

FUR3-04

# The Lost Code of Akanadel

A One-Round D&D LIVING GREYHAWK®  
Furyondy Regional Adventure

Version 1.0

## Round 1

by Michelle Sharp

The drunken warrior insists that Geklon, the sage, must be mad with his talk of an ancient dwarven wizard who has left behind a great treasure of knowledge. You are not so sure, and why not explore and find a bit more of this dwarf, Akanadel? After all, it never hurts to have a sage in your debt, especially one who is also a wizard and crafts magical items. This module is fourth in the *Defense of Chendl* series. A Furyondy Regional adventure for PCs levels 3 to 13.

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

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

## **Preparation**

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

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

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

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

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

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

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

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

## **Reporting**

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM fill out a reporting form. After the form is filled out it should be given to the senior DM.

## Living Greyhawk

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

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the Living Greyhawk *Gazetteer* and Living Greyhawk Campaign Sourcebook (LGCS).

## Living Greyhawk Levels of Play

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

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

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

1. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.
2. If you are running a table of six PCs, add one to that average.

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

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

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

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

## **Time Units and Upkeep**

This is a standard one round Regional adventure, set in Furyondy. Characters native to Furyondy pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit. Luxury Upkeep costs 100gp per Time Unit.

## Adventure Summary

*The Lost Code of Akanadel* begins with the PCs in Chendl, from which they will set out for Claw Gorge. Below is an encounter-by-encounter summary:

1. PCs are solicited to help recover the key to a lost code developed many years ago by Akanadel, a dwarven mage-smith.
2. PCs travel to Moblofft to continue their search and gain more directions to his home. They can speak with a descendant of his.
3. PCs may also wish to speak with the Blue Sundial Trading Company that did business with Akanadel at that time.
4. Using the directions obtained earlier, PCs locate the entrance to Akanadel's ancient home. They must fight sentinel plant creatures to enter.
5. PCs begin their travel into what appears to be natural caverns. They will experience a cave-in part of the way in.
6. PCs will pass out of the natural area and eventually get to a tunnel leading into Akanadel's home. They will reach a worked door, on which their still remains a magical ward.
7. PCs will explore the remains of the Akanadel home and find the code. They will also locate the gruesome remains of their host.
8. PCs must locate another way out and will encounter some squatters on the way.
9. PCs return to Chendl and hand over the code to Geklon.

## Adventure Background

*The Lost Code of Akanadel* is a mid to high level module for the Living Greyhawk campaign setting. *The Lost Code of Akanadel* begins in Chendl, but is set primarily in the Barony of Littleberg, in Claw Gorge. This adventure was originally designed for aspiring *dungeon delvers*. It can be very challenging and deadly for PCs below third level; those PCs are strongly discouraged from playing this module until they have obtained more experience.

Many years ago, in the area of Claw Gorge near Moblofft, a dwarven hermit named Akanadel built an underground home. Akanadel was a mage-smith who specialized in wards and protective magic but was killed by one of his own spells that went awry. Given that he was a hermit, however, most have not heard of the reason of his death, merely noticing that he no longer came to town for supplies. It is also of note that Akanadel was a

devoted follower of Boccob and sent information on his researches to the monastery there.

Furyondy's Council of Four has been researching and working for some time on a powerful spell to encase Chendl in a protective shield and aid its citizens from attacks by Iuz. In FUR1-01 *Deep Pearl*, PCs recovered for Dramaynen, earth elementalist, a deep pearl, a priceless pearl created not in the ocean but in the depths of the earth. Later, in FUR2-01 *Common Defense*, adventurers captured a Yuan-Ti spy for Lady Pisenten, water elementalist, for some unknown purpose. In FUR3-03 *Heart of the Kingdom*, adventurers escort a caravan containing a druid's heart from Crockport to Chendl.

As the components become available and the final time to cast the spell draws near, the elementalists have been consulting with a sage and wizard of Boccob by the name of Geklon, who specializes in wards, protective magic and creation of protective magical items. Geklon lives in Chendl but did study at the monastery near Pantarn and thus learned of the ancient works of Akanadel. Much of the information in the texts he is currently studying for the Council references work by Akanadel on wards. After months searching his own texts as well as the library in Chendl, Geklon managed to find one small text that was written by Akanadel himself and which he believes contains vital information about the "shield" that the Council proposes to build. Unfortunately, much of the text is written in a code which Akanadel developed to help protect his works from evil uses and which Geklon has not been able to decipher. Because of the technical language included and the severe consequences for error on the final spell result, he deems it too dangerous to be deciphered by one not also very familiar with magical protections. He found in one of his other texts a reference to a written key to this code and he believes it would be found in Akanadel's home, but no one knows exactly where that is. Further research by Geklon led him to discover a few days ago that Akanadel likely had a residence near Moblofft. His next task, being beyond adventuring years himself, was to find someone reliable to travel to Moblofft, locate Akanadel's home and the code and return it to him so he can complete his translation. The first individual he spoke with, Queron, is not interested in the job but is the means by which the PCs hear of Geklon's search.

In the course of an ale-besotted conversation, Queron tells the PCs of an old man, Geklon, researching new and unique items of magical powers. Geklon was trying to present the code as needed for creation of protective magic items and this is likely the tact he will take with the PCs as well. Queron has purchased items from Geklon in the past so when Geklon saw him checking for an item, he told of this code that he could use to create new and wonderous items. Queron,

however, is not one to want to wait and did not want to go out seeking the code without some guarantee. Also, he had scoffed at the idea of a dwarven sage and wizard and thought that Geklon had gone mad.

The adventure begins as the PCs seek out Geklon, most likely to find out more about his interest in obtaining this code. When the PCs speak with him, Geklon indicates that he has been researching the means to create several unusual items (This is actually true). However, he has been blocked in his ability to do so by his inability to decipher the coded notes of Akanadel, a holy hermit of Boccob (not entirely true). Apparently, while many of Akanadel's notes have made their way to his possession through the church of Boccob, the old dwarf had a tendency to write his notes in a code, which Geklon cannot understand. Geklon will agree to craft the PCs one of these items if they are able to recover the key to the code for him.

During the course of the module, the PCs travel to Moblofft and on to Claw Gorge, locate Akanadel's old home, retrieve the code and return it to Geklon.

## Introduction

DMs should make sure to note that the moon is in its full phase and inspect character sheets to see if any of the PCs are lycanthropes. Also, DMs should remember that any lycanthrope PC is subject to transformation if they suffer  $\frac{1}{4}$  of their hit points in damage.

The adventure begins with the PCs in the capital city of Chendl.

*Traversing through the streets of Chendl, you finally locate the small alley, Sandlesore Way, which Queron mentioned in the pub last night. Queron said this is the where you would find the old sage, Geklon, whose shop you now seek. The warrior had scoffed at the sage's tale of a dwarven wizard who created wondrous magical items in the past and who, could you locate his home, would provide Geklon the information needed to continue that work. But unlike Queron, you believe the sage may not have lost all his senses – after all, you have certainly heard of dwarven wizards, even if Queron has not.*

*Queron told you that old Geklon is a wizard himself and would be willing to sell one or two rare magical items to those who assist him in locating the dwarven wizard's notes. In addition, as you discussed this situation with your companions last night it occurred to you that if you were to locate the home of this dwarven wizard, a creator of unusual magical items, it is likely that in addition to whatever notes*

*the sage seeks, there may be some remaining finished magical items.*

*As a result, you and your companions decided it wouldn't hurt to look up Geklon and see what he can tell you of that dwarven wizard – and what he would offer you to find those notes for him!*

*Scanning the signs above for the sage's shop, you see a small, faded sign with a square that is likely supposed to represent a book and the label "Geklon's Research and Reading."*

Allow the PCs to select their spells after having access to the information above. Note that the PCs may purchase basic supplies (including magical items) allowed according to the LGCS prior to their departure from Chendl. Have each player describe their character as PCs decided together at the bar the prior evening to come and speak with Geklon. If the PCs ask about the encounter with Queron, note to them that he was very vague on particulars and didn't really know anything beyond what is included above. Since he thought the sage was daft, he just left and made no effort to find out more. Presumably, this is part of the reason the PCs are seeking Geklon out. Once the PCs are well introduced, continue with the first encounter.

## Encounter One

In this encounter, PCs meet with an old sage, who asks them to travel to Moblofft and recover some writings for him.

*Pushing open the door, dust swirls about the area, tickling your nose and causing your eyes to water for a moment. There are many books around this small room with a single door across from the one that you enter. A white-haired old man, dressed in simple brown monk's robes and wearing a carved wooden holy symbol of Boccob, sits behind a desk piled with books. The wind from your entrance blows some scrolls from the desk and he scrambles to recover them as he snaps, "Well, hurry up and shut the door before something blows away." He regards you a moment in silence once you have done so, then says, "I have nothing for sale today and I am very busy. What do you want?"*

The PCs will likely explain their encounter with Queron the previous evening and once they mention interest in possibly taking on the quest Queron refused, Geklon will become more polite and interested. Without a reference to Queron, Geklon is unlikely to trust the PCs with this task.

### **Geklon** male human, Exp1/Mnk2/Wiz 6, hp 44.

Geklon is searching for someone reliable to locate the key to Akanadel's code for him. Unfortunately, he is uncertain how much he can reveal to the PCs and has no way to test their reliability. Therefore, he is likely to lead them to believe that he wants the key for his own purpose of creating magical items and simply attaining more knowledge that he can sell later. While this is true, the primary reason he wants the code is to decipher the references in some texts he has been reviewing about a ward he is researching for the Council of Four.

However, he will not reveal this to the PCs unless they sense there is more to his story (Sense Motive DC 15 – player must request to make this check) and is persuaded by the PCs of their honorable intentions (Diplomacy check DC 11+APL). Give PCs a +2 circumstance bonus if there is a paladin, a monk of Boccob or a cleric of a lawful good deity present. If PCs persuade him, he will indicate that he is researching information for the Council of Four for an upcoming major warding spell and needs the key to decipher some information alluded to by Akanadel in his earlier writings, which he feels may be very important.

If PCs agree to search out the key to the code for him, he will agree to craft a magical item for them, which they can purchase in the future. He will tell them all he knows of Akanadel, which includes the following:

- ☛ Akanadel was a dwarven mage smith who lived many years ago. He specialized in crafting many wonderous items as well as armors and shields.
- ☛ Akanadel worshipped Boccob as well, and tradition states he studied at the monastery near Pantarn, as I did.
- ☛ Akanadel was very involved in his work and led a hermit-like existence. He was rarely seen in public.
- ☛ Records I have reviewed indicate he got his supplies through the Blue Sundial Trading Company, Moblofft office. I imagine his home is nearby there although I do not have specific directions. Perhaps the trading company would have records indicating the location of his home or he may have relatives in the area.

## Encounter Two

It will take the PCs several days of uneventful travel to reach Moblofft. While in town, PCs have the opportunity to attempt to Gather Information about Akanadel or the area of Claw Gorge, where his underground home was rumored to be built. Moblofft is

a small town that is still predominantly gnomish, although a mixture of other races now dwell there as well.

PCs who wish to Gather Information about Akanadel will find little of note in the marketplace and taverns. It has been years since he was seen in the area and none here now remember him. If PCs check into the Trading Company, go to Encounter Two.

PCs asking simply for dwarves in town will learn there are perhaps half a dozen (Gather Information DC 10). Two are “recent” arrivals in town, a couple who brew ale and have lived there about three years. Another is the local cleric of Moradin. There are also three merchants dealing in a variety of items. Finally, there is a dwarven weaponsmith, Akanadel’s nephew, who lives in town and knows of his ancestor. His name is Durgel Stonefist.

### **Durgel Stonefist** male dwarf Exp 4, hp 29.

Durgel is a gruff middle-aged dwarf who is devoted to his work. He embodies the characteristics most think of when they consider members of his race. He enjoys good ale and is more likely to talk with the PCs (+2 circumstance modifier to Diplomacy check) if they offer to meet with him in the evening and buy him drinks (5 gp). Durgel has heard the family traditions of Akanadel, but has little use for wizards and so although he knows the location of the underground home, he has never had the interest to travel there.

**Development:** PCs may be able to persuade Durgel to give them directions to Akanadel's old home with a successful Diplomacy skill check (DC 12 + APL). PCs may not “take 20” on the Diplomacy and are allowed only one check each (or they may use their check to assist each other).

## Encounter Three

PCs may also choose to check into the Blue Sundial Trading Company since Akanadel reportedly dealt with them. The Blue Sundial Trading Company is based out of a small building facing the town square. They deal primarily with basic needs such as foodstuffs, cloth and small metal objects such as pots and pans.

### **Boffleen**: male gnome Exp3, hp 20

Boffleen is the supervisor of this branch of the Blue Sundial Trading Company. He is a easily excitable and somewhat harried older gnome. He will not allow the PCs to look through the records themselves, but if asked specific information about Akanadel, he may be persuaded (Diplomacy DC 12 + 1/APL) to look through

the books and give PCs the information requested on the morrow. He explains that he is very busy and at any rate will not agree to look through the books immediately, regardless of how persuasive PCs are with their Diplomacy. Note that if the PCs are willing to reimburse him for his time, he is more receptive to their request. This translates to +1 circumstance bonus for each gold spent, up to a maximum of +15 (PCs still need to be somewhat polite to him to get him to agree, although they may take 10 on this check). If PCs are able to persuade him to assist them, he will give them very general directions to the area of Akanadel's home. (This is because when expecting a shipment, Akanadel would make arrangements to meet the representative nearby or in town so no one from the Blue Sundial ever actually entered his home). He will also be able to refer them to speak with Durgel, as he will discover that Durgel is a descendant of Akanadel Stonefist's brother.

**Development:** If PCs seek out Durgel after checking at the Trading Company, go to Encounter Two. If PCs have now gathered what information they have and leave to seek out Akanadel's home, go to Encounter Four.

## Encounter Four

It will take the PCs about a days travel to reach the area and another day to locate the entrance. PCs with directions from Durgel will automatically be able to locate the entrance. PCs with directions only from the Blue Sundial Trading Company will receive a +2 bonus on Wilderness Lore or Search checks to locate the entrance. PCs with Tracking may succeed at a Wilderness Lore check (DC 14 + APL) to locate the entrance.

If no PC has the Track feat, they may make a Search check (DC 21 + APL) to find the entrance. Note that PCs can "take 20" and/or assist each other on these checks. Also note that PCs unable to find the entrance, even if taking 20, may opt to return and talk to Durgel. Treat this as though they found the entrance by taking 20.

Once the PCs have made the necessary checks to find the location, continue below.

*It is late afternoon as you traverse through the hills of Claw Gorge towards your destination. The sky has been overcast and threatening rain all day and a chill wind blows through the autumn day. Just as you begin to wonder whether you will be able to locate the entrance before dark so you can sleep outside the weather, the first fat drops of rain land on you. Soon you are soaked wet and chilled. The rain pours down, into a torrential down pour.*

If it was necessary for PCs to "take 20" to find the location, the additional time needed in the weather means they must succeed at a Fort save DC 15 or be swept away by a flash flood. This deals 1d6 points subdual damage as they are swept away.

Because of the treacherous footing, PCs must succeed at a Reflex save DC 15 or lose their footing and fall down the hill, taking another 1d6 points of subdual and requiring a Fort save DC 15 to avoid being caught up in (another) flash flood, with effects the same as those noted above.

Given the nasty weather, PCs are likely to be anxious to reach the entrance to the underground complex. It is at this unfortunate time that they will meet with the plant(s) guarding the entrance.

### APL 4 (CR 4)

⚡ **Assassin Vine:** 30 hp, see MM.

### APL 6 (CR 7)

⚡ **Tendriculous:** hp 94, see MM.

### APL 8 (CR 9)

⚡ **Tendriculous (2):** hp 94, see MM

### APL 10 (CR 11)

⚡ **Greenvise:** hp 102, see Appendix.

### APL 12 (CR 14)

⚡ **Greenvise (3):** hp 102, see Appendix.

**Tactics:** Due to current weather conditions, PCs must deal with treacherous footing and likelihood of slipping and falling. (ELs are at +1 due to weather conditions). Due to the slick and slippery conditions, PCs must make a Balance check DC 15 in order to move without falling prone. While standing still the DC is only 5. PCs who fail and are prone must make a Fortitude save DC 15 to avoid being swept away by the rain and running water. Spell casting requires a Concentration check DC 5 + spell level.

In addition, due to the rain sight is difficult (including low light and darkvision) and Spot, Search and ranged attacks suffer a -4 penalty. See the DMG Chapter 3 for more detail on these effects.

At APLs 10 and 12, combat will begin with one greenvise will use its death fog attack. All the plants will try to block the entrance of the cave to prevent their tasty snacks from escaping.

**Treasure:** The creatures also have a number of coins and a couple items scattered about from past victims.

## Encounter Five

The PCs enter Akanadel's ancient underground fortress. The entrance is initially disguised as a cave, but PCs who Search carefully (DC 20) will locate a concealed door leading deeper into the caverns. Akanadel made an effort for the fortress to appear "natural" to decrease the likelihood people would persist in looking for him. He was a hermit, after all. His interest was in prayer, study and creation, not entertaining visitors. The initial caverns should be described as natural, with uneven passages connecting and occasional "rooms" (also natural looking caverns) off to the side.

A PC very skilled in Craft: Stonemasonry (DC 35) may realize that these walls are not natural, but were skillfully created to appear that way. The ceiling in this area has weakened over time, due to burrowing above of underground creatures. The heavy rains flowing above the caverns have further weakened the ceilings and PCs may notice (Spot DC 20) some water running down the walls, which increases closer to the weak area.

PCs with Knowledge: Architecture and Engineering or Craft: Stonemasonry may notice (DC 20) that some dirt seems to have crumbled from above and the ceiling appears weakened. PCs without these skills may make an unskilled Wisdom check (DC 20) to notice the same thing and dwarves receive a +2 circumstance bonus to whichever check they chose to make. PCs who do notice this may receive a +2 circumstance bonus to their Reflex saving throw as the corridor collapses behind the PCs. In addition, at APLs 4 to 8, PCs who notice these factors may, if they possess the skill, make a Disable Device check to determine the cause and help the others negotiate through this area. A successful check will halve the damage for those in the area of effect (outlined under developments below). See DMG: Chapter 4 for more information on cave-ins and collapsing ceilings.

### APL 4 (CR 5)

↗ **Collapsing Ceiling:** CR5; Reflex save DC 15, 4d6 debris damage and pin in bury zone/2d6 debris damage and possible pin in slide zone; Disable Device, DC 24 for half damage. Bury zone: last 10 feet of PCs with slide zone additional 10 feet.

### APL 6 (CR 6)

↗ **Collapsing Ceiling:** CR6; Reflex save DC 15, 8d6 rock/debris damage and pin in bury zone/3d6 debris damage and possible pin in slide zone; Disable Device, DC 24 for half damage. Bury zone: last 30 feet of PCs with slide zone additional 10 feet.

### APL 8 (CR 6)

↗ **Collapsing Ceiling:** CR6; Reflex save DC 15, 8d6 rock/debris damage and pin in bury zone/3d6 debris damage and possible pin in slide zone; Disable Device, DC 28 for half damage. Bury zone: last 30 feet of PCs with slide zone additional 10 feet.

### APL 10 (CR 7)

↗ **Collapsing Ceiling:** CR7; Reflex save DC 15, 8d6 rock/debris damage and pin in bury zone/3d6 debris damage and possible pin in slide zone. Bury zone: last 50 feet of PCs with slide zone additional 10 feet.

### APL 12 (CR 7)

↗ **Collapsing Ceiling:** CR7; Reflex save DC 15, 8d6 rock/debris damage and pin in bury zone/3d6 debris damage and possible pin in slide zone. Bury zone: last 50 feet of PCs with slide zone additional 10 feet.

**Development:** PCs in the bury zone are automatically pinned and suffer damage as noted by APL; Reflex save (DC 15) for half damage. (This damage is halved again with a successful Disable Device at APLs 4 to 8). PCs in the slide zone suffer no damage with a successful Reflex save (DC 15) and are not pinned. Pinned PCs take 1d6 points subdual damage per minute while pinned. If a PC falls unconscious, they must succeed at a Constitution check (DC 15) or begin taking 1d6 points normal damage until dead. Conscious but pinned PCs can free themselves with a successful Strength check DC 25.

PCs not pinned may dig out their companions by hand at a rate of five times their heavy load rating per minute or twice as quickly if armed with digging tools such as a pick, crowbar or shovel. PCs must clear 1500 pounds of loose stone from the five-foot square in which a PC is pinned in order to free them. To make a cave-in area passable in order to reach a PC pinned further than five feet away, half that amount must be cleared from each five foot square.

Note that there is now no light coming in from outside and PCs will need a light source of some type to continue, even with low-light vision.

## Encounter Six

PC locate the door to Akanadel's living quarters and prepare to enter.

*Brushing yourselves off from the dust of the cave-in, you realize that you will likely need to find another exit out of these caverns for the one behind you is obviously blocked. After traveling a bit more through*

*the natural caverns, you come to an actual stone door set into the far end of a natural-appearing cavern. Flanking the door are two torch sconces, currently empty and rusted. The door is finely crafted and banded with iron. There is an iron lock inset into the door itself.*

This is the entrance to Akanadel's actual living quarters, which were quite small. He did magically ward his door, and PCs are likely to expect this, given Geklon's note that he specialized in this type of magic. The door also has a finely crafted lock (Open Locks APL 4: DC 25, APL 6 to 12: DC 30). The PCs will have ten minutes before the trap resets.

### APL 4 (CR 4)

✓ **Lightning Bolt Trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset, spell effect (*lightning bolt*, 5<sup>th</sup> level wizard, Reflex save [DC 15] half damage, 5d6 electrical); Search (DC 28); Disable Device (DC 28).

### APL 6 (CR 5)

✓ **Lightning Bolt Trap:** CR 5; magic device; proximity trigger (*alarm*); automatic reset, spell effect (*lightning bolt*, 8<sup>th</sup> level wizard, Reflex save [DC 15] half damage, 8d6 electrical); Search (DC 28); Disable Device (DC 28).

### APL 8 (CR 7)

✓ **Chain Lightning Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset, spell effect (*chain lightning*, 11<sup>th</sup> level wizard, Reflex save [DC 19] half damage, 11d6 electrical to target nearest door plus 5d6 electric to each of up to eleven secondary targets within spell effect centered on door); Search (DC 31); Disable Device (DC 31).

### APL 10 (CR 8)

✓ **Prismatic Spray Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset, spell effect (*prismatic spray*, 13<sup>th</sup> level wizard, Reflex, Fort or Will save [DC 20] depending on effect); Search (DC 32); Disable Device (DC 32).

### APL 12 (CR 8)

✓ **Prismatic Spray Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset, spell effect (*prismatic spray*, 13<sup>th</sup> level wizard, Reflex, Fort or Will save [DC 20] depending on effect); Search (DC 32); Disable Device (DC 32).

## **Encounter Seven**

Once the door is open, PCs are able to enter Akanadel's quarters. Akanadel lived a relatively austere life and his actual living area is rather small, consisting of a combination kitchen/living area, a small bedchamber and a workroom area. See map in Appendix for details.

*The door opens into a small room which looks to be a combination kitchen and living area. Along one wall is a counter containing several pots and pans. A water pump and stove sit nearby. A small wooden table with two chairs sits near the center of the room. Near the other side of the room, facing the fireplace, is a comfortable looking chair sitting on a rug with a small table next to it. There is another door near the fireplace that also appears made of stone while the wall opposite the kitchen contains a wooden door.*

There is little of interest in this area beyond what is described above. The wooden door leads to a short hallway with a door on either side and a door at the end. Both the side doors lead to bedchambers. The one on the left was Akanadel's chamber (see Encounter 7A below) while the other was rarely used and contains only a rotted mat bed, empty wooden trunk and a small side table currently holding a washing pitcher and bowl. The door at the end of the hall leads to the workroom (see Encounter 7B below).

### Encounter 7A (Bedroom)

Although most of his notes and works were kept in his workroom, Akanadel DID keep a copy of the key to his code in his bedroom rather than in his work area. He knew that anyone attempting to make off with his work would look there first and likely overlook the bedroom as the location of notes or items of magical interest.

*This room was obviously used as a bedroom, containing a well-made bed, although the linens and stuffing have rotted away. A small table and lamp with a flint and steel box sit next to the bed. A wardrobe sits open across from the bed, with rotted clothing hanging inside. A desk with a chair sits on the wall near the door containing a matching lamp as well as a washing pitcher and bowl. All are finely crafted porcelain.*

**Development:** A thorough Search (DC 25) will reveal a hidden compartment accessed through a loose flagstone beneath the bed. Remember that PCs are allowed to take 20 on this search. Inside the compartment is a metal sheet on which is written the key the PCs seek.

## Encounter 7B (Workroom)

This is the room Akanadel was in when his magic experiment went awry, killing him. No one has been in here since. Everything in the room was pretty much destroyed at that time.

*Opening the door to this large room reveals a massive scene of destruction. The stone floor, walls and even ceiling is scorched black. A stone shelf along the opposite wall is covered with melted glass and the skeletal remains of some humanoid creature lay near the door, as though the unlucky soul was simply unable to get outside and away from the source of the destruction in time.*

PCs searching the area will find little of value. All Akanadel's notes inside this room were destroyed in the accident that took his life. A successful Search check (DC 20) will find the charred remains of some parchment (once his notes) in the corner near the door. A successful Heal check (DC 15) will confirm that the skeleton likely belonged to a dwarven male. Looking at the body will reveal a ring still intact on one of the fingers.

**Treasure:** On the skeleton is a finely crafted ring, which at APLs 8 and above is a *Ring of Force Shield*.

## Encounter Eight

PCs are able to locate the other exit from Akanadel's living area. It, too, is sealed with a similar door but the trap does not work when passing out the door (only if not disabled before attempting to enter). PCs will travel a much shorter distance towards the surface, and will meet with some creatures who have made this their home while on the way.

### APL 4 (CR 5)

⚡ Cloaker: hp 45, see MM.

### APL 6 (CR 6)

⚡ Carrion Crawlers (2): hp 19, see MM.

### APL 8 (CR 8)

⚡ Behir: hp 94, see MM

### APL 10 (CR 10)

⚡ Behir (2): hp 94, see MM.

## APL 12 (CR 13)

⚡ Fiendish Behir (3): hp 94, see Appendix.

**Tactics:** The creatures will move to attack separate opponents. The behir will begin with its breath weapon, hitting as many opponents as possible and then focusing first on the most injured appearing foe. The fiendish behir will follow the breath weapon with a smite good attack aimed at a PC wearing a visible holy symbol to a good deity and then if it succeeds in its swallow attempt will Cleave to any other opponent who appears good based on that criteria or statements made by PCs (as it does speak Common).

**Treasure:** The creatures also have a number of coins scattered about from past victims.

**Development:** Once PCs have defeated the creatures, the passage will lead them out of the caverns. They can then begin their travel to Chendl.

## Conclusion

PCs have an uneventful trip and return to Chendl and Geklon's shop, where they meet with him and turn over the key. They receive his thanks and the offer to sell them an item. If PCs do not recover and return the key, he will be very disappointed and will not offer to sell them anything. If this is the premiere, be sure to complete the critical event summary.

*You arrive back in Chendl and once again seek out the sage, Geklon. He is extremely pleased to learn of your success in recovering the key from Akanadel's home and disappointed to hear that nothing else was salvageable. True to his word, he shows you a couple of items, which he agrees to sell you at a fair price or, if you prefer, he offers to return your favor someday by researching a question for you.*

## The End

## Experience Point Summary

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

### Encounter Four

Defeat plants

APL4 120 xp; APL6 210 xp; APL8 270 xp;  
APL10 330 xp; APL12 420 xp;

### **Encounter Five**

Survive/continue past cave-in/ceiling collapse  
 APL4 150 xp; APL6 180 xp; APL8 180 xp;  
 APL10 210 xp; APL12 210 xp;

### **Encounter Six**

Disarm or survive trap  
 APL4 120 xp; APL6 150 xp; APL8 210 xp;  
 APL10 240 xp; APL12 240 xp;

### **Encounter Seven**

Defeat creatures  
 APL4 150 xp; APL6 180 xp; APL8 240 xp;  
 APL10 300 xp; APL12 390 xp;

### **Story Awards**

Objective met: Discovered location of Akanadel's home  
 APL4 15 xp; APL6 25 xp; APL8 35 xp;  
 APL10 45 xp; APL12 55 xp;

Objective met: Located key to code and return it to Geklon in Chendl  
 APL4 80 xp; APL6 95 xp; APL8 110 xp;  
 APL10 125 xp; APL12 140 xp;

### **Discretionary roleplaying award**

APL4 40 xp; APL6 60 xp; APL8 80 xp;  
 APL10 100 xp; APL12 120 xp;

### **Total possible experience:**

APL4 675 xp; APL6 900 xp; APL8 1125 xp;  
 APL10 1350 xp; APL12 1575 xp;

## **Treasure Summary**

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

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

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

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

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

### **Encounter Four:**

APL 4: L: 0 gp; C: 10 gp; M: 208 gp (*Boots of the Winterlands* 208gp)

APL 6: L: 0 gp; C: 100 gp; M: 208 gp (*Boots of the Winterlands* 208gp)

APL 8: L: 0 gp; C: 50 gp; M: 208 gp (*Boots of the Winterlands* 208gp)

APL 10: L: 0 gp; C: 320 gp; M: 520.5 gp (*Boots of the Winterlands* 208gp; *Wand of Magic Missiles* [5<sup>th</sup> level] 312.5 gp)

APL 12: L: 0 gp; C: 442 gp; M: 520.5 gp (*Boots of the Winterlands* 208gp; *Wand of Magic Missiles* [5<sup>th</sup> level] 312.5 gp)

### **Encounter Seven:**

APL 4: L: 200 gp; C: 0 gp; M: 0 gp

APL 6: L: 200 gp; C: 0 gp; M: 0 gp

APL 8: L: 0 gp; C: 0 gp; M: 708 gp (*Ring of Force Shield* 708 gp)

APL 10: L: 0 gp; C: 0 gp; M: 708 gp (*Ring of Force Shield* 708 gp)

APL 12: L: 0 gp; C: 0 gp; M: 708 gp (*Ring of Force Shield* 708 gp)

### Encounter Eight:

APL 4: L: 0 gp; C: 16 gp; M: 166 gp (*Ring of Climbing* 166 gp)

APL 6: L: 0 gp; C: 63.5 gp; M: 228.5 gp (*Ring of Climbing* 166 gp; *Wand of Cure Light Wounds* 62.5 gp)

APL 8: L: 0 gp; C: 55.5 gp; M: 228.5 gp (*Ring of Climbing* 166 gp; *Wand of Cure Light Wounds* 62.5 gp)

APL 10: L: 0 gp; C: 323 gp; M: 228.5 gp (*Ring of Climbing* 166 gp; *Wand of Cure Light Wounds* 62.5 gp)

APL 12: L: 0 gp; C: 435 gp; M: 894.5 gp (*Ring of Climbing* 166 gp; *Wand of Cure Light Wounds* 62.5 gp; *Goggles of Night* 666 gp)

### Total Possible Treasure

APL 4: L: 200 gp; C: 26 gp; M: 374 gp - Total: 600 gp

APL 6: L: 200 gp; C: 163.5 gp; M: 436.5 gp - Total: 800 gp

APL 8: L: 0 gp; C: 105.5 gp; M: 1144.5 gp - Total: 1250 gp

APL 10: L: 0 gp; C: 643 gp; M: 1457 gp - Total: 2100 gp

APL 12: L: 0 gp; C: 877 gp; M: 2123 gp - Total: 3000 gp

### Special

**Favor from Geklon the Sage:** For successful completion of a task he requested, Geklon has agreed to allow PCs to purchase a monk's belt, bracers of armor +2 or collar of resistance +2 (from *Masters of the Wild*). PC must pay full value of the item as listed in the DMG or MoW and may purchase only one such item. Alternatively, PCs may upgrade their armor with *light fortification*. PCs must pay the cost difference between their old armor and the new. The PC may wait to make this purchase or upgrade following another Furyondy regional adventure.

PCs who do not wish to make a purchase can instead call upon Geklon to assist them through research, allowing them a once only +15 circumstance bonus to a Knowledge check while in Chendl and able to consult with him. He will not charge them for this assistance. This favor is consumed when used; DM should initial and note what it was used for.

**Dungeon Delver Candidate:** This PC has successfully survived a natural cave-in and has now met the special requirement to take levels in the core Dungeon Delver prestige class from Song and Silence. Note that the PC must still fulfill all other requirements and bring a copy of the book for judge review if they desire to take levels in this prestige class.

## Items for the Adventure Record

### Item Access

APL 4: Ring of Climbing

Boots of the Winterlands

APL 6: Wand of Cure Light Wounds

APL 4 Items

APL 8: Ring of Force Shield

APL 4 & 6 Items

APL 10: Wand of Magic Missles (5<sup>th</sup> level)

APL 4, 6 & 8 Items

APL 12: Goggles of Night

APL 4, 6, 8 & 10 Items

## Appendix: Monster Statistics

### Encounter Four

#### APL 10 (EL 11):

• **Greenvise:** CR 10; Huge Plant; HD 12d8+48; hp 102; Init +0; Spd 10; AC 16 (touch 8, flat-footed 16) [-2 size, +8 natural]; Atk +16 melee (2d4+9, 4 slams) and +11 melee (1d6+4 bite); Face/Reach 10ft by 10ft/15 ft; SA death fog, improved grab, swallow whole; SQ acid immunity, plant traits, woodsense; AL N; SV Fort +12, Ref +4, Will +4; Str 29, Dex 10, Con 18, Int 3, Wis 11, Cha 6.

**Death fog (Su):** Twice per day, a greenvise can emit an acidic fog that functions like the *acid fog* spell, except as follows. The death fog's area is a 40 ft high spread with a 60 ft radius. Within this area, all sight, including darkvision, is limited to 5 ft. Creatures within 5 ft have one half concealment while creatures further away have total concealment. Creatures attempting to move through the death fog can only move one tenth normal speed and all their melee attacks and damage suffer a -2 circumstance penalty. Each round, the acid fog deals 3d8 damage (acid) to every creature inside; no saving throw. A strong wind will disperse the vapors in 1d2 rounds; otherwise the effect lasts 3d6+1 rounds. The greenvise is not impeded or affected by its own death fog and can move and attack freely.

**Improved Grab (Ex):** If a greenvise hits an opponent that is at least one size category smaller than itself with a slam attack, it can deal normal damage and attempt to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it can transfer the opponent to its maw with another successful grapple check, deal automatic bite damage and then attempt to swallow in the next round. Alternatively, the greenvise has the option to conduct the grapple normally or simply use its tendrils or maw to hold the opponent (-20 to grapple, but the greenvise is not considered grappled). Regardless, each successful grapple check deals normal slam or bite damage.

**Swallow Whole (Ex):** A greenvise can swallow a single opponent that is at least one size category smaller than itself by making a successful grapple check (grapple bonus +26), provided it already has that opponent in its maw (see improved grab). Once inside a greenvise, the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round from the plant's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach into the maw and another successful grapple check is needed to get free.

Alternatively, a swallowed creature can try to cut its way out using either claws or a light piercing or slashing weapon. Dealing at least 20 points damage to the stomach (AC 18) in this way creates an opening large enough to escape. Once a swallowed creature exits muscular action closes the hole and other swallowed creatures must cut their own way out. A greenvise's stomach can hold 1 large, 4 medium, 16 small or 64 tiny opponents.

**Woodsense (Ex):** A greenvise can automatically sense the location of anything within 60 ft that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation it is.

**Plant Traits (Ex):** A greenvise is immune to poison, *sleep*, paralysis, stunning and polymorphing. It is not subject to critical hits or mind affecting effects. The creature has low-light vision.

#### APL 12 (EL 14):

• **Greenvise (3):** CR 10 each; Huge Plant; HD 12d8+48; hp 102; Init +0; Spd 10; AC 16 (touch 8, flat-footed 16) [-2 size, +8 natural]; Atk +16 melee (2d4+9, 4 slams) and +11 melee (1d6+4 bite); Face/Reach 10ft by 10ft/15 ft; SA death fog, improved grab, swallow whole; SQ acid immunity, plant traits, woodsense; AL N; SV Fort +12, Ref +4, Will +4; Str 29, Dex 10, Con 18, Int 3, Wis 11, Cha 6.

**Death fog (Su):** Twice per day, a greenvise can emit an acidic fog that functions like the *acid fog* spell, except as follows. The death fog's area is a 40 ft high spread with a 60 ft radius. Within this area, all sight, including darkvision, is limited to 5 ft. Creatures within 5 ft have one half concealment while creatures further away have total concealment. Creatures attempting to move through the death fog can only move one tenth normal speed and all their melee attacks and damage suffer a -2 circumstance penalty. Each round, the acid fog deals 3d8 damage (acid) to every creature inside; no saving throw. A strong wind will disperse the vapors in 1d2 rounds; otherwise the effect lasts 3d6+1 rounds. The greenvise is not impeded or affected by its own death fog and can move and attack freely.

**Improved Grab (Ex):** If a greenvise hits an opponent that is at least one size category smaller than itself with a slam attack, it can deal normal damage and attempt to start a grapple as a free action without provoking an attack of opportunity (grapple bonus +26). If it gets a hold, it can transfer the opponent to its maw with another successful grapple check, deal automatic bite damage and then attempt to swallow in

the next round. Alternatively, the greenvise has the option to conduct the grapple normally or simply use its tendrils or maw to hold the opponent (-20 to grapple, but the greenvise is not considered grappled). Regardless, each successful grapple check deals normal slam or bite damage.

**Swallow Whole (Ex):** A greenvise can swallow a single opponent that is at least one size category smaller than itself by making a successful grapple check (grapple bonus +26), provided it already has that opponent in its maw (see improved grab). Once inside a greenvise, the opponent takes 2d6+9 points of bludgeoning damage and 2d4 points of acid damage per round from the plant's stomach. A successful grapple check allows the swallowed creature to climb out of the stomach into the maw and another successful grapple check is needed to get free. Alternatively, a swallowed creature can try to cut its way out using either claws or a light piercing or slashing weapon. Dealing at least 20 points damage to the stomach (AC 18) in this way creates an opening large enough to escape. Once a swallowed creature exits muscular action closes the whole and other swallowed creatures must cut their own way out. A greenvise's stomach can hold 1 large, 4 medium, 16 small or 64 tiny opponents.

**Woodsense (Ex):** A greenvise can automatically sense the location of anything within 60 ft that is in contact with vegetation, even objects or creatures that are not in contact with the same vegetation it is.

**Plant Traits (Ex):** A greenvise is immune to poison, *sleep*, paralysis, stunning and polymorphing. It is not subject to critical hits or mind affecting effects. The creature has low-light vision.

## Encounter Eight

### APL 12 (EL 13):

 **Fiendish Behir** (3): CR 10 each; Huge Magical Beast (electricity); HD 9d10+45; hp 94; Init +1; Spd 40 ft (climb 15 ft); AC 16 (touch 9, flat-footed 15) [-1 dex, -2 size, +7 natural]; Atk bite +15 melee (2d4+8) and 6 claws +10 melee (1d4+4); Face/Reach 10ft by 30ft/10 ft; SA breath weapon, improved grab, swallow whole, constrict 2d8+8, smite good; SQ: electricity immunity, scent, can't be tripped, darkvision 60 ft, cold and fire resistance 15, damage reduction 5/+2, SR 18; AL NE; SV Fort +11, Ref +7, Will +5; Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12.

**Skills and Feats:** Climb +18, Hide +5, Spot +7; Cleave, Power Attack.

**Breath Weapon (Su):** Line of lightning 5 ft wide and 20 ft long once a minute; damage 7d6 Reflex half DC 19.

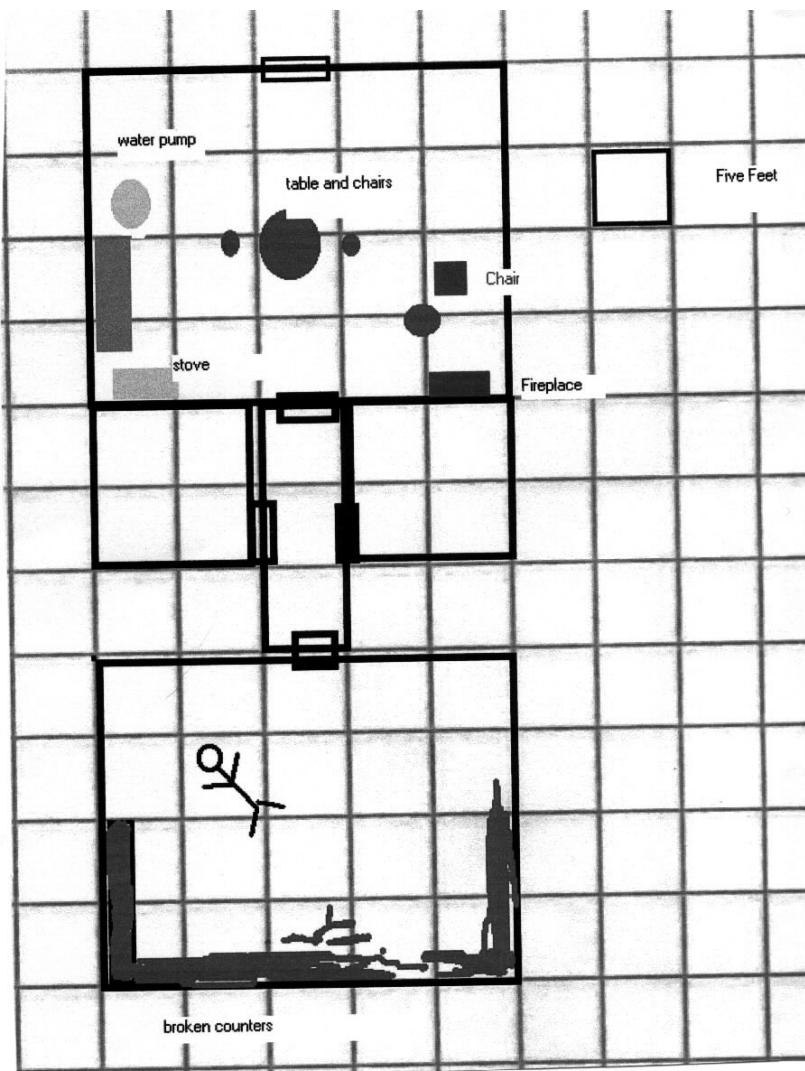
**Improved Grab (Ex):** To use this ability, the behir must hit with its bite attack. If it gets a hold, it can attempt to swallow or constrict the opponent.

**Constrict (Ex):** A behir deals 2d8+8 points of damage with a successful grapple check against Gargantuan or smaller creatures. It can use its claws against a grappled foe as well.

**Swallow Whole (Ex):** A behir can try to swallow a grabbed opponent of size medium or smaller with a successful grapple check. A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent. The swallowed creature takes 2d8+8 points crushing damage and 8 points acid damage from the behir's gizzard. A swallowed creature can cut its way out by using claws or a small or tiny slashing weapon to deal 25 points damage to the gizzard (AC 20). Once a swallowed creature exits muscular action closes the whole and other swallowed creatures must cut their own way out. A behir's stomach can hold 2 medium, 4 small, 8 tiny, 16 diminutive or 32 fine or smaller opponents.

**Smite Good (Su):** Once per day the creature can make a normal attack to deal additional damage equal to its HD total (+9) against a good foe.

## DM Aid: Map of Akanadel's Home



**Critical Event Summary**  
**LG FUR3–04 – Lost Code of Akanadel**  
*(Return to HQ or to Michelle Sharp)*  
*Please be sure to answer all questions. Thanks.*

- |   |          |
|---|----------|
| 1. Did the PCs return the key code to Geklon?                 | YES / NO |
| 2. Did any PCs earn the Dungeon Delver Candidate Certificate? | YES / NO |

Please note any PC names, class and levels here:

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

3. Comments (Optional). Please explain any unusual circumstances

## Rules on Spell Casting in Furyondy:

This adventure begins in Chendl and the Fairwain Province but primarily takes place in the Barony of Littleberg near Claw Gorge. Clerics of the following faith and levels are available for purchasing spells: Boccob ( $7^{\text{th}}$ ), Corellon Larethian ( $5^{\text{th}}$ ), Rao ( $5^{\text{th}}$ ), Garl Glittergold ( $5^{\text{th}}$ ) and Yondalla ( $5^{\text{th}}$ ). PCs who wish to have higher level spells cast must spend an extra TU for travel to a larger populated area.

The majority of spells may be purchased with pure coin, however there are some reserved for those who have earned the church's favor (N/a under Pure GP Cost). Also, PCs that have influence with a church may also use it (cash it in) for a discount on spell casting costs. Members of an appropriate religious order, may also benefit from their permanent influence point to further discount the spell purchase price. This is reflected in the first two columns of the chart – the revised cost and allowable influence expenditure to procure the spell.

Spell	Cost	Infl.	Pure GP Cost
Cure minor wounds	5 gp	0	5 gp
Cure light wounds	10 gp	0	10 gp
Endure elements	10 gp	0	10 gp
Goodberry	60 gp	0	60 gp
Cure moderate wounds	60 gp	0	60 gp
Gentle repose	60 gp	0	60 gp,
Lesser restoration	60 gp	0	60 gp
Cure serious wounds	150 gp	1	250 gp
Dispel magic	150 gp	1	250 gp
Remove blind/deafness	150 gp	1	250 gp
Remove curse	150 gp	1	250 gp
Remove disease	150 gp	1	250 gp
Cure critical wounds	280 gp	1	380 gp
Neutralize poison	280 gp	1	380 gp
Restoration	380 gp	1	480 gp
Break enchantment	450 gp	2	650 gp
Healing circle	450 gp	2	650 gp
Raise dead	950 gp	2	1150 gp
Greater dispelling	660 gp	5	N/a
Heal	660 gp	5	N/a