

NUMISMATISTS
OF THE GREAT WHEEL

*A Fantasy Adventure
for 4-6 Players of Level 11-13*

*by David J. Keffer
Knoxville, Tennessee, 2014
presented through the kind auspices of
The Poison Pie Publishing House
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A N ⊕ T E ⊕ N ⊕ T H E ⊕ O R I G I N ⊕ O F ⊕ T H I S ⊕ M O D U L E

This module is created in response to the production of ten “alignment” coins contained in the “Rare Elements RPG Fantasy Currency & Coins” Kickstarter project by Osborne Coinage and initially funded in May, 2014. These ten coins corresponded to denominations of ¼, ½, 1, 5, 10, 20, 50, 100, 500 and 1000. The coins are labeled according to the nine alignments (LG, LN, LE, NG, N, NE, CG, CN, CE) and an “alignment rune” coin. This module provides an adventure through which a party of adventurers can acquire these coins.

V A R I ⊕ U S ⊕ D I S C L A I M E R S

The author of this module has no affiliation with Osborne Coinage. This module does not represent the result of a commission between Osborne Coinage and the author. On the contrary, this module solely represents the unsolicited creative output of the author for the exclusive purpose of the enjoyment of fantasy role-playing groups, both the author’s local group and the those groups worldwide who stumble upon these coins and this module.

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A C K N ⊕ W L E D G E M E N T ⊕ S

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INTRODUCTION

The purpose of this module is to provide a fully fleshed-out explanation regarding the party's acquisition of the ten alignment coins produced through the "Rare Elements RPG Fantasy Currency & Coins" Kickstarter project by Osborne Coinage and initially funded in May, 2014. These ten coins corresponded to denominations of ¼, ½, 1, 5, 10, 20, 50, 100, 500 and 1000. The coins are labeled according to the nine alignments (LG, LN, LE, NG, N, NE, CG, CN, CE) and an "alignment rune" coin. Table 1 in [Appendix I](#) provides the characteristics of all ten coins.

The author chose to place the adventure in the outer planes of the Planescape cosmology because those planes each correspond to an alignment. Thus, the acquisition of the coins provides an adventure composed of nine planar delves in which the party travels to the plane of the same alignment as the coin of interest and, by hook or crook, acquires the coin. Table 3 in [Appendix I](#) identifies the planes associated by alignment with each of the ten coins. (For the first "alignment rune" coin, we associate Sigil, the City of Doors, which serves as the home base for this and many other Planescape campaigns.)

From 1994-1998, TSR published eighteen products that described the locales, monsters, citizens and politics of the Planescape universe (and an additional dozen publications containing one or more adventures). These books provide a rich description of a campaign setting in which role-playing is at least as important as monster slaying and looting. This module acknowledges the work that went into the creation of this universe and invokes it to a large extent. Dungeon Masters (DMs) that are unfamiliar with the Planescape campaign setting are encouraged to explore it prior to running the campaign. An abundance (some might say an over-abundance) of references to the original source material is provided in Appendix I. However, this module has been given a minimum level of background so that DMs unfamiliar with the Planescape campaign setting can still run the adventure.

Frequently, multiple sources to monster statistics are provided, such as that for the monsters on the coin faces given in Table 2 of [Appendix I](#), in which sources from the first through fourth editions of Dungeons and Dragons are given. For Non-Player Characters (NPCs), such as those described in [Appendix II](#), textual descriptions of the characters are provided and the statistics are provided only in terms of the fourth edition. DMs using other systems will have to port these NPC statistics.

BACKGROUND

From the very first [Manual of the Planes](#) (1st Ed., TSR 2022, 1987) by Jeff Grubb, the D&D multiverse has been divided into inner planes, which are composed of the elements of existence, and the outer planes, which are composed of mental aspects of the universe, as characterized by alignments, or the manner in which individuals choose to perceive and respond to their existence. The oft-cited description of Planescape adventurers as "philosophers with clubs" is primarily applicable to the outer planes, where the philosophy of the individual defines reality. This metaphor is applied literally at the borders of neighboring planes, where, if the collective alignment of the residents of a border town gradually shifts to that of a neighboring plane (due perhaps to an insidious plan of infiltration or agitation and unrest) then the actual border of the planes moves and the entire town and its territory become part of the other plane. The point is that adventuring in the outer planes is to experience the differences in alignments and perceptions made real. As the players travel to collect the various coins, from the lawful good to the chaotic evil, the DM should emphasize the atmosphere of each plane, so that the players get a palpable sense of the differences. These are not different dungeons or even different countries. These are different planes of existence where law or chaos or good or evil in various combinations and proportions rule.

For DMs and players without much experience with the Planescape cosmology (and this shouldn't come as a surprise since the last Planescape book was published sixteen years prior to the writing of this module) we have arranged for an NPC, the aasimar, Anxo, who works as a minor functionary in an insurance agency in Sigil, to provide information regarding the nature of the outer planes, Sigil and portals. When the PCs encounter Anxo, they can direct questions to him. Here we reproduce Anxo's four pieces of information for the benefit of the DM.

ANXO'S TUTORIAL I: THE GEOMETRY OF THE OUTER PLANES

The outer planes are called "The Great Wheel" because sixteen outer planes are arranged around a central plane, a plane of True Neutrality, referred to in the Planescape cosmology as the Outlands. Numerous depictions of this wheel are provided in the [Manual of the Planes](#), Planescape resources as well as online sites. One such representation is given in Map #1 of [Appendix III. Maps](#). The sixteen planes in a ring about the Outlands are arranged according to alignment, with eight alternating planes corresponding to the familiar alignments (LG, LN, LE, NG, NE, CG, CN, CE). Between these planes are an additional eight planes representing combinations of alignments. For example, the Lawful Good plane of Mount Celestia is separated on one border from the Lawful Neutral plane of Mechanus by an intermediate Lawful Neutral/Good plane, Arcadia, and on the other border from the Neutral Good plane of Elysium by an intermediate Lawful/Neutral Good plane of Bytopia.

At the center of the Outlands is a rocky spire, which is the axle of the great wheel. Hovering over the spire is a city in the shape of a torus, Sigil, the City of Doors. The city itself exists on the interior surface of the torus. This city serves as the starting point for this adventure. A map of Sigil is provided in Map #2 of [Appendix III. Maps](#).

The planes are each infinite. In addition, some planes have multiple layers, each of which is potentially infinite. Baator, the Nine Hells, has nine layers. Mount Celestia, the Seven Heavens, has seven layers. The Abyss has 666 layers (although some argue there are an infinite number of layers, a point which shall not be conceded until a complete index of the Abyss has been compiled which lists more than 666 layers). Within any given layer are realms, corresponding to areas in which a particular deity or group of deities have constructed reality in a form of their choosing. Table 7 in [Appendix I](#) provides the planes, layers and realms of interest to this module. Table 8 in [Appendix I](#) provides the deity associated with each realm. These deities provide structure to the realm but will not be encountered during the adventure any more than one might encounter Jesus while walking around in a Christian country.

Unless otherwise stated, time in these planes passes at the same rate as in any other plane. If the characters spend a week in the Nine Hells, a week will have passed back in Sigil (although a week in Hell may *seem* a lot longer than a week in the paradise of Elysium). Distance varies by plane, even within a plane. For example, a journey in the Outlands between two gate towns may take three days on the way there and two and a half weeks on the return trip. Moreover, crossing what looks like a valley from the outside may reveal, upon entering the valley, a continent that takes months to cross. Overland travel in the outer planes is therefore not the recommended mode of transport. Gravity is the same in all planes, unless otherwise noted, although the direction of gravity may vary. (Down is relative.) Some varieties of magic do not function normally or at all on various planes.

Additional information on each individual plane can be provided by the contact that Anxo identifies for each of the particular adventures. This information is given in the appropriate section below.

ANXO'S TUTORIAL II: SIGIL, THE CITY OF DOORS

Assuming that the adventurers in the party are unfamiliar with Sigil, the following five pieces of information also serve as general background knowledge that can be provided to the party, either by Anxo, or by any sod in a Sigil tavern.

Sigil is cosmopolitan. Sigil is a large, cosmopolitan city in which residents of all planes are routinely encountered. Thus one finds agents of good such as angels (aasimon) come down from Mt. Celestia passing through the same streets as devils (baatezu) on errands from the Nine Hells. A truce is rigorously maintained by the otherworldly ruler of Sigil, the Lady of Pain. Anyone and anything in Sigil can be found. The city is filled with taverns, bars, temples, libraries, markets, banks, laboratories, exclusive neighborhoods, slums and anything else the party might wish to find in a comparable city. Moreover, Sigil has visitors and goods originating from across all planes.

Sigil is the gateway to the multiverse. Sigil is called the City of Doors because it possesses portals to virtually all of the known planes, both inner and outer. In fact, the only way to enter or leave Sigil is through a portal. Portals appear as ordinary doors or arches, used conventionally to enter buildings. However, to invoke the portal's ability to transport a party to another plane, one must be holding a unique portal key. The portal key is rare so that accidental activation of the portal does not occur. Most portals provide two-way travel, though some do not.

Sigil has unusual geometry but fairly standard physical rules. Sigil is entirely enclosed on the interior surface of a torus (dough-nut). There are no streets leading out of the city. Gravity is "normal" and directed down to the ground, wherever one stands. Magic functions normally in Sigil, except for magic that involves transport beyond Sigil's boundaries. Therefore, any spell that attempts to summon a creature from a source beyond Sigil does not function. Similarly, any teleportation spell with either a source or a destination beyond Sigil does not function. There is only one way to enter or exit Sigil and that is through the numerous portals. For that reason, Sigil is sometimes referred to as *the Cage*.

Sigil is divided into six wards. The six wards of Sigil are

- The Hive Ward, the slums
- The Lower Ward, an industrial district, with terrible air pollution
- The Clerk's Ward, an affluent district, home to most of the city's lower-rung bureaucrats
- The Market Ward, a middle class ward containing the largest market and shops
- The Guildhall Ward, a middle class ward, home to craftsmen and artisans
- The Lady's Ward, the most exclusive section of the city, home to the elite

If the party completes this adventure in its entirety, they will likely have visited every ward of Sigil at least once.

The politics of Sigil is controlled by factions. The factions are groups of individuals with similar philosophies. The factions of Sigil are thoroughly described in various references including Planescape Campaign Setting (TSR 2600, 1994) and The Factol's Manifesto (TSR 2611, 1995). Sects are factions not sanctioned by the Lady of Pain to operate a headquarters in Sigil. Table 9 in [Appendix I](#) provides the interested DM with references for the factions and sects of interest to this module. The multiverse is a big place. Knowing everything about every plane is impossible. Part of the purpose of factions is to house NPCs who can provide players with necessary information along the way. Table 10 in [Appendix I](#) provides information on the nicknames and headquarters of the factions. The Factol's Manifesto contains descriptions of the leaders and specific members of the factions, none of whom are mentioned directly in this module.

ANXΘ'S TU†ΘRIAL III: A FEW NΘ†ES ΘN PΘ†ALS AND GAT†ES

Portals and gates provide instantaneous transport within and between planes and will be relied on repeatedly in this module. We briefly discuss gates then provide a more detailed discussion of portals. There are sixteen gate towns in the Outlands, one leading to each of the sixteen outer planes. Each gate town contains one gate connecting the town to a single, stable point on the first layer of the respective plane. Table 6 in [Appendix I](#) provides the names and references for the gate towns to planes used in this book. These gates allow permanent, two-way passage. Generally the key required to activate the gate is well known. On either side of the gate, local inhabitants typically seek to control or impose a fee for access to the gate.

Portals are much more numerous than gates and less reliable. Portals take the form of doors, arches, windows, or chests. These openings usually serve as conventional means of passage from one room to another. However, if a portal is entered with a portal key, then roughly a ten-second window to the alternate plane is opened. The portal key is some object or phrase that is relatively uncommon so that incidental activation of the portal is uncommon. Portals can only be created by the DM. Sigil is called the City of Doors, because it possesses thousands of portals to other places in the Outlands and to most layers and realms of the other planes as well.

There are three things to know about Portals. First, one must locate a portal. In appearance, a portal looks like an ordinary structure. A *True Seeing* spell will identify portals but a *Detect Magic* spell will not unless the portal is currently activated. Second, one must identify and possess (two separate things) the portal key. Third, one should know the destination of the portal (ideally before using it). Information regarding the location, key and destination of portals is a prized commodity in Sigil. Factions contain numerous citizens of Sigils with useful knowledge on the location, key and destination of portals, which may be shared with fellow faction members. Merchants in Sigil's largest market, the Grand Bazaar, sell such information on a routine basis.

Portals are typically two-way passages that require the same portal key for both directions, but exceptions exist. Some portals are permanent, like gates. Some portals are temporary, existing only for a while then disappearing. Other portals are shifting, in which the locations of the origin and destination vary in time.

Well-known, permanent portals to each of the gate towns exist in Sigil. Faction headquarters in Sigil often possess permanent portals to the headquarters on the outer plane to which they are allied. Portals can reach any layer on the plane, not just the first layer.

While portals between different outer planes exist, they are less common and less well-documented. Thus, for example, travel from Elysium to the Gray Waste is probably most easily accomplished through the use of a portal from Elysium to Sigil and a second portal from Sigil to the Gray Waste. Sigil is truly the hub of the Great Wheel in this regard.

ANXΘ'S TU†ΘRIAL IV: LANGUAGE IN †HE ΘU†ER PLANES

Language in Sigil is characterized by a host of slang terms that are used through-out the Planescape references. Several books have glossaries of the various terms. This adventure does not attempt to integrate that vernacular, but DMs familiar with the cant are welcome to incorporate it, berk! The last two pages (95 and 96) of the [Planescape Campaign Setting: Sigil and Beyond](#) (TSR 2600, 1994) have a glossary. A copy of this glossary should be distributed to the players if the DM chooses to include the humorous detour, "Practicing the Cant", described in [Coin ¼. The Alignment Rune](#).

THE ALIGNMENT COINS

This module provides an adventure through which the party can acquire a set of alignment coins. If the coins are to be used as props, then they should be distributed one at a time, as each is acquired. Of course, probably players want to see and feel the whole set of coins as soon as they sit down at the table and begin the adventure inspired by the coins. Believe it or not, that's fine too. This may serve to stir their materialistic passion for acquiring the coins.

In this adventure, the alignment coins serve as portal keys. The feature of the coins that makes them so sought after is that these coins function on more than one portal. Typically, there is a one-to-one correspondence between portal and key. However, these coins function as substitute portal keys for whatever the standard (unique to that portal) key is. Each coin only functions as a portal key for portals located in the plane corresponding to the alignment on the coin. The coin does not function as a portal key for portals leading to that plane, unless the portal is also on that plane. Table 3 in [Appendix I](#) identifies the planes associated by alignment with each of the ten coins. The "alignment rune" coin, with a denomination of ¼, functions as a portal key only for portals located in Sigil.

For example, the one-denomination coin, with the phoenix on the face, corresponding to the neutral good alignment, acts as a portal key for any portal on the neutral good plane of Elysium, leading to any other plane. The phoenix coin will not act as a portal key for a portal located on the lawful good plane of Mount Celestia, even if the portal leads to Elysium. The phoenix coin will function for intraplanar travel within Elysium. For example, the phoenix key acts as two-way portal key for a portal located on the boggy third layer of Elysium, Belierin, to the mountainous second layer of Elysium, Eronia.

Two-way, interplanar passage through the same portal requires two coins. For example, traveling from Sigil to Baator and back through the same portal requires the ¼-denomination alignment rune coin to activate the portal from Sigil to the lawful evil plane of Baator and the 10-denomination coin with a wraith on the face, corresponding to the lawful evil alignment, for the return trip.

The coins are nonetheless extraordinarily useful because they greatly simplify the identification of portals. One need only locate the portal to use it. Portals, previously deemed inaccessible to outsiders through the use of a password known to few, now becomes easily used, perhaps to the great ire of those who sought to keep its use clandestine.

While some portal keys disappear after a single use, the alignment coins can be used as portal keys an unlimited number of times.

In order to prevent accidental activation of portals (imagine trying to walk through Sigil with the alignment rune coin in your pocket), the coins only function as portal keys when the user places the appropriate coin face down (monster side down) in the palm of one's hand (either hand will do, or tentacle if the user doesn't possess hands) with the hand (or tentacle or paw, etc.) extended out in front. Doing so makes it fairly clear to any observer, for better or worse, that the coin is serving as a portal key.

The alignment rune coin, with a denomination of ¼, also serves as a dowsing rod for the other coins, to aid the party in their recovery, as described below in the section [Coin ¼. The Alignment Rune](#).

Finally, at the beginning of the adventure the set of alignment coins is unique. At the successful conclusion of the adventure, it is likely that Anxo will provide every player character in the party with a copy of each coin, per the terms of their negotiations for compensation for their efforts in the completion of the task.

ADVENTURE SYNOPSIS

The adventure is split into ten parts, each associated with the acquisition of an alignment coin.



Coin 1/4. The Alignment Rune.

The party is introduced to Anxo, an aasimar, who works as a minor functionary in an insurance agency in Sigil. Acting as an intermediary for Zeinu the Dabus, Anxo offers the party a profitable job, to collect a set of powerful portal keys. If the party accepts, Anxo provides them with the alignment rune coin, which acts a portal key for any portal leading from Sigil.



Coin 1/2. The Yeth Hounds of the Gray Waste. (Neutral Evil)

The party is introduced to Orsó the Lowly, a Mezzoloth and an honorary member of the Bleak Cabal. He assists the party in reaching Hel's Domain in Niflheim, the second layer of the Gray Waste. There, the party must bypass Yeth Hounds guarding an extensive ranch upon which an unlikely and distinctly inhospitable cowgirl rides herd on countless larvae. At the ranch house, the party must retrieve the Neutral Evil alignment coin.



Coin 1. The Phoenix of Elysium. (Neutral Good)

Anxo next introduces the party to Ösztöndíjas the Scholar, an Ursinal and a librarian for the Transcendent Order. He assists the party in reaching the Great Mountain of the East in Eronia, the second layer of Elysium. In the fiery nest of a golden phoenix, the party must retrieve the Neutral Good alignment coin.



Coin 5. The Djinn of Arborea. (Chaotic Good)

Through the intercession of Draíocht the Magician, a Firre of the Eladrin and a member of the Society of Sensations, the party travels to Olympus on the first layer of Arborea. There, the party must negotiate with a wily djinn in order to acquire the Chaotic Good alignment coin.



Coin 10. The Wraiths of Baator. (Lawful Evil)

The party makes the dubious acquaintance of Dearmadach the Forgetful Warden, an Amnizu devil, who has lost a wraith entrusted to his keeping and requires a discreet group of adventures to collect it, as it haunts the Retreat of the Fallen in Dis, the second level of Hell, before his supervisors notice its absence. In return for this service, Dearmadach will provide the party with the Lawful Evil coin.



Coin 20. The Gnolls of the Abyss. (Chaotic Evil)

The party exchanges a devil for a demon and must now deal with Unholda the Abyssal Real Estate Shill, an Alu-fiend employed by the Ring-givers to sell parcels of land in the Seeping Woods, located on the 422nd layer of the Abyss. Under Unholda's guidance, the party must attend an open house, hosted by gnolls in the service of Yeenoghu, at which, if they have a little luck on their side, they may emerge with the Chaotic Evil alignment coin.



Coin 50. The Satyrs of Limbo. (Chaotic Neutral)

Anxo next sets the party up with the always unpredictable Sapo the Unpleasant, a red Slaad and a member of Xaositects. He agrees to take the party to the Globe of Raging Chaos in Limbo, where the party must brave not only the tempests but the tempestuous antics of a clan of satyrs in order to retrieve the Chaotic Neutral alignment coin.



Coin 100. The Ki-Rin of Mount Celestia. (Lawful Good)

The party may expect a reprieve when Anxo introduces them to Mala'ika of the Vanguard, an Agathinon of the Aasimon and, as a member of the Order of the Planes-Militant, an unyielding crusader of Righteous Justice. He delivers the party to Goldfire on Mercuria, the second heaven of Mount Celestia, where they must demonstrate to an ancient Ki-rin an uncommonly refined moral rectitude if they are to emerge with the Lawful Good alignment coin.



Coin 500. The Half-Dragons of Mechanus. (Lawful Neutral)

Veijari, a most remorseful rogue Decaton, formerly of the Modrons and a prodigal son in the Fraternity of Order, leads the party to the outskirts of the Jade Palace on Mechanus. There the party must dissuade a marauding band of half-dragons from laying siege to the palace and installing their own brand of order. In return, the palace residents bestow the Lawful Neutral alignment coin.



Coin 1000. The Ice Hydra of the Outlands. (True Neutral)

In order to claim the final coin, the party meets with Eristäminen the Isolated, a Plumach of the Rilmani, stationed, much to his dismay, in Sigil as a consular with the Free League. He directs the party to Tir na Og in the Outlands, where the party must slay an ice hydra in order to retrieve the True Neutral alignment coin.

COIN ¼. THE ALIGNMENT+ RUNE.



Summary. The party is introduced to Anxo, an aasimar, who works as a minor functionary in an insurance agency in Sigil. Acting as an intermediary for Zeinu the Dabus, Anxo offers the party a profitable job, to collect a set of powerful portal keys. If the party accepts, Anxo provides them with the alignment rune coin, which acts a portal key for any portal leading from Sigil.

The initial contact in this module is Execrabilia, the Tiefling Astral Prospector. A history and statistics for this and all other NPCs is presented in [Appendix II. Non-Player Character Statistics](#). The history and statistics of Execrabilia was given in [The Shadow Mephit's Coin](#) and is reproduced here: [II.A. Execrabilia the Astral Prospector \(Tiefling\)](#). The DM should read the description of Execrabilia for a description of her appearance and personality. If the

players completed [The Shadow Mephit's Coin](#) module, then they already know Execrabilia and are likely on good terms with her. In the unfortunate circumstance that Execrabilia was killed in that adventure, the DM must provide a different name and occupation for the female tiefling presented here. Regardless, while going about their business, the party encounters Execrabilia who suggests to the party that she knows of a highly profitable opportunity for a plane-traveling party such as they are. If the party agrees, Execrabilia will lead them at the next opportunity during business hours to the office building of a small insurance agency in the Clerk's Ward.

The metal sign hanging above the neat shop window reads, "Her Lady's Insurance Agency: Indemnity and Perpetuity Specialists. Visits by appointment only."

When the part arrives, they encounter Anxo in a modest first floor office. The history and statistics of Anxo are given in Appendix [II.B. Anxo, the Insurance Clerk \(Aasimar\)](#). He is a likeable enough fellow on first meeting.

Also, hovering discreetly in a far corner of the room is Zeinu, a Dabus. The history and statistics of Zeinu are given in Appendix [II.C. Zeinu, servant of the Lady \(Dabus\)](#). As is made clear in the character histories, Anxo is acting upon the instructions of Zeinu and the Dabus in turn is acting as an intermediary for the Lady of Pain (as do all Dabus). The party need not have any direct interaction with Zeinu, but his presence serves to reinforce the concept that Anxo's request is part of a larger plan in which the Lady of Pain has a distinct interest.

Anxo has been chosen to administer this task because he is quite talented at deciphering the symbolic language of the Dabus and not because, as he supposes, he is fated for a great role in the forthcoming events. The following passage is translated by Anxo from the symbolic communication generated by Zeinu the Dabus. This passage provides the key story element behind this module.

They call our mistress the Lady of Pain and it is a suitable title, for she is in pain. She suffers a malady of the soul, which has no clinical diagnosis. Its symptoms include chronic ambivalence, a sensation that decidedly does not lie halfway between concern and apathy, but rather chaotically

mixes the most intense sensations of each and compels her to paint upon her canvas from a palette of impossibly vivid colors. Of course, her canvas is Sigil, the City of Doors. Some call it The Cage, although, among the Dabus, such terminology is never invoked.

We, the Dabus, her tireless servants, speak for her, but we speak little for much of what our Lady was meant to convey has already been communicated, not only to the residents of Sigil, but through-out the outer planes, for the reputation of our Lady is known far and wide and is undoubtedly well deserved.

We speak now of a new message and the message is brief: Deluge! Sigil shall be split into ante-diluvian and post-diluvian epochs. A cleansing of the city is now fore-warned. A portal to the endless Oceanus shall be opened. The torus shall fill with a merciless, oxygen-deprived tide. All who remain within shall be drowned. The coming of the flood shall be abrupt. No further warning shall be given.

Despair not, citizens of Sigil, for the mercy of our Lady knows no lesser depths than does her fury. She will distribute to all citizens a coin that allows passage from any portal in Sigil. Death by drowning need come only to the stubborn. The flooding shall last forty days, after which the waters shall recede from the city.

In this flood, all portal keys shall be reset. To some residents, though not all, a second coin will be given that allows return through the portal from the plane in which they sought refuge from the flood. These chosen ones shall be the first to return to an empty city and repopulate its markets, guilds, courts, barracks, gymnasia, taverns and gaols in a manner more consistent with the esthetic principles of our Lady.

Such has our Lady spoken.

The DM should **not** read this text to the party at the first meeting with Anxo. Rather, the DM should allow Anxo to divulge the greater mystery surrounding the ten coins bit by bit as he meets with the party in between each of the portions of the adventure. Each time, Zeinu should be present, observing but not participating. If the party directs questions to Zeinu, he may reply and Anxo may choose to translate partially or in full.

At this first meeting, Anxo offers to hire the party to collect ten coins. The first of the alignment coins, he says, he shall give them now, if they agree to accept the job, as they will need it to find the other nine coins. The coins are scattered across the outer planes and Anxo has worked diligently to develop contacts who will help the party prepare for and travel to the plane associated with each coin. (In truth, the Dabus has developed these contacts on behalf of the Lady of Pain.)

The compensation for providing this service will be great, including monetary reward, exotic magical adventuring gear suitable for planar expeditions, and the Lady of Pain's favor, something far more valuable than any coin or equipment. Anxo's leaves this last point vague, but means that the party will be given copies of the coins that allow them to return to Sigil after the flood. Negotiations with Anxo are relatively straightforward as the Lady of Pain has given Zeinu the discretion to be quite generous. Where particular supplies are needed to accomplish the task at hand, such as gems to barter with devils in the Nine Hells, supplies will be provided to the party. These supplies will be noted in each adventure. In terms of monetary compensation, Anxo offers 10,000 gp per character for the successful retrieval of all coins and funeral expenses in the unlikely event that the party fails and bodies are recoverable. If the player's demand greater compensation, he will go as high as 50,000 gp per character as the money isn't his and he likes to appear generous. As for the details of the magical items to be awarded at the end of the

adventure, Anxo only says, “The sky’s the limit.” Some suggestions are provided in the [Adventure Conclusion](#). No more than 5,000 gp per character will be dispensed before completion of the adventure.

The mechanics of the adventure is relatively straight forward. After the party accepts the job, Anxo provides them with a single copy of the first coin, the “alignment rune” coin with a denomination of ¼. He explains its functioning. It serves as a portal key to any portal in Sigil, but cannot get them back. For the return trip, they must acquire the targeted coin and use it in the same portal on the plane in which it is found. Once they have the coin, they must return it to Anxo in Sigil and he will provide them with the information required to pursue the next coin.

Searching for a single coin on an infinite plane is no simple task. Anxo can only provide the name of the plane, the layer and the realm in which the coin is located. (This information was given to him by Zeinu.) Further assistance comes in two forms. First, as noted above, there is a contact, usually a native of the plane in question, to whom Anxo will introduce the party. This individual generally knows something about the plane and, in some cases, has additional information about the coin (or may even possess the coin itself). In each adventure, the party is introduced to the contact by Anxo at the office and the adventure proceeds from that point.

The second piece of assistance that Anxo can provide is the alignment rune coin itself. Not only does it serve as a portal key out of Sigil, but it also is imbued with magic that can help it locate the other coins, somewhat in the manner of a dowsing rod. Anxo can instruct the party that they can address yes-or-no questions regarding the location of the alignment coins to the alignment rune coin, and then flip the alignment rune coin. Heads indicates yes and tails indicates no. The kind of questions the party can ask include, “Does the coin lie up this mountain?” or “Should we go right at this intersection?” and so forth. The alignment rune coin does not necessarily lead the party along the most direct route to the coin in question. On the contrary, the DM has free license to have the coin lead them along indirect routes, holding the promise of experience, entertainment and/or amusement.

This first adventure is complete when the party has agreed to the task, Anxo has given them the alignment rune coin and answered all of their questions to the extent that he is willing. The first adventure ends with Anxo telling the party to come back tomorrow morning at 9:00 AM. (He’s an insurance agent and it is not in his habit to get up any earlier—an uncouth vice of the common folk to be sure.) At that time, he will introduce them to the contact, who will help them retrieve the first alignment coin, a Neutral Evil coin with a denomination of ½.

Creating Continuity Across the Adventures

Anxo reappears between each of the subsequent adventures. He is intended to provide continuity to the otherwise distinct adventures, both in terms of plot and mounting suspense. He can also provide comic or tragicomic interludes between the excursions for the coins. Some examples of activities that could provide the opportunity for non-combative but entertaining role-playing include.

Building Suspense through a gradual Revelation of the Forthcoming Flood. Anxo will not explain during the first visit the importance of the alignment coins to the survival of the residents of Sigil to escape the flood or to the eventual repopulation of Sigil after the flood. However, between adventures, he may gradually release more information regarding the eventual purpose of the coins. This information can be divvied out in small portions to keep the adventures wondering.

Practicing the Cant. If the party is new to Sigil, Anxo tells them that their inability to speak like planars is costing them the respect of all they encounter. He insists upon acting as a tutor in the matter of the slang of Sigil. The DM must make photocopies of pages 95 and 96 of the [Planescape Campaign Setting](#):

Sigil and Beyond (TSR 2600, 1994) and distribute them to the players. Then Anxo instructs them to practice using the slang in sample conversations. For example, Anxo, might say, “Suppose a loathsome night hag loose from the Gray Waste walks up to you on the street and asks you for directions to the Larva-Mart™. How might you respond to her?” The characters have to make up responses using two or three of the slang words in the glossary provided. Anxo may also have the party simply create conversations among themselves. Inevitable hilarity ensues.

Declarations of Love. Anxo makes the mistake of confidentially declaring his hidden love for Execrabilia to the least sensitive member of the party. The party is then encouraged to meddle in the affair, play matchmaker, set aasimar and tiefling up on a blind date, or any other activity at the expense of Anxo’s dignity. Ah, the romance of star-crossed lovers in the Outer Planes! More hilarity erupts.

Anxo’s Loose Tongue. While waxing eloquent in a fine dining establishment one evening, Anxo partakes of too much wine. He boasts to those gathered of a most important charge given to him for which he has hired a rather talented (though boorish in their own way) group of adventurers to complete. Although Anxo is not so foolish as to divulge the details of this mission (knowing full well the retribution of the Lady of Pain would be swift), his hints are enough to arouse the suspicions of the others within earshot. One such curious individual hires an agent to trail the party, while in Sigil, in order to determine the nature of their employment. This agent is none other than Forkludre the Thief, a gnome in good standing in the thieves guild of Sigil and a card-carrying member of the Dustmen, a peculiar faction that believes that this existence is a death, an after-life to a previous and more vivid existence that lies beyond our ability to recall. The history and statistics of Forkludre are given in Appendix [II.D. Forkludre the Thief \(Gnome\)](#). The DM is free to make this pursuit either sinister or comical. Successful perception checks may alert the party to the fact that they are being pursued. Forkludre can appear and disappear between adventures. It is not intended that he pursue them out of Sigil. It is certainly within his character to attempt to steal an alignment coin from the party, after they have brought it back to Sigil but before they have a chance to return it to Anxu. The DM should not allow Forkludre to derail the entire adventure.

In each of the next nine sections, one of the nine alignment coins can be collected. Forward, numismatists!

COIN ½. THE YETH HOUNDS OF THE GRAY WASTE. (NEUTRAL EVIL)



Summary. The party is introduced to Orsó the Lowly, a Mezzoloth and an honorary member of the Bleak Cabal. He assists the party in reaching Hel's Domain in Niflheim, the second layer of the Gray Waste. There, the party was bypass Yeth Hounds guarding an extensive ranch upon which an unlikely and distinctly inhospitable cowgirl rides herd on countless larvae. At the ranch house, the party must retrieve the Lawful Evil alignment coin.

At the insurance office, Anxo is visibly upset at the presence of Orsó the Lowly, a filthy bug, chittering and pacing back and forth in what can only be construed as an impatient and menacing manner, which acts strictly as a presentiment of violence. When the party arrives, Anxo hurriedly makes the introductions then escorts the party and the mezzoloth out into the street, quickly closing the door behind

them. The history and statistics of Orsó the Lowly are given in Appendix [II.E. Orsó the Lowly \(Yugoloth: Mezzoloth\)](#).

Dealing with Orsó the Lowly is a disturbing encounter. The eyes of the insect-man continuously settle on the smallest, plumpest member of the party with obviously unsavory intent. While undeniably gruff, Orsó the Lowly can provide the following useful information about the Gray Wastes. The information is rendered here in a coherent and organized manner. Orsó will present the information in a sometimes discombobulated and disorganized way, given his low intelligence and lack of concern for the welfare of the party. Wrangling the information out of Orsó can provide some interesting role playing. If the players prefer game mechanics in their roleplaying, include diplomacy checks. Intimidate checks won't work. Penalize a player with a cumulative -1 to each subsequent check for each failed skill check.

- The over-arching theme of the Gray Waste: "There is no cause and effect; things happen because they must."
- The Gray Waste saps color from animate and inanimate objects. The more vivid the color, the faster the graying process. The process is reversible and takes up to a week after leaving the Gray Waste.
- The Gray Waste drains dreams, imagination and ambition from visitors. For extended exposure (on the order of months), this draining results in the inability to muster the effort to ever leave the Gray Waste.
- The only way to travel to a destination in the Gray Waste is to *not* concentrate on the destination; but rather wander around.
- Portals in the Gray Waste glow and are highly visible in the gloom. Silver portals lead to the Outlands (including Sigil).
- The Blood War between devils and demons is largely confined to the first layer, Oinos.
- Summoning and Necromantic magic is enhanced. Divination and Charm magic is diminished. Elemental magic is unchanged.
- The Gray Waste is crawling with larvae, giant human-faced grubs, which are the transmigrated souls of evil mortals. The grubs serve as raw material by which many devils, demons and other fiends subsist.

- The most powerful permanent residents of the Gray Waste (aside from deities and powers) are night hags.
- The second layer, Niflheim, is a land covered in dense pine forests and perpetual, heavy mists. This leads to cool temperatures and limited (100') visibility.
- Hel, the daughter of Loki, is said to be half white and half black and to ride a three-legged white horse.
- Hel's realm is encircled by an unswimmable river, Giöll. The bridge is guarded by a frost giant, Madgud.
- It is said that all food in Hel's palace is poisoned. (An exaggeration but a good warning nonetheless.)
- Tattoos have a life of their own in the Gray Waste. (Also an exaggeration; but true of some famous examples.)

Once the players have the information they want from Orsó, he will lead them to a portal in the Hive (a wooden door at the end of a dark alley) that deposits them on the second layer of the Gray Waste, Niflheim, and not far outside the bridge over the river Giöll, which forms the boundary of Hel's Domain. In Niflheim, this portal takes the form of a metallic arch that glows with a silver light that rises up through the mist and pines and can be seen in the forest from the river and the bridge.

The Neutral Evil alignment coin with a denomination of ½ lies in a chest in the cave of a night hag, who works more or less as a rancher tending herds of larvae. She relies on a pack of yeth hounds to serve the role of shepherding dogs. To claim the coin the party must first find a means to cross the Giöll and second get past the night hag and the yeth hounds. (The larvae pose no threat to the party.)

The Giöll is cursed. Anyone who attempts to swim in it drowns. A successful perception check at the bank should convey to the party that the river appears completely lifeless. A saving throw against drowning is allowed only if the swimmer is not wearing armor and is within five feet of the shore.

Characters who can fly or levitate can cross the river without problems. Moreover, since the gloomy mists are so thick, they are not in danger of being seen.

The characters can follow the bank to the bridge. Madgud the frost giant, drained of all color and ambition, is slumped in a heap, bored beyond tears, under the bridge. Her boredom is such that she greets the approach of any trespassers with great excitement. When she discovers that the trespasser is not just some lost, wandering larva that she can squash underfoot without so much as a second thought, her enthusiasm knows no bounds. She seeks to draw out the encounter for as long as possible, though she has no intention of letting the party cross the bridge. The party can attempt to sneak across the bridge, but stealth checks have a -5 penalty. Madgud is not stupid.

Madgud will not easily be lured by unseen voices in the mist. She will engage in conversation from a safe point atop the middle of the bridge, where she can monitor potential traffic. Madgud has no special ability to sense invisible trespassers. Her attack penalties are at -4 against invisible foes. Madgud is a mortal and can be slain by a party with sufficient might. Her mistress, Hel, does not tolerate failure gracefully; thus Madgud is not given to surrender or flight. Slipping past her and disappearing in the fog is a possibility, though if she detects intruders and is unable to locate them herself, she will raise the alarm, which will put the yeth hound and the night hag on alert.

The night hag, Häxa, maintains a ranch, "The Lonesome Grub", home to a herd of a thousand head of larvae on spit of land bound on one side by the Giöll and on the other by a four foot tall hedge of bramble and spiny thorns. Three openings in the hedge are barred by plane iron gates. The gates are not locked. They can be climbed without incident. Swinging open the gates releases a spine-tingling creak that

echoes through the mist and alerts Häxa and her hounds that something is amiss. (It could be intruders or it could be that a larva pushed through the gate.)

A map of the Larva Ranch, “The Lonesome Grub”, and surroundings is provided in [Appendix III. Maps](#).

On the ranch, the ground is thick with larva. Wading through their squirming forms is a disgusting process. Nimbly darting over their squishy bodies provides a +1 bonus to movement (a bounce in the step) but requires periodic dexterity checks. The larvae bleat when they are stepped on.

There is a gentle ridge on the ranch, with one slope leading down to the river and the other to the hedge. At the top of the ridge, the stone of the mountain rises forth. In this stone is a primitive cave that the night hag calls home. While the cave can’t be seen from a distance, following either the road between fenced pastures or the incline will invariably lead to it. The alignment rune coin can also be used.

When the party arrives, Häxa is making the rounds of her ranch. She has six yeth hounds that travel in pairs. One pair is with her. The other two pairs can be treated as wandering monsters but will arrive in 1d4+2 turns if summoned by the hag. The hag makes no attempt at stealth on her ranch. If there is a disturbance, she wades through the larvae toward the disturbance spouting vile curses at top volume all the way. She assumes a hordling or some other minor and relatively common disturbance is the cause of the problem unless Madgud has raised an alarm, in which case Häxa is still noisy but more suspicious.

If the party makes for the cave, Häxa and a pair of yeth hounds will follow them there and ambush them when they leave the cave. Once the combat begins, Häxa will summon the other four yeth hounds.

At the back of the filthy one-room cave there is a chest. It is not locked and contains the following items

- the Neutral Evil alignment coin
- a scarf of rainbows (it’s silken fabric magically resists the graying effect of the Waste). When worn, it bestows a +2 Charisma.
- a bag of gray rubies (600 gp, growing to 3,000 gp if sold after their color returns)
- a poisoned bottle of wine (saving throw vs poison allowed; otherwise death)

Once the party has the coin, they must retrace their steps back to the glowing, silver portal through which they arrived. Back in Sigil, Orsó the Lowly, having done his duty will not be waiting for the party. They will not have the pleasure of the yugoloth’s company as they return to Anxo’s office.

Madgud, Gatekeeper of Hel’s Domain (Frost Giant)						Level 17 Brute	
large elemental humanoid (cold, giant)						XP 1,600	
Initiative	+11	Speed	8 (ice walk)	Senses	Perception +13		
HP	201	AC	29	Fortitude	32	Reflex	27
Immune	-	Resist	15 cold	Vulnerable	-	Will	28
Ice Greataxe		(standard; at-will)		Cold, Weapon			
Reach 2, +20 vs AC; 4d6+7 (crit 8d6+21) cold damage.							
Chilling Strike		(standard; recharge 5,6)		Cold, Weapon			
Reach 2, +20 vs AC; 2d6+7 cold damage and target now vulnerable (+10) to cold.							
Icy Handaxe		(standard; at-will)		Cold, Weapon			
Ranged 5/10; +20 vs AC, 2d8+7 cold damage							
Alignment Neutral Evil				Languages Common, Abyssal, Giant			
Skills Athletics +19, Intimidate +11							
Str	23	(+14)	Dex	16	(+11)	Wis	20
Con	21	(+13)	Int	10	(+8)	Cha	12
							(+9)

Source: Madgud, [Planescape Planes of Conflict Liber Malevolentiae](#), p. 57. Converted to 4th Ed. Attack from Frost Giant, [Monster Manual 2](#) 4th Ed., p. 122.

Larva							Level 1 Minion		
medium immortal beast							XP 100		
Initiative	+2	Speed	4	Senses	Perception +2				
HP	1	AC	14	Fortitude	12	Reflex	12	Will	12
Immune	-	Resist			Vulnerable -				
Bite		(standard; at-will)			Disease				
+5 vs AC, 1d4+2 dam; +1 ongoing bleed, (save or contract Rotting Disease, lose 4 HP/day after 3 wks)									
Brood Swarm		(standard; at-will)							
If medium sized target in the midst of a swarm can be attacked by 10 larvae in the swarm.									
Alignment Neutral Evil				Languages None					
Skills None									
Str	9	(+0)	Dex	14	(+2)	Wis	10	(+0)	
Con	13	(+1)	Int	3	(-4)	Cha	2	(-4)	
Source: Larva, <u>Planescape Monstrous Compendium Appendix</u> , p. 62. Converted to 4 th Ed. Other statistics from Ankheg Brooding, <u>Monster Manual 2</u> 4 th Ed. p. 11.									

Yeth Hound							Level 5 Skirmisher		
medium natural beast							XP 200		
Initiative	+7	Speed	8	Senses	Perception +9; low-light vision				
HP	66	AC	19	Fortitude	18	Reflex	17	Will	16
Immune	only hit by magic/silver weapons			Resist	5 necrotic		Vulnerable -		
Bite		(standard; at-will)			Disease				
+10 vs AC, 1d8+4 dam;									
Fearful Bay		(standard; at-will)			Charm				
The baying of a pack (at least 4 hounds) causes the target to flee in fear (save ends).									
Alignment Neutral Evil				Languages understands abyssal					
Str	19	(+6)	Dex	16	(+5)	Wis	14	(+4)	
Con	19	(+6)	Int	5	(-1)	Cha	11	(+2)	
Source: Yeth Hound, <u>Planescape Monstrous Compendium Appendix</u> , p. 116. Converted to 4 th Ed. Other statistics from Dire Wolf, <u>Monster Manual</u> 4 th Ed. p. 264.									

Häxa (Night Hag)							Level 14 Lurker		
medium fey humanoid							XP 1,000		
Initiative	+15	Speed	8	Senses	Perception +10; darkvision				
HP	109	AC	27	Fortitude	28	Reflex	26	Will	26
Immune	charm spells; silver/+3 weapons to hit			Resist	5 necrotic		Vulnerable -		
Claw		(standard; at-will)							
+15 vs AC; 1d6+6 damage; stunned (save ends)									
Dream Haunting		(standard; at-will)			Psychic				
Against stunned/sleeping target, +18 vs Will, 3d6+4 psychic damage, disappears inside target's mind until targets wakes or dies, dealing 3d6+4 damage each turn									
Wave of Sleep		(standard; recharge 6)			Psychic, Sleep				
Close blast 5, +17 vs Will, 1d8+3 psychic damage, target dazed, failed save, target unconscious.									
Change Shape		(minor; at-will)			Polymorph				
Alter physical form to appear as old crone of any medium humanoid race.									
Alignment Neutral Evil				Languages Common, Abyssal, + many more					
Skills Arcana +14, Bluff +16, Intimidate +16, Stealth +16									
Str	23	(+13)	Dex	18	(+11)	Wis	17	(+10)	
Con	19	(+11)	Int	14	(+9)	Cha	18	(+11)	
Source: Night Hag, <u>Planescape Monstrous Compendium Appendix</u> , p. 80. Converted to 4 th Ed. Other statistics from Night, Hag, <u>Monster Manual</u> 4 th Ed. p. 151.									

COIN I. THE PHOENIX OF ELYSIUM. (NEUTRAL GOOD)



Summary. Anxo next introduces the party to Ösztöndíjas the Scholar, an Ursinal and a librarian for the Transcendent Order. He assists the party in reaching the Great Mountain of the East in Eronia, the second layer of Elysium. In the fiery nest of a golden phoenix, the party must retrieve the Neutral Good alignment coin.

Anxo is willing to give the party a day off to seek healing and replenish supplies before sending them off to pursue the next coin. He repeatedly assures them that the acquisition of this coin will be a much more pleasant experience than their visit to the Gray Waste. Anxo has been instructed by Zeinu not to allow too much time to elapse between the retrieval of each coin. When the party does return to Anxo's office, they will again find the Dabus levitating silently in a back corner. They will also find Anxo delightedly

conversing with a giant bear, Ösztöndíjas the Scholar, over a cup of tea. The history and statistics of Ösztöndíjas the Scholar are given in Appendix [II.F. Ösztöndíjas the Scholar \(Guardinal: Ursinal\)](#). Anxo will allow the party to meet privately with the ursinal in a side room.

Ösztöndíjas the Scholar is a prim and proper ursinal. He treats the party respectfully unless one of them is of an evil alignment. At the party's first arrival, while Anxo is still present, Ösztöndíjas will discreetly cast Know Alignment on each party member. A Perception check (DC 25) is required to notice him casting the spell and an Arcana check (DC 25) to recognize the spell. If the party contains one or more characters of evil alignment, Ösztöndíjas will suggest that the party sever all partnership with that individual. If the party refuses, Ösztöndíjas will suggest at the very least that the party not take that individual with them to Elysium, noting that their ability to retrieve the coin or to pursue any other matter will be severely hampered by the response of the natives of Elysium to the presence of an evil party member. Only under great protest will Ösztöndíjas continue to share information regarding Elysium with the party in the presence of a character he knows to be evil.

Ösztöndíjas the Scholar can reveal the following information regarding the plane of Elysium.

- The singular concern of Elysium is "pure goodness".
- Elysium is a plane of well-deserved rest for those who have toiled on the behalf of virtue.
- Elysium has four layers. The dominant feature on all four layers is the River Oceanus. It connects the layers and also carries travels from Elysium to the Beastlands and Arborea.
- The only way to arrive at a destination in Elysium is to start walking and to aid any one in need during one's travels. This path leads quickly to the destination.
- Conjuraction/Summoning spells don't function. Divination spells only works to find the truth. Enchantment and Charm spells work weakly (+4 to save). Necromancy spells don't function. Elemental spell function as usual.
- Guardinals are the natives of Elysium. They take the form of one of six types of animals, Ösztöndíjas being an example of a bear. Guardinals are capable of military discipline in times of need but otherwise roam the layers of Elysium alone or in small bands.
- The second layer, Eronia, is a mountainous coastland, in which majestic peaks overlook the River Oceanus.

- The Great Mountain of the East is a reclusive realm of natural splendor, located on Eronia. The party should take what they think they will need with them, for they will not encounter any towns at which they can replenish their supplies.
- The power of the Great Mountain of the East is an ancient Sumerian deity, known as Ki. She is a Nature goddess and some claim barbaric in her rejection of human civilization, preferring instead the friendship of animals.
- There is another realm in Elysium, called the Principality, in which a site known as the “Nest of the Phoenix” resides. There the most ancient of phoenixes holds court. The heroes’ destination is not this famous nest, but that of a lesser, though still majestic, phoenix.

Ösztöndíjas knows of many portals to Elysium. Of interest here is a portal located not far from the Great Gymnasium, the faction headquarters of the Transcendent Order, in the Guild Ward. This portal, in the shape of a pergola covered in razorvine, leads to a point on Eronia from which travel to the Great Mountain of the East can be reasonably accomplished.

Before leading the party to the portal, Ösztöndíjas has in his possession two curious magical items, a Quill of Confession and a Tome of Compulsion, that he uses to test the moral fiber of the party. The Quill of Confession is a cursed item. Once held it cannot be released from one’s grip without reciting the “word of release”, which Ösztöndíjas knows well. The only other way an individual holding the quill can release it is to confess in writing the most evil deed they have ever committed. The Tome of Compulsion is a cursed journal, which if placed before an individual, compels them to fill a page with writing. Alone, the Tome of Compulsion can be filled with any journal entry. Taken together, the Quill of Confession and the Tome of Compulsion immediately cause the individual to fill the page with a written confession of the most heinous deed they have ever committed.

Ösztöndíjas has already identified the party member with the worst (in his point of view) alignment. His preferred order of alignment (starting with the best, his own) is NG, LG, CG, N, LN, CN, NE, LE, CE. Under the pretense of signing a contract of good behavior in Elysium, Ösztöndíjas directs this character before the tome and hands him the quill. The character immediately begins scribbling down the confession. If a mage or cleric of at least tenth level casts a Dispel Magic or Remove Curse that round, then the cursed individual drops the curse, having filled out only half the page. Ösztöndíjas’ treatment of the party will be altered either positively or negatively based on the content on this passage. This episode provides a party with a lot of mutual adventures under their belts to collectively recall the worst moments of one of their companions. Of course, good-natured hilarity at the expense of the cursed party member results.

Eventually, Ösztöndíjas leads them to the portal (a tree hollow), which deposits them in an extremely healthy mixed deciduous and coniferous forest, located on high ground bordered by a steep cliff to the West. Below the cliff is the River Oceanus. The forest leads away from the cliff. Climbing one of the conifers above the tree canopy reveal the Great Mountain of the East far off in the distance (not surprisingly) to the East. A map of the region is provided in [Appendix III. Maps](#).

As noted above, the party can only make progress to the mountain by doing good deeds along their travels. The alignment rune coin can still be used as a dowsing rod and it will correctly direct them to travel East, but the party will never reach their destination without performing the following good deeds.

Good Deed 1. Traveling through the Forest. The forest path opens unexpectedly into a clearing, in which a flat, grassy meadow borders both sides of a bubbling stream. From their point of entry, the party can observe that the path continues on the far side of the clearing, about fifty yards distant, which requires that they cross the meadow and the stream. The only occupants of the clearing are a few dozen peacocks and peahens, strutting contentedly among the grasses. Several peahens lead a few peachicks in

tow. The peacocks occasionally display the full beauty of their tail feathers. These birds seem to have no fear of the party. They approach party members out of curiosity. They may even stick their beaks into open pouches and packs, looking for a snack. The birds will not attack, so no statistics are given for them.

The challenge is to simply cross the meadow without bothering, injuring or killing the peacocks. The good deed, from the point of view of Ki, a Goddess of Nature, is to not interfere with the natural world.

It is very easy for the party to kill as many of these birds as they like. The first ones will not flee. After several have been killed, the others will flap about in agitation but will not flee the clearing. Within three turns of the first peacock being killed, a dozen cervidal archers will arrive and will pick off the party from the safety of the surrounding tree cover until all of the party members are dead, a fate that they will richly deserve. When the first cervidal archer is killed, within two turns a second dozen archers arrive.

Once the party successfully passes this challenge, they will quickly arrive at the base of the mountain, where the land begins to steeply rise. The path on which the party travels cuts back and forth as it leads up the mountain.

Good Deed 2. Ascending the Mountain. Unbeknownst to the party, Ösztöndíjas followed the party into Elysium and has arrived at the base of the Great Mountain in the East before them. He has used his *Polymorph Self* ability to assume the form of a scrawny, old man, dressed in the humble clothes of a pilgrim. He is bald, bears a scraggly white beard and is blind in one eye. He hobbles up the steep path with the aid of a rough wooden cane. He carries only a small canvas sack bearing copper, silver and gold coins to offer at the altar of the Goddess Ki at the summit of the mountain. Ösztöndíjas has torn a conspicuous hole in the bottom of the sack, allowing a coin to fall out every hundred feet or so.

After half an hour of ascending the mountain, the party will easily notice the first of these coins (perception DC 5) on the dirt path. They will follow the trail until they have discovered fifteen or so coins, some copper, some silver and some gold.

Because Ösztöndíjas travels so slowly in this aged form, the party will soon overtake him at a fork in the path. He will greet them in common, identifying himself only as “a devoted pilgrim from afar come to make an offering to the great Ki”. He holds up the sack and jingles the coins inside as evidence of the truth of his words. The party will easily notice the hole in the sack.

To pass this good deed, the party must first alert the pilgrim to the hole in his sack. Second, they must return every coin they collected to the old pilgrim. If they did not pick up the coins, they must volunteer to backtrack and collect the coins for the old man. If they do so, they pass the left. The old man encourages them to keep up their pace. He says the Phoenix Nest they seek lies on the left fork, while the altar of Ki lies on the right. They part amiably. Ösztöndíjas will not reveal his true nature.

If the party casts a True Seeing spell on the pilgrim, it will fail 50% of the time. If it does work, Ösztöndíjas will be revealed in his bear form, and will insist that indeed he is a pilgrim on his way to make an offering to Ki. At this point, the coins must still be returned to him to complete the task.

If the party refuses to alert the pilgrim to the hole in his sack, to return all of the coins or to go back and collect them, they can continue on their way with the blessing of the pilgrim, but the path is now circular (regardless of which path they choose at the fork). Soon they will overtake the pilgrim again and again until they complete the good deed.

If the party attacks Ösztöndíjas, he will summon a dozen ursinals with the same statistics as he himself to come to his aid. They arrive in two turns. If the battle goes poorly for the guardinals, more reinforcements will be summoned. The end result of this battle will be a well-deserved death for the party.

Good Deed 3. Reaching the Phoenix Nest. The party arrives at stone outcropping of the mountain at the top of which is a large nest, the home of the phoenix in possession of the Neutral Good alignment coin. The phoenix is currently not in the nest, but a Kelubar of the Gehreleth has opened a conduit from Carceri in order to ransack the nest. His master has heard the rumors that the Lady of Pain seeks these coins for unknown reasons. The opportunity to wreak havoc on the plans of another power is sufficient cause to spur a gehreleth to action.

This good deed simply involves slaying the gehreleth, who will fight to the death. Upon the death of the gehreleth, the young phoenix will return from the skies and bestow the coin on the party.

The Phoenix does not talk. In the unfortunate event that the party attacks the phoenix, it will not retreat. Rather the phoenix will fight until it is reduced to half its original hit points (i.e. it's bloodied). Per its "immolation" attack described below, when a phoenix is bloodied, it bursts into flames, dies and then returns with full hit points at the end of the next round. In any other location, the phoenix can immolate only once daily. However, on the Great Mountain in the East in Elysium, a phoenix can immolate without limit. Thus the phoenix is essentially invincible on its home turf. Characters cannot kill it. They will most likely be killed. Flight back to the portal is not possible since the paths of Elysium do not accommodate evil characters. By attacking the phoenix, the party will have shown themselves to be of evil alignment. Evil characters who attempt to flee will find that the path continues endlessly. The phoenix will continue to attack the party from the sky, until all members of the party are dead. Party members who join with the phoenix in attacking the evil party member who first attacked the phoenix will be spared by the phoenix and the Neutral Good alignment coin will still be given as a reward.

With the coin in hand, the party can return directly along the path to the portal through which they entered. There is no need for additional good deeds along the return trip.

Phoenix						Level 19 Elite Brute		
huge elemental beast (fire)						XP 4,800		
Initiative	+15	Speed	4, 15 (fly)	Senses	Perception +17			
HP	300	AC	33	Fortitude	38	Reflex	31	
Immune	saving throws +2			Resist	20 fire		Vulnerable	-
Fiery Body		(free) Fire		aura 1; creatures in the aura at the start of their turn take 10 fire damage				
Bite		(standard; at-will) Fire		Reach 2, +22 vs AC, 2d6+6 dam and on-going 5 fire damage (save ends).				
Radiant Burst		(standard; recharge 6) Radiant		Close burst 5; +20 vs Reflex; 2d10+7 radiant damage and target is dazed (save ends).				
Immolation		(immediate; when bloodied) Fire		Close burst 2; +20 vs Reflex; 3d6+7 fire damage and phoenix dies. It automatically returns to life at the end of its next turn with full normal hit points.				
Alignment	Neutral Good			Languages	understands supernal, common			
Str	23	(+15)	Dex	22	(+15)	Wis	16 (+12)	
Con	25	(+16)	Int	10	(+9)	Cha	24 (+16)	

Source: Phoenix, Monster Manual 4th Ed. p. 220. Increased Int. Changed Immolation frequency.

Cervidal Archer (Guardinal)				Level 6 Skirmisher					
medium natural humanoid				XP 400					
Initiative	+6	Speed	10	Senses	Perception +14; infravision				
HP	74	AC	22	Fortitude	17	Reflex	16	Will	16
Immune	-			Resist	-	Vulnerable	-		
Charge	(standard; at-will)								
	+13 vs AC, 2d8+6 damage and target is knocked prone; requires at least two squares move.								
Butt	(standard; at-will)								
	+13 vs AC, 1d8+2 damage and target is knocked prone								
Long Bow	(standard; at-will) Weapon								
	Ranged 20/40, +16 vs AC, 1d10+8 damage;								
Natural Guardinal At-will Traits	(standard; at-will)								
	All guardinals possess spell-like powers of Detect Illusion, Detect Invisibility, Detect Evil 100', Dimension Door, Dispel Magic, Protection from Evil 10' radius, Lay on Hands, Telepathy with humanoids or animals only, Probability Travel								
Natural Cervidal At-will Traits	(standard; at-will)								
	All cervidals possess spell-like powers of Bless, Command, Detect Poison, Light; Cast at 9 th level.								
Natural Cervidal Daily Traits	(standard; daily)								
	All ursinals possess spell-like powers of Hold Person, Magic Missile, Suggestion; Cast at 9 th level.								
Healing Horns	(standard; at-will)								
	A touch of the Cervidal's horns provides Neutralize Poison, Cure Disease or Dispel Illusion. Cast at 20 th level.								
Alignment	Neutral Good			Languages	Common, Supernal, Guardinal, Animal				
Skills	Acrobatics +13; Athletics +14; Heal +11								
Str	18	(+7)	Dex	17	(+6)	Wis	17	(+6)	
Con	15	(+5)	Int	12	(+4)	Cha	16	(+6)	
Equipment:	Leather Armor +2, Bow +2; Arrows +2 (20);								
Source:	Guardinal, <u>Planescape Monstrous Compendium Appendix II</u> , p. 45. Celestial, <u>Monster Manual 2</u> , 3 rd Ed. p. 43. Converted to 4 th Ed.								

Kelubar of the Gehreleth				Level 13 Brute					
medium immortal humanoid				XP 3,000					
Initiative	+5	Speed	6, 10 (fly)	Senses	Perception +9; darkvision				
HP	243	AC	27	Fortitude	21	Reflex	19	Will	20
Immune	acid, cold, fire poison			Resist	-	Vulnerable	-		
Bite	(standard; at-will)								
	+16 vs AC, 2d6+2 dam and 1d6 acidic slime damage;								
Claws (1 or 2)	(standard; at-will)								
	+18 vs AC, 1d8+5 dam each and 1d6 acidic slime damage each;								
Sneak Attack	(free; at-will)								
	The Kelubar does an additional 4d6 damage to any melee sneak attack								
Natural Spell-like Ability	(standard; at-will/encounter)								
	at-will: Detect Magic, Clairvoyance, Fear, Invisibility, Melf's Acid Arrow, Spider Climb, Tongues encounter: Fog Cloud, Ray of Enfeeblement, Acid Fog, Dispel Magic (cast at 15 th level)								
Stench	(free; at-will)								
	aura 6; all within aura must make a fortitude check (DC 19) or be nauseated.								
Summon Gehreleth	(standard; daily)								
	Summon 1d2 Kelubar (40% success) or 1d4 farastu (60% success) Note: No Evil Summoning on Elysium.								
Alignment	Chaotic Evil			Languages	Common, Abyssal				
Skills	Bluff +24, Diplomacy +28, Intimidate +22, History +18								
Str	20	(+11)	Dex	17	(+9)	Wis	15	(+8)	
Con	13	(+7)	Int	14	(+8)	Cha	18	(+10)	
Source:	Gehreleth: Kelubar, <u>Fiend Folio</u> 3 rd Ed. p. 42. Modified to 4 th Ed.								

COIN 5. THE DJINN OF ARBOREA. (CHAOTIC GOOD)



Summary. Through the intercession of Draíocht the Magician, a Firre of the Eladrin and a member of the Society of Sensations, the party travels to Olympus on the first layer of Arborea. There, the party must negotiate with a wily djinn in order to acquire the Chaotic Good alignment coin.

It should not take long for the party to recover from their trip to Elysium. (If they ran afoul of the guardinals it is unlikely that they made it back to Sigil at all.) On the morning they return to Anxo's office, he is waiting for them in the company of an individual who is not as he seems. In truth, Anxo's visitor is Draíocht the Magician, a firre, one of the greater eladrin, a native of Arborea. The history and statistics of Draíocht the magician are given in Appendix [II.G. Draíocht the Magician \(Eladrin: Firre\)](#). While greater eladrin are free to travel the planes outside Arborea,

they are bound to remain veiled when visiting a prime material world. The veiling of eladrin hides their true form and presents them as a native, usually human or elf, though other humanoid guises can be adopted at need. Sigil is certainly not a city of the prime material plane. However, because Sigil has a fair number of primes traversing its streets, some eladrin, Draíocht among them, choose to veil themselves in Sigil.

Curiously, Draíocht has chosen the guise of an aasimar, the descendent of a union between angel and man. In fact, Draíocht has chosen to resemble Anxo in more than race. They share a faint but perceptible golden silhouette, luminous gray eyes and curly, sandy blond hair. Draíocht has a slightly thicker build than the youth's lanky frame. He clothing is no less formal but less dandified. Draíocht does not carry an ebony cane. Anxo knows well the true nature of his visitor but introduces him to the party as his older brother, Aingeal.

The party may have already recognized the pattern employed by Anxo that he introduces them to a guide that is a native of the plane to which each coin corresponds (a Yugoloth for the neutral evil coin on the Gray Waste, a Guardinal for the neutral good coin on Elysium.) Thus once they discover they are headed to Arborea, they may well expect an eladrin. The party member who suspects that Aingeal is actually an eladrin should be given something like 500 experience points. Alternatively, party members may role a perception check (DC 35) to check if Aingeal is actually what he seems. A successful role indicates only that Aingeal is not an aasimar, but does not reveal his true nature. If pressed on this point, Draíocht will reveal his true nature only if the party does not contain any evil characters. Otherwise, he will continue to act as guide in the aspect of Anxo's brother, Aingeal, despite the party's knowledge or suspicion that this is not his true form.

Regardless, Anxo indicates that they now search for a chaotic good coin on the plane of Arborea. Draíocht (or Aingeal) can reveal the following general information regarding the plane of Arborea.

- Arborea is a plain of passion, tempered by goodness.
- Outside established realms, Arborea takes the form of a thick wilderness, difficult to pass, and governed (such as it is) entirely by the whims of the woodfolk that reside within, including dryads, sprites, sylphs and all manner of eladrin, from the tiny coure to their lords, the tulani.

- Arborea has three layers. The first layer is a mountainous wilderness called Olympus. The second layer is a tempestuous sea called Ossa and the third a largely deserted dusty desert, Pelion.
- Storms can be violent on Olympus. They appear abruptly without warning and typically unleash a torrent of deadly lightning.
- Conjunction/Summoning spells only summon wood folk. Divination spells require props, e.g. entrails. Enchantment and Charm spells work exceptionally well (-4 to save). Necromancy spells don't function. Most Elemental spells don't function at all.
- Eladrin are the natives of Arborea. There are seven known types of eladrin, but more may exist. They all like extraplanar elves, though less serene than high elves. Eladrin serve the Court of Stars, ruled by their Queen.
- The first layer, Olympus, is not only home to the realm of the Greek gods of the same name but also to the realm of Arvandor, the high forest of the elves, which predates the Greek realm.
- The realm of Olympus is a pastoral realm to all of the Greek gods inclined to good.
- Aphrodite, the Goddess of Love, resides in a palace of mirror-like quartz and gems. She knows the way to Evergold, the Fountain of Youth on Arborea.

Draíocht (or Aingeal) can also reveal specific information regarding the chaotic good coin. This coin has the image of Djinn on it. Although djinn are natives to the Elemental Plane of Air, one rather eccentric djinn has taken up residence on Arborea. His story, as related by Draíocht (or Aingeal), is as follows.

Djinn have a reputation as wily tricksters, who offering wishes, freely interpret the requests, usually to the detriment of those who made the wish. Certain wishes, including wishes for wealth, power and love, have almost a one hundred percent probability of back-firing. In encounters both on the Elemental Plane of Air and through-out various prime material worlds, Hawa the Djinn had misinterpreted wishes for true love in many of the worst ways possible, including the granting of true love only after transforming the couple into another shape, often donkeys, sometimes frogs, and every once in a while hermaphroditic slugs. Thus it was only in the interests of maintaining a karmic balance that Hawa, himself, while traveling through the first layer of Arborea, succumbed to the passions of Arborea and was stricken by the breath-taking appearance of a proxy of Aphrodite, Goddess of Love. Although she did not ask for it, this proxy, devoted to Aphrodite, known to us as Agapi, accepted a magical coin, a portal key, that might allow her to visit the castle of the Djinn on his home plane, as a token of Hawa's affection. Having had his gift accepted, the Djinn pressed his advantage. Fleeing from these unwelcome advances, Agapi sought refuge in the temple of Aphrodite while Hawa maintains a virtual siege at a safe distance from the temple grounds. Aphrodite, perceiving the love-wrecking history of Hawa has no sympathy for him. The Goddess, however, is at nature good and has not yet sought to drive him off. She grows irritated with the djinn's presence because he pesters pilgrims to her temple with requests to relay his devotion to the proxy trapped within.

Draíocht (or Aingeal) has no particular advice for the party—only that they must travel to Arborea, get past Hawa and find a means to convince Agapi to surrender the chaotic good coin. With coin in hand, they must then get past the djinn again, who likely has the means to detect it among them, in order to reach the portal and return to Sigil.

Draíocht (or Aingeal) reveals himself to be a Sensate, a member of the Society of Sensations. He will lead the party to a portal in the faction headquarters, The Civic Festhall in The Clerk's Ward. This portal takes the form of a marble arch leading to an alcove in which stands a classical statue of Aphrodite. Stepping beneath the arch with the alignment rune coin in hand activates the portal. Draíocht will not accompany the party. His parting words are to remind the party that Aphrodite is subject to whims and the party should not give her reason to be provoked while they are within the temple or on its grounds.

Stepping through the portal, the party arrives in the Realm of Olympus, on the first layer of Arborea, also called Olympus. A map of the surrounding area is provided in [Appendix III. Maps](#).

On Arborea, one is more likely to fall prey to their impulses. One way for a DM to implement this condition in the game is to have party members make willpower suggests. Frequently, players discuss among themselves their course of action. Typically, many suggestions are thrown out before a consensus is reached or an impatient player rushes forward on a solitary path of action. At each suggestion during the discussion, the DM should have the player who made the suggestion, role a willpower check. A failed check means that they acted on the impulse before getting the approval of the other party members. Extended exposure on Arborea adds a penalty to this check, although for this short delve, such a penalty is likely not called for.

The party arrives in a Mediterranean paradise. They have emerged from a humble wooden gate leading from an olive orchard along a grassy cart path through a hilly land of pastures, where sheep graze, vineyards and orchards. The party can consult the alignment coin to determine that they should turn right to head toward the temple of Aphrodite.

Following this trail, they will eventually come upon Hawa the djinn, blocking the road. If the party poses as pilgrims, Hawa will request that they relay a message of his undying devotion to a beautiful woman who has stolen his heart, named Agapi. He urges the party to convey with conviction his declaration of love. He will never leave this spot until he has wrested from Agapi a promise that she will come visit him at his Castle on the Elemental Plane of Air.

If the party reveals their true mission, the djinn will not let them pass. He will not allow Agapi to give up the coin that is her means of traveling to his home. Presumably, a twentieth-level djinn thunderer is too powerful for the party to defeat by force. However, if a battle is engaged, once the first combatant (djinn or, more likely, party member) is reduced to half their hit points or less, Agapi will appear in their midst and order the battle to stop. Hawa will obey her unless the party continues to attack him.

Agapi will claim that Aphrodite, Goddess of Love, does not condone this battle so close to her temple. She orders them all to begone, including the djinn. In truth, Agapi will happily turn over the coin to the party for she has no desire to visit the djinn and wishes to be rid not only of his token of affection but of all memory of him. Still, Hawa will not allow it. The DM can roll play this exchange out to whatever conclusion the characters take it.

If the battle resumes, Agapi will reluctantly side with the party. With her aid, they should be able to drive off Hawa, once he is reduced to one quarter of his original hit points, though he will fly off into the sky bemoaning his wretched fate and declaring that he shall never love another.

If the party manages to get past Hawa initially. They will be led by a priestess at the temple to a garden where they can meet Agapi. She will gladly surrender the coin and ask the party to help her get rid of the djinn. In the temple, the party will not directly observe Aphrodite, who is a goddess and who fills the temple in spirit form.

After leaving the palace, the party must again pass Hawa to return to the portal leading back to Sigil. If they try to sneak past Hawa, he will invariably find them. He will not allow the party to leave with the token for his love. He knows that the success of his endeavors to gain the affection of Agapi will be damaged if he attacks petitioners just outside the temple grounds. He tries to reason with the party. He will offer the fabled three wishes of the djinn in exchange for the coin back. Perhaps the party will use the three wishes (treat as *limited wish*) to try to trick the djinn into letting them go with the coin. If all his pleas fail, the djinn will attack the party and attempt to take the coin by force. As described above, once

the first combatant (djinn or, more likely, party member) is reduced to half their hit points or less, Agapi will appear in their midst and order the battle to stop. If battle resumes, Agapi will side with the party.

There is no treasure here but the coin and whatever the party can extract from Hawa with his three wishes. Hawa does possess the jeweled mace +3, (Rage of Storms on Critical hit). The DM should reward the party with extra experience points of they manage to complete the delve without battling the djinn, due to clever role-playing or clever manipulation of the djinn's three wishes.

Hawa the Djinn Thunderer										Level 20 Artillery		
large elemental humanoid (air)										XP 2,800		
Initiative	+16		Speed	6, 8 (fly)		Senses	Perception +16; blindsight 10					
HP	146		AC	32		Fortitude	34		Reflex	32		
Immune	disease, poison				Resist	15 thunder			Vulnerable	-		
Scepter	(standard; at-will) Weapon											
Reach 2; +27 vs AC; 3d8+2 damage												
Rage of Storms	(free when hit by critical hit; encounter) Thunder											
Close burst 2, +25 vs Reflex; 3d8+12 thunder damage and target pushed 5 squares												
Imperious Thunder	(standard; encounter) Thunder											
Area burst 2 within 20; +25 vs Reflex; 2d8+9 thunder damage, ongoing 10 thunder damage (save ends).												
Thunder Burst	(standard; at-will) Thunder											
Area burst 2 within 20; +25 vs Fort; 2d8+9 thunder damage, dazed until end of djinn's next turn.												
Zephyr Step	(minor; recharge 6) Teleportation											
Djinn teleports 20 squares												
Alignment	Chaotic Good					Languages	Primordial, Common					
Skills	Insight + 21											
Str	26		(+18)		Dex	23		(+16)		Wis	23 (+16)	
Con	20		(+15)		Int	21		(+15)		Cha	19 (+14)	
Equipment:	Jeweled scepter (Mace)											
Source:	Djinn, <u>Monster Manual 2</u> 4 th Ed. p. 72. Changed alignment.											

Agapi, Proxy of Aphrodite										Level 16 Artillery		
medium immortal humanoid (human)										XP 1,600		
Initiative	+13		Speed	6		Senses	Perception +12					
HP	122		AC	28		Fortitude	27		Reflex	27		
Immune	fear				Resist	5 psychic			Vulnerable	-		
Dreamblade	(standard; at-will) Weapon, Psychic											
+23 vs AC; 2d6+5 dam and ongoing 5 psychic damage (save ends).												
Nightmare Bolt	(standard, at-will) Fear, Psychic											
Ranged 20; +21 vs Will; 1d8+5 dam & push 3 squares & ongoing 5 psychic damage (save ends).												
Humbling Terror	(standard; encounter) Fear, Psychic											
Ranged 10; targets one w/ ongoing psychic damage, +21 vs ill; 3d10+7 psychic dam & prone (save ends).												
Terrifying Vision	(standard; recharge 4,5,6) Fear, Psychic											
Ranged 10; targets one w/ ongoing psychic damage, +21 vs ill; 2d8+7 psychic dam & dazed (save ends).												
Dark Step	(move; encounter) Teleportation											
Agapi teleports 5 squares and gain a +2 to all defenses until the end of the next turn.												
Alignment	Chaotic Good					Languages	Common, Supernal					
Skills	Bluff +20, Diplomacy +20, Intimidate +25, Stealth +18, Thievery +18											
Str	14		(+10)		Dex	21		(+13)		Wis	18 (+12)	
Con	20		(+13)		Int	18		(+12)		Cha	24 (+15)	
Equipment:	Dreamblade +3 (as above w/ Dreamblade, Nightmare Bolt, Humbling Terror & Terrifying Vision powers)											
Source:	variation of Fading Dream Fearmonger, <u>Eberron Campaign Guide</u> 4 th Ed. p. 144.											

COIN 10. THE WRAITHS OF BAAATOR. (LAWFUL EVIL)



Summary. The party makes the dubious acquaintance of Dearmadach the Forgetful Warden, an Amnizu devil, who has lost a wraith entrusted to his keeping and requires a discreet group of adventures to collect it, as it haunts the Retreat of the Fallen in Dis, the second level of Hell, before his supervisors notice its absence. In return for this service, Dearmadach will provide the party with the Lawful Evil coin.

When the party returns the chaotic good coin from Arborea, Anxo will warn them that the next coin is lawful evil. The party should know (or Anxo can tell them) that this means that their next destination lies within the Nine Hells of Baator. Anxo will encourage them to prepare accordingly, although his specific advice on what sort of preparations are appropriate for a trip to Hell is rather vague, since he has never been there. At most, he will commiserate with his own

experiences of being hellishly under-appreciated in Sigil. If pushed, Anxo will weakly suggest perhaps a few extra draughts of a *Protection against Evil* potion, or something similarly useless on an entire plane of evil. The party should also recognize that their next guide will be a devil, or baatezu, in Planescape terminology.

When the party does come for the scheduled meeting with their guide to Baator, they will find Anxo nervously serving tea to an amnizu, Dearmadach the Forgetful Warden. In appearance, Dearmadach possesses a pudgy frame, four feet tall. The skin of his elongated bald heads is grayish yellow. His arms and legs are unusually stubby. He has large eyes, a pug nose and a continually frowning mouth filled with jagged teeth. Dearmadach possesses modest wings, displaying poorly kept and unhealthy, oily black feathers. The history and statistics of Dearmadach the Forgetful Warden are given in Appendix [II.H. Dearmadach the Forgetful Warden \(Devil: Amnizu\)](#). In attitude, Dearmadach is supercilious, thinking that he is granting a the party a great favor by providing a coin in exchange for a very modest favor regarding a matter of almost no account. In personality, Dearmadach still suffers from the effects of the Lethe. He loses his train of thought and frequently asks Anxo, “Why are we here?” to which the aasimar politely reminds him, “the coin.” Dearmadach also repeatedly forgets who the characters are. He will mix their names and call them entirely new names, often coming up with off-handed and insulting names, like Dwarfbelly the Corpulent for a fat dwarf or Elfrot the Emaciated for a slender elf. He dismisses any mention of his forgetfulness with a careless wave of his clawed hand.

Dearmadach can reveal the following general information regarding the plane of Baator.

- Baator, or the Nine Hells, is a plane of Lawful Evil alignment, ruled by the Baatezu, or devils.
- It is a plane in which the importance of obedience to the letter of the law is second only to the predisposition toward evil, which in general takes the form of taking pleasure in the gross misfortune of others.
- Passage is only allowed on Baator if one possesses the proper permits, bearing current seals from the appropriate authorities. Those found without proper documentation are immediately taken captive or killed by roving bands of devils.
- Conjuraction/Summoning spells only summon devils and require six times as long to cast correctly. Divination spells always return an answer with a kernel of truth, but as perceived from the most

dismal perspective. Enchantment and Charm spells are unaffected. Necromancy spells don't function, unless they cause damage. Wild magic perform as if the level of the caster were reduced by the number of levels equal to the level of Hell upon which they are cast, e.g. on Dis, they are reduced by two levels. On Dis, elemental magic that focuses on Earth or Minerals is strengthened. All other elemental magic is weakened to either half effect or no effect, at the DM's discretion.

- Devils (baatezu) are the natives of Baator. There are dozens of known types of devils and an untold number of devils that have either never been categorized by mortals or who have managed to destroy the only ancient tomes in which their existence and mannerisms were once recorded.
- The second Hell, Dis, features a plane filled with a blackened, lifeless surface from which sharp iron-filled hills jut. The sky is always a sickly green color.
- The capital city of the second Hell is also called Dis. It is a city of black iron, surrounded by black iron walls. From this city, the Archduke Dispater, rules over his Hell.
- The realm of the Retreat of the Fallen, located far outside the capital city is ruled by the Babylonian God of Devils, Druaga, a lesser deity tolerated by Dispater due to their over-lapping philosophies and designs.
- Druaga lives in a vile palace of smoke and shadows, constructed of an array of pillars that rise to vaulted ceilings beyond the sight of those on the floor.

As detailed in the description of Dearnadach in the appendix, he has been acting as an interim warden of a prison for damned souls, who in life were champions battling undead, but who lost sight of the righteousness of their path and resorted to any means, including evil means, to achieve their ends. Their eternal torment is to exist in hell as undead themselves. Under his watch, Dearnadach has lost a wraith, a wraith that once was a rather notorious slayer of undead. Its absence will surely be missed. He offers little additional information other than that he will exchange the lawful evil coin, of which he has already taken possession, for the safe return of the wraith.

The prison is located in the lands surrounding Druaga's palace, known as the Retreat of the Fallen, on the second Hell, Dis. Dearnadach distributes a thin, rectangular iron plate, eight by six inches, on which is stamped in an infernal script words of safe passage for a party of six (and no more or less) for a period of two days (and no longer) beginning on this date. It bears his own evil seal. He encourages them not to lose the pass, should they wish to ever emerge from Hell.

Dearnadach leads them to a portal, used by followers of Druaga, to the Retreat of the Fallen. This portal is located in the Ditch, said to be a tributary of the River Styx, flowing through Sigil, which forms a boundary of the Lower Ward. The portal itself is the otherwise nondescript entrance to a circular pipe six feet in diameter from which sewage empties into the ditch.

Dearnadach accompanies the party to Dis. The portal on Dis appears as an arch between two pillars of iron ore rising from the ground at an angle so that they just meet at the apex. Once in Hell, Dearnadach is greeted by a sentry stationed at the portal, composed of half a dozen lesser devils, barbazu. Barbazu are humanoid, reptilian devils with slimy beards, bearing barbed glaives, which serve as violence-prone soldiers in Hell. They obey Dearnadach without question. Dearnadach orders one of the Barbazu to take the party to the last point where the wraith was spotted. He then points vaguely in another direction and says that he will meet the party at the prison, which lies "over there", when they have the wraith.

Before parting, Dearnadach offers two other pieces of advice. First, he pulls an iron collar out of the folds of his robe. This is a "Collar of Corporeality". Placing it around the neck of an incorporeal undead (ghost, wight, wraith, etc.) renders them corporeal. "You may need this," he says casually, "though it's always a bit tricky getting one to put it on."

Second, he advises the party to keep this particular Barbazu alive. “Do what they say,” he orders the barbazu. “This one can lead you back to the prison. All the others will, at best, ignore you.”

Finally, the warden reminds the party that the pass only lasts for two days. For their own best interests, they had better be the Hell out of Hell before the pass expires. He winks at them before trudging off for the prison.

The barbazu (who has no name if asked and who is distinguished from other barbazu) only by a red streak in his slimy beard (let’s call him Redstreak for convenience) leads the party a mile or so over the barren, black landscape of rough hills. Redstreak is obedient but unpleasant, being extraordinarily displeased to find it must obey mortals. The other barbazu encountered along the way mock Redstreak mercilessly for its ill fortune in this regard. Gradually, the party encounters more and more barbazu, who spotting mortals approach with violent glee only to pull back in disappointment when Redstreak informs them that the party has valid passes from Dearmadach. At the mention of the interim warden’s name, the devils spit in disgust. A few particularly stubborn barbazu will demand to see the pass themselves. The party should not hand the pass over, or they will have to slay the barbazu to get it back.

Eventually, the party arrives in a small valley surrounded by black hills in which unnatural formations of blackened iron rise from the ground. In this forest of metallic pillars, hundreds of barbazu mill about searching for the wraith under Dearmadach’s orders. Shouts will alert the party that some barbazu have spotted the undead. Racing to the scene will only reveal barbazu who have lost the wraith and are shrugging at their own failure until their dismay turns to glee at seeing the disappointment of the characters in the party. Several times, false alarms ring out, until the party finally catches sight of the wraith.

The battle with the wraith occurs under the following constraints.

- No barbazu will aid the party. On the contrary, they will form a ring around the combatants and cheer for the wraith to slay the party members.
- Any party member slain in Hell will have their body dragged away by the barbazu, never to be seen again, unless another party member stops fighting the wraith to protect the body of their fallen comrade.
- The wraith maintains the consciousness of the paladin, Roland the Temerarious, who it was in life. As it battles the party, it castigates them for not aiding it in its battle against the endless horde of devils.
- There is no reasoning with the wraith. It is utterly mad.
- The wraith cannot be collared until it has lost half its hit points.
- If the wraith is killed, it will disappear and reform 1d4 hours later, having regenerated three quarters of its hit points, somewhere else in the valley, where the party, amidst the jeers of the barbazu must start the search over.
- Collaring the wraith requires a successful acrobatics check to get it around the neck and a successful athletics check (not necessarily by the same character) to close the collar. The characters performing this task are to be considered vulnerable to the wraith’s attacks (it has combat advantage) during this process.

Once collared the wraith will obey the commands of the party to quietly march back to the prison. It will not, in general, obey any other commands, although the DM may use their discretion. Redstreak will have hidden himself in the surrounding crowd of barbazu. He will not reveal himself unless the party thinks to order him to do so. Once revealed, Redstreak will obediently lead the party and the wraith on a hike of several hours to the prison, where Dearmadach waits. Otherwise, the party must make a

substantial bribe to another barbazu to lead them along a direct route back to the prison. Under any circumstances, the horde of barbazu follow along behind at a distance of a hundred yards or so.

As they approach the prison, the party detects a chorus of unholy lamentation carried by a fell wind across the black plain. When the party arrives outside the ghastly prison of undead, barbazu guards summon Dearmadach who appears at a gate bearing all manner of evil symbols. At first, Dearmadach shows no recognition of the party. They must remind him of their deal and of the escaped wraith. Dearmadach looks to one of the barbazu for confirmation of the party's story. The wraith who was the paladin Roland wails in despair as he disappears within the gate, returned to this place of eternal torment.

Dearmadach casually flips the lawful evil coin through the air to one of the party members. "So ends our contract," he says, before rubbing his clawed hands together in anticipation of returning to the prison where the torture of Roland awaits.

The party can either order Redstreak to lead them back to the portal to Sigil or pay another hefty bribe to another leering barbazu to do so. Presumably they exit Hell before their two-day pass expires. Otherwise, they must flee unprotected through the devilish hordes of Dis until they find another portal, probably one in the capital city, a dangerous proposition at best.

Statistics for the Wraith and all the barbazu, including Redstreak, are provided below. A map of the surrounding area is provided in [Appendix III. Maps](#).

Redstreak (Devil: Barbazu)						Level 6 Soldier			
medium immortal humanoid						XP 400			
Initiative	+4	Speed	6	Senses	Perception +13; darkvision				
HP	66	AC	17	Fortitude	15	Reflex	14	Will	13
Immune	fire, poison			Resist	10 cold		Vulnerable	-	
Claws	(standard; at-will)								
+8 vs AC; 1d4+2 damage per claw									
Glaive	(standard; at-will) Weapon								
+10 vs AC; 1d8+6, +2 on-going bleed damage (save ends)									
Diseased Beard	(free; at-will) Disease								
Automatic hit when two claws hit, induces the diseases "Devil Chill", incubates 1d4 days, lose 1d4 Strength per day, until three consecutive fortitude checks are made, or otherwise healed, or victim dies.									
Summon Baatezu	(standard; daily)								
Barbazu can attempt to summon 2d10 lemures with a 50% success or 1 barbazu with a 35% success.									
Spell-Like Abilities	(standard; daily) Fire								
Produce Fire; Fear; Animate Dead; Charm Person; Command; Desecrate; Magic Weapon; Suggestion cast at 8 th Level									
Alignment	Lawful Evil			Languages	Common, Infernal				
Skills	Athletics +7								
Str	15	(+6)	Dex	11	(+4)	Wis	10	(+3)	
Con	13	(+5)	Int	6	(+0)	Cha	10	(+3)	
Equipment: Barbed Glaive +2 (+2 on-going bleed damage is an ability of the devil, not the weapon)									
Source: Barbazu, <u>Planescape Monstrous Compendium Appendix</u> , p. 20 & Barbazu, <u>Monster Manual</u> 3 rd Ed., p 48. Converted to 4 th Ed.									

The Wraith of Roland the Temerarious						Level 15 Lurker			
medium shadow humanoid (undead)						XP 1,600			
Initiative	+18	Speed	8 (fly)	Senses	Perception +13; darkvision				
HP	82	AC	28	Fortitude	27	Reflex	28	Will	30
Immune	disease, poison, insubstantial			Resist	20 necrotic		Vulnerable	Radiant 10	
Regeneration	(free; at-will) Healing								
Regeneration 10; Radiant damage postpones regeneration one turn									
Shadow Sword	(standard; at-will) Necrotic								
+18 vs Reflex; 2d8+6 necrotic damage and target is weakened (save ends).									
Death Strike	(when reduced to 0 HP) Necrotic								
Wraith shifts 4, makes a melee attack, dealing an extra 2d8 damage on a hit									
Combat Advantage	Necrotic								
Wraith deals an extra 2d6 necrotic damage against any target it has combat advantage against									
Shadow Glide	(move; encounter)								
Wraith shifts 6 squares									
Spawn Wraith	Any humanoid killed by a wraith rises as a free willed wraith at the start of its creator's next turn.								
Alignment	Lawful Evil			Languages	Common, Shadow				
Skills	Stealth +20								
Str	14	(+9)	Dex	24	(+14)	Wis	12	(+8)	
Con	18	(+11)	Int	11	(+7)	Cha	24	(+14)	
Equipment: Shadow Sword +5 to hit and +5 necrotic damage (Party must be able to pick up insubstantial object with three turns of Wraith's death or it disappears. Cannot be used by characters of any Good alignment.)									
Source: Sword Wraith, <u>Monster Manual</u> 4 th Ed. p. 267. Changed alignment. Reduced two levels.									

COIN 20. THE GNOLLS OF THE ABYSS. (CHAOTIC EVIL)



Summary. The party exchanges a devil for a demon and must now deal with Unholda the Abyssal Real Estate Shill, an Alu-fiend employed by the Ring-givers to sell parcels of land in the Seeping Woods, located on the 422nd layer of the Abyss. Under Unholda's guidance, the party must attend an open house, hosted by gnolls in the service of Yeenoghu, at which, if they have a little luck on their side, they may emerge with the Chaotic Evil alignment coin.

When the party next visits Anxo's office, they find him completely beguiled and flirting with a charming and attractive young woman. She is dressed in knee-high black boots, a short black skirt revealing slender legs, and a tight, low-cut white blouse. Her black hair is pulled back in a ponytail. Her face is heavily made-up with mascara, eye-shadow and deep red lipstick. Two black, skeletal vestigial wings emerge from slits

in the back of the blouse. They flutter in the air as Unholda giggles provocatively at one of Anxo's witticisms. Somewhat irritated to be interrupted by the party, Anxo introduces his guest as Unholda, an Abyssal Realtor. "Believe it or not," says Anxo with a leer at Unholda, "She is quite persuasive at selling lots in the Abyss." The history and statistics of Unholda the Abyssal Real Estate Shill are given in Appendix [II.I. Unholda the Abyssal Real Estate Shill \(Demon: Alu-fiend\)](#).

The party can meet with Unholda in Anxo's office. The aasimar is in no particular hurry to see her go. Unholda will naturally address herself to the male in the party with the lowest Will. She speaks common with an unidentifiable but exotic accent.

Unholda can reveal the following general information regarding the Abyss.

- The Abyss is a plane of Chaotic Evil alignment, ruled by the Tanar'ri, or demons. It has 666 layers.
- It is a plane in which destruction, malice and all manifestations of evil are championed, even if, sometimes especially if, no ulterior benefit from the destruction is to be gained.
- Travel without a guide on the Abyss is an invitation to suicide. Some planes are inhospitable to life. Others possess demons and other predators, which will eat anything they encounter weaker than they are. Finally, edible food and potable water are almost impossible to find on the Abyss.
- Conjunction/Summoning spells only summon demons and often more powerful demons than intended. Divination spells work on the Abyss but always alert the power of the layer to the presence of the caster. Specifically, casting *ESP* on a fiend in the Abyss results in certain madness in the caster. Enchantment and Charm spells are unaffected. Illusion and Phantasm spells work exceedingly well, at one level higher than cast and lasting one turn longer. Necromancy spells successfully summon undead, which are immediately controlled by nearby demons and are usually ordered to attack the caster. Wild magic is exceedingly unpredictable—of any two unpredictable outcomes, the worse occurs. Elemental spells don't function in the Abyss.
- Demons (tanar'ri) are the natives of the Abyss. There are dozens of known types of demons and an untold number of demons that have either never been categorized by mortals or who, like their hated rivals, the devils, have managed to destroy the only ancient tomes in which their existence and mannerisms were once recorded.

- The 422nd layer of the Abyss is called The Seeping Woods and is home to the Demon god of gnolls, Yeenoghu. The Seeping Woods consists of endless, sickly yellow forests, where the very water is poison and parasites ooze through every surface.

Due to her privileged position as the lone Abyssal Realtor dealing in properties of the Seeping Woods, Unholda can reveal the following quite specific information regarding Yeenoghu and the gnolls who dwell there.

- As a demon lord, Yeenoghu is a vehicle of destruction. Like many demon lords, Yeenoghu was once a primordial, one of the shapers of creation, but was transformed and awakened by the mysterious Chained God believed to lurk at the bottom of the Abyss. As with other demons, Yeenoghu hungers for carnage, but also craves power over his rivals and the gods themselves. To this end, he goads his mortal servants into performing appalling acts of evil in his name throughout the lands. He admonishes his servants to show no mercy in their perpetual war—they must kill all creatures they encounter and take prisoners when the beings can serve as useful thralls. [Dragon Magazine, Issue 364, p. 7]
- The seat of Yeenoghu's power is a throne of bone atop a mountain of limbs torn from those who have angered Yeenoghu. Much of the area is parched savanna covered in brittle brown grass punctuated by semimobile plants with poisonous barbs and choking tendrils. The skies are a sickening shade of green, and the sun is a bloody red wound spreading its crimson stain across the horizon. Bounding this perilous realm is a vast jungle of gnarled trees with jaundiced leaves and toxic fauna. To the north runs a barren range of brown mountains, which are pocked with mines where the Destroyer's servants struggle to pull priceless ore from the monster-filled deeps. The mountains tumble into a vast sea clotted with flotillas and wreckage. Infested by ghouls, the sea also has cannibals and exiles, who have been driven mad by their isolation and by the horrors living in the murky water's deeps. In all, Yeenoghu's Realm is a nightmare world of want and suffering, which makes it a place suited to its vile and bestial master. [adapted from Dragon Magazine, Issue 364, p. 7]
- Yeenoghu surveys his realm from atop his fortress city. Mounted on hundreds of stone wheels and pulled by an army of demons, the enormous citadel makes its circuit of the layer, running with streams of blood and filth, and leaving in its wakes the crushed carcasses that fell in its path. [Dragon Magazine, Issue 364, p. 7-8]
- As the mortal instruments of the demon lord, Yeenoghu, who is called the Beast of Butchery and Ruler of Ruin, gnolls constantly perform atrocities. When not scouring the land in Yeenoghu's name, gnolls fight among themselves and participates in rituals that involve acts of depravity and self-mutilation. [Monster Manual, 4th Ed.]

Unholda claims that she knows that the Chaotic Evil coin for which the party seeks is in the possession of a gnoll shaman, a Chosen of Yeenoghu. She has invited the shaman to an open house to look at a plot of land upon which he might erect a modest temple, housing a sacrificial altar to Yeenoghu. Unholda offers to accompany the party to the open house. "Make no mistake," she warns them, "the Chosen of Yeenoghu will be accompanied by his entourage of gnolls. There will be blood."

If asked why she is doing this, Unholda will only reply that she is acceding to a request from the Lady of Pain. When the party is ready, Unholda will take them to a humble building down an alley from The Hall of Records in The Clerk's Ward. This building serves as an unofficial presence of the Ring-givers, a sect not sanctioned to operate in Sigil. Inside this building, several old men and women sift through buckets of trinkets. They wave at the familiar sight of Unholda and pay no attention to the party following her. At the back of the building, there is a closet leading to racks of old, thread-bare, used clothes. With the proper portal key, the entrance to this closet delivers the party to the Seeping Woods.

The portal opens from the split in an ancient, gnarled tree in the woods. The ground is damp. The puddles are poisonous. Drinking from a puddle results in death. A successful save vs fortitude results in only 2d12 damage.

Unholda leads the party through the woods until they arrive at the plot of land. The Chosen of Yeenoghu waits with four Fangs of Yeenoghu. Once battle commences (almost immediately), the Chosen of Yeenoghu retreats to summon hyena spirits. From either side, the ambush is sprung. From each flank emerges two additional Fangs of Yeenoghu leading five gnoll marauders. Thus the total force that must be eradicated include one Chosen of Yeenoghu, eight Fangs of Yeenoghu, ten gnoll marauders and as many hyena spirits as the Chosen of Yeenoghu can summon before he is slain. All will battle until slain. Unholda is absolutely useless in battle. She will scramble up a tree and stay out of the fray. The chaotic evil coin is found in an interior pocket of the gnoll shaman's robes. Statistics for the Chosen of Yeenoghu, the Fangs of Yeenoghu, gnoll marauders and hyena spirits are provided below. The symptoms of the slavering canker disease communicated by the Fangs of Yeenoghu are also given. A map of the surrounding area is provided in [Appendix III. Maps](#).

Gnoll Marauder				Level 6 Minion Brute			
medium natural humanoid (gnoll)				XP 250			
Initiative	+5	Speed	7	Senses	Perception +7; low-light vision		
HP	1	AC	18	Fortitude	18	Reflex	15
Immune	-			Resist	-	Vulnerable	-
Pack Attack							
Melee attacks deal 15 extra damage against an enemy that has two or more gnolls adjacent to it.							
Spear (standard; at-will) Weapon							
+10 vs AC, 1d10+6 damage; See also Quick Bite and Pack Attack.							
Quick Bite (free; after melee hit)							
Bite as free action after hit on same target, +7 vs AC; 1d6+2 damage.							
Alignment Chaotic Evil				Languages Common, Abyssal, Gnoll			
Skills Insight +8, Intimidate +11, Religion +8							
Str	16	(+6)	Dex	19	(+7)	Wis	11
Con	13	(+4)	Int	10	(+3)	Cha	16
Equipment: hide armor, staff							
Source: Gnoll Marauder, <i>Monster Manual</i> 4 th Ed. p. 132. Converted to Minion.							

Fang of Yeenoghu				Level 7 Skirmisher (Leader)			
medium natural humanoid (gnoll)				XP 300			
Initiative	+9	Speed	8	Senses	Perception +3; low-light vision		
HP	77	AC	21	Fortitude	18	Reflex	19
Immune	-			Resist	-	Vulnerable	-
Pack Attack							
Melee attacks deal 15 extra damage against an enemy that has two or more gnolls adjacent to it.							
Cudgel of Bloody Teeth (standard; at-will) Weapon, Disease							
+12 vs AC, 1d10+6 damage; Secondary attack: +10 vs Fort; target exposed to Slavering Canker Disease							
Relentless Push (standard; at-will) Weapon							
Attacker shifts 2 before attack; +12 vs AC; 1d10+6 damage; push target 1 square & ally within 5 shifts 1							
Howl of the Demon (standard; recharge 6)							
Close burst 5; target each ally of level 10 or lower; target makes a melee attack as free action							
Alignment Chaotic Evil				Languages Common, Abyssal, Gnoll			
Skills Insight +8, Intimidate +11, Religion +8							
Str	16	(+6)	Dex	19	(+7)	Wis	11
Con	13	(+4)	Int	10	(+3)	Cha	16
Equipment: hide armor, staff							
Source: Fang of Yeenoghu, <i>Monster Manual</i> 2 4 th Ed. p. 126.							

Slavering Canker **Level 6 Disease**

Endurance: improve DC 23, maintain DC 19, worse DC 18 or lower

Level 0: Target is cured

Level 1: Initial Effect: The target takes a -1 penalty to hit and to damage

Level 2: The target takes a -2 penalty to hit and to damage; -5 HP to all healing effects

Level 3: Final State: The target is weakened and must rest twice as long as normal to gain the benefit of either a short rest or an extended rest.

Chosen of Yeenoghu **Level 7 Elite Controller**

medium natural humanoid (gnoll) XP 600

Initiative +5	Speed 7	Senses Perception +8; low-light vision
HP 156	AC 21	Fortitude 19 Reflex 17 Will 19
Immune saving throws +2	Resist -	Vulnerable -

Pack Attack

Melee attacks deal 5 extra damage against an enemy that has two or more gnolls adjacent to it.

Staff (standard; at-will) **Weapon**

+12 vs AC, 2d8+4 damage

Bolt of Ruination (standard; at-will) **Implement, Necrotic, Teleportation**

Ranged 5, 1 creature, +10 vs Fortitude; 2d6+4 necrotic damage and one hyena spirit within 10 squares teleports to a square adjacent to the target

Call Beyond the Grave (minor action; encounter)

Four hyena spirits appear in unoccupied squares within 10 squares of caster. Caster takes 5 damage when the hyena spirit drops to zero HP. Spirit disappears at the end of the encounter.

Hyena Spirit (minor action; at will)

One hyena spirit appears in unoccupied square within 10 squares of caster. Caster takes 5 damage when the hyena spirit drops to zero HP. Spirit disappears at the end of the encounter.

Spirit Strike (minor action; at will)

One hyena spirit within 10 squares of the caster can make a bite attack as a free action with +2 to hit.

To the Front (minor action; at will) **Teleportation**

Each ally adjacent to the caster can teleport up to 0 squares

Alignment Chaotic Evil **Languages** Common, Abyssal, Gnoll

Skills Arcana +13, Religion +13

Str 16	(+6)	Dex 14	(+5)	Wis 20	(+8)
Con 14	(+5)	Int 20	(+8)	Cha 17	(+6)

Equipment: hide armor, staff

Source: Chosen of Yeenoghu, *Monster Manual 3* 4th Ed. p. 105.

Hyena Spirit **Level 7 Minion Soldier**

medium shadow beast (undead) XP 75

Initiative +9	Speed 8	Senses Perception +5; darkvision
HP 1	AC 21	Fortitude 19 Reflex 19 Will 17
Immune -	Resist -	Vulnerable -

Spectral Jaws **Aura**

Any enemy that starts its turn within aura is slowed until the end of its next turn.

Bite (standard; at-will)

+12 vs AC, 7 damage

Alignment Chaotic Evil **Languages** understands Abyssal, Gnoll

Skills -

Str 19	(+7)	Dex 19	(+7)	Wis 14	(+5)
Con 14	(+5)	Int 2	(-1)	Cha 7	(+1)

Source: Hyena Spirit, *Monster Manual 3* 4th Ed. p. 105.

COIN 50. THE SATYRS OF LIMBO. (CHAOTIC NEUTRAL)



Summary. Anxo next sets the party up with the always unpredictable Sapo the Unpleasant, a red Slaad and a member of Xaositects. He agrees to take the party to the Globe of Raging Chaos in Limbo, where the party must brave not only the tempests but the tempestuous antics of a clan of satyrs in order to retrieve the Chaotic Neutral alignment coin.

When Anxo arranges the meeting with the party at which he will introduce them to the guide who will aid them in their pursuit of the Chaotic Neutral coin, he suggests that they meet in a location not far from the insurance office, rather than in the office itself. Anxo proposes an alternate location from a measure of caution because Sapo the Unpleasant is of a race prone to both unpredictability and violence. The history and statistics of Sapo are given in Appendix II. [II.J. Sapo the Unpleasant \(Slaad: Red\).](#)

The party meets in a modest building with a single open bay (50' by 80') that is used for wagon and cart repair. A wooden sign hangs outside that reads, "Argus & Sons Wainwrights & Wheelwrights". Various such wagons in states of disassembly are scattered through-out the building. Pieces of side-boards, wheels, hubs and axles, double-trees, necks and yokes, line the walls several feet thick. A large wooden door has been pushed open. There are no workers inside. If asked, Anxo explains that he has temporarily rented this space for the meeting. He is reluctant to reveal the nature of their guide for fear of displeasing the party. Players knowledgeable in the planes will likely guess that their native guide is a slaad.

Shortly after the party arrives, the enormous red slaad lumbers through the open garage door. The reason for Anxo choosing an alternate meeting place is revealed as Sapo's unpleasantness immediately makes itself known. While casually holding a handkerchief over his nose, Anxo introduces their guide almost apologetically. Sapo approaches the party. Those closest to him (treat as a cone, within two squares of his forward direction) are exposed to his chronic bad breath. They must save vs poison or drop to their knees (prone) momentarily. During the discussion, Sapo shifts and lurches in an ungainly manner. Each time, a stream of an unsavory, milky drool trailing down his face and chest, about, is flung all over unsuspecting bystanders (treat as a cone within three squares of forward and side directions). Sometime, at least once during this encounter, Sapo will release, with a thunderous clap, a most unseemly flatulence. This spreads to a cloud around Sapo up to five squares. All those exposed must save vs poison or suffer nausea for 1d4 rounds. Despite his hygienic short-comings, Sapo will prove a most valuable guide in Limbo, where the Chaotic Neutral alignment coin lies.

Sapo can reveal the following general information regarding Limbo.

- Limbo is a plane of Chaotic Neutral alignment, ruled by chaos. Scholars claim that Limbo possesses five layers, but the distinction between layers and realms in Limbo is obscured.
- Limbo, in its natural state, takes the form a thick stew, often called a primal soup, in which the components of the stew are the elements—earth, air, fire and water—and the various para-elements and quasi-elements that arise when the elements come together. In its natural state, Limbo has no land, no atmosphere no gravity—just a swirling elemental stew.

- Anarchs are beings with the mental ability to create order from the chaos of Limbo. Weak anarchists can create a local environment for themselves—a bubble of reality with ground upon which they can tread and air that they can breathe. The most powerful anarchists are deities that create entire realms corresponding to a reality of their choice inside their proxies and petitioners can exist. Between these weakest and strongest anarchists lies an entire spectrum of powers, some of which are combined in communities that have an anarch council that maintains the stability of the reality within their borders.
- Travel to a particular destination on Limbo is difficult, even if one is an anarch or can survive in the primal soup (as can slaad) because entire domains shift locations. One typically requires a *guidon*, a trinket with a *locate object* spell cast on and targeted to a second object at the destination. Fortunately, the party possesses just such a *guidon*, since the alignment ruin coin (1/4 denomination) can be so used to locate the other alignment coins.
- No spell can be cast without a preliminary intelligence check. If failed, nothing happens. If successful, the following rules apply depending upon school. Alteration spells are wildly unpredictable, with a 20% chance of working as intended and an 80% chance of resulting in a change far in excess of the spellcaster's intention. Successful conjuration/summoning spells similarly work as intended only 20% of the time; otherwise, some other creature (devil, archon, donkey, etc.) appears. Divination spells work 5% of the time; failure provides no information. Illusion and Phantasm spells have a 10% chance of becoming permanent. Necromancy spells are subject to the same unpredictability as summoning spells. Wild magic is exceedingly unpredictable—of any two unpredictable outcomes, the worse occurs. Successfully cast, elemental spells function better than expected, with 1d6 turns longer duration and at least 2 squares greater range.
- Slaadi are natives of Limbo. Githzerai have been in Limbo long enough that many refer to them as natives.
- The second “layer” of Limbo is called “Susanowo” or “Susanoo”, after the most powerful of the deities that have chosen to dwell in this layer. Ruled by a god of storms, the tempests in Susanoo are particularly fierce and unpredictable.

Neither Anxo nor Sapo can provide additional information regarding Susanoo or the particular details of the location of the coin. Anxo offers the advice, “Just stay close to Sapo.” After a taking a breath, he winces and shrugs apologetically.

Anxo may also encourage the party to buy equipment in the Market Ward, including potions of extended breath holding...”just in case” he adds, “But I’m sure you won’t need it.” He then adds a laundry list of other potentially useful items, “Rings of fire resistance, scrolls of protection from the elements—all of them, and, of course, unguents of olfactory deprivation.” The ability to breathe in the primal soup in the case of emergencies should be emphasized.

In Sigil, Sapo will lead the party into the Hive. There is a non-descript but sizable pile of garbage and refuse, Sapo will lift up the remains of a wooden door, which serves as a portal to Limbo. The portal will lead the party onto a piece of rock about 30’ in diameter into which is set a circular metal door. This rock is surrounded by the primal soup of Limbo. There they will be unable to see more than 20’ or breathe for one minute. It only takes an instant for Sapo to use his anarch abilities to form territory, but he takes a minute to relish his return to the primal soup, diving and splashing in a carefree manner, while the party holds their breath.

When Sapo forms territory around him, the party discovers it extends about twenty feet in each direction, so they must indeed remain close to Sapo and his stench. The air is breathable but odiferous. The ground takes the form of a swampy muck with tufts of marsh grass sticking up in places. The steps of the party are difficult and make “splucking” sounds as they trudge through the mud. Requests to reformulate the

ground into something more conducive to travel are ignored. Sapo is in no hurry to return to Sigil. This local territory is lit by the sourceless, ambient light of Limbo, which emanates from the fiery elements of the plane.

There are two challenges in this delve. The first is getting to the coin and the second is acquiring the coin. Traveling through Limbo is unpleasant but not taxing. However, Susanoo is a dangerous realm. At some point during the travels, the party will be overtaken by a tempest—a storm of air and water elements that manifests as a tornado. This storm will tear Sapo's limited territory apart. The party will be spun about within the twister.

The party must cling to each other in order not to be separated in this storm. This requires either a chain of hand-holding or a tight bundle, either of which must include Sapo, who seems to delight in the tumult. It will take Sapo several turns to drag the party (chain or bundle) from the storm and reconstitute his territory. There is enough air in the tempest to breathe but all movement is slowed by half and all attacks suffer a -2 penalty.

To complicate matters, a mother dire shark and two adolescents call this storm home. (Think "Sharknado"!) These dire sharks are able to maneuver unhindered in the swirling vortex. They attack immediately, always with the initiative advantage in the first round. The statistics for the adult and adolescent dire sharks are provided below.

Presuming the party survives the encounter, Sapo can pull them from the tempest and re-establish the local swamp terrain. Sapo frequently refers to the *guidon* for navigation. If the party hands the coin over to Sapo, he will return it without argument after the completion of the delve. Within one or two days the party arrives at the edge of a new realm, maintained by some other anarchs. It appears in the distance as a bubble of stability in the swirling chaos of Limbo.

This small realm is only half a mile or so in diameter. It takes the form of a lush, sylvan forest. From the center of the forest emanates the sounds of laughter, giggling and revelry. This noise originates from a group of satyrs and nymphs who party constantly in the center of the realm. In fact, the revelry is essential since none in the group are particularly strong anarchs and their ability is magnified by alcohol. Therefore, the very stability of the realm requires them to remain in an inebriated state.

There are twelve satyrs and twelve nymphs. Their statistics are provided below. They welcome the party with open arms and encourage them to fill their flagons (they provide steins if the party has none) from an ever-flowing fountain, with a central statue in the shape of three hippocampi who spew a pale ale, a merlot and a stronger spirit akin to whiskey from their mouths. The characters are advised to fill their cups from the streams of fluid in the air, as they are mixed in the circular pool that captures them below. Drinking the combined mixture hastens the effects of drunkenness by a factor of three.

The satyrs and nymphs are keen only on pleasure. They are not particularly interested in the party's desire to find the coin. If the party persists (which they must), one of the satyrs will eventually saunter up and announce, "I will give you the coin, if you but best our company in three simple challenges!"

The party can either acquiesce to these terms or attack the satyrs. The satyrs and nymphs have no desire to fight. They will flee to the boundaries of the primal soup, where groups of four or more can create small pockets of land on which they can flee or where individually they will drown. Once half the satyrs and nymphs are either slain or leave the realm, the realm disintegrates in six turns. Good-aligned parties should pursue the acquisition of the coin through the challenges.

The First Challenge is naturally a drinking contest. The party must nominate their champion to go up against one of the satyrs. The party will presumably have a great advantage since all the satyrs are already half drunk. The game mechanics of the challenge are as follows. Each round of drinks requires a successful endurance check. Urination and regurgitation during the contest are, of course, against the rules. Each round both participants gain a -1 penalty. The contest continues until one of the participants fails the endurance check, which results in him or her throwing up and forfeiting the contest. Because the satyrs are good sports, they will allow each member of the party to try this until one of them succeeds. At the DM's discretion, the satyrs may start with a modest penalty since they have been drinking since time out of mind.

The Second Challenge is naturally a belching contest. The party must nominate their champion to go up against one of the satyrs. Have each member of the party role a perception check. A successful check indicates that Sapo, who initially plunged his face into the pool of alcohol, has emerged and is practically dancing with anticipation (flinging nasty drool everywhere) at the prospect of being entered in the contest. If the party nominates Sapo as their champion, then after the satyr delivers a prodigious belch, Sapo lets loose with a belch powered by his horrid croak ability, which knocks everyone—satyrs, nymphs, the party and Sapo himself off their feet. Sapo is instantly declared the winner. If any other character is chosen as champion, the DM can use similar game mechanics to that given in the drinking contest to determine the winner.

The Third Challenge is a game of quarters or some other drinking-game well-loved by the assembled DM and players. If a book of tongue-twisters is handy, say [Fox in Socks](#) by Dr. Seuss, then a tongue twisting competition is equally appropriate. A comely nymph (Is there any other kind?) is chosen as the champion of the hosts. The party must select a champion. The contest proceeds either through some real competition between DM and players (such as flipping quarters into a shot glass—no drinking required) or through a series of increasingly penalized thievery (fine fingerwork is required) checks until a winner is determined.

Once the three challenges have been successfully completed, a satyr will good naturedly give up the coin. Sapo will reluctantly leave the realm, and then only after several more gulps from the magic fountain. The party will again wander for 1d2 days until Sapo spots the chunk of rock that contains the portal back to Sigil.

Back in the Hive, Sapo will heave a huge sigh of regret at having had to leave Limbo and will abandon the party without looking back. The party is on their own from that point forward.

A map that communicates a largely conceptual idea of the delve in Limbo is provided in [Appendix III. Maps.](#)

Dire Shark (adult)										Level 14 Brute	
huge aquatic animal										XP 350	
Initiative	+2	Speed	12 (swim)	Senses	Perception +7; low-light vision						
HP	190	AC	21	Fortitude	23	Reflex	21	Will	17		
Immune	-			Resist	-	Vulnerable	-				
Bite	(standard; at-will)										
+18 vs AC; 3d8+9 damage											
Improved Grab	(free action; after successful bite)										
+10 vs Reflex; After a successful bite, the dire shark and make an improved grab attack. If successful, it can swallow whole on the following turn.											
Swallow Whole	(standard; at-will) Acid										
+10 vs Reflex; Once inside, the opponent takes 3d6+6 points of crushing damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13).											
Keen Scent	(free action; at-will)										
A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.											
Alignment	Neutral					Languages -					
Skills	Perception +7										
Str	23	(+13)	Dex	18	(+11)	Wis	12	(+7)			
Con	17	(+10)	Int	1	(+0)	Cha	10	(+6)			
Source: Dire Shark, <u>Monster Manual</u> 3 rd Ed. p. 58, reduced 4 levels.											

Dire Shark (adolescent)										Level 8 Brute	
huge aquatic animal										XP 350	
Initiative	+2	Speed	12 (swim)	Senses	Perception +4; low-light vision						
HP	80	AC	18	Fortitude	20	Reflex	18	Will	14		
Immune	-			Resist	-	Vulnerable	-				
Bite	(standard; at-will)										
+12 vs AC; 2d8+3 damage											
Improved Grab	(free action; after successful bite)										
+4 vs Reflex; After a successful bite, the dire shark and make an improved grab attack. If successful, it can swallow whole on the following turn.											
Swallow Whole	(standard; at-will) Acid										
Adolescent dire sharks are too small to swallow hole anything larger than halflings.											
Keen Scent	(free action; at-will)										
A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.											
Alignment	Neutral					Languages -					
Skills	Perception +7										
Str	23	(+10)	Dex	18	(+8)	Wis	12	(+4)			
Con	17	(+7)	Int	1	(-3)	Cha	10	(+3)			
Source: Dire Shark, <u>Monster Manual</u> 3 rd Ed. p. 58, reduced 10 levels. Converted to 4 th Ed.											

Satyr Piper				Level 8 Controller (Leader)			
medium fey humanoid				XP 350			
Initiative	+8	Speed	6	Senses	Perception +10; low-light vision		
HP	86	AC	22	Fortitude	18	Reflex	20
Immune	-			Resist	-	Vulnerable	-
Gore (standard; at-will)				+11 vs AC, 1d8 damage and target is knocked prone			
Long Bow (standard; at-will) Weapon				Ranged 20/40, +14 vs AC, 1d10+6 damage;			
Wooden Pipes (standard; sustain standard; at-will)				Close Burst 5; deafened creatures are immune; the satyr piper plays one of the following four tunes: Dazing Melody (Charm): targets enemies, +11 vs Will, target is dazed until end of satyr's next turn. Feral Overture : targets allies, +1 to hit and +2 damage until end of satyr's next turn. Leaping Stag Dance : targets allies, immediately shift 2 squares Song of Freedom : targets allies, immediately make a free saving throw against an effect save can end			
Alignment Chaotic Neutral				Languages Common, Fey			
Skills Bluff +14, Nature +10, Stealth +13							
Str	10	(+4)	Dex	18	(+8)	Wis	13
Con	14	(+6)	Int	13	(+5)	Cha	20
Equipment : longbow +2, quiver of arrows +2, wooden pipes							
Source : Satyr Piper, <u>Monster Manual</u> 4 th Ed. p. 228.							

Spring Nymph				Level 5 Controller			
medium fey humanoid				XP 200			
Initiative	+6	Speed	6	Senses	Perception +3; low-light vision		
HP	63	AC	19	Fortitude	16	Reflex	17
Immune	-			Resist	-	Vulnerable	-
Charmed Defense (trait)				+3 to all defenses while adjacent to a creature dominated by it.			
Passion's Kiss (standard; at-will) Charm, Psychic				+8 vs Will; 1d6+3 psychic damage and target is dazed (save ends).			
Song of the Spring (standard; at-will) Charm, Psychic				Ranged 5; +8 vs Will; 1d8+5 damage and target is slowed (save ends).			
Floral Perfume (standard; recharge when no enemy is dominated by her) Charm				Ranged 10; +8 vs Will; target slides 3 squares toward nymph and is dominated.			
Cloud of Blooms (standard; encounter) Sleep				Area burst 2 within 10; +10 vs Will; Target is slowed (save ends); first failed save, target falls unconscious (save ends).			
Alignment Chaotic Neutral				Languages Common, Fey, Elven			
Skills Bluff +13, Diplomacy +13, Nature +8							
Str	16	(+5)	Dex	18	(+6)	Wis	13
Con	15	(+4)	Int	15	(45)	Cha	22
Source : Spring Nymph, <u>Monster Manual</u> 4 th Ed. p. 150.							

COIN 100. THE KI-RIN OF MOUNT CELESTIA. (LAWFUL GOOD)



Summary. The party may expect a reprieve when Anxo introduces them to Mala'ika of the Vanguard, an Agathinon of the Aasimon and, as a member of the Order of the Planes-Militant, an unyielding crusader of Righteous Justice. He delivers the party to Goldfire on Mercuria, the second heaven of Mount Celestia, where they must demonstrate to an ancient Ki-rin an uncommonly refined moral rectitude if they are to emerge with the Lawful Good alignment coin.

The party meets Anxo next in the presence of Mala'ika of the Vanguard, an Agathinon of the Aasimon, or, in the common tongue, a lesser angel. Like all aasimon, Mala'ika does not appear in his natural form when traveling outside Mt. Celestia. In fact, Mala'ika takes the form of a tattooed goliath, half-man and half-giant, who wields a long sword that looks simply dwarfed when wielded by the massive creature. Anxo, who

knows the true grace of Mala'ika treats the apparent brute with deference and delicacy. They are taking tea in the office, when the party arrives. The history and statistics of Mala'ika are given in [Appendix II. I.K. Mala'ika of the Vanguard \(Aasimon: Agathinon\).](#)

Mala'ika treats the party perhaps not as gruffly as they would expect at the hands of a goliath warrior but more gruffly than they would expect if they were aware of his true nature. Even if Mala'ika is an angel, he is nonetheless a battle-hardened veteran of many campaigns.

Mala'ika can reveal the following general information regarding the Seven Heavens of Mount Celestia.

- Mount Celestia, a plane of Lawful Good alignment, is the ideal model of justice, kindness and order, of celestial grace and inhuman mercy. It is common knowledge that there are seven layers to Mount Celestia.
- Mount Celestia has the form of a giant mountain; climbing up the mountain leads to a higher layer, but each layer is also infinite, a conundrum not described by Euclidean geometry.
- Mount Celestia is populated by ranks of proxies (aasimon or angels) and by ranks of petitioners (archons or forms bestowed upon the departed faithful in the afterlife).
- There is no particular trick to traveling in Mount Celestia.
- Characters of LG, NG, CG, and LN alignments on any level are under a permanent bless spell while on Mount Celestia. The second layer slows poison in characters of these alignments and the third layer neutralizes poison. The fourth, fifth and sixth layers respectively cure disease, remove curses and restore characters of those alignments.
- On Mt. Celestia there is an alignment-based probability that spells simply do not work. The penalty is 0% for LG, 10% for LN and NG, 30% for LE, N and GC, 60% for NE and CN and 90% for CE. If failed, nothing happens. If successful, the following rules apply depending upon school. Alteration spells function as intended. Successful conjuration/summoning spells aimed at good beings work and those aimed at evil beings work but the summoned possess a saving throw for every command put to them. Divination spells always work. Illusion and Phantasm spells function as normal. Necromancy spells rebound causing double damage to the caster. Wild magic is lowered by two levels. Elemental magic works normally; summoned elementals always obey.

- The second layer is called Mercuria, the Golden Heaven. It is a mountainous land with clean, cold air and is home to two well-known realms, Bahamut's Palace and Goldfire.
- The realm of Goldfire is constantly bathed in the radiance of the sun and is ruled by two sun gods, Mitra and Surya. Undead are immediately destroyed in Goldfire and the invisible are immediately made visible.

Mala'ika has also read the report regarding the party's current quest. Although, there is very little literature available on the subject, aasimon of all stripes and other angels who have seen too much of the horrors of war are susceptible to a peculiar sort of disenchantment that causes them to lose the powers common to all aasimon. It turns out that the Lawful Good coin has fallen into the hands of one such aasimon, a creature previously of much higher rank than Mala'ika, who has lost much of his powers due to a pervasive disillusionment with the prospect that good will ever truly vanquish evil on a cosmic scale.

This aasimon's name is Viscogliosi. He takes the form of a shepherd, garbed in coarse robes beneath a woolen cap, who wanders the Seven Heavens, staff in hand, seeking his lost sheep. It is supposed by knowledgeable authorities that Viscogliosi is entirely mad and never possessed any sheep at all. The truth of the matter is far from clear. What does seem clear is that Viscogliosi, at one time, possessed the Lawful Good alignment coin bearing a Ki-Rin. It is also said that Viscogliosi the Shepherd sought the aid of a specific Ki-rin, named Hanokh, to aid him in the tending of his sheep. As the Ki-rin could perceive no sheep, neither physical nor metaphysical, Hanokh declined the offer. It is said, though, that before Hanokh departed the shepherd, Viscogliosi cast a spell of returning (treat as *locate person*) that would allow the Ki-rin to find the shepherd wherever he wandered.

It is Mala'ika's plan to lead the party to Hanokh and, at that point, turn them over to the Ki-rin whom they can follow to Viscogliosi. At least, that's the plan. Even in Heaven, plans can go awry.

Mala'ika is allied with the Order of the Planes-Militant, a sect not sanctioned by the Lady of Pain to operate a headquarters in Sigil. The sect occupies a small wing in the headquarters of the Harmonium, located in the City Barracks, in the Lady's Ward. The barracks is a rough, practical building. Mala'ika will lead the party to a small office, containing only a simple wooden table and chair, in which sits a sleeping, overweight man, who grunts but does not open his eyes as the door creaks open. The portal to Mt. Celestia takes the form of a common door to the disheveled personal quarters of the guard. If questioned on the lackadaisical security, Mala'ika does not reply. In truth, since the sect is not authorized to have any presence in Sigil, the Order of the Planes-Militant keeps a low profile and does what it can to belie its presence.

Mala'ika accompanies the party through the portal, arriving in Goldfire, a realm of eternal, brilliant sunlight on the second Heaven of Mt. Celestia. The land itself is hilly, the trees full and green from a long summer, with the promise of autumn's changing colors hanging in the air. Fields of wheat covering the rolling hills sway in the gentle breeze. They are nearly ready for harvest. Narrow unpaved trails, defined only by tramped down grass, divide one field from another. Behind the party, they find the portal is a smooth crystalline arch, glowing faintly pale blue, utterly out of place with the rest of the surroundings. Mala'ika tells the party he will summon Hanokh and within minutes a speck appears in the bright, cloudless sky. It gradually descends and becomes larger as it nears, eventually resolving into the heavenly equine form of a ki-rin.

Mala'ika retains his form as a goliath and formerly bows to the ki-rin. "You are dismissed," the Ki-rin curtly replies on a telepathic channel accessible to all of the adventurers. Mala'ika frowns, nods and disappears back through the portal, though what he used as a portal key remains unknown.

Hanokh the Ki-rin assumes that the party has been briefed on the nature of the mission. If they have additional questions, they can ask the Ki-rin and he will answer telepathically so that all can hear. The Ki-rin does warn the party that Viscogliosi has become “eccentric”.

In fact Viscogliosi has fallen into the depths of derangement. The powers of heaven have not yet restrained him nor enforced any sort of discipline in deference to his eons of loyal service. He is almost completely insane. He tends a herd of invisible sheep. He is convinced that any who come near him are members of a pack of wolves intent on stealing from his herd.

The three encounters with Viscogliosi will likely proceed as follow. Twice the party will approach the shepherd who will cast a long range spell, first *dolorous notes* then *bestow wings*, departing via *teleport without error* after each casting. On the third time, Viscogliosi will cast *starfire* at a distance but will not flee. Those who survive *starfire* can approach him. He finally seems to recognize Hanokh, an old friend. If the party reasons with Viscogliosi and restrains from extracting some measure of vengeance for the three spells he cast at them, then he will surrender the alignment coin. If any characters were killed as a result of his spells, he will summon the bodies if necessary and resurrect them on the spot.

The first encounter with Viscogliosi begins when the party spots him at a great distance in a green pasture, leaning heavily on his shepherd's staff. He waits patiently for them to approach. He does not respond to any greetings. He perceives only the approach of a pack of wolves. At a distance of 24 squares (120'), he will shout out words and phrases that make clear his mania, including such things as “Away you wolves! You cannot sneak up on vigilant Viscogliosi! You'll not feast on mutton tonight!” Viscogliosi casts *dolorous notes* at this distance of 120'. The mental anguish of the spell causes the party members who fail to make their saving throws to weep most copiously at the futility of their pitiful lives. Viscogliosi watches from afar, with a look of scorn. He may add, “Weep you low beasts for your miserable lives!” before he teleports away. The party cannot continue until the spell dissipates.

Hanokh convinces the party that it will likely take several attempts to penetrate the madness of Viscogliosi. The ki-rin leads the party again along various trails between fields and pastures until, again, they spot the shepherd standing above them at the edge of a great stone bluff, one hundred and fifty feet above them. Again, Viscogliosi allows the party to approach. Again, he shouts, “In the endless light of Goldfire, I see your shadows, you foul, lupine beasts! You cannot creep unseen to steal a lamb from beneath my nose!” When the party is still 80' or so from the foot of the bluff, Viscogliosi casts *mass bestow wings* on the party. Roll to determine the type of wings for each character. The effect last for 16 turns or until Viscogliosi teleports away, although this duration is not known to anyone in the party, including Hanokh. This duration is more than sufficient time for any member to ascend to the top of the bluff. However, as the party approaches, Viscogliosi hallucinates and sees only a pack of flying wolves. He shakes his shepherd's staff at the party, shouting, “Flying wolves! Back to Hell with you!” Viscogliosi backs away to a distance of 20' from the end of the precipice. When the first party member is within 10 feet of him, Viscogliosi teleports away and the spell ends. Those party members who are suspended in the air take the standard d10 damage per 10' of elevation. Those characters who are level with the bluff but still not over it will fall back to the base of the cliff and take 15d10 damage. If one or more characters die, Hanokh will only offer a short telepathic prayer, noting that they could not have chosen a more serene place to expire.

Hanokh persuades the party to give Viscogliosi one more chance. This may take some convincing especially if one of their party has died in the previous encounter. The ki-rin leads the party again along various trails between fields and pastures until for a third time they spot the shepherd, this time standing on an expanse of flat stone in the midst of a great green field of sunflowers. He again allows the party to approach, but at a distance of 240' feet, he thinks better of it and shouts, “Oh fell beasts, will you plague

my steps to the end of my days?” He then casts *starfire*, a wickedly powerful spell to be sure, centering it on whichever character has the alignment furthest from Lawful Good.

If at least one character survives this assault, they can now approach Viscogliosi. If they attack him, he will defend himself with his shepherd’s staff. On Mt. Celestia, a successful hit instantly transforms the character into a sheep—ram or ewe depending upon their gender. The effect lasts as long as Viscogliosi wills it. If all living characters are transformed to sheep, they will remain so for a virtual infinity and it’s time to roll up new characters. If a single character survives and has the wisdom not to attack Viscogliosi (seeing his or her comrades transformed into sheep may help), then that character can plead with Viscogliosi for mercy. If the character is sufficiently humble, not only will Viscogliosi surrender the alignment coin, but he will also (1) heal all living characters to full health, (2) resurrect characters who died by his hand in Mt. Celestia, and (3) return to their original form any characters who were transformed to sheep. Furthermore, if one or more of the characters is a lawful good or neutral good cleric, he will give that character a scroll of *resurrection*.

Viscogliosi will finally recognize the ki-rin, Hanokh. He will demand that the ki-rin stay by his side. Hanokh warns the party, telepathically, that they should leave relatively soon for who knows how long Viscogliosi’s return to sanity will last. Since the party cannot know the way back to the portal, they can request Viscogliosi to teleport them there, a request to which Viscogliosi will willingly accede. If the party doesn’t think of that, then they will have to haggle with Viscogliosi for the use of Hanokh again. There is a 50% chance that during these negotiations, Viscogliosi will lose his patience and cast *mass bestow wings* again, telling the party to fly back to the portal. From a small height, they can see the portal curiously nearby. Viscogliosi tells them to hurry since they don’t want to be airborne when the spell ends...

The statistics for Hanokh the Ki-rin and Viscogliosi the Shepherd, a deranged Angel of Battle, are given below. A map of the relevant area in Goldfire is provided in [Appendix III. Maps](#).

Hanokh the Ki-Rin				Level 12 Solo Brute			
large immortal beast				XP 8,000			
Initiative	+8	Speed	12, 20 fly	Senses	Perception +15; low-light vision		
HP	315	AC	25	Fortitude	23	Reflex	24
Immune	spells less than 6 th level		Resist	-	Vulnerable	-	
Gore	(standard; at-will)						
+21 vs AC, 2d6+11 damage and target is knocked prone							
Stomp	(standard; at-will)						
+13 vs AC; 1d6+4 per hoof							
Spell-like Abilities	(standard; at-will)						
Cast at 18 th Level: Astral Projection, Call Lightning, Control Weather, Etherealness, Gaseous Form, Permanent Image, Windwalk							
Permanent Creation	(standard; daily)						
Create nutritious food and beverages for 2d12 people, 32 cubic ft of soft goods (blankets, clothing) or 18 cubic feet of wooden items.							
Telepathy	(free; at-will)						
Ki-Rin can communicate telepathically with any creature within 100' that has a language							
Detect Thoughts	(continuous; at-will)						
This ability is always active at 12 th level							
Alignment	Lawful Good			Languages	understands Common, Supernal		
Skills	Insight +20						
Str	26	(+14)	Dex	18	(+9)	Wis	21 (+1)
Con	20	(+11)	Int	19	(+10)	Cha	23 (+12)
Source: Ki-Rin, Oriental Adventures 3 rd Ed. p. 170. Converted to 4 th Edition.							

Viscogliosi the Shepherd (Aasimon: Deranged)						Level 15 Soldier			
medium immortal humanoid (angel)						XP 2,000			
Initiative	+13	Speed	8	Senses	Perception +11				
HP	296	AC	29	Fortitude	27	Reflex	25	Will	28
Immune	life draining, poison, fear			Resist	10 radiant		Vulnerable	-	
Shepherd Staff				(standard; at-will) Weapon, Radiance					
Reach 2; +21 vs AC; 1d10+8 damage; target is polymorphed into a sheep (save ends)									
Dolorous Motes				(standard; twice per encounter) Charm					
Range 24; Area 8x8 squares; clouds of flickering light cause mental anguish (-4 to hit, skills & saves). Duration 15 rounds. Save ends, each subsequent save at -1.									
Mass Bestow Wings				(standard; encounter)					
Range 16; Area 4x4 squares; duration 16 turns; each creature grow functional wings (1=butterfly, 2=dragonfly, 3=eagle, 4=hornet, 5=swan), granting flight and (1=blink, 2=+2 save vs cold/fire, 3=dive attack w/ +2 to hit, 4=+4 save vs any confinement, 5=extra wing buffet attack for 2d4 dam).									
Starfire				(standard; daily)					
Range 48; Area 12x12 squares; duration 3 rounds; star-like embers rain down to the ground. 6d6 dam/person/round. A new save is required each round for half damage. Stays focuses on one target.									
Polymorph Self				(standard; at-will)					
Aasimon always assume an alternate form outside the Upper Planes.									
Celestial Reverence				(free; trait)					
On an upper plane, mortals who view an Aasimon in his natural form must save vs paralysis or protect the aasimon.									
Gate				(standard, daily) Conjuring, Teleportation					
Viscogliosi can gate a ki-rin to his side. He prefers the ki-rin, Hanokh.									
Natural Aasimon Spell-like Abilities				(standard; encounter)					
Aasimon cast: Aid, Augury, Mass Cure Serious Wounds, Detect Evil 100' & Teleport Without Error.									
Alignment				Lawful Good					
Skills				Intimidate +19					
Str	23	(+13)	Dex	19	(+11)	Wis	18	(+11)	
Con	20	(+12)	Int	15	(+9)	Cha	25	(+14)	
Equipment Shepherd's Staff +3 and target is polymorphed into a sheep.									
Source: Aasimon, <u>Planescape Monstrous Compendium Appendix</u> , p. 5; Angel of Battle, <u>Monster Manual 4th Ed.</u> , p. 14, Powers from Warriors of Heaven, pp. 18-24.									

COIN 500. THE HALF-DRAGONS OF MECHANUS. (LAWFUL NEUTRAL)



Summary. Veijari, a most remorseful rogue Decaton, formerly of the Modrons and a prodigal son in the Fraternity of Order, leads the party to the outskirts of the Jade Palace on Mechanus. There the party must dissuade a marauding band of half-dragons from laying siege to the palace and installing their own brand of order. In return, the palace residents bestow the Lawful Neutral alignment coin.

The party meets Veijari in Anxo's office, though not over tea, for the modron does not adhere to social niceties. The unusual history and statistics of Veijari are given in Appendix II. [I.L. Veijari the Rogue's Rogue \(Modron: Decaton\)](#). Veijari desperately regrets his separation from the modron hierarchy and yearns for nothing more than to return to the rigid role, which he formerly occupied, but such a dream can never come to pass. He has long since been replaced

in the hierarchy, a cog in a society, dwelling among cogs. Consequently, Veijari is perhaps the most pitiful personage in Sigil; he has no hope of achieving his goal and was not bred with sufficient imagination or independence to construct a replacement goal. For the time being, he has agreed to aid the Lady of Pain in her coin collecting endeavor. He greets the party formally, business partners in a mutual contract.

Veijari the repentant rogue decaton can provide the following general information regarding the plane of Mechanus.

- Mechanus, once known as Nirvana, a plane of Lawful Neutral alignment, is dedicated to law, logic and premeditated plans. Within Mechanus, the gears of the universe turn, which keep time running. The number of gears is infinite.
- Mechanus takes the form of realms built on the faces of gears. The size of the realm depends entirely on the size of the gear. Some are quite small, a few hundred feet across and some are hypothesized to be infinite in diameter.
- Travel from one realm to another in Mechanus is as easy as walking to the edge of the gear and stepping onto the next gear. If that gear is oriented perpendicular to the first, then in that step, gravity automatically adjusts to from one plane to the other. However, there is a more efficient means of travel, a mental labyrinth of sort, which involves receiving a complex set of directions and then following the directions *exactly*. Frequently the labyrinth takes the form of a hall of portals, which must be accessed in a precise order to reach the desired destination.
- All creatures speak and hear the same language on Mechanus, regardless of their native tongue.
- There are no sun or stars in Mechanus; from the surface of each gear, a body peers out into the network of gears and inky blackness beyond. Cosmic radiation present in abundance fluoresces and phosphoresces providing an intrinsic illumination to the breathable atmosphere.
- Obeying the law is of tantamount importance on Mechanus. Law-breakers are hunted down, tried and executed in that order.
- Alteration spells function as intended. Conjuraction/summoning spells summon perfectly obedient subjects. Divination spells always work, but only for lawful casters and never for chaotic casters. Illusion and Phantasm spells do not function on Mechanus. Necromancy spells require the caster

to sacrifice hit points proportional to the spell level. The entire school of wild magic is nullified on Mechanus. Elemental magic works normally, but only if prefaced by a pre-spell ritual, known only to experienced spellcasters of Mechanus; otherwise, they don't work.

- One famous realm of Mechanus, is Regulus, capital city of the Modrons.
- Another well-known realm of Mechanus, is the Jade Palace, home of the Celestial Emperor, Shang-ti, and the ten thousand bureaucrats staffing his celestial court.
- In ages past, the powers of the Jade Palace dominated the plane, hence its name Nirvana. In recent eons, the authority of the Jade Palace has waned, eclipsed by the rising power of logic and mathematics promoted by the modrons, resulting in not only a change in the name of the plane of Mechanus, but also a not so subtle shift in the emphasis of law on the plane.

Veijari explains to the party that the Lawful Neutral coin is in possession of the Celestial Emperor who dwells within the Jade Palace in Mechanus. The emperor is willing to part with the coin, but he is currently occupied with a siege laid about the Jade Palace by an army of Lawful Neutral dragonborn. "All that is required," explains Veijari, "is to convince the dragonborn general to lift the siege. Then you can approach the Jade Palace and the coin is yours for the asking." The modron clearly does not perceive any particular difficulty in the task.

Veijari will immediately lead the party to the headquarters of the Fraternity of Order at The City Court in The Lady's Ward. He will explain to the guard at the entrance to the court building that he is acting on official business on behalf of the Lady. He needs immediate transport to the Labyrinth of Portals. If asked about the Labyrinth of Portals, Veijari explains that it is the quickest means of moving from cog-to-cog. If the party asks further how to use it, Veijari simply repeats, "Just follow directions." Veijari and the party are ushered into a plain waiting room with white floor tiles and pew-like wooden benches lining the wall. After a wait of half an hour, a court clerk (a halfling) enters and announces, "Follow me." This clerk leads the party through a maze of hallways, down one staircase and up another, before arriving at a wooden door marked, Courtroom 889-i.a. This door leads to a courtroom, currently not in use. However, entering the door with the alignment key in hand activates the portal and sends them to the realm of the Jade Palace. Veijari refuses to accompany them, fearing that he faces instant disintegration should he return to Mechanus in a rogue state.

Many events occur in threes in the Planescape cosmology. This delve too involves three challenges: (i) traveling to the realm of the Jade Palace, (ii) convincing the general of the dragonborn army to call off the siege, and (iii) resisting the temptation to take a much more valuable reward from the Jade Palace than the Lawful Neutral coin.

In this module, the Jade Palace takes the form of an enormous walled compound, atop one of the infinite gears of Mechanus. The walls are not jade but are rather constructed of great bricks, each several feet in every dimension, and painted a deep red. The wall reaches fifty feet in height. At the top of the wall, an ornately carved wall spans the hundred-yard gaps between guard towers. Guards from the Chinese pantheon, some visible (treat as animal lords) and some invisible (treat as greater air elementals), maintain a constant patrol. A map of the relevant portion of the gear is provided in [Appendix III. Maps](#).

The First Challenge is traveling to the Jade Palace. The party arrives in a long hall of classical architecture, a thousand feet long and a hundred feet wide. The hall, called by some the Labyrinth of Portals, is paved with opalescent marble and lined with pillars rising sixty feet to a vaulted ceiling. Many hundreds of ellipses hang in the air about a foot off the ground. Each ellipse is different in terms of the colors (every color in the rainbow) and the patterns (swirls, clouds, stripes, polka dots and paisley). Thousands of travelers of many races bustle through the hall. If the characters pay attention, they will notice that many of the individuals who step into one portal appear stepping out of another. In the center of hall is a desk marked "Information" in bold letters in the language of Mechanus, which no one in the

party ever studied (presumably) but they can all read. The information booth is octagonal in shape. Each side has an attendant, who are all ant-like formians. The party presumably chooses the shortest line, although as they stand there, they notice that it is moving the slowest. After waiting in line for about forty minutes, the party reaches the booth, where the formian asks briskly, “State your destination.” If the party replies, “The Jade Palace”, the formian quickly replies (the DM should read this quickly):

First, pale blue with peppermint spirals.
Second, ochre with smoky fleur de lis.
Third, sky blue with cloudy nimbus.
Fourth, lily white with jelly splotches.

Just as quickly as the words are out of the formian’s mouth, he waves them aside and, looking over their shoulder at the next in line, a surly githyanki, announces, “Next.” The formian will not repeat the message. It is up to the party to get the message correctly. They next must wander through the hall until they identify the correct sequence of portals. When they step through the first three portals (or any other portal) they emerge in a random portal in the hall. The DM must use her imagination to describe the various colors and textures of the portals. No two are alike. If the party steps through the four portals in the correct order, then when they emerge from the fourth portal they will be in the realm of the Jade Palace.

If the party doesn’t get the instructions down correctly, then there is a 1% chance per portal that they will guess correctly. If they write down some but not all of the lines, they only need to gamble on the unknown portals. If the DM is really feeling devious, he can cause the portals to send the party some place off the map, but that requires providing a means for the party to get back to the Labyrinth of Portals. Alternatively, the party can stand in line again, which moves more slowly every time they enter it, and be better prepared to write down the information as quickly as it is provided to them. Presumably, the party will eventually receive the instructions, follow the correct sequence of portals and arrive in the realm of the Jade Palace.

Should the party attempt to bribe the formian, the formian will demand 50,000 gp. (Bribery does not violate the law since corruption is a law unto itself.) For this amount, the formian will provide a written set of instructions.

The party arrives a mile or so from the edge of an enormous cog. In the far distance they perceive a line of red walls, the border of the Jade Palace. Between them and the palace is an enormous number of dragonborn soldiers. Although there is no fighting or martial action at the moment, the hum of activity of a hundred thousand soldiers presents a dull roar to the party.

The Second Challenge is persuading the general of the dragonborn army to lift the siege. The dragonborn represent a well-organized army of Lawful Neutral troops. Sentries note the arrival of the party and quickly approach them. They follow a golden path to the army. The golden path continues to the main gate of the Jade Palace. It also leads to other portals. If the party requests to see the general, they will be led through the midst of the massive army to a large tent inside which the general plans strategy with a staff composed of grizzled colonels and majors. The challenge is to persuade via a battle of logic the dragonborn to lift the siege. The dragonborn is bound to follow the law of logic on the plane of Mechanus. However, this general, Përgjithshëm të Ushtarak, given the stats of a dragonborn gladiator below, follows another law, the law of survival. Ushtarak has observed the supposed weakness of the Celestial Emperor, in surrendering rule of the Nirvana to the modrons. If the modrons could take his status from the Celestial Emperor, why not an army of dragonborn? In short, the general senses weakness; he smells blood in the water and is positioned to strike.

If the party pursues a contest of logic, the logic can either be played out with the party constructing a sound argument why the laws protecting the rights of the Celestial Emperor to maintain the Jade Palace over-ride the laws of survival and succession, espoused by the dragonborn general. The DM should allow the party to construct such an argument. Alternatively some construction of skill checks can be substituted to represent a logic argument if the party is not up to creating an actual argument. This should involve a succession of consecutive diplomacy, bluff, knowledge and perhaps intimidate checks. Ushtarak is a shrewd logician but is ultimately limited by both his relatively low intelligence and wisdom. He has been promoted based on military successes that relied on courage and brute force rather than acumen. He should be relatively easily defeated by a character with high intelligence and/or wisdom. Should the party win this argument, they must be very diplomatic in their success. Any taunting of the general will draw forth a challenge of a duel of honor (to the death) to be fought between the general and whichever character uttered the most offensive taunt. Regardless of the outcome of this duel, the army will leave after the duel, for they lost the logical argument.

Alternatively, the entire avenue of logical arguments can be entirely eschewed in favor of one-on-one combat of champions. One among the party can challenge dragonborn general to a duel of honor (not necessarily to the death, simply to a point of yielding), with the loser leaving the realm of the Jade Palace with his or her compatriots. The general will comply. This single-handed combat should be played in excruciating detail, using all of the combats options available to the general, who will not yield.

The Third Challenge is resisting the temptation to stray from their coin-collecting mission. When the party has successfully convinced the dragonborn army to pull up camp and march to another gear, where the establishment of a realm can be pursued without conflict, they may approach the gates of the Jade Palace. The gate will open only a narrow sliver, from which an obsequious, human eunuch dressed in official ankle-length palace robes will tiptoe out. He presents the third challenge. He first holds out the Lawful Neutral alignment coin. It is quite dirty, covered in grime. The eunuch holds it, pinched between fingers, distastefully. In his other hand he holds a wicker basket covered with a pastel orangish-pink silk handkerchief. The eunuch offers the coin to the party and then adds. “Alternatively, you might be more interested in a basket of peaches of immortality from the orchard of the Celestial Empress. The party can choose either a basket of peaches or the coin. If they choose the coin, the eunuch bows and returns inside with the basket. If the party chooses the peaches, the eunuch’s actions do not change but this module is over. He returns inside with the coin. The party finds as many peaches as there are party members in the basket. These peaches don’t grant true immortality to mortals, unless they remain on the plane of Mechanus. If they leave Mechanus, they will now age more slowly by a factor of $1d4+6$. That is, if a species lives on average to 100 years and that individual eats a peach of immortality and leaves Mechanus and then rolls a $3+6=9$, then they will now age nine times as slowly and have a natural lifespan of 900 years.

If the party attacks the eunuch or tries to take both the coin and peaches, the eunuch disappears instantly. The peaches are now peaches of instantaneous and permanent annihilation. One bite is sufficient to kill a being anything smaller than colossal. There is no saving throw. Such a being cannot be *raised*, *resurrected* or *wished* or *miracled* back to life. As he disappears, the eunuch drops the coin on the ground. It now has the density of neutron star (about 4×10^{17} kg/m³) which means that a single Lawful Neutral coin with the dimensions given in Table 1 weighs more than 2 and a half billion tons! Obviously, no character can move it. While they are pondering what to do, a legion of modrons arrives, arrests them for breaking the law, and forcefully accompanies them back to Regulus, where the party is imprisoned, tried and summarily executed.

When Aleister Crowley wrote in the *Liber AL vel Legis*, “Do what thou wilt shall be the whole of the law,” he had obviously not given much consideration to the consequences of such a philosophy on Mechanus.

With or without the coin in hand, the eunuch, if asked, can alert the party to a portal leading directly back to Sigil located at the end of one fork in the golden path on this gear. (See Map.) The party can also return via the same portal they entered, which will take them to the Labyrinth of Portals. There, they must follow a set of instructions to return to Sigil, though there is no need to role-play this series again, unless the party requests it, in which case the DM can make up a sequence of color/pattern portals of her own liking.

Dragonborn Gladiator										Level 10 Soldier	
medium natural humanoid (reptile)										XP 500	
Initiative	+9	Speed	5	Senses	Perception +6						
HP	106	AC	24	Fortitude	23	Reflex	20	Will	21		
Immune	-			Resist	-	Vulnerable	-				
Bastard Sword	(standard; at-will) Weapon										
+15 vs AC; 1d10+5 damage; See also Lone Fighter											
Finishing Blow	(standard; at-will) Weapon										
against bloodied target, +15 vs AC; 2d10+5 damage; allies gain +2 to hit until end of gladiator's next turn											
Dragon Breath	(minor; encounter) Fire										
Close blast 3; +12 vs Reflex; 1d6+4 fire damage											
Dragonborn Fury	(while bloodied)										
+1 to hit when bloodied.											
Gladiator's Strike	Opportunity attack knocks target prone.										
Lone Fighter	+2 to hit when adjacent to only one enemy.										
Alignment	Lawful Neutral					Languages	Common, Draconic				
Skills	Athletics +15, History +7, Intimidate +15										
Str	21	(+10)	Dex	15	(+7)	Wis	12	(+6)			
Con	18	(+9)	Int	10	(+5)	Cha	16	(+8)			
Equipment:	scale armor, bastard sword.										
Source:	Dragonborn Soldier, <i>Monster Manual</i> 4 th Ed. p. 86.										

Dragonborn Soldier										Level 5 Minion Soldier	
medium natural humanoid (reptile)										XP 200	
Initiative	+6	Speed	5	Senses	Perception +3						
HP	1	AC	20	Fortitude	18	Reflex	16	Will	15		
Immune	-			Resist	-	Vulnerable	-				
Longsword	(standard; at-will) Weapon										
+10 vs AC; 1d8+3 damage											
Dragon Breath	(minor; encounter) Cold										
Close blast 3; +6 vs Reflex; 1d6+2 cold damage											
Dragonborn Fury	(while bloodied)										
+1 to hit when bloodied.											
Impetuous Spirit	(immediate reaction when an enemy leaves an adjacent square; at-will)										
Dragonborn makes a melee attack against enemy.											
Martial Recovery	(free; when misses a melee attack, recharged with impetuous spirit)										
The dragonborn makes another attack against the target he just missed.											
Alignment	Lawful Neutral					Languages	Common, Draconic				
Skills	Endurance +9, History +4, Intimidate +8										
Str	16	(+5)	Dex	15	(+4)	Wis	12	(+3)			
Con	15	(+4)	Int	11	(+2)	Cha	9	(+1)			
Equipment:	scale armor, light shield, longsword.										
Source:	Dragonborn Soldier, <i>Monster Manual</i> 4 th Ed. p. 86. Converted to Minion.										

COIN 1000. THE ICE HYDRA OF THE OUTLANDS. (TRUE NEUTRAL)



Summary. In order to claim the final coin, the party meets with Eristäminen the Isolated, a Plumach of the Rilmani, stationed, much to his dismay, in Sigil as a consular with the Free League. He directs the party to Tir na Og in the Outlands, where the party must slay an ice hydra in order to retrieve the True Neutral alignment coin.

When the party returns from Mechanus, Anxo will exude genuine delight that they have acquired nine of the ten coins. “Only one remains!” he croons. “Come tomorrow and I will introduce you to your final guide. Arrive at nine sharp and don’t be late.” He says these last words with some trepidation for he is not keen on spending too much time with the irascible Eristäminen. When the party does return, they will find the aasimar and the plumach seated across a desk from each other maintaining an uncomfortable silence.

The history and statistics of Eristäminen the Isolated are given in Appendix II. [II.M. Eristäminen the Isolated \(Rilmani: Plumach\).](#)

Eristäminen has resigned himself to this task, though he makes his unhappiness at doing so apparent at every opportunity. He is grumpy, at times taciturn and at times verbose in expressing his displeasure. He can provide the following general information regarding the Outlands, though each piece of information will be prefaced by some phrase such as, “If you really must know...” or “I doubt it will do you any good but...”

- The Outlands, known among academics as the Plane of Concordant Opposition, is a plane of true neutrality and sits at the center of the great wheel. It possesses permanent gates to all sixteen of the outer planes of the wheel.
- The Outlands takes the form of unbounded frontier land, much of which is heavily forested.
- Travel on the Outlands is terrifically unreliable. The relationship between the distance between a point of embarking and the destination and the travel time is tenuous, unpredictable and changes with time and the direction of travel. (Each segment of a journey is determined as 3d6 days.) Travel by portal is therefore highly recommended unless one can hire a knowledgeable guide.
- The Outlands has a normal cycle of day and night with a sun in the sky. The gravity is also normal. The air is clean and breathable by beings from the material plane.
- The Outlands is arranged in ten concentric rings, which can be considered its layers although they are contiguous. In the outermost ring, magic functions normally. In each successive ring, one level of spells, regardless of class, is cumulatively negated, starting with the highest level. Thus in the second ring, ninth level spells don’t function and in the third ring, eighth level spells don’t function. By the time one reaches, the centermost ring (the tenth), around the spire beneath Sigil, even first level spells don’t function.
- Psionics only function in the three outer-most rings.
- Poison of any kind only functions in the five outermost rings.
- All sixteen gate-towns are located in the outer-most (first) ring.
- Tir na Og is a realm of the Outlands, located in the fourth ring[†] and home to many Celtic powers, including Lugh, a god of excellence.

Importantly, Eristäminen does not know the nature of the beast or group that holds the True Neutral coin.

With a dour “Well, let’s get this over with,” Eristäminen leads the party to the Great Bazaar in the Market Ward. He discreetly signals a member of the Free League (a perception check DC 20 by the party will notice this gesture for what it is) and be directed to a tent. The entrance to a makeshift tent, covered by striped canvas flaps, serves as the current portal to a vicinity near Tir na Og.

Eristäminen must accompany the party through the portal for its destination is not actually in Tir na Og, only near it, and travel through the Outlands is unpredictable. Tir na Og is a heavily forested realm of natural beauty, surrounded by a rim of mountains with snow-covered peaks and containing numerous lakes and valleys. The area of the Outlands around Tir na Og is also heavily forested, containing a mixed deciduous (ash, oak, boxelder, hickory, wild cherry) and coniferous (pine, hemlock, fir) forest. A map of the relevant portion of the Outlands and just a bit of Tir na Og is given in [Appendix III. Maps](#).

The portal delivers the party along a rutted, one-cart trail through the forest. The portal itself appears as a three stone slabs each twelve feet long, two placed vertically and one placed horizontally across the top (reminiscent of Stonehenge). Opposite the portal, on the other side of the road, is a miniature homey looking cottage, inside which lives a pixie, who fancies himself the gate-keeper, though of course he plays no role in the functioning of the portal. His name is Përshëndetje and he sits on his tiny rocking chair beneath the eaves of the wooden front porch of the cottage and greets travelers as they emerge from the portal. He provides honest directions to those who need them for a small fee (50 gp). He also has a store of portal keys (a pinch of pixie dust) for those who arrive at the portal unprepared. He sells these portal keys for 1,000 gp, although he is known to barter for pretty gems and jewelry of lesser value.

Përshëndetje will jovially welcome the party to the Outlands. Once he spots the rilmani, his expression will sour for he knows of the reputation of plumachs and also that a party in the company of such a guide has no need of his assistance or directions. Nevertheless, Përshëndetje will happily point them down the road to Tir na Og.

If the party attacks Përshëndetje without provocation, he will hex them and vanish. This hex causes all saves to be made at -2 and all to hit rolls to suffer a -1 penalty. This hex lasts as long as the party is in the Outlands. Leaving the Outlands and returning (even immediately) is sufficient to dispel the hex. The hex cannot be removed by any other means. In Përshëndetje’s absence, the party can ransack the little cottage and find the vials of pixie dust, which they can use as portal keys (should they recognize them as such, with a successful Knowledge (planes) skill check, DC 30).

The cart trail winds through the forest and eventually through a narrow pass in the mountains that surround Tir na Og. Depending on the strength of the party and the mood of the DM, a wandering monster encounter can be inserted here prior to arrival in the valley occupied by the ice hydra. Various wandering monster encounters in Tir na Og include,

1. Petitioners of Tir na Og, carrying an invalid on a stretcher, seeking the healing of Diancecht, “Physician of the Gods”. Perhaps the invalid dies en route they ask the party to help them prepare Bran’s Cauldron of Life [[Celt Campaign Sourcebook](#), TSR 9376, p. 34] to resurrect the invalid. In exchange, they provide something useful to a weaker party, like information that their foe is an ice hydra or even a ring of cold resistance 5.
2. Alaina nic Gwydion, the human female proxy of Brigantia, “the Rivermaid”, who can charm any male with only a glance and will be found herding a small flock of sheep [[On Hallowed Ground](#) p. 69]

3. A Celtic bard, who will offer to sing a ballad to the party, only to lull them into a trance. When they awaken they discover Eristäminen has been kidnapped. They can chase the bard into the forest and rescue the plumach from a brigand hideout before tackling the hydra.
4. A baobhan sith (a Celtic vampire) and her harp-playing servant. She asks for a dance and drains blood from the charmed player who danced with her. [Celt Campaign Sourcebook, TSR 9376, p. 42]
5. A party of fomorians [Monster Manual 4th ed., p. 110, lowered several levels], who can weaken a strong party for whom the hydra may not provide a climactic challenge.
6. A shape-changing phouka [Celt Campaign Sourcebook, TSR 9376, p. 51] who appears as a magnificent stallion who has made an alliance with the ice hydra. When one of the party mounts it, it races to the ice hydra's lair, giving the monster the advantage of weakening (or eliminating) one of the party members before the others arrive.

Eventually, the party can rely on the alignment rune coin to lead them to the True Neutral coin. They enter a valley set in an anomalous deep winter, in sharp contrast to the verdant summer in the rest of the realm. A gray cover of clouds hangs over the valley. The trees have lost their leaves. Heavy snow lies on the ground. A mountain creek is lined by stones covered in ice and the water within is completely frozen. The temperature is well below freezing. The ice hydra has made his lair at the bottom of the valley. The wanton destruction of the trees provides some indication that the party is drawing closer to a formidable power.

There is a large cave set in a stone cliff behind a waterfall that is entirely frozen. The pool at the base of the water fall is the size of a small lake and is frozen solid. There is a second entrance within the cave that leads directly into the lake. The ice hydra is hovering below the ice. When the party stands in front of the cave, the ice hydra will burst up through the ice, throwing all party members in a twenty foot radius a distance of ten feet and inflicting 1d8+2 damage. The hydra clambers up onto the ice and continues the battle.

After the initial ambush, the combat strategy of the ice hydra is primitive. It simultaneously attacks using all five of its heads. The preferred attack is the ice breath attack issued by all five heads simultaneously, usually at five different targets.

At fourth level, Eristäminen is practically useless against the ice hydra. He flees to the edge of the lake. Unbeknownst to the party, the Lady of Pain is well aware of the credible danger of the hydra and has given the plumach a holy symbol with two charges of *resurrection*. If called upon to expend one or both of the charges after the battle, he will reluctantly do so, saying only, "If you think (s)he's really worth it..."

If the party uses a power that includes the Thunder or Fire keyword, there is the possibility that they crack or melt the ice beneath them, causing them to fall into the frigid water. The risk of drowning is enhanced by being trapped under the ice. The characters take 1d2+1 hp of cold damage per turn in the water.

In the cave, the party finds the nest of the ice hydra, including the True Neutral alignment coin, a variety of gems totaling 200,000 gp, several magical items, including potentially

- Scintillating Armor [Manual of the Planes, 4th Ed., p. 152]
- Githyanki Silver Weapon [Manual of the Planes, 4th Ed., p. 153]
- Planesplitter Weapon [Manual of the Planes, 4th Ed., p. 154]
- Gauntlets of the Blood War [Manual of the Planes, 4th Ed., p. 156]
- Planestrider Boots [Manual of the Planes, 4th Ed., p. 156]
- Ring of Dimensional Escape [Manual of the Planes, 4th Ed., p. 157]
- Ring of Limbo Control [Planar Handbook, 3rd Ed., p. 81]

- Planar Deck of Illusions [[Planar Handbook](#), 3rd Ed., p. 82-83]
- Planar Ring Gates [[Planar Handbook](#), 3rd Ed., p. 83]

or one wondrous item, such as

- Cubic Portal [[Manual of the Planes](#), 4th Ed., p. 158]
- Lodestone of the Planes [[Manual of the Planes](#), 4th Ed., p. 158]
- Manual of the Planes [[Manual of the Planes](#), 4th Ed., p. 158]

After defeat of the ice hydra, the party must return to the portal that led them to the Outlands. It's a straightforward retracing of their steps. Eristäminen can lead them quickly or they can succumb to the rule of 3d6 days for any journey in the Outlands.

†The placement of Tir na Og in the fourth ring is non-canonical. The author could not locate a definite placement of the realm in the canonical texts. Tir na Og is identified as “spiralward of Tradegate”, the gate town of Bytopia, but not how far spiralward.

Ice Hydra		Level 18 Solo Brute	
huge natural beast (reptile)		XP 10,000	
Initiative +13	Speed 6, 12 (swim)	Senses Perception +17; all around & low-light vision	
HP 880	AC 31	Fortitude 33	Reflex 30 Will 29
Immune saving throws +2	Resist 15 Cold	Vulnerable -	
Bite (standard; at-will)			
Reach 3; +21 vs AC; 1d8+6 damage			
Ice Breath (standard; at-will) Cold			
Ranged 10, +18 vs Reflex; 1d8+6 cold damage			
Hydra Fury (standard; at-will)			
Each turn, all five heads attack.			
Many Headed			
Each time a hydra is dazed or stunned, only one head is affected.			
Threatening Reach			
The hydra can make opportunity attacks against all enemies within reach (3).			
Alignment Neutral		Languages -	
Skills -			
Str 22 (+15)	Dex 18 (+13)	Wis 16 (+12)	
Con 24 (+16)	Int 2 (+5)	Cha 8 (+8)	
Source: Mordant Hydra, Monster Manual 4 th Ed. p. 164. Converted to Ice Theme			

ADVENTURE CONCLUSION

NUMISMATISTS OF THE GREAT WHEEL

As noted in the section on the alignment rune coin, the compensation for providing this service will be great, including monetary reward, exotic magical adventuring gear suitable for planar expeditions, and the Lady of Pain's favor, something far more valuable than any coin or equipment. Specifically, within a week of handing over the last of the ten alignment coins to Anxo, a messenger will approach the party and request that they pay a visit to Anxo at his office on the morrow. Each member of the party that does so will be given a complete set of fully functional copies of the coins, to do with as they will. Zeinu will present the coins to the party, in order to make clear that this great gift comes from the Lady. Permanent portal keys that function on Sigil, the Outlands and eight of the sixteen outer planes of the Great Wheel are indeed valuable tools for plane-faring adventurers.

ADDITIONAL MATERIAL REWARDS

Depending on the initial negotiations, each party member is also due between 10,000 and 50,000 gp. In this matter, Anxo will simply hand over a slip of paper with the name of a bank and a bank account number. The money will already be deposited in those accounts and can be withdrawn in full or in part at any time that the character pleases.

Finally, Anxo promised each of the adventures a magical item of their choice. Virtually any magical item can be manufactured or found in Sigil. Each party member should think carefully about just what sort of arms, armor, adventuring equipment or magical paraphernalia they will request. A few suggestions, suitable to extra-planar travelers, are given below:

- **Goggles of True-Seeing.** These goggles when worn bestow the wearer with a permanent *True Seeing* spell. This is a powerful magical item on its own, based on the conventional applications of the *True Seeing* spell, as described here. “The subject of a *True Seeing* spell possesses the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors hidden by magic, sees the exact locations of creatures or objects under blur or displacement effects, sees invisible creatures or objects normally, sees through illusions, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus its vision to see into the Ethereal Plane (but not into extradimensional spaces). The range of true seeing conferred is 120 feet. *True seeing*, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not negate concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures who are simply hiding, or notice secret doors hidden by mundane means.” [<http://www.d20srd.org/srd/spells/trueSeeing.htm>] When combined with the alignment coins, the Goggles of *True-Seeing* have an additional value, because portals, even inactive portals, become apparent through *True Seeing*, although their destination does not. The ability to detect and travel through any portal on a plane is a powerful combination.
- **Orb of Environmental Protection.** When activated by the holder, this orb, two inches in diameter and formed of polished pink marble, creates a sphere, eight feet in diameter, in which the environmental conditions within the sphere are suited to the survival of the bearer. This orb can for example, create a bubble, full of breathable air, in an underwater domain or in solid rock. The orb can also modify the temperature within the sphere to maintain life, useful for surviving in the midst of a fire, magical or mundane, or when exposed to lethal cold. Movement within the orb must be controlled by other means. The bearer can safely walk along a path covered in a poisonous fog and the sphere will move with her. However, an air bubble floating in an ocean will

be susceptible to buoyancy forces and must be willfully propelled in a given direction by other means. The orb offers no protection from attacks that change the environment such as *fireball*, *lightning bolt*, *cone of cold*, etc. The effect of the orb lasts as long as the user concentrates on maintaining the sphere. Falling asleep, due to natural exhaustion or a spell, will cause the environmental sphere to cease. The bearer cannot attack while maintaining the effect. The utility of this device cannot be understated when traveling planes hostile by their very design to prime material life.

- **Improved Ring of Planar Doppelgängers.** This ring allows the wearer to take on the appearance and form of a particular species native to the plane upon which it is activated. The wearer adopts the form of that species but not any magical abilities. The precise nature of the form depends upon the plane is given in the table below. Where a generic species is given (such as eladrin, baatezu, tanar’ri, guardinal, aasimon, etc.), the wearer will appear as a lesser rather than greater type of creature. The ring does not allow one to take on the appearance of a particular individual. The ring was engineered, based upon the knowledge of the alchemists who forged it, to employ forms appropriate to particular layers of a plane. Therefore, if activated, for example, in the second Hell of Baator, the ring will not make the wearer appear as a type of baatezu that would not commonly be found on that layer. The *improved* aspect of this ring is twofold. First, it grants the wearer the appearance of the alignment of the plane. For example, on many upper planes, the denizens can immediately detect the presence of evil characters, as they possess a permanent *know alignment* trait. In response to such a query, the wearer of this ring will appear as the alignment governing the plane. (If no alignment governs the plane, as in the elemental planes, then this ability of the ring is not relevant.) Second, the ring grants the wearer the ability to understand the spoken native language of the plane (but not to speak, read or write it). Thus in the lower planes, the wearer understands Abyssal or Infernal, while in the upper planes, the wearer understands Celestial or Supernal. Of course, the ring does not negate the ability to speak the language if the user already knows it. The ring does *not* function on prime material planes. The effect of the ring on planes or demi-planes not described in the Table below is up to the DM.

Mechanus – Modron	Ysgard – Bariaur	Baator – Baatezu
Arcadia – Formian	Limbo – Slaad	Acheron – Goblin
Mt. Celestia – Aasimon	Pandemonium – Howler	The Outlands – Rilmani
Bytopia – Gnome	The Abyss – Tanar’ri	Sigil – Dabus
Elysium – Guardinal	Carceri – Gehreleth	Astral – Githyanki
The Beastlands – Animal Lord	The Gray Waste – Night Hag	Ethereal – Ethereal Stalker
Arborea – Eladrin	Gehenna – Yugoloth	Elemental – Elementals

Table of Improved Ring of Planar Doppelgängers: Transformations by Plane.

- **The Planarnomicon.** This age-old, magical tome contains detailed information on all planes and demi-planes, known and unknown. It is enchanted in a number of ways. First, it appears as a slender diary, although it contains more information than could be housed in a city of libraries. Second, the tome appears to be written in the most scholarly language understood by the one holding it. Third, the tome is indestructible, impervious to physical deterioration and all elemental effects. Of course, no such properties are conveyed to the current owner. Rather, this property allows the tome to pass down through the ages, regardless of the misfortune of those who temporarily possess it. Fourth, the Planarnomicon updates itself with respect to significant events in planar history. For example the change of a ruler in one layer of Baator would be noted. The tome is not sentient. The tome has no knowledge of future events. Although the tome contains information about unknown planes, it cannot be browsed through randomly. Rather, the tome can only be used to answer specific questions. A sample question regarding known planes include, “On which layer of the Abyss is located the domain of Yeenoghu?” but does not include, “On which plane is Yeenoghu currently located?” If the player holding the book cannot formulate

specific appropriate questions, then the secrets of the book are beyond them. This book gives players the ability to access esoteric, valuable and potentially dangerous (to themselves and others) information regarding the secrets of the cosmos. This is potentially the most powerful of the magical items presented here.

- **Circler of Psionic Transformations.** This unusual magical item appears as a simple silver band, that radiates neither arcane, divine nor primal magic, but is readily recognized as a powerful psionic artifact by those who study it. When used by a wielder of arcane, divine or primal magic, the circler translates all of their existing arcane, divine or primal powers into psionic powers. This is particularly useful for operating in realms where arcane, divine or primal magic is either nullified or easily countered, but where psionic abilities are not constricted. It is also useful for assaulting a psionic enemy, such as a Illithid city, since those cities possess safety measures that mute traditional magical abilities. On planes where a divinity of a particular alignment cannot be accessed, the powers of the wearer can still be used as psionic powers. The mechanism by which the circler operates is intrinsically psionic and thus cannot be negated by *dispel magic* or spells. Realms that negate psionics will render this item useless while in the area of effect. The game mechanics governing this device can be as simple as ignoring effects that nullify or limit arcane, divine or primal powers. The game mechanics of psionic action points and such need not be invoked for this device, unless an industrious DM with a love for psionics chooses to do so.
- **Power Symbol: Parallel Reality Experiences.** This scroll, composed of a humanoid hide, contains the power symbol for parallel reality experiences. Any creature who has this roughly circular symbol tattooed such that it covers most of their back will draw experience points from a plane of parallel reality, such that when a character acquires sufficient experience points to advance one level, they advance two levels. (The poor bloke on the alternate reality from whom the experience points are taken will advance *very* slowly.) Once used, the scroll disappears. However, the symbol is still visible on the back of one tattooed and may serve as an original from which other tattoos may be copied. (This is necessary because ideally an entire party must be tattooed with this symbol; otherwise the resulting imbalance in character levels makes equal game play difficult.) Magic prevents the tattoo from being copied onto any other surface. DMs may choose to disallow this magic item (and any others on this list), but it remains a favorite with younger gamers who like their characters to advance rapidly, thus acquiring more powerful abilities in a timely manner.

EXPERIENCE POINTS

Experience points for particular monsters have been provided in the monster statistics provided above. Many of the delves don't require slaying of monsters, but rather favor creative role-playing. If the party is successful in collecting all ten alignment coins, they should gain at least two levels. DMs should provide sufficient "quest experience points" in order to make this happen.

COMPLETING THE WHEEL

As made abundantly clear in this module, the ten coins provide keys for portals on Sigil, The Outlands, and eight of the sixteen planes that form the Great Wheel. Thus the characters are lacking portals to the other eight outer planes. Should the DM wish to remedy this asymmetry, he may have Zeinu reveal to the party (through Anxo of course) that the coins can be used in combination as portal keys for portals on the other eight planes. What is required in general, is to hold two coins simultaneously, one in each hand, and use them just as a single coin portal. The combination of coins dictates the plane upon which they will work and follows a simple formula. To use a portal on a plane for which there is no key, use the two coins corresponding to the two planes on either side of the plane, as represented in the Great Wheel. (See Figure 1.) So, for example, the Lawful Neutral/Good plane, Arcadia, (for which there is no coin) lies between the Lawful Good plane of Mount Celestia and the Lawful Neutral plane of Mechanus.

Therefore, to use a portal on Arcadia, one would require the Lawful Good coin and the Lawful Neutral coin. The full list of combinations is given in Table 11. A summary of other information relevant to these eight planes is given in Tables 12 and 13.

This module does not contain adventures for those other planes. For those with a penchant for completism, there is a listing of adventures by plane contained in official Planescape references provided here: <http://poisonpie.com/words/others/collect/planescape/text/planescape.html>

ROLE-PLAYING THE DELUGE

This module does not provide any details of the deluge of Sigil for which the coins were ostensibly collected. It may yet come to the pass that a flood is indeed the will of the Lady of Pain. On the other hand, a particular event or the words of a dabus advisor may persuade her to refrain from flooding the city.

Alternatively, the coins may be copied and selectively distributed to the residents of Sigil as planned. The city may empty in anticipation of the flood. A portal to the endless Oceanus may open and channel its contents through the city. When the waters recede, those granted coins will return first. The mystery of the Lady's favor is not easily understood, so there will be no clear cut signs as to who was given coins and who was not. Certainly there will be no simple delineation between aasimon and baatezu or some similar preference based upon alignment, for the Lady's vision is complex and requires the input of diverse citizens. The purpose and the net effect of the flood may never be known. An ambitious DM can design a module around this flood and the after-effects in any way that she sees fit. At the current time, the Poison Pie Publishing House has no plans to extend this set of modules beyond the three that exist. However, who knows what direction another module might take, if a third set of coins, following the elemental and alignment coins, is minted by the Rare Elements Team at Osbourne Coinage.

This concludes *The Numismatists of the Great Wheel* and the trilogy of Rare Elements modules, which began with *The Seven Wondrously Replicating Elemental Coins* and which was continued in *The Shadow Mephit's Coin*. If you enjoyed the module, tell your friends about it and post a link to the Poison Pie Publishing House at <http://www.poisonpie.com/publishing/text/alignmentcoins.html>.

Contained below are three appendices, providing (I) tables, (II) NPC histories and statistics and (III) maps.

APPENDIX I. TABLES

denomination	monster	alignment	diameter (in)	metal
¼	n.a.	n.a.	0.650	nickel silver
½	Yeth Hound	Neutral Evil	0.900	brass
1	Phoenix	Neutral Good	0.984	copper
5	Djinn	Chaotic Good	0.984	brass
10	Wraith	Lawful Evil	1.073	nickel silver
20	Gnoll	Chaotic Evil	1.073	brass
50	Satyr	Chaotic Neutral	1.34	brass
100	Ki-Rin	Lawful Good	1.54	copper
500	Half-Dragon	Lawful Neutral	1.75	brass
1000	Ice Hydra	True Neutral	1.75	nickel

Table 1. Characteristics of the alignment coins.

coin denomination	monster on coin face	Source 1 st Ed.	Source 2 nd Ed.	Source 3 rd Ed.	Source 4 th Ed.
¼	n.a.	-	-	-	-
½	Yeth Hound	MM2-129	PMCA1-116	MM1-188	MM1-160
1	Phoenix	MM2-100	MC8	MM2-162	MM1-220
5	Djinn	MM1-28	MC1	MM1-94	MM2-71
10	Wraith	MM1-102	MC1	MM1-185	MM1-226
20	Gnoll	MM1-46	MC1	MM1-105	MM1-132
50	Satyr	MM1-85	MC1	MM1-160	MM1-228
100	Ki-Rin	MM1-57	MC2	OA-170	-
500	Half-Dragon	-	MCAV2-45	MM1-214	MM1-86
1000	Ice Hydra	MM1-53	MsM-200	MM1-121	MM1-164

Table 2. Sources for monsters on coin faces for 1st through 4th Ed. Dungeons & Dragons.

Legend for Sources:

MC1 = Monstrous Compendium Volume 1 (2nd TSR 2102, 1989)

MC2 = Monstrous Compendium Volume 2 (2nd TSR 2103, 1989)

MC8 = Monstrous Compendium - Outer Planes Appendix (2nd TSR 2118, 1991)

MCAV2 = Monstrous Compendium Annual Volume Two (2nd TSR 2158, 1995)

MM1 = Monster Manual (1st TSR 2009, 1977; 3rd WOTC, 2000; 4th WOTC, 2008)

MM2 = Monster Manual 2 (1st TSR 2016, 1983; 3rd WOTC, 2002; 4th WOTC, 2009)

MsM = Monstrous Manual (2nd TSR 2140, 1993)

OA = Oriental Adventures (3rd WOTC, 2001)

PMCA1 = Planescape Monstrous Compendium Appendix (2nd TSR 2602, 1994)

coin denomination	alignment	Name of Plane (Planescape, 2 nd Ed.)	Name of Plane (Manual of the Planes 1 st Ed.)
¼	n.a.	Sigil	Sigil
½	Neutral Evil	The Gray Waste	Hades
1	Neutral Good	Elysium	Elysium
5	Chaotic Good	Arborea	Olympus
10	Lawful Evil	Baator	The Nine Hells
20	Chaotic Evil	The Abyss	The Abyss
50	Chaotic Neutral	Limbo	Limbo
100	Lawful Good	Mount Celestia	The Seven Heavens
500	Lawful Neutral	Mechanus	Nirvana
1000	True Neutral	The Outlands	The Plane of Concordant Opposition

Table 3. Names of planes by coin and alignment for 1st and 2nd Ed. Dungeons & Dragons.

coin	alignment	Plane	Source – page number
¼	n.a.	Sigil	<u>In the Cage: A Guide to Sigil</u>
½	Neutral Evil	The Gray Waste	<u>Planes of Conflict: Liber Malevolentiae</u> - 42
1	Neutral Good	Elysium	<u>Planes of Conflict: Liber Benevolentiae</u> - 46
5	Chaotic Good	Arborea	<u>Planes of Chaos: The Book of Chaos</u> - 34
10	Lawful Evil	Baator	<u>Planes of Law: Baator</u>
20	Chaotic Evil	The Abyss	<u>Planes of Chaos: The Book of Chaos</u> - 12
50	Chaotic Neutral	Limbo	<u>Planes of Chaos: The Book of Chaos</u> - 58
100	Lawful Good	Mount Celestia	<u>Planes of Law: Mount Celestia</u>
500	Lawful Neutral	Mechanus	<u>Planes of Law: Mechanus</u>
1000	True Neutral	The Outlands	<u>A Player's Primer to the Outlands</u>

Table 4. Planescape Sources for descriptions of planes from Planescape.

coin	alignment	Plane	Native Race	Source
¼	n.a.	Sigil	dabus	PCSMS-10
½	Neutral Evil	The Gray Waste	daemons (yugoloths)	PMC1-118, PMC2-126, PCSMS-30
1	Neutral Good	Elysium	guardinals	PMC2-42
5	Chaotic Good	Arborea	eladrin	PMC2-28
10	Lawful Evil	Baator	devils (baatezu)	PMC1-16
20	Chaotic Evil	The Abyss	demons (tanar'ri)	PMC1-92
50	Chaotic Neutral	Limbo	slaadi	PMC1-88, PoChMS-24
100	Lawful Good	Mount Celestia	aasimon	PMC1-4
500	Lawful Neutral	Mechanus	modrons	PCSMS-16
1000	True Neutral	The Outlands	rilmani	PMC2-84

Table 5. Native races of the planes, relevant to this module, and their sources.

coin	alignment	Plane	Gate Town	Source
¼	n.a.	Sigil	n.a.	-
½	Neutral Evil	The Gray Waste	Hopeless	APPO-19
1	Neutral Good	Elysium	Ecstasy	APPO-13
5	Chaotic Good	Arborea	Sylvania	APPO-24
10	Lawful Evil	Baator	Ribcage	APPO-22
20	Chaotic Evil	The Abyss	Plague Mort	APPO-21
50	Chaotic Neutral	Limbo	Xaos	APPO-27
100	Lawful Good	Mount Celestia	Excelsior	APPO-15
500	Lawful Neutral	Mechanus	Automata	APPO-8
1000	True Neutral	The Outlands	n.a.	-

Table 6. Gate cities to the planes and their sources.

Legend:

APPO = A Player's Primer to the Outlands (TSR 2610, 1995)

PMC1 = Planescape Monstrous Compendium Appendix (TSR 2602, 1994)

PMC2 = Planescape Monstrous Compendium Appendix II (TSR 2613, 1995)

PCSMS = Planescape Campaign Setting: Monstrous Supplement (TSR 2600, 1994)

PoChMS = Planescape Planes of Chaos: Monstrous Supplement (TSR 2603, 1994)

coin	alignment	Plane	Layer/Realm or Ward	Source
¼	n.a.	Sigil	all wards	ICGS
½	Neutral Evil	The Gray Waste	Niflheim/Hel's Domain	PoCLM-42,53,57
1	Neutral Good	Elysium	Eronia/Great Mountain of the East	PoCLB-46,59 OHG-153
5	Chaotic Good	Arborea	Olympus/Olympus	PoChBoC-34,41,45 OHG-124
10	Lawful Evil	Baator	Dis/the Retreat of the Fallen	POLB-2,17 OHG-64
20	Chaotic Evil	The Abyss	Abyss 422/the Seeping Woods	PoChBoC-12 OHG-137
50	Chaotic Neutral	Limbo	the Globe of Raging Chaos	PoChBoC-58 OHG-159
100	Lawful Good	Mount Celestia	Mercuria/Goldfire	POLMC-2,15 OHG-155,157
500	Lawful Neutral	Mechanus	the Jade Palace	POLM-2 OHG-152
1000	True Neutral	The Outlands	Tir na Og	APPO-2,31 OHG 72-73

Table 7. Planar locales used in this module and their sources. Where brief mentions of locales are provided in many sources, only sources containing unique information are listed. Sources that have multiple page numbers are providing references for planes, layers and realms respectively.

coin	alignment	Plane	Deity/Power (Sphere; Origin)	Source
¼	n.a.	Sigil	Lady of Pain	ICGS-23, PCSSB-62
¼	n.a.	Sigil	Apshai (Insects; Egyptian)	OHG-87
½	Neutral Evil	The Gray Waste	Hel (Death, Disease; Norse)	OHG-146
1	Neutral Good	Elysium	Ki (Nature; Sumerian)	OHG-62-63
5	Chaotic Good	Arborea	Aphrodite (Love; Greek)	OHG-118-119
10	Lawful Evil	Baator	Druaga (Devils; Babylonian)	OHG-64
20	Chaotic Evil	The Abyss	Yeenoghu (Ghouls; Gnolls)	OHG-137
50	Chaotic Neutral	Limbo	Susanoo (Storms; Japanese)	OHG-159
100	Lawful Good	Mount Celestia	Surya (Sun; Indian)	OHG-157
500	Lawful Neutral	Mechanus	Shang-ti (Cosmic Order; Chinese)	OHG-152
1000	True Neutral	The Outlands	Lugh (Excellence; Celtic)	OHG-70-71

Table 8. Deity/Powers, relevant to this module, and their spheres, origins and sources.

Legend:

APPO = A Player's Primer to the Outlands (TSR 2610, 1995)

ICGS = In the Cage: A Guide to Sigil (TSR 2609, 1995)

OHG = On Hallowed Ground (TSR 2623, 1996)

PCSSB = Planescape Campaign Setting: Sigil and Beyond (TSR 2600, 1994)

PoChBoC = Planes of Chaos: The Book of Chaos (TSR 2603, 1994)

PoCLB = Planes of Conflict: Liber Benevolentiae (TSR 2615, 1995)

PoCLM = Planes of Conflict: Liber Malevolentiae (TSR 2615, 1995)

PoLB = Planes of Law: Baator (TSR 2607, 1995)

PoLM = Planes of Law: Mechanus (TSR 2607, 1995)

PoLMC = Planes of Law: Mount Celestia (TSR 2607, 1995)

TFM = The Factol's Manifesto (TSR 2611, 1995)

coin	alignment	Plane	Faction/Sect (s)	Source
¼	n.a.	Sigil	any faction	PCSPGP, TFM
½	Neutral Evil	The Gray Waste	Bleak Cabal	PCSPGP-18, TFM-26
1	Neutral Good	Elysium	Transcendent Order	PCSPGP-29, TFM-142
5	Chaotic Good	Arborea	Society of Sensations	PCSPGP-28, TFM-130
10	Lawful Evil	Baator	None	-
20	Chaotic Evil	The Abyss	Ring-givers (s)	PoChT-44
50	Chaotic Neutral	Limbo	Xaositects	PCSPGP-30, TFM-150
100	Lawful Good	Mount Celestia	Order of the Planes-Militant (s)	PoLMC-11
500	Lawful Neutral	Mechanus	Fraternity of Order	PCSPGP-22, TFM-68
1000	True Neutral	The Outlands	Free League	PCSPGP-23, TFM-78

Table 9. Faction/Sect used in this module and their sources. Note: Sects are factions not sanctioned by the Lady of Pain to operate a headquarters in Sigil.

coin	Plane	Faction/Sect (s)	nickname	headquarters (ward)	hq source
¼	Sigil	any faction	n.a.	-	-
½	The Gray Waste	Bleak Cabal	Bleakers	The Gatehouse (The Hive Ward)	TFM-30, 33
1	Elysium	Transcendent Order	Ciphers	The Great Gymnasium (The Guild Ward)	TFM-145,146
5	Arborea	Society of Sensations	Sensates	The Civic Festhall (The Clerk's Ward)	TFM-134, 139
10	Baator	None	n.a.	The Ditch* (The Lower Ward)	ICGS-49
20	The Abyss	Ring-givers (s)	Bargainers	The Hall of Records* (The Clerk's Ward)	TFM-62,64
50	Limbo	Xaositects	Chaosmen	The Hive (The Hive Ward)	TFM-154,155
100	Mount Celestia	Order of the Planes-Militant (s)	Children of Heaven	The City Barracks* (the Lady's Ward)	TFM-92, 94
500	Mechanus	Fraternity of Order	Guvners	The City Court (The Lady's Ward)	TFM-71,73
1000	The Outlands	Free League	Indeps	The Great Bazaar (The Market Ward)	TFM-83,85

Table 10. Additional information on Factions/Sects used in this module and their sources.

*Since sect's are not officially allowed a headquarters on Sigil, they have an unofficial embassy within another headquarters. For the Order of the Planes-Militant, the ambassador is located in the headquarters of the Harmonium. For the Ring-givers, the ambassador is located in the headquarters of the Fated. For those knowledgeable on the ways of Baator, the best place to go in Sigil is the Ditch, said to be a trickling tributary of the River Styx with portals to the lower planes.

Legend:

ICGS = In the Cage: A Guide to Sigil (TSR 2609, 1995)

PCSPGP = Planescape Campaign Setting: A Player's Guide to the Planes (TSR 2600, 1994)

PoChT = Planescape Planes of Chaos: Travelogue (TSR 2603, 1994)

PoLMC = Planescape Planes of Law: Mount Celestia (TSR 2607, 1995)

TFM = The Factol's Manifesto (TSR 2611, 1995)

Name of Plane (Planescape, 2 nd Ed.)	first coin denomination	first coin alignment	second coin denomination	second coin alignment
Arcadia	500	Lawful Neutral	100	Lawful Good
Bytopia	100	Lawful Good	1	Neutral Good
The Beastlands	1	Neutral Good	5	Chaotic Good
Ysgard	5	Chaotic Good	50	Chaotic Neutral
Pandemonium	50	Chaotic Neutral	20	Chaotic Evil
Carceri	20	Chaotic Evil	½	Neutral Evil
Gehenna	½	Neutral Evil	10	Lawful Evil
Acheron	10	Lawful Evil	500	Lawful Neutral

Table 11. Names of planes requiring two coins as portal keys. (Optional)

Name of Plane	alignment	Source – page number
Arcadia	Lawful Neutral/Good	<u>Planes of Law: Arcadia</u>
Bytopia	Neutral/Lawful Good	<u>Planes of Conflict: Liber Benevolentiae</u> – 28
The Beastlands	Neutral/Chaotic Good	<u>Planes of Conflict: Liber Benevolentiae</u> – 8
Ysgard	Chaotic Neutral/Good	<u>Planes of Chaos: The Book of Chaos</u> – 102
Pandemonium	Chaotic Neutral/Evil	<u>Planes of Chaos: The Book of Chaos</u> – 80
Carceri	Neutral/Chaotic Evil	<u>Planes of Conflict: Liber Malevolentiae</u> – 6
Gehenna	Neutral/Lawful Evil	<u>Planes of Conflict: Liber Malevolentiae</u> – 24
Acheron	Lawful Neutral/Evil	<u>Planes of Law: Acheron</u>

Table 12. Alignments and Planescape Sources for planes requiring two coins as portal keys. (Optional)

Name of Plane	native species	gate city	faction	faction headquarters
Arcadia	formian POLMS-18	Fortitude APPO-18	The Harmonium TFM-88	The City’s Barracks (The Lady’s Ward) TFM 92, 94
Bytopia	gnomes many sources	Tradegate APPO-26	The Merkhants (s) PMC2-62	The Great Gymnasium* (The Guild Ward) TFM-145, 146
The Beastlands	animal lords PMC1-12	Faunel APPO-16	The Sign of One TFM-120	The Hall of Speakers (The Clerk’s Ward) TFM-124, 125
Ysgard	bariaur PMC1-32	Glorium APPO-18	The Fated TFM-58	The Hall of Records (The Clerk’s Ward) TFM 62, 64
Pandemonium	none	Bedlam APPO-10	The Dispossessed (s) PoChTT-38	The Gatehouse* (The Hive Ward) TFM-30, 33
Carceri	gehreleth PMC1-32	Curst APPO-12	The Revolutionary League TFM-112	Interplanar Importers (The Lady’s Ward) TFM-115, 116
Gehenna	yugoloths PMC1-118	Torch APPO-25	none	n.a.
Acheron	goblins many sources	Rigus APPO-23	The Mercykillers TFM-100	The Prison (The Lady’s Ward) TFM-103, 106

Table 13. Other features for planes requiring two coins as portal keys. (Optional)

*Since sect’s are not officially allowed a headquarters on Sigil, they have an unofficial embassy within another headquarters. The ambassador to the Merkhants is located in the Transcendent Order’s headquarters and the ambassador to the Dispossessed is located in the Bleak Cabal’s headquarters.

APPENDIX II. NON-PLAYER CHARACTER HISTORIES

In this appendix, non-player character statistics are provided. They correspond to Fourth Edition Dungeons and Dragons. The details will have to be ported to other systems, but the characteristics required for role-playing are system independent.

II.A. EXECRABILIA THE ASTRAL PROSPECTOR (TIEFLING)

Tieflings are humans with a mixed heritage. Somewhere in their family tree, one of their ancestors made what most of us would consider a poor decision, which resulted in the introduction of devilish blood into the family line. Perhaps, that ancestor was down on her luck, or had reached the end of her wits. Suffering from poverty and illness, her prayers to the powers of good went unheeded, or so it seemed to her. Perhaps she recognized the error of her ways before she sealed the infernal pact. Perhaps, her children were starving and the power from Hell offered her succor in exchange for the use of her womb for nine months. We can construct many sympathetic situations for the origin of tieflings. We need not simply assume that the mixture of man and devil was the result of a power-hungry mortal, who cared nothing for the long-term consequences of his deal with the devil.

Such a point of view is useful when considering Execrabilia. The manifestations of her heritage were clear in the horns on her head and the barbed tail. Still, she herself had not made the deal; she merely represented a manifestation of the repercussions. All of us possess traits inherited from our forebearers. As many of these traits are vices as they are virtues. Some of the traits directly reflect the poor choices of our parents; we need think no further than the abnormal physical development of children due to fetal alcohol syndrome. In short, we can excuse Execrabilia for the shortcomings of her person and this understanding is well earned in her case for she largely forsook her infernal heritage and lived the kind of life most of live—doing the best one can, trying to get by, valuing one's friends, taking advantage of opportunities when they arise.

This is not to say that Execrabilia was a saint. The life of an astral prospector, sailing the seas onboard a ship with Githyanki crew, admittedly an evil race, is not for the faint of heart. Execrabilia is therefore tough as nails and more than capable of taking care of herself, whether it be in a tavern brawl, a back alley fight, or holding her own on the deck of an astral pirate ship. She wields a poison sword without regret, for she trusts in her own moral compass and knows well that those whom meet their end by this sword have earned such a fate through their own actions.

As far as she knows, Execrabilia is a native of Sigil. At least, she has lived there as long as she remembers. That port is a home where Execrabilia maintains both an extensive network of low-level business associates as well as a social support system of acquaintances if not friends. She is recognized by both as fair and reliable, so when she escapes, bloodied and beaten, from the captivity of Amanida and Yawa there is a local community that is willing to hide her from pursuit.

However, there are also rumors that Execrabilia has come into an enormous fortune (her finder's fee for Osbornius' private pocket universe). One can't blame those that help her of imagining that their good will may yet meet with some measure of largesse. Similarly, one can't ignore the possibility that wagging tongues in Sigil will aid the slaad and devil in her recovery, hoping for a piece, if not of this same pie, then of another.

In appearance, Execrabilia appears as a young, tough but beautiful woman. Rather than diminish her beauty, the horns and tails provide an exotic touch that is, after all, not all that uncommon in Sigil, where

all races, good and evil, lawful and chaotic, may be routinely found. The life of an astral prospector is an active life and Execrabilia is fit and athletic. She wears her long black hair tucked behind her horns. She has no time for the pleasantries of finer women and uses no make-up nor wears any dresses. She is found in the dusty trousers, leather jerkin and boots of her trade. Her penetrating gaze is part of her overall expression and reveals her close observation, scrutinizing both her surroundings and its occupants, so that she is seldom taken by surprise.

Execrabilia's statistics are provided below. Her preferred approach to encounters is to rely on her relatively high charisma, diplomacy skills and beauty to talk her way out of the situation. If that first line of defense fails, she will either choose to fight or flee based on the strength of the opposition. If she is clearly outmatched or even evenly matched, she may choose to flee. She knows all of the back roads and short cuts of Sigil and can easily lose her pursuit. If she is forced to fight, she immediately teleports to a position of combat advantage using her *cloak of lurking*, summons her *infernal wrath* and strikes with the poisoned short sword. For this tiefling, the adage, "in for a penny, in for a pound", describes her approach to combat.

Execrabilia the Astral Prospector (Tiefling)								Level 10 Lurker	
Medium natural humanoid								XP 600	
Initiative	+12	Speed	6	Senses	Perception +5; low light vision				
HP	82	AC	23	Fortitude	20	Reflex	21	Will	21
Immune	-	Resist	12 fire		Vulnerable	-			
Poisoned Short Sword (standard; at-will) Weapon, Poison									
+15 vs AC; 1d6+7 dam secondary attack, +10 vs For; ongoing 5 poison damage (save ends).									
Cloak of Lurking (move recharge 6) Teleportation									
Teleport up to five squares and become invisible until end of next turn									
Infernal Wrath (minor; encounter)									
+1 power bonus to next attack against enemy that already hit it, +3 damage									
Alignment	Chaotic Neutral			Languages	Common, Supernal				
Skills	Bluff +13, Stealth +15, Diplomacy +13								
Str	13	(+4)	Dex	20	(+8)	Wis	14	(+5)	
Con	16	(+4)	Int	13	(+4)	Cha	16	(+6)	
Equipment	poisoned short sword, cloak of lurking, gate key to the nine hells, spell key to the nine hells, journal containing various information about locations of portals, gate keys, spell keys, written in code								
Source:	Tiefling Darkblade, <u>Monster Manual</u> 4 th Ed., p. 250, increased 3 levels								

Treasure: The possession of Execrabilia of most value is the knowledge in her journal, which contains information regarding location of portals to many gate cities of the Outlands and other planes. It also contains information regarding the form of the gate keys and their respective calendars of operation if they are not continually present. Finally, there are some observations on spell keys in various planes. This information is all written in a personal code. The easiest way to acquire some of this information is to befriend Execrabilia. Taking it by force, as Amanida and Yawa did, requires a scholar (intelligence 18 or higher, trained in religion, planar arcana and history) six months of dedicated decoding work to break the code.

II.B. ANXO, THE INSURANCE CLERK (AASIMAR)

One must think of Anxo as a Romantic from a bygone age; to do otherwise is to risk offending his rather sensitive perception of himself. At the root of his melancholia is his dual nature, for Anxo is an aasimar, the descendent of a union between angel and man. That he may pass angels (aasimon in the Planescape Monster Compendium Appendix, p. 4, TSR 2602, 1994) on the streets of Sigil only serves as a living reminder of his fallen status. In the self-absorbed follies of a young man, Anxo is deeply aggrieved by the cosmic injustice done to a spirit that by all accountings of its virtues should be ranked among the most angelic of beings and not cast the lot of a mortal half-breed.

There are numerous complications to Anxo's image of himself, but the two that are most obvious are his occupation and his undeclared and unrequited love for Execrabilia. Of the latter, we say only that it plagues Anxo deeply that he, who aspires to a heavenly purity, should crave so desperately the affection of a tiefling, one no less a half-breed than himself, but with a far more diabolical origin. For her part, Execrabilia, older, more experienced, a product of a hard-scrabble childhood and an equally precarious livelihood, is aware of Anxo's unspoken affections but has not yet responded in either a positive or negative manner. She waits, curious as to whether Anxo will muster up the courage to broach the matter openly.

A second aspect of Anxo's life that compromises his view of himself as a celestial marvel, is the fact that he is employed as a lowly clerk in an insurance agency in Sigil. Certainly the transportation of goods and people through the outer planes is a high risk business. The banks of Sigil therefore charge an commensurate rate for insuring that packages and parcels, providing a reimbursement only when the cargo fails to reach its destination. The formulae for calculating the appropriate rates depends upon a myriad of factors including the nature of the shipment, the mode of passage, the nature of the destination plane, layer and realm, the disposition of the power ruling the realm, etc. Fortunately, Anxo has a head for numbers and is quite adept at calculating the rates appropriately. His superiors recognize his excellent capabilities and would have promoted him years ago, but for this his tendency to wallow in self-pity and his at times insufferable sense of having been cosmically wronged.

In appearance, Anxo possesses the residual beauty of angels characteristic of most aasimar. There is a faint but perceptible golden silhouette that surrounds his form. When he steps from the filing cabinet in a dark corner out into the sunlight streaming through the office windows, one expects to hear trumpets heralding his arrival. He, of course, has large, luminous gray eyes and curly, sandy blond hair. He has a youth's lanky frame. He dresses himself in the best suits that his modest salary permits. He arrives at the office garbed in long, formal black overcoat, an ebony cane decorated at both ends in silver, and a top hat. These hang prominently on the hat rack near the entrance of the office.

Anxo possesses absolutely no skill in combat. If asked his opinion on the matter, Anxo professes to deplore violence, a habit, so he claims, suitable only to brutes, drunkards and the occasional prostitute.

Anxo's gift for numbers extends to the symbolic language of the Dabus. He can translate their pictograph speech into common, just as quickly as the Dabus can produce it. It is this talent that has brought him into the Service of the Lady of Pain.

Anxo adores the writings of Lord Byron (January 22, 1788-April 19, 1824). The DM should feel free to scatter quotes from Lord Byron (without attribution) into Anxo's speech. A sample of such quotes is provided below.

- *Sorrow is knowledge, those that know the most must mourn the deepest, the tree of knowledge is not the tree of life.*

- *The great art of life is sensation, to feel that we exist, even in pain.*
- *There is something pagan in me that I cannot shake off. In short, I deny nothing, but doubt everything.*
- *Why I came here, I know not; where I shall go it is useless to inquire - in the midst of myriads of the living and the dead worlds, stars, systems, infinity, why should I be anxious about an atom?*
- *I only go out to get me a fresh appetite for being alone.*
- *I slept and dreamt that life was beauty; I woke and found that life was duty.*
- *Always laugh when you can. It is cheap medicine.*
- *Man, being reasonable, must get drunk; the best of life is but intoxication.*
- *Those who will not reason, are bigots, those who cannot, are fools, and those who dare not, are slaves.*
- *Opinions are made to be changed - or how is truth to be got at?*
- *The heart will break, but broken live on.*
- *Friendship is Love without his wings!*
- *Sometimes we are less unhappy in being deceived by those we love, than in being undeceived by them.*
- *We are all selfish and I no more trust myself than others with a good motive.*
- *Fools are my theme, let satire be my song.*

Anxo, the Insurance Clerk (Aasimar)				Level 8 Lurker			
Medium natural humanoid				XP 500			
Initiative	+7	Speed	6	Senses	Perception +5; low light vision		
HP	68	AC	23	Fortitude	21	Reflex	19
Will				Will	18		
Immune	+2 save vs charm /fear		Resist	5 fire, 5 cold		Vulnerable	-
Cane	(standard; at will)			Weapon			
Anxo can use his decorative cane as a weapon; +15 vs Reflex, 1d6+5 damage							
Rejuvenating Smite	(standard; usable every other hit)			Healing Weapon			
+18 vs AC, 2d10+2 dam; Anxo regains half the HP dealt							
Martyr's Cry	(standard; recharge 6)			Implement, Psychic			
Close burst 3; targets enemies; +16 vs Will; 2d6+4 psychic damage							
Inner Radiance	Radiant						
All attacks are radiant, optional -2 to hit for +4 dam							
Health Transfer	(minor; encounter)			Healing			
If the aasimar takes up to 25 HP damage, one ally within 10 squares regains same HP, transfer condition							
Memory of a Thousand Lifetimes	(free; encounter)			Healing			
Reroll attack, skill check or ability check							
Alignment	Chaotic Good			Languages	Common, Supernal, Dabus		
Skills	Mathematics +15, History +10, Diplomacy +13						
Str	11	(+3)	Dex	13	(+3)	Wis	17 (+5)
Con	10	(+1)	Int	14	(+4)	Cha	18 (+7)

Equipment: Anxo possesses fine clothes (pawned for 20 sp) and pocket change of 50 sp.

Source: Aasimar, [Planescape Monstrous Compendium Appendix II](#), p. 6. Converted to 4th Ed.

Some attacks from Deva, [Monster Manual](#) 4th Ed. p. 62.

II.C. ZEINU, SERVANT OF THE LADY (DABUS)

The Dabus carry out the will of the Lady in Sigil. They are the only true natives of Sigil, encountered nowhere else in multiverse. They reside in catacombs beneath the city to which no foreigners are admitted. During the day, they emerge to perform tasks involved in the maintenance and administration of the city. Some of the labor is manual in nature, suitable for a street cleaner, while other tasks are organizational or communications based, more typical of the duty of an alderman or, at times, a mayor. It is well known that all tasks are distributed among the Dabus. A given individual Dabus may be observed tending to a garden on one day, while on the following day he may be delivering a dictum to the factols of Sigil.

Zeinu is no exception to this rule; he is a nondescript member of the Dabus species in every respect. However, he currently has been set a task that requires more than a day. As such, during this period of time, he appears daily in the office of the insurance agency where Anxu works, until the matter of the collection, reproduction and distribution of the alignment coins has been completed.

Dabus are slender humanoids in appearance with a dull gray skin, highlighted faintly with green. They possess four horns sprouting from the top front of their heads. The central two horns are straight and rise nearly vertically. The outer two horns curl back and to the sides. Behind the horns, a wild, thick shock of white hair rises to a point, like the fat flame of an unruly candle. Regardless of the task to which they have been assigned, Dabus wear full length robes, embroidered in the unofficial heraldry of Sigil. They constantly hover a few inches above the ground and move by sliding at this same elevation.

For those who have not encountered a Dabus, they communicate between themselves and with others through a most unusual means that outsiders may find at best inefficient and at worst incomprehensible. The Dabus use an intrinsic power (psychic or magical) to conjure an image of their message that hovers in the air beside them expressed in symbols and riddles, sometimes called a rebus.

Zeinu, Servant of the Lady (Dabus)				Level 15 Controller			
Medium natural humanoid				XP 1,100			
Initiative	+13	Speed	7	Senses	Perception +10		
HP	100	AC	28	Fortitude	25	Reflex	26
Immune	-	Resist	-	Vulnerable	-		
Weapon at Hand (standard; at-will) Weapon							
+20 vs AC; 2d6+7 dam; Typically unarmed, the Dabus can pick up any items nearby, (candlestick, tea kettle, umbrella, etc.) and use it as a weapon without penalty.							
Levitation (standard, continuous)				Dabus continually levitate regardless of the surface or changes to it.			
Wand of Pacification (standard; 6 charges) Charm				area burst 5 within 5; puts all within range (ally and enemy alike) except Dabus asleep for 10xd6 minutes, save ends.			
Alignment Neutral				Languages Symbolic Rebus, Understands all			
Skills Insight +13, Stealth +15, Streetwise +16							
Str	13	(+9)	Dex	13	(+9)	Wis	13
Con	13	(+9)	Int	17	(+12)	Cha	13

Equipment: Robes, wand hidden in sleeve

Source: Dabus, *Planescape Campaign Setting Monstrous Supplement*, p. 10. Converted to 4th Ed.

II.D. FORKLUDRE THE THIEF (GNOME)

As has been written elsewhere, gnomes are frequently under-appreciated if not out-rightly maligned creatures. They possess virtues, as do most peaceful species; they prize the work of skilled artisans and craftsmen, whether it be worked in silver, iron or stone. Gnomes value security and stability and, therefore, prefer the familiar and predictable company of their own kind to that of others. Gnomes delve in alchemy and have a weakness for (usually) good-natured mischief.

Many of these traits can be found in Forkludre, a long established thief of the Lower Ward. Forkludre appreciates fine jewelry and pranks. He especially enjoys pranks, in which fine jewelry changes hands, much to the dismay of the original owner and to the well concealed delight of the new owner (usually Forkludre himself). Many would describe these pranks in rather low terms, such as “petty thievery” or “grand larceny” (depending upon the value of the jewelry in question), but Forkludre prefers to think of his work as an artistic activity in which the creative skills of the artist are fully appreciated only when they go undetected.

To aid Forkludre in the grand artistic expression of life, he joined the Dustmen, who adhere to the philosophy that, “Life’s a joke,” a sentiment to which Forkludre wholeheartedly agrees. However, beyond that general agreement, there is very little commonality between Forkludre and his adopted faction. Where the Dustmen believe that the joke isn’t funny because this existence is full of misery and suffering, Forkludre believes the joke isn’t funny only if you can’t avoid being the butt of it. While he has repeatedly encouraged his fellow Dustmen to adopt this more optimistic attitude, he has had almost no success converting them to his point of view. Forkludre has not, to date, been expelled for his incompatible and frankly heretical beliefs because the Dustmen assume his persistent annoyance of them is simply another manifestation of the cruel nature of their existence. As such, Forkludre still enjoys all of the benefits of membership in the Dustmen, including their freedom from attack by undead, due to the ancient Bead Truce between their two kinds. Forkludre often relies on the (misplaced in his case) stereotypical views of Dustmen in order to better take advantage of them. It’s all part of the same grand joke.

Forkludre’s friendship with Anxo extends only so far as it allows the gnome access to a gathering favored by a higher social tier of clientele than Forkludre could manage on his own. Even in false friendship, there is humor to be found, given the right perspective.

Forkludre the thief (Gnome)				Level 10 Lurker			
Small fey humanoid				XP 600			
Initiative	+12	Speed	6	Senses	Perception +14; low light vision		
HP	81	AC	27	Fortitude	22	Reflex	22
Immune	-	Resist	-	Vulnerable	-		
Poisoned Short Sword (standard; at-will) Weapon, Poison							
+15 vs AC; 1d6+7 dam secondary attack, +10 vs For; sleeping potion for d6 turns (save ends).							
Hand Crossbow (standard; at will) Weapon							
+15 vs AC; 1d6+7 dam							
Fade away (immediate reaction; encounter) Illusion							
after hit, gnome is invisible until it attacks or the end of its next turn							
Alignment	Chaotic Neutral			Languages	Common, Fey, Gnome		
Skills	Acrobatics +13, Stealth +18, Streetwise +14, Thievery +18						
Str	14	(+5)	Dex	20	(+8)	Wis	13 (+4)
Con	15	(+5)	Int	14	(+3)	Cha	12 (+4)
Equipment: None; Ring of Displacement – 3’, leather armor +3, hand crossbow, 20 bolts, short sword							
Source: Gnome, <u>Monster Manual</u> 4 th Ed., p. 134, increased 8 levels							

II.E. ORSÓ THE LOWLY (YUGOLOTH: MEZZOLOTH)

In the first edition of D&D, there were a group of monsters called daemons that were neither demons nor devils but rather evil fiends with appearances that were mostly based on animals. In the great reclassification that accompanied the second edition, in which devils were renamed baatezu, demons tanar’ri, demodands gehreleth and angels aasimon (etc.), daemons were renamed yugoloths, presumably to distance these creatures from Biblical creatures from which they were drawn. While for many monsters subsequent editions reverted to the original nomenclature, the term yugoloths stuck.

Orsó is a mezzoloth, the lowest rank of yugoloth, who serve as rank-and-file soldiers in the yugoloth armies. A mezzoloth takes the form of an insect-like humanoid, standing about seven feet tall. Mezzoloths are of low intelligence and are vicious fighters with incredible strength. They are capable unarmed combatants, using their claws, and they are also adept at armed combat, where their preferred armaments are the spear and shield. Like all yugoloths, mezzoloths are completely untrustworthy; they can be dealt with reliably only if one holds some leverage over them. Yugoloths of any kind are not a common sight in Sigil. They prefer to scheme in their sanctuaries in Gehenna (where many now call home), the Gray Waste (to which they are originally native) and Carceri (which has a homey feel to them). Still, the Lady of Pain allows all manner of creatures access to Sigil and forbids that they be molested, so long as they adhere to her rules. Thus, Orsó the Lowly entered Sigil as an unremarkable member of regiment assigned with carrying the palanquin of a greater yugoloth with business in the City. When the contingent of mezzoloths were left at the doorstep of the building in which their master had entered, they proved unable to control their base natures. A squabble broke out among them and quickly escalated into a small-scale riot. Arriving to restore calm, the Harmonium gave no thought to sparing the likes of mezzoloths from a violent beating. The mezzoloths responded in kind. In the ensuing bloodbath, Orsó the Lowly was separated from his kind. Although he never chafed at his servitude or the brutality that accompanied it (such is not the yugoloth way), Orsó was not immune to the lure of independent living that he soon discovered. He has managed to survive by keeping to the most dilapidated and abandoned areas of the Hive, where law enforcement is not present to observe his occasional lapses into violence and depravity. His lifestyle is frankly heroic to the members of the Bleak Cabal, who believe and celebrate the adage, “Life is utterly meaningless,” and have consequently conveyed honorary membership on Orsó for so perfectly exemplifying their philosophy in his daily life.

Into these conditions, the Lady of Pain sent her Dabus to seek Orsó the Lowly out and to convince him to share his knowledge of the Gray Waste with those who serve as the instrument of her will. Anxo is not aware of the particular nature of the exchange that convinced Orsó the Lowly to agree to play a role in this endeavor, but he certainly has no intention of asking the mezzoloth for a fuller explanation.

Orsó the Lowly (Mezzoloth)								Level 10 Soldier	
Medium immortal humanoid (yugoloth)								XP 1,000	
Initiative	+10	Speed	6	Senses	Perception +12; darkvision				
HP	105	AC	26	Fortitude	22	Reflex	19	Will	20
Immune	-	Resist	15 fire		Vulnerable	-			
Glaive	(standard; at-will) Weapon								
reach 2, +15 vs AC; 2d4+4 dam, ongoing 5 damage (save ends).									
Claws	(standard; at-will)								
+16 vs AC, 1d6+4 dam									
Battle Frenzy	When bloodied, +2 to hit and +5 damage								
Alignment	Neutral Evil				Languages	Common, Abyssal			
Skills	Intimidate +11								
Str	20	(+10)	Dex	25	(+7)	Wis	16	(+8)	
Con	17	(+8)	Int	10	(+5)	Cha	11	(+5)	

Source: Mezzoloth, *Planescape Monstrous Compendium Appendix II*, p. 123. Converted to 4th Ed.

II.F. ÖSZTÖNDÍJAS THE SCHOLAR (GUARDINAL: URSINAL)

Men imagine their gods in their own shape. It should come as no surprise that the gods of other species within the animal kingdom also take the shape of the particular species, which adore or fear them. The wolf god howls from a lupine throat. The lion god retains a leonine form and the god of goats a cervine form. Just as the man-shaped god is served by a hierarchy of angelic beings, also largely man-shaped, so too are other animal gods surrounded by attendants in analogous forms. Since many of these gods reside on the layers of Elysium, their proxies too dwell there. Humans refer to these animal-shaped agents of good generically as guardinals, a term which lumps all non-human species into a common grouping—a practice wholly consistent with man’s questionable opinion of himself as uniquely privileged among the animal kingdom.

Cultural biases aside, those guardinals in the shape of bear, ursinals as they are known, frequently wander the forests of Elysium, engaged in a solitary practice of scholarship with which men are poorly acquainted. When the studies of the scholar has reached a point where the mental machinations are fit to be transcribed, the ursinal returns to one of a number of great libraries, maintained entirely by their own kind and distributed across all four planes of Elysium, but particularly on Eronia, the second layer. The cumulative knowledge of an entire species is housed within these immense libraries. Those few humans who stumble upon the truth of bears are typically surprised to find that a species feared for its girth and strength, regarded largely as a wandering omnivore, and held in low regard for spending half of its life in hibernation should give rise to a pantheon in which scholarship is so highly regarded. Again, this reaction is typical of the ignorant conceit of the species.

The scholar, Ösztöndíjas, is the product of a broad, well-balanced education and is thus adequately knowledgeable in many fields, including astronomy, cosmology, divination, natural philosophy, ursine physiology and theology. Given that he is an eight and a half foot tall bear weighing over 600 pounds, Ösztöndíjas is also quite capable of quickly dispatching two or three men. However, the labor of love of Ösztöndíjas lies in the study of the variety of filial relationships that exist among the species. From the invertebrate that disperses a million eggs into the tides of the ocean to meet whatever fate the current brings, to the marsupial that swaddles her joey in her pouch for months after birth, the range of relationships between child and parents are exceedingly broad and a subject of inexhaustible interest to Ösztöndíjas. Many are the nights when the candles have burned low while Ösztöndíjas speaks fervently of the colonial insects who treat their common mother as a divine queen. Even other scholars have been known to grow bored as Ösztöndíjas highlights the bizarre, begrudging practices of filial relationships of the goblinoid species. If you find yourself envious of Ösztöndíjas and his obsession, it is right to feel that way; few beings are so lucky as to find the occupation that so perfectly suits them. Of course, on the restful plain of Elysium where the powers of good carry the day (carry the eons rather) the opportunity to find such a pleasure to which one can whole-heartedly devote oneself is far greater than that on the prime material plane where the constant worries of war, disease and famine present unavoidable distractions.

Frequently, Ösztöndíjas leaves Elysium to research filial relationships of the residents of other planes. Many of these interviewees are not always agreeable to sharing this aspect of their cultural heritage, especially if it paints them in a poor light. For example, arachnid species which consume their mothers upon their birth are notoriously reluctant to share their feelings for their mother, much less the father who managed to escape their appetite. To aid in loosening reluctant tongues, Ösztöndíjas carries a variety of sweet elixirs that extract truth from the imbiber. He also has in his possession two unique magical items, the Quill of Confession and the Tome of Compulsion, the uses of which are described in full detail in the Section in which Ösztöndíjas himself appears, [Coin 1. The Phoenix of Elysium. \(Neutral Good\)](#).

In appearance, Ösztöndíjas has the coat of a grizzly, a brown that glows golden in the clear sunlight of Elysium. He is equally capable of walking in a bipedal or quadrupedal manner. In the forests of his kind,

he runs on all fours. In the cities of bipeds, he strides upright. Well aware of the customs of the so-called civilized species, Ösztöndíjas dons a scholars robe and hat when his research leads him to such cities. The robe is woven of a fine black thread and is embroidered at the edges with colors designating the highest degree, the field and the institution from which he completed his studies. In this case, the colors are maroon and saffron. Unlike many of his kin, Ösztöndíjas does not don the affectation of reading spectacles. His vision is perfectly keen and he eschews those practices of his peers which he deems adopted strictly in imitation of men.

Ösztöndíjas the Scholar (Guardinal: Ursinal)						Level 12 Scholar	
large natural humanoid						XP 1,000	
Initiative	+16	Speed	6	Senses	Perception +16;		
HP	198	AC	27	Fortitude	26	Reflex	26
Immune	+4 save vs poison			Resist	-	Vulnerable	-
Claw	(standard; at-will)						
+15 vs AC; 1d8+6 dam (for each claw).							
Bite	(standard; at-will)						
+15 vs AC; 2d8+6 dam							
Natural Guardinal At-will Traits	(standard; at-will)						
All guardinals possess spell-like powers of Detect Illusion, Detect Invisibility, Detect Evil 100', Dimension Door, Dispel Magic, Protection from Evil 10' radius, Lay on Hands, Telepathy with humanoids or animals only, Probability Travel							
Natural Ursinal At-will Traits	(standard; at-will)						
All ursinals possess spell-like powers of Continual Light, ESP, Hold Monster, Know Alignment, Polymorph Self, Magic Missile (5), Sleep (4d6 levels, up to 7 th level), Solid Fog							
Natural Ursinal Daily Traits	(standard; daily)						
All ursinals possess spell-like powers of Cure Disease, Heal, Neutralize Poison, Holy Word							
Natural Ursinal Annual Wish	(standard; yearly)						
All ursinals can grant a Limited Wish once per year							
Alignment	Neutral Good			Languages	Common, Supernal, Guardinal, Animal		
Skills	Arcana +13, Athletics +11, Heal +11, History +13, Religion +13						
Str	19	(+10)	Dex	14	(+8)	Wis	17 (+9)
Con	17	(+9)	Int	18	(+10)	Cha	18 (+10)
Equipment:	Quill of Confession & Tome of Compulsion						
Source:	Guardinal, <u>Planescape Monstrous Compendium Appendix II</u> , p. 49 & Guardinal, <u>Book of Exalted Deeds</u> 3 rd Ed., p 174. Converted to 4 th Ed.						

II.G. DRAÍOCHT † THE MAGICIAN (ELADRIN: FIRRE)

The difference between eladrin and elves is not that eladrin have an extraplanar origin and elves hail from the prime material plane; that is only the origin of the difference. The manifestation of this difference lies in the fact that elves, long-lived but mortal, are capable of empathizing with the trials and sufferings of other mortals, elven and otherwise, but the eladrin, children of the fey are unable to deeply grasp the concerns and the dreams of primes because to the eladrin, like other fey, this existence is but one of many in which a body is simultaneously engaged. To take the victories and tragedies of this existence seriously is to demonstrate a profound lack of understanding of the nature of the multiverse. The most obvious consequence of this difference is that mortals perceive eladrin as, at best, amoral and, worse yet, cruel and heartless. This is something of a poorly earned reputation since the eladrin are natives of Arborea, where passions, love no less anger, reign.

Draíocht is a greater eladrin, a magician of the firre. He epitomizes the aloof nature of eladrin. He never assumes his true form outside Arborea, but adopts the guise as Anxo's older brother, an aasimar named Aingeal. Since this persona is a facade, it seems utterly unreasonable to expect that Draíocht would allow any plight of the party to impugn his spotless reputation for remaining above the fray by actually registering with him as a genuine conflict worthy of his emotional involvement. Certainly, Draíocht possesses a keen intellect capable of helping others solve their problems, but he will engage in providing solutions only on the superior basis where it is clear to all involved that he has nothing personally at stake in the matter. This attitude wins him little gratitude; something that is not regretted by Draíocht.

Draíocht the Magician (Eladrin: Firre)										Level 9 Scholar	
medium fey humanoid										XP 900	
Initiative	+10	Speed	8, 10 (fly)	Senses	Perception +17; low-light vision						
HP	109	AC	23	Fortitude	23	Reflex	21	Will	22		
Immune	electricity, petrify		Resist	10 iron, evil, acid, cold			Vulnerable	-			
Magic Circle Against Evil			(continuous)		Aura						
A magic circle against evil surrounds always surrounds firres. +2 to all defenses vs evil opponents.											
Greatstaff			(standard; at-will)		Weapon						
In humanoid form, +13 vs AC; 1d8+7 dam											
Gaze			(standard; at-will)		Fire						
In humanoid form, ranged 12; target bursts into flames for 4d6 damage + blindness (save ends)											
Slam			(standard; at-will)		Fire						
In fire form, +15 vs AC; 2d6+10 fire damage											
Alternate Form			(standard; at-will)		Fire						
A Firre can transform into a pillar of fire, in which it can Slam, Fly and cast spells.											
At-will Spell-Like Abilities			(standard; at-will)								
All firre possess spell-like powers of Detect Thoughts, Fireball, Greater Invisibility, Persistent Image, Polymorph, See Invisibility, Wall of Fire. Cast at 10 th level.											
Daily Spell-Like Abilities			(standard; daily)								
Prismatic Spray Cast at 10 th level.											
Firre Spells			(standard; daily)								
A Firre Mage has additional spells prepared typical of 9 th level mage. DM chooses specific spells.											
Alignment			Chaotic Good		Languages			Common, Supernal, Eladrin, Fey			
Skills Arcana +14, History +13, Religion +13											
Str	20	(+9)	Dex	14	(+6)	Wis	16	(+7)			
Con	12	(+5)	Int	17	(+7)	Cha	18	(+8)			
Equipment: +3 Great Staff of Spell-Storing (3 spells—Fireball, Prismatic Spray, Wall of Fire), +3 Fey Woven Robe											
Source: Eladrin, <u>Planescape Monstrous Compendium Appendix II</u> , p. 32 & Eladrin, <u>Book of Exalted Deeds</u> 3 rd Ed., p 169. Converted to 4 th Ed.											

II.H. DEARMADACH THE FORGETFUL WARDEN (DEVIL: AMNIZU)

Of the various occupational hazards associated with employment on the Nine Hells of Baator, one that is frequently over-looked is excessive forgetfulness due to over-exposure to the fumes that rise from the river Lethe on Stygia, the fifth Hell. Those who suffer most frequently of this particular ailment are the amnizu, bureaucratic devils, whose penchant for paperwork most orderly and evil is legendary. That those at the top of the bureaucratic ladder suffer this malaise of forgetfulness more than their subordinates is not due to the susceptibility of their condition but rather a result of the rapid turnover in the lower offices. (Accidents happen on Stygia with a regularity that borders on clockwork.) When an amnizu displays egregious symptoms of forgetfulness, such as leaving an entire cleaning shift of unfortunate underlings in a stifling pit with a pack of ravenous floghes for a week, his colleagues send him on “an extended vacation”. The purpose of these vacations is to allow him to clear his head from the effects of the Lethe, a process that may take several months.

In all the other layers of Hell, there is nothing so loathed as the arrival of an amnizu on vacation, for, due to his rank, this devil will be given a courtesy appointment in some Hellish endeavor. Because he arrives deep in the grip of the Lethe, he performs the task extraordinarily poorly. Because amnizu are excruciatingly meticulous about paperwork, once the error is discovered the devil will demand that reams of paperwork be filled out, until the source of the error is discovered. There is no documented case (and rest assured all cases are well documented) of the error lying with the offending amnizu. If the heads of underlings cannot roll in Hell, then where can they?

Dearmadach undergoes recuperation via just such an extended vacation on the second level of Hell, Dis. His office is that of the warden of a penitentiary in which various souls, who have dedicated their mortal lives to the destruction of undead, only to lose all their other virtues in singular, maniacal pursuit of this cause. All stories of the inmates of this institution are dismal, for all begin with hopes of eradicating evil and all conclude with the perverse multiplication of evil. Perhaps in pursuit of their obsessive destruction of the undead, one of these souls, while living, used his daughter as bait, only to lose her to appetite of a vampire. Perhaps, another of these souls, against the sound advice of the fellow colleagues in this pursuit, abandoned caution and rushed foolhardily into the crypt of a hundred hungry wights. His brothers courageously followed his lead, only to discover too late that the trap had been sprung. One soul survived, betraying his brothers by sealing the stone doors of the tomb with them inside. As noted, the stories of the inmates are all sordid.

There are countless such specialized prisons, each tailored to a narrow variety of sin, scattered across the Nine Hells. This prison was made especially for the sin of zealous attack of the undead, resulting in an increase in the misery of others, but otherwise possesses no great distinction. However, each prison presents a torture appropriate to the crime of those within. In this case, the souls are converted to undead—skeletons, zombies, mummies, ghouls, ghosts, spectres, wraiths, vampires, whatever species most consumed the soul during life. Assuming these most hated forms, the souls haunt their lonely cells, tormenting all other inmates in the cells, for none of the afflicted are able to detect that the plight of all of the occupants is the same. Rather, they believe that they alone have been singled out and surrounded by a horde of thousands of undead. Of course, the duration of their sentence is infinite.

Dearmadach views these assignments as “necessary evils” that he accepts stoically for the “greater good” of Hell. Besides his eventual promotion depends upon positive performance reviews for his work in Stygia, which he cannot successfully accomplish without these periodic respites. There is truth to the claim that Dearmadach views himself as a “noble soul” for the serenity with which he accepts these assignments, which are undoubtedly far beneath him. He, of course, thinks little of the problems he creates as the visiting warden, due to his forgetfulness. There is no virtue in dwelling over petty details.

In appearance, Dearmadach appears as a typical, gruesome amnizu, possessing a pudgy frame, four feet tall. The skin of their elongated bald heads is grayish yellow. Its arms and legs are unusually stubby. They have large eyes, pug noses and frowning mouths filled with jagged teeth. Dearmadach possesses modest wings, displaying poorly kept and unhealthy, oily black feathers.

Dearmadach the Forgetful Warden (Devil: Amnizu)						Level 9 Scholar			
medium immortal humanoid						XP 800			
Initiative	+4	Speed	6,6 (fly)	Senses	Perception +15; darkvision				
HP	122	AC	24	Fortitude	14	Reflex	15	Will	16
Immune	fire, poison, intelligence drain			Resist	10 acid, cold		Vulnerable	-	
Claws	(standard; at-will)								
+10 vs AC; 1d4+2 damage per claw									
Stupefying Touch	(standard; at-will)								
+10 vs AC; 2d4 intelligence damage in addition to claw damage; target forgets last 24 hrs of memory.									
Regeneration	(free; at-will) Healing								
The amnizu heals 4 HP per round unless damaged by good-aligned weapons.									
Summon Baatezu	(standard; daily)								
Amnizu can attempt to summon 2d10 lemures with a 50% success or 1d8 erinyes with a 35% success.									
Spell-Like Abilities	(standard; thrice daily) Fire								
Quickened Fireball; Area burst 3 within 20, +15 vs Ref; 3d6+6 fire damage; cast at 14 th Level									
Alignment	Lawful Evil			Languages	Common, Infernal, Telepathy 100'				
Skills	Arcana +12, History +12, Perception +15								
Str	12	(+5)	Dex	11	(+4)	Wis	11	(+4)	
Con	13	(+5)	Int	15	(+6)	Cha	16	(+7)	
Equipment:	Mage Armor +4; Eyes of the Eagle Spectacles (+5 perception)								
Source:	Amnizu, <u>Planescape Monstrous Compendium Appendix</u> , p. 19 & Amnizu, <u>Fiendish Codex II: Tyrants of the Nine Hells</u> 3 rd Ed., p 112. Converted to 4 th Ed.								

II.I. UNHOLDA †HE ABYSSAL REAL ESTATE SHILL (DEMON: ALU-FIEND)

Humans, in their never-ending pursuit of happiness, frequently find themselves employed in jobs for which they are poorly suited. Entire philosophical tomes have been written on this sordid topic. One eminent philosopher has sounded off on the subject, writing, “The great tragedy of our times is that too many people spend their lives doing work that is contrary to their own natures.”† It does not require any great exercise of the imagination to accept that this maxim, so true for mortals, is carried to extremes in lands where the merits of one’s nature are given little value.

Consider for example the many layers of the Abyss, home to demons known also as tanar’ri. Demons are by nature, chaotic evil, reveling in the misery of others irrespective of whether they personally gain from it. Historians has long acknowledged that the Abyss and demon-kind are made for each, that the chaotic evil nature of the inhabitants have given shape to the chaotic evil domain. Still, one must not forget that demons, when deprived of the misery of mortals, seek to create anguish among their own kind. An unhappy place indeed is the Abyss where a countless throng work tirelessly toward mutual unhappiness.

Consider poor Unholda, an alu-fiend, the product of the union of a succubus and a male human. Once impregnated, the succubus returns to the Abyss, where the alu-fiend is born to an environment wholly objectionable to her half-human nature. Like anyone else though, the alu-fiend must play with the cards they are dealt. The escape (or so it may seem) open to humans in such dire circumstances, namely that of suicide, is not open to demons, immortal in their native Abyss.

So, Unholda, naturally attractive—a gift inherited from her mother, found gainful employ on the four-hundred twenty-second layer of the Abyss, known in scholarly journals (at least those which sink to the study of Abyssal lore) as the Seeping Woods. There the demon-god, Yeenoghu, Lord of Gnolls has built a great estate centered around an enormous throne of bone atop a mountain of limbs torn from those who have displeased him. Yeenoghu yearns for the worship not only of demons, nor even of gnolls as well, but for the adoration of those men, who through the perverse twist of chromosomes or wretched experiences, find solace in a deity consumed by destruction and hate. To Unholda fell the task of convincing mortals to move into the unwelcoming lands surrounding the palace of Yeenoghu. These lands consist of endless, sickly yellow forests, where the very water is poison and parasites ooze through every surface.

You would think that such a task would not be a hard sell, if Unholda were able to find the right buyer. The challenge is of course that such mortals, driven to a kind of self-destructive madness where they will commit themselves to a fate worse than death in order to spite their own existence, are found few and between. As such, Unholda has to make do with convincing less willing mortals of the perks of living on what she likes to call, the 422nd floor, where the view is like none other.

Some she simply tricks. Others she lures with lascivious promises. Unholda is both clever and inventive, for she has quotas to meet. The displeasure of her employers she seeks to avoid at all costs; gnolls know nothing of mercy and delight in cruelty.

In such an environment, Unholda must erect barriers to protect herself from the predations of other fiends. Thus, one cannot simply examine Unholda visually or even question her at length and expect to be fully understand her motivations and reservations. One may well wonder if the human side of an alu-fiend like Unholda feels the slightest twinge of regret at participating in an industry, which has as its ultimate end the destruction of the soul. Unholda will not willingly reveal the answer, if indeed she knows the truth within herself. Perhaps some indirect clue to Unholda’s motivations can be detected in the fact that she has made preliminary connections with the Ring-givers, a well-intentioned sect who take pride in giving of themselves and have a presence even in the hostile plane of the Abyss.

In appearance, Unholda is an alluring woman. The only hint of her non-mortal nature are vestigial, skeletal wings protruding from her shoulder blades and a certain, subtle arch in her eyebrow that conveys a demonic heritage. Garbed in heeled boots, short skirt and low-cut blouse, Unholda dresses to accentuate her lithe figure, a manifestation of the timeless and mundane motto, “Sex sells.” In short, Unholda appropriately dresses the part of an Abyssal Real Estate Agent.

While capable of communicating via telepathy with anyone she encounters, Unholda routinely communicates verbally, relying on telepathy to provide faint suggestions to her clients.

As an alu-fiend, Unholda is not subject to the same restrictions regarding her confinement to the Abyss as are full-blooded demons. She is able to traverse among evil and neutral planes, including the Outlands and Sigil, at will. Like any other demon, she must be invited to Prime Material planes. She has never ventured into the good-aligned planes and nor should she since her kind, even of mixed blood, are not tolerated in those high places.

Unholda the Abyssal Real Estate Skill (Demon: Alu-fiend)							Level 2 Scholar		
medium immortal humanoid							XP 200		
Initiative	+7	Speed	6	Senses	Perception 2; darkvision				
HP	37	AC	16	Fortitude	12	Reflex	14	Will	12
Immune	fire, poison			Resist	10 cold		Vulnerable	-	
Slap in the Face				(standard; at-will)					
+10 vs AC; 1d4+1 damage per slap									
Adding Insult to Injury				(immediate with successful slap; at-will)					
Unholda regains HP equal to those she took from the slap									
Spell-Like Abilities				(standard; daily)					
Alu-fiends can cast Charm Person, Dimension Door, ESP, Shape Change (similar sized humanoid), Suggestion.									
Alignment	Chaotic Evil			Languages	Common, Infernal, Telepathy 100'				
Skills	Bluff +17, Diplomacy +12, Insight +7, Streetwise +7								
Str	12	(+2)	Dex	10	(+1)	Wis	11	(+1)	
Con	13	(+2)	Int	18	(+6)	Cha	18	(+7)	
Equipment: Scarf of Charm, +5 to Bluff and Diplomacy checks									
Source: Alu-fiend, <u>Planescape Monstrous Compendium Appendix</u> , p. 94. Converted to 4 th Ed.									

†Evan Parker, from Music and the Creative Spirit: Innovators in Jazz, Improvisation and the Avant-Garde by Lloyd Peterson, Scarecrow Press, Lanham, Maryland, 2006, p. 242.

II.J. SAPO THE UNPLEASANT (SLAAD: RED)

A discussion of the dangerous futility of extended investigations into the psychology of slaad was first presented in the character history of Amanida, a slaad tracker, in the previous module, [The Shadow Mephit's Coin](#), and will not be repeated here. If a reader familiar with this previous text finds some similarity between Sapo and Amanida, one must understand that the marked variations in personality that are to be found among humans, elves, dwarves and those peoples generally thought of as civilized are not to be found among slaadi. It would not be unexpected to find travelers who, upon the introduction of the topic of slaadi to the conversation, would be quick to interject, "Seen one red slaad, seen them all!" were it not for the fact that so few travelers escape an encounter with a slaad and live to tell about it.

As a race, slaad are violent and, due to the chaotic nature of their home plane, violently unpredictable. Individual slaad have the power of anarchs, that is the ability to form the milky substance of Limbo into the solidity of soil beneath the feet and the comfort of breathable air and a starry firmament overhead, but often they choose not to, preferring instead to swim, gracefully it must be admitted, through the mysterious fluid of which Limbo is composed. Sapo the Unpleasant, formerly known as Sapo the Swimmer found an uncharacteristic delight in swimming the remote seas of Limbo. Uninclined to leave well enough alone, Sapo was wrested away from his (mostly) harmless, athletic pursuits by slaadi of superior colors, who mistook his solitary activities for passivity, and ordered him to serve as an ambassador of their kind in the cosmopolitan city of Sigil.

There are few swimming pools in Sigil and, to be certain, slaadi are allowed in exactly none of them. Thus, Sapo is denied his singular pleasure and is consequently unpleasant. He feels great license to share his unpleasantness with any and all that have the misfortune of crossing his path. It is true that Sapo does not violate the strict laws ensuring the peace of Sigil decreed by the Lady of Pain and enforced by the Harmonium. Sapo restrains his most lethal impulses with a degree of self-control previously unknown among slaadi. Furthermore, there are no known cases of Sapo impregnating residents of Sigil with slaad tadpoles, although from time to time a grisly corpse that has served such a purpose turns up in alley. Indeed, the reputation of Sapo the Unpleasant is predicated on quite modest (by slaad standards) traits, including but not limited to chronic bad breath (save vs poison or fall prone), overactive salivary glands resulting in a continuous stream of an unsavory, milky drool trailing down his face and chest, which when he lurches or spins about, is flung all over unsuspecting bystanders, and a most unseemly flatulence (save vs poison or suffer nausea for 1d4 rounds), which is, some claim, intentionally cultivated by Sapo through a regular diet of moonwort and asparagus, both of which apparently disagree with slaad metabolism. To solidify his reputation as being thoroughly unpleasant, at night, Sapo regularly sits on the third floor balcony of the apartment that serves as the slaad ambassador's residence and sings lullabies which make routine use of his *Horrid Croak* ability.

In truth, Sapo hopes to perform so poorly in his role as ambassador that he is released from this obligation and allowed to return to Limbo. He does not understand that those in Sigil have repeatedly sent missives to the leaders of the Slaadi requesting a replacement, but have found their requests ignored by slaad lords who curiously find that such correspondences serve as confirmation of a job well done.

Poor, repulsive Sapo! We almost feel a soft spot in our hearts for his unenviable plight—almost! Our compassion is mitigated by the surety that were we to unfortunately encounter Sapo alone in a dark alley our fate would be grim indeed.

As the slaad ambassador, Sapo has been tasked with the duty of helping the Lady of Pain collect the Chaotic Neutral coin in Limbo. In truth, he is quite excited by the prospect, though he will not show it, for it allows him the opportunity to escape, if only temporarily, from the suffocating confines of Sigil and roam through the familiar disorientation that Limbo offers to all who enter its borders.

Sapo the Unpleasant (Red Slaad)						Level 15 Soldier	
Large elemental humanoid						XP 1,200	
Initiative	+13	Speed	8	Senses	Perception +8; low light vision		
HP	146	AC	29	Fortitude	28	Reflex	29
Immune	-	Resist	Chaos phage		Vulnerable	-	
Bite	(standard; at-will)						
Reach 2, +21 vs AC; 2d8+6 damage							
Claw	(standard; at-will) Disease						
Reach 2; +21 vs AC; 1d6+3 damage and the slaad makes a secondary attack: +19 vs Fort; contract chaos phage							
Chaos Phase	Level 16 Disease						
A slaad embryo is implanted, -2 to Will, once bloodied, madness occurs and attacks nearest creature, upon death a slaad tadpole burrows from its skull—Endurance check stable DC 26, Improve DC 31							
Four stages: Cured <> Infected <> Bad <> Dead,							
Leaping Pounce	(standard; recharge 5, 6)						
Slaad shifts 4 and makes 2 claw attacks; hit targets are marked							
Horrid Croak	(standard; encounter) Fear						
Close blast 5; +19 vs Fortitude; target is immobilized until end of next turn							
Alignment	Chaotic Neutral			Languages	Common, Primordial, Slaad		
Skills	Athletics +15; Stealth +16						
Str	17	(+10)	Dex	19	(+11)	Wis	12 (+8)
Con	18	(+10)	Int	11	(+7)	Cha	15 (+9)
Equipment	-						
Source: Red Slaad, Planescape Monstrous Compendium Appendix, p. 88; Monster Manual 4th Ed., p. 238							

Treasure: This slaad possess no treasure. It is possible to create a *chaos cloak*, if the creature is promptly and properly skinned and the hide is brought to a taxidermist with arcane knowledge in such processes.

II.K. MALA'IKA OF THE VANGUARD (AASIMON: AGATHINON)

Because good intentions are neither sufficient to hold off a rampaging throng of tanar'ri nor adequate to turn aside the corrupting influence of a baatezu plot, Heaven requires an army. Armies are made of soldiers and, in Heaven, soldier angels, or agathinon as they are called in tongues that predate the existence of men. Just as in any other military force, armies have a vanguard, two flanks and a rearguard. In ancient Greece, those troops deemed most susceptible to heroism, even unto suicide, were placed in the vanguard, as a sign not of their expendability but rather recognition of their peerless courage. So too are the vanguards of heavenly armies populated by those soldiers who value the success of their orders over their own lives. It happens that, over a great span of eons, occasionally a heavenly soldier may rise to prominence for his innumerable deeds of valor. So it was for the agathinon, Mala'ika of the Vanguard, who, since time immemorial, has repeatedly demonstrated such devotion to the righteous causes of Heaven that he is held in great esteem by his peers.

The generals of the heavenly armies understand the importance of a high morale of the troops as much as any mortal general, perhaps more so for the retribution of a fallen angel can be far greater than that of a disenchanting soldier of mortal armies. Fearing that the slaying of one so well-beloved by his comrades as Mala'ika would do irreparable harm to the ranks, the heavenly generals removed him from harm's way. Despite his vehement protests to the contrary, Mala'ika was promoted to, what in heaven is referred to as, a "desk job", although such parlance is curious since, of course, there are no desks in heaven.

This valiant warrior, he who faced down pit fiends in the Nine Hells and glabrezu in the Abyss, now pushes proverbial pencils on Mount Celestia. With a single swish of an arm that once wielded a sword so apt to separate demon head from demon shoulders, Mala'ika can now sign requisition forms that provide heavenly manna to an entire regiment of troops. It presumably comes as little surprise that the surge of adrenalin has diminished commensurately with the reduction in exposure to danger. Periodically, to alleviate the excruciating boredom of the heavenly bureaucracy, Mala'ika claims the orders of one subordinate or another under his chain of command and, if the nature of the orders interests him, announces that he will execute the command himself.

Thus under these appropriated missions, Mala'ika periodically manages to place himself once again in the path of peril. The edge of his longsword has become no less keen through lack of regular use. Although of lawful good alignment, when dealing with fiends Mala'ika is quick to combat, lest he lose the opportunity to draw blood. He will often refrain from completely vanquishing his opponents as rapidly as might be possible, even to the point of allowing himself to become bloodied, for it is only under this condition that he can let loose with his *fiery blade* as he so longs to do.

Like all aasimon, Mala'ika does not appear in his native form—that of an elf with opalescent, luminous skin and shining eyes, preferring instead the form of a tattooed goliath, half-man, half-giant, in whose massive hands the longsword is wielded as if it were a bodkin.

Most recently, Mala'ika intercepted orders for one of the soldiers under his command to relay a message to Sigil. The orders offered the potential for intrigue if not combat and Mala'ika eagerly stepped in. It is in this role that Mala'ika appears in *The Numismatists of the Great Wheel*.

Like all aasimon native to the Seven Heavens, Mala'ika can only be permanently defeated if destroyed on Mt. Celestia. Destruction of his physical form on any other plane (outer, inner or material), will simply send his spirit back to heaven where it will reform in due time. Such an event might even yield the demotion for which Mala'ika yearns that might send him back to his proper station among the martial troops of Heaven.

Mala'ika of the Vanguard (Aasimon: Agathinon)						Level 8 Soldier		
medium immortal humanoid (angel)						XP 800		
Initiative	+10	Speed	6, fly 9	Senses	Perception +6			
HP	88	AC	24	Fortitude	22	Reflex	20	
Immune	life draining, poison, fear			Resist	10 fire, radiant		Vulnerable	-
Longsword	(standard; at-will)			Weapon, Radiance				
+15 vs AC; 1d8+8 damage								
Dagger	(standard; at-will)			Weapon, Radiance				
+15 vs AC; 1d4+8 damage								
Blade Flurry	(standard; at-will)			Weapon				
The aasimon makes both a longsword and dagger attack.								
Lightning Strike	(standard; encounter)			Lightning				
Close burst 1; targets enemies; +11 vs Fortitude; 1d8+4 lightning damage and target is dazed.								
Fiery Blades	(standard; at-will when bloodied)			Fire				
Longsword and dagger are vs Reflex rather than AC and deal Fire damage.								
Polymorph Self	(standard; at-will)							
Agathinon always assume an alternate form outside the Upper Planes. It can be as large as a dragon or as small as an enchanted mace.								
Celestial Reverence	(free; continuous)							
Only on an upper plane, mortals who view an Aasimon in their natural form must save vs paralysis or feel a strong protective love the aasimon.								
Gate	(standard, daily)			Conjuring, Teleportation				
Only on an upper plane, an aasimon in distress can summon an enchanted good being, such as a ki-rin, unicorn or metallic dragon.								
Natural Aasimon Spell-like Abilities	(standard; encounter)							
Aasimon cast: Aid, Augury, Change Self, Comprehend Languages, Cure Serious Wounds, Detect Evil 100', Detect Magic, Know Alignment, Read Magic & Teleport Without Error.								
Natural Agathinon Spell-like Abilities	(standard; encounter)							
Agathinon cast: Clairaudience, Clairvoyance, ESP and Hold Person.								
Alignment	Lawful Good			Languages				All, Telepathy
Skills	Intimidate +12							
Str	23	(+10)	Dex	18	(8)	Wis	18 (+8)	
Con	16	(+7)	Int	11	(+4)	Cha	16 (+7)	
Equipment	long sword of radiance +2, dagger of radiance +2							
Source:	Agathinon, Planescape Monstrous Compendium Appendix, p. 5; Angel of Valor, Monster Manual 4th Ed., p. 16.							

II.L. VEIJARI THE ROGUE'S ROGUE (MODRON: DECATON)

Modrons are well-known as residents of the Lawful Neutral plane of Nirvana, often called Mechanus in acknowledgment of the significant foothold that the modron have secured on a plane once thought of as a preserve of ascetics. The modron hierarchy dominates their society, generally depriving modron of the individual idiosyncrasies that among other species are known as personality.

Also fairly well documented are rogue modrons, beings who threw dint of circumstance were separated from their modron brethren and, rather than simply expiring, chose to investigate a world utterly foreign to them. Rogues are, as a rule, eccentric and neurotic, trying to comprehend a multifaceted world in terms of a philosophy that was reared in an absolute monoculture. While few in number compared to the vast array of modron armies, they are just common enough that at any given time there is likely a rogue modron in residence somewhere in Sigil.

A much less common, perhaps unique, category of modron, is the rogue-rogue modron, that is the modron, who has gone rogue and during his experiences in this rogue state, has discovered that he lacks all taste for individual personality and experiences and yearns for nothing more than to be reunited with the modron army.

The dream of being reunited with modron hierarchy can never be fulfilled for two reasons. First, shortly after the departure of the modron was noted, a replacement was promoted from the lower rank so that the asymmetry caused by the absence was short-lived. In fact an entire string of such promotions took place until there was only a gap in the lowest rung of modron society, the monodrone, at which point, Primus, the One and the Prime, called into being from the Energy Pool that lies in the center of Regulus, capital city of Mechanus, a new monodrone. Thus, there is no niche to which the rogue modron can return.

Once can suppose that a clever rogue modron who sought such a return to the hierarchy might hatch a plan in which through means either incidental or premeditated, a modron of the same rank was to conveniently disappear. Even under these circumstances, the rogue modron would not be accepted back into the ranks of the hierarchy for the fear of contamination. Indeed, those modron who possess the intellectual capability to conceive of such things, think of independence as a kind of plague, a highly contagious agent, which the potential for an epidemic that guts the stability of the hierarchy. Thus, indeed, a rogue modron can never go home again. Thankfully, such thought never crosses the mind of rogue modrons—that is until Veijari, the rogue's rogue.

Veijari was one of a hundred decatons, the lowest of the hierarchs among modron society but still vastly superior to all ranks of base modron. If there was to be a rogue that regretted its separation from the hierarchy it is no surprise that it should be a decaton, for in them is the care of base modrons instilled. Decatons are possessed of a great many healing skills intended to repair the ranks of modrons. In fact, some of these healing skills can only affect modrons.

The particular details of the circumstances that resulted in Veijari being lost to the modron hierarchy are not known. If Veijari possess a memory of them he does not admit to it. In fact, he represses every memory that causes him to exhibit traits of individuals, the memory of that damning moment in time in which he was cast from the security of Mechanus first and foremost among them. In truth, upon his initial exposure to independence, Veijari reacted as any other rogue modron that doesn't instantly disintegrate in order that its essence be returned to the modron energy pool, he was awestruck. He found himself in the Outlands where he was eventually discovered by a party of githzerai on undisclosed business.

Finding the lone ten-tentacled Decaton to be an unusual curiosity, they admitted him to their company. Once in their midst, they named him Veijari, meaning rogue. The novelty of a rogue decaton eventually wore off and finding Veijari to be practically inutile, the githzerai abandoned him in Sigil.

Upon encountering a rogue modron in their midst, the well-meaning residents of Sigil sent Veijari (the name stuck) to the most famous rogue modron of Sigil, namely Ylem, the monodrone, creator of spellhaunts [Uncaged: Faces of Sigil; TSR 2624; 1996]. But a monodrone who loved his freedom nearly disintegrated in fright at the unwelcome appearance of a decaton. Far from finding a sympathetic soul who might help him acclimate to Sigil, Veijari was chased out of Ylem's den and issued a stern warning never to return.

Veijari's survival ultimately fell to the Dabus, who acting upon the command of the Lady of Pain, provided the lost decaton with a key to an old, stone mausoleum, a crypt barely large enough for the four remains inside it, in which the modron could gather its thoughts. There, Veijari spent night after night among his silent companions contemplating means by which he might achieve the impossible and return to the hierarchy. There, Veijari has been ignored by everyone except the Fraternity of Order, who continually attempt to recruit him to their numbers, for modron are notoriously lawful and having a modron hierarch listed among their ranks is something that could bring prestige to the Order, or so it is rumored.

In truth, the Lady of Pain has recognized the utility of a rogue decaton and has provided him a sanctuary, albeit humble and rather dreary, for the explicit purpose of preserving the modron in one piece until such time as her plans call for him. And now, that time has come.

Veijari the Rogue's Rogue (Modron: Decaton)						Level 10 Soldier	
medium immortal construct						XP 1,200	
Initiative	special	Speed	6, fly 3	Senses	Perception +12;		
HP	88	AC	25	Fortitude	25	Reflex	23
Immune	fear, charm, etc. & surprise		Resist	-	Vulnerable	-	
Ten Tentacle Attack				Weapon			
Reach 2; Simultaneous attack with all 10 tentacles, empty tentacles: +10 vs Reflex; 1d6+3 each, armed tentacles +10 vs AC; damage as per weapon.							
Timely Attack				(free; at-will)			
Modron Hierarchs do not roll for initiative. The DM inserts their attack at his discretion in a timely point.							
Cleric Prayer Book				(standard, at-will, encounter & daily)			
As Decaton are responsible for the welfare of base modrons, they are capable of the equivalent of a 10 th level cleric. The DM should select the specific spells as needed.							
Natural Decaton Spell-like Abilities				(standard; at-will)			
Applies only to other Modrons: Cure 1 HP 144', Cure Disease 12', Heal 10 modron/round, Remove Paralysis							
Natural Modron Hierarch Spell-like Abilities				(standard; encounter)			
Modron cast: Clairaudience, Clairvoyance, Command, Dimension Door, Teleport Without Error, Wall of Force.							
Disintegration				(immediate)			
If a Modron dies, its body disintegrates into dust, leaving behind its weapons and anything else it was carrying.							
Alignment				Lawful Neutral			
Skills				Healing +8			
Str	16	(+8)	Dex	15	(+8)	Wis	12 (+6)
Con	14	(+7)	Int	13	(+7)	Cha	14 (+7)
Source: Modron, Planescape Campaign Setting Monstrous Supplement, p. 16; Converted to 4th Ed.							

II. III. ERIS-ÄMINEN THE ISOLATED (RILMANI: PLUMACH)

Of species native to the outer planes, the Rilmani are one of the least well understood for they are isolationists, choosing to live at the base of the spire in the center of the Outlands, where magic is almost entirely negated. With no magical means to visit their villages and overland travel being an entirely unreliable means of transport in the Outlands, they have few visitors, which is exactly as they prefer it. Few harbor an adventuresome spirit, so even lone members of the species are rarely encountered outside their villages.

Dwelling as they do in the plane of true neutrality, balance is of great philosophical and practical import to the Rilmani. This neutrality is taken to such an extreme that it may, under the best circumstances, be considered a paragon of objectivity and, from a less favorable perspective, ruthlessly indifferent. Rilmani society is highly structured, with significant polymorphism among the various ranks, although not to the extent of modrons or even tanar'ri. All Rilmani are roughly humanoid, although the greatest of them, the aurumach, are said to have eyes that glow with such luminosity that they cannot be directly looked at. The lowest rank of Rilmani commoners, the plumach, most resemble a cross between a gray-skinned dwarf and a stubby oompa loompa. What plumachs lack in grace, they make up for in stubbornness. They are not particularly sociable, believing that the greatest exercise of common sense is keeping their noses out of other people's business. It is said that the higher the rank of the Rilmani, the more likely they have overcome the hereditary insular nature of their species. Many plumachs, however, simply choose not to disguise their apathy.

In a race of isolationists, that Eristäminen himself is isolated accurately reflects his difficult personality. That he was elected against his will for six consecutive terms (and counting) to serve as Rilmani ambassador to Sigil demonstrates only that even the Rilmani have a limit to their tolerance for the almost ebullient expression of a total lack of enthusiasm for just about anything. His post is certainly to be interpreted as nothing less than an involuntary exile and should not, under any circumstances, be mistaken as a recommendation of his talents or virtues. Harking to notable literary characters, one might favorably compare Eristäminen to Eeyore the donkey, save that Eristäminen lacks Eeyore's surprisingly good talent at the game of Poohsticks.

Eristäminen dons the officious looking garb of Rilmani, with a high collar and ornately decorated hood that frames the face in what can best be described as a riveted boiler fashioned from velvet. From this a bushy gray moustaches stretches almost to his shoulders while a matching beard descends to his chest.

There are so few Rilmani wandering the planes that most of the people with whom Eristäminen comes in contact have never met another Rilmani and judge the entire race based upon this single encounter. As an ambassador, the Rilmani could not have chosen a better man, since they desire above all else to be left alone.

However, Eristäminen does have several eccentricities that are unique to his character. He has developed a taste for dancing in Sigil, though he does not deign to ask a female partner to join him. Instead he traipses on his chubby legs along the margins of the crowd in rather unfashionable spirals and solitary pirouettes, which has earned him among polite society the somewhat insincere moniker, Gloomy Twinkletoes. Since Eristäminen has no interest in listening to the opinion of others (it is, after all, not his business), he is unaware of this unflattering appellation.

While Eristäminen is telepathic, he chooses not to use this ability with those who are not also Rilmani, preferring to speak, where he has a habit of resorting to stock phrases. Favorite idioms include

- If it ain't broke, don't fix it.

- Keep your nose clean.
- Mind your own beeswax.
- One hundred years from now, no one will know the difference.
- That's close enough for government work.
- I don't want to touch that with a ten-foot pole.
- That's better than a pig in a poke.
- That's better than a poke in the eye with a burnt stick.
- I believe that you have mistaken me for someone interested in your affairs.

The DM should feel free to add other local phrases to this list.

Finally, Eristäminen, like most plumachs, is adept at one craft or another. In Eristäminen's case, his particular skill lies in a sort of ornate calligraphy of a rarefied quality suitable for meditation. Of course, Eristäminen has revealed to one in Sigil this secret talent.

When Eristäminen's duties lead him outside Sigil, which hasn't happened yet, he carries a lead maul for personal protection.

Eristäminen the Isolated (Rilmani: Plumach)						Level 4 Scholar			
medium natural humanoid						XP 400			
Initiative	+6	Speed	5	Senses	Perception +8; darkvision				
HP	37	AC	17	Fortitude	16	Reflex	17	Will	16
Immune	electricity, poison, resurrection, summoning, non-magical weapons			Resist	20 acid, 20 thunder		Vulnerable	-	
Fist	(standard; at-will)								
+8 vs AC; 1d4+4 damage per fist									
Maul of Lead	(standard; at-will) Weapon, Thunder								
+11 vs AC; 1d6+6 damage									
Rilmani Spell-Like Abilities	(standard; daily)								
Rilmani can cast Comprehend Languages, Detect Chaos, Detect Evil, Detect Good, Detect Magic, Detect Thoughts, Feather Fall, Sanctuary tongue and polymorph self (3/day).									
Plumach Spell-Like Abilities	(standard; daily)								
Plumachs can cast Chill Touch, Heat Metal, Hold Person and Solid Fog as 4 th level casters.									
Alignment	True Neutral			Languages	Common, Rilmani, Telepathy				
Skills	Acrobatics +8, Craftsmanship (metalworking, woodworking & stoneworking) +10								
Str	17	(+5)	Dex	18	(+6)	Wis	11	(+3)	
Con	14	(+4)	Int	12	(+3)	Cha	16	(+5)	
Equipment:	Maul of Lead +3 Thunder damage								
Source:	Plumach, <u>Planescape Monstrous Compendium Appendix II</u> , p. 91. & Rilmani, <u>Fiend Folio</u> 3 rd Ed. p. 140. Converted to 4 th Ed.								

APPENDIX III. MAPS

1. Cosmology of the Outer Planes (Geometry of the Great Wheel)
2. Map of Sigil (Coin ¼)
3. The Larva Ranch, “The Lonesome Grub”. (Coin ½, The Gray Waste.)
4. The Great Mountain in the East. (Coin 1, Elysium)
5. Aphrodite’s Temple on Olympus (Coin 5, Arborea)
6. The Retreat of the Fallen (Coin 10, Baator)
7. Lot For Sale in The Seeping Woods (Coin 20, The Abyss)
8. The Bucolic Globe of Raging Chaos (Coin 50, Limbo)
9. The Lost Shepherd’s Pastures of Goldfire (Coin 100, Mount Celestia)
10. The Jade Palace (Coin 500, Mechanus)
11. Valley of Ice in Tir na Og (Coin 1000, The Outlands)

Map Credits:

Maps 1 & 2 are taken from old TSR products of the twentieth century. Specific acknowledgements are provided on each page.

For maps 3-11, the author would like to acknowledge the many artists who freely shared their creative works on DeviantArt.com and rpgmapshare.com, including parchment, map brushes and other sundry items (like cyclones and gears). Links to the content are provided below.

Parchments:

- <http://akinna-stock.deviantart.com/art/paper-texture-43428123>
- <http://nevermoregraphix.deviantart.com/art/Old-Paper-Texture-Pack-115615944>
- <http://sinnedaria.deviantart.com/art/Parchment-Paper-Texture-65987007>

Map Brushes

- <http://starraven.deviantart.com/art/Sketchy-Cartography-Brushes-198264358>
- <http://vaawl.deviantart.com/art/Waves-and-Bridges-Brush-Set-358056645>
- <http://calthyechild.deviantart.com/art/Tolkien-style-Map-Brushes-138796530>

Cyclones

- <http://www.deviantart.com/art/We-re-Not-In-Kansas-Anymore-42096657>

Gears

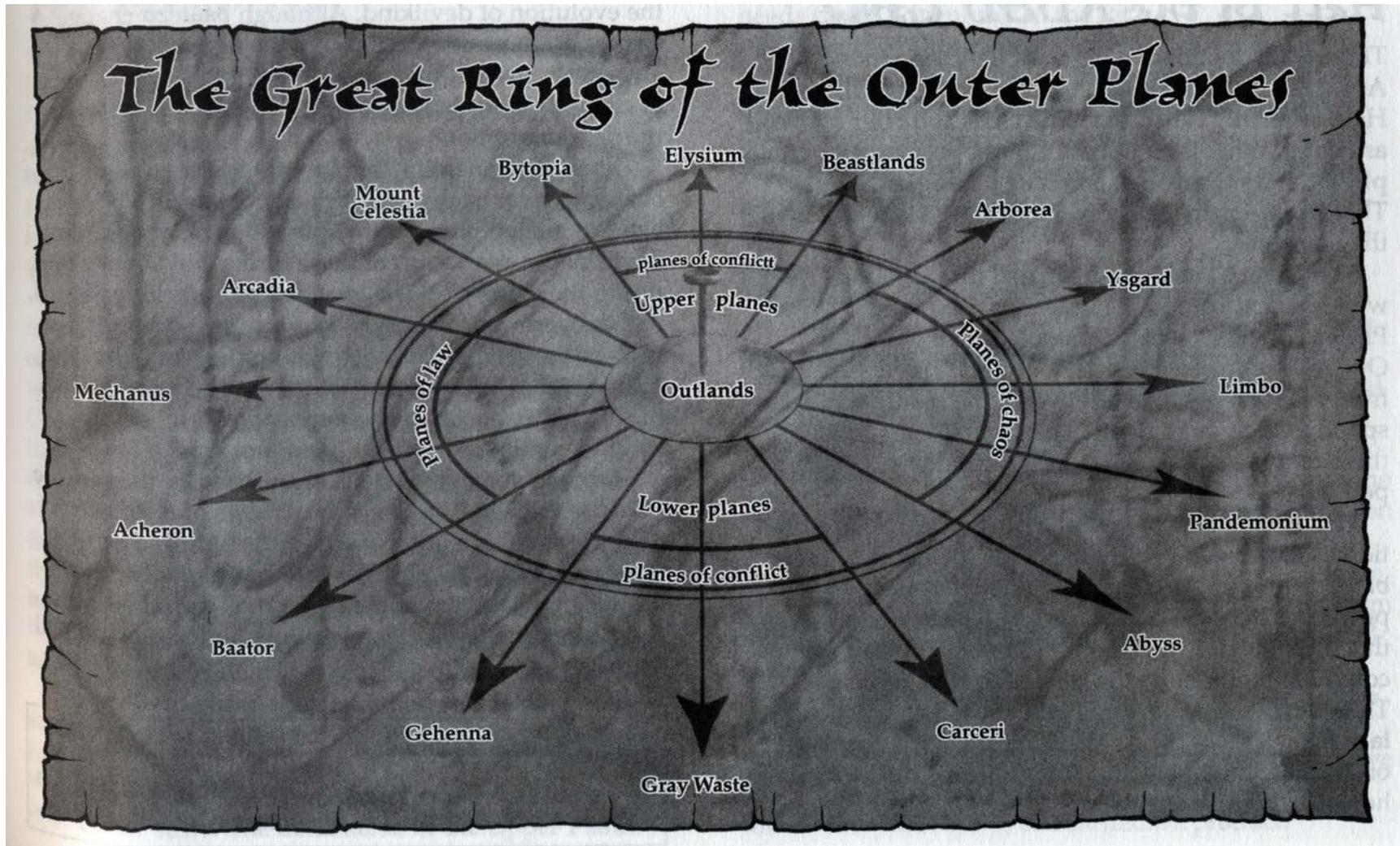
- <http://www.deviantart.com/art/Gears-Vectors-Brushes-92472909>

Symbols

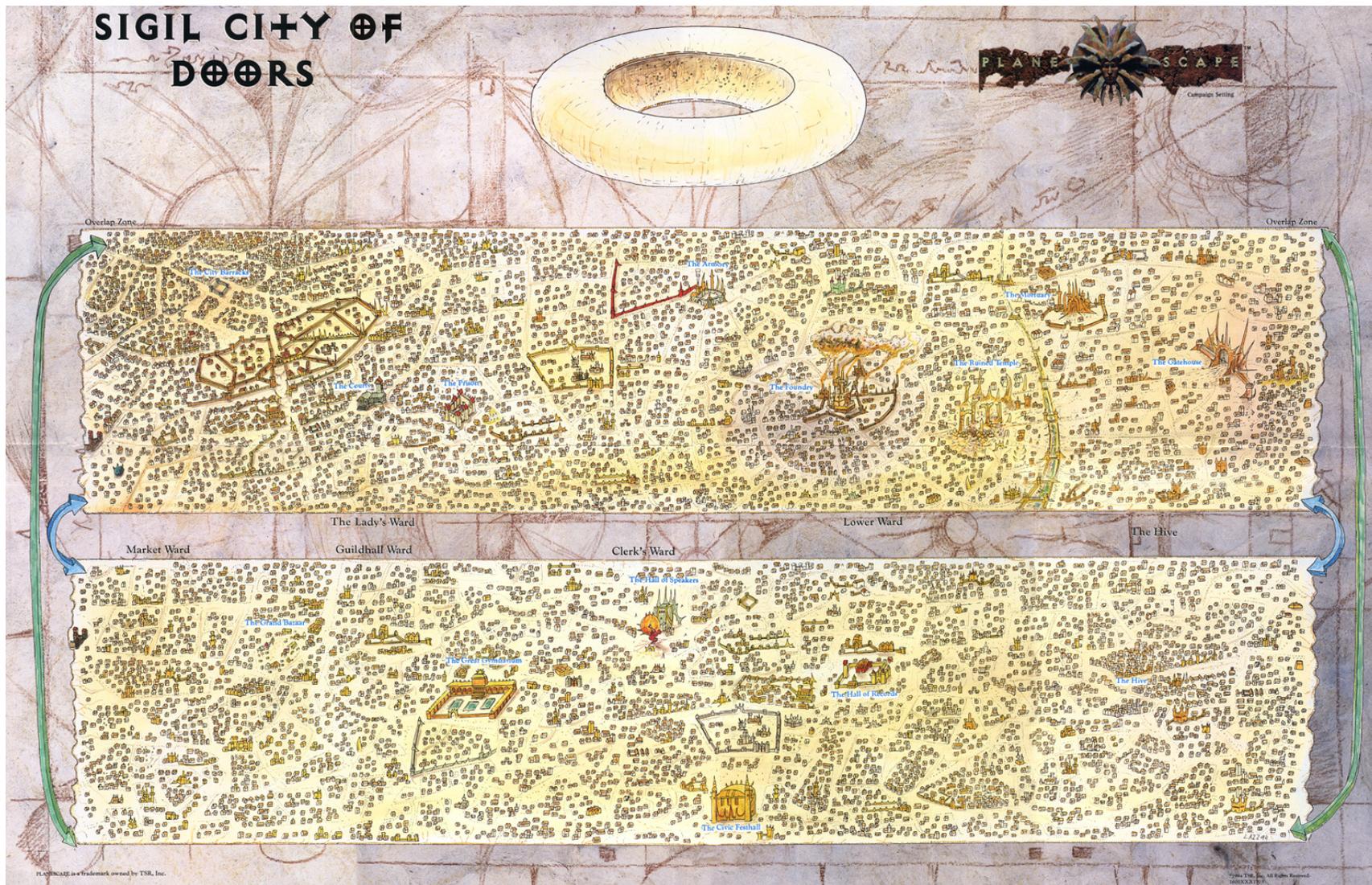
- <http://www.deviantart.com/art/Textures-March-290617518>

Tiles (for the Temple of Aphrodite)

- http://rpgmapshare.com/direct/2012_Dungeon_Tile_Set_001-276.zip



Map 1. Cosmology of the Outer Planes. Apparently some call it the “Great Ring” as opposed to the more common “Great Wheel”. (Source: Guide to Hell, Chris Pramas, TSR 11431, 1999.)



Map #2. Sigil, City of Doors (Source: Planescape Campaign Setting, TSR 2600, 1994) (Coin ¼)

THE GRAY WASTE

HÄXA'S DEN



HEL'S DOMAIN

THE LONESOME GRUB

MADGUD'S
BRIDGE



FØRESTS ØF
NIFLHEIM

GIÖLL



PØR+AL
TØ SIGIL

1 SQUARE = 50'

⊕CEANUS

ELYSIUM



PORTAL
+⊕ SIGIL

THE GREAT
MOUNTAIN
IN THE EAST

PEACOCK
MEADOW

PHOENIX
NEST

GOOD
DEED #2

MOUNTAIN
1 SQUARE = 150'

1 SQUARE = 500'

ARBOREA



INSET:
TEMPLE
1 SQUARE = 10'

HAWA
+ THE
DJINN

⊕ OLYMPUS

TEMPLE ⊕
OF
APHRODITE



⊕ PORTAL
+ ⊕ SIGIL

1 SQUARE = 500'

BAD+OR

VALLEY ⊕ OF BLACK PILLARS

TO ⊕ THE
RE+REAT ⊕ OF
THE FALLEN



POR+AL
+⊕ SIGIL



DRUAGA'S
PRISON

1 SQUARE = 500'

THE ABYSS

POR+AL
+⊕ SIGIL



THE SEEPING WOODS

L⊕+ 422

TO +THE
M⊕UN+AIN
⊕F LIMBS

1 SQUARE = 200'

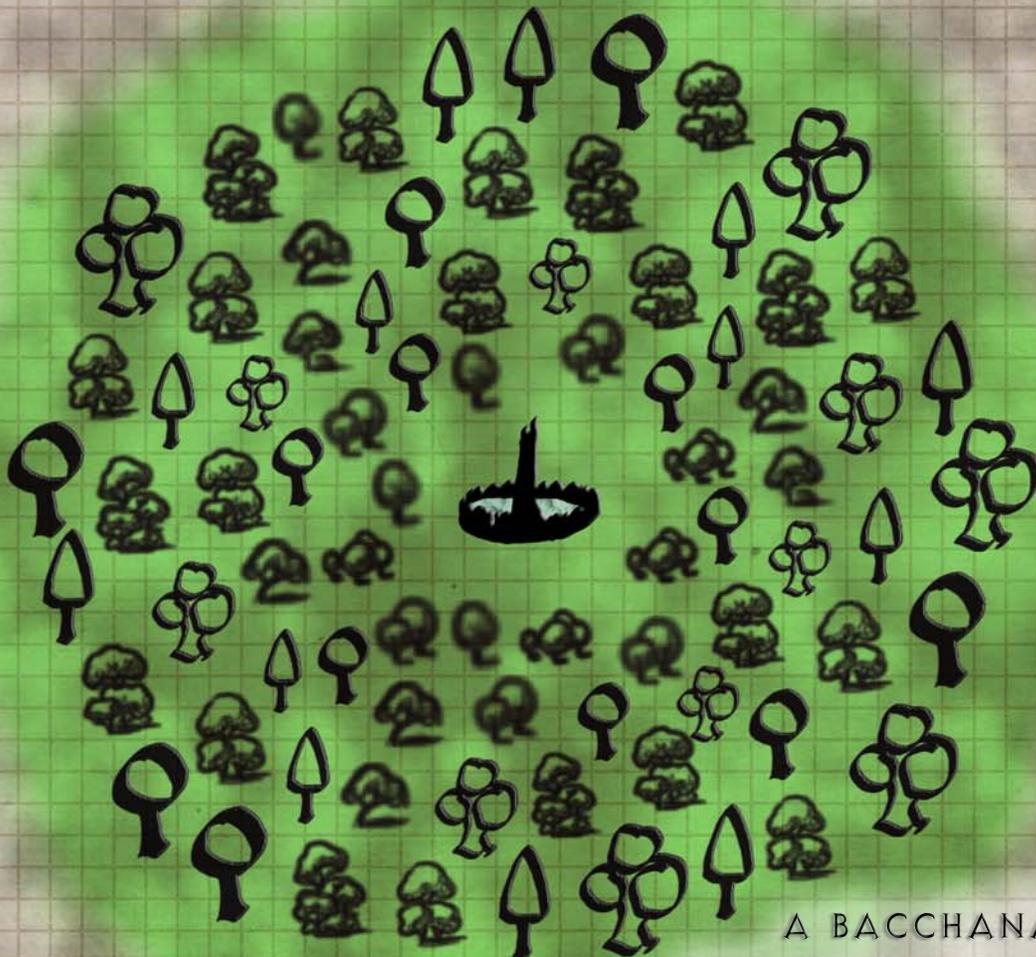


LIBB ⊕

P⊕R+AL
+⊕ SIGIL



THE GLOBE ⊕F
RAGING CHA⊕S



A BACCHANALIAN
REFUGE FROM +HE S+⊕RM

1 SQUARE = 100'

MOUNT CELESTIA

PASHRI+A

GOLDFIRE

ENCOUNTER #3
STARFIRE

ENCOUNTER #2
BESTOW WINGS



PORTAL
SIGIL

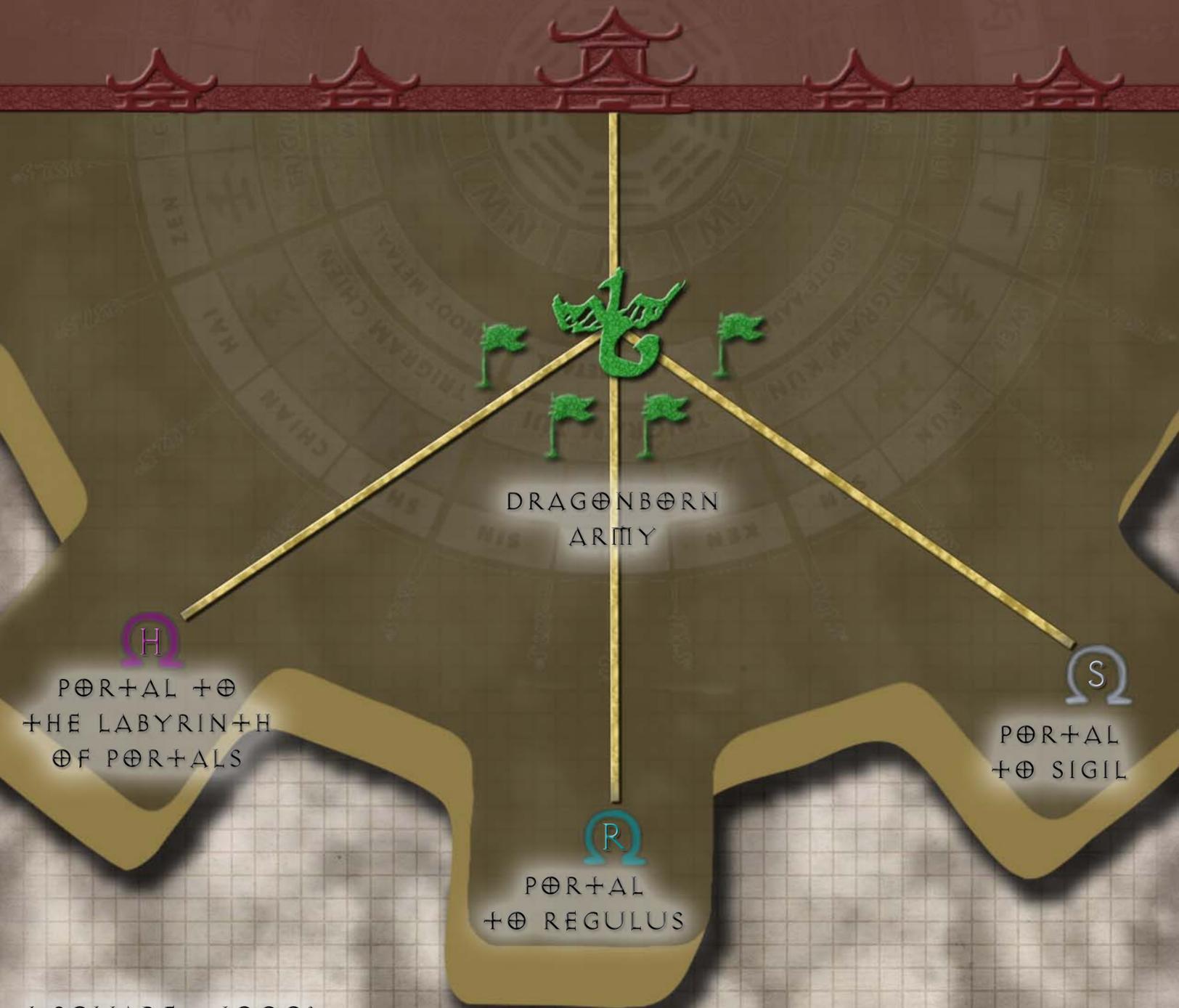
ENCOUNTER #1
DOLOROUS MOTES

SUN
TEMPLE

1 SQUARE = 500'

MECHANUS

THE JADE PALACE



H

PORTAL TO
THE LABYRINTH
OF PORTALS

DRAGONBORN
ARMY

R

PORTAL
TO REGULUS

S

PORTAL
TO SIGIL

1 SQUARE = 1000'



THE OUTLANDS



PORTAL
+ SIGIL

TIR NA G

VALLEY
OF ICE

1 SQUARE = 500'

The Implacable Absence

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by Henry E. Gorton & David J. Keffer

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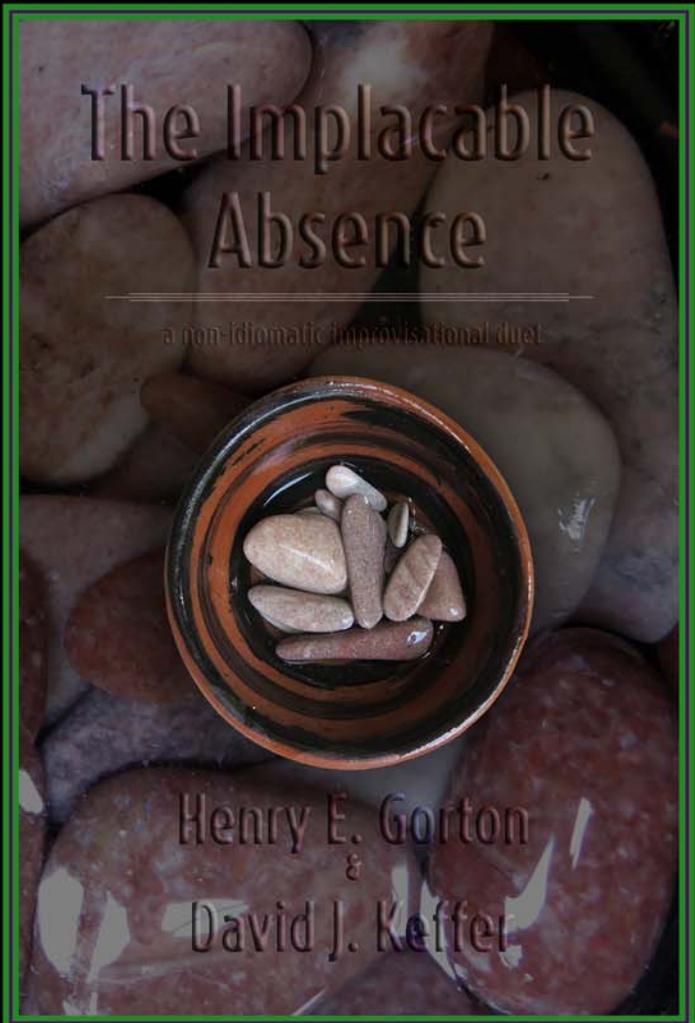


About the Authors

Henry E. Gorton is currently a student in the public school system of Phoenix, Arizona. He was awarded a first place prize in the Glendale Union High School District poetry contest in the spring of 2014. This is his first novel for the Poison Pie Publishing House.



David Keffer is a professor at the University of Tennessee and an autodidact in the realm of world literature. He has currently published 15 novels and 5 illustrated stories at the Poison Pie Publishing House.



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