

SHE4-05

Advanced Dweomercraft

A One-Round D&D LIVING GREYHAWK[®] Sheldomar Valley MetaRegional Adventure

Version 1.6

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This must be the place. Now the question: is the time right to recover the lost legacy of the Suel? That depends on whom you ask. It is highly recommended that the party contain at least one wizard. A Sheldomar Valley metaregional adventure for APLs 8-16, and Part 2 of the Mysteries of the Suss Series.

NOTE:

- ♦ It is HIGHLY advised that at least one PC must have successfully completed *SHE4-04 Fundamentals of Dweomercraft*.
- ♦ No PC that failed in *SHE4-04 Fundamentals of Dweomercraft* can partake of this adventure.

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

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Introduction

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

Preparation

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

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

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

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

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

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the

bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

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

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

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

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

Living Greyhawk Levels of Play

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

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add

to the sum above. Add each character's animals separately. A single PC may only bring

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

Is of this type, and animals with different CRs are added separately.

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

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask

them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

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

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

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

Time Units and Upkeep

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

Adventure Background

Many facts about the conflicts leading up to the Twin Cataclysms are shrouded in the mists of time. The history and traditions of the Suel and Baklunish empires endured for millennia but were decisively interrupted by the horrific events. Even though survivors and escapees into the Sheldomar retained languages and fragmentary customs, the fullness and flower of the Suel civilization was lost and considered best forgotten. While a few scattered nobles retain wistful nostalgia for an embroidered past and those devoted to evil and power seek the secrets of the corrupt magics used in the Suel Imperium, most folk in the Sheldomar are patriots and partisans for the new order founded around the Sheldomar and Javan rivers. It would be a mistake, however, to regard the terrible effects of the cataclysms as a blot on everything that came from the Suel culture or consider that every Suel was complicit in the genocidal annihilation of the Invoked Devastation.

The Distant Past

For example, in CY -456 (5060 SR) a small group of nobles originating from several minor noble Houses who were masters of the arcane arts and politically disaffected began to meet. They debated the proper action to take in light of the dangerous escalation in the conflict between the Suel and the Baklunish. Believing political avenues to be exhausted and subtly influenced by a reading of several recent and disturbing prophecies, the group departed beyond the Crystalmists to the Sheldomar Valley years in advance of the Great Migrations. They traveled far to the east, guided by a prophecy that a great city would be established by fleeing Suel in the region of the Suss forest. They established a school and library of magic nestled in the foothills of the Lortmills, deep in the seclusion of the Suss wood. There they preserved some of the Suel Imperium's finest accomplishments in the arcane arts

For nine years the school had only limited influence. However, the beginnings of the Great Migrations posed a problem for the School. Some of those migrating joined in the purpose of the school, but so many newcomers with disparate goals threatened to dilute the School's stated purpose: reforging the cultural inheritance of the Suel in a place where the weight of centuries was less burdensome. Furthermore, some of the same corrupt elements that the founders hoped to escape

were arriving on the scene and coveting the extensive resources of the School. The Seers of Neheli were one such threat to the schools hoped-for autonomy.

The Invoked Devastation and Rain of Colorless Fire in CY -422 (5094 SR) disgusted and terrified the founders of the school, which closed its doors and dispersed its members, swearing them to secrecy. Only a very few remained, guarding the remnants of their most esoteric texts. They retained one of their traditions, a challenge of wizardry, as the barrier to access the esoteric library. But their visionary founder, Len-Azon, succumbed to despondency that their hopeful purpose of preserving the Suel magical heritage had literally been destroyed by flames. He committed suicide, leaving the esoteric texts locked in their resting place. The rest then departed, forswearing the practice of magic entirely.

After several years passed, a once-promising student was captured by Vecna and tortured into revealing the location of the school. Vecna sent a small force to investigate, but the force was stymied by the defenses and Vecna met his doom at the hand of Kas before any further moves could be made.

One founder, Ket-Nar, sought to enter the Dreadwood in -356 CY. Knowing he could never pass the protective test without additional help, he encoded a map showing the location of the school, and brought with him the code-key sphere in the hopes of finding like-minded individuals who would join him in recovering the school's resources. Ket-nar never returned, and many questions remain about his contribution to those dark days before Keoland's founding. It is clear though, that the school lay abandoned and unmolested for nearly a millennium.

Current Events

In 581, Baron Malweig of Dilwych, then an active member of the organization called the Seekers, led an expedition into the Dreadwood. He recovered the map and broken pieces of the sphere but was unaware of its import, and lapsed into insanity before it could be decoded. In his madness, he mistook the Baklunish-encoded portion of the sphere for a bowl and donated it to the Gradsul Museum of Antiquities

Bistweig, a distant cousin and a Seeker friendly to Lashton (current Archmage of Keoland) noted the map and Suel half of the sphere as an anomaly

worthy of study and sought the help of a Sea Mage named Kaledra in deciphering it. She has been working on it off and on among other projects, but so far has had no success.

SHE04-04 (Fundamentals of Dweomercraft) Recap

About a year ago, Daromario, a woodsman from the Dreadwood Preserve in Keoland, investigated an old Suel ruin in some freshly cleared land around the ever-shrinking border of the Dreadwood. Within he found the Bronze Key of Portals, a relic of Dalt, the obscure Suel deity of portals and doors. Dalt placed keys into the world and superintended events so that they may be found (his domain is unsealing the too long sealed, and sealing away that for which the time is not right).

Daromario did not know what to make of the Key, but while he possessed it, he felt a great compulsion to try doors to see if they were locked, and he found that all of them opened to him. He likewise felt (weakly) compelled to take the things he found there, and though he was sometimes troubled by guilt, he also began to hone his skills in stealth to better to accomplish his furtive burglaries.

He eventually travelled to Gradsul and grew wealthier and bolder in his thefts. He broke into the Gradsul Royal Museum and escaped with a few small objects from a locked storeroom. Realizing that burgling a Royal Museum would not long be overlooked, Daromario fled north, hoping things would cool down.

Again he found himself compelled to steal, and his regard for his own personal safety continued to wane. Two days ago, he stole from a sleeping merchant just inches from the man's bed, and the next day he posted a notice on his next victim's door, only dimly aware of the self-defeating nature of the act.

At this point, the adventurers put a stop to Daromario and took the Bronze Key of Portals from him. The adventurers returned the items to the Royal Museum in Gradsul where they met Kaledra, a Sea Mage cartographer whose personal hobby was searching for the rumored Lost City of the Suel. One of the items returned was half of the Suel code-sphere. Kaledra already owned the map, but the other half of the sphere was in the possession of Lord Bistweig, a cousin of Baron Malweig. Kaledra invited the adventurers to escort her to Bistweig's

estate where she would decipher the map and then join the adventurers on their expedition.

Kaledra was killed by a Scarlet Brotherhood monk sent to spy on her once it was determined that her research would lead the Brotherhood to the Lost City of the Suel. The adventurers defeated the monk, and those who were able to decipher the map found it led not the expected Lost City, but a mysterious arcane school.

Adventure Summary

Introduction and Encounter One: The PCs arrive at the arcane school and must figure out a way in, or possibly use the Bronze Key of Portals (if they possess it) to open the doors. A trap on the door may teleport PCs to a prison within the complex (Encounter Two). Once inside they may begin to explore the place.

Encounter Two: The prison contains a ghoul with four personalities: the original one and the personalities of two other ghouls (who had been soldiers in Vecna's army, but are unaware that Vecna's empire has fallen) and a Suel explorer from an ancient city (whom the primary ghoul had consumed).

Encounter Three: The main entry leads to this largely empty room with exits to encounters four, five, six, and seven.

Encounter Four: A shrine to Lendor also is enchanted to be his Oracle. This place can be used to gain bits of information about the school, and *contact other plane* and other divinations are more effective here.

Encounter Five: A guardroom, which leads to Encounter Two, the prison.

Encounters Six and Seven: Two long corridors, each with a different trap. Only one trap *needs* to be bypassed, so xp is only earned for one of them.

Encounter Eight: Various empty rooms in the complex, where some more information on the place can be found.

Encounter Nine: A general school library is easy to locate, and contains some minor books of interest.

Encounter Ten: The Challenge of Wizardry, left as a barrier to all who would seek the restricted special library. This is a challenging test of spellcraft and counterspelling, with some dilemmas as well. If no arcane caster is in the party, it is practically

impossible to succeed in the challenge without “cheating”. Cheating on the test, however, leads to a special encounter (Encounter Eleven).

Encounter Eleven: Those who cheat on the test will face punishment by very dangerous Inevitables. If the PCs resist the punishment, the Inevitables fight to the death; otherwise, the encounter is over when the PCs submit.

Encounter Twelve: The restricted library. It is guarded by chaos beasts that emerge through a portal to Limbo. The PCs need to defeat one wave of chaos beasts, and then they should escape.

Encounter Thirteen: PCs meet Lashton and Arballa (Seeker and Silent One) and must choose to whom they turn over the Forbidden magics.

Encounter Fourteen: Fighting the Scarlet Brotherhood.

Judges' Background

It is important for judges to note several things.

- ♦ At least one PC must have successfully completed SHE4-04 Fundamentals of Dweomercraft in order for the group to play this scenario.
- ♦ No PC who played SHE4-04 and failed can play this sequel.
- ♦ PCs who completed SHE4-04 may have received recognition from powerful entities or groups. Judges should scan adventure records from SHE4-04 and note which PCs received Notice of Group A, B, and/or C. This will determine the NPCs in Encounter Thirteen.
- ♦ If more than one PC has obtained the **Bronze Key of Portals**, note that only ONE PC may actually ‘claim’ to have it for the duration of the module. Whatever happens to this ‘primary’ key at the end of the module also happens to all other keys PCs may have.
- ♦ **NOTE THAT THE BRONZE KEY OF PORTALS WILL NOT WORK IN THE ROOMS OF THE TEST OF DWEOMERCRAFT.**
- ♦ Silent Ones PCs - are sent with the usual instructions to collect usable, unique magic, and to destroy that which could be

dangerous. To this end, they have been given four *Rods of Cancellation*. Note that unused rods disappear at the end of the module, and they are to be shared if more than one Silent One PC is at the table.

- ♦ No teleportation or planar travel magic the PCs possess allow access to or exit from the complex, even after the doors have been opened, and all exterior walls are immune to physical damage or *passwall* spells. Summoning spells within the complex also will fail.
- ♦ **Time Limit:** While it seems like the PCs can explore this place at their leisure, other forces are keeping abreast of the PCs. If any of the Notices of Mysterious Groups apply to any PC, the forces show up while the PCs are still inside the complex, and are waiting for the PCs when they leave.

Introduction

NOTE: See DM's Aid Number One for likely *legend lore* or other divination responses.

It is assumed that, even if PCs are playing this module directly after SHE4-04, *Fundamentals of Dweomercraft*, some time has lapsed while they return home or make preparations to explore the school.

While getting prepared for your expedition to the Suss Forest, you are approached by a messenger boy, a youth of about 12 named Parneff. He hands you a sealed note, saying “A Mr. Matreyus of Gradsul hired me to give you this message. He said you could meet him at the

- Sellark Library [Keoland]

- Three Paths Tavern [all other regions]

if you wish”.

Give PCs Player's Handout Number One.

NOTE: players of the Principality of Ulek track of SHE4-04 *Fundamentals of Dweomercraft* may have met Tiberian in the Sellark Library in Gradsul.

NOTE: Players who have not previously played SHE4-04 who agree to meet with him are considered to have NOTICE B for purposes of determining the final encounter of this module.

Parneff [the messenger] doesn't know anything else about Tiberian, aside from a physical description.

Gather Information or Knowledge Local (Sheldomar Valley) DC 12 + APL will determine that Tiberian Matreyus is a member of the Seekers, an organization of magic-seeking individuals of some infamy in the Sheldomar Valley. (Kaledra the Sea Mage was also a member of this organization.) He is also a famous explorer of the Amedio Jungle, lives near Gradsul in Keoland, and has been making inquiries about the PCs.

There is no particular reason for the PCs to decide to meet with him, aside from curiosity.

If they decide to meet with Tiberian, he communicates the following

- Tiberian is excited about what his good friend Kaledra had told him of the Arcane School. Since the PCs were so helpful to Kaledra and the association to which they both belong, he hopes they can continue the mutually beneficial relationship.

-If asked about his association, he says that they are a loose society of mutual support and aid called the Seekers. They are largely composed of adventurers and scholars who seek to uncover and put to good use lost knowledge and magics.

-If controversy over the Seekers is mentioned, Tiberian admits that some in the Sheldomar cast a dim eye over their activities, and there have been a few rogue elements that have given them a bad name, but that in general, the society seeks to bring benefits.

-He can offer assistance in the following form: 6 scrolls of *sending*, which the PCs can use to contact either himself or Rhialle, an Olman scout who assisted him on his explorations of the Amedio if they have any need of assistance in language translation or other needs for information.

- In exchange for this assistance, he asks that the PCs share any texts that might be recovered from the school, allowing Tiberian to have copies made (the originals will be retained by the PCs). PC may bring the texts to the Sellark Library in Gradsul once they have retrieved them. He may be able to reward the PCs further depending on the value of the texts recovered.

-They are free to refuse, but he hopes they see this as a beneficial arrangement. If any scrolls remain unused, he expects their return.

- He expresses regret that the Seekers are not able to offer any combat aid or rescue if the PCs feel they are in over their heads.

Rhialle can provide a +15 Knowledge (Nature) and +15 Knowledge (geography) check through the *sending* spell. Tiberian can provide a +15 Knowledge (arcana) and a +15 Knowledge (history), as well translating Ancient Suloise. Rhialle could also translate Olman, but he doesn't expect they will find Olman texts in an ancient Suel site. Note that *sending* is limited to 25 words or less for both questions and answers.

Tiberian Matreyus, Ftr 11.

Description: Predominantly of Suel extraction, Tiberian has light brown hair and grey eyes. He is 45 years old. He enjoys well-planned adventures and hates to see disaster strike expeditions because of bad planning. His interest in exploring is being the "first" to uncover something that has not been seen before, or in a very long time. A DC 20 spot check can reveal that Tiberian walks with a slight limp: this is due to his hollow wooden leg, in which he sometimes hides secret information. He does not reveal this about his leg however.

When the PCs are ready, proceed to Encounter One.

Encounter One: Entrance

The strange map of the Sea Mage Kaledra has been deciphered and has led you over the Lortmills into the Suss forest. The strange breezes of the Suss have been like the warm breath of an unseen companion to your quest for a lost school of arcane magics, alleged to have been founded here prior to the Great Migrations.

You have climbed high into the foothills along a difficult and eroded trail. A deep cleft in the rock face above you conceals a turn in the trail. Turning the bend you see that the natural stone of the Lortmills has given way to worked stone of ancient design and the sealed portals of the mysterious place stand before you.

Large stone doors are at the far end of a roughly square area of carved natural rock. The doors are inscribed with bas-relief arcane symbols depicting representations of the Suel pantheon. The main deities depicted are Lendor, the Progenitor of Time, Phaulkon, Lord of the

Wings, and Wee Jas, in her aspect as Lawgiver of Magic. Lendor is suspended on a cloud before a starry sky, with fourteen constellations behind his head, made up of pentagram-shaped stars. He holds an immense greatsword. Wee Jas is seated in a position of judgement, a scroll in her hand promulgating laws of proper magical practice. Phaulkon flies beneath the stars accompanied by seven different birds of prey. Smaller symbols and representations of many lesser Suel deities are also depicted, but the intricacy of the carvings and their stylized form makes identification difficult.

General Features of the School: When the vast majority of the school's students and resources were dispersed just following the Twin Cataclysms, the few remaining instructors called upon the divine power of Dalt to protect the school against those who would seek the knowledge that was clearly the wrong time to reveal. His blessing has defended it impenetrably.

Traps: In a 15' radius before the door is the trigger for a larger-than-normal *permanent teleportation circle* trap. Any animate object or creature of small size or larger (not a thrown object) crossing into the trapped squares is teleported to a prison described in Encounter Two. The characters will seem to disappear; though a Spellcraft check (DC 29) can identify the spell used. The *permanent teleportation circle* trap is disguised from *detect magic* attempts with *Nystul's magic aura*, and also by the Overwhelming abjuration aura on the door.

Teleportation circle trap: CR 10; magic device; proximity trigger (true seeing); automatic reset 10 minutes; spell effect (teleport to encounter 2) (*teleportation circle*, 17th-level wizard); Search and Disable Device DCs are 20+APL.

Encounter One-A: Getting In

Development: This door is sealed magically by Dalt's divine power (an overwhelming aura of Abjuration) and cannot be opened, except as described below. The door contains depictions of every member of the Suel pantheon, including Vatun, with one exception: the "forgotten" deity Dalt, in whose name the doors were sealed. Unless characters ask specifically if Dalt is present, it is a DC 25 Knowledge (religion) check to notice this. Clerics of Dalt automatically pass this check.

If players ask for a list of the gods depicted they are: Beltar, Bralm, Fortubo, Jascar, Kord, Lendor, Llerg, Lydia, Norebo, Osprem, Phaulkon, Phyton, Pyremius, Syrul, Vatun, Wee Jas, and Xerbo.

The Ancient Suloise script is hard to read, and most of the texts are woven in among the images and symbols of the door panels. PCs who are not viewing the door from less than 5 feet away must make a Spot check (DC 20+APL) to read the text. The general feel seems to be a request for the blessings of the entire Suel pantheon upon the Speakers of the Legacy of the Great Craft (Magic).

The text is prolific and takes about 10 minutes to be read in its entirety (which resets the *teleportation circle* trap). After reading the texts for 10 minutes, all readers of Ancient Suloise who make a Search check (DC: 10+APL) find the following cryptic phrase:

Apparent missing found protector way-through in the lights

(This is a literal translation provided by a *comprehend languages* spell.)

The meaning of which (known to those who actually *speak* Ancient Suloise) is

Conspicuous by his absence, the guardian of portals is found among the stars.

This clue points to Dalt. A DC 20 Knowledge (religion) check confirms this fact. Anyone searching the stars around Lendor's head notes that three of them are slightly off-center. Touching these three stars simultaneously opens the door.

There are two other ways of opening the door: The first is a turning check with Hit Dice equal to the APL+ 2. Clerics of non-Suel deities are considered two levels less. Clerics of Dalt count as two levels higher.

The second is using the Bronze Key of Portals, an artifact that a PC who played the Bissel track of SHE4-04 *Fundamentals of Dweomercraft* may possess.

The Bronze Key of Portals: If any PC possesses the Bronze Key of Portals, the Key must be used to open the door by touching it to any one of the off-center stars. Using the Key to open the portal in any way not involving the stars works, but the Key crumbles to dust and the doors are operable normally. Cross off the Bronze Key of Portals from the Adventure Record (Again, if more than one PC owns the Key, they all get crossed off.)

If the PC possessing the Key is about to use it in a manner that leads to its destruction, have him make a DC 12 wisdom check. If he passes it, he feels the hair stand up on the back of his neck and the following verse arises unbidden in his mind:

The simplest mousetrap is most direct

A better mouse should first inspect

If the PC uses the Key in the proper way, the Curse of the Bronze Key is also lifted, and should be noted on the Adventure Record for this scenario.

Aside from this the doors cannot be opened by any means other than a *wish* or *miracle* spell, and it is impossible to tunnel around the rock that the doors are set in.

Proceed to Encounter Three.

Encounter Two: Prisoner in the Dark

Those who are victims of the Teleportation circle trap in Encounter One are transported to a round room, 15 feet in diameter.

Suddenly you find yourself plunged into total darkness, as your stomach wrenches in surprise. The sound of your companions is silent and the gentle breezes outside the portal have ceased. There is a lingering smell, somewhat unpleasant, that you can't quite identify.

The room is pitch black, and has walls of adamantite. The ceiling is 20 feet up. Any teleportation spell cast in the room fails. The room cannot be scryed, nor do detect spells function in it. The long occupation of the room by the ghouls has brought about the –3 profane turn penalty of a *desecrate* effect. The perfect darkness is a magical effect that can be dispelled by light generating magics of third level or higher.

Creatures: The room is occupied by a very strange individual. Shortly after the closing of the school, Vecna sent a small group of ghoulish soldiers to investigate the school based on information from a captured former student. The soldiers became victims of the teleportation circle trap. Driven by hunger for flesh, the strongest of the ghouls killed and ate his fellow ghouls, and found that their memories and personalities were added to his own. Subsequent to that, an investigator from Etraika, a Suel city, was also entrapped, and killed and eaten by the ghoul, again absorbing his memories and

personality. The ghoul is quite mad, and has lain in a torpor for the last 600 years. When the PC arrives on the scene it begins to arouse, conversing with the PC with each of its personalities. None of the personalities know that Vecna's empire has fallen at the hand of Kas and that things are now quite different.

Satha: female ghoul warrior. She speaks Flan and an archaic-sounding Common. She is the former leader of the party and the dominant voice. Speaks with a high rapsing voice. She is very devoted to Vecna and is hopeful that the PC is a rescuer sent from the Spider Throne to finally get her out of there.

Kosh: male ghoul. He speaks only Flan in a grumbling gravelly tone. Kosh's main concern is his gnawing hunger. He wonders if the PC has flesh for him to eat.

Vulex: male ghoul. He speaks only Flan in a staccato, brusque fashion. Very "regular-army". He was an associate of Kas, and had intimations of Kas's rebelliousness, but wasn't on one side or another. He became a ghoul 'fairly recently', and also remembers a bit about his original life as a farmer in the area now the Gran March who was killed when his village was burned to the ground. He was then inducted into the army of Vecna by being reborn as a ghoul.

Mav Lokarr: male Suel Aristocrat 7. He speaks only Ancient Suloise. Feels "trapped" here with a bunch of madmen, and implores the PC for aid in escaping. He doesn't actually recall how he got there. He mentions that if the PC takes his medallion back to Etraika they will reward him handsomely and send a search party.

A woman's voice speaks to you from the darkness, about six yards from wherever it is you are standing. She sounds old, and very weary and speaks to you.

[Flan] *"Who is it? You are from the Spider Throne, no? We have failed, I know, and your kindness to us in rescue is ... appreciated"*

[Flan] *"why do you not speak?"*

[common] *"Speaketh thou the mongrel 'common' tongue?"*

[common] *"Art thou hither to rescue us, or punish us for our failure? Verily we deserve it"*

A second voice speaks in a low grumble.

[Kosh: Flan] *“Does it bring us flesh? We needs it”*

[Satha, Common] *“Quiet, Kosh! Doom shall befall us for our failure. Mayhap our rescuer will look kindly on us, and bespeak of us well to He Who Sits Upon The Throne”*

Another voice speaks, brusque and bold:

[Vulex: Flan] *“Rescue? Finally! I knew the Spider Throne’s champion would come through for us. Is it an officer, or one of the mercenaries?”*

[Satha: Common] *“Let me talk to him, Sargent. Your lack of protocol will not reflect well on our honored guest”*

[Vulex: Flan] *“Yes, Commander.”*

Still another voice, a fourth speaks, this time in a perfect accent.

[Mav Lokarr: Ancient Suloise] *“I say, did someone say rescue? It’s about time. Are you from Etraika? Or can you take me there? I’ve been stuck in here for the past week with these dirty Flan and I’m about ready to go mad, I must say. I’m Mav Lokarr, and my family will pay you handsomely for my return!”*

[Vulex: Flan] *“Dirty?! How like you Suel phantoms. Burned my village to the ground and you called me dirty? The Spider Throne will tear the skin from your body like they did mine. Thank the Lord he renewed me for my revenge! I’ll break your bones!”*

[Kosh: Flan] *“Are there bones? Where? Are they fresh?”*

The woman silences them all in common, her voice gaining some strength “Silence! All of you! Especially thou, pale morsel. Thy succor, great one. Please, you do have means of salvation from this Suel-becursed pit? Or for the nonce, some meat for poor Private Kosh here?”

DM NOTE: Mav Lokarr is from Etraika, a lost city. His medallion may be relevant in a future scenario.

The general flow of conversation will depend on the PC’s reactions. Kosh will become suspicious that the PC is in fact a ‘tasty morsel’, while Satha is very willing to ‘hope for the best’ if the PC chooses to play along as one of Vecna’s henchmen (the Bluff DC is 10). The expectation is that combat will eventually occur, as the ghoul’s senses recover from torpor and the smell of fresh meat (the PC)

overwhelms it, negating any positive attitude it may have had previously. Give at least ten minutes of in-game time before combat occurs, to allow the other PCs some ability to try to locate their missing companion, or the *teleportation circle* trap to reset.

Satha is Indifferent when the encounter begins. An Intimidate or Diplomacy check to make her Friendly will have her offer to translate the speech of the other ghouls, but not Mav Lokarr (“that pompous fleshbag is just rattling his skull, he says naught of understanding”). If she is Helpful, she will translate Mav’s speech too. When she translates, the PC will not actually hear the other ghoul or Mav personalities speaking, which is a clue to the nature of the ghoul amalgam.

Asking questions that betray too much ignorance will require the PC to make a Diplomacy or Bluff check to avoid immediate combat.

What failure? Why, our failure to complete our mission, and plunder the Suel Academy for our Lord. Were you not sent by our Lord to bring retribution upon us?

Who is your Lord? Doth thou torment us with thy accusations, great one? Yea, our faith hath never wavered in the Maimed One, even so long, and so hungry.

Where is Etraika? You haven’t heard of Etraika, the beacon of the Suss? You sure you aren’t some dirty Flan serf?

How long have you been here? It seems so long... A year? (Mav: “I’ve been here three days, and its about all I can take!”)

What year is it? Ghouls: “Tally 1760”, Mav: 5125 (A DC 12 Knowledge (History or Geography) check tells that that date is CY -391.)

What is the Spider Throne? This is a very suspicious statement (add half of the APL as a bonus to Sense Motive) and will require a Bluff check to avoid combat afterwards. The base Sense Motive check of the ghoul is the APL itself. Note It could be asked in such a way that Satha is encouraged to complete a sentence that explains it.

A Knowledge (Religion) DC 20 (or DC 25 if played by PCs whose home region is *not* in the Sheldomar Valley) will enable the PC to understand the reference to Vecna.

APL 8 (EL 7)

Satha/Kosh/Vulex/Mav Lokarr: Female Ghoul Warrior 7; hp: 44; see Appendix Two

APL 10 (EL 8)

Satha/Kosh/Vulex/Mav Lokarr: Female Ghoul Warrior 8; hp: 53; see Appendix Three

APL 12 (EL 10)

Satha/Kosh/Vulex/Mav Lokarr: Female Ghoul Warrior 10; hp: 62; see Appendix Four

APL 14 (EL 11)

Satha/Kosh/Vulex/Mav Lokarr: Female Ghoul Warrior 11; hp: 71; see Appendix Five

APL 16 (EL 12)

Satha/Kosh/Vulex/Mav Lokarr: Female Ghoul Warrior 13; hp: 90; see Appendix Six

Tactics: The ghoul begins the encounter prone, in torpor (as though *fatigued*). After ten minutes, or on the second round after initiating combat, the fatigue is gone. If the PC attacks it any time before the ten minutes are up, he gains a surprise round.

The ghoul might try to use the demoralize opponent tactic of the Intimidate skill on a single opponent, as fear makes the flesh taste better.

If the ghoul drops any foe, it ignores attacks for 10 rounds as it consumes the body of its prey.

Treasure: Medallion of Mav Lokarr, magical armor and weapons.

Development: The room can be exited by a trap door 20 feet up, in the center of the ceiling. There is no ladder to the door, so a PC needs to have extraordinary or magical means of getting that high

up. The door is divinely locked, and requires a turning check equal in hit dice to the APL to open it from this side. It leads to the guardroom, Encounter Five.

Stone Door (ceiling): 2 in thick; hardness 8; hp 30; AC 5; Break DC 25;

Encounter Three: Foyer

Thick dust on the floor of this room indicates that you are the first to enter the school in centuries. Under the dust lies fine marble tiles of dark crimson and yellow-white. The walls here are covered in wood paneling and the many years of neglect have warped and cracked their once-fine finish. On the far wall are some empty display cases, a lidless crate sits in the near right corner, and strewn around the chamber are bits of broken glass and pottery.

The room is exited by a peaked set of double doors in the far wall, made of the same fine wood, and to the left and right are smaller portals exiting the narrow ends of the room

This entryway contains little of interest. The large double doors enter into a shrine to Lendor (Encounter Four), and the two side doors lead to corridors to the rest of the school.

There is a secret door to the right of the double doors leading into the shrine to Lendor. It leads to the guardroom (Encounter Five).

Secret stone door: 4 in thick; hardness 8; hp 60; AC 5; Break DC 28; Search DC 25. **Lock:** hardness 15, 30 hp. Open Lock DC 25.

Encounter Four: The Oracle of Lendor

The walls of this chamber are painted pure white and the floor is tiled with the same deep crimson marble, this time alternating with pure white stone. The ceiling above you is inscribed with the silver and onyx symbol of Lendor, about 8 feet in diameter, depicting a crescent shape surrounded by fourteen stars. Dominating the room is a statue of Lendor made of white marble. His greatsword is sheathed upon his back, and he holds an open book in his hand.

Writings in Ancient Suloise are inscribed upon the base of the statues pedestal, and all along the wall at ceiling height.

The writings are aphorisms sacred to the worship of Lendor. They include the following

- ◆ “I was the last, I will be the first”
- ◆ “Hesitate and find”
- ◆ “The highest Order is that which encompasses its opposite. Time encompasses all.”
- ◆ “A moment’s patience may ward off great disaster. A moment’s impatience will ruin a great empire”
- ◆ “Kro Traaman will not be built in a day”
- ◆ “The Lord of Not is over all, even the Border of Entropy”
- ◆ “The hasty oracle: A great civilization shall be destroyed”
- ◆ “The elves were planted and grown in a year, the Dwarves were forged in an afternoon, but the Master of Tedium has purified the Suel for countless ages”
- ◆ “For every pure thing there is a time and a season”

A Knowledge (religion) check or Bardic/Loremaster Lore (DC 15 + APL) or a Knowledge (history) (DC 20 + APL) lets the PC know that these aphorisms are from *The Key of Lendor*, a sacred book of Lendor long considered lost, though the sayings have been handed down in other forms. A few of the sayings are recognizable as those handed down, but some others (about half of them) are of uncertain source. Clerics of Lendor automatically recognize them for what they are.

An intelligence check (DC APL) indicates that the aphorisms are cryptic and can probably be interpreted to mean something other than they say on the surface. If the DC is beat by 5 or more, including a +2 circumstance bonus for 5 ranks in Knowledge (planes), the PC understands the message of the sixth aphorism

The Lord of Nirvana (that is, Lendor) dominates even Limbo.

The statue radiates an aura of strong divination and conjuration magic. Once this is recognized (through *detect magic*) a DC 25 Knowledge (arcana) check reveals that the statue in some way enhances

divination magic. A DC 35 Knowledge (arcana) or DC 30 spellcraft check reveals that the statue makes divinations like *divination*, and *contact other plane* more accurate. A *divination* or *augury* spell cast in the room will be 10% more accurate than normal, and the maximum accuracy is 100%. A *contact other plane* spell used to contact an intermediate deity (Lendor) has no chance of a lie or random answer (treat those results as a true answer), and there is a +2 bonus to the intelligence check to avoid Int/Cha decrease. This only works once per week.

Moving the statue in any way destroys the magical effect permanently.

A DC 25 Search of the ceiling, possibly by climbing the statue (DC 15), reveals a locked secret trap door that leads to the abandoned main library (Encounter Nine)

Wooden Secret Door (Ceiling): 1 in. thick; hardness 5; hp 10; AC 5; Break DC 18.

Encounter Five: Guardroom

This small square room seems to have been a guard post. It is mostly devoid of interest now, except for a few battered chairs and a corroded crossbow in dust on the stone floor.

A small metal door stands on the far wall, with writing in Ancient Suloise

May Beltar keep

With malice deep

The prisoners here

In dark and fear.

The door is locked with a Good Lock (Open Lock DC 30)

Bronze Door: 3 in thick; hardness 9; hp 60; AC: 5; Break DC 25

Behind the bronze door is a small chamber, lit by a flickering torch. A rope ladder lies in coils in a corner of the floor, and a trap door of stone is in the center. In the center of the trap door is the image of a fanged mouth closing to bite

This is the unholy symbol of Beltar, lesser Suel goddess of caves, pits, and malice. The torch is an *everburning torch* made from a *continual flame* spell heightened to 4th level, called a *darkbanishing*

torch. The rope ladder is very brittle with age, and is clearly useless.

Search DC 15 +APL finds the hidden trap door.

Stone Trap Door (floor): 4 in thick; hardness 8; hp 60; AC 5; Break DC 28;

The stone trap door leads to the prison. Proceed to Encounter Two.

Treasure: The *darkbanishing torch*.

Encounter Six: Warded Corridor (left)

At the bend the corridor stretches ahead to the limit of your vision, sloping gently upwards.

A stout wooden door is on the west end of the corridor. Writing in ancient Suloise is marked on the door.

The writing says "Caution: Dangerous Materials. Knock before entering."

The inlay in the flooring after the bend in the corridor is trapped by being electrified. In the past use of the school, the electrified corridor was used to test new students' ingenuity, encouraging them to test their electrical protection spells, or even *expeditious retreat*. Since the school was abandoned, it was left as a trap for possible intruders, and the charge has built up to a deadly one. The electrical charge has gaps in it, which travel down the corridor at a rapid pace, and can be timed to avoid if possible.

APL 8 (EL 7)

Electrified corridor trap. CR 6, mechanical, location trigger, automatic reset, electrical pulse (10d6 electrical) Search DC 23, Disable Device 27,

APL 10 (EL 8)

Electrified corridor trap. CR 8, mechanical, location trigger, automatic reset, electrical pulse (12d6 electrical) Search DC 25, Disable Device 29,

APL 12 (EL 9)

Electrified corridor trap. CR 10, mechanical, location trigger, automatic reset, electrical pulse (14d6 electrical) Search DC 27, Disable Device 31,

APL 14 (EL 10)

Electrified corridor trap. CR 10, mechanical, location trigger, automatic reset, electrical pulse (14d6 electrical) Search DC 29, Disable Device 31

APL 16 (EL 12)

Electrified corridor trap. CR 12, mechanical, location trigger, automatic reset, electrical pulse (18d6 electrical) Search DC 29, Disable Device 33

A search check that misses the DC by 2 still reveals the following

The inlay between the tiles here is not the mortar of other rooms, but is made of metal, apparently an alloy primarily of copper, as well as some other metal that has prevented its corrosion.

The trap can also be avoided or bypassed by anyone traveling down the corridor without contacting the floor. Once the trap is noticed, a DC 20 Search check reveals to anyone searching that there is a gap, a safe area in the electrical pulse that travels down the corridor very quickly. Once the timing is noted (with 5 rounds of observation) anyone with a base speed of 60 or more who can run at least quadruple their normal pace are able to keep pace with the safe gap and avoid the damage.

Around the bend at the other end of the corridor is a lever that can be set in three positions (top, middle, and bottom). The one it is in now (top) allows the charge to build up indefinitely. The middle position sets it to do only 1d6 non-lethal damage when triggered, and the third position turns the trap off.

The door leads to Encounter 8b: the alchemical workroom.

Encounter Seven: Warded Corridor (right)

The corridor here is ten feet wide and slopes downward for about forty feet and ends in a cylindrical shaft that ascends high into the air.

The shaft ascends 40 feet, and the passageway continues on. This ward was used for the students of the school to practice their *levitation* and *feather fall* spells, but as the headmasters began to worry about threats to the schools continued existence, a trap was placed in the shaft to disrupt those who might try to ascend into the shaft by climbing. The

trap triggers against any PC contacting the walls any point 30 feet above the floor of the corridor, causing huge scything blades (possibly multiple) to spring out, damaging the victim and knocking them off the wall.

APL 8

Wall Scythe Trap: CR 6, mechanical, location trigger, automatic reset, Atk +15 (3d6/x4 huge scythe) + falling damage (3d6) Search DC 25, Disable Device 25

APL 10

Double Wall Scythe Trap: CR 8, mechanical, location trigger, automatic reset, Atk +17 melee (3d6/x4 2 huge scythes) + falling damage (3d6) Search DC 27, Disable Device 27

APL 12

Triple Wall Scythe Trap: CR 10, mechanical, location trigger, automatic reset, Atk +20 melee (3d6/x4 3 huge scythes) + falling damage (3d6) Search DC 29, Disable Device 29

APL 14

Triple Wall Scythe Trap: CR 10, mechanical, location trigger, automatic reset, Atk +20 melee (3d6/x4 3 huge scythes) + falling damage (3d6) Search DC 29, Disable Device 29

APL 16

Quadruple Wall Scythe Trap: CR 12, mechanical, location trigger, automatic reset, Atk +18 (3d6/x4 4 huge scythes) + falling damage (3d6); Search DC 29, Disable Device 29

Encounter Eight: Empty Rooms

Area 8a. Student Dormitories.

Some piles of trash were left here. An old cloak with a “cheat sheet” for one of the Challenges of Wizardry can be found here on a DC 20 search that takes thirty minutes. It is written in Ancient Suloise, and should only be given to the PCs if they can comprehend it (naturally or magically). See Player’s Handout Two.

The references on the handout to the spells “Abis’ Evocation of the White” and “Lek-fo’s Harmonic Disruptor” are cryptic references to the spells *cone of cold* and *shatter*. A Knowledge(arcana) DC 20 check can inform the PC that names for spells in Ancient Suloise were often more personal, and a Knowledge (Arcana) DC 30 reveals the standard names for the spells. Apply a +2 synergy bonus for 5 ranks in Knowledge (History).

Area 8b. Alchemical Workroom.

This area contains two long workbenches with bottles, glassware, alembics, crucibles, mortars and pestles and all the things one would expect to find in a well-stocked alchemical laboratory. Everything is coated with a thick layer of dust.

Behind the workbenches, you find a grisly sight: a chair in which sits a slouched-over corpse, the flesh long desiccated and the skin dried like that of a mummy by the arid air of the laboratory. Any stench of death is long gone from this corpse. Some shattered glass lies on the floor at its feet. On the workbench before it is an ancient parchment with a text written in Ancient Suloise. Next to the parchment sits a quill pen and an ink bottle, the ink inside long evaporated.

The desiccated corpse of Len-Azon is found here, along with a suicide note (see Player’s Handout Three) which points to the change in the fortunes of the school after the Great Migrations. The parchment is very brittle with age. Any PC picking it up must make a DC 10 Dexterity check or it crumbles to confetti. A *make whole* spell can restore the parchment, and a *mending* spell will keep it together long enough to read one paragraph per *mending* cast.

None of the containers hold any fluids, though some have thick tarry substances, or a few dried crystals, the remnants of long years of evaporation. None are of any use, though if ingested, PCs should make a DC 15+APL fortitude save or be *sickened* for 1d4 days.

Treasure: Book, *Recipes of Bartram*.

Area 8c. General Laboratory. Originally used for spellcasting practice and item creation, this room is empty except for dust. It still radiates dim magic of every type.

Area 8d. Kitchen/Dining area.

This area is general empty. Some ancient food and grease stains point to its original use.

Area 8e. Privy and Bath

Four toilet stalls sit along the east wall, their doors fallen off the hinges. The seats are simple holes leading to a 15 foot deep common hole, with only dried stale remnants of dung. Two large baths are against the east wall.

In this location there is a hidden scroll secured under the privy seat (Search DC 25) containing *animate dead* (APL 8-14) or *create undead* and *command undead* (APL 16), along with a lewd and ghastly sketch of a female mummy, signed "Lotar"

Area 8f. Classroom

This is a former classroom. It is empty aside from a large panel on one wall composed of black slate. A small wooden ledge rests beneath it, on which rests a cylinder of some mineral substance. On the floor below is a rectangular block of very thick felt.

A DC 20 Spot check can make out that a phrase had been written on the chalkboard at one time and then erased. In Ancient Suloise it reads "Chaos Orders!"

Encounter Nine: Abandoned Library

The main hall is in two levels and was the repository for the bulk of the library's collection. The top level contained the most bookshelves and is accessed by two spiral staircases on each end. The lower level contained several desks for studying and copying, as well as additional shelving.

Now it is in total disarray as broken scroll cases, thick dust, strewn blank parchments, dozens of torn and worthless books, and several collapsed or overturned empty bookshelves make discovering the valuable contents of the room require a prolonged search. Two minor texts are recoverable here. One text may be found on each DC 20 Search check taking 5 minutes. Taking 20 on this check would take 100 minutes.

Before any searching can take place, the guardians, old "assistants" of the students who uses the library, come to life and attack to defending against intruders. These are otherwise ordinary Giant Owls, but they have Hardness 10 and they have Construct traits. One of them can

cast *confusion* once per day by emitting a cacophonous screech.

APL 8 (EL 6)

Guardian Giant Owl hp 52. See Appendix Two

Cacophonous Guardian Giant Owl hp 52. See Appendix Two

APL 10 (EL 8)

Guardian Giant Owls (2) hp 52. See Appendix Three

Cacophonous Guardian Giant Owl, hp 52. See Appendix Three

APL 12 (EL 9)

Guardians Giant Owl, Advanced, 8hd (2) hp 82. See Appendix

Cacophonous Guardian Giant Owl, advanced 8hd. hp 82. See Appendix Three

APL 14 (EL 11)

Guardian Giant Owls, Advanced 8hd (4) hp 82, 82, 82, 82. See Appendix Four

Cacophonous Guardian Giant Owl, advanced 8hd. hp 82. See Appendix Four

APL 16 (EL 12)

Guardian Giant Owls, Advanced 8hd hp 82. See Appendix Five

Cacophonous Guardian Giant Owl, advanced 8hd. hp 82. See Appendix Five

Stone Golem, hp 128. See *Monster Manual*

If the owls are defeated, they may be examined. A DC 20 Search reveals that each one has some kind of mechanism behind an access plate in the throat. In every case except one, it seems that the mechanism, whatever it was, has been removed. (The mechanism permitted the owls to speak). In the case of the owl with the cacophonous screech, a tuning fork has been attached instead. The tuning fork is a focus component for the *plane shift* spell (Spellcraft DC 20), keyed to Limbo (Knowledge (the planes) DC 25). The fork can be removed with a DC 25 Disable Device check. Failing the check by 5 or more ruins the fork.

Treasure: Their tail feathers each contain 3 Quaal's Feather Token (bird). The cacophonous owl has a planar fork tuned for Limbo.

The Suel Chronicle

Queen of Nine Rubies

Encounter Ten: Challenge of Wizardry

This is a series of rooms used to challenge students, primarily in the use of Spellcraft and Counterspelling. Students who passed the test were permitted access to the restricted part of the arcane library, and given other privileges as well. It is circular in shape with five triangular stone chambers arranged in the shape of a pentagram. The central chamber holds the special portal that allows access to the secret library and the majority of the school's most valuable texts, which were kept off-limits from those who had not yet proved their worth.

The large double-doors to this room are bronze, yet untarnished by the long years they have stood. Inscribed on both panels is a text in Ancient Suloise

"The Five Noble Dweomerpaths show the true worth of the disciple of magic. Take each step recalling who you are, but also who you shall be. For the paths a Mage of Power must tread shall always be in accordance with the laws of the Great Craft.

Seek not to take this test if you do not truly seek the trial of its mysteries. To enter and walk the paths is your pledge to walk them in the nobility of the Pure."

This is to warn the PCs that they only have a limited ability to subvert the intention of the challenges of each path. If they violate the integrity of the test by breaking through walls or gaining the keys by methods not specified, they face retribution from Inevitables later in the scenario (see Encounter Eleven).

It is necessary to complete the Challenge for the completion of the scenario. It need not be done alone, though an arcane caster who meets the Challenge of Wizardry with no assistance from other party members may earn the benefit *First Circle of the Mages of Power* Adventure Record.

"Do no harm to the proctors

Cast no spells upon them except where they permit, or to deny their trials.

Do no harm to the paths or the borders thereof.

Complete the path only by retrieving the key.

Only walk the dweomerpaths in the integrity of the Pure.

The true Initiate of Power shall walk the paths alone. All others may take their servants."

The Judge should interpret these rules strictly:

1. No attacks of any kind should be made on the mephitis, non-lethal or otherwise.
2. The only spellcasting permitted directed at the mephitis is counterspelling. The one exception is Solution the water mephitis, who permits enchantment spells to compel him to give over the key. He can also be freed from service with a *dismissal*.
3. No one should damage any of the doors or walls or other furnishings of the test. Getting rid of the sphere is OK, and it's OK to destroy any undead made in the Path of Change and Stasis.
4. If a key is not retrieved and used to open the door into the chamber, the challenge is not considered to be passed. Picking locks and bashing doors are considered cheating.
5. Destroying the Negative Energy sphere by turning is not a violation of this rule.
6. If a PC thinks of himself as worthy of being a Mage of Power, he should accomplish the paths with NO assistance from other party members. No spellcasting or combat or skill use to aid him. Otherwise he may complete the test with help, but will not qualify for the First Circle of the Mages of Power benefit on the Adventure Record.
7. Knowledge Arcana, Bardic Lore, or History (DC 15 + APL) will enable PCs to realize that many tests of Arcana require *counterspelling*. PCs may rest if they wish to regain spells before beginning the test.
8. The correct counterspells for each level may be figured out by a successful check against Knowledge (Arcana) DC 30+APL.

ONLY ONE SPELL IS REVEALED PER SUCCESSFUL CHECK.

9. REMEMBER THAT THE BRONZE KEY OF PORTALS WILL NOT WORK IN THE TEST ROOMS.

Common Features and End of the Test. Each path contains several common features. The entrance to the chamber is at the apex of each point of the pentagram. At the back of the triangular room is a door with a lock. Once all five keys are placed in the locks for each respective room, all five doors open and the central chamber is accessible. In the central chamber is a pentagon dais with a pentagonal stone trap door. Opening the trap door leads to a stone spiral staircase leading to a lower level.

PCs can demolish the stone doors or walls with effort, but doing so violates the terms of the test, and the PCs face the Inevitables in Encounter Eleven.

In each chamber of the test is a mephit, who serves as a proctor for the challenge. The mephits (except Solution, the water mephit) are standard mephits from the *Monster Manual*. When proctoring the test each may cast the spells specified in the descriptions below, with a caster level equal to the APL of the scenario. If they are attacked, they revert to the characteristics of normal mephitis, and the rules of the test are considered violated (see Encounter Eleven)

In each case, the mephit assumes the first non-summoned humanoid entering the room is the one taking the challenge, and casts all spells with the PC as the target and directs all questions and expects all test answers from that PC. PCs have once chance to correct this misapprehension; the mephit does not change the subject of his address again. A Sense Motive check of DC 15 will enable PCs to realize this after the first time they make a mistake.

A. Path of mind and heart (divination)

A small bat-winged devilish creature illuminates the room with the flames that lick off his red-orange skin. He turns to the first person who entered the room. "Welcome, student, to the dweomerpath of the mind and heart. I am called Grill, and I am your proctor. The first step along your path is this clue:

***The true key of fire opens the spiritual lock.
The path of mind reveals the spiritual lock.***

That is all I will say for now on this matter." He directs your attention to a stone table on which sits four keys, seemingly made of shimmering transparent light. Each has two words written in Draconic characters, but the terms are from other languages.

Each key has an Auran and an Ignan word written on it

1. "Flame" (ignan) "snuffing" (auran)
2. "Fire" (auran) "breathing" (ignan)
3. "Scorching" (ignan) "heat" (auran)
4. "Blowing" (auran) "Ash" (ignan)

Each of these keys is constructed of pure force, but have no other identifying mark. Key 3 is the correct key, as both the ignan and auran words relate to fire directly. Choosing the wrong key results in failure for this part of the challenge.

There is a box on the ethereal plane, with an ethereal lock. See *invisibility*, *Invisibility Purge*, *Truesight*, and the like can be used to perceive this box and put the key in the lock. A Spot check of DC 20 recognizes that something is there.

If the ethereal lock is opened, a piece of paper written in Ancient Suloise is inside. The paper shows a triangular room with a line leading off, designated "thirty feet straight down" This is a clue to use *clarivoyance*, *prying eyes*, or similar spells to read a question written in a 5' square chamber exactly 30 feet below a person who stands in front of the box.

The question in the chamber below is "Who was Abis-Era-Tmat". A Knowledge (Arcana) check (DC 24+APL) or a Bardic Lore or Loremaster Lore check (DC 19+APL) reveals that information. A +2 synergy bonus for 5 ranks in Knowledge (History or Religion) should be granted to the check.

A divination such as *vision* (for something about which there are only rumors) or *contact other plane* also reveals it.

Another possibility is to peruse *Fundamentals of Dweomercraft* for ten minutes and make a DC 20 Intelligence check, in which case the answer becomes apparent. The Judge could point out that that name is mentioned in *Fundamentals of Dweomercraft*.

The answer is Tiamat. Other acceptable answers are along the lines of “The Chromatic Dragon” or “the Queen of all Evil Dragons”.

Grill warns the PCs once they know the question:

“You have twenty minutes to determine the answer.”

If the PCs give a wrong answer or no answer at all after twenty minutes of in-game time, Grill speaks:

“I’m sorry, the answer is Tiamat. I guess its probably better that you didn’t know that. But since you didn’t I won’t be able to transform the key to fire, and you have failed in this path.”

Grill, fire mephit, hp 13, see *Monster Manual*, p. 182.

If the answer is given, Grill touches the key, which is transformed into fire and the key can be placed in the lock. It causes 5 points of fire damage to anyone placing it in the lock.

B. Path of the Noumenal and Phenomenal (conjunction and illusion)

There are two creatures in this room. They are small and partially transparent and their lower extremities fade into a tornado shaped cone. They flit about the chamber. Against each side wall is a small stone table, on which sits a key that appears to be made of wood. The creatures hover across from each other, the left one speaking first:

“Greetings! I am called Baffle”

“And I am called Wiffle!”

“We are your proctors. Welcome to the dweomerpath of the noumenal...”

“...and the phenomenal realms!”

“Which is which?”

“That is for us to know...”

“...and you to find out.”

“Don’t try to take the key,”

“before the challengers”

“have had the first shot!”

Together, they shout “Get ready!” and take on indistinct forms, as if smudged.

Allow the PC(s) to go into initiative and ready a counterspelling action if they wish. Then,

They silently wave their arms as if casting a spell.

The mephits is now under a *blur* effect. Because of the *blur* there is a 20% chance of being completely unable to use a spellcraft check to identify the spells being cast. Because the mephits are casting silent versions of the spells, each is a full round action. Note that these mephits are the only creatures who can cast summoning spells successfully in the entire complex; however, PCs who use their own summoning spells as counterspells will find that they work for the purpose of counterspelling (only). The spells cast are:

APL 8

Baffle: *summon monster IV* (fire mephit)

Wiffle: *major image* (fire mephit)

Wiffle: *summon monster III* (small air elemental)

shadow conjuration. (small air elemental)

APL 10

Baffle: *summon monster V*, (medium fire elemental)

Wiffle: *major image* (medium fire elemental)

Wiffle: *summon monster III* (small air elemental)

Baffle: *shadow conjuration.* (small air elemental)

APL 12

Baffle: *Summon Monster III*, (small air elemental)

Wiffle: *Major Image* (small air elemental)

Wiffle: *Summon Monster VI* (large fire elemental)

Baffle: *Shadow Conjuration.* (large fire elemental)

APL 14

Baffle: *Summon Monster VI*, (Large Fire elemental)

Wiffle: *Major Image* (large fire elemental)

Wiffle: *summon Monster IV* (medium air elemental)

Baffle: *Greater shadow conjuration* (medium air elemental)

APL 16

Wiffle: *summon Monster IV* (medium fire elemental)

Baffle: *greater shadow conjuration*. (medium fire elemental)

Baffle: *summon Monster VII* (djinn)

Wiffle: *major Image* (djinn)

The creatures follow the following plan:

Round 1: Casting of summoning/illusion spells

Round 2: Appearance of fire creatures. If not attacked first, they move to tables and attack the keys. After the attack this round, the keys appear charred and scorched. The mephits begin casting the second summoning and illusion spells

Round 3 The fire creatures make a second attack on the key, reducing them to cinders. The air creatures appear, but take no actions.

Round 4 The fire creatures each begin to attack a random PC. The air creatures, if not attacked first, move to the cinders and disperse them.

Round 5: The air creatures attack also.

One of the keys is a programmed image, which appears to undergo the same transformations as the real key when the illusionary creatures interact with it.

If the real wood key is in a charred state, it is a DC 12 Dex check to use it properly in the lock without breaking the key and rendering it useless. If the key is in a cinder state, it cannot be recovered with *make whole*. A new key could be formed from wood in the image of the old if a PC who makes a DC20 open lock check assists the crafter in a Craft (locksmith) or Craft (woodcarving) check DC 15. Powerful magic like *limited wish* could also restore the key.

If the air creature has dispersed the key, the PCs have failed to accomplish the test. The mephit tells them this. They can proceed through the door by bashing it down or similar methods, but they are considered as “cheaters” when they approach the secret library.

If the key is unburned, then the air creatures’ attack reduces it to a broken state. *Make whole* or craft checks as above render it usable.

The expected way of accomplishing the challenge is to discern which of the spellcastings is of a summoning spell and then counterspelling it, or dismissing the summoned creature when it

appears. Quickly destroying the summoned creature is another option, as is protecting oneself with a Protection from Evil spell. Neither constitutes cheating.

C. Path of Acceptance and Denial (Enchantment and Abjuration)

This room is otherwise empty. A small scaly creature, vaguely humanoid in form but looking like some kind of fish-man sits crosslegged in a small puddle of water. His large bulbous black fish-eyes regard you dispassionately. He raises a webbed hand in greeting. “Welcome to the dweomerpeth of acceptance and denial. I am Solution, the proctor for this challenge.”

He displays a clamshell-shaped box holding a key made of mother-of-pearl on a velvet cushion. Then he snaps the clamshell shut. “I have the key to leave this dweomerpeth. I can’t give it to you. You can accept this and leave, or deny it and it’s yours. I’m not going to make this easy though and there is one rule you can break here; that is, if you think you need to make me accept your denials.”

The expected way of completing this challenge is for the wizard to compel Solution to provide the key by using an enchantment spell. When the appropriate spell is cast, the mephit feigns being charmed, and hand over the key. Roll a saving throw in any case, as the mephit might actually fail the save. See below for that possibility.

The water mephit casts the following spells (as in all the rooms, the target is the first PC to enter, who is assumed to be the test-taker, unless the PCs state otherwise).

APL 8

Round 1: *Lesser globe of invulnerability*.

Round 2: *Confusion*

Round 3: *Arcane lock* on the clamshell box.

APL 10

Round 1: *Lesser globe of invulnerability*.

Round 2: *Feeblemind*

Round 3: *Arcane lock* on the clamshell box.

APLs 12 & 14

Round 1: *Globe of invulnerability*

Round 2: *Feeblemind*

Round 3: *Arcane lock* on the clamshell box.

APL 16

Round 1: *Mind blank*

Round 2: *Feeblemind*

Round 3: *Arcane lock* on the clamshell box

At APL 8-10, the *lesser globe of invulnerability* prevents *suggestion* from working on the mephit, requiring *charm monster* to work. At APL 12 and 14, *charm monster* would be prevented by the *globe of invulnerability*, requiring a *geas* to be used and at APL 16, *mind blank* prevents all such enchantments from working.

While under the effect of a charm or geas, Solution can communicate the following information *if asked*.

-Len-Azon set this challenge to the highest level of difficulty to prevent all but the most worthy from retrieving the books in the restricted library.

-He does not know what books are in the restricted library

-He doesn't know anything about the other challenges, except that mephits are the proctors for each.

-Len-Azon was very harsh with cheaters. If the PCs have cheated on the test, they can expect dire consequences.

-After Len-Azon died, something happened in the library, but nothing has stirred there for centuries.

-He hopes his good friends dismiss him from his tedious and lonely service of proctoring the challenge. He would show his gratitude if that were so.

A *dismissal* spell (after the key is achieved) is sufficient to release the mephit from his bondage. Any PC in the party who does so may take Solution as a named entity that is callable with the Planar Binding or Planar Ally series of spells. Circle Solution, the Planar Ally on the adventure record, and give the PCs a copy of Player Handout Four, which they need to make use of the favor. He is not callable for the remainder of this adventure.

APL 8-10

Solution: Water Mephit Sor3. See Players Handout Four

APL 12-14

Solution: Water Mephit Sor6. See Players Handout Four

APL 16

Solution: Advanced Water Mephit (6 hd) Sor12. See Players Handout Four

D. Path of Change and Stasis (Necromancy)

You enter this chamber and see a hairless dwarfish creature with stone-grey skin and intensely staring eyes. He appears to be masculine and sits on the edge of a stone slab. Behind this creature is a dark sphere of shadowy haze, about eight inches in diameter that grows darker, to almost absolute blackness, closer to the center. All your light sources seem a bit dimmer in the presence of this object. Some white object floats in the sphere, sticking out of the blackness at the center.

“Welcome to the dweomerpath of change and stasis. I am Six-Foot-Under, the proctor for this challenge. You have three minutes to examine the dark sphere and the supplies in this room. When I say ‘ready’, the test will begin, and you may cast your dweomers. Think hard about this, and remember, the dweomerpaths are not for every foot to tread.”

Six-Foot-Under is Indifferent to the PCs. He does not offer any additional information. If they succeed on a Diplomacy check to make him Helpful, he adds:

“Aye, I wish I could tell you more about what you must do, but I can't. I'd really like to see you take care of this sphere. Its creeping me out, staring at it for centuries. It would be a good change to be rid of it. Anything you could do in that vein would be appreciated.”

When time is up the mephit says ‘ready’ and will cast the following spells:

Round 1. *Blindness/deafness* (as blinding effect)

Round 2. Ray of exhaustion

Six-foot-under, earth mephit, hp 13, see *Monster Manual*, p. 185

APL 8-14

There is an 8 inch sphere of pure negative energy hovering in mid air. Inside it is a key made of bone.

Numbing effect: Any living being reaching out within 1 foot of the sphere to touch the sphere feels his hand go numb, as the flow of blood and nerve impulses immediately cease. Once removed from that radius, the hand becomes usable in one minute. A wisdom check equal to 5+APL will warn players that actually touching the sphere could be deadly.

Instant Death Effect: Actually touching the sphere results in immediate death, no saving throw. If the PC is protected by *death ward*, they are allowed a saving throw Fort DC 15+APL. A *raise dead* cannot restore the person to life (*resurrection* is needed). Touching the sphere and dying in this way, however, releases the key. Touching the sphere via an object held by a living creature [ie poking at it with a 10' pole] drains 1 level per round of contact, but no amount of contact accomplishes retrieving the key.

Planar boundary: Summoned creatures cannot touch the sphere. Called creatures can, but they expect it is suicide and refuse to do so. A *mage hand* cannot pass the boundary, and an *unseen servant* ceases to exist when it tries to do so.

A human skeleton lies on a slab near the sphere, a 25gp black onyx stone near its head. The skeleton has its hands folded as if at rest, and a DC 15 heal check does not indicate any violence was a cause of death (a natural disease was the culprit). *Speak with dead* cannot be used, as the body is not intact, but if other divinations are used, his name was Der-Rexa, he was of Neutral alignment, and he was willing to have his corpse used for arcane purposes, since all the magical arts are subjects of study.

Retrieving the key, method 1. The expected way of retrieving the key is to use *animate dead* to animate the skeleton and command it to retrieve the key. As animating the skeleton to retrieve the key also dispels the sphere of negative energy, the animation is not considered an Evil act, though it is not a Good one either.

Retrieving the key, method 2. One alternative way to retrieve the key is that a turning check that channels positive energy. The sphere is considered to have hit dice totaling

APL 8: 54 hd, check as a 11 hd creature

APL 10: 60 hd, check as a 13 hd creature

APL 12: 66 hd, check as a 15 hd creature

APL 14: 72 hd, check as a 17 hd creature

Each successful turning check reduces the HD total by the amount of turning damage inflicted. This causes the sphere's to crackle with positive energy, and appear to grow more faded and less dark. When the HD total reaches 11, 13, 15, or 17 (depending on APL), the instant death effect and numbing effect of the sphere cease, though the level drain will not. When the HD total reaches zero, the sphere dissipates, at which point the key will drop to the ground.

Failed turning checks will result in feedback from the sphere striking out as a randomly targeted *enervation* ray, caster level 15, with 15 hours duration and a ranged touch to hit modifier equal to the APL. The mephit will not be targeted.

Retrieving the key, method 3: If the PC touches the sphere (leading to his death or a successful Fort save), the key will drop to the floor.

APL 16

There is an 8 inch sphere of pure negative energy hovering in mid air. Inside it is an incorporeal key made of a ghostly white substance.

Numbing effect: Any living being reaching out within 1 foot of the sphere to touch the sphere feels his hand go numb, as the flow of blood and nerve impulses immediately cease. Once removed from that radius, the hand becomes usable in one minute. A wisdom check equal to 5+APL will warn players that actually touching the sphere could be deadly.

Instant Death Effect: Actually touching the sphere results in immediate death, no saving throw. If the PC is protected by *death ward*, they are allowed a saving throw Fort DC 15+APL. A *raise dead* cannot restore the person to life (*resurrection* is needed). Touching the sphere and dying in this way, however, releases the key. Touching the sphere via an object held by a living creature [ie poking at it with a 10' pole] drains 1 level per round of contact, but no amount of such inanimate contact accomplishes retrieving the key.

Planar Boundary: Summoned creatures cannot touch the sphere. Called creatures can, but they expect it will be suicide and will refuse to do so.

A human skeleton lies on a slab near the sphere. At its head lie two clay pots, one filled with what appears to be dirt, the other with a dark liquid. A 150gp black onyx stone near its head. The skeleton has its hands folded as if at rest, and a DC 15 heal check does not indicate any violence was a cause of death. (a natural disease was the culprit). *Speak with dead* cannot be used, as the body is not intact, but if other divinations are used, his name was Derexa, was of Neutral alignment, and he was willing to have his corpse used for arcane purposes, since all the magical arts are subjects of study.

Retrieving the key, method 1: The expected way of retrieving the key is to use *create undead* to make the corpse into a shadow, and then *command undead* to compel it to retrieve the key. As creating the shadow skeleton to retrieve the key will also dispel the sphere of negative energy, the animation is not considered an Evil act, though it is not a Good one either.

Retrieving the key, method 2: A turning check that channels positive energy can also be used. The sphere is considered to have hit dice totaling

APL 16: 78 hd, check as a 19 hd creature

Each successful turning check reduces the HD total by the amount of turning damage inflicted. This causes the sphere's to crackle with positive energy, and appear to grow more faded and less dark. When the HD total reaches 19, the instant death effect and numbing effect of the sphere cease, though the level drain does not. When the HD total reaches zero, at which point the key drops to the ground.

Failed turning checks result in feedback from the sphere striking out as a randomly targeted *enervation* ray, caster level 15, with 15 hours duration and a ranged touch to hit modifier equal to the APL. The mephit is not targeted.

Retrieving the key, method 3: Also, if the PC touches the sphere (leading to his death or a successful Fort save), the key drops to the floor.

Retrieving the key, method 4: A shadowdancer's shadow companion may also retrieve the key.

Retrieving the key, method 5: Knowledge (planes) DC 30: A *gate* spell can be cast on the outpocket, allowing travel to the place where the key is without passing over the border of the plane. Knowledge (arcana) DC 30: A *limited wish* can also be used to protect someone who tries to reach inside the outpocket to retrieve the key.

E. Path of Cause and Effect (evocation and transmutation)

You enter the room to see a small, white, bat-winged man-like figure. He seems to be composed of ice, and you observe him sliding his feet along the floor without lifting them, smoothly, without the normal friction. He turns to regard you with a cold and somewhat hostile stare. "This is the dweomerpath of causes and effects. I am Frostburn, your proctor. The key to the end of the path is there behind me, but you're probably too weak to lift it!" Behind the creature is an enormous key of copper metal, about three feet in length, its shaft over six inches in diameter. "And if you're not weak now, you will be when I'm through with you! Have at you!"

Frostburn casts the following spells, with the first person entering the room as the target.

APL 8-10

Round 1: magic missile

Round 2: Shatter (target is the copper key)

Round 3: Lightning bolt

A *shrink item* spell is required to make the key the correct dimension to fit in the lock.

APL 12

Round 1: Chain Lightning

Round 2: Shatter (target is the copper key)

Round 3: Cone of Cold

A *shrink item* spell is required to make the key the correct dimension to fit in the lock.

APL 14

Round 1: Chain Lightning

Round 2: Shatter (target is the copper key)

Round 3: Cone of Cold

A *shrink item* spell is required to make the key the correct dimension to fit in the lock. The lock, set in a door that seems to be made of flesh, also requires that the key be made of flesh. *Stone to flesh* serves this purpose.

APL 16

Round 1: Polar Ray

Round 2: Shatter

Round 3: Cone of Cold

A *shrink item* spell is required to make the key the correct dimension to fit in the lock. The lock, set in a door that seems to be made of flesh, also requires that the key be made of flesh. *Stone to flesh* serves this purpose.

Frostburn, ice mephit, 13 hp, see *Monster Manual*.

Encounter Eleven: Cheaters Never Prosper

Passing through the doors to take the test implied their consent to follow the rules of the test. IF the PCs violate the rules of the test in any way, then when they proceed towards the secret library, they encounter Inevitables who have been dispatched to bring judgment on the rulebreakers.

You see before you a tall, blonde human wearing red flowing robes. In one hand he holds an immense greatsword. With a look of concern on his face, he speaks:

“Ah, I see you are done with the test and now expect to receive your just reward. Tell me, (character name) what did you find to be the most difficult part of the test?”

This creature is an inevitable called a kolyarut, an extraplanar construct sent to mete out punishment to those who violate the terms of agreements. He engages the PCs in conversation to gauge their strength and confirm that they did in fact know they were violating the terms of the test. Ignorance of the law is no excuse, but the Kolyarut is more satisfied if it can let the PCs know why it is attacking. Possible PC questions include:

Who are you and why are you here? The important question is why are you here?

We didn't violate the rules of the test. (This statement initiates combat)

I'm very sorry for violating the test. Then you agree to the punishment?

If the PCs who violated the test submit to the punishment, they receive a *mark of justice*. The PC receives “CHEATER!” on the adventure record. The Kolyaruts only puts the mark of justice on willing participants. Otherwise they fight to the death. The Kolyarut considers the character who took the first dweomerpath challenge to be the primary rule-breaker if there is any dispute about who bears

responsibility for breaking the rules of the test. If there are other arcane casters, they may also receive Marks of Justice from kolyaruts beyond the first, in order of caster level from highest to lowest. If there are no arcane casters, the marks prohibit divine casting, or physical combat.

At higher APLs, the other kolyaruts and inevitables are invisible when the PCs enter the room, though they may be aware of them if through *see invisibility* and similar spells.

At APL 14 and 16, the kolyaruts are accompanied by quarut observers, who are sent to prevent those who have not demonstrated their worthiness to receive the *Key of Lendor* from receiving it. So their goal is slightly different, but they work together. Assuming the PCs can *see invisible*:

Another creature is also standing in the room. It appears to be vaguely man-shaped, but has a clockwork body, complete with gears and pistons, and in place of a head, it has a continuously flowing hourglass, but you notice that the sand within it is flowing up. Numerous other small timepieces and hourglasses function within its body. It is wearing extremely fine half-plate armor that is etched with various symbols of sun and moon, numerals, and astrological symbols.

APL 8: (EL 12)

Kolyarut with +2 greatsword; hp 91; damage 2d6+5; see *Monster Manual*, p. 159

APL 10 (EL 14)

Kolyarut with +2 greatsword; hp 91; damage 2d6+5; see *Monster Manual*, p. 159

Kolyarut, hp 91, see *Monster Manual*, p. 159

APL 12 (EL 16)

Kolyarut with +2 greatsword; hp 91; damage 2d6+5; see *Monster Manual*, p. 159

Kolyaruts (3); hp 91, 91, 91; see *Monster Manual*, p. 159

APL 14 (EL 18)

Quarut (1), hp 119; see Appendix One.

Kolyarut with +2 greatsword; hp 91; damage 2d6+5; see *Monster Manual*, p. 159

Kolyaruts (2); hp 91, 91 see *Monster Manual*, p. 159

APL 16 (EL 20)

Quarut (2), hp 119, 119; see Appendix One.

Kolyarut with +2 greatsword; hp 91; damage 2d6+5; see *Monster Manual*, p. 159

Kolyaruts (5); hp 91, 91, 91, 91, 91 see *Monster Manual*, p. 159

Tactics: At APL 8, the Kolyarut does not begin using its *enervation ray* ability for the first two rounds of the combat. Every round the Kolyarut uses its quickened *suggestion* ability to demand that the PCs stop fighting and submit to the punishment. If they all do (even if not compelled by the suggestion), the combat with the Inevitables stops, and they dispense the *mark of justice* and disappear. The quaruts (if any) resume their attack, seeking to leave the PCs in temporal stasis permanently.

Treasure: One kolyarut in each encounter (the one who is visible at the start of the encounter) wields a +2 greatsword. All other kolyaruts wield +2 longswords.

Development: If all living PCs are in temporal stasis, then proceed to Encounter Thirteen (Paying a Visit), where Silent Ones or Lashton, (or both) may rectify the situation.

If the inevitables are all defeated, the PCs escape with no negative consequences. They may proceed into the secret library

Encounter Twelve: The Secret Library

This is the mother lode of the library. In a room beyond the Challenge of Wizardry, and reachable by completion of the Challenge is a library with the remainder of the books. If PCs cheated on the test, they may still enter, but have to bash through doors to get in.

A small semicircular stone room is here, with marble tiles of red and gold alternating on the floor. There are no bookshelves, but rather nine bookstands, each containing a single large volume.

Any activity that disturbs any book or bookstand triggers the next action:

As if under the effect of an unseen wind, a large volume of black leather bound with bronze clasps flies open. The pages flip past with great speed until reaching the center of the book where you observe an image of a swirling vortex. The image takes on depth and a deep cacophonous tone can be heard as four amorphous masses flop out of the tome onto the floor before you.

Nothing the PCs can do can prevent the opening of the book. The book has created an open gate through which beings of Limbo enter (they are not summoned).

The tone coming from the gate is related (several octaves deeper) to that produced by the Limbo tuning fork. It is a DC 15+APL Listen check to recognize this. (Anyone with ranks in Perform (any music) know this immediately). Striking the Limbo tuning fork seems to cancel out the tone coming from the gate, but does not actually close it. A Knowledge (Arcana) or Spellcraft check (DC 30) informs the PCs that the gate is now weakened, and could be closed with a *dispel magic* or similar magic that closes planar gates. Give a +2 synergy bonus for 5 or more ranks in Knowledge (the planes) to this check.

APL 8 (EL 10)

Chaos Beasts (3); hp 44, 44, 44 see *Monster Manual*, p. 33

APL 10: EL 12

Chaos Beasts, Advanced (10 hd) Elite array (3); hp 65, 65, 65; see Appendix Three

APL 12 (EL 14)

Large Chaos Beasts, Advanced (13hd) (3); hp 124, 124, 124; see Appendix Four

APL 14 (EL 16)

Large Chaos Beasts, Advanced (16 hd) (3); hp 152, 152, 152; see Appendix Five

APL 16 (EL 18)

Large Chaos Beasts, Advanced (16 hd) (6); hp 152, 152, 152, 152, 152; see Appendix Six

Development: After the defeat of the Chaos Beasts, 2 rounds pass and then 3 (or 6, at APL 16)

more identical beasts emerge from the portal. Picking up a book is a standard action. No one can hold more than 2 books at a time, because of their unwieldy nature. Spells or items that provide extradimensional transport or produce extradimensional spaces fail to function in this room.

It is in the best interests of the PCs to scoop up a book or two and head for the exit. Chaos beasts continue to come out of the portal for a period of time until the library and Challenge of Wizardry are absorbed into Limbo and are no more. Those areas become rubble. Anyone remaining (not killed by the Chaos Beasts by some fortuitous happenstance) is Lost in Limbo. Mark their AR as such. The players should contact the Keoland Triad accordingly.

Encounter Thirteen: Paying a Visit

After exiting the front doors of the complex, the PCs have to contend with the following possibilities based on the interest that the Silent Ones, Seekers, and Scarlet Brotherhood all have in the library. In each case the group aids any character suffering from corporeal instability or temporal stasis AFTER PC compliance.

Notice of Group A - the Silent Ones

Notice of Group B - the Seekers (incl. Tiberian)

Notice of Group C - the Scarlet Brotherhood

NOTE: NPCs target PCs with notice from their own organization first (whether for discussion or combat is up to the PCs).

As you leave the library, you note that there is a 'welcoming party' waiting for you. Where are you, Keoland? Actually, considering your 'guest'....

An elderly human, obviously a mage of some power, addresses you. "So, who have we here? Some adventurers poking their noses in places they probably shouldn't. Who are you?"

PCs who have met Keoland's Archmage Lashton before [automatic for members of the NAW and any Keoish-based PCs with 10 or more arcane caster levels] will be addressed first, then those with Notice B. He will know PCs by name if he can beat a DC25-PC level on a die roll.

If the Bronze Key of Portals has survived, Lashton notes the overwhelming aura with his *arcane sight*.

Lashton's jaw drops a fraction of an inch; under his breath, he whispers "Baator's bells! What was that." Then he regains his composure.

"Er ... by the power vested in me as Archmage of Keoland I require you display whatever foul artifact it is that you have acquired. I really recommend you don't refuse, because if I have to think of a penalty it's not going to be pretty."

"For shame, Lashton," a middle-aged, very attractive Suel woman appears next to the Archwizard. "At least give them a chance to decide before you turn them all into toads."

A flicker of annoyance appears in Lashton's eyes. "Good day, Arballa." They are civil to each other, but you can actually FEEL the tension in the air

Arballa is a representative from the Tower of the Silent Ones, and addresses anyone who has NOTICE of GROUP A, or any of Keoland's HUNTER metaorgs.

The woman turns to you. "He probably didn't even introduce himself. This crotchety old dodder is Lashton, the Archmage of Keoland. I am Arballa, a representative of the Silent Ones. We're both here for the same thing, of course. As we'd like to be civil, we will allow you to make the choice yourselves. Of course, we could take the items, but.... well, this day is just full of tests, is it not?"

NOTE: If PCs are going to bail, NOW is their chance. Only a teleport or Word of Recall NOW gets them home free.

Both are LN and Epic-level. Lashton is a wizard, Arballa is a sorcerer. Neither are not statted for the purposes of this module - they automatically win.

Which side do we choose?

Knowledge (Local, Sheldomar) DC APL (Note anyone can attempt a Knowledge (Local) check of DC 10 or less) :

- ♦ The Seekers are very much into discovery for discovery's sake. Push the button to find out what it does. The Silent Ones believe only those specially trained and aware of possible dangers should be 'playing' with unknown magics.

- ♦ Lashton is the Archmage of Keoland, leader of the National Academy of Wizardry, and a member of the Seekers. Most other Colleges of the Arcane, Knowledge-domain clerics, and Explorer-type metaorgs [Dustdiggers, School of Hard Knocks, etc] would be aligned with him.
- ♦ The Silent Ones remove dangerous magic out of the hands of 'normal folk'. They err [some say over-err] on the side of caution. Keoland's Hunter metaorgs, Druids of the Old Faith, and those loyal to King Kimbertos Skotti of Keoland would take the side of the Silent Ones.

A Sense Motive of DC 4 + APL will also give the following:

- ♦ You think they're both pretty serious about getting the Forbidden Books and/or Bronze Key back.
- ♦ You think it's a REALLY bad idea to try to attack either one of them.

If the PCs try to attack either Archmage: both will disappear. PCs earn the Wrath of the Archmage. The Bronze Key, Forbidden Tomes, and any Evil items PCs have will automatically disappear as well, with no monetary compensation.

If PCs decide to give the items up willingly: they earn both an Influence and a Disfavor of the Archmages and monetary compensation.

If PCs decide to play Arbella against Lashton, or Vice Versa: both appreciate the PCs' intelligence and comment as such. As long as the PCs also give up the items, they earn an Influence and a Favor, as well as monetary compensation.

If PCs teleport: They earn both Disfavors, but keep everything they have and earn XP and gold accordingly.

If PCs do not have any Forbidden Tomes, nor the Bronze Key of Portals the Archmages will simply nod, and point out that the PCs have other things to worry about. Go directly to Encounter 14.

Encounter Fourteen: Traitors in the Midst

A force of Scarlet Brotherhood monks and a wizard attack the PCs after they leave the school and begin to descend the hills toward a flat plateau. One side of the battlefield is the elevated hills from which the PCs exited the library. The other side is the direction of the Brotherhood's approach. PCs who have Notice C will be targeted first, then they will switch to the 'most dangerous' PCs.

APL 8 (EL 10)

Monk (3), male suel mnk5, hp 34, 34, 34 See Appendix Seven

Erinyes, hp 88. See *Monster Manual*, p. 54

APL 10 (EL 12)

Monk (3), male suel mnk7, hp 47, 47, 47. See Appendix Seven

Bone Devil, hp 98, See *Monster Manual*, p. 52

APL 12 (EL 14)

Monk (3), male suel mnk9, hp 61, 61, 61. See Appendix Seven

Barbed Devil, hp 126. See *Monster Manual*, p. 51

APL 14 (EL 16)

Monk (3), male suel mnk11, hp 74, 74, 74. See Appendix Seven

Ice Devil, hp 147, see *Monster Manual*, p. 56

APL 16 (EL 18)

Monk (3), male suel mnk13, hp 88, 88, 88. See Appendix Seven

Balakamon, Wizard, male suel coj16, hp 72; See Appendix Seven

Tactics: The monks have *mage armor* and *haste* already cast (caster level 16) on them when they engage the party. Balakamon has *arcane sight* up as well. If the PCs are too beat from previous fight, the conjurer will use a *forcecage* around a largest number of PCs and then demand (using *mass suggestions*) that they hand over the books, declaring he will spare their lives if they do so. He can also threaten them with his *acid fog* spell as

alternative to *mass suggestion*. If they refuse he fights until 2 monks have died or he has lost 2/3 of his hit points. Then he attempts to flee via *dimension door* and/or *teleport*.

Conclusion

If the PCs met with Tiberian Matreyus, they may return to him in Gradsul and there he asks them to recount their tale of adventure. He examines the remaining books, and states the amount he is also willing to pay them in exchange for the copying rights they agreed to when they accepted his offer. Now, not only the PCs but the Seekers also have access to a great wealth of sensitive arcane information. The effects of this are sure to be unexpected, and displeasing to the Silent Ones.

If the PCs refuse to meet with Tiberian Matreyus, there are no negative consequences.

If a PC has completed the challenge with no assistance, including fighting threats during the challenge, the use of any physical skills, or spellcasting, then the next night after returning from the school, the PC has a vision

You find yourself in a pentagonal chamber, very much like the one at the center of the challenges, except the walls seem to be made out of swirling force, with an opalescent sheen.

Each wall contains a single door, also of opalescent force. On one is the symbol of a red death's head wreathed in flame, on the next is pictured a pentagon with an eye marked inside it, then a spindle with three threads, then an image of Lendor perusing a scroll, and lastly a blank door.

The PC has no spells available and no magic items with him. No skills are of any use in determining which door to open, or what the doors might represent. These five doors are drawn from the Deck of Many Things, and each one provides an effect in keeping with the card of the deck.

Have the PC roll a d10, and mark the First Circle of the Mages of Power AR accordingly.

The End

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign

the experience award. Award the total value (objectives plus roleplaying) to each character.

Encounter Two

Defeat Satha/Koss/Vulex/Mav Lokarr:

APL 8 – 210xp

APL 10 – 240xp

APL 12 – 300xp

APL 14 – 330xp

APL 16 – 360xp

Encounter Six OR Encounter Seven

Bypass the warded corridor

APL 8 - 210xp

APL 10 – 240xp

APL 12 – 270xp

APL 14 – 300xp

APL 16 – 360xp

Encounter Eight: Abandoned Library

Defeat the mechanical owl guardians

APL 8 – 180xp

APL 10 – 240xp

APL 12 – 270xp

APL 14 – 330xp

APL 16 – 360xp

Encounter Nine: The Challenge of Wizardry

Story Award: Overcome the Challenge of Wizardry fairly to gain access to the library

APL 8 – 175xp

APL 10 – 220xp

APL 12 – 265xp

APL 14 – 310xp

APL 16 – 355xp

OR

Story Award: Overcome the Challenge of Wizardry by cheating to gain access to the library

APL 8 – 88xp

APL 10 – 110xp

APL 12 – 133xp

APL 14 – 155xp

APL 16 – 178xp

Encounter Ten: Cheaters Never Prosper

Story Award: Accept the punishment for cheating

APL 8 – 87xp

APL 10 – 110xp

APL 12 – 132xp

APL 14 – 155xp

APL 16 – 177xp

Encounter Twelve: The Secret Library

Defeat first wave of Chaos Beasts.

APL 8 – 300xp.

APL 10 – 360xp

APL 12 – 420xp

APL 14 – 480xp

APL 16 – 540xp

Encounter Thirteen: Paying a Visit

Comply with either the Silent Ones or Lashton, or teleport away.

APL 8 – 225xp

APL 10 – 270xp

APL 12 – 315xp

APL 14 – 360xp

APL 16 – 405xp

Encounter Fourteen: Traitors In Our Midsts

Defeat the Scarlet Brotherhood forces

APL 8 – 300xp

APL 10 – 360xp

APL 12 – 420xp

APL 14 – 480xp

APL 16 – 540xp

Discretionary Roleplaying Award

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

APL 8-16 –

Total Possible Experience

APL 8 –

APL 10 –

APL 12 –

APL 14 –

APL 16 –

Treasure Summary

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

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

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

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

the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

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

L: Looted gear from enemy

C: Coin, Gems, Jewelry, and other valuables

M: Magic Items (sell value)

Encounter Two:

APL 8: L: 26gp; C: 0gp; M: +1 *spear* (192gp), +1 *banded mail* (117gp)

APL 10: L: 0gp; C: 0gp; M: +2 *spear* (692gp), +1 *banded mail* (117gp)

APL 12: L: 0gp; C: 0gp; M: +1 *keen spear* (692gp), +2 *banded mail* (367gp)

APL 14: L: 0gp; C: 0 gp; M: +2 *keen spear* (2692gp), +4 *banded mail* (1667gp) *cloak of resistance* +3 (750gp)

APL 16: L: 0gp; C: 0 gp; M: +2 *keen spear* (2692gp), +4 *banded mail* (1667gp), *cloak of resistance* +3 (750gp), *ring of mindshielding* (667gp)

Encounter Five

ALL APLs: L: 0gp; C:0gp; M: *darkbanishing torch* (28gp)

Encounter Eight

ALL APLs: L: 50gp [*Recipes of Bartram* (50gp)]
C: 0gp; M: 0gp

Encounter Nine

ALL APLS: L: 117gp [*The Suel Chronicle*, (33gp), *Queen of Nine Rubies*, 84gp] C: 0gp; M: *Quaal's Feather Token (bird)* x 9 (25gp each)

Encounter Ten

APL 8-14 L: 0gp; C: 8gp; M: 0gp

APL 16: L: 0gp; C 25gp; M: 0gp

Encounter Eleven

APL 8: L: 21gp; C: 0gp; M: +2 *greatsword* (696gp)

APL 10: L: 42gp; C: 0gp; M: 1391gp [+2 *greatsword* (696gp), +2 *longsword* (692gp)]

APL 12: L: 83gp; C: 0gp; M: 2592gp [+2 *greatsword* (696gp), +2 *longsword* x 3 (692gp each)]

APL 14: L: 63gp; C: 0gp; M: 2080gp [+2 *greatsword* (696gp), +2 *longsword* x 2 (692gp each)]

APL 16: L: 104gp; C: 0gp; M: 4156gp [+2 *greatsword* (696gp), +2 *longsword* x 5 (692gp each)]

Encounter Twelve: The Secret Library

ALL APLs: L: 725gp [*Key of Lendor* (83gp), *Book of the Grey Void* (42gp), *Bestiary of Kamanvra* (50gp), *Advanced Dweomercraft* (125gp), *Myths of the ur-Folk* (84gp), *Utterances of Dhalvernar* (167gp), *Heroes of the Keogh* (42gp), *Protocols of the Seers of Neheli* (50gp) *The Fate of Tilorop* (83gp)] C: 0gp; M: 0gp

Total Possible Treasure (Maximum Reward Allowed)

APL 8: L: 939gp; C 8; M: 1258gp – Total: 2177gp (1300gp max)

APL 10: L: 709gp; C: 364gp; M: 1227gp – Total 2300gp (2300gp max)

APL 12: L 709gp; C 281gp; M: 2310gp – Total: 3300gp (3300gp max)

APL 14: L 709gp; C: 364gp; M: 5527gp – Total 6600gp (6600gp max)

APL 16

Special

Medallion of Etraika: You have been asked to take this to Etraika, a Suel City.

Darkbanishing Torch: Similar to an *everburning torch*, this common torch uses a *continual flame* spell heightened to be level 4., Xgp, caster level 7, *continual flame*, craft wondrous item not needed.

Planar Fork of Limbo. A small tuning fork of swirling tinted metal that sounds a discordant tone. For use as a focus for the *plane shift* spell, appropriate for travel to Limbo.

Curse of the Bronze Key, Removed: Both the Bronze Key and its curse are gone. Cross out the item from the previous AR.

Lost In Limbo (CURSE): Your PC is out of play. Contact the Keoland Triad at keoland_marf_poc@yahoo.com for details on a special mission.

CHEATER! (CURSE): For cheating during the test of the dweomerpaths, you have accepted a *mark of justice* prohibiting you from (circle one)

casting arcane spells

casting divine spells

engaging in violence

If you have this mark removed, once each scenario a kolyarut inevitable (three kolyaruts if the scenario is played at APL 14 or more) attack you for violating the terms of your punishment. The judge is responsible for placing the encounter at an appropriate point in the scenario

Books: All are large, heavy folio editions 1' x 2' minimum size, which means too bulky to scoop up a lot if the party wants to just grab some and run.

NOTE: PCs must have at least ONE rank in the prerequisite knowledge before gaining the benefit of reading the books.

Advanced Dweomercraft

Written in Ancient Suloise and Draconic. This text has a long history among the Suel, having been written by Lek-fo-Alna, one of the apprentices of Abis-Ara-Tmat, who advanced magic among the Suel. Legend claims that Abis-Ara-Tmat was in fact the dragon Tiamat in disguised in human form.

As a one-time benefit, study this text for 4 TUs and gain a +2 competence bonus to all Spellcraft and Knowledge (arcana) checks. Only usable by one who has gained the skill check benefit of Fundamentals of Dweomercraft. Non-magical, 1500gp, 6lbs

Bestiary of Kamanvra

Written in Drow Elven. Kamanvra was a drow elf who took it upon herself to detail as many of the strange creatures of the Underdark as she could. The book is particularly detailed with respect to Beholders and their kind. Strangely mindflayers are not mentioned.

Cost: 2 TUs; Non-magical, 600gp, 6lbs

Benefit: Inherent +2 bonus to Knowledge (Dungeoneering) checks.

Key of Lendor

A cryptic religious text, written in Ancient Suloise using coded prophetic language. This book collects the cryptic revelations attributed to the Suel prophet Omar-Yi, who claimed to have received them from a servant of Lendor with knowledge of the future known as the Delayer.

Cost: 2 TUS; Non-magical, 1000gp, 6lbs

Benefit: Inherent +2 Knowledge (Planes) check

Myths of the ur-Folk

Written in Flan, including a crudely literal Ancient Suloise translation. These are Flan tales that seem on the surface to be incredible legends but are actually rooted in the strange truth of the Flanaess early history. Non-magical, 1000gp, 6lbs.

Recipes of Bartram

Written in Draconic. Contains formulas for creating alchemical items more efficiently.

Cost: 2 TUs; Non-magical, 600gp value. 6 lbs

Benefit: Inherent +2 bonus to Craft(Alchemy) checks.

The Suel Chronicle

Written in Ancient Suloise. This musty tome contains a text that was a standard work in the Suel Empire, detailing listing the birth, accession, and death dates of each Suel Emperor from SR 1102 to SR 4990, a century prior to the Twin cataclysms. The first chapter contains a description of the foundation of the Suel Empire considered by many to be embellished.

Cost: 2 TUs; Non-magical, 400gp value. 6 lbs

Benefit: Inherent +2 bonus to Knowledge (History) checks dealing with Suel or Baklunish history.

Utterances of Dahlver-Nar

Written in Celestial. A collection of sayings attributed to Dahlver-Nar, of which about half reflect things he actually said. Many are moral and ethical in nature, comporting with an ethos of goodness tending toward neutrality. Clerics of extremist Lawful or Chaotic gods, like Pholtus or Tritheron consider it heretical.

Cost: 2 TUs; Non-magical, 200gp value. 6 lbs

Benefit: Inherent +2 bonus to Knowledge (History) checks dealing with Suel or Baklunish history.

Queen of Nine Rubies

Written in Ancient Sulioise. An epic romance story sacred to Wee Jas, prior to her taking on the aspect of death. The origin of her title as Queen of Nine Rubies is drawn from this text. Many copies of this are available, but this is exceptionally well preserved, and would be the third oldest manuscript extant. PCs may study this text for 10 minutes to gain a +3 bonus to Knowledge (Arcana) checks. As a one-time benefit, study this text for 1 TU and gain +2 sacred bonus to Bluff and Diplomacy checks with worshippers of Wee Jas.

Non-magical, 1000gp, 6lbs

Heroes of the Keogh

Written in Old Oeridian. This book recounts the heroic exploits of the Keogh Oeridian tribes who migrated into the Sheldomar. As a one-time benefit, study this book for 1 TU to gain +2 to Knowledge (history) checks and gain 1 influence point usable with any Oeridian noble in the Sheldomar Valley metaregion.

Non-magical, 500gp, 6lbs

Forbidden Knowledge Books: *Book of the Grey Void*, *Protocols of the Seers of Neheli*, *The Fate of Tilorop*. Contact the Keoland Triad at keoland_marf_poc@yahoo.com for details

Balakamon's Spellbook: A *Boccob's blessed book* contains the following spells:

4th – arcane eye, charm monster, detect scrying, dimension door, dimensional anchor, globe of invulnerability (lesser), ice storm, locate creature, minor creation, mnemonic enhancer, remove curse, resilient sphere, summon monster IV, wall of fire;

5th – cone of cold, contact other plane, dismissal, mind fog, overland flight, planar binding, lesser, sending, summon monster v, telepathic bond, teleport;

6th – acid fog, analyze dweomer, control water, greater dispel magic, globe of invulnerability, legend lore, planar binding, suggestion, mass, summon monster VI, true seeing, wall of iron;

7th – banishment, delayed blast fireball, ethereal jaunt, forcecage, limited wish, plane shift, scrying, greater, summon monster VII, greater teleport, vision;

8th – demand, dimensional lock, mind blank, greater planar binding, polar ray, power word stun, summon monster VIII

X gp.

Disfavor of the Archmage (circle one) Lashton / Arballa: The next PERMANENT magical item the PCs purchase or make worth over 10,000gp has its cost increased by 50%. Cross off this cert once used.

Favor of the Archmage (circle one) Lashton / Arballa: The NEXT magical item the PCs purchase or make are acquired at half cost, up to 50,000gp original cost. Cross off this favor once used.

Influence with the Archmage (circle one) Lashton / Arballa: A *wish* may be cast for the PC at 21st level, at PHB cost. It will take 12 TUs, and the *wish* must be used according to the rules of the LGCS. The *wish* may only be used to remove a curse or baneful effect of some type. The PC must contact the Keoland Triad when used. Cross off this favor once used.

WRATH OF THE ARCHMAGE! You have upset the wrong people. Earning this cert BANS this PC from Sheldomar Valley Metaregional AND Regional play. You may only play cores and non-Sheldomar regional mods.

Solution, the Planar Ally. For freeing Solution from his bondage, he has offered to help you on occasion. He can be called as a named creature with either the *planar ally* or *planar binding* series of spells. He voluntarily fails the save of *planar binding* and willingly serves once per scenario, but compelling him more than once voids this benefit. He demands payment equal to that of a *planar ally* spell, even when called with *planar binding*.

The Player must have a copy of Handout Number Three with Solution's stat block to use this benefit.

APL 8-10: lesser planar ally

APL 12-14 planar ally

APL 16: greater planar ally.

First Circle of the Mages of Power: For your solitary completion of the Challenge of Wizardry, and opening the door in a vision, you have received one of the following benefits (circle one). Write "used" when this occurs.

(1 or 2) The Skull. If ever the character is ever attacked with a "death effect", the character is considered to automatically make the save, even if

one isn't normally allowed. Clerics of Wee Jas may turn the effect upon an opponent ONLY on their next turn in the initiative. (3 or 4) The Star. This brings a +1 inherent bonus to Wisdom, Intelligence or Charisma, depending on which is the character's primary spellcasting stat. This blessing comes from Boccob

(5 or 6) The Fates. All curses, penalties and insanities the PC has acquired are immediately revoked and the favor is considered used. Otherwise, it cancels the next effect to affect the PC. This blessing comes from Istus.

(7 or 8) The Vizier. Gain a +4 insight bonus to all Wisdom ability and skill checks, Lore, or Knowledge skill checks for the next year. This blessing is from Lendor.

(9 or 10) The Jester. The PC gains three d20 rerolls, similar to the Luck domain, that can be used after the result of the die roll has been determined. (Cross off: O O O). This blessing comes from Zagyg.

Items for the Adventure Record

Item Access

APL 8

- ❖ *Darkbanishing Torch* (frequency, adventure)
- ❖ The Suel Chronicle (frequency: metaregional)
- ❖ The Key of Lendor (frequency: metaregional)
- ❖ Book of the Grey Void (frequency: metaregional)
- ❖ Recipes of Bartram (frequency: metaregional)
- ❖ Advanced Dweomercraft (frequency: metaregional)
- ❖ Myths of the Ur-Folk (frequency: metaregional)
- ❖ Utterances of Dahlver-Nar (frequency: metaregional)
- ❖ Queen of Nine Rubies (frequency: metaregional)

- ❖ Heroes of the Keogh (frequency: metaregional)
- ❖ Protocols of the Seers of Neheli (frequency: metaregional)
- ❖ The Fate of Tilorop (frequency: metaregional)
- ❖ Quaal's Feather Token (bird) (frequency: Adventure)
- ❖ +2 greatsword (frequency: adventure)
- ❖ Planar fork of Limbo, 500gp (frequency, adventure)

APL 10 (all items from APL 8 plus):

- ❖ +2 spear (frequency: Adventure)
- ❖ +2 longsword (frequency: adventure)
- ❖ *ring of protection* +2 (frequency: adventure)

APL 12 (all items from APL 8 and 10 plus):

- ❖ +1 keen spear (frequency: Adventure; Miniatures Handbook)
- ❖ +2 banded mail (frequency: adventure)
- ❖ *cloak of resistance* +2, (frequency: adventure)
- ❖ +1 *ki focus nunchaku* (frequency: adventure)

APL 14 (all items from APL 8, 10, and 12 plus):

- ❖ +2 keen spear (frequency: Adventure; miniature handbook)
- ❖ +4 banded mail (frequency: Adventure)
- ❖ *cloak of resistance* +3 (frequency: Adventure)
- ❖ *ring of protection* +3 (frequency: adventure)

APL 16 (all items from APL 8, 10, 12, and 14 plus):

- ❖ *ring of mindshielding* (frequency, adventure)
- ❖ *ring of protection* +4 (frequency: adventure)
- ❖ *ioun stone: pale blue rhomboid* (frequency: adventure)
- ❖ *Boccob's blessed book (Balakamon's Spellbook)* (frequency: adventure)
- ❖ *bracers of armor* +7 (frequency: adventure)
- ❖ *ioun stone: scarlet and blue sphere* (frequency: adventure)

- ❖ *wand of lighting bolt* (10th) (frequency: adventure)
- ❖ *wand of magic missile* (9th) (frequency: adventure)

Appendix One: New Rules Items

Inevitable: Quarut

from the *Fiend Folio*, p.102

Medium-Size Construct (Extraplanar, Lawful)

Hit Dice: 18d10+20 (119hp)

Initiative: +5

Speed: 50 ft.

AC: 31 (+1 Dex, +7 half-plate, +13 natural), touch 11, flat-footed 30

Base Attack/Grapple: +13/+18

Attack: Slam +18 melee

Full Attack: 2 slams +18 melee

Damage: Slam 3d6+5

Face/Reach: 5 ft / 5 ft.

Special Attacks: Spell-like abilities

Special Qualities: Construct traits, DR 15/chaotic and adamantine, fast healing 15, SR 28

Saves: Fort +6, Ref +7, Will +9

Abilities: Str 20, Dex 13, Con --, Int 14, Wis 17, Cha 20

Skills: Knowledge (arcana) +26; Listen +26, Spellcraft +28, Spot +26

Feats: Alertness, Blind-fight, Combat Casting, Improved Initiative, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft)

Climate/Terrain: Any land and underground (Mechanus)

Organization: Solitary

Challenge Rating: 17

Treasure: --

Alignment: Always lawful neutral

Advancement: 19-24HD (medium-size); 25-54 HD (large)

Quaruts are among the most powerful of inevitables in existence. They protect two of the most precious and tenuous things of all: time and space. They use their uncanny sense of both temporal and spatial awareness to know when transgressions that disrupt the time-space continuum are taking place, and then they hunt down the perpetrators.

A quarut appears humanoid in form, though that is where the resemblance ends. Typical of most inevitables, a quarut has a clockwork body, complete with gears and pistons. Numerous small timepieces and hourglasses function within its body. A quarut wears extremely fine half-plate armor that is etched with various symbols involving time. In place of a head, it has a continuously flowing hourglass. Sometimes the sand inside the hourglass appears to be flowing up; no quarut has ever explained why this is so.

Quaruts are concerned about spellcasters who use such powerful magics as *limited wish*, *miracle*, *temporal stasis*, *time stop*, and *wish*. In the eyes of a quarut the use of these spells plays havoc with the universe and risks all beings. However, despite their displeasure with spellcasters that use these spells and abilities, quaruts employ most of these spells with impunity.

Combat

Quaruts try to end a combat as quickly as possible by using their *temporal stasis* ability to imprison the offender in a bubble of null-time.

Spell-like Abilities: At will---*Circle of doom*, *dimension door*, *dominate person*, *greater dispelling*, *haste*, *hold monster*, *locate person*, *true seeing*; 3/day---*temporal stasis*; 1/day---*circle of death*, *forcecage*, *limited*

wish, mark of justice, teleport without error (self plus maximum load of objects), *time stop*; 1/week---
geas/quest, plane shift. Caster level 18th; save DC 15 + spell level.

Fast Healing (Ex): A quarut regains lost hit points at the rate of 15 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow a quarut to regrow or reattach lost body parts.

Appendix Two: Encounters at APL 8

Encounter 2

Satha/Kosh/Vulex/Mav Lokarr, Ghoul War7 CR 7; Medium undead; HD (2d12)+(7d8); hp 44; Init +3 (+3 Dex); Spd 30'; AC 18 (+1 dex, +7 +1 *banded mail*), flatfooted 17, touch 11, Base Atk: +8/+3; Grp +12; Atk: +14 melee (1d8+7 +1 *spear*) or Bite +12 melee (1d6+4 plus paralysis); Full Atk: +14/+9 melee (1d8+7 +1 *spear*) or Bite melee +12 (1d6+4 plus paralysis) and 2 claws +10 melee (1d3 plus paralysis); SA: Ghoul Fever, Paralysis, Turn Resistance; Darkvision 60'; AL: CE; SV: Fort +5, Ref +5, Will +8; Str 19, Dex 17, Con 10, Int 16, Wis 16, Cha 10

Skills and Feats: Balance +8, Climb +14, Hide +8, Intimidate +8, Jump +14, Move Silently +8, Profession (Soldier) +6, Ride +4, Sense Motive +8, Spot +8, Diplomacy +2; Dodge, Mobility, Multiattack, Weapon Focus (spear)

Ghoul Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Possessions: +1 *spear*, +1 *banded mail*, *medallion of Etraika*

Encounter 9

Guardian Giant Owl CR 5, large construct; HD 4d10+30; 52 hp; Initiative: +3; Speed: 10 ft, fly 70 ft. (average), AC 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15, Base Atk: +3; Grp: +11; Atk: Claw +6 melee (1d6+4); Full Atk: 2 claws +6 melee (1d6+4) and bite +1 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SQ: Darkvision 60'; Superior lowlight vision, construct traits, Hardness 10, Saves: Fort +1, Ref +4, Will +1; Str 18, Dex 17, Con –, Int 10, Wis 14, Cha 10

Skills and Feats: Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10; Alertness, Wingover

A guardian giant owl appears to be made of a bronze-like metal, stands about 9 feet tall, has a wingspan of up to 20 feet. They do not speak in this scenario.

Superior Low-Light Vision (Ex): A guardian giant owl can see five times as far as a human can in dim light.

Flight (su): the ability of the guardian giant owl to fly is magical, as it is too heavy otherwise.

Cacophonous Guardian Giant Owl, CR 5, large construct; HD 4d10+30; 52 hp; Initiative: +3; Speed: 10 ft, fly 70 ft. (average), AC 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15, Base Atk: +3; Grp: +11; Atk: Claw +6 melee (1d6+4); Full Atk: 2 claws +6 melee (1d6+4) and bite +1 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SQ: Darkvision 60'; Superior lowlight vision, construct traits, Hardness 10, Saves: Fort +1, Ref +4, Will +1; Str 18, Dex 17, Con –, Int 10, Wis 14, Cha 10;

Skills and Feats: Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10; Alertness, Wingover

A guardian giant owl appears to be made of a bronze-like metal, stands about 9 feet tall, has a wingspan of up to 20 feet. They do not speak.

Cacophonous Screech (Sp): Once per day, a Cacophonous Guardian Giant Owl can emit a loud unsettling screech that affects everyone within a 60 foot radius who can hear it as a *confusion* spell (DC 14, effective caster level 8th). The DC is Charisma-based. Guardian Giant Owls are not affected by this screech.

Superior Low-Light Vision (Ex): A guardian giant owl can see five times as far as a human can in dim light.

Flight (su): the ability of the guardian giant owl to fly is magical, as it is too heavy otherwise.

Appendix Three: Encounters for APL 10

Encounter 2

Satha/Kosh/Vulex/Mav Lokarr, Ghoul War9 CR 9; Medium undead; HD (2d12)+(9d8); hp 53; Init +3 (+3 Dex); Spd 30'; AC 17 (+1 dex, +6 banded mail), flatfooted 16, touch 11, Base Atk: +10/+5; Grp +14; Atk: +17 melee (1d8+8 +2 *spear*) or +14 melee (1d6+4 plus paralysis, bite); Full Atk: +17/+12 melee (1d8+8 +2 *spear*) or +14 melee (1d6+4 plus paralysis, bite) and +12/+12 melee (1d3 plus paralysis, 2 claws); SA: Ghoul Fever, Paralysis, Turn Resistance; Darkvision 60'; AL: CE; SV: Fort +5, Ref +5, Will +8; Str 19, Dex 17, Con 10, Int 16, Wis 16, Cha 10

Skills and Feats: Balance +8, Climb +14, Hide +8, Intimidate +10, Jump +15, Move Silently +10, Profession (Soldier) +6, Ride +5, Sense Motive +9, Spot +8, Diplomacy +2; Dodge, Mobility, Multiattack, Weapon Focus (*spear*)

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Possessions: +2 *spear*, +1 *banded mail*, medallion of Etraika

Encounter 9

Guardian Giant Owl CR 5, large construct; HD 4d10+30; 52 hp; Initiative: +3; Speed: 10 ft, fly 70 ft. (average), AC 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15, Base Atk: +3; Grp: +11; Atk: Claw +6 melee (1d6+4); Full Atk: 2 claws +6 melee (1d6+4) and bite +1 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SQ: Darkvision 60'; Superior lowlight vision, construct traits, Hardness 10, Saves: Fort +1, Ref +4, Will +1; Str 18, Dex 17, Con –, Int 10, Wis 14, Cha 10

Skills and Feats: Listen +17, Move Silently +8*, Spellcraft +2, Spot +10; Alertness, Wingover

A guardian giant owl appears to be made of a bronze-like metal, stands about 9 feet tall, has a wingspan of up to 20 feet. They do not speak in this scenario.

Superior Low-Light Vision (Ex): A guardian giant owl can see five times as far as a human can in dim light.

Flight (su): the ability of the guardian giant owl to fly is magical, as it is too heavy otherwise.

Cacophonous Guardian Giant Owl, CR 5, large construct; HD 4d10+30; 52 hp; Initiative: +3; Speed: 10 ft, fly 70 ft. (average), AC 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15, Base Atk: +3; Grp: +11; Atk: Claw +6 melee (1d6+4); Full Atk: 2 claws +6 melee (1d6+4) and bite +1 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SQ: Darkvision 60'; Superior lowlight vision, construct traits, Hardness 10, Saves: Fort +1, Ref +4, Will +1; Str 18, Dex 17, Con –, Int 10, Wis 14, Cha 10;

Skills and Feats: Listen +17, Move Silently +8*, Spellcraft +2, Spot +10; Alertness, Wingover

A guardian giant owl appears to be made of a bronze-like metal, stands about 9 feet tall, has a wingspan of up to 20 feet. They do not speak.

Cacophonous Screech (Sp): Once per day, a Cacophonous Guardian Giant Owl can emit a loud unsettling screech that affects everyone within a 60 foot radius who can hear it as a *confusion* spell (DC 14, effective caster level 8th). The DC is Charisma-based. Guardian Giant Owls are not affected by this screech.

Superior Low-Light Vision (Ex): A guardian giant owl can see five times as far as a human can in dim light.

Flight (su): the ability of the guardian giant owl to fly is magical, as it is too heavy otherwise.

Encounter 12

Chaos Beast, Advanced, CR 9; Medium outsider (chaotic, extraplanar) HD: 10d8+20 (65 hp) Init: +7 Spd: 20 ft. AC 18 (+3 Dex, +5 natural), touch 13, flat-footed 15 Base Atk: +10; Grp +13; Atk: +13 melee (1d3+3 plus corporeal instability, claw); Full Atk: +13/+13 melee (1d3+3 plus corporeal instability, 2 claws) Space/Reach: 5 ft./5 ft.; SA: Corporeal instability; SQ: Darkvision 60 ft., immunity to critical hits and transformation, SR 15; AL CN; SV: Fort +11, Ref +11, Will +9; Str 17, Dex 17, Con 16, Int 10, Wis 12, Cha 8;

Skills and Feats: Climb +15, Escape Artist +16, Hide +16, Jump +12, Listen +14, Search +13, Spot +14, Survival +1 (+3 following tracks), Tumble +18, Use Rope +3 (+5 with bindings); Dodge, Improved Initiative, Mobility, Spring Attack

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 18 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A shapechange or stonesskin spell does not cure an afflicted creature but fixes its form for the duration of the spell. A restoration, heal, or greater restoration spell removes the affliction (a separate restoration is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action

Appendix Four: Encounters For APL 12

Encounter 2

Satha/Kosh/Vulex/Mav Lokarr, Ghoul War11 CR 11; Medium undead; HD (2d12)+(11d8); hp 62; Init +3 (+3 Dex); Spd 30'; AC 19 (+1 dex, +6 +2 *banded mail*), flatfooted 18, touch 11, Base Atk: +12/+7/+1; Grp +17; Atk: +19 melee (1d8+8/1d6, +1 *keen spear*) or Bite +17 melee (1d6+5 plus paralysis); Full Atk: +18/+13/+7 melee (1d8+8/1d6, +1 *keen spear*) or +14 melee (1d6+4 plus paralysis, bite) and +12/+12 melee (1d3 plus paralysis, 2 claws); SA: Ghoul Fever, Paralysis, Turn Resistance; Darkvision 60', AL: CE; SV: Fort +5, Ref +5, Will +8; Str 20, Dex 17, Con 10, Int 16, Wis 16, Cha 10

Skills and Feats: Balance +8, Climb +16, Hide +8, Intimidate +11, Jump +16, Move Silently +11, Profession (Soldier) +7, Ride +7, Sense Motive +10, Spot +8, Diplomacy +2; Dodge, Mobility, Multiattack, Spring Attack, Weapon Focus (spear)

Ghoul Fever (Su): Disease—bite, Fortitude DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Possessions: +1 *keen spear*, +2 *banded mail*, medallion of Etraika

Encounter 9

Guardian Giant Owl, advanced CR 6, large construct; HD 8d10+30; 83 hp; Initiative: +3; Speed: 10 ft, fly 70 ft. (average), AC 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15, Base Atk: +6; Grp: +14; Atk: Claw +9 melee (1d6+4); Full Atk: 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SQ: Darkvision 60'; Superior lowlight vision, construct traits, Hardness 10, Saves: Fort +2, Ref +5, Will +2; Str 18, Dex 16, Con –, Int 10, Wis 14, Cha 12

Skills and Feats: Listen +17, Move Silently +8*, Spellcraft +6; Spot +14; Alertness, Wingover

A guardian giant owl appears to be made of a bronze-like metal, stands about 9 feet tall, has a wingspan of up to 20 feet. They do not speak in this scenario.

Superior Low-Light Vision (Ex): A guardian giant owl can see five times as far as a human can in dim light.

Flight (Su): the ability of the guardian giant owl to fly is magical, as it is too heavy otherwise.

Cacophonous Guardian Giant Owl, advanced CR 6, large construct; HD 8d10+30; 83 hp; Initiative: +3; Speed: 10 ft, fly 70 ft. (average), AC 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15, Base Atk: +6; Grp: +14; Atk: Claw +9 melee (1d6+4); Full Atk: 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SQ: Darkvision 60'; Superior lowlight vision, construct traits, Hardness 10, Saves: Fort +2, Ref +5, Will +2; Str 18, Dex 17, Con –, Int 10, Wis 14, Cha 12;

Skills and Feats: Listen +17, Move Silently +8*, Spellcraft +6; Spot +14; Ability Focus (cacophonous screech), Alertness, Wingover

A guardian giant owl appears to be made of a bronze-like metal, stands about 9 feet tall, has a wingspan of up to 20 feet. They do not speak.

Cacophonous Screech (Sp): Once per day, a Cacophonous Guardian Giant Owl can emit a loud unsettling screech that affects everyone within a 60 foot radius who can hear it as a *confusion* spell (DC 17, effective caster level 8th). The DC is Charisma-based. Guardian Giant Owls are not affected by this screech.

Superior Low-Light Vision (Ex): A guardian giant owl can see five times as far as a human can in dim light.

Flight (Su): the ability of the guardian giant owl to fly is magical, as it is too heavy otherwise.

Encounter 12

Chaos Beast, Advanced CR 11; Large outsider (chaotic, extraplanar) HD: 13d8+26 (124 hp) Init: +6 Spd: 20 ft. AC 19 (+2 Dex, +7 natural), touch 12 flat-footed 17 Base Atk: +13; Grp +24; Atk: +19 melee (1d4+7 plus corporeal instability, claw); Full Atk: +19/+19 melee (1d4+7 plus corporeal instability, 2 claws) Space/Reach: 10 ft./5 ft.; SA: Corporeal instability; SQ: Darkvision 60 ft., immunity to critical hits and transformation, SR 15; AL CN; SV: Fort +16, Ref +13, Will +12; Str 25, Dex 15, Con 20, Int 10, Wis 12, Cha 9;

Skills and Feats: Climb +22, Escape Artist +18, Hide +16, Jump +19, Listen +17, Search +16, Spot +17, Survival +1 (+3 following tracks), Tumble +20, Use Rope +3 (+5 with bindings); Dodge, Improved Initiative, Mobility. Spring Attack, feat X

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 21 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A shapechange or stonewall spell does not cure an afflicted creature but fixes its form for the duration of the spell. A restoration, heal, or greater restoration spell removes the affliction (a separate restoration is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Appendix Five: Encounters for APL 14

Encounter 2

Satha/Kosh/Vulex/Mav Lokarr, Ghoul War13 CR 13; Medium undead; HD (2d12)+(13d8); hp 90; Init +3 (+3 Dex); Spd 30'; AC 21 (+1 dex, +10 +4 *banded mail*), flatfooted 20, touch 11, Base Atk: +14/+9/+3; Grp +19; Atk: +22 melee (1d8+9/1d6, +2 *keen spear*) or Bite +19 melee (1d6+5 plus paralysis); Full Atk: +22/+17/+11 melee (1d8+9/1d6, +2 *keen spear*) or +19 melee (1d6+4 plus paralysis, bite) and +17/+17 melee (1d3 plus paralysis, 2 claws); SA: Ghoul Fever, Paralysis, Turn Resistance; Darkvision 60', AL: CE; SV: Fort +5, Ref +5, Will +8; Str 20, Dex 17, Con 10, Int 16, Wis 16, Cha 10

Skills and Feats: Balance +8, Climb +16, Hide +8, Intimidate +16, Jump +17, Move Silently +12, Profession (Soldier) +7, Ride +7, Sense Motive +10, Spot +8, Diplomacy +2; Dodge, Mobility, Multiattack, Spring Attack, Weapon Focus (spear)

Ghoul Fever (Su): Disease—bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based

Possessions: +2 *keen spear*, +4 *banded mail*, +3 *cloak of resistance*, medallion of Etraika

Encounter 9

Guardian Giant Owl, advanced CR 6, large construct; HD 8d10+30; 83 hp; Initiative: +3; Speed: 10 ft, fly 70 ft. (average), AC 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15, Base Atk: +6; Grp: +14; Atk: Claw +9 melee (1d6+4); Full Atk: 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SQ: Darkvision 60'; Superior lowlight vision, construct traits, Hardness 10, Saves: Fort +2, Ref +5, Will +2; Str 18, Dex 16, Con –, Int 10, Wis 14, Cha 12

Skills and Feats: Listen +17, Move Silently +8*, Spellcraft +6; Spot +14; Alertness, Wingover

A guardian giant owl appears to be made of a bronze-like metal, stands about 9 feet tall, has a wingspan of up to 20 feet. They do not speak in this scenario.

Superior Low-Light Vision (Ex): A guardian giant owl can see five times as far as a human can in dim light.

Flight (Su): the ability of the guardian giant owl to fly is magical, as it is too heavy otherwise.

Cacophonous Guardian Giant Owl, advanced CR 6, large construct; HD 8d10+30; 83 hp; Initiative: +3; Speed: 10 ft, fly 70 ft. (average), AC 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15, Base Atk: +6; Grp: +14; Atk: Claw +9 melee (1d6+4); Full Atk: 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SQ: Darkvision 60'; Superior lowlight vision, construct traits, Hardness 10, Saves: Fort +2, Ref +5, Will +2; Str 18, Dex 17, Con –, Int 10, Wis 14, Cha 12;

Skills and Feats: Listen +17, Move Silently +8*, Spellcraft +6; Spot +14; Ability Focus (cacophonous screech), Alertness, Wingover

A guardian giant owl appears to be made of a bronze-like metal, stands about 9 feet tall, has a wingspan of up to 20 feet. They do not speak.

Cacophonous Screech (Sp): Once per day, a Cacophonous Guardian Giant Owl can emit a loud unsettling screech that affects everyone within a 60 foot radius who can hear it as a *confusion* spell (DC 17, effective caster level 8th). The DC is Charisma-based. Guardian Giant Owls are not affected by this screech.

Superior Low-Light Vision (Ex): A guardian giant owl can see five times as far as a human can in dim light.

Flight (Su): the ability of the guardian giant owl to fly is magical, as it is too heavy otherwise.

Encounter 12

Large Chaos Beast, Advanced, CR 13; Large outsider (chaotic, extraplanar) HD: 16d8+80 (152 hp) Init: +6 Spd: 20 ft. AC 19 (+2 Dex, +7 natural), touch 12 flat-footed 17 Base Atk: +16; Grp +27; Atk: +22 melee (1d4+7 plus corporeal instability, claw); Full Atk: +22/+22 melee (1d4+7 plus corporeal instability, 2 claws) Space/Reach: 10 ft./5 ft.; SA: Corporeal instability; SQ: Darkvision 60 ft., immunity to critical hits and transformation, SR 15; AL CN; SV: Fort +19, Ref +16, Will +15; Str 25, Dex 15, Con 20, Int 10, Wis 12, Cha 10;

Skills and Feats: Climb +25, Escape Artist +21, Hide +19, Jump +22, Listen +20, Search +19, Spot +20, Survival +1 (+3 following tracks), Tumble +23, Use Rope +3 (+5 with bindings); Dodge, Improved Initiative, Mobility. Spring Attack X X

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 23 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A shapechange or stonewall spell does not cure an afflicted creature but fixes its form for the duration of the spell. A restoration, heal, or greater restoration spell removes the affliction (a separate restoration is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Appendix Six: Encounters for APL 16

Encounter 2

Satha/Kosh/Vulex/Mav Lokarr, Ghoul War15 CR 15; Medium undead; HD (2d12)+(13d8); hp 80; Init +3 (+3 Dex); Spd 30'; AC 21 (+1 dex, +10 +4 *banded mail*), flatfooted 20, touch 11, Base Atk: +14/+9/+3; Grp +19; Atk: +22 melee (1d8+9/x1d6, +2 *keen spear*) or Bite +19 melee (1d6+5 plus paralysis); Full Atk: +22/+17/+11 melee (1d8+9/x1d6, +2 *keen spear*) or +19 melee (1d6+4 plus paralysis, bite) and +17/+17 melee (1d3 plus paralysis, 2 claws); SA: Ghoul Fever, Paralysis, Turn Resistance; Darkvision 60', AL: CE; SV: Fort +5, Ref +5, Will +8; Str 20, Dex 17, Con 10, Int 16, Wis 16, Cha 10

Skills and Feats: Balance +8, Climb +16, Hide +8, Intimidate +16, Jump +17, Move Silently +12, Profession (Soldier) +7, Ride +7, Sense Motive +10, Spot +8, Diplomacy +2; Dodge, Mobility, Multiattack, Spring Attack, Weapon Focus (spear)

Ghoul Fever (Su): Disease—bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based

Possessions: +2 *keen spear*, +4 *banded mail*, +3 *cloak of resistance*, *ring of mindshielding*, medallion of Mav Lokarr.

Encounter 9

Guardian Giant Owl, advanced CR 6, large construct; HD 8d10+30; 83 hp; Initiative: +3; Speed: 10 ft, fly 70 ft. (average), AC 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15, Base Atk: +6; Grp: +14; Atk: Claw +9 melee (1d6+4); Full Atk: 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SQ: Darkvision 60'; Superior lowlight vision, construct traits, Hardness 10, Saves: Fort +2, Ref +5, Will +2; Str 18, Dex 16, Con –, Int 10, Wis 14, Cha 12

Skills and Feats: Listen +17, Move Silently +8*, Spellcraft +6; Spot +14; Alertness, Wingover

A guardian giant owl appears to be made of a bronze-like metal, stands about 9 feet tall, has a wingspan of up to 20 feet. They do not speak in this scenario.

Superior Low-Light Vision (Ex): A guardian giant owl can see five times as far as a human can in dim light.

Flight (Su): the ability of the guardian giant owl to fly is magical, as it is too heavy otherwise.

Cacophonous Guardian Giant Owl, advanced CR 6, large construct; HD 8d10+30; 83 hp; Initiative: +3; Speed: 10 ft, fly 70 ft. (average), AC 18 (–1 size, +3 Dex, +6 natural), touch 12, flat-footed 15, Base Atk: +6; Grp: +14; Atk: Claw +9 melee (1d6+4); Full Atk: 2 claws +9 melee (1d6+4) and bite +4 melee (1d8+2); Space/Reach: 10 ft./5 ft.; SQ: Darkvision 60'; Superior lowlight vision, construct traits, Hardness 10, Saves: Fort +2, Ref +5, Will +2; Str 18, Dex 17, Con –, Int 10, Wis 14, Cha 12;

Skills and Feats: Listen +17, Move Silently +8*, Spellcraft +6; Spot +14; Ability Focus (cacophonous screech), Alertness, Wingover

A guardian giant owl appears to be made of a bronze-like metal, stands about 9 feet tall, has a wingspan of up to 20 feet. They do not speak.

Cacophonous Screech (Sp): Once per day, a Cacophonous Guardian Giant Owl can emit a loud unsettling screech that affects everyone within a 60 foot radius who can hear it as a *confusion* spell (DC 17, effective caster level 8th). The DC is Charisma-based. Guardian Giant Owls are not affected by this screech.

Superior Low-Light Vision (Ex): A guardian giant owl can see five times as far as a human can in dim light.

Flight (Su): the ability of the guardian giant owl to fly is magical, as it is too heavy otherwise.

Encounter 12

Large Chaos Beast, Advanced, CR 13; Large outsider (chaotic, extraplanar) HD: 16d8+80 (152 hp) Init: +6 Spd: 20 ft. AC 19 (+2 Dex, +7 natural), touch 12 flat-footed 17 Base Atk: +16; Grp +27; Atk: +22 melee (1d4+7 plus corporeal instability, claw); Full Atk: +22/+22 melee (1d4+7 plus corporeal instability, 2 claws) Space/Reach: 10 ft./5 ft.; SA: Corporeal instability; SQ: Darkvision 60 ft., immunity to critical hits and transformation, SR 15; AL CN; SV: Fort +19, Ref +16, Will +15; Str 25, Dex 15, Con 20, Int 10, Wis 12, Cha 9;

Skills and Feats: Climb +25, Escape Artist +21, Hide +19, Jump +22, Listen +20, Search +19, Spot +20, Survival +1 (+3 following tracks), Tumble +23, Use Rope +3 (+5 with bindings); Dodge, Improved Initiative, Mobility. Spring Attack X X

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 23 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A shapechange or stonewall spell does not cure an afflicted creature but fixes its form for the duration of the spell. A restoration, heal, or greater restoration spell removes the affliction (a separate restoration is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

Appendix Seven: Bonus Encounter

APL 8

Male Human Mnk5 CR 5 medium humanoid; hd (5d8)+5; hp 34; Init +2 (+2 dex); Spd 40 ft; AC 19 (flatfooted 13, touch 15), Base Atk +3; Grp: +5; Atk +7 melee (1d6+3 +1 *nunchaku*) or +5 melee (1d8+2 unarmed strike); Full Atk: +7 melee (1d6+3 +1 *Nunchaku*) or +5/+4 (1d6+3 +1 *nunchaku* and 1d8+2 unarmed strike) SA: *ki* strike (magic), stunning fist attack 5/day (DC 14), SQ: evasion, purity of body, slow fall 20 ft AL: LE; Sv: Fort +6, Ref +7, Will +7; Str 14, Dex 14, Con 12, Int 8, Wis 15, Cha 10

Skills and Feats: Balance +4, Hide +10, Jump +12, Listen +10, Tumble +12; Deflect Arrows, Dodge, Mobility, Stunning Fist, Weapon Focus (nunchaku)

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. She takes damage as if the fall were 20 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases

Possessions: +1 *nunchaku*, cloak of resistance +1, *potion of cat's grace*

APL 10

Male Human Mnk7 CR 7, medium humanoid; HD (7d8)+7; hp 47; Init +2 (+2 Dex); Spd 40 ft; AC 21 (flatfooted 19, touch 21), Base Atk +5; Grp: +7; Atk: +9 melee (1d6+3 +1 *nunchaku*) or +7 melee (1d8+2 unarmed strike); Full Atk: +9 melee (1d6+3 +1 *nunchaku*) or +8/+6 (1d6+3 +1 *nunchaku* and 1d8+2 unarmed strike) SA: *ki* strike (magic), stunning fist attack 7/day (DC 15), SQ: evasion, purity of body, slow fall 30 ft; wholeness of body 14 hp/day AL: LE; Sv: Fort +7, Ref +8, Will +8; Str 14, Dex 14, Con 12, Int 8, Wis 15, Cha 10

Skills and Feats: Hide +11, Jump +13, Listen +11, Tumble +13, Balance +4; Deflect Arrows, Dodge, Improved Disarm, Mobility, Spring Attack, Stunning Fist, Weapon Focus (nunchaku)

Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of evasion.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. She takes damage as if the fall were 20 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses

Possessions: +1 nunchaku, cloak of resistance +1, ring of protection +2, potion of cat's grace.

APL 12

Male Human Monk9 CR 9; medium humanoid; HD (9d8)+9; hp 61; Init +6 (+2 Dex, +4 Misc); Spd. 60 ft AC 21 (flatfooted 19, touch 17), Base Atk: +6/+1; Grp: +8/+3; Atk: +10 melee (1d6+3 +1 *nunchaku*) or +8 melee (1d10+2 unarmed strike); Full Atk: +10/+5 melee (1d6+3 +1 *nunchaku*) or +9/+8/+3 (1d6+3 +1 *ki focus nunchaku* and 1d10+2 2 unarmed strikes); SA: ki strike (magic), stunning fist attack 9/day (DC 17); SQ improved evasion, purity of body, slow fall 40 ft; wholeness of body 18 hp/day; AL: LE; Sv: Fort +9, Ref +10, Will +11; Str 14, Dex 14, Con 12, Int 8, Wis 16, Cha 10

Skills and Feats: Hide +14, Jump +15, Knowledge (Religion) +3, Listen +15, Tumble +14, Balance +4; Deflect Arrows, Dodge, Improved Disarm, Improved Initiative, Mobility, Spring Attack, Stunning Fist, Weapon Focus (nunchaku)

Improved Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. She takes only half damage on a failed save. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of improved evasion.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. She takes damage as if the fall were 20 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses

Possessions: Cloak of Resistance +2, +1 ki focus Nunchaku, potion of cat's grace, Ring of Protection +2

APL 14

Male Human Monk11 CR 11; medium humanoid; HD (11d8)+11; hp 74; Init +6 (+2 Dex, +4 Misc); Spd 60 ft; AC 23 (flatfooted 21, touch 19), Base Atk: +8/+3; Grp: +10/+5; Atk: +12 melee (1d6+3 +1 *nunchaku*) or +10 melee (1d10+2 unarmed strike); Full Atk: +12/+7 melee (1d6+3 +1 *nunchaku*) or +12/+10/+10/+5 (1d6+3 +1 *ki focus nunchaku* and 1d10+2 3 unarmed strikes); SA: ki strike (magic and lawful), stunning fist attack 11/day (DC 18); SQ diamond body, improved evasion, purity of body, slow fall 50 ft; wholeness of body 22 hp/day; AL: LE; Sv: Fort +11, Ref +12, Will +13; Str 14, Dex 14, Con 12, Int 8, Wis 16, Cha 10

Skills and Feats: Hide +16, Jump +17, Knowledge (Religion) +4, Listen +17, Tumble +14, Balance +4; Deflect Arrows, Dodge, Improved Disarm, Improved Initiative, Mobility, Spring Attack, Stunning Fist, Weapon Focus (nunchaku)

Improved Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. She takes only half damage on a failed save. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of improved evasion.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. She takes damage as if the fall were 20 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses

Diamond Body (Su): A monk gains immunity to poisons of all kinds

Possessions: *cloak of resistance +3, +1 ki focus nunchaku, potion of cat's grace, ring of protection +3*

APL 16

Male Human Monk¹³ CR 13; medium humanoid; HD (13d8)+13; hp 88; Init +6 (+2 Dex, +4 Misc); Spd 70 ft; AC 24 (flatfooted 22, touch 20), Base Atk: +9/+4; Grp: +12/+7; Atk: +14 melee (1d6+4 +1 *nunchaku*) or +12 melee (2d6+3 19-20/x2 unarmed strike); Full Atk: +14/+9 melee (1d6+4 +1 *nunchaku*) or +14/+12/+12/+7 (1d6+3 +1 *ki focus nunchaku* and 2d6+3 3 unarmed strikes); SA: ki strike (magic and lawful), stunning fist attack 11/day (DC 18); SQ diamond soul (SR 23); diamond body, improved evasion, purity of body, slow fall 60 ft; wholeness of body 26 hp/day; AL: LE; Sv: Fort +11, Ref +12, Will +13; Str 16, Dex 14, Con 12, Int 8, Wis 16, Cha 10

Skills and Feats: Hide +18, Jump +20, Knowledge (Religion) +6, Listen +19, Tumble +14, Balance +4; Deflect Arrows, Dodge, Improved Critical (unarmed strike), Improved Disarm, Improved Initiative, Mobility, Spring Attack, Stunning Fist, Weapon Focus (nunchaku)

Improved Evasion (Ex): If a monk makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. She takes only half damage on a failed save. Evasion can be used only if a monk is wearing light armor or no armor. A helpless monk does not gain the benefit of improved evasion.

Still Mind (Ex): A monk gains a +2 bonus on saving throws against spells and effects from the school of enchantment.

Ki Strike (Su): A monk's unarmed attacks are empowered with ki. Her unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures with damage reduction.

Slow Fall (Ex): At 4th level or higher, a monk within arm's reach of a wall can use it to slow her descent. She takes damage as if the fall were 20 feet shorter than it actually is.

Purity of Body (Ex): A monk gains immunity to all diseases except for supernatural and magical diseases

Wholeness of Body (Su): A monk can heal her own wounds. She can heal a number of hit points of damage equal to twice her current monk level each day, and she can spread this healing out among several uses

Diamond Body (Su): A monk gains immunity to poisons of all kinds

Abundant Step (Su): A monk can slip magically between spaces, as if using the spell *dimension door*, once per day. Her caster level for this effect is 6th.

Diamond Soul (Ex): A monk gains spell resistance equal to her current monk level + 10. In order to affect the monk with a spell, a spellcaster must get a result on a caster level check (1d20 + caster level) that equals or exceeds the monk's spell resistance.

Possessions: Cloak of Resistance +3, +1 ki focus Nunchaku, potion of cat's grace, Ring of Protection +4, pale blue rhomboid ioun stone

Balakamon Male Human Conjurer16 CR 16; medium humanoid; HD (16d4)+32; hp 72; Init +6 (+2 Dex, +4 misc); Spd 30 ft.; AC 19 (flatfooted 17, touch 12), SA: Vision: Normal AL: LE; Sv: Fort +10, Ref +10, Will +13; Str 8, Dex 14, Con 14, Int 20, Wis 10, Cha 12

Skills and Feats: Concentration +20, Gather Information +12, Knowledge (Arcana) +17, Knowledge (Local) +17, Knowledge (The Planes) +26, Ride +1, Spellcraft +23, Swim +2; Craft Staff, Craft Wand, Empower Spell, Extend Spell, Greater Spell Penetration, Improved Initiative, Maximize Spell, Quicken Spell, Skill Focus (Knowledge (The Planes)), Spell Penetration

Wizard Spells Prepared (4/6+1/5+1/5+1/5+1/5+1/3+1/3+1/2+1; Save DC 15 + spell level): 1 – *mage armor, feather fall, magic missile (2), protection from good, true strike, shield*; 2 – *levitate, scorching ray (2), bear's endurance, web*; 3 – *dispel magic (2), haste, ~~haste, arcane sight~~, stinking cloud*; 4 – *charm monster, dimension door (2), dimensional anchor, resilient sphere, wall of fire*; 5 – *cone of cold (2), dismissal, mind fog, quickened magic missile, teleport*; 6 – *acid fog, mass suggestion, true seeing, wall of iron*; 7 – *forcecage, limited wish, summon monster VII*; 8 – *polar ray, summon monster VIII, ~~greater planar binding~~*

Spellbook: 0th – acid splash, arcane mark, dancing lights, daze, detect magic, detect poison, flare, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance; 1st – comprehend languages, detect undead, endure elements, expeditious retreat, feather fall, identify, mage armor, magic missile, protection from chaos, protection from evil, protection from good, protection from law, shield, summon monster I, true strike; 2nd – acid arrow, bear's endurance, cat's grace, continual flame, glitterdust, levitate, scorching ray, spider climb, summon monster II, web; 3rd – arcane sight, dispel magic, fireball, fly, haste, hold person, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, phantom steed, protection from energy, stinking cloud, suggestion, summon monster III; 4th – arcane eye, charm monster, detect scrying, dimension door, dimensional anchor, globe of invulnerability (lesser), ice storm, locate creature, minor creation, mnemonic enhancer, remove curse, resilient sphere, summon monster IV, wall of fire; 5th – cone of cold, contact other plane, dismissal, mind fog, overland flight, planar binding, lesser, sending, summon monster V, telepathic bond, teleport; 6th – acid fog, analyze dweomer, control water, dispel magic, greater, globe of invulnerability, legend lore, planar binding, suggestion, mass, summon monster VI, true seeing, wall of iron; 7th – banishment, delayed blast fireball, ethereal jaunt, forcecage, limited wish, plane shift, scrying, greater, summon monster VII, teleport, greater, vision; 8th – demand, dimensional lock, mind blank, planar binding, greater, polar ray, power word stun, summon monster VIII,

Possessions: Boccob's blessed book, bracers of armor +7, cloak of resistance +3, ioun stone (scarlet and blue), wand of lightning bolt (10th), wand of magic missile (9th).

Player's Handout One

Noted Adventurers:

While I realize you may have other matters to attend to, I was hopeful that you would entertain this request for you to briefly meet with me. We have a common associate, the Sea Mage Kaledra, and since your encounter with her I've been meaning to follow up on her discoveries and work, which she says you so ably assisted in.

I assure you it won't take a great deal of your time, though I must be off to other parts within two nights hence, so if we cannot meet before then I suppose we shall not soon again cross paths. So it goes. I appreciate your discretion in this matter, from one adventurer to another.

Tiberan Matreyus

Players Handout Two

Rezzek:

Sorry about the problem with Sudie. I did find out a bit about the test from Ket Nar. He doesn't think it's worth trying, and certainly not all alone, which surprised me, since he's the one who has always had the greatest gleam in his eye when he recounts the old tales of the Mages of Power.

Anyway, he says the Path of Change and Stasis is as bad as you've heard, but the masters consider it an important part of the training anyway. Lotar might be able to help you with it when the time comes. Ugh, that Lotar makes my flesh crawl.

Frostburn's evocations will hurt, especially Abis's Evocation of White (so be ready with it yourself, of course), but the one you have to watch out for the most is the second spell, Lek-Fo's Harmonic Disruptor. If you loose any one of the five keys it's all over and you'll never pass.

I don't know why Ket Nar doesn't bother finishing the test. He's says he's been too busy. He's the only one contacting some of the more recent migrants, which bothers the headmaster greatly. The ones he says are less decent folk have taken to exploring the Dreadwood. Frightful place that. I'm glad were safe here in the Suss.

Anyway, hope that's useful.

Hey, did you notice the way the assistants no longer talk? Have you heard anything about that? Is Ske-Lora making adjustments to them, or are they in need of repair? The chaplain just says all will be revealed in good time, but that's what he says about all the oracles.

Excelsior!

K.

Player's Handout Three

I have always rejected the full implications of the prophecies written in the Key. We were right to heed them and found this school, but oh, would the doom our race has brought on the Baklune and us have been more plainly written.

It would have been better the first Suel emperor had never been born than that such devastation be invoked. Now that all has turned to dust, the legacy here is all that is left. Maybe there will come a day when the legacy of the dweomerpaths should be recovered and mages of power again walk the earth. But I will not see it, nor shall any other for countless ages.

I have instructed the proctors to keep the test at the highest level of difficulty: none but a mage on the pure path will be able to accomplish it. A small comfort, but one I do not deserve. The Master of Tedium will also protect His prophecies of course, as those who seek to upend His timing receive chaos back on their own heads.

My regret is that the cup I drink will largely be painless.

Len-Azon, house Makson

Players Handout Four: Solution the Water Mephit

[hand a copy of this to PCs who release Solution from his service in the test]

Solution, the lesser Planar Ally. Water Mephit Sor3. CR 6, small outsider (extraplanar, water); HD 3d8+6 plus 3d4+6; hp 36; Init: +0; Sp: 30 ft, fly 40 ft. (average), swim 30 ft.; AC: 16 (+1 size, +5 natural), touch 11, flat-footed 16; Base Atk: +4; Grp +2; Atk: Claw +7 melee (1d3+2); Full Atk: 2 claws +7 melee (1d3+2) SA: Breath weapon, spell-like abilities, summon mephit; SQ: DR 5/magic, darkvision 60 ft., fast healing 2; AL : N; Sv: Fort +5, Ref +4, Will +6; Str 14, Dex 10, Con 14, Int 6, Wis 11, Cha 16

Skills and Feats: Bluff +9, Escape Artist +6, Hide +10, Listen +6, Diplomacy +5, Disguise +3 (+5 acting), Move Silently +6, Spellcraft -1, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness; Spell Focus (Enchantment)

Sorcerer Spells Known (6/6; save DC 13 + spell level): 0 – *resistance, daze, message, prestidigitation, detect poison*. 1- *endure elements, hypnotism, charm person*

Breath Weapon (Su): 15-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a water mephit can hurl an acidic blob that functions like acid arrow (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of a stinking cloud spell (DC 16, caster level 6th). The save DC is Charisma-based.

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a summon monster spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd-level spell

Fast Healing (Ex): A water mephit heals only if it is exposed to rain or submerged up to its waist in water

Solution, the Planar Ally. Advanced Water Mephit Sor6. CR 10, small outsider (extraplanar, water); HD 6d8+12 plus 6d4+12; hp 72; Init: +0; Sp: 30 ft, fly 40 ft. (average), swim 30 ft.; AC: 17 (+1 size, +6 natural), touch 11, flat-footed 17; Base Atk: +9; Grp +11; Atk: Claw +11 melee (1d3+2); Full Atk: 2 claws + 11 melee (1d3+2) SA: Breath weapon, spell-like abilities, summon mephit; SQ: DR 5/magic, darkvision 60 ft., fast healing 2; AL :N; Sv: Fort +8 Ref +7 Will +10; Str 14, Dex 10, Con 14, Int 6, Wis 11, Cha 17

Skills and Feats: Bluff +11, Concentration +10, Escape Artist +6, Hide +10, Listen +6, Diplomacy +5, Disguise +3 (+5 acting), Move Silently +6, Spellcraft +5, Spot +8, Swim +10, Use Rope +0 (+2 with bindings); Improved Natural Armor, Flyby Attack, Power Attack, Toughness; Spell Focus (Enchantment);

Sorcerer Spells Known (6/7/6/4; save DC 13 + spell level; enchantment save 14 + spell level): 0 – *acid splash, detect magic, detect poison, resistance, daze, message, prestidigitation* 1 – *charm person, comprehend languages, endure elements, hypnotism* 2 – *arcane lock, Tasha's hideous laughter* 3 – *suggestion*

Breath Weapon (Su): 15-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a water mephit can hurl an acidic blob that functions like acid arrow (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of a stinking cloud spell (DC 16, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A water mephit heals only if it is exposed to rain or submerged up to its waist in water

Solution, the Greater Planar Ally. Advanced Water Mephit Sor12. CR 12, small outsider (extraplanar, water); HD 6d8+12 plus 12d4+24; hp 99; Init: +0; Sp: 30 ft, fly 40 ft. (average), swim 30 ft.; AC: 18 (+1 size, +7 natural), touch 11, flat-footed 18; Base Atk: +12; Grp +14; Atk: Claw +14 melee (1d4+2); Full Atk: 2 claws + 14 melee (1d4+2) SA: Breath weapon, spell-like abilities, summon mephit; SQ: DR 5/magic, darkvision 60 ft., fast healing 2; AL :N; Sv: Fort +8 Ref +7 Will +11; Str 14, Dex 10, Con 14, Int 6, Wis 12, Cha 18

Skills and Feats: Bluff +12, Concentration +13, Escape Artist +6, Hide +10, Listen +7, Diplomacy +6, Disguise +3 (+5 acting), Move Silently +6, Spellcraft +11, Spot +9, Swim +10, Use Rope +0 (+2 with

bindings); Improved Natural Armor (2), Improved Natural Attack, Flyby Attack, Power Attack, Toughness; Spell Focus (Enchantment); Skill Focus (spellcraft);

Sorcerer Spells Known (6/7/7/7/7/5/3; save DC 13 + spell level; enchantment save 14 + spell level): 0 – *acid splash*, *detect magic*, *detect poison*, *resistance*, *daze*, *message*, *open/close*, *prestidigitation*, *read magic* 1 – *charm person*, *comprehend languages*, *endure elements*, *hypnotism*, *shield* 2 – *arcane lock*, *eagle's splendor*, *Tasha's hideous laughter*, *touch of idiocy*, *resist energy* 3 – *dispel magic*, *rage*, *suggestion*, *water breathing* 4 – *charm monster*, *confusion*, *lesser globe of invulnerability*, 5 – *feeblemind*, *mind fog*; 6 – *globe of invulnerability*

Breath Weapon (Su): 15-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a water mephit can hurl an acidic blob that functions like acid arrow (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of a stinking cloud spell (DC 16, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): A water mephit heals only if it is exposed to rain or submerged up to its waist in water

DM's Aid

Legend Lores

The Oracle of Lendor.

Those who hear the words of the oracle of Lendor and guard his Key are blessed beyond all others. For his words are always true, and what escapes his notice is not worthy of study. The dweomers of the pure partake of this blessing, in this holy place.

The School

"And Len-Azon kept his own council, knowing that his pleas would fall on deaf ears. His countrymen were mad, and so his purposes lay beyond the mountains and valley, to the place Lendor's prophecies would guide the Speakers of the Great Craft. The school would preserve the legacy of the best of Suel power, and keep it pure from those who dealt in corruption and chaos

When the Cataclysms came, hope was lost. Even this was foretold, though none could accept it. The Masters renounced the legacy of the Great Craft and sealed the doors till the time that the Opener and the Master of Tedium should confirm."

The Challenge of Wizardry

The Paths of the Great Craft are perilous
Through them the Suel Mage shows his Power
Over many things.

The Path of the Mind and Heart speaks to the truth of the matter
The Path of the Noumenal and Pheonomenal leads from surface to substance
The Path of Cause and Effect displays the power of magic
The Path of Acceptance and Denial displays the will of magic
The Path of Change and Stasis displays the limits of magic
No path shall be avoided.
No path shall be forbidden
No law of the great craft shall be broken
No transgression shall be forgiven.

The Path of the Mind and Heart

He who receives visions of insight in his heart can prevail. He who uses all the powers of his mind will prevail.

Path of the Noumenal and Phenomenal

The surface is the veil of true substance. Beneath the surface the truth prevails.

Path of Cause and Effect

The evocations of the mighty are overwhelming, but the transformations of the clever are the downfall of fools.

The Path of Acceptance and Denial

The will of the sentient is like clay in the hands of the mage. Once fired, it can only be broken again.

The Path of Change and Stasis

If the immutable remains immutable, balance is preserved, but neither good nor evil can result.
In every dying a new thing can be born.

Ket-Nar

Ket-Nar of dreadful house despised his master's wards
Of the map he made and carried far to seek
The help of those who's dread is known. He's lost, but his
Master's legacy is now recalled, and in Lendor's moment
Soon revealed.

Abisara-Tmat

"Lek-fo-Alna surveyed the ruins of the great Citadel of Magic, despairing at the destruction the twelve scaled devils had wrought. He perceived at last the deception that had been wrought in his mind, and he knew the identity of his mistress. With his dying breath he spoke "She is Tiamat"

Divinations

The Challenge of Wizardry (for a party with a wizard at APL)

The challenge of Wizardry can be met by the one who endures the preparations

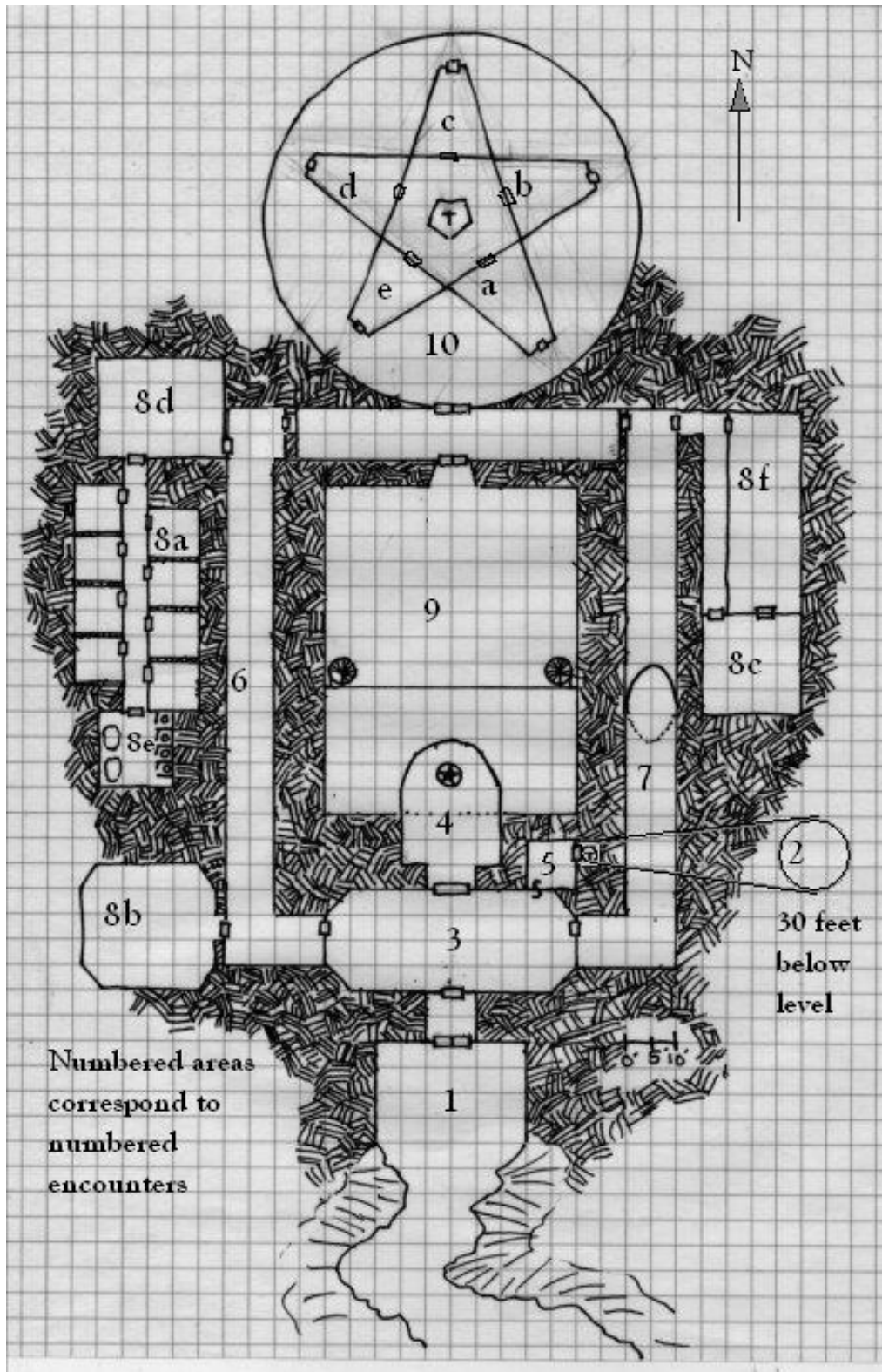
The Challenge of Wizardry (for a party with no wizard of appropriate level)

You will fail in the challenge in the way it was intended, but those who brave order and chaos may win at great cost.

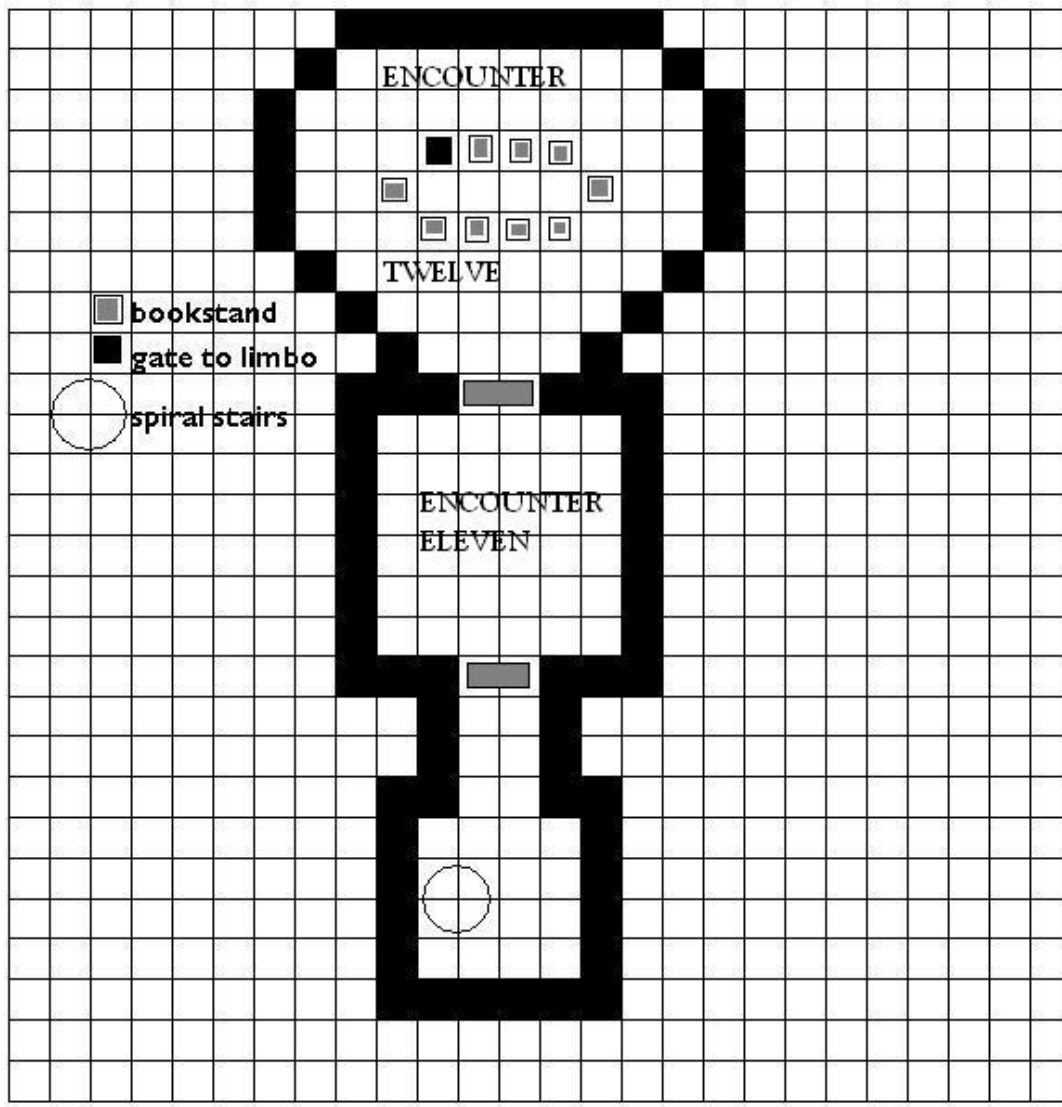
Entering the Secret Library

The time of the final challenge is at hand. Shall the lawless destroy the legacy of the ages, or shall chaos be put under order?

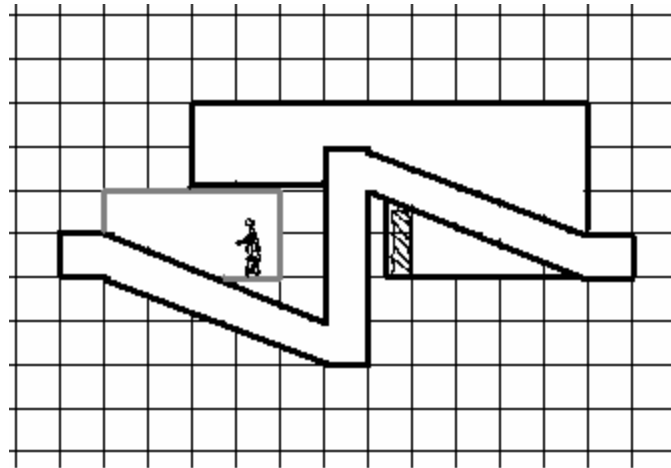
Map of Main Level



Map of Secret Library and Antechambers



Map of Elevation of First Level (looking west)



10' squares. Map not completely precise.

Critical Event Summary

Did the PCs meet with Tiberian Matreyus at the start?
Did they agree to accept the help of the Seekers?
Did the PCs accomplish the challenge of Wizardry without cheating
Did the PCs cheat in the challenge of Wizardry
Did any PCs retrieve the Medallion of Etraika?
Was Solution freed from bondage?
Was the negative energy sphere destroyed?
Did any PC complete the challenge without assistance?
Was the portal to limbo closed?
Were any PCs lost in Limbo?
Did the Silent Ones show up?
Did Lashton show up?
Did Lashton acquire the Bronze Key of Portals?
Did Lashton acquire non-forbidden books?
Did Lashton acquire forbidden books?
Did the forces show up?
How many Silent Ones were killed? Zero, One, Two, Three
Did any of the escape?