

## *The Sentinel*

Intelligence: 17

Ego: 21

Total Personality Score: 38

(The wearer's TPS is Charisma + Wisdom + level. If the Sentinel's is higher, it can control the wearer.)

### Powers:

1. Can open any magically locked door in the Keep of Adlerweg.
2. Constant Protection from Evil 10' radius around the wearer.
3. Immune to magical fear. All allies within 10' gain a +2 on saving throws vs. fear.
4. If the wearer is a mage, he is protected as if by a Shield spell.
5. Can cast Protection From Normal Missiles once per day, duration 5 turns.
6. Can cast a Hold Portal spell at 10th level twice.
7. If the wearer is a mage, can cast Hold Portal at 10th level twice per day.
8. If the wearer is a mage, can cast Know Alignment twice per day.

There is certain additional information which only applies if you intend to play through module UK3 (The Gauntlet):

1. The purpose of the Sentinel is to defend the Keep of Adlerweg and destroy the Gauntlet (an evil item similar to the Sentinel found in module UK3).
2. If the Sentinel ever comes in contact with the Gauntlet, both are destroyed.
3. The Sentinel will try to persuade (and if that doesn't work, control) its wearer to help it fulfill its purpose.
4. The Sentinel can communicate telepathically with its wearer and anyone in the immediate area. While doing so, it can cast a Suggestion spell on those it communicates with in order to get them to help it.
5. In choosing the person who will wear it, the Sentinel uses the following criteria:
  - a. Alignment: LG, NG, LN, N, CG, in that order.
  - b. Class: Mage, Paladin, Monk, Ranger, Cleric, Fighter, in that order.
  - c. Level: The character with the highest level.

Each criteria is checked in order. Only characters with the the alignments or classes above may wear the Sentinel. If there is more than one character tied in a category above, move onto the next category (e.g. if there are two LG characters in the party, move onto Class).