

URC7-08

Alive!

A One-Round Dungeons & Dragons® Living Greyhawk™ Regional Adventure set in the County of Urnst Version 2

by Rich Kohl

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Finally, a chance to hit Clan Mithraldeath where it hurts, Sir Pertian Dane, retired Knight of the Swan, has found information on their last mithral mine. But the Grey Dwarves have more than one trick up their sleeves. A one-round County of Urnst adventure set close to the Archbarony of Brotton for characters level 1-15 (APLs 2-12).

Warning! This module is very likely to run long at higher APLs.

Resources for this adventure [and the authors of those works] include *Complete Adventurer* [Jesse Decker], *Complete Warrior* [Andy Collins, David Noonan, Ed Stark] and *Player Handbook II* [David Noonan].

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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Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK campaign—a worldwide, ongoing D&D® campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL™ gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First, it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth one (1) point.

This adventure retires from RPGA-sanctioned play on December 31, 2008.

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PLAYERS READ NO FARTHER

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

PREPARING FOR PLAY

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA Session Tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

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 dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. 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.

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

3. Sum the results of step 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.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

TIME UNITS AND UPKEEP

This is a standard one-round regional adventure, set in the County of Urnst. Characters from the County of Urnst pay one (1) Time Unit per round, while all other characters pay two (2) Time Units per round. **Please note that, as of September 1st, 2007, it no longer costs any TU to play in this adventure, although TU costs for rewards must still come out of that particular character's allotment.**

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. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *Living Greyhawk Campaign Sourcebook*.

Please note that, as of September 1st, 2007, the following upkeep costs apply: 12 gp per round for Standard Upkeep, and 75 gp for Rich and Standard Upkeep.

Negative Levels

This is VERY important as the PCs have collars on them that

- -1 per level lost on all skill checks and ability checks.
- -1 per level lost on attack rolls and saving throws.
- -5 per level lost hit points from their maximum.
- -1 effective level (whenever the creature's level is used in a die roll or calculation, reduce it by one for each negative level).

If the victim casts spells, she loses access to one spell as if she had cast her highest-level, currently available spell. (If she has more than one spell at her highest level, she chooses which she loses.) In addition, when she next prepares spells or regains spell slots, she gets one less spell slot at her highest spell level.

Negative levels remain for 24 hours or until removed with a spell, such as *restoration*. After 24 hours, the afflicted creature must attempt a Fortitude save (DC 10 + 1/2 attacker's HD + attacker's Cha modifier). (The DC is provided in the attacker's description.) If the saving throw succeeds, the negative level goes away with no harm to the creature. The afflicted creature makes a separate saving throw for each negative level it has gained. If the save fails, the negative level becomes permanent and the creature's level is reduced by one.

A character with negative levels at least equal to her current level, or drained below 1st level, is instantly slain. Depending on the creature that killed her, she may rise the next night as a monster of that kind. If not, she rises as a wight. A creature gains 5 temporary hit points for each negative level it bestows (though not if the negative level is caused by a spell or similar effect).

Previous Adventures

Note any PC who has played the following adventures:

- Any part of the "Mystery of Crystal Springs" (URC1-02 *Mystery of Crystal Springs*, URC1-05 *Mystery of Crystal Springs pt 2*, URC1-08 *Mystery of Crystal Springs pt 3*, URC2-04 *Nimar's Secret*) (for Lord Nimar's personal appearances)
- URC2-05 *Operation Ixworth* (Lucius Grakon gets captured by County forces)
- URC3-06 *Flames of Ventnor* (Lucius escapes his prison in Ventnor; Sir Perthian Dane leads a column of refugees)
- URC4-03 *The Crossroads* (Nimar gives the PCs their mission to defend Belissica's tower.)
- URC5-03 *Eternal Love* (Talas the Arcanaloath)
- URC6-05 *The Bull and the Swan* (Sir Perthian Dane fought for Lord Duncombe and he may have commanded the PCs)

ADVENTURE BACKGROUND

This adventure deals with a demi-plane that has served as a prison for thousands of years. People have been *wished* or *gated* there for a long time.

The PCs were originally hired to track down and capture a lieutenant of Malachite. They followed their prey to his hideout, and were about to capture him when his reinforcements arrived and he used his Effreeti Bottle to whisk them away to a Prison Plane.

The Prison Plane is similar to the one used by Zagyg, the Mad Mayor of Greyhawk, to imprison Iuz and other minor deities in the past (such as Olidammara and Zuoken). This plane is used to imprison those who can not be killed or who have to be out of the way for a time, if not forever. Usually forever...

Lucius Grakon's return

Lucius Grakon used to claim he was a Boneheart, and the County folk believed that. But he never really held the title. It was something he craved and longed for.

In 592CY, Lucius set in motion a plan that would allow him to take over the County of Urnst and put a puppet ruler under his control. However, Lord Jacobis Underley learned about the plan and sent adventurers attempt a daring kidnapping. This has since been known as Operation Ixworth (URC2-05 *Operation Ixworth*).

Imprisoned in Ventnor, he was freed in 593CY by rogue elements of the Underley network. His escape was short-lived as those who freed him soon realized that Lucius serves only one man: Lucius. Everyone else is a step for him to gain power. At that point, they sent him to the prison plane to get rid of him.

But Lucius is crafty and intelligent. A powerful wizard, Lucius made himself useful to the Warden as a prison snitch. As a reward, the Warden replaced Lucius' collar with one that didn't dampen his fighting abilities. However, without his spellbooks, Lucius's abilities are much diminished. To that end, he has learned a series of new skills (he took a level of rogue). He has been hiding his name from everyone on this plane for years.

Lucius has played the good little boy but he now longs for freedom. Freedom to pursue his plans of taking over the County of Urnst for the one person he fears: Iuz the Old One.

Nimar Chrysale Gellor

Nimar is a powerful sorcerer who adventured for many years before retiring to [Dosseldorf](#) to devote his time to investigation [Crystal Springs](#).

He became the mayor by accident about 20 years ago when a horde of orcs attacked the village and he took them out nearly single-handedly.

Nimar used to be Lord Mayor of [New Dosseldorf](#). He is still well-liked there because he was strong enough to defend and lead the community, enforce justice when need be, and stay out of people's hair the rest of the time.

Lord Nimar assumed power during [Countess Belissica](#)'s disappearance in 593-594CY. Lord Nimar Chrysale Gellor, formerly Mayor of [New Dosseldorf](#), Proxy for [Countess Belissica](#) who was absent during a major portion of the [Civil War](#), is a somewhat powerful, but clumsy sorcerer who is closely associated with the mysterious [Crystal Springs](#).

He has not been heard from since the end of the War, and was notably absent from [Countess Belissica](#)'s funeral and Her Radiant Brilliancy [Elone Hofre Gellor](#)'s coronation.

Rumors place him on the field during the Richfest festival where Contessa Elone was murdered, but these rumors are just that, rumors.

What happened to Nimar

After his regency, Nimar happily returned home in New Dosseldorf. There, he continued his research on the mystical areas of the County. He turned his eye to the Fennelmore Swamp, where a number of ruins attributed to the hero-goddess Daern were believed to have been swallowed by the morass.

Using his magical abilities, he was able to discover that some ancient evil had reawakened in the swamp. He further discovered that the man in charge had hired a pair of assassins to murder the Contessa.

Before he was able to do anything to prevent the assassination, Nimar was captured by the Drow of House Rilyn'Virr and banished to the prison plane, since killing him might have triggered alarms and warnings.

Nimar believes (wrongfully) that Lord Underley is behind his current banishment and that Lord Underley is working with the drow.

The Prison Collars

The collars impart negative levels equal to the APL-2. However there are a few special effects.

- A PC cannot gain more negative levels than his current level, the necklaces are not meant to kill, only to render the PCs very weak.
- A PC cannot end up with less than 6 hit points (unless they had less before).
- These collars only work on this demi-plane and vanish if removed from the plane
- The negative levels are never permanent, nor do the PCs have to make Fortitude saves to remove them.
- A collar can be opened by a *chime of opening*, a *knock* spell or a DC30 Open Locks.

At APL 2 these are only tracking devices and confer no negative levels.

The Astral Prison

- Normal gravity
- Normal time
- Finite (there is nothing beyond the walls)

- Mildly lawful-aligned
- Impeded magic (all)
- Divinely morphic

Outside of the corridors of the prison, there is nothing, just a black void. Anyone foolish enough to enter the void disappears forever.

Chaotic creatures take a -2 circumstance penalty on all Charisma-based checks.

To cast a spell, the caster must make a Spellcraft check (DC20+spell level). If the check fails, the spell does not function but it is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

Spells with the shadow descriptor and those that work with the ethereal plane (such as blink) do not function within the plane as there are no such co-existing planes with the prison.

Spells that allow trans-planar travel do not function in or out of the plane (however a *dimension door* or *teleport* spell functions normally within the boundaries of the plane).

Talaxasarth the arcanaloth

PCs who struck a deal with “Talas” the arcanaloth from URC5-03 *Eternal Love* (by having spent extra TUs to perform services for him) have served some time as guards in the prison plane. They are familiar with the prison.

ADVENTURE SUMMARY

Introduction: The PCs are invited by Sir Perthian Dane to attack the Duergar of Clan Mithraldeath. However during the fight, they are wished into imprisonment.

1: The Cell The PCs awaken in a cold cell and have to fight their way out.

2: Cell Wing C The PCs meet some of the other prisoners.

3: The Patrols The PCs encounter patrols of guards.

4: The Armory The PCs arrive at the armory where they can take their stuff back.

5: The Warden The Warden attempts to stop the PCs from escaping.

6: The Portal Explanation on how the portal home works and the consequences for playing with it.

7: Beyond the Portal details the attack of the creature sent to take the PCs back.

Conclusion: tying up the loose ends.

PREPARATION FOR PLAY

See the “County of Urnst Regional Race Rules” in the Appendix. These rules are in effect for this adventure.

The Guards for all APLs are listed only once to save space (under “All APLs”), and prevent duplication errors

INTRODUCTION

This whole mess started when each of you received a letter from Sir Perthian Dane, retired KotS. Having heard of you before, he wanted you come to his home on the outskirts of Brotton. His house was rather plain with a large lawn upon which many wooden weapons were placed on weapons racks.

You were welcomed into the house by a few youngsters dressed in the white and purple of House Dane.

The retired knight was far from an old man, but like many veterans, his eyes had certain sadness to them. Sir Perthian stood up and welcomed you in, he also introduced you to other adventurers he had invited.

This would be a good time for the PCs to introduce themselves to each other.

A simple meal later, Sir Perthian rolled a map of the Grey Hills out before you. Pointing at a valley, Sir Perthian explained this was the location of the last mithral mine controlled by the duergar of Clan Mithraldeath. “Strike the killing blow.”

He explained his plan to lead a number of his squires to distract the guards while you would sneak in and take down the head priest of Laduguer. With the death of the priest, the duergar forces would be leaderless and vulnerable to forces lead by Baron Drurik Hillguard.

It was a simple plan. It was a good plan. The distraction worked perfectly; you managed to reach the head priest. As you were busy fighting his bodyguards, he pulled out that bottle. He summoned a large red creature, what he spoke next will forever be etched in your minds.

“I wish these adventurers were properly imprisoned,” is all he said.

Now you’ve awakened in a dark cell. Cold, hurt, and with nothing on but a sackcloth tunic, rope belt and an adamantite collar. At least you are alive...

The PCs start the event with nothing on them. Animal companions and familiars are not present on the plane, you may tell those with familiars that their familiars are not dead. See DMs Handout 1 for what they can gather within their cell.

1: THE CELL

The PCs have a woolen tunic with a rope belt. They are in a prison cell, alone, with a cot, a plate of edible food, and utensils.

You find yourself alone in a room, or more exactly a prison cell. You're dressed in a simple woolen tunic with a rope belt. Despite some bruises and a hurt pride, you are unharmed. In the cell is a cot, some food on a pewter plate, a knife, and spork. A small hole, 4" wide, must be for waste disposal, and a small basin has water trickling into it.

The door has a small 10 x 10 inch window that has two sturdy-looking iron bars through it. Escaping through the opening is impossible.

You feel a weaker than normal. The collar you wear is most likely the cause of this.

Give the players a moment to take this in. They have nothing but what was described to them above. Plus, they have no idea where they are. Luckily they are all in the same wing, and can talk to each other. They have also had a decent night's rest for purposes of spells and 'daily use' abilities. The current time is approximately 1/2 hour before sunrise.

Any PC who made a deal with Talas the Arcanaloth and spent TUs to gain access during URC5-03 *Eternal Love* should be handed Player Handout #1.

Spells active

No PC has any spell active on them. Every spell has been successfully dispelled.

Doors

The doors to their cells are locked and sturdy. Given time, they should be able to escape the cell with little problem. Each door has an iron-barred window in it.

It is possible to attack through the door, but that gives a +6 dodge bonus to anyone attacked through the door (this works both ways, so someone in the cell attacked by someone in the corridor also has this improved cover).

Throughout the plane, all the doors have the following statistics, unless specified otherwise.

❖ **Strong Wooden Doors:** 1 in. thick; hardness 5; hp 20; Break DC 23.

❖ **Simple Lock:** Search DC 5, hardness 10, hp 30, Open Lock DC 20

Breaking Out

A medium-sized PC who succeeds at a DC 15 Escape Artist can reach the lock enough to make an Open Lock check; it is impossible for small PCs to attempt.

The door can be broken down using brute strength (see DC above).

Creative PCs may decide to try and Sleight of Hand or somehow steal the keys from the guards, trick them into believing one of the PCs is dead, etc.

Reward creativity (and a good check or two) with success. The goal of this encounter is for the PCs to get OUT of their cells and into the dungeon.

The Guards

The guards are not overly concerned about the prisoners escaping, for no one has managed to escape in a very long time. They do not investigate noise unless there is a lot of it (such as breaking down a door). Any noise of breaking doors, of course, alerts the guards who arrive 3 rounds after they hear the noise with their saps drawn. However, the guards do not care if the prisoners talk amongst themselves.

The guards are here to keep the prisoners in their cells. They work in shifts of 10 hours, and check on the prisoners once, at the beginning of the shift.

They just changed shifts 2 hours ago when the PCs wake up. It is at this time that they bring the food found in the cells, exchanging an empty plate for one with some food on it.

If the PCs decide to wait in their cells, every 10 hours, almost like clockwork, new guards show up (who always have the same statistics).

All APLs (EL 2)

❖ **Cell Wing Guard:** male human Fighter 1; hp 12; Appendix 1.

❖ **Cell Wing Key Keeper:** male human Rogue 1; hp 8; Appendix 1.

Tactics: As such, they use saps for non-lethal damage. If the PCs use lethal damage, they return the favor, but still try not to kill them outright.

Development: If the PCs subdue or manage to capture one of the guards alive, the guardsman can be Intimidated (see PHB) or *charmed* into talking. If that happens, proceeds to Talking to the Guards

Talking to the Guards

Assuming the PCs manage to talk to one of the guards after defeating them, the guard can share the following.

- This place is a planar jail (they can share the basic information about the plane that appears in the Adventure Background).

- They have no idea how long the PCs have been here.
- They do not know why any of the other prisoners are here.
- The guards come from a place that is not the Flanaess and have never heard of it. (DM, you can go wild with the origin of the guard: Faerun, Krynn, Athas or any other place you like. In the end it really does not make a difference). They will return there upon the end of their shift in ten hours.

If the guard has been *charmed*, he can share the following

- They work for a mercenary company on that other place and receive decent pay (about 100 gold pieces for 10 hours of work).
- They came through a well-protected portal in the Warden's office (only if magical means are used).
- They can give rough directions to the Warden's office.
- They do not want to die.
- The Warden is known for being a tough cookie.

The fate of the guards is entirely up to the PCs. However it should be noted that they are not evil and are simply doing their job.

The Guard room

The guard room has a lockable door, just like those on the cells, but with a large iron-barred opening for the guards to look into the cell block.

The following other items can be gathered.

In the guards station are the following:

- 1 suit of medium-sized chainmail
- 2 suits of medium-sized leather armor
- 4 medium-sized short swords
- 5 medium-sized saps
- 1 small-sized sap
- 1 set of keys for cell doors (they do not open the outsiders' cells, but open all the humanoid's cells (including the PC's)).

As the PCs are passing through the guard room they hear voices calling out from another cell block. If the PCs decide to investigate, proceed to Encounter 3.

Troubleshooting: Not helping

If the PCs decide not to help the other humans, they can head out into the jail, and get quickly thrown back into their cells.

Troubleshooting: Cursed items

Some PCs may have cursed items with them. These items have NOT made the trip to the demi-plane with them. However, as soon as they return to the Prime Material Plane at the end of the adventure, these items immediately return to them. If the PC suffers from any negative effect linked to those items, the curse is still active even if the item is not there.

2: CELL WING C

"Hey! Help us! Get us out!" voices call out to you as the door to the cellblock opens. You see outstretched arms emerging from the cells on right side of the cell block.

Unlike the doors to your cells, and those on the right, the cells on the left side have a shimmering field of color that pulsates slowly as if breathing.

Behind these shimmering barriers are a few small vile-looking creatures in one cell; another cell holds some sort of man-like creature; and the last occupied cell has a naked, beautiful-looking female with bat wings and a long tail. All these creatures are bound to the walls of their cells by chains apparently made of light.

On the right side, the first two cells are occupied by human males, the third by a black elf with white hair and the final cell has a man who unlike the others is not extending a hand for your help.

All of the prisoners, except Nimar can tell the PCs about the basics of the prison (see Adventure Background). They also say that unless they try to escape, they are treated relatively well.

Once freed, none of the prisoners are of any use in a fight. All the prisoners consider the others to be "friends" and can corroborate the other's stories (what they normally tell the PCs anyway). If one is freed, they ask that the others also be freed.

The prisoners have nothing more than what the PCs have: a simple wool tunic with a rope belt.

The Outsiders

The PCs can make Knowledge (the planes) checks at the following DCs to identify the outsider bound in there.

- **DC 12** The small vile-looking creatures are dretches, demons from the Abyss (MM p.42)
- **DC 16** The female with the bat wings is a succubus, a demon from the Abyss (MM p.45)
- **DC 22** The lion creature is a leonal, an outsider from the Blessed Fields of Elysium (MM p.142)

The outsiders are well-secured and due to the magic of the doors cannot be spoken with and/or freed. The "doors" are really composed of three layers of magic walls: first, a *wall of force* then a modified *antilife shell* (forming a wall) then a modified *silence* (again forming a wall).

Finally, an *antimagic field* covers every part of the room. These effects are permanent and if *dispelled* (assume all CL is 20) return to full effect the next round.

In short, the PCs can not interact with the outsiders. The creature look at the PCs as they pass nearby, but only the succubus tries to get the PCs to help her (and most likely fails).

The Merchant

The man in the first cell is called Bradon Marelett. Bradon is very happy to see the PCs and he begs to be freed. At some point, Bradon was very fat, but now his skin hangs limply from his body, especially around his chin. He has long hair.

- He hails from Greyhawk.
- He was sent here by a mad priest of Zagyg using an efreeti bottle.
- He simply woke up here. (Like the PCs)
- Last he remembers it was 591CY and he was worried about a new wave of River of Blood murders (COR1-03 *River of Blood*).
- He worships Zilchus.
- He was an armor salesman, specializing in exotic and magical armor.
- He has never seen an escape attempt, but knows that Lenfre escaped a few times.

🔮 **Bradon Marelett:** male human (Suel) expert 7 (6 negative levels) Profession (merchant) +13 (now +7 due to collar), AL N.

The Scholar

The man in the second cell is called Lenfre Grellkin and he also begs to be freed. He has long, wild salt and pepper hair, as well as a thick beard of the same coloration.

- He was born in the Bandit Kingdoms, but he moved to Ventnor in 592CY.
- He was sent here by some vile demon-thing when all hell broke loose and the demon flooded the town of Ventnor, in 593CY (URC3-06 *Flames of Ventnor*).
- He says he is a scholar researching items of power in the eastern Flanaess.
- He simply woke up here. (Like the PCs)
- He managed to escape with the help of others (who have since disappeared) a few times, but was beaten down by guards and thrown back into his cell.
- He offers to tell the PCs where the vault with all their equipment is if they take him with them. From there he can take the PCs to where he saw what he believes to be a portal they can use to escape.

Lenfre is actually the old villain Lucius Grakon (see adventure background). Lucius' appearance has changed a lot since 593CY, to the point of being unrecognizable: he now has a long bushy beard, his hair has grown long and

wild and his face is even more wrinkled. Any PC who spends time examining him (which must be specifically asked) is allowed a DC25 Spot check to recognize Lenfre as Lucius. PCs who have played URC2-05 *Operation Ixworth* or URC3-06 *Flames of Ventnor* receive a +5 to this check.

If the PCs catch on that Lenfre isn't who he says he is and don't buy in to his story, he uses his *dimension door* to escape to the Warden's office and warn him.

🔮 **Lenfre Grellkin (Lucius Grakon):** male human rogue 1/wizard 15 (poses as expert 2); Bluff +14, Concentration +18, Knowledge (arcana) +20, Knowledge (religion) +9, Knowledge (nobility) +11, Spellcraft +21, NE, only *expeditious retreat*, *dimension door* and *teleport* spells memorized.

The Depressed man

Staying in jail for what he believes is his failure to assume power has broken Nimar.

PCs who succeed at a DC 15 Knowledge (local/NMR or nobility) (automatic for anyone who has played any one of the Mystery of Crystal Springs series) recognize Nimar. Nimar asks how the Contessa is doing and if the drow assassins have been stopped. Nimar blames Lord Underley for pretty much everything that happened to him since Countess Belissica returned and her subsequent death.

Nimar has kind of a crusty English accent. He really likes females, and will often stare at the females in the group while talking, even if responding to a question from a male. However, he really prefers to look and not to touch (they might distract him unduly from his work).

Nimar is not exactly the friendly person he was before. He promises nothing, and follows like a dead husk of a man.

He becomes even more depressed (as if it were possible) if told that a Duncombe now sits on the throne and that Contessa Elone died.

🔮 **Nimar Chrysale Gellor:** male Sor 12 (11 negative levels), Suel/Flan.

The Drow

The Drow is called Jaryl and he begs to be freed.

- He lived under the Yatils near northern Tusmit.
- He has been here for about twenty years and he yearns to leave.
- He simply woke up here. (Like the PCs)
- He was sent here by a priestess of Lloth when his plan to destroy a succubus failed.
- Since he came here, he has converted himself to the worship of Vhaeraun (CE, god of drow males opposed to Lloth) and has sworn to oppose the Spider Queen and her minions.
- If freed and given weapons, Jaryl does little of importance: he will protect the rear, go full defensive

and pretty much stay out of the way. However he will not turn on the PCs at this time (they are much too valuable to him since they were able to escape).

♣ **Jaryl:** male Drow fighter 3 (2 negative levels), CE

Where to from here?

The PCs don't really have much choice; they can follow Lenfre, or wander the jail until they get thrown back into their cells.

3: THE PATROLS

As the PCs and the prisoners make their way through the jail, they encounter a number of patrols along their way to the armory. No maps are provided for these, have these encounter occur at crossroads.

Also, try to vary the encounters by mixing the guards below.

The number of patrols the PCs encounter depend the APL. APL2: zero, APL4: two, APL6 zero, APL8 one, APL10: two, APL12: three.

All APLs (EL 2, choose two of the following for each patrol)

♣ **Fighter:** male human Fighter 1; hp 12; Appendix 1.

♣ **Monk:** male human Monk 1; hp 9; Appendix 1.

♣ **Rogue:** male human Rogue 1; hp 8; Appendix 1.

Tactics: the guards try to do non-lethal damage whenever they can, using saps and unarmed strikes.

4: THE VAULT

Here the PCs can find their equipment and are given a little time to prepare to get to the Portal home.

Lenfre leads you through yet more corridors to a small wing of the prison. A few doors line the corridor. Lenfre turns to you and in a hushed voice, whispers pointing towards a door on the right.

"The vault is through the guard room, two doors down. I can wait here while you get your stuff. After that, we can then get to the portal through the Wardens office at the end of the hall."

The door to the guard room is unlocked, and a DC15 Listen check hears the guards playing cards within. They are not particularly attentive because they do not expect the PCs. If the PCs are quiet, they can easily surprise the guards.

All APLs (EL 3)

♣ **Vault Monk (2):** male human monk 1; hp 9 each; Appendix 1.

♣ **Vault Keeper:** male human Rogue 1; hp 8; Appendix 1.

Tactics: The guards try to subdue the PCs. Their job is to keep unauthorized people from entering the vault.

Troubleshooting: If the PCs activate both encounters at the same time; for example one part of the group heads to the portal room and the others head to the vault, then the Warden has not had time to call his elite guard.

The PCs will face the Vault guards as well as the Warden and his assistant.

Development: The Vault Keeper has a clearly-identified *chime of opening* (DMG p 252) that can open the collars. If the PCs do not think of using the chimes on the collar themselves, a DC 15 Knowledge (arcana) or Spellcraft tells them about the chime of opening. If the PCs fail the check, Lenfre succeeds at the check and offers the idea (Lenfre wants the PCs to fight the Warden long enough that he can make good his escape).

The *chime* has 10 charges when found. If the PCs offer to open the prisoners' collars, they agree, except Bradon and Lenfre who both insist on being last, since "they are not able to fight like the others" (it is true for both of them). If the PCs spend all the charges of the chime before the end of the adventure, cross it off the AR.

The guards do not know how to enter the vault.

Opening the Vault

A DC 26 Search check of the guard room finds the keys for the vault hidden under a loose floorboard. The key also deactivates the trap.

The door has a special ward that makes it immune to *knock* spells and *knock*-like effects (such as the *chime of opening*).

The vault door is protected by a number of *alarm*-style wards that inform the Warden of the opening. Each radiates a faint abjuration. There are 3 such alarms on the door and then 2 on each 5-foot square inside the vault. This allows the Warden and his people to prepare.

There is no time limit in this room, however if the PCs start taking too much time, the warden and his guards will arrive to catch them in the vault.

♣ **Iron Vault Door:** 1 in. thick; hardness 10; hp 40; Break DC 28, Search DC 25, Open Lock DC 25,

All APLs (EL 2)

♣ **Javelin Trap:** CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18.

Inside the vault

Stretching for infinity in all directions, the vault contains myriads of little lockers each identified with a given name.

There is a ledger listing their names and the location of their items on the desk. The ledger contains only the names and location of the locker, nothing about their content.

- There is no entry for Lenfre (but there is one for Lucius Grakkon). If the PCs look for his entry, Lenfre pretends he had nothing when he was captured.
- If left to his own, Lenfre looks for his own name (Lucius) and quickly retrieves his spellbook.
- There is an entry for all the others (who are all eager to get their stuff before leaving).

The PCs can find their gear within the vault without problem. Everyone's possessions are neatly tagged in a small locker and can only be opened by the Warden or the person whose name is on the locker. Any attempt to open or destroy the lockers fails.

It should take the PCs a few minutes to locate their items and "gear up". The Warden uses that time to gather his elite guards and prepare himself.

Development: Lenfre urges the PCs to buff up and prepare for the fight of their lives (he wants to make good his escape while the PCs are fighting and buffed-up adventurers stand a better chance).

It is very likely that the PCs catch on that something is wrong with Lenfre at this time. As before is anything goes wrong, he *dimension doors* to the Warden's office and warns him (whether needed or not).

Give the PCs about 30 minutes to suit-up, gather their stuff and even study a few spells (for PCs who must study their spells only).

5: THE WARDEN

While the PCs ready themselves, the Warden has gathered his elite guards and is preparing to apprehend them. Once the 30 minutes has elapsed, the Warden and his guards show up.

This fight is written to take place in the armory or the guard post to the armory, but can take place anywhere, depending on the PCs' actions. Modify the map and the description as is fitting.

A booming voice comes from where three men and a heavily armored woman stand.

"Come now. You don't want this to go on your record! Two hundred years without a successful escape! Surrender now and you won't be locked in one of the special cells!"

Roll for initiative!!! The Warden doesn't expect the PCs to surrender and thus immediately moves in to fight them.

APL 2 (EL 5)

➤ **Elite Guards (2):** male human monk 1; hp 9; Appendix 1.

➤ **Warden Assistant:** female human cleric of Vathris 1; hp 10; Appendix 1

➤ **Warden:** male human monk 3; hp 24; Appendix 1.

APL 4 (EL 7)

➤ **Elite Guards (2):** male human monk 2; hp 15; Appendix 1.

➤ **Warden Assistant:** female human cleric of Vathris 2; hp 17; Appendix 1

➤ **Warden:** male human monk 5; hp 38; Appendix 1.

APL 6 (EL 9)

➤ **Elite Guards (2):** male human monk 4; hp 27; Appendix 1.

➤ **Warden Assistant:** female human cleric of Vathris 4; hp 35 (43); Appendix 1

➤ **Warden:** male human monk 7; hp 73; Appendix 1

APL 8 (EL 11)

➤ **Elite Guards (2):** male human monk 6; hp 45; Appendix 1.

➤ **Warden Assistant:** female human cleric of Vathris 6; hp 51 (63); Appendix 1

➤ **Warden:** male human monk 9; hp 102; Appendix 1

APL 10 (EL 13)

➤ **Elite Guards (2):** male human monk 8; hp 61; Appendix 1.

➤ **Warden Assistant:** female human cleric of Vathris 8; hp 67 (87); Appendix 1

➤ **Warden:** male human monk 11; hp 124; Appendix 1

APL 12 (EL 15)

➤ **Elite Guards (2):** male human monk 10; hp 104; Appendix 1.

➤ **Warden Assistant:** female human cleric of Vathris 10; hp 81 (101); Appendix 1

➤ **Warden:** male human monk 13; hp 146; Appendix 1.

Tactics: These people are proud of their reputation and do all in their power to stop the escape. The warden and the guards only do non-lethal damage, while the warden's assistant isn't above doing lethal damage then casting *cure minor wounds* on PCs who have gone down.

6: THE PORTAL

During the fight Lenfre activates the portal in the other room and disappears by walking in and avoiding the fight or by using *dimension door*. Once the PCs have defeated

the Warden and guards, they still need to figure out how to get home.

Before you stands the portal out of this strange prison. Made of swirling multi-colored mists, the portal does not allow one to see what lies beyond. One thing is for certain. It currently stands open.

Surrounding the swirling mists are emblems in the stone. Emblems you easily recognize as that of nations of the Flanaess. A Castle, a Spider, a Swan, a Skull, a Trident and three more shapes you have never seen before: a broken tower, three dragons locked in mortal combat and finally a bright star.

The skull symbol is fading fast, as if its magic was disappearing.

Use of the portal is quite simple: to return where they were brought here from, they only need to step through. The vanishing skull is for Lucius who was sent here from a location in the Bandit Kingdoms.

However, it is possible to travel elsewhere by touching one of the stones as one passes thru. A DC 20 Knowledge (arcana or the planes) check can tell the PCs how the portal works with the stones.

DC 10 Knowledge (local/Any or nobility) check identifies the Castle, Skull and Swan. While a DC 15 Knowledge (dungeoneering or local/Any or religion) identifies the spider as something related to the drow.

Unless forced, the NPC prisoners use the portal to return where they came from.

The emblems are attuned to the following location.

- **Castle:** Greyhawk City (Bradon)
- **Spider:** Yatil Mountains near Tusmit (Jaryl)
- **Skull:** Empire of Iuz (Lucius)
- **Swan:** County of Urnst (The PCs and Nimar)
- **Other Shapes:** Lost somewhere in the planes on alternate Prime Material Planes.

The Castle

You emerge in a sunny plaza where merchants are selling their wares. The architecture is definitely different from what can be found in the County... GREYHAWK! You are standing in front of the Black Dragon Inn in Clerksburg!

If Bradon is with the PCs, he tells them.

"Clerksburg! I never thought I would see you again! My friends, thank you... a thousand times thank you. I have to make sure my business is still running and get things straightened out! Thank you"

The merchant now runs out towards what must be his house, laughing and hopping like a mad man.

The PCs must spend one TU returning to the County. Nothing of interest happens during that time. Proceed to the Conclusion

The PCs do not have to go through Encounter 7, but lose the experience and treasure for that encounter, if they do not.

The Skull

By the time the PCs touch the skull stone, its magic is gone and the PCs re-appear in the County. Proceed to Encounter 7.

The Spider

You emerge in a dark cave, obviously somewhere deep underground. The scuttling of some small spiders can be heard in the distance. The darkness is oppressive.

If Jaryl is with the PCs, he tells them.

Jaryl the drow warrior you saved, tells you in his cold and calm voice.

"Our association ends here. I thank you for saving me. Vengeance will be mine, death to the matrons. May the Masked God bless you when you join in our struggles against the Spider Queen."

Jaryl then heads out in the dark tunnels.

The PCs must spend one TU returning to the County. Nothing of interest happens during that time. Proceed to the Conclusion

The PCs do not have to go through Encounter 7, but lose the experience and treasure for that encounter.

The Swan

Proceed to Encounter 7.

One of the Strange Symbols

If they decide to touch one of the three symbols they have never seen, they end up on an alternate Prime Material (of your choice) and must pay the 4 TUs and 1,000gp to return (these are from the current LGCS 7.5 later LGCS may change this). Proceed to the Conclusion for those PCs.

The PCs do not have to go through encounter 7, but lose the experience and treasure for that encounter.

Troubleshooting: Splitting the party

The portal is a likely place where some parties split up. In that case, PCs who touched the skull and the swan, or those who passed without touching any stone proceed to encounter 7.

7: BEYOND THE PORTAL

Emerging from the portal, you arrive in the underground chamber where you faced the Duergar priest and his efreeti bottle. Things are now calm and silence reigns. Mounds of rocks indicate where Duergar warriors have been given burial rights.

It seems the battle has ended without you!

At APLs 6 and higher, the PCs have triggered a ward as they left the prison and a creature has been dispatched to retrieve them.

This encounter takes place after the PCs have rested and regained their spells, but before they do anything else.

Wherever the battle takes place should be an open area at least 200ft by 200ft (whether it is a cave or a field).

The creature gates in and moves in to attack immediately. Its mission is to bring back the PCs and that's all it needs to know.

APL6 (EL8)

➤ **Advanced Formian Warrior:** hp 71; Appendix 1

APL8 (EL10)

➤ **Zelekhut Retriever:** advanced Zelekhut, hp 112; Appendix 1

APL10 (EL12)

➤ **Zelekhut Retriever:** advanced Zelekhut, hp 189; Appendix 1

APL12 (EL14)

➤ **Zelekhut Retriever:** advanced Zelekhut fighter 1, hp 203; Appendix 1

Development:

Proceed to the Conclusion

CONCLUSION

Run any PC who is taken by the retriever in Encounter 7 through "Prisoner". All other PCs should play through "Free!"

FREE!

Finally, Sir Perthian's Dane's school comes into view. A number of young teens are out practicing fighting with wooden swords and axes in the courtyard with Sir Perthian giving pointers.

One of the student points you out. The knight turns and comes to you with his hand extended. "Friend! We had thought you lost! The Invincible has blessed us with victory and the good fortune of keeping you alive."

Sir Perthian asks what happened to you and he listens with interest. "That was an adventure."

If the PCs have freed Lucius, add the following.

Sir Perthian's wife, a devoted of Heironeous, is also particularly interested in the other prisoners that were with you.

As you describe Lenfre, she turns pale. "Grakkon! I have to..." Then she regains her composure. "Though there was no way for you to tell, Lenfre is really just a made-up name... His name is Lucius Grakkon, a man who fancied himself a Boneheart of the Old One... He was captured in Ixworth in 592 and escaped Ventnor prison in 593. He was thought dead but now he's obviously back. Dark days are coming. More dark days..."

If the PCs freed Nimar, proceed to "Nimar" otherwise proceed to "AR Rewards".

Prisoner

You awaken once again in a dark cell. You are cold and hurt, wearing nothing but a sackcloth tunic, a rope belt and an adamantine collar. But at least you are alive...

Time passes until your jailer comes to you, gets you out of your cell, and returns all your possessions to you.

Escorting you to next to the portal, you can see a mostly Oeridian man in his mid-fifties standing there, his black hair is streaked with grey and white at the temples.

At the man's side is a woman you recognize as Sir Perthian Dane's wife. Both turn and pass into the portal.

On the other side, you find yourself where you last stood.

"I am Jacobis Underley and this is Armina Dane, an associate of mine. I am sorry that I could not come sooner. You are free to go." Lord Underley's sentence seems unfinished. "...Until I have need of you again."

The PC has earned the "Thank you for rescuing me" AR reward.

PCs belonging to House Underley or the Underley network do not lose any time here.

Other PCs spend four TUs in the jail, however, they can expend up to four influence points with house Underley to reduce the cost by one time unit (to a minimum of zero), with each influence point reducing the time spent by 1 TU.

If the PCs have freed Lucius, add the following.

Lady Armina turns to you on the way back. She looks somewhat worried.

"Though there was no way for you to tell, Lenfre was really just a made-up name... His name is Lucius Grakkon, a man who fancied himself a Boneheart of the Old One... He was captured in Ixworth in 592 and escaped Ventnor prison in 593."

He was thought dead but now he's obviously back. Dark days are coming. More dark days..."

If the PCs freed Nimar, proceed to "Nimar" otherwise proceed to "AR Rewards".

Nimar

It has been two weeks since you returned from the planar jail when Nimar appears, teleporting in holding a rather fat orange cat. He looks much better and a lot less depressed.

"Friends, I must thank you for rescuing me! I have a few items of great sentimental value I would be willing to part with. Thanks to Grinx here," Nimar says in reference to the cat, "I am now fully informed of what has happened during my unending captivity. Interesting times I say."

"In all, I am very happy to be out of politics! With that I bid you good day."

Nimar disappears and you are again alone.

PCs have earned the "Thanks of Nimar" and "Nimar's items"

AR Rewards

- PCs who survive the mission receive the "Thanks of Sir Perthian Dane" AR Reward
- PCs who rescue Nimar get the "Thanks of Nimar" and "Nimar's items" AR Rewards.
- PCs who freed Bradon receive the "Friend in Greyhawk" AR Reward.
- PCs who freed Jaryl receive the "Blessed by the Masked God" AR Reward.
- PCs who had to be rescued by Lord Underley receive the "Thank you for rescuing me" AR Reward.

Note: ALL the NPCs in this adventure provide their favor even to members of evil races. This is an exception to the "Kobold rule" found in the Preparation of play notes.

CAMPAIGN CONSEQUENCES

Send the answers to the following questions to the triad at coutriad@yahoogroups.com

1. Did the PCs free Lucius Grakkon? Did they know it was him before being told?
2. Did the PCs free Nimar?
3. Did the PCs free Jaryl?
4. Did the PCs free Bradon?

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.

1: The Cell

Defeat or trick the cell block guards

APL 2	60 XP
APL 4	60 XP
APL 6	60 XP
APL 8	60 XP
APL 10	60 XP
APL 12	60 XP

3: The Patrols

Defeating the patrols (total possible)

APL 2	0 XP
APL 4	2 x 60XP
APL 6	0XP
APL 8	60XP
APL 10	2 x 60XP
APL 12	3 x 60XP

4: The Armory

Defeating the Vault guardians

All APLs	90 XP
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Bypassing disabling or surviving the vault trap

All APLs	60 XP
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5: The Warden

Defeating the Warden and his elite guard.

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	480XP

7: BEYOND THE PORTAL

Defeating the creature

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

Roleplaying

APL 2	90 XP
APL 4	135 XP
APL 6	180 XP
APL 8	225 XP
APL 10	270 XP
APL 12	315 XP

Total Possible Experience

APL 2	450 XP
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.

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

1: The Cell

All APLs: Loot 12 gp; Total 12gp.

3: The Patrols

APL 4: Loot 24 gp; Total 24gp.

APL 8: Loot 12 gp; Total 12gp.
APL 10: Loot 24 gp; Total 24gp.
APL 12: Loot 36 gp; Total 36gp.

4: The Armory

APL All: Loot 3 gp; Magic 250 gp; *chime of opening* (250 gp); Total 253 gp.

5: The Warden

APL 2 Loot: 68 gp; Magic: 333 gp; *bracers of armor* +2 (333gp); Total: 401 gp;

APL 4 Loot: 52 gp; Magic: 942 gp; +1 *sai* (192gp); *bracers of armor* +1 x2 (83gp per character); *bracers of armor* +2 (333gp); *ring of protection* +1 (167gp); *vest of resistance* +1 (83gp); Total: 994 gp;

APL 6 Loot: 168 gp; Magic: 2,025 gp; +1 *sai* (192gp); *bracers of armor* +1 x2 (83gp per character); *bracers of armor* +2 (333gp); *cloak of resistance* +1 x2 (83gp per character); *periapt of wisdom* +2 (333gp); *ring of protection* +1 x3 (167gp per character); *vest of resistance* +2 (333gp); Total: 2,193 gp;

APL 8 Loot: 143 gp; Magic: 4,301 gp; +1 *longspear* (192gp); +1 *sai* (192gp); *bracers of armor* +2 x2 (333gp per character); *bracers of armor* +3 (750gp); *cloak of resistance* +1 x3 (83gp per character); *periapt of wisdom* +2 x3 (333gp per character); *ring of protection* +1 x3 (167gp per character); *vest of resistance* +3 (750gp); Total: 4,444 gp;

APL 10 Loot: 5 gp; Magic: 7,271 gp; +1 *full plate* (221gp); +1 *merciful longspear* (692gp); +1 *sai* (192gp); *bracers of armor* +3 x3 (750gp per character); *cloak of resistance* +2 x3 (333gp per character); *gauntlets of ogre power* x2 (333gp per character); *periapt of wisdom* +2 x3 (333gp per character); *ring of protection* +1 x3 (167gp per character); *vest of resistance* +3 (750gp); Total: 7,276 gp;

APL 12 Loot: 5 gp; Magic: 11,855 gp; +1 *sai* (192gp); +2 *full plate* (471gp); +2 *merciful longspear* (1525gp); *bracers of armor* +3 x3 (750gp per character); *cloak of resistance* +3 x3 (750gp per character); *gloves of dexterity* +2 x2 (333gp per character); *monk's belt* (1,083gp); *periapt of wisdom* +2 x2 (333gp per character); *periapt of wisdom* +4 (1,333gp); *ring of protection* +1 x4 (167gp per character); *vest of resistance* +3 (750gp); Total: 11,860 gp;

Treasure Cap

APL 2: 450gp;
APL 4: 675gp;
APL 6: 900gp;
APL 8: 1,300gp;
APL 10: 2,300gp;
APL 12: 3,300gp;

Total Possible Treasure

APL 2: 666 gp
APL 4: 1283 gp
APL 6: 2458 gp
APL 8: 4709 gp
APL 10: 7553 gp
APL 12: 12161 gp

ADVENTURE RECORD ITEMS

☛ **Thanks of Sir Perthian Dane:** This is an influence point with either: Sir Perthian, House Dane or the church of Heironeous. Cross off once used.

☛ **Thanks of Nimar:** This is an influence point with either: Lord Nimar, House Gellor or the people of Dosseldorf. Cross off once used.

☛ **Nimar's items:** Lord Nimar gives you a one-time access to the following items. You may buy only **one** item. Cross off once used.

(All MIC) *arcane freedom*, *casting gloves*, *circlet of mages*, *cloak of elemental protection*, *desperation chain*, *ring of adamantite touch*, *ring of arcane might*, *robe of mysterious conjuration*, *spare hand*, *unicorn pendant*.

☛ **Friend in Greyhawk:** Bradon gives you adventure access the items with a '@'.

Thank you for rescuing me: Lord Underley had to save you. Now YOU owe HIM. You can be sure that he will collect this debt in the future. Cross off when this favor is called.

☛ **Blessed by the Masked God:** Once, when fighting Lolth-worshippers (or their minions), you may invoke the Masked God Vhaerun, as a swift action. This grants you the benefit of a *displacement* spell until the end of your next turn. Cross off once used.

ITEM ACCESS

APL 2

- *Chime of opening* (Adventure; DMG)
- @Agility armor enhancement (Adventure; MIC)
- @Anchoring armor enhancement (Adventure; MIC)
- @Called armor enhancement (Adventure; MIC)
- @Stamina armor enhancement (Adventure; MIC)

APL 8 (All of APL 2-6 plus)

- @Freedom armor enhancement (Adventure; MIC)
- @Greater Agility armor enhancement (Adventure; MIC)
- @Greater Stamina armor enhancement (Adventure; MIC)
- @Healing armor enhancement (Adventure; MIC)
- @Spearblock armor enhancement (Adventure; MIC)

APL 12 (All of APL 2-10 plus)

- *Monk's belt* (Adventure; DMG)
- @Greater Healing armor enhancement (Adventure; MIC)

APPENDIX 1: ALL APLS

1: THE CELL

CELL WING GUARD CR 1

Male Human Fighter 1

LN Medium Humanoid (Human)

Init +1; **Senses** Listen +1, Spot +1

Languages Common

AC 15 touch 10 flat-footed 14

(+1 Dex, +4armor)

hp 12 (1 HD);

Fort +4 **Ref** +1 **Will** +1

Speed 30ft. in Chain shirt (6 squares), base movement 30 ft.,

Melee Truncheon +3 (1d8+2 non-lethal) or

Melee Unarmed Strike +3 (1d3+2) or

Melee Longsword +3 (1d8+2) or

Base Atk +1; **Grp** +7

Atk Options: May attack Unarmed as either lethal or non lethal. Power Attack

Combat Gear: Chain Shirt, Longsword, Sap

Abilities Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 8

Feats Improved Unarmed Strike Power Attack, Quick Draw

Skills Climb +3, Intimidate +3, Jump +3

Possessions combat gear

CELL WING KEY KEEPER CR 1

Male Human Rogue 1

N Medium Humanoid (Human)

Init +6; **Senses** Listen +4, Spot +4

Languages Common

AC 14, touch 12, flat-footed 12

(+2 Dex, +2 armor)

hp 8 (1d6 HD);

Fort +1, **Ref** +4, **Will** +0

Speed 30 ft. in Leather (6 squares), base movement 30 ft.;

Melee Sap +1 (1d6+1) or

Melee Rapier +1 (1d6+1) or

Melee Dagger +2 (1d4+1) or

Ranged Dagger +2 (1d4+1)

Base Atk +0; **Grp** +1

Special Actions Sneak Attack (+1d6)

Combat Gear Leather Armor, Rapier, Sap, Dagger

Abilities Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8

Feats Dodge, Improved Initiative

Skills Bluff +3, Disguise +3, Escape Artist +6, Hide +6, Intimidate +3, Listen +4, Move Silently +6, Sense Motive +4, Spot +4, Tumble +6,

Possessions combat gear plus Keys to Cell Wing #C non-magic Cells, Thieves Tools

3: THE PATROLS

FIGHTER CR 1

See "Cell Wing Guard", in Encounter 1.

MONK CR 1

Male Human Monk 1

LN Medium Humanoid (Human)

Init +6; **Senses** Listen +6, Spot +6

Languages Common, Gnome

AC 13 touch 13 flat-footed 12

(+1 Dex, +2 class)

hp 9 (1 HD);

Fort +3 **Ref** +4 **Will** +4

Speed 30ft. (6 squares)

Melee Unarmed Strike +1 (1d6+1) or

Melee Flurry of Blows -1/-1 (1d6+1)

Base Atk +0; **Grp** +5

Atk Options: May attack Unarmed as either lethal or non lethal, flurry of blows

Combat Gear: none

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 15, Cha 8

Feats Deflect Arrows, Improved Initiative^b, Improved Grapple^b, Improved Unarmed Strike^b,

Skills Climb +5, Jump +5, Listen +6, Move Silently +4, Spot +6, Listen +6, Move Silently +6, Spot +6, Tumble +6,

Possessions combat gear

Flurry of Blow (Ex) As a full round action the monk gains 1 Extra, All Attacks at -2

AC Bonus (Ex) Add +2 AC unless immobilized or helpless, wearing armor, carrying a shield or carrying a medium/heavy load

ROGUE CR 1

See "Cell Wing Key Keeper", in Encounter 1.

. However these rogues do not have any keys

4: THE VAULT

VAULT KEEPER CR 1

See "Cell Wing Key Keeper", in Encounter 1. However the vault keeper has a *chime of opening*.

VAULT MONK (2) CR 1

See "Monk", in Encounter 3.

JAVELIN TRAP CR 2

Description see text.

Search DC 20; **Type** mechanical

Trigger touch (touching the vault door);

Effect javelin +16 ranged (1d6+4);

Disarm Disable Device DC 18

4: THE WARDEN

ELITE GUARDS (2)

CR 1

Male Human Monk 1

LN Medium Humanoid (Human)

Init +6; **Senses** Listen +6, Spot +6

Languages Common, Gnome

AC 13 touch 13 flat-footed 12

(+1 Dex, +2 class)

hp 9 (1 HD);

Fort +3 **Ref** +4 **Will** +4

Speed 30ft. (6 squares)

Melee Unarmed Strike +1 (1d6+1) or

Melee Flurry of Blows -1/-1 (1d6+1)

Base Atk +0; **Grp** +5

Atk Options: May attack Unarmed as either lethal or non lethal, flurry of blows

Combat Gear: none

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 15, Cha 8

Feats Deflect Arrows, Improved Initiative^b, Improved Grapple^b, Improved Unarmed Strike^b,

Skills Climb +5, Jump +5, Listen +6, Move Silently +4, Spot +6, Listen +6, Move Silently +6, Spot +6, Tumble +6,

Possessions combat gear

Flurry of Blow (Ex) As a full round action the monk gains 1 Extra, All Attacks at -2

AC Bonus (Ex) Add +2 AC unless immobilized or helpless, wearing armor, carrying a shield or carrying a medium/heavy load

Power-Up Suite: Atk Unarmed Strike +2 (1d6+1) or Flurry of Blows +0/+0 (1d6+1); spells active: *bless*

WARDEN ASSISTANT

CR 1

Female Human Cleric 1

LN Medium Humanoid (Human)

Init +1; **Senses** Listen +2, Spot +2

Aura faint law

Languages Common

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 10 (1 HD)

Fort +4, **Ref** +1, **Will** +4

Speed 20 ft in breastplate (4 squares), base movement 30 ft

Melee masterwork longspear +3 (1d8+1) or

Melee heavy mace +1 (1d8+1)

Base Atk +0; **Grp** +1

Atk Options smite

Combat Gear masterwork longspear, heavy mace, breastplate

Cleric Spells Known (CL 1st):

1st (2+1/day) — *bless* †, *magic weapon* ^D †, *shield of faith* †

0 (3/day) — *create water*, *detect magic*, *light*

† Already cast

D: Domain spell. Deity: Vathris. Domains: Destruction (Smite 1/day, +4 attack, +1 damage), War

Abilities Str 12, Dex 13, Con 14, Int 8, Wis 15, Cha 10

SQ spontaneous casting (cure spells), turn undead

Feats Augment Healing^{**}, Skill Focus (Concentration), Weapon Focus (longspear)^B

Skills Concentration +9, Heal +6,

Possessions combat gear plus spell component pouch, 2 wooden holy symbols (Vathris)

Power-Up Suite: AC18 touch 13, flat-footed 17; Atk masterwork longspear +4 (1d8+1) or heavy mace +2 (1d8+1); spells active: *bless*

WARDEN

CR 3

Male Human Monk 3

LN Medium Humanoid (Human)

Init +5; **Senses** Listen +7, Spot +7

Languages Common

AC 14, touch 12, flat-footed 12

(+1 Dex, +1 class, +2 armor)

hp 24 (3 HD);

Fort +5, **Ref** +4, **Will** +4. Evasion

Speed 40ft. (8 squares)

Melee Unarmed Strike +5 (1d6+2) or

Melee Flurry of Blows +3/+3 (1d6+2) or

Melee masterwork sai +5 (1d4+2) or

Melee Flurry of Blows (sai) +3/+3 (1d4+2)

Base Atk +2; **Grp** +8

Atk Options: May attack Unarmed as either lethal or non lethal, flurry of blows, stunning fist (DC12)

Combat Gear: masterwork sai, bracers of armor +2

Abilities Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 8

Feats Combat Reflexes^b, Improved Initiative, Improved Grapple, Stunning Fist ^b, Improved Unarmed Strike^b,

Skills Escape Artist +7, Jump +14, Listen +7, Spot +7, Tumble +9,

Possessions combat gear

AC Bonus (Ex) Add +1 to AC when not immobilized, helpless, wearing armor, carrying a shield, or carrying a medium/Heavy load

Flurry of Blows (Ex) As a full attack action, you may make one extra attack. All attack during that round suffer a -2 penalty

Evasion (Ex) On a successful Reflex save against magical effects, you take no damage

Fast Movement (Ex) Your Speed increases (limited by armor and encumbrance)

Still Mind (Ex) +2 to save against Enchantment spells and effects

Power-Up Suite: Atk Unarmed Strike +7 (1d6+2) or Flurry of Blows +5/+5 (1d6+2) or masterwork sai +6 (1d6+1) or Flurry of Blows (mw sai) +4/+4 (1d6+1); spells active: *bless*, *magic weapon*

4: THE WARDEN

ELITE GUARDS (2)

CR 2

Male Human Monk 2

LN Medium Humanoid (Human)

Init +6; **Senses** Listen +7, Spot +4

Languages Common, Gnome

AC 14 touch 13 flat-footed 13

(+1 Dex, +2 class, +1 armor)

hp 15 (2 HD);

Fort +4 **Ref** +5 **Will** +5 Evasion

Speed 30ft. (6 squares)

Melee Unarmed Strike +2 (1d6+1) or

Melee Flurry of Blows +0/+0 (1d6+1)

Base Atk +1; **Grp** +6

Atk Options: May attack Unarmed as either lethal or non lethal, flurry of blows

Combat Gear: *bracers of armor* +1

Abilities Str 12, Dex 14, Con 13, Int 10, Wis 15, Cha 8

SQ Evasion

Feats Combat Reflexes^b, Deflect Arrows, Improved Initiative^b, Improved Grapple^b, Improved Unarmed Strike^b,

Skills Climb +7, Jump +8, Listen +7, Move Silently +5, Spot +6, Listen +7, Move Silently +7, Spot +4, Tumble +9,

Possessions combat gear

Flurry of Blow (Ex) As a full round action the monk gains 1 Extra, All Attacks at -2

AC Bonus (Ex) Add +2 AC unless immobilized or helpless, wearing armor, carrying a shield or carrying a medium/heavy load

Power-Up Suite: Atk Unarmed Strike +3 (1d6+1) or Flurry of Blows +1/+1 (1d6+1); spells active: *bless*

WARDEN ASSISTANT

CR 2

Female Human Cleric 2

LN Medium Humanoid (Human)

Init +1; **Senses** Listen +2, Spot +2

Aura moderate law

Languages Common

AC 16, touch 11, flat-footed 15

(+1 Dex, +5 armor)

hp 17 (2 HD)

Fort +5, **Ref** +1, **Will** +5

Speed 20 ft in masterwork breastplate (4 squares), base movement 30 ft

Melee masterwork longspear +4 (1d8+1) or

Melee heavy mace +2 (1d8+1)

Base Atk +1; **Grp** +2

Atk Options Spells first, then melee

Combat Gear masterwork longspear, heavy mace, masterwork breastplate

Cleric Spells Known (CL 2nd):

1st (3+1/day) — *bless* †, *magic weapon* ^D †, *protection from chaos*, *shield of faith* †

0 (4/day) — *create water*, *detect magic*, *light*, *read magic*

† Already cast

D: Domain spell. Deity: Vathris. Domains: Destruction (Smite 1/day, +4 attack, +2 damage), War

Abilities Str 12, Dex 13, Con 14, Int 8, Wis 15, Cha 10

SQ spontaneous casting (cure spells), turn undead

Feats Augment Healing^{**}, Skill Focus (Concentration), Weapon Focus (longspear)

^B**Skills** Concentration +10, Heal +7,

Possessions combat gear plus spell component pouch, 2 wooden holy symbols (Vathris)

Power-Up Suite: AC18 touch 13, flat-footed 17; Atk masterwork longspear +5 (1d8+1) or heavy mace +3 (1d8+1); spells active: *bless*, *shield of faith*

WARDEN

CR 5

Male Human Monk 5

LN Medium Humanoid (Human)

Init +6; **Senses** Listen +9, Spot +9

Languages Common

AC 17, touch 15, flat-footed 15

(+2 Dex, +2 class, +2 armor, +1 deflection)

Hp 38 (5 HD);

Fort +7, **Ref** +7, **Will** +6. Evasion

Speed 40ft. (8 squares)

Melee Unarmed Strike +6 (1d8+2) or

Melee Flurry of Blows +5/+5 (1d8+2) or

Melee +1 *sai* +6 (1d4+3) or

Melee Flurry of Blows (+1 *sai*) +4/+4 (1d4+3)

Base Atk +3; **Grp** +9

Atk Options: May attack Unarmed as either lethal or non lethal, flurry of blows, stunning fist (DC13)

Combat Gear: +1 *sai*, *bracers of armor* +2, *ring of protection* +1, *vest of resistance* +1

Abilities Str 14, Dex 14, Con 15, Int 10, Wis 12, Cha 8

SQ purity of body, slow fall, still mind

Feats Combat Reflexes^b, Improved Initiative, Improved Grapple, Stunning Fist^b, Improved Unarmed Strike^b,

Skills Escape Artist +10, Jump +16, Listen +9, Spot +9, Tumble +12,

Possessions combat gear

AC Bonus (Ex) Add +1 to AC when not immobilized, helpless, wearing armor, carrying a shield, or carrying a medium/Heavy load

Flurry of Blows (Ex) As a full attack action, you may make one extra attack. All attack during that round suffer a -1 penalty

Evasion (Ex) On a successful Reflex save against magical effects, you take no damage

Ki Strike (Su) Your unarmed attacks are treated as magical weapons.

Purity of Body (Ex) Immune to all diseases except supernatural and magical diseases.

Slow Fall (Ex) As long as a wall is within arm's reach, you take damage from a fall as if it were 20 feet shorter.

Still Mind (Ex) +2 to save against Enchantment spells and effects

Power-Up Suite: Atk Unarmed Strike +8 (1d8+3) or Flurry of Blows +6/+6 (1d8+3) or +1 *sai* +7 (1d6+2) or Flurry of Blows (+1 *sai*) +5/5 (1d6+2); spells active: *bless*, *magic weapon*

4: THE WARDEN**ELITE GUARDS (2)****CR 4**

Male Human Monk 4

LN Medium Humanoid (Human)

Init +6; **Senses** Listen +10, Spot +5**Languages** Common, Gnome**AC** 16 touch 15 flat-footed 15

(+1 Dex, +3 class, +1 armor, +1 deflection)

hp 27 (4 HD);**Fort** +6 **Ref** +7 **Will** +8 (+10 vs Enchantments)
Evasion**Speed** 40ft. (8 squares)**Melee** Unarmed Strike +5 (1d8+1) or**Melee** Flurry of Blows +3/+3 (1d8+1)**Base Atk** +3; **Grp** +8**Atk Options:** May attack Unarmed as either lethal or non lethal, flurry of blows, ki strike**Combat Gear:** *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1**Abilities** Str 12, Dex 14, Con 13, Int 10, Wis 16, Cha 8**SQ** Evasion, fast movement, slow fall (20ft), Still mind**Feats** Combat Reflexes^b, Deflect Arrows, Improved Initiative^b, Improved Grapple^b, Improved Unarmed Strike^b, Weapon Focus (unarmed strike),**Skills** Climb +8, Jump +14, Listen +10, Move Silently +7, Spot +10, Listen +10, Move Silently +9, Spot +5, Tumble +11,**Possessions** combat gear**Flurry of Blow (Ex)** As a full round action the monk gains 1 Extra, All Attacks at -2**AC Bonus (Ex)** Add +2 AC unless immobilized or helpless, wearing armor, carrying a shield or carrying a medium/heavy load**Ki Strike (Su)** Your unarmed attacks are treated as magic weapons**Still Mind (Ex)** +2 save against Enchantment spells and effects**Slow Fall (Ex)** As long as a wall is within arm's reach, you take damage from a fall as if it were 20 feet shorter**Power-Up Suite:** Atk Unarmed Strike +6 (1d8+1) or Flurry of Blows +4/+4 (1d8+1); spells active: *bless***WARDEN ASSISTANT****CR 4**

Female Human Cleric 4

LN Medium Humanoid (Human)

Init +1; **Senses** Listen +4, Spot +4**Aura** moderate law**Languages** Common**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

hp 35 (4 HD)**Fort** +6, **Ref** +2, **Will** +8**Speed** 20 ft in full plate (4 squares), base movement 30 ft**Melee** masterwork longspear +6 (1d8+1) or**Melee** heavy mace +4 (1d8+1)**Base Atk** +3; **Grp** +4**Atk Options** Spells first, then melee**Combat Gear** masterwork longspear, heavy mace, masterwork full plate, *periapt of wisdom* +2**Cleric Spells Known** (CL 4th):2nd (3+1/day) — *bear's endurance* †, *bull's strength* †, *spiritual weapon* ^D,1st (4+1/day) — *bless* †, *magic weapon* ^D †, *protection from chaos*, *shield of faith* (x2) † †0 (5/day) — *create water*, *detect magic* (x2), *light*, *read magic*

† Already cast

D: Domain spell. Deity: Vathris. Domains: Destruction (Smite 1/day, +4 attack, +4 damage), War**Abilities** Str 12, Dex 13, Con 14, Int 8, Wis 18, Cha 10**SQ** spontaneous casting (cure spells), turn undead**Feats** Augment Healing**, Improved Toughness**, Skill Focus (Concentration), Weapon Focus (longspear)^B**Skills** Concentration +12, Heal +9, Knowledge (religion) +1,**Possessions** combat gear plus spell component pouch, 2 wooden holy symbols (Vathris)**Power-Up Suite:** hp 43; Fort +8; AC18 touch 13, flat-footed 17; Atk masterwork longspear +9 (1d8+4) or heavy mace +7 (1d8+4); Str 16, Con 18; Concentration +13. spells active: *bear's endurance*, *bless*, *bull's strength*, *shield of faith***WARDEN****CR 7**

Male Human Monk 7

LN Medium Humanoid (Human)

Init +8; **Senses** Listen +11, Spot +11**Languages** Common**AC** 19, touch 17, flat-footed 15

(+4 Dex, +3 class, +2 armor, +1 deflection)

Hp 73 (7 HD);**Fort** +11, **Ref** +11, **Will** +8. Evasion**Speed** 50ft. (10 squares)**Melee** Unarmed Strike +10 (1d8+4) or**Melee** Flurry of Blows +9/+9 (1d8+4) or**Melee** +1 *sai* +10 (1d4+5) or**Melee** Flurry of Blows (+1 *sai*) +9/+9 (1d4+5)**Base Atk** +5; **Grp** +13**Atk Options:** May attack Unarmed as either lethal or non lethal, disarm, flurry of blows, stunning fist (DC16)**Combat Gear:** +1 *sai*, *bracers of armor* +2, *ring of protection* +1, *vest of resistance* +2, ~~*potion of bear's endurance*, *potion of bull's strength*, *potion of cat's grace*~~**Abilities** Str 18, Dex 18, Con 19, Int 10, Wis 12, Cha 8**SQ** purity of body, slow fall, still mind, wholeness of body**Feats** Combat Reflexes^b, Improved Disarm^b, Improved Initiative, Improved Grapple, , Improved

Toughness**, Stunning Fist ^b, Improved Unarmed Strike ^b,
Skills Escape Artist +14, Jump +24, Listen +11, Spot +11, Tumble +16,
Possessions combat gear

AC Bonus (Ex) Add +1 to AC when not immobilized, helpless, wearing armor, carrying a shield, or carrying a medium/heavy load
Flurry of Blows (Ex) As a full attack action, you may make one extra attack. All attack during that round suffer a -1 penalty
Evasion (Ex) On a successful Reflex save against magical effects, you take no damage
Ki Strike (Su) Your unarmed attacks are treated as magic weapons.
Purity of Body (Ex) Immune to all diseases except supernatural and magical diseases.
Slow Fall (Ex) As long as a wall is within arm's reach, you take damage from a fall as if it were 30 feet shorter.
Still Mind (Ex) +2 to save against Enchantment spells and effects.
Wholeness of Body (Su) You can heal your own wounds, up to 14 points per day.
Power-Up Suite: AC 20 touch 18, flat-footed 16; Atk Unarmed Strike +12 (1d8+5) or Flurry of Blows +11/+11 (1d8+5) or +1 *sai* +11 (1d4+5) or Flurry of Blows (+1 *sai*) +10/+10 (1d4+5); spells active: *bless*, *magic weapon*, *shield of faith*

Augmented Critical (Ex) A winged warrior's spikes has a threat range of 19-20 and does triple damage on a successful critical.
Hive mind (Ex) this formian is not close to its queen.
Poison (Ex) Fort DC15; 1d6Str, 1d6 Str
Spikes (Ex) Twice per day, with a snap of its tail, a winged warrior can release two spikes as a standard action. This attack has a range of 90 ft with no range increment.

7: BEYOND THE PORTAL

ADVANCED FORMIAN WINGED WARRIOR CR 8

LN Medium Outsider (Extraplanar, Lawful)
Init +4; **Senses** darkvision 60ft, Listen +15, Spot +15
Aura
Languages Common

AC 19, touch 14, flat-footed 15
 (+4 Dex, +5 natural)
hp 71 (11 HD);
Immune cold, petrification, poison
Resist electricity 20, fire 20, sonic 20; **SR** 18
Fort +9, **Ref** +11, **Will** +8

Speed 20 ft. (4 squares), fly 60 ft.(good);
Melee bite +15 (1d4+3) and
Melee Claws +13/+13 (1d6+1) and
Ranged spike +15/+15 (1d4+3, 19-20/x3 plus poison)
Space 5 ft.; **Reach** 5 ft.
Base Atk +11; **Grp** +14
Special Actions Spikes

Abilities Str 16, Dex 18, Con 15, Wis 12, Cha 11
SQ cannot be *raised* or *resurrected*,
Feats Flyby Attack, Hover, Multiattack, Weapon Finess
Skills Balance +18, Climb +17, Hide +18, Listen +15, Move Silently +18, Search +14, Spot +15, Survival +15 (+17 when following tracks),
Possessions combat gear

4: THE WARDEN**ELITE GUARDS (2)****CR 6**

Male Human Monk 6

LN Medium Humanoid (Human)

Init +6; **Senses** Listen +13, Spot +6**Languages** Common, Gnome**AC** 20 touch 18 flat-footed 18

(+2 Dex, +4 class, +1 insight, +2 armor, +1 deflection)

hp 45 (6 HD);**Fort** +7 **Ref** +8 **Will** +10 (+12 vs Enchantments)
Evasion**Speed** 50ft. (10 squares)**Melee** Unarmed Strike +6 (1d8+1) or**Melee** Flurry of Blows +5/+5 (1d8+1)**Base Atk** +4; **Grp** +9**Atk Options:** May attack Unarmed as either lethal or non lethal, flurry of blows, ki strike**Combat Gear:** *bracers of armor* +2, *cloak of resistance* +1, *ring of protection* +1, *periapt of wisdom* +2**Abilities** Str 12, Dex 14, Con 13, Int 10, Wis 18, Cha 8**SQ** Evasion, fast movement, slow fall (20ft), still mind, purity of body**Feats** Combat Reflexes^b, Deflect Arrows, Improved Initiative^b, Improved Grapple^b, Improved Toughness, Improved Trip^b, Improved Unarmed Strike^b, Weapon Focus (unarmed strike),**Skills** Climb +10, Jump +20, Listen +13, Move Silently +9, Spot +6, Tumble +13,**Possessions** combat gear**Flurry of Blow (Ex)** As a full round action the monk gains 1 Extra, All Attacks at -1**AC Bonus (Ex)** Add +4 AC unless immobilized or helpless, wearing armor, carrying a shield or carrying a medium/heavy load**Ki Strike (Su)** Your unarmed attacks are treated as magic weapons**Purity of Body (Ex)** Immune to all diseases except supernatural and magical diseases.**Still Mind (Ex)** +2 save against Enchantment spells and effects**Slow Fall (Ex)** As long as a wall is within arm's reach, you take damage from a fall as if it were 30 feet shorter**Power-Up Suite:** Atk Unarmed Strike +7 (1d8+1) or Flurry of Blows +6/+6 (1d8+1); spells active: *bless***WARDEN ASSISTANT****CR 6**

Female Human Cleric 6

LN Medium Humanoid (Human)

Init +5; **Senses** Listen +4, Spot +4**Aura** moderate law**Languages** Common**AC** 19, touch 11, flat-footed 18

(+1 Dex, +8 armor)

hp 51 (6 HD)**Fort** +8, **Ref** +3, **Will** +10**Speed** 20 ft in full plate (4 squares), base movement 30 ft**Melee** +1 *longspear* +7 (1d8+2) or**Melee** heavy mace +5 (1d8+1)**Base Atk** +4; **Grp** +5**Atk Options** Spells first, then melee**Combat Gear** *cloak of resistance* +1, +1 *longspear*, heavy mace, masterwork full plate, *periapt of wisdom* +2**Cleric Spells Known** (CL 6th):3rd (3+1/day) — *dispel magic*, *invisibility purge* †, *magic vestment* (+2)^D †,2nd (4+1/day) — *bear's endurance* †, *bull's strength* †, *silence*, *spiritual weapon*^D,1st (4+1/day) — *bless* †, *magic weapon*^D †, *protection from chaos*, *shield of faith* (x2) † †,0 (5/day) — *create water*, *detect magic* (x2), *light*, *read magic*

† Already cast

D: Domain spell. Deity: Vathris. Domains: Destruction (Smite 1/day, +4 attack, +6 damage), War**Abilities** Str 12, Dex 13, Con 14, Int 8, Wis 18, Cha 10**SQ** spontaneous casting (cure spells), turn undead**Feats** Augment Healing**, Improved Initiative**, Improved Toughness**, Skill Focus (Concentration), Weapon Focus (longspear)^B**Skills** Concentration +14, Heal +9, Knowledge (religion) +3,**Possessions** combat gear plus spell component pouch, 2 wooden holy symbols (Vathris)**Power-Up Suite:** hp 63; Fort +10; AC24 touch 14, flat-footed 23; Atk +1 *longspear* +10 (1d8+5) or heavy mace +8 (1d8+4); Str 16, Con 18; Concentration +16. spells active: *bear's endurance*, *bless*, *bull's strength*, *invisibility purge*, *magic vestment*, *shield of faith***WARDEN****CR 9**

Male Human Monk 9

LN Medium Humanoid (Human)

Init +8; **Senses** Listen +15, Spot +15**Languages** Common**AC** 22, touch 19, flat-footed 18

(+4 Dex, +4 class, +3 armor, +1 deflection)

Hp 102 (9 HD);**Miss Chance** 20% (blur)**Fort** +14, **Ref** +13, **Will** +12. Improved Evasion**Speed** 60ft. (12 squares)**Melee** Unarmed Strike +11/+6 (1d10+4) or**Melee** Flurry of Blows +11/+11/+6 (1d10+4) or**Melee** +1 *sai* +11/+6 (1d4+5) or**Melee** Flurry of Blows (+1 *sai*) +11/+11/+6 (1d4+5)**Base Atk** +6; **Grp** +14**Atk Options:** May attack Unarmed as either lethal or non lethal, disarm, flurry of blows, stunning fist (DC17)**Special Actions** deflect arrows

Combat Gear: +1 *sai*, *bracers of armor* +3, *ring of protection* +1, *vest of resistance* +3, ~~*potion of bear's endurance*~~, ~~*potion of blur*~~, ~~*potion of bull's strength*~~, ~~*potion of cat's grace*~~, ~~*potion of owl's wisdom*~~.

Abilities Str 18, Dex 18, Con 20, Int 10, Wis 16, Cha 8

SQ purity of body, slow fall, still mind, wholeness of body

Feats Combat Reflexes^b, Deflect Arrows, Improved Disarm^b, Improved Initiative, Improved Grapple, , Improved Toughness**, Stunning Fist^b, Improved Unarmed Strike^b,

Skills Escape Artist +16, Jump +30, Listen +15, Spot +15, Tumble +18,

Possessions combat gear

AC Bonus (Ex) Add +4 to AC when not immobilized, helpless, wearing armor, carrying a shield, or carrying a medium/Heavy load

Flurry of Blows (Ex) As a full attack action, you may make one extra attack. All attack during that round suffer a +0 penalty

Improved Evasion(Ex): You take half damage from magical attacks that allow a Reflex save. On a successful Reflex save, you take no damage.

Ki Strike (Su) Your unarmed attacks are treated as magic weapons.

Purity of Body (Ex) Immune to all diseases except supernatural and magical diseases.

Slow Fall (Ex) As long as a wall is within arm's reach, you take damage from a fall as if it were 40 feet shorter.

Still Mind (Ex) +2 to save against Enchantment spells and effects.

Wholeness of Body (Su) You can heal your own wounds, up to 18 points per day.

Power-Up Suite: AC 23 touch 20, flat-footed 20; Atk Unarmed Strike +13/+6 (1d10+5) or Flurry of Blows +13/+13/+8 (1d10+5) or +1 *sai* +12/+7 (1d4+5) or Flurry of Blows (+1 *sai*) +12/+12/+7 (1d4+5); spells active: *bless*, *magic weapon*, *shield of faith*

7: BEYOND THE PORTAL

ZELEKHUT RETRIEVER

CR 10

LN Large Construct

Init +0; **Senses** *true seeing*, darkvision 60ft, low-light vision, Listen +12, Spot +12

Languages Abyssal, Celestial, Common, Infernal

AC 28, touch 9, flat-footed 27

(-1 size, +9 armor, +10 natural)

hp 112 (15 HD); fast healing 5; DR 10/chaotic

Immune ability damage, ability drain, any effect that requires a fortitude save (unless the effect also works on objects or is harmless), critical hits, death effect, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy effects, non-lethal damage, paralysis, poison, sleep, stunning,

SR 20

Fort +7, **Ref** +5, **Will** +8

Speed 35 ft. in full plate barding (7 squares), base movement 50 ft., fly 40 ft. (base 60ft average);

Melee +1 *huge merciful spike chain* +18/+13/+8 (3d6+7+1d6 electricity+1d6 non-lethal) and +1 *huge merciful spike chain* +18/+13/+8 (3d6+7+1d6 electricity+1d6 non-lethal)

Space 10 ft.; **Reach** 10 ft.(20ft with spiked chain)

Base Atk +11; **Grp** +21

Atk Options Power Attack, Ride-by Attack, Spirited Charge

Special Actions any weapon wielded by a zelekhut is considered lawful-aligned.

Combat Gear 2 +1 *huge merciful spiked chain*, +1 full plate barding

Spell-Like Abilities (CL 15th):

At Will—*clairaudience/clairvoyance*, *dimensional anchor*, *dispel magic*, *fear* (DC16), *hold person* (DC15), *locate creature*, *true seeing* ‡

3/day—*hold monster* (DC17), *mark of justice*

1/week—*lesser geas* (DC16)

‡ Already cast

Abilities Str 21, Dex 11, Con -, Int 10, Wis 17, Cha 15

SQ Lawful-Aligned

Feats Great Fortitude, Monkey Grip**, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (Spiked Chain),

Skills Diplomacy +4, Listen +12, Search +13, Sense Motive +16, Spot +12, Survival +3 (+5 following tracks),

Possessions combat gear

Lawful Aligned (Ex) A zelekhut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Skills a Zelekhut has +4 racial bonus to Search and Sense Motive checks.

Feats: Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.

4: THE WARDEN**ELITE GUARDS (2)****CR 8**

Male Human Monk 8

LN Medium Humanoid (Human)

Init +6; **Senses** Listen +13, Spot +10**Languages** Common, Gnome**AC** 21 touch 18 flat-footed 19

(+2 Dex, +4 class, +1 insight, +3 armor, +1 deflection)

hp 45 (8 HD);**Fort** +10 **Ref** +10 **Will** +12 (+14 vs Enchantments)
Evasion**Speed** 50ft. (10 squares)**Melee** Unarmed Strike +9/+4 (1d10+2) or**Melee** Flurry of Blows +8/+8/+3 (1d10+2)**Base Atk** +6; **Grp** +12**Atk Options:** May attack Unarmed as either lethal or non lethal, flurry of blows, improved trip, ki strike**Combat Gear:** *bracers of armor* +3, *cloak of resistance* +2, *gauntlets of ogre power*, *ring of protection* +1, *periapt of wisdom* +2**Abilities** Str 14, Dex 14, Con 14, Int 10, Wis 18, Cha 8**SQ** Evasion, fast movement, slow fall (20ft), still mind, purity of body, wholeness of body**Feats** Combat Reflexes^b, Deflect Arrows, Improved Initiative^b, Improved Grapple^b, Improved Toughness^{**}, Improved Trip^b, Improved Unarmed Strike^b, Weapon Focus (unarmed strike),**Skills** Climb +13, Jump +21, Listen +13, Move Silently +11, Spot +10, Tumble +15,**Possessions** combat gear**Flurry of Blow (Ex)** As a full round action the monk gains 1 Extra, All Attacks at -1**AC Bonus (Ex)** Add +4 AC unless immobilized or helpless, wearing armor, carrying a shield or carrying a medium/heavy load**Ki Strike (Su)** Your unarmed attacks are treated as magic weapons**Purity of Body (Ex)** Immune to all diseases except supernatural and magical diseases.**Still Mind (Ex)** +2 save against Enchantment spells and effects**Slow Fall (Ex)** As long as a wall is witching arm's reach, you take damage from a fall as if it were 40 feet shorter**Wholeness of Body (Su)** You can heal your own wounds, up to 16 points per day**Power-Up Suite:** Atk Unarmed Strike +10/+5 (1d10+1) or Flurry of Blows +9/+9/+4 (1d10+1); spells active: *bless***WARDEN ASSISTANT****CR 8**

Female Human Cleric 8

LN Medium Humanoid (Human)

Init +5; **Senses** Listen +4, Spot +4**Aura** moderate law**Languages** Common**AC** 21, touch 12, flat-footed 20

(+1 Dex, +9 armor, +1 deflection)

hp 67 (8 HD)**Fort** +10, **Ref** +5, **Will** +12**Speed** 20 ft in full plate (4 squares), base movement 30 ft**Melee** +1 *merciful longspear* +10/+5 (1d8+4+1d6 non-lethal) or**Melee** heavy mace +8/+3 (1d8+2)**Base Atk** +6; **Grp** +8**Atk Options** Spells**Combat Gear** *cloak of resistance* +2, +1 *merciful longspear*, heavy mace, +1 *full plate*, *periapt of wisdom* +2, *ring of protection* +1**Cleric Spells Known** (CL 8th):4th (4+1/day) — *cure critical wounds* (4d8+18), *divine power*^D, *freedom of movement* †,3rd (4+1/day) — *cure serious wounds* (3d8+14), *dispel magic*, *invisibility purge* †, *magic vestment* (+2)^D †,2nd (4+1/day) — *bear's endurance* †, *bull's strength* †, *cure moderate wounds* (2d8+12), *silence*, *spiritual weapon*^D,1st (5+1/day) — *bless* †, *cure light wounds* (1d8+7), *magic weapon*^D †, *protection from chaos*, *shield of faith* (x2) † †,0 (5/day) — *create water*, *detect magic* (x2), *light*, *read magic*

† Already cast

D: Domain spell. Deity: Vathris. Domains: Destruction (Smite 1/day, +4 attack, +8 damage), War**Abilities** Str 14, Dex 12, Con 14, Int 8, Wis 18, Cha 10**SQ** spontaneous casting (cure spells), turn undead**Feats** Augment Healing^{**}, Improved Initiative^{**}, Improved Toughness^{**}, Skill Focus (Concentration), Weapon Focus (longspear)^B**Skills** Concentration +16, Heal +9, Knowledge (religion) +5,**Possessions** combat gear plus spell component pouch, 2 wooden holy symbols (Vathris)**Power-Up Suite:** hp 87; Fort +12; AC24 touch 14, flat-footed 23; Atk +1 *longspear* +13/+8 (1d8+7) or heavy mace +10/+5 (1d8+7); Str 18, Con 18; Concentration +18. spells active: *bear's endurance*, *bless*, *bull's strength*, *freedom of movement*, *invisibility purge*, *magic vestment*, *shield of faith***WARDEN****CR 11**

Male Human Monk 11

LN Medium Humanoid (Human)

Init +8; **Senses** Listen +17, Spot +17**Languages** Common**AC** 23, touch 20, flat-footed 19

(+4 Dex, +5 class, +3 armor, +1 deflection)

Hp 124 (11 HD);**Miss Chance** 20% (blur)**Fort** +15, **Ref** +14, **Will** +13. Improved Evasion

Speed 60ft. (12 squares)
Melee Unarmed Strike +13/+8 (1d8+4) or
Melee Flurry of Blows +13/+13/+8 (1d8+4) or
Melee +1 *sai* +13/+8 (1d4+5) or
Melee Flurry of Blows (+1 *sai*) +13/+13/+8 (1d4+5)
Base Atk +8; **Grp** +16
Atk Options: May attack Unarmed as either lethal or non lethal, disarm, flurry of blows, stunning fist (DC18)
Special Actions deflect arrows
Combat Gear: +1 *sai*, *bracers of armor* +3, *ring of protection* +1, *vest of resistance* +3, ~~*potion of bear's endurance*~~, ~~*potion of blur*~~, ~~*potion of bull's strength*~~, ~~*potion of cat's grace*~~, ~~*potion of owl's wisdom*~~.

Abilities Str 18, Dex 18, Con 20, Int 10, Wis 16, Cha 8
SQ purity of body, slow fall, still mind, wholeness of body
Feats Combat Reflexes^b, Deflect Arrows, Improved Disarm^b, Improved Initiative, Improved Grapple, , Improved Toughness^{**}, Stunning Fist^b, Improved Unarmed Strike^b,
Skills Escape Artist +18, Jump +32, Listen +17, Spot +17, Tumble +20,
Possessions combat gear

AC Bonus (Ex) Add +4 to AC when not immobilized, helpless, wearing armor, carrying a shield, or carrying a medium/Heavy load
Diamond Body (Su) You are immune to all poisons.
Flurry of Blows (Ex) As a full attack action, you may make one extra attack. All attack during that round suffer a +0 penalty
Improved Evasion(Ex): You take half damage from magical attacks that allow a Reflex save. On a successful Reflex save, you take no damage.
Ki Strike (Su) Your unarmed attacks are treated as lawful, magic weapons.
Purity of Body (Ex) Immune to all diseases except supernatural and magical diseases.
Slow Fall (Ex) As long as a wall is within arm's reach, you take damage from a fall as if it were 50 feet shorter.
Still Mind (Ex) +2 to save against Enchantment spells and effects.
Wholeness of Body (Su) You can heal your own wounds, up to 22 points per day.
Power-Up Suite: AC 25 touch 22, flat-footed 21; Atk Unarmed Strike +15/+10 (1d10+5) or Flurry of Blows +15/+15/+10 (1d10+5) or +1 *sai* +13/+8 (1d4+5) or Flurry of Blows (+1 *sai*) +13/+13/+8 (1d4+5); spells active: *bless*, *magic weapon*, *shield of faith*

7: BEYOND THE PORTAL

ZELEKHUT RETRIEVER **CR 12**
LN Huge Construct
Init +4; **Senses** *true seeing*, darkvision 60ft, low-light vision Listen +15, Spot +15
Languages Abyssal, Celestial, Common, Infernal

AC 30, touch 8, flat-footed 30

(-2 size, +9 armor, +13 natural)
hp 189 (23 HD); fast healing 5; DR 10/chaotic
Immune ability damage, ability drain, any effect that requires a fortitude save (unless the effect also works on objects or is harmless), critical hits, death effect, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy effects, non-lethal damage, paralysis, poison, sleep, stunning,
SR 20
Fort +9, **Ref** +7, **Will** +11

Speed 35 ft. in full plate barding (7 squares), base movement 50 ft., fly 40 ft. (base 60ft average);
Melee +1 *gargantuan humanbane merciful spike chain* +26/+21/+16/+11 (4d6+16+1d6 electricity+1d6 non-lethal) (+2 to hit and +2+2d6 damage vs humans) and +1 *gargantuan halflingbane merciful spike chain* +26/+21/+16/+11 (4d6+16+1d6 electricity+1d6 non-lethal) (+2 to hit and +2+2d6 damage vs halflings)
Space 15 ft.; **Reach** 15 ft.(30ft with spiked chain)
Base Atk +17; **Grp** +35
Atk Options Power Attack, Ride-by Attack, Spirited Charge
Special Actions any weapon wielded by a zelekhut is considered lawful-aligned.
Combat Gear +1 *gargantuan humanbane merciful spiked chain*, +1 *gargantuan halflingbane merciful spiked chain*, +1 *full plate barding*
Spell-Like Abilities (CL 23th):
At Will—*clairaudience/clairvoyance*, *dimensional anchor*, *dispel magic*, *fear* (DC16), *hold person* (DC15), *locate creature*, *true seeing* †
3/day—*hold monster* (DC17), *mark of justice*
1/week—*lesser geas* (DC16)
† Already cast

Abilities Str 30, Dex 11, Con -, Int 10, Wis 17, Cha 15
SQ Lawful-Aligned
Feats Great Fortitude, Improved Initiative, Improved Toughness^{**}, Monkey Grip^{**}, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (Spiked Chain),
Skills Diplomacy +4, Listen +17, Search +17, Sense Motive +21, Spot +17, Survival +4 (+6 following tracks),
Possessions combat gear

Lawful Aligned (Ex) A zelekhut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.
Skills a Zelekhut has +4 racial bonus to Search and Sense Motive checks.
Feats: Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.

4: THE WARDEN**ELITE GUARDS (2)****CR 10**

Male Human Fighter 1, Monk 9

LN Medium Humanoid (Human)

Init +6; **Senses** Listen +14, Spot +11**Languages** Common, Gnome**AC** 22 touch 18 flat-footed 20

(+2 Dex, +1 shield +4 class, +1 insight, +3 armor, +1 deflection)

hp 104 (10 HD);**Fort** +14 **Ref** +10 **Will** +12 (+14 vs Enchantments)
Evasion**Speed** 60ft. (12 squares)**Melee** Unarmed Strike +11/+5 (1d10+2) or**Melee** Flurry of Blows +11/+11/+6 (1d10+2) or**Melee** Flurry of Blows/Two-Weapon Fighting
+9/+9/+9/+4 (1d10+2) or**Base Atk** +7; **Grp** +14**Atk Options:** May attack Unarmed as either lethal or
non lethal, flurry of blows, ki strike**Combat Gear:** *bracers of armor* +3, *cloak of resistance* +2, *gloves of dexterity* +2, *ring of protection* +1, *periapt of wisdom* +2, ~~*potion of bull's strength*~~, ~~*potion of bear's endurance*~~**Abilities** Str 16, Dex 16, Con 18, Int 10, Wis 18, Cha 8**SQ** Evasion, fast movement, slow fall (20ft), still mind,
purity of body, wholeness of body**Feats** Combat Reflexes^b, Deflect Arrows, Improved Initiative^b, Improved Grapple^b, Improved Toughness, Improved Trip^b, Improved Unarmed Strike^b, Two-Weapon Defense^b, Two-Weapon Fighting, Weapon Focus (unarmed strike),**Skills** Climb +14, Jump +30, Listen +14, Move Silently +13, Spot +11, Tumble +17,**Possessions** combat gear**Flurry of Blow (Ex)** As a full round action the monk
gains 1 Extra, All Attacks at +0**AC Bonus (Ex)** Add +4 AC unless immobilized or
helpless, wearing armor, carrying a shield or
carrying a medium/heavy load**Ki Strike (Su)** Your unarmed attacks are treated as
magic weapons**Purity of Body (Ex)** Immune to all diseases except
supernatural and magical diseases.**Still Mind (Ex)** +2 save against Enchantment spells
and effects**Slow Fall (Ex)** As long as a wall is witching arm's
reach, you take damage from a fall as if it were 40
feet shorter**Wholeness of Body (Su)** You can heal your own
wounds, up to 18 points per day**Power-Up Suite:** Atk Unarmed Strike +12/+7
(1d10+2) or Flurry of Blows +12/+12/+7 (1d10+2);
spells active: *bless***WARDEN ASSISTANT****CR 10**

Female Human Cleric 10

LN Medium Humanoid (Human)

Init +5; **Senses** Listen +4, Spot +4**Aura** moderate law**Languages** Common**AC** 22, touch 12, flat-footed 21

(+1 Dex, +10 armor, +1 deflection)

hp 67 (10 HD)**Fort** +11, **Ref** +6, **Will** +14**Speed** 20 ft in full plate (4 squares), base movement
30 ft**Melee** +1 *merciful longspear* +12/+7 (1d8+5+1d6 non-
lethal) or**Melee** heavy mace +9/+4 (1d8+2)**Base Atk** +7; **Grp** +9**Atk Options** Spells**Combat Gear** *cloak of resistance* +2, +2 *merciful
longspear*, heavy mace, +2 *full plate*, *periapt of
wisdom* +4, *ring of protection* +1**Cleric Spells Known** (CL 10th):5th (3+1/day) — *flame strike* (DC20 Reflex half,
10d6)^D, *greater command* (DC20 Will), *mass
cure light wounds* (1d8+20), *true seeing*4th (4+1/day) — *cure critical wounds* (4d8+18),
divine power^D, *freedom of movement* †, *greater
magic weapon* (+2) †,3rd (4+1/day) — *cure serious wounds* (3d8+14),
dispel magic, *invisibility purge* †, *magic circle
versus chaos*, *magic vestment* (+2)^D †,2nd (5+1/day) — *bear's endurance* †, *bull's
strength* †, *cure moderate wounds* (2d8+12),
silence, *spiritual weapon*^D,1st (5+1/day) — *bless* †, *cure light wounds*
(1d8+7), *magic weapon*^D †, *protection from
chaos*, *shield of faith* (x2) † †,0 (6/day) — *create water*, *detect magic* (x2), *light*,
read magic

† Already cast

D: Domain spell. Deity: Vathris. Domains: Destruction
(Smite 1/day, +4 attack, +10 damage), War**Abilities** Str 14, Dex 12, Con 14, Int 8, Wis 20, Cha 10**SQ** spontaneous casting (cure spells), turn undead**Feats** Augment Healing**, Improved Initiative**,
Improved Toughness**, Skill Focus
(Concentration), Weapon Focus (longspear)^B**Skills** Concentration +18, Heal +11, Knowledge
(religion) +6,**Possessions** combat gear plus spell component
pouch, 2 wooden holy symbols (Vathris)**Power-Up Suite:** hp 79; Fort +13; AC25 touch 14,
flat-footed 24; Atk +1 *merciful longspear* +15/+10
(1d8+7+1d6 non-lethal) or heavy mace +12/+7
(1d8+7); Str 18, Con 18; Concentration +20. spells
active: *bear's endurance*, *bless*, *bull's strength*,
freedom of movement, *invisibility purge*, *magic
vestment*, *shield of faith*, *true seeing***WARDEN****CR 13**

Male Human Monk 13

LN Medium Humanoid (Human)

Init +8; **Senses** Listen +19, Spot +19

Languages Common

AC 26, touch 22, flat-footed 22

(+4 Dex, +6 class, +4 armor, +2 deflection)

Hp 124 (11 HD);

Miss Chance 20% (blur)

SR 23

Fort +16, **Ref** +15, **Will** +14. Improved Evasion

Speed 60ft. (12 squares)

Melee Unarmed Strike +14/+9 (2d8+4, 19-20/x2) or

Melee Flurry of Blows +14/+14/+9 (2d8+4, 19-20/x2) or

Melee +1 *sai* +14/+9 (1d4+5) or

Melee Flurry of Blows (+1 *sai*) +14/+14/+9 (1d4+5)

Base Atk +9; **Grp** +17

Atk Options: May attack Unarmed as either lethal or non lethal, disarm, flurry of blows, stunning fist (DC19)

Special Actions deflect arrows

Combat Gear: +1 *sai*, *bracers of armor* +3, *ring of protection* +1, *vest of resistance* +3, *monk's belt*, ~~*potion of bear's endurance*~~, ~~*potion of blur*~~, ~~*potion of bull's strength*~~, ~~*potion of cat's grace*~~, ~~*potion of owl's wisdom*~~.

Abilities Str 18, Dex 18, Con 20, Int 10, Wis 17, Cha 8

SQ purity of body, slow fall, still mind, wholeness of body

Feats Combat Reflexes^b, Deflect Arrows, Improved Critical, Improved Disarm^b, Improved Initiative, Improved Grapple, , Improved Toughness**, Stunning Fist^b, Improved Unarmed Strike^b,

Skills Escape Artist +18, Jump +32, Listen +17, Spot +17, Tumble +20,

Possessions combat gear

Abundant Step (Su) You can slip between spaces as if using the spell *dimension door* once per day, as cast by a level 6 sorcerer.

AC Bonus (Ex) Add +4 to AC when not immobilized, helpless, wearing armor, carrying a shield, or carrying a medium/Heavy load

Diamond Body (Su) You are immune to all poisons.

Flurry of Blows (Ex) As a full attack action, you may make one extra attack. All attack during that round suffer a +0 penalty

Improved Evasion(Ex): You take half damage from magical attacks that allow a Reflex save. On a successful Reflex save, you take no damage.

Ki Strike (Su) Your unarmed attacks are treated as lawful, magic weapons.

Purity of Body (Ex) Immune to all diseases except supernatural and magical diseases.

Slow Fall (Ex) As long as a wall is within arm's reach, you take damage from a fall as if it were 60 feet shorter.

Still Mind (Ex) +2 to save against Enchantment spells and effects.

Wholeness of Body (Su) You can heal your own wounds, up to 22 points per day.

Power-Up Suite: AC 27 touch 23, flat-footed 23; Atk Unarmed Strike +16/+11 (2d8+5, 19-20/x2) or Flurry of Blows +16/+16/+11 (2d8+5, 19-20/x2) or +1 *sai* +15/+10 (1d4+5) or Flurry of Blows (+1 *sai*) +15/+15/+10 (1d4+5); spells active: *bless*, *magic weapon*, *shield of faith*

7: BEYOND THE PORTAL

ZELEKHUT RETRIEVER

CR 14

Advanced Zelekhut Fighter 2

LN Huge Construct

Init +4; **Senses** *true seeing*, darkvision 60ft, low-light vision Listen +15, Spot +15

Languages Abyssal, Celestial, Common, Infernal

AC 31, touch 8, flat-footed 31

(-2 size, +10 armor, +13 natural)

hp 203 (25 HD); fast healing 5; DR 10/chaotic

Immune ability damage, ability drain, any effect that requires a fortitude save (unless the effect also works on objects or is harmless), critical hits, death effect, disease, energy drain, exhaustion, fatigue, mind-affecting effects, necromancy effects, non-lethal damage, paralysis, poison, sleep, stunning,

SR 20

Fort +12, **Ref** +7, **Will** +11

Speed 35 ft. in full plate barding (7 squares), base movement 50 ft., fly 40 ft. (base 60ft good);

Melee +1 *gargantuan humanbane merciful spike chain* +29/+24/+19/+14 (4d6+16+1d6 electricity+1d6 non-lethal) (+2 to hit and +2+2d6 damage vs humans) and +1 *gargantuan halflingbane merciful spike chain* +29/+24/+19/+14 (4d6+16+1d6 electricity+1d6 non-lethal) (+2 to hit and +2+2d6 damage vs halflings)

Space 15 ft.; **Reach** 15 ft.(30ft with spiked chain)

Base Atk +19; **Grp** +38

Atk Options Power Attack, Ride-by Attack, Spirited Charge

Special Actions any weapon wielded by a zelekhut is considered lawful-aligned.

Combat Gear +1 *gargantuan humanbane merciful spiked chain*, +1 *gargantuan halflingbane merciful spiked chain*, +2 *full plate barding*, *gauntlets of ogre power*

Spell-Like Abilities (CL 23th):

At Will—*clairaudience/clairvoyance*, *dimensional anchor*, *dispel magic*, *fear* (DC16), *hold person* (DC15), *locate creature*, *true seeing* ‡
3/day—*hold monster* (DC17), *mark of justice*
1/week—*lesser geas* (DC16)

‡ Already cast

Abilities Str 32, Dex 11, Con -, Int 10, Wis 17, Cha 15

SQ Lawful-Aligned

Feats Defensive Sweep**, Great Fortitude, Improved Flight**, Improved Initiative, Improved Toughness**, Monkey Grip**, Power Attack, Ride-by Attack, Spirited Charge, Weapon Focus (Spiked Chain),

Skills Diplomacy +4, Listen +17, Search +17, Sense Motive +21, Spot +17, Survival +4 (+6 following tracks),

Possessions combat gear

Lawful Aligned (Ex) A zelekhut's natural weapons, as well as any weapons it wields, are treated as lawful-aligned for the purpose of overcoming damage reduction.

Skills a Zelekhut has +4 racial bonus to Search and Sense Motive checks.

Feats: Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.

APPENDIX 2: NEW RULES ITEMS

FEATS

List alphabetically. Include source and page reference like so:

considered a two-handed, and you cannot use a larger two-handed weapon at all.

Source: *Complete Warrior* 103

Defensive Sweep

You sweep your weapon through the area you threaten, warding away opponents and forcing them to move away or suffer a fearsome blow.

Prerequisite: Base attack bonus +15.

Benefit: If an opponent begins his action adjacent to you and does not move, he provokes an attack of opportunity from you immediately after his turn ends, provided that you threaten the square he occupies. Any sort of movement, including a 5-foot step, allows the opponent to avoid provoking this special attack of opportunity. This does not give you any ability to make additional attacks of opportunity in a given round.

Special: A fighter may select Defensive Sweep as one of his fighter's bonus feats.

Source: *Player Handbook II* 78

Improved Flight

You gain greater maneuverability when flying than you normally have.

Prerequisite: Ability to fly (naturally, magically or through shapeshifting).

Benefit: Your maneuverability class while flying improves by one step.

Source: *Complete Adventurer* 110

Improved Toughness

You are significantly tougher than normal.

Prerequisite: Base Fortitude save bonus +2.

Benefit: You gain a number of hit points equal to your current Hit Dice. Each time you get a HD (such as by gaining a level), you gain 1 additional hit point. If you lose a HD, (such as by losing a level) you lose 1 hit point permanently.

Special: A fighter may select Improved Toughness as one of his fighter's bonus feats.

Source: *Complete Warrior* 101

Monkey Grip

You are able to use a larger weapon than other people your size.

Prerequisite: Base attack bonus +1.

Benefit: You can use melee weapon one size category larger than you are with a -2 penalty to attack roll, but the amount of effort it takes you to use the weapon does not change.

Normal: You can use a melee weapon one size category larger than you are with a -2 penalty on the attack roll, and the amount of effort it takes to use the weapon increases. A larger light weapon is considered a one-handed weapon, a large one-handed weapon is

APPENDIX 3: COUNTY OF URNST REGIONAL RACE RULES

Several options exist for players in Living Greyhawk to play races that are normally reserved for NPCs (such as centaurs and kobolds). In order to clarify regional reactions to player characters and provide an easy way for players to assess a region's acceptance of an unusual race, the following standard has been adopted. Regions must make this assessment for the following races: asherati, Bright Desert centaurs, and Mist Kingdom kobolds. The assessment is not made for subraces of *Player's Handbook* races (such as snow elves) – these races are similar enough to the standard races.

These rules apply only when playing a module set in the County of Urnst (not when playing Cores or meta-regional modules not set in the County). Other regions will have different rules and applications. Regional adventures and AR items may have additional rules or special entries that supersede these rules.

The chart below shows how different races are generally viewed in the County of Urnst:

<u>Race</u>	<u>Attitude</u>
Asherati	Neutral
Centaurs	Neutral
Lizardfolk (except Fennelmore)	Wary
Mongrelfolk	Wary
Non-evil Humanoid Race	Wary
Half-Orcs	Wary
Mist Kingdom Kobolds	Monstrous
Lizardfolk (in Fennelmore only)	Monstrous
Any Evil Humanoid Race	Monstrous

General

'Social skill checks' include Bluff, Diplomacy, Gather Information, Perform, Profession, and possibly other skill checks that the GM feels would be impacted by an NPC's attitude towards your race as described in the attitude sections below.

- Regional documentation may detail ways to offset all or part of these penalties. Penalties to social skill checks can be ignored with a successful Disguise check, with DCs set as per the rules in the *Player's Handbook*.
- However to gain favors and influence, NPCs need to know your name and recognize you. You may refuse any favors by remaining disguised or by giving fake names.
- House Underley and the Underley network ignore the above rule. They will immediately honor any rewards they offer and they are not harsher towards any particular individual over another.
- Evil organizations who offer influence and rewards will respond to races differently. Each organization's attitude (whether Neutral, Wary, or Monstrous) will be noted in the relevant adventure.

Neutral

(Anyone that radiates evil that would normally fall in this category is treated as "wary" instead.)

- People are mildly suspicious or fearful of you.
- The initial attitude of most NPCs is Indifferent but can be raised to Helpful.
- Though viewed with curiosity and suspicion, the law treats you fairly.
- Individual exceptions may exist but, unless explicitly mentioned, there is no extra penalty.
- You can belong to any County Meta-org without problem, provided you meet any other prerequisites of that meta-org.

Wary

(Anyone that radiates evil that would normally fall in this category is treated as "monstrous" instead.)

- People are moderately suspicious or fearful of you.
- The initial attitude of most NPCs is Unfriendly and cannot normally be raised above Friendly.
- You suffer a -2 circumstance penalty to social skill checks with such NPCs.
- You may receive moderately unequal treatment by the laws, such as automatically receiving the maximum penalties for breaking the law.
- Any fine is doubled. Any fine beyond 1000 gp gets a 1 TU prison sentence for each 100 gp worth of fine.
- You can belong to any County meta-org. However people eye you suspiciously and you may not be well-liked.

Monstrous

(Anyone that radiates evil that would normally fall in this category is hunted down and killed without prejudice. Proximity to the Lands of Iuz means most folk people prefer to repent than regret.)

- People are severely suspicious or fearful of you.
- The initial attitude of most NPCs is Unfriendly and cannot normally be raised above Indifferent.
- You suffer a -4 circumstance penalty to social skill checks. Anyone perceived as your friend suffers a -2 penalty on social skill checks.
- You suffer a -4 penalty on living off the wild checks, and your lifestyle costs are doubled; if you receive free lifestyle, you instead pay normal lifestyle costs; if your lifestyle costs are increased by other effects, use the core rules for stacking of multipliers.
- You will likely receive severely unequal treatment by the laws, such as additional penalties for breaking the law, beyond those of other races
- Potential employers likely hide their association with you and expect the same of you; if you reveal such information, any favors or influence with such employers is automatically revoked.
- Membership in most regional meta-organizations will be banned. Those that allow you to join will likely require more significant sacrifices.
- Social skill checks' include Bluff, Diplomacy, Gather Information, Perform, Profession, and possibly other skill checks that the GM feels would be impacted by an NPC's attitude towards your race.
- Regional documentation may detail ways to offset all or part of these penalties. Penalties to social skill checks can be ignored with a successful Disguise check, with DCs set as per the rules in the Player's Handbook.

Below is a list of items the PCs can gather in their cell.

From dismantling the Cot

- 2 Improvised Clubs (-4 non-proficiency penalty)
- 3' hemp rope
- 2 square yards of linen fabric
- 6 - 2' Cured Leather strips (Improvised Garrote or Sling)
- 2 square yards of woolen Fabric

Cutlery

- Improvised Thieves Tools
- Use to etch Holy symbol on plank from cot (Craft DC 10, 30 minutes)
- Knife = poor quality dagger (Damage d4-1)

Spell components

This will be the biggest problem. Below I've listed the Spells to which **NO** spell components can be found. I've only listed the Spells found in the PHB, and Spell Compendium. Any spells with spell components from other sources will be unavailable, as well as any Spell above 2nd level

1st Level spells

Alarm, arrow mind, color spray, detect undead, enlarge person, familiar pocket, hail of stone, identify, jump, low-light vision, mount, protection from chaos/evil/good/law, reduce person, summon monster I, Tenser's floating disk

2nd Level Spells

Arcane lock, bull's strength (**Exception of Bull Familiars/Companions Allow this Spell**), cat's grace (**Exception of Cat Familiars/Companions Allow this spell**), continual flame, detect thoughts, discern shapechanger, eagle's splendor (**Exception of Eagle Familiars/Companions Allow this Spell**), false life, flaming sphere, fox's cunning (**Exception of Fox Familiars/Companions Allow this Spell**), ghoul touch, hypnotic pattern, Leomund's trap, magic mouth, Melf's acid arrow, obscure object, owl's wisdom (**Exception of Owl Familiars/Companions Allow this Spell**), protection from arrows, scare, see invisibility, summon monster II, swim, Tasha's hideous laughter

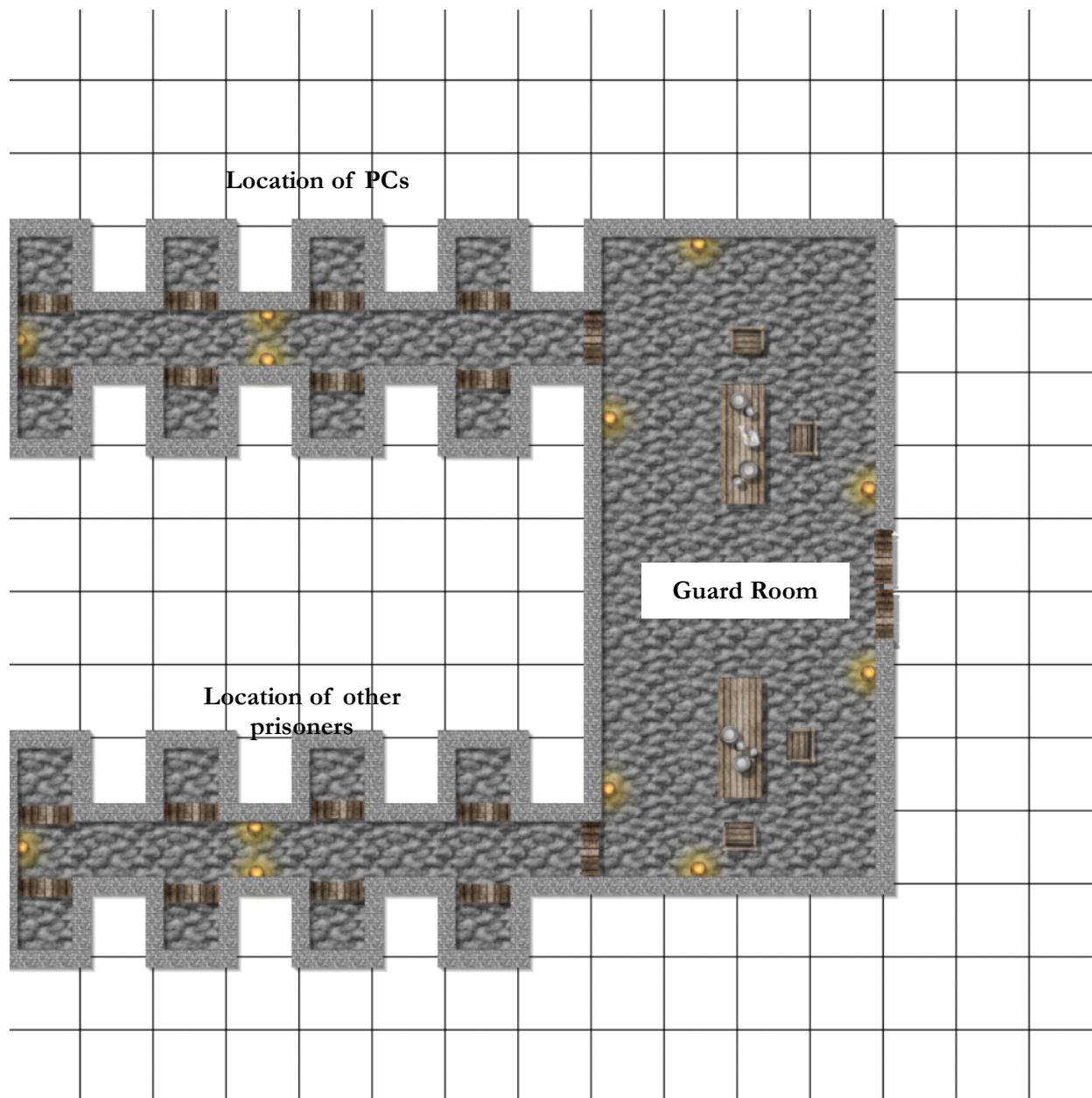
Prison Collars

Effects of the Prison Collars are as follows (see DMG p 293):

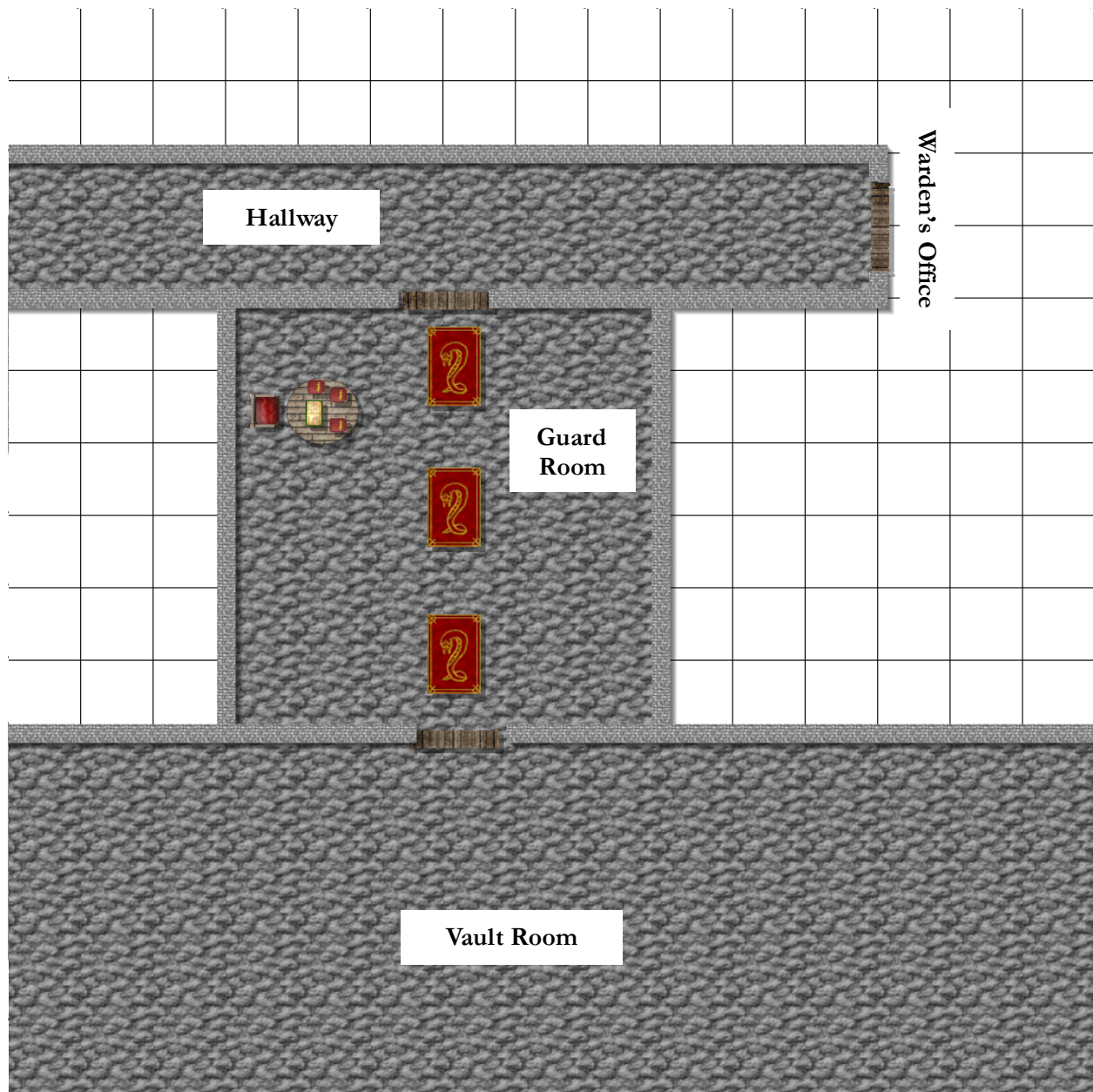
APL 2 - No effect

APL 4-12 - Confer Temporary Negative levels equal to APL -2 which confers the following per Negative level:

- -1 on skill and Ability checks
- -1 on Attack rolls and Saving throws
- - 5 hit points (to a minimum of 5hp +/- Con Bonus)
- -1 effective level when using Spells or Special abilities dependant on Class Level. Note that spells above 2nd level require Caster level of 5th or higher, and that most Paladins, Rangers will be further limited from using any spells
- Spell casters loose one spell of their highest level for each negative level bestowed.



Map 1: Cell Wing C



Map 2: The Vault

PLAYER HANDOUT #1: MEMOIRS OF JAIL

It takes you but a second to recognize where you are now. How can you forget this place? It is a jail. A planar jail to be precise...

A while back, when you entered in an agreement with Talas the Arcanaloth in return for access to items that may be useful to you, you were ordered to serve as a guard for a number of prisoners.

Though you didn't mingle with them, none of them tried to escape. You remember seeing dragons, demons, celestial beings, humans, humanoids and other creatures from the realms beyond, things you'd rather not know about. You have no idea what the prisoners you guarded were accused of.

Most of the guards here come from lands you have never heard of and are very business-like and not very talkative.

The cell block you are in isn't the one you served in, but it is very similar (you may ask your DM to draw out the map of the cell block). There is only one way out of this place: through a portal in the Warden's office. Though you have no idea how to open it or how to get to it from here, you know that's where you have to go.

About the Collars

Every prisoner is fitted with a special collar that makes him or her weak as a baby. Most of the prisoners wait in their cells for something to happen.

About the Plane

You do remember the following things about the plane:

- Normal gravity
- Normal time
- Finite (there is nothing beyond the walls)
- Mildly lawful-aligned
- Impeded magic (all)

Spells that allow trans-planar travel do not function in or out of the plane (however a *dimension door* or *teleport* spell functions normally within the boundaries of the plane).



Image 1: Talas the Arcanaloth