon; HD 16d12+48; hp 180; Init +4 (Improved Initiative); Spd 40

ft., climb 30 ft.; AC 24 (touch 9, flat-footed 24) [-1 size, +15 natural]; Atk +19 melee (2d6+4, bite) and +14 melee (1d8+2, 2 claws) and +14 melee (1d6+2, 2 tentacles) and +12 melee (1d8+4, tail whip); Face/Reach 5 ft. by 10 ft./10 ft.; SA breath weapon; SQ DR 15/+2, tremorsense 120 ft., immune to *sleep*, paralysis, and sonic & cold damage, acid resistance 20, major fading, fast healing 3; SR 17; AL N; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills and Feats: Listen +21, Spot +16, Spot +18; Improved Initiative, Multi-attack, Toughness.

Breath Weapon (Su): 40 ft. cone of dehydration that looks like a watery blast, 10d6 points of damage from dehydration, Reflex save (DC 21) for half. Once used it cannot be used again for 1d4 rounds.

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

Fast Healing 3 (Ex): With this ability, the Ethernaught recovers 3 hp per round spent on the Ethereal plane. An Ethernaught reduced to -10 hp still dies however. This ability has no effect on the Material plane.

Description: Ethernaughts look like a cross between a large black beetle and a lizard. They are covered in thick black plates and stand 10 feet tall at their shoulders. In place of where you might expect wings on the creature, you instead see large tentacles that end in wicked looking barbs. The ethernaughts on Myliceres have adapted to the environment here over thousands of years. They now have a dehydrating breath weapon instead of the ethereal spit one.

Encounter Eight:

APL 4

Mylicerian Etherhulk: CR 4; large aberration; HD 6d8+24; hp 54; Init +1 (Dex); Spd 30 ft.; AC 19 (touch 10, flat-footed 18) [-1 size, +1 Dex, +9 natural]; Atk +9 melee (1d6+6, 2 claws); Face/Reach 5 ft. by 5 ft./10 ft.; SA rend 2d6+9, dehydrating gaze; SQ minor fading, fast healing 1; AL N; SV Fort +6, Ref +3, Will +5; Str 23, Dex 13, Con 19, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +10, Spot +7, Climb +8, Jump +9; Multi-attack.

Rend (Ex): If an 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.

Dehydrating Gaze (Su): 1d6 points of subdual damage and victim becomes fatigued, 30 ft. range, Fort save (DC 13) to resist.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material planes. This feat takes 1d6 rounds to complete, during which time the Etherhulk is considered incorporeal to creatures on both planes in that it requires +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 within the area of a *dimensional anchor* or other magics that prevent planar travel.

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

Description: 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 normally 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 blows. Etherhulks speak their own twisted alien language, which is a combination of high-pitched clicks and body movements. The etherhulks on Myliceres have adapted to the environment here over thousands of years. They now have a dehydrating gaze attack that causes fatigue instead of the daze gaze.

APL 6

Mylicerian Etherhulk, Advanced: CR 7; huge aberration; HD 15d8+90; hp 158; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20) [-2 size, +12 natural]; Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA rend 2d8+15, dehydrating gaze; SQ minor fading, fast healing 1; AL N; SV Fort +11, Ref +5, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +12, Spot +9, Climb +15, Jump +15; Improved Critical (claw), Multi-attack, Power Attack.

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

Dehydrating Gaze (Su): 1d6 points of subdual damage and victim becomes fatigued, 30 ft. range, Fort save (DC 17) to resist.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material planes. This feat takes 1d6 rounds to complete, during which time the Etherhulk is considered incorporeal to creatures on both planes in that it requires +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 within the area of a *dimensional anchor* or other magics that prevent planar travel.

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

Description: 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 normally daze those who look directly into them. Their bodies are completely covered in thick chitinous plating that can shrug off all but the mightiest blows. Etherhulks speak their own twisted alien language, which is a combination of high-pitched clicks and body movements. The etherhulks on Myliceres have adapted to the environment here over thousands of years. They now have a dehydrating gaze attack that causes fatigue instead of the daze gaze.

APL 8

Mylicerian Etherhulk, Advanced: CR 7; huge aberration; HD 15d8+90; hp 158; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20) [-2 size, +12 natural]; Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA rend 2d8+15, dehydrating gaze; SQ minor fading, fast healing 1; AL N; SV Fort +11, Ref +5, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +12, Spot +9, Climb +15, Jump +15; Improved Critical (claw), Multi-attack, Power Attack.

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

Dehydrating Gaze (Su): 1d6 points of subdual damage and victim becomes fatigued, 30 ft. range, Fort save (DC 17) to resist.

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

feat takes 1d6 rounds to complete, during which time the Etherhulk is considered incorporeal to creatures on both planes in that it requires +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 within the area of a *dimensional anchor* or other magics that prevent planar travel.

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

Description: 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 normally daze those who look directly into them. Their bodies are completely covered in thick chitinous plating that can shrug off all but the mightiest blows. Etherhulks speak their own twisted alien language, which is a combination of high-pitched clicks and body movements. The etherhulks on Myliceres have adapted to the environment here over thousands of years. They now have a dehydrating gaze attack that causes fatigue instead of the daze gaze.

Red Ethergaunt: CR 9; medium-size aberration (extraplanar); HD 5d8+5; hp 34; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; Atk: +6 melee (1d10+3, etherblade) and +6 ranged touch (1d6, etherblade); SA enslave, spells, stupefying gaze; SQ darkvision 60 ft., material jaunt, immunity to spells, total vision; AL: NE; SV: Fort +2, Ref +3, Will +6; Str 14, Dex 14, Con 12, Int 23, Wis 15, Cha 13.

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

Enslave (Su): Three times per day, an ethergaunt can attempt to enslave any one living creature within 30 feet. This ability functions similarly to a *dominate monster* spell (caster level 16th; Will save DC 13). An enslaved creature obeys the ethergaunt's telepathic commands to the letter. The subject can attempt a new will save every day to break free. Otherwise, the ethergaunt's control is broken only by the death of either the ethergaunt or the enslaved creature, or by a *remove curse* or *dispel magic* effect, or if the ethergaunt travels more than 1 mile (or to another plane) from the enslaved creature. At any given time, an ethergaunt may have one slave per point of Charisma bonus.

Stupefying Gaze (Su): An ethergaunt can open and close its vertically bisected mask as a free action, revealing a horrifically alien morass of facial organs and orifices. On its turn, the creature decides if it wants its mask open or closed. Anyone within 30 feet of an ethergaunt with an open mask who meets the creature's gaze must succeed at a Will save (DC 13) or immediately take 1d4 points of Intelligence, Wisdom, and Charisma damage. A creature that successfully saves against this effect cannot be affected by the same ethergaunt's gaze for one day. Ethergaunts are immune to their own gaze attacks and those of others of their kind.

Immunity to Spells (Su): Red ethergaunts may choose to ignore the effects of arcane spells of 2nd level or lower, just as if the spellcaster had failed to overcome spell resistance. They have no power over divine spells, having long ago rationalized divinity out of their racial philosophy.

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

Total Vision (Ex): An ethergaunt's superdeveloped brain and countless facial sensory organs allow it to discern all objects within 40 feet, even through the mask that hides its face. An ethergaunt usually does not need to make Spot or Listen checks to notice creatures within range of its total vision. A *silence* spell has no bearing upon an ethergaunt's total vision.

Spells: A red ethergaunt can cast arcane spells as a 9th level wizard (4/6/6/4/3/2; base DC = 16 + spell level): 0—[*daze*, *disrupt undead*, *mage hand*, *resistance*]; 1st—[*expeditious retreat*, *hypnotism*, *mage armor*, *magic missile*, *shield*, *true strike*]; 2nd—[*detect thoughts*, *glitterdust*, *Melf's acid arrow*, *mirror image*, *protection from arrows*, *see invisibility*]; 3rd—[*dispel magic*, *displacement*, *fireball*, *slow*]; 4th—[*charm monster*, *improved invisibility*, *Otiluke's resilient sphere*, *phantasmal killer*]; 5th—[*cone of cold*, *mind fog*].

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

combat to deal 1d10 points of slashing damage. A fully charged etherblade has a market price of 800 gp.

Possessions: etherblade.

Description: Adult ethergaunts stand 8 feet tall and resemble extraordinary thin humanoids. An ethergaunt's long, thin arms reach to mid-calf; each hand has three agile fingers and a thumb. An inhuman face caps a short neck that protrudes from the center of the creature's chest, giving the ethergaunt a somewhat stooped appearance. Because few creatures can gaze upon an ethergaunt's face without taking severe damage to their psyches, the creatures have developed bisected masks that help to give them a somewhat human-like appearance. Dozens of colorful prehensile tendrils emerge from behind the mask like a mane of thick, fleshy hair. The faceplate resembles a featureless porcelain visage, and the mask's color (red, in this case) marks the ethergaunt's role and caste. Ethergaunts communicate with each other using their head tendrils psychically (language called Khen Zai), but they often speak additional languages as well (this one knows Common, Draconic, Dwarven, Elven, and Thri-Kreen. Most red ethergaunts use their etherblade and spells to take potshots at a safe distance rather than engage in melee combat.

APL 10

Mylicerian Etherhulk, Advanced: CR 7; huge aberration; HD 15d8+90; hp 158; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20) [-2 size, +12 natural]; Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA rend 2d8+15, dehydrating gaze; SQ minor fading, fast healing 1; AL N; SV Fort +11, Ref +5, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +12, Spot +9, Climb +15, Jump +15; Improved Critical (claw), Multi-attack, Power Attack.

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

Dehydrating Gaze (Su): 1d6 points of subdual damage and victim becomes fatigued, 30 ft. range, Fort save (DC 17) to resist.

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

area of a *dimensional anchor* or other magics that prevent planar travel.

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

Description: 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 normally daze those who look directly into them. Their bodies are completely covered in thick chitinous plating that can shrug off all but the mightiest blows. Etherhulks speak their own twisted alien language, which is a combination of high-pitched clicks and body movements. The etherhulks on Myliceres have adapted to the environment here over thousands of years. They now have a dehydrating gaze attack that causes fatigue instead of the daze gaze.

Red Ethergaunt Wizz: CR 11; medium-size aberration (extraplanar); HD 5d8+2d4+7; hp 41; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; Atk: +7 melee (1d10+3, etherblade) and +7 ranged touch (1d6, etherblade); SA enslave, spells, stupefying gaze; SQ darkvision 60 ft., material jaunt, immunity to spells, total vision; AL: NE; SV: Fort +2, Ref +3, Will +9; Str 14, Dex 14, Con 12, Int 23, Wis 15, Cha 13.

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

Enslave (Su): Three times per day, an ethergaunt can attempt to enslave any one living creature within 30 feet. This ability functions similarly to a *dominate monster* spell (caster level 16th; Will save DC 14). An enslaved creature obeys the ethergaunt's telepathic commands to the letter. The subject can attempt a new will save every day to break free. Otherwise, the ethergaunt's control is broken only by the death of either the ethergaunt or the enslaved creature, or by a *remove curse* or *dispel magic* effect, or if the ethergaunt travels more than 1 mile (or to another plane) from the enslaved creature. At any given time, an ethergaunt may have one slave per point of Charisma bonus.

Stupefying Gaze (Su): An ethergaunt can open and close its vertically bisected mask as a free action, revealing a horrifically alien morass of facial organs and orifices. On its turn, the creature decides if it wants its mask open or closed. Anyone within 30 feet of an ethergaunt with an open mask who meets the creature's

gaze must succeed at a Will save (DC 14) or immediately take 1d4 points of Intelligence, Wisdom, and Charisma damage. A creature that successfully saves against this effect cannot be affected by the same ethergaunt's gaze for one day. Ethergaunts are immune to their own gaze attacks and those of others of their kind.

Immunity to Spells (Su): Red ethergaunts may choose to ignore the effects of arcane spells of 2nd level or lower, just as if the spellcaster had failed to overcome spell resistance. They have no power over divine spells, having long ago rationalized divinity out of their racial philosophy.

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

Total Vision (Ex): An ethergaunt's superdeveloped brain and countless facial sensory organs allow it to discern all objects within 40 feet, even through the mask that hides its face. An ethergaunt usually does not need to make Spot or Listen checks to notice creatures within range of its total vision. A *silence* spell has no bearing upon an ethergaunt's total vision.

Spells: A red ethergaunt Wizz can cast arcane spells as an 11th level wizard (4/6/6/5/4/3/2; base DC = 16 + spell level): 0—[*daze*, *disrupt undead*, *mage hand*, *resistance*]; 1st—[*expeditious retreat*, *hypnotism*, *mage armor*, *magic missile*, *shield*, *true strike*]; 2nd—[*detect thoughts*, *glitterdust*, *Melf's acid arrow*, *mirror image*, *protection from arrows*, *see invisibility*]; 3rd—[*dispel magic*, *displacement*, *fireball*, *haste*, *slow*]; 4th—[*charm monster*, *improved invisibility*, *Otiluke's resilient sphere*, *phantasmal killer*]; 5th—[*cone of cold*, *feeblemind*, *mind fog*]; 6th—[*acid fog*, *disintegrate*].

Etherblade: Resembling a short glaive topped with a hollow barrel, this exotic weapon is favored by the ethergaunts. It can fire a ray of force as a ranged touch attack for 1d6 points of damage. The etherblade ray has a range increment of 40 feet and can be fired 50 times before it is exhausted. It cannot be recharged. An etherblade can be used as a two-handed weapon in melee combat to deal 1d10 points of slashing damage. A fully charged etherblade has a market price of 800 gp.

Possessions: etherblade.

Description: Adult ethergaunts stand 8 feet tall and resemble extraordinary thin humanoids. An ethergaunt's

long, thin arms reach to mid-calf; each hand has three agile fingers and a thumb. An inhuman face caps a short neck that protrudes from the center of the creature's chest, giving the ethergaunt a somewhat stooped appearance. Because few creatures can gaze upon an ethergaunt's face without taking severe damage to their psyches, the creatures have developed bisected masks that help to give them a somewhat human-like appearance. Dozens of colorful prehensile tendrils emerge from behind the mask like a mane of thick, fleshy hair. The faceplate resembles a featureless porcelain visage, and the mask's color (red, in this case) marks the ethergaunt's role and caste. Ethergaunts communicate with each other using their head tendrils psychically (language called Khen Zai), but they often speak additional languages as well (this one knows Common, Draconic, Dwarven, Elven, and Thri-Kreen. Most red ethergaunts use their etherblade and spells to take potshots at a safe distance rather than engage in melee combat.

APL 12

Mylicerian Etherhulk, Advanced: CR 7; huge aberration; HD 15d8+90; hp 158; Init +0; Spd 30 ft.; AC 20 (touch 8, flat-footed 20) [-2 size, +12 natural]; Atk +19 melee (1d8+10/19-20, 2 claws); Face/Reach 10 ft. by 10 ft./15 ft.; SA rend 2d8+15, dehydrating gaze; SQ minor fading, fast healing 1; AL N; SV Fort +11, Ref +5, Will +9; Str 31, Dex 11, Con 23, Int 6, Wis 11, Cha 10.

Skills and Feats: Listen +12, Spot +9, Climb +15, Jump +15; Improved Critical (claw), Multi-attack, Power Attack.

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

Dehydrating Gaze (Su): 1d6 points of subdual damage and victim becomes fatigued, 30 ft. range, Fort save (DC 17) to resist.

Minor Fading (Su): With this ability, the Etherhulk can shift between the Ethereal and Material planes. This feat takes 1d6 rounds to complete, during which time the Etherhulk is considered incorporeal to creatures on both planes in that it requires +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 within the area of a *dimensional anchor* or other magics that prevent planar travel.

Fast Healing 1 (Ex): With this ability, the Etherhulk recovers 1 hp per round spent on the Ethereal

plane. An Etherhulk reduced to -10 hp still dies however. This ability has no effect on the Material plane.

Description: 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 normally daze those who look directly into them. Their bodies are completely covered in thick chitinous plating that can shrug off all but the mightiest blows. Etherhulks speak their own twisted alien language, which is a combination of high-pitched clicks and body movements. The etherhulks on Myliceres have adapted to the environment here over thousands of years. They now have a dehydrating gaze attack that causes fatigue instead of the daze gaze.

Red Ethergaunt Wiz5: CR 14; medium-size aberration (extraplanar); HD 5d8+5d4+10; hp 53; Init +2; Spd 30 ft.; AC 16 (touch 12, flat-footed 14) [+2 Dex, +4 natural]; Atk: +8 melee (1d10+3, etherblade) and +8 ranged touch (1d6, etherblade); SA enslave, spells, stupefying gaze; SQ darkvision 60 ft., material jaunt, immunity to spells, total vision; AL: NE; SV: Fort +3, Ref +4, Will +10; Str 14, Dex 14, Con 12, Int 24, Wis 15, Cha 13.

Skills and Feats: Concentration +14, Heal +10, Knowledge (arcana) +20, Knowledge (the Planes) +20, Listen +10, Move Silently +10, Scry +15, Spellcraft +20, Spot +10, Wilderness Lore +10; Combat Casting, Craft Staff, Exotic Weapon Proficiency (etherblade), Forge Ring, Scribe Scroll, Spell Penetration, Track, Weapon Focus (etherblade).

Enslave (Su): Three times per day, an ethergaunt can attempt to enslave any one living creature within 30 feet. This ability functions similarly to a *dominate monster* spell (caster level 16th; Will save DC 16). An enslaved creature obeys the ethergaunt's telepathic commands to the letter. The subject can attempt a new will save every day to break free. Otherwise, the ethergaunt's control is broken only by the death of either the ethergaunt or the enslaved creature, or by a *remove curse* or *dispel magic* effect, or if the ethergaunt travels more than 1 mile (or to another plane) from the enslaved creature. At any given time, an ethergaunt may have one slave per point of Charisma bonus.

Stupefying Gaze (Su): An ethergaunt can open and close its vertically bisected mask as a free action, revealing a horrifically alien morass of facial organs and orifices. On its turn, the creature decides if it wants its mask open or closed. Anyone within 30 feet of an ethergaunt with an open mask who meets the creature's gaze must succeed at a Will save (DC 16) or immediately take 1d4 points of Intelligence, Wisdom, and Charisma damage. A creature that successfully saves against this

effect cannot be affected by the same ethergaunt's gaze for one day. Ethergaunts are immune to their own gaze attacks and those of others of their kind.

Immunity to Spells (Su): Red ethergaunts may choose to ignore the effects of arcane spells of 2nd level or lower, just as if the spellcaster had failed to overcome spell resistance. They have no power over divine spells, having long ago rationalized divinity out of their racial philosophy.

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

Total Vision (Ex): An ethergaunt's superdeveloped brain and countless facial sensory organs allow it to discern all objects within 40 feet, even through the mask that hides its face. An ethergaunt usually does not need to make Spot or Listen checks to notice creatures within range of its total vision. A *silence* spell has no bearing upon an ethergaunt's total vision.

Spells: A red ethergaunt Wiz5 can cast arcane spells as a 14th level wizard (4/6/6/6/5/4/4/3; base DC = 17 + spell level): 0—[*daze*, *disrupt undead*, *mage hand*, *resistance*]; 1st—[*expeditious retreat*, *hypnotism*, *mage armor*, *magic missile*, *shield*, *true strike*]; 2nd—[*detect thoughts*, *glitterdust*, *Melf's acid arrow*, *mirror image*, *protection from arrows*, *see invisibility*]; 3rd—[*dispel magic*, *displacement*, *fireball*, *haste*, *lightning bolt*, *slow*]; 4th—[*charm monster*, *improved invisibility*, *Otiluke's resilient sphere*, *phantasmal killer*, *rainbow pattern*]; 5th—[*cone of cold*, *dismissal*, *feeblemind*, *mind fog*]; 6th—[*acid fog*, *disintegrate x2*, *greater dispelling*]; 7th—[*finger of death*, *plane shift*, *prismatic spray*].

Etherblade: Resembling a short glaive topped with a hollow barrel, this exotic weapon is favored by the ethergaunts. It can fire a ray of force as a ranged touch attack for 1d6 points of damage. The etherblade ray has a range increment of 40 feet and can be fired 50 times before it is exhausted. It cannot be recharged. An etherblade can be used as a two-handed weapon in melee combat to deal 1d10 points of slashing damage. A fully charged etherblade has a market price of 800 gp.

Possessions: *etherblade*.

Description: Adult ethergaunts stand 8 feet tall and resemble extraordinary thin humanoids. An ethergaunt's long, thin arms reach to mid-calf; each hand has three

agile fingers and a thumb. An inhuman face caps a short neck that protrudes from the center of the creature's chest, giving the ethergaunt a somewhat stooped appearance. Because few creatures can gaze upon an ethergaunt's face without taking severe damage to their psyches, the creatures have developed bisected masks that help to give them a somewhat human-like appearance. Dozens of colorful prehensile tendrils emerge from behind the mask like a mane of thick, fleshy hair. The faceplate resembles a featureless porcelain visage, and the mask's color (red, in this case) marks the ethergaunt's role and caste. Ethergaunts communicate with each other using their head tendrils psychically (language called Khen Zai), but they often speak additional languages as well (this one knows Common, Draconic, Dwarven, Elven, and Thri-Kreen. Most red ethergaunts use their etherblade and spells to take potshots at a safe distance rather than engage in melee combat.

Appendix II: Environmental Dangers

The PCs will have to deal with a number of challenges throughout their time on this nearly dead world – the temperature, the lack of food and water sources, and the occasional duststorm. A PC with ranks in Wilderness Lore may receive a bonus to their saving throws against these conditions and may be able to apply this bonus to other PCs as well. The PC must make a DC 15 Wilderness Lore check to gain +2 to all Fortitude saves against severe weather conditions (like the heat during the day, the cold during the night, and the wind of the duststorms) while moving at one-half their overland speed (or +4 if stationary). The PC may grant the same bonus to one other PC for every point by which the check result exceeds 15.

During the day, the temperature hovers around 100° F. PCs must make a Fortitude save (DC 15, +1 for each previous check) each hour they are out in the desert during daylight or suffer 1d4 points of subdual damage. Characters wearing heavy clothing or any sort of armor have a –4 penalty to their saves. PCs reduced to unconsciousness begin taking normal damage (1d4 points per hour). A PC who sustains any subdual damage from heat exposure now suffers from heatstroke and is fatigued (see the *DMG*). These penalties end when the PC recovers the subdual damage they took from the heat.

At night, the temperature plummets to roughly 30° F. PCs must make a Fortitude save (DC 15, +1 for each previous check) each hour they are out in the desert during the night or sustain 1d6 points of subdual damage. Characters wearing heavy, winter clothing or with other cold weather protections are protected from this cold and exposure damage. PCs reduced to unconsciousness begin taking normal damage (1d4 points per hour). A PC who sustains any subdual damage from cold or exposure now suffers from frostbite or hypothermia and is fatigued (see the *DMG*). These penalties end when the PC recovers the subdual damage they took from the cold and exposure.

Myliceres is subject to frequent duststorms, some of them rather large and powerful. Each encounter details the odds of a duststorm appearing during an encounter or between encounters. Duststorms on this world come in two varieties – standard and greater. The dust during these storms reduces visibility ranges by three quarters, imposing a –8 penalty to all Spot, Search, and Listen checks.

Standard duststorms are the more common variety (90% of all duststorms). They blow fine grains of sand that obscure vision, smother unprotected flames, and can

even choke protected flames (50% chance). They are accompanied by severe winds (31 to 50 mph) that cause a –4 penalty to ranged weapon attacks and may hamper creatures of Medium-size or smaller (Fort save DC 15 or Medium-size creatures are checked, Small creatures are knocked down, and Tiny creatures are blown away; flying and airborne creatures are treated as one size class smaller than their actual size for this save). Standard duststorms leave behind a deposit of 1d6 inches of sand.

Greater duststorms are rarer than standard duststorms (10% of all duststorms), blowing larger grains of sand and in larger quantities. Greater duststorms obscure vision, smother unprotected flames, and they can even choke protected flames (50% chance). These storms deal 1d3 points of subdual damage each round to anyone caught out in the open without shelter and also pose a choking hazard (PCs must hold their breath as per the drowning rules except that a character with a scarf or similar protection across her mouth and nose does not begin to choke until after a number of rounds equal to ten times her Con score). They are accompanied by windstorm-magnitude winds (51 to 74 mph) that make ranged weapon attacks impossible and may hamper creatures Huge or smaller (Fort save DC 18 or Huge/Large creatures are checked, Medium-size creatures are knocked down, and Small or smaller creatures are blown away; flying and airborne creatures are treated as one size class smaller than their actual size for this save). Greater duststorms leave behind a deposit of 2d3–1 feet of sand in their wake.

Other than at the oasis, there is virtually no organic material left on this world. PCs will need to provide their own food and water unless they purchase some at the oasis. PCs will need to drink about three gallons of fluid and a pound of food each day to avoid dehydration and starvation. A PC can go without water for 1 day plus a number of hours equal to his Con score. After this time, the PC must make a Con check each hour (DC 10, +1 for each previous check) or suffer 1d6 points of subdual damage. A PC can go without food for 3 days, in growing discomfort. After this time, the PC must make a Con check each day (DC 10, +1 for each previous check) or suffer 1d6 points of subdual damage. PCs who have taken subdual damage from lack of food or water are fatigued. Subdual damage from thirst or starvation cannot be recovered, or even healed (by magical means or otherwise) until the PC gets food and/or water, as needed.

Appendix III: Thri-kreen

As presented in *Savage Species*

Thri-kreen

Medium-Size Monstrous Humanoid

Hit Dice: 2d8 (9 hp)

Initiative: +2

Speed: 40 ft.

AC: 15 (touch 12, flat-footed 13) [+2 Dex, +3 natural]

Attacks: 4 claws +3 melee and bite –2 melee, or gythka +4 melee and bite –2 melee, or chatkcha +4 ranged

Damage: Claw 1d4+1, bite 1d4 plus poison, gythka 1d8+1, chatkcha 1d6+1

Special Attacks: Poison

Special Qualities: Darkvision 60 ft., immunity to *sleep*, leap, weapon familiarity (gythka, chatkcha)

Saves: Fort +0, Ref +5, Will +4

Abilities: Str 12, Dex 15, Con 11, Int 10, Wis 12, Cha 7

Skills: Balance +3, Climb +3, Hide +4*, Jump +31, Listen +3, Spot +3

Feats: Deflect Arrows (B), Weapon Focus (gythka)

Climate/Terrain: Temperate or warm desert

Organization: Solitary or pack (5-10)

Challenge Rating: 1

Treasure: None

Alignment: Usually chaotic neutral

Advancement: By character class

Thri-kreen, often called mantis warriors, are intelligent humanoids with insectlike features. They prefer deserts and savannas, where they maintain a nomadic lifestyle as hunters.

A thri-kreen looks like a bipedal praying mantis. Of the six limbs protruding from its midsection, two are used for walking, and each of the other four ends in a four-fingered hand. A sandy yellow exoskeleton covers an adult thri-kreen's body. Two compound eyes, two antennae, and a complicated jaw structure that includes a pair of wicked mandibles give its head an insectlike appearance. The typical thri-kreen wears a harness, belt, and slings for holding its equipments, but no clothing or armor.

Thri-kreen are at home in arid, open landscapes where they can easily blend in with the windblown dunes and bare rock. Permanent thri-kreen communities are almost nonexistent; instead, packs of thri-kreen range widely over their own territories, foraging and hunting

for daily sustenance. On rare occasions, two or more packs may come together to join strength against especially dangerous intruders. Thri-kreen speak a language made up of clicks and snaps of their mandibles. Most thri-kreen whose packs roam near humanoid civilizations also speak Common.

COMBAT

While hunting, thri-kreen use their natural camouflage to sneak up on potential prey. Thri-kreen can close to combat (and flee from it) more quickly than most of their foes because of their speed and their ability to leap. They can use the gythka and chatkcha (exotic weapons that are unique to mantis warriors), but they prefer to attack with their claws and their poisoned bites.

Poison (Ex): A thri-kreen delivers its poison (Fort save DC 11) with a successful bite attack. The initial and secondary damage are the same (paralysis for 2d6 minutes). A thri-kreen produces enough poison for one bite per day.

Immunity to Sleep (Ex): Since thri-kreen do not sleep, they are immune to magic sleep effects. A thri-kreen spellcaster still requires 8 hours of rest before preparing spells.

Leap (Ex): A thri-kreen is a natural jumper. It gains a +30 competence bonus on all Jump checks, and its maximum jumping distance is not limited by height.

Weapon Familiarity: A thri-kreen treats gythka and chatkcha as martial weapons rather than exotic ones.

Skills: *The exoskeleton of a thri-kreen blends in well with desert terrain, granting it a +4 racial bonus on Hide checks in sandy or arid settings.

THRI-KREEN CHARACTERS

A thri-kreen character's preferred class is ranger, but a few prefer the path of the cleric (generally as clerics of Ehlonna, Fharlanghn, or Obad-Hai) or the druid. A thri-kreen character begins play with 2d8 HD, which gives it a +2 BAB; base saves Fort +0, Ref +3, Will +3; Deflect Arrows as a bonus feat; one additional feat of choice; and skill points equal to (2 + Int mod) x 5. Its class skills as a thri-kreen are Balance, Climb, Hide, Jump, Listen, and Spot. Many thri-kreen also qualify for the monstrous feats Multiattack, Multidexterity, and Multiweapon Fighting and choose these in preference over other feats. A thri-kreen PC's ECL is equal to its class level + 3.

THRI-KREEN EQUIPMENT

Thri-kreen warriors have invented two exotic weapons that are unique to their race – the gythka and the chatkcha. These are described below.

Gythka: This Large exotic melee double weapon is a polearm with a blade at each end. The wielder can fight with it as if fighting with two weapons, but doing so incurs all the normal attack penalties associated with fighting with two weapons, as if the wielder had a one-handed weapon and a light weapon. A thri-kreen who has the Multiweapon Fighting feat can wield two gythkas at once as double weapons because of its four arms. Each end of a gythka deals 1d8 damage. Each end is a slashing weapon that deals double damage on a critical hit and threatens a critical hit on an attack roll of 20. *Cost* 60 gp; *Weight* 25 lbs.

Chatkcha: This Medium-sized exotic ranged weapon is a crystalline throwing wedge. Its sheer weight makes it unwieldy in the hands of those not proficient with it. A chatkcha deals 1d6 points of piercing damage and has a range increment of 20 feet. It deals double damage on a critical hit and threatens a critical hit on an attack roll of 20. *Cost* 1 gp; *Weight* 3 lbs.

Appendix IV: New Spells

As presented in *Masters of the Wild*

Briar Web

Transmutation

Level: Drd 2, Rgr 2

Components: V, S, DF

Casting Time: 1 action

Range: Medium (100 ft. + 10 ft./level)

Targets: Plants in a 40-ft.-radius spread

Duration: 1 minute/level

Saving Throw: See text

Spell Resistance: No

This spell causes grasses, weeds, bushes, and even trees to grow thorns and then wrap, twist, and entwine about creatures in the area, holding them fast. Creatures that stand still are entangled but experience no other effects and take no damage. A creature attempting an action (attack, cast a spell with a somatic component, move, or the like) takes thorn damage of 1d4 points +1 additional point per caster level and must make a Reflex save or be entangled (-2 penalty to attack rolls, -4 penalty to effective Dexterity, and unable to move). Anyone trying to cast a spell with the area must also make a Concentration check (DC 15 + spell level + damage taken) or lose the spell.

An entangled creature can try to break free and move at half normal speed by using a full-round action to make a Strength check or Escape Artist check (DC 20). A nonentangled creature can move through the area at half speed, taking damage as described above. Each round nonentangled creatures remain in the area, the plants attempt to entangle them.

The plants provide one-quarter cover for every 5 feet of substance between a creature in the area and an opponent – one-half for 10 feet of briar web, three-quarters for 15 feet, and total cover for 20 feet or more.

The DM may alter the effects of the spell somewhat, based on the nature of the available plants.

Creeping Cold

Transmutation [Cold]

Level: Drd 2

Components: V, S, F

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Targets: One creature

Duration: 3 rounds

Saving Throw: Fortitude half

Spell Resistance: Yes

You turn the subject's sweat to ice, creating blisters as the ice forms on and inside the skin. The spell deals 1d6 cumulative points of cold damage per round it is in

effect (that is, 1d6 on the first round, 2d6 on the second, and 3d6 on the third). Only one save is allowed against the spell; if successful, it halves the damage each round.

Focus: A small glass or pottery vessel worth at least 25 gp filled with ice, snow, or water.

Languor

Transmutation

Level: Drd 4

Components: V, S

Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Ray

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell causes creatures it hits to become weak and slow. A subject who fails a Will save is *slowed* as the spell and suffers a cumulative enhancement penalty to Strength equal to 1d6-1 per two caster levels (minimum additional penalty of 0, maximum of -10) each round. If the subject's Strength drops below 1, it is helpless. This spell does not counter *haste* nor is it countered by it, but a *hasted* creature can be brought to normal speed by *languor*, and a creature affected by *languor* can be brought to normal speed by *haste*.

Sandblast

Evocation

Level: Drd 1

Components: V, S, DF

Casting Time: 1 action

Range: 10 ft.

Area: Semicircular burst of sand 10 ft. long, centered on your hands

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

You fire a hail of hot sand from your fingers, dealing 1d6 points of subdual damage to creatures in the arc (area as per *burning hands*). Any creature that fails its Reflex save is also stunned for 1 round.

Dust of the Dead World Results Score Sheet (For Tables running at Origins)

1. Did the PCs find the secret door to the lab or did they break through the wall?

Discovered Door

Broke through the Wall

2. Did the PCs succeed at the check to read the phrase on the gate?

Yes

No

3. Did the PCs find the book in the gate chamber?

Yes

No

4. How many PCs took subdual damage from environment conditions? How many took real damage?

Subdual _____

Real _____

5. Did the PCs run from the megapede or did they try to fight it? Did they kill it if they fought it?

Run

Fight

Killed it

6. Did the PCs make sure not to lose the location of the gate in the desert?

Yes

No

7. Did the PCs successfully communicate with the thri-kreen and did they do so in a friendly manner?

Yes

No

8. How many PCs were surprised by the cultists? How many friendly thri-kreen died during the battle?

PCs surprised _____

Friendly Thri-kreen killed _____

9. How many friendly thri-kreen died during the battle with the Ethers in the desert (Enc 6)?

Friendly Thri-kreen killed _____

10. Did the PCs do something to alert the Ethers to their presence in the pyramid (Enc 7)?

Yes

No

11. How many friendly thri-kreen died during the battle at the pyramid (Enc 8)?

Friendly Thri-kreen killed _____

12. Did they find the items located inside the pyramid?

Yes

No

13. Did they translate the script on the walls?

Yes

No

14. How many PCs died during this event?

PCs killed _____

Please LEGIBLY list all players' names, their characters' names, their RPGA numbers, and their email addresses on the BACK of this form, along with your information listed as judge.

If you run this scenario at Origins, please submit this sheet, after you have completely entered all information, to the RPGA coordinator there. Thanks.