

FUR8-05

Mazed and Confused

A One-Round Dungeons & Dragons® Living Greyhawk™ Furyondy Regional Adventure

Version 0.9

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King Belvor, frustrated with the complete lack of choices for a new member of the Chamber of Four, opens up the field to any powerful arcane caster who is a citizen of Furyondy. A competition will be held wherein each candidate must demonstrate skill with the art of magic, honor on the field of battle, strength of will and dedication to their King. PCs who play this adventure should be prepared to face a mix of puzzles and combat with little equipment or spells. Part Eight of the Eight of Wands story arc. Recommended for members of the Furyondy Mage Council, Twilight Hunters, and players who seek outside-the-box solutions. A one-round Furyondy Regional adventure for APLs 6-14.

Resources for this adventure [and the authors of those works] include *FUR6-06 Invocation and Intrigue* [Steven Bergen and Andrew Nuxoll], *FUR6-07 Conjuring Trouble* [Andrew Nuxoll], *FUR7-01 A Tune of Transmutation* [Shelley Stephen], *FUR7-03 Illusions and Dreams* [Andrew Nuxoll], *FUR7-08 Of Noble Spirit* [Brian Gray and Andrew Nuxoll], *FUR8-01 Apparitions and Abjurations* [John du Bois], *FUR8-03 Duplicity Divined* [Pete Cooney and Andrew Nuxoll], *Monster Manual V* [David Noonan].

This adventure is dedicated to the memory of Gary Gygax. Thank you for some of the best moments of my life.

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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For questions specific to this document, please e-mail your Circle member at iuzcircle@gmail.com; for LIVING GREYHAWK campaign questions email rpgahq@wizards.com.

RPGA® SANCTIONED PLAY

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

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

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

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

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

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal companions, familiars paladin's mounts) or the warhorse of a character with the Mounted Combat feat, use the sidebar chart to determine the number of levels you add to the sum of step one. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

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

	7	7	9	10	11
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Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

If you are running a table of six PCs, add one to that average.

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

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

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

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

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

TIME UNITS AND UPKEEP

This is a standard 1-round Furyondy Regional adventure, set in Furyondy. All characters with a home region of Furyondy pay 0 Time Units. Out of metaregion characters pay 0 Time Units.

Adventurer's Standard Upkeep costs 12 gp per Time Unit. Rich Upkeep costs 50 gp per Time Unit. Luxury Upkeep costs 100 gp per Time Unit. Characters that fail to pay at least Standard Upkeep will retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may also avoid the above-described penalties by living off the wild. If the

character possesses four or more ranks in the Survival skill and succeeds at a DC 20 Survival check, the character will heal temporary ability damage as if he or she paid for Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). The player is allowed to Take 10 on this roll.

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

ADVENTURE BACKGROUND

This scenario is the final formal installment in Eight of Wands story arc.

What has gone before (warning: this recap provides spoilers for still-active Furyondy adventures FUR7-01, FUR7-03, FUR7-07, FUR8-01, and FUR8-03):

- In *FUR6-06 Invocation and Intrigue*, the PCs rescued a minor Mage Council bureaucrat named Telmus from a pair of rogues named Zargas and Bremen. Z&B were turned over to authorities but escaped shortly thereafter. Circumstances pointed to a powerful patron who goes by the initial 'T'.
- In *FUR6-07 Conjuring Trouble*, the PCs learn that King Belvor is seeking a replacement for Karzalin, the former member of the Chamber of Four who, at the time, was considered missing. While interviewing the first candidate, an aptly named Afronidious the Daft, the PCs end up in a plane of mirrors. Afronidious gets a sound thumbs down from most factions.
- In *FUR7-01 A Tune of Transmutation* the PCs seek a stolen songbook, a kidnap victim and a criminal mastermind. They also manage to interview Satiana, the court wizard of the Duchy of the Reach. Reviews of Satiana are mixed but ultimately, she is rejected by a narrow margin.
- In *FUR7-03 Illusions and Dreams* the PCs are sent to interview Ereland Manneth, a powerful wizard and high ranking soldier in the military. Ereland is deemed too valuable in his current position for promotion to the Chamber of Four. However, in the process, the PCs unravel a mystery surrounding a visitor from the Empire of Luz and, in the process, discover an unusual but promising candidate for the Chamber of Four named Adar ibn Vahim; by a narrow margin, the adventurers recommend him for

further consideration. Other political groups are unenthusiastic about Adar given his former career as a minion of the Old One and the fact that he is a sorcerer and not a wizard.

Evidence also surfaces that Satiana may not be such a loyal Furyondy citizen.

- In *FUR7-08 Of Noble Spirit* the PCs are sent to the estate of Thimme de Levine, court wizard and War College dean. Thimme, unfortunately, has some skeletons in his closet...or more particularly ghosts in his basement. Some PCs decide that Thimme is an innocent victim of Thrommel's machinations and ally with Thimme to combat Furyondy's enemies. Others decide that Thimme is not to be trusted. The overall decision, while close, is that Thimme is not recommended for the Chamber of Four.
- In *FUR8-01 Alliances and Abjurations* it becomes clear that King Belvor is beginning to scrape the bottom of the barrel. The PCs are sent to interview the reclusive wizard Schyzer. They lose their minds along the way but fortunately regain them long enough to learn that Schyzer is losing his. Fortunately, there is enough sanity around for Schyzer to get the sole unanimous thumbs down.
- In *FUR8-03 Duplicity Divined* the PCs are sent to interview a less powerful but potentially promising candidate named Helene. Upon arrival they discover their old friends Zargas and Bremen are holding the wizard and her friend the Oracle of Istus hostage. The PCs undo the evildoing and Bremen is captured... but Zargas escapes (barely). This time the PCs discover that 'T' is none other than Satiana. She confesses her crimes, expresses regret and offers to atone by helping the PCs track down the true evil: Thimme de Levine. As a result, she is allowed to go free...at least for now.

King Belvor, frustrated with the complete lack of choices for a new member of the Chamber of Four, opens up the field to any powerful arcane caster who is a citizen of Furyondy. He has decreed that a competition will be held wherein each candidate must demonstrate skill with the art of magic, honor on the field of battle, strength of will and dedication to their King.

ADVENTURE SUMMARY

Introduction: The PCs select a candidate for the Chamber of Four that they wish to support. This might be a PC or NPC depending upon circumstances.

Encounter One: The PCs arrive on the scene for the contest and find that a semi-impromptu carnival has erupted. They have the opportunity to revel, gather information, shop and meet some key NPCs to whom the PCs might have debts to pay.

Encounter Two: The contest rules are presented and the PCs prepare. Part of this preparation involves doffing most magic items and limiting access to spells. The goal of the competition will be gather rare scintarinde crystals from a series of rooms in a demi-plane.

Encounter Three: The PCs begin the testing in spherical room with no exits. They must find a way out.

Encounter Four: The PCs encounter a room with a tricky tilting floor trap. Successfully beating the trap earns scintarinde crystals.

Encounter Five: The PCs unexpectedly encounter a rival Chamber of Four candidate or two. They also find themselves battling construct chess pieces on a massive chess board.

Encounter Six: The PCs are tested by a pair of githyanki monks. Success in this test requires the Chamber candidate to attempt to attack the monks without magic.

Encounter Seven: The PCs must solve a puzzle to proceed or face banishment and expulsion from the contest.

Encounter Eight: The PCs find Adar ibn Vahim in mortal peril. To save him will likely cost them a scintarinde crystal.

Encounter Nine: The PCs enter a room containing a strange device that retrieves spheres from a massive box. The device has been sabotaged to retrieve spheres containing shadow-beholders.

Conclusion: The PCs return with their crystals and await the outcome which will be determined via an interactive.

PREPARATION FOR PLAY

IMPORTANT NOTE TO DMS: This is an adventure intended to reward outside-the-box solutions and player and PC ingenuity. It is *essential* to note that just because a proposed solution to a challenge is not listed in the adventure does not mean that said solution will not work, just that the players were more creative than the author and editor. Remember, the main goal is for everyone to have fun.

Before running this adventure, it is essential that you review *DM's Aid #1: Preak's Demiplane of Dread*.

This adventure is the final installment of the Eight of Wands story arc. PCs who have played previous parts of the arc may know things or have alliances that will impact this adventure. The previous seven adventures are:

FUR6-06 Invocation and Intrigue – PCs who've played this adventure will recognize Thimme de Levine in Encounters 1 and 5. PCs who have Lielenna's fortune on their adventure record and drew the The Fates, Ruin, Skull, Moon or Void cards will receive "special treatment" in this adventure.

FUR6-07 Conjuring Trouble – no effect on this scenario.

FUR7-01 A Tune of Transmutation – PCs who played this adventure will recognize Satiana in Encounters 1 and 5 and may have some additional information about her.

FUR7-03 Illusions and Dreams – PCs who successfully completed this adventure may have received a very interesting letter about Satiana at the conclusion of that adventure.

FUR7-07 Of Noble Spirit – PCs who played this adventure may have sworn an oath of allegiance to Thimme de Levine. This will come into play in multiple encounters.

FUR8-01 Alliances and Abjurations – no effect on this scenario.

FUR8-03 Duplicity Divined – PCs who played this adventure may have sworn an oath of allegiance to Satiana. This will come into play in multiple encounters.

Prior to this and any other Furyondy regional adventure, the DM should ask the PCs the following questions:

- Do you or any items you possess detect as evil?
- If items detect as evil, do you plan to bring them on this adventure?
- Are you presently wanted for any crimes in Furyondy?

If the PCs detect as evil or possess any items that do, be sure that they are aware that both are criminal acts in the kingdom and that they are likely to be arrested and prosecuted if captured.

Also see if the PCs meet the following conditions:

- **FUR6-06 Invocation and Intrigue**: Has the Lielenna's Foretelling AR item with The Fates, Ruin, Skull, Moon or Void cards. PCs who drew The Fates receive an important clue in Encounter 3. PCs who drew the Ruin card receive a -10 penalty on balance checks in Encounter 4. PCs who drew the Moon or Void

cards receive some helpful hints in Encounter 8. PCs who drew the Skull card are at a disadvantage against the shadow beholders in Encounter 9.

- **FUR7-07 Of Noble Spirit**: Has the Ally of Thimme AR item.
- **FUR8-03 Duplicity Divined**: Has the Ally of Satiana or Violated and Oath AR item.
- Submitted a resume to the Triad to be a Chamber of Four member.
- Is an arcane caster capable of casting 5th level spells that has Furyondy as his/her home region.

INTRODUCTION

Determine whether anyone at the table is an arcane spellcaster capable of casting 5th level spells and a citizen of Furyondy. If one or more PCs meet those criteria, read the following to them:

Among arcane practitioners such as yourself in the Kingdom of Furyondy, the process of selecting a replacement for Karzalin on the Chamber of Four is the source of a constant stream of rumors for those who wish to hear it. Whether rumor-mongering is your purview or not, it's no secret that the Mage Council and the King himself have faced a string of frustrations finding a candidate to satisfy all factions within the government. Thus it is no surprise when you hear the following announcement.

Read the following regardless of the party make-up:

Hear ye! Hear ye! Be it known that his most virtuous and courageous King Belvor has declared an open tourney for those wishing to serve their country as a most trusted arcane advisor and member of the Chamber of Four. Any and all responsible scholars of the arcane arts are invited to appear before the entrance to the Mage's Guildhall in Chendl at highsun on the first day of Flocktime. Bring with you your most trusted advisors and expect to face the king's most rigorous testing.

If there are arcane spellcaster PCs in the party who meet the criteria mentioned above, **one** of them may decide to present himself or herself as a candidate for the Chamber of Four. Many PCs may have already done so, but even if they have

not, this is their last chance to enter as a “dark horse” candidate. The remaining PCs at the table must agree to be the candidate’s advisors for the adventure to continue.

If there are no willing candidates among the PCs, then all of them are advisors to an NPC candidate. The party must select that candidate from the following choices:

- **Thimme de Levine** is a dean of the Furyondy War College and arcane advisor to the Baroness of Kalinstren.
- **Satiana** is the court wizard to Duke Tyneman of the Duchy of the Reach.
- **Adar ibn Vahim** is a former citizen of Ket who has recently fled from the Empire of luz.

PCs who have played previous adventures in the Eight of Wands story arc are likely to have met some or all of these NPCs. In fact, any PCs that have allegiance to one (or both!) of these NPCs (see Preparation for Play). Such PCs will receive a request from him/her that they act as advisor during the testing. Give them Player’s Handout 1 (Thimme) and/or 2 (Satiana) as appropriate. Refusing this request is considered a betrayal for those PCs who have Violated an Oath on their adventure record for *FUR8-03 Duplicity Divined*. This *mark of justice* can be removed per the Living Greyhawk Campaign Setting and the Furyondy Meta-Campaign Handbook for the costs listed. However, a failed casting of *break enchantment* still needs to be paid for as per usual.

A Knowledge (local [luz’s Border States]) check can reveal additional information about the NPCs that might aid in the decision:

- DC 12** Satiana’s liege, Duke Tyneman, is the “black sheep” of the Furyondy nobility, and is rumored to have spearheaded the efforts to incite the southern provinces in the direction of war with Verbobonc.
- DC 14** Thimme is a former apprentice of Karzalin, the traitor wizard. As a result, he is distrusted by many.
- DC 15** Adar is a former minion of luz.
- DC 17** Thimme is a brilliant military strategist.
- DC 19** The Oracle of Istus identified an enemy of Furyondy as “the wizard of cats.” Satiana fits this description very well.
- DC 21** Adar claims to have defected and was rescued by his lover, a Furyondian spy.
- DC 25** The Black Knight (a mortal enemy to the crown) appeared at a Needfest banquet thrown by Thimme. Evidence was found that could be interpreted to imply that

Thimme is an ally of the Black Knight.

- DC 31** Some claim to have spotted Satiana in luz lands consorting with leaders there.
- DC 33** Adar is no wizard. He’s one of the demon-touched (i.e., a sorcerer).

Development: Once the PCs have selected the candidate they are supporting (PC or NPC) proceed to Encounter One.

1: THE BIG DAY

Prior to entering the city of Chendl, the PCs should be reminded of the recently added laws governing the city. In particular, note the limitations on teleporting or flying into the city (it’s not allowed), as these are especially relevant before approaching the city gates.

As you approach the gates of Chendl, you notice that the line to enter the city is longer, and a number of armored individuals wearing holy symbols of Heironeous and St. Cuthbert are asking all those entering the city a set of questions. Posted near the end of the line is a sign stating, “Due to the preparations for our wise and noble Majesty’s upcoming nuptials, we are adding new security screenings to ensure that the wedding goes smoothly. Please be patient with the delay in entering the city, and note that teleporting and flying are strictly prohibited; attempting to do either will result in charges being pressed.”

If the PCs attempt to circumvent the screening process by flying over the city walls (even invisibly) or by using teleportation with a range of 1000 feet or less, they are captured by soulguards (who are watching the skies with *true seeing*) and charged with an Injurious Crime, resulting in the loss of 4 TU, 100 gp per character level, and any material components or foci for spells allowing the PC to fly or teleport. If the PCs attempt to teleport in with spells of a range longer than 1000 feet, there is a 25% chance they are similarly captured.

If the PCs do not attempt to evade the screening, they are asked the following questions (roleplay these as a more attentive version of the border crossing between Detroit and Canada). The guards (each cleric 6/soulguard 1 or paladin 7) have Sense Motive modifiers of +15.

- ***What is your nation/region of residence?***
All PCs who claim residence of Dyvers or Keoland are asked to step aside for secondary screening. PCs who are from the region of

Verbobonc are asked about their meta-organizational affiliation; PCs who are Bondsmen of House Estival are asked to step aside for secondary screening as well.

- **Do you have any evil items to submit for destruction?** After answering this question and turning over any items, all PCs are screened with *detect evil*. Any PCs who detect as evil or who have items that do are pulled aside for secondary screening.
- **Please leave any unusual animals or companions in the stable area during your stay in Chendl; such beasts are not currently permitted in the city. Additionally, please peacebind any nonstandard weapons.** Essentially, any animals that are not commonly used as mounts (most typically warhorses or horses) or beasts of burden (e.g. mules or donkeys) must be stabled, and any creatures that are not of the humanoid or monstrous humanoid type are not permitted in the city at all. Likewise, any exotic weapons that are not a racial weapon must be peacebound at all times within the city. PCs who protest are told that the laws are for security's sake, and that their animals will be well-tended. PCs who protest after being told this are pulled aside for secondary screening.

PCs pulled aside for secondary screening are automatically captured for all crimes they are wanted for in Furyondy, and are subjected to a *true seeing* and a *zone of truth* (DC 19). This includes crimes they are wanted for from the current adventure (e.g. possibly assault on the knights, etc). While in the *zone*, PCs are asked their purpose for coming into the city; any seeming ill intent leads to the PC being disallowed from entering the city. Furthermore, all the PCs' gear, including that worn, is searched, and any contraband is prosecuted to the fullest extent of the law.

After all legal issues are addressed, continue:

Despite the holdup at the city gates, you have arrived early at the guildhall for the testing and are greeted by a carnival atmosphere. A sizeable crowd has filled the streets around the Mage Council's newly repaired guildhall. In addition to legitimate candidates, gawkers, bards, spectators, citizens, wizard-wannabes, merchants, pickpockets, nobles, historians, performers, and peasants from across the central Flanaess have turned out to witness

the spectacle. The nearby Felldrake Inn has so many customers a wagonload of ale has been parked out front and a trio of sweating barmaids are hastily tapping the barrels and distributing the brew while the giddy owner collects coin after coin from the throng. On the guildhall steps, a pair of wood and metal constructs stands guard with arms crossed.

The constructs are shield guardians. They have orders to refuse to allow anyone to pass beyond the first landing of the guild hall steps. The crowd gives them a wide berth and only one brave pie merchant has dared set his wares upon a blanket on the bottom steps.

The PCs are free to attack the shield guardians, who, due to the specific nature of their programming, do not resist unless the PCs try to pass beyond the first landing of the guildhall steps (this was done to protect chaotic commoners who might throw a rock at the guardians). However, such an attack causes a commotion and draws the attention of the city guards, who arrive in 2d4 rounds. When they arrive, any PC who is still attacking the guardians, as well as all who have attacked the guardians if they have sustained more than 20 damage, are arrested for property damage and are immediately held accountable for repairing the guardians at the price of 500 gp per point of damage dealt (total, not per PC). PCs may cast *repair* spells (SpC) to heal this damage if they know them; this reduces the fine accordingly. PCs must sell gear to pay the fine, and if they cannot, are removed from the adventure and must pay 1 TU per 100 gp unpaid (rounding up to the nearest TU). Additionally, if the PCs used area of effect spells to damage the guardians, they likely damaged the guildhall itself and innocent citizens; see the Furyondy Laws and Punishments document for further information on these crimes.

The PCs are free to mingle and enjoy the event as they wait for the testing to start (but do not allow this to take up a large amount of time in a convention slot). Depending upon circumstances, the PCs may run into some of the other Chamber of Four candidates. They are also free to gather information amongst the crowd, enjoy the ale, dance with the performers or shop from the merchants. The subheadings below each correspond to minor events that occur in various circumstances. Once the PCs have settled in a bit, proceed to the final event ("The Beginning") below.

SHOPPING

A myriad of goods are for sale at the event. Most merchants are selling various eats and sweets but there are exceptions. If you have time (i.e., this is not being run during a regular convention slot) feel free to roleplay encounters with the merchants. Here is a brief sampling of what can be found in the crowd:

- Relpin the Sage (Wizard 2/Cleric 3 (Murlynd)) has both divine and arcane scrolls for sale at standard prices. He also has many spell components. He is accompanied by his unusual companion: a tiny construct who acts as Relpin's barker: "Relpin the Sage here! Take care of your arcane needs now before the testing takes care of them for you! Scrolls! Hard to find reagents! Get them here now before it's too late!"
- Delli the strong woman (War 2, Grapple +10) goads passing men folk into wrestling with her. "Touch my forehead to the stone and win a silver coin! Find yours on the stone and lose only a copper!" Delli is a good sport but will not wrestle again with someone who defeats her twice.
- Dandello the gnome (Bard2/Exp3) sells magical potions. Many of his potions have very minor effects (turn your skin's color a ruddier shade for 1 hour) but he also has a few "real" potions in a locked trunk that are for sale at standard prices.
- Tangrok the ½ orc baker sells pies from a rolling cart. A DC 19 Knowledge (local [Iuz's Border States]) identifies Tangrok a semi-famous resident of Crockport who is known for exceptionally tasty meat pies. (Only his wife knows his secret ingredient: he mixes a little carrion crow in with the pork.)

GATHERING INFORMATION

The PCs may also wish to Gather Information from those around them about the contest. Several mage council members are in the crowd and some of them have heard rumors about the testing.

DC 18 or less	Use the Knowledge (local) table above (at the rolled DC) to supply a rumor about one of the NPC candidates.
DC 19	The test was prepared by the mage council with the aid of the powerful conjurer Afronidious. Later, however, Afronidious' apprentice Preak Osshius was called up to complete the task.
DC 23	The testing grounds are accessed

	only via an extraplanar gate.
DC 26	Two wizards became trapped within a stone wall during the construction and nearly suffocated to death before they were freed.
DC 29	It's been whispered that Githzerai assisted in the construction of the testing grounds.
DC 34	Preak Osshius was overheard talking to himself about the "crucial consequence of force effects" while visiting the testing grounds.

MEETING THIMME DE LEVINE

If any PCs are an Ally of Thimme de Levine (as per their adventure record for *FUR7-07 Of Noble Spirit*) but choose not to support him in this test, he approaches them now. Read the following to those PC(s):

Abruptly Thimme de Levine appears before you standing in the crowd. An angry scowl settles into his face and he approaches you speaking. "Your decision to aid another candidate is your own but know this: your oath to me is binding. Should something happen in the maze that I deem must be dealt with for the good of Furyondy then I expect your complete and uncompromising assistance... even if that means stabbing your companions in the back."

Thimme has nothing further to say and unless asked a direct question (which he does not answer in any more specific terms than he does above) he turns and leaves.

MEETING SATIANA

If any PC is an Ally of Satiana (as per their adventure record for *FUR8-03 Duplicity Divined*) but chose not to support her in the test, she approaches now. Have the PC(s) in question (but not other party members) make a DC 27 Spot check. If all the PCs fail, read the following:

Abruptly you feel a hand slide up your arm and settle into a firm grip on your bicep. "My, haven't you been naughty..." purrs a voice in your ear. Turning your head you see the face of Satiana, her face is a calculating mask. "Now which of us is double-crossing traitor?"

If any betraying PC succeeds on the Spot check, read the following instead:

Approaching surreptitiously through the crowd is a woman in a blue velvet traveling cloak with the hood pulled up. Her liquid gaze and delicate hands give her away there and

you are not surprised to find yourself facing Satiana. Her face is a calculating mask.

Regardless of the outcome of the Spot check, read the following:

“I thought we were allies you and I? Tell me, how is your betrayal any different than the one you were so quick to accuse me of a few weeks ago?”

Allow the PC(s) to defend their decision. If they are defiant or completely un-apologetic then they are subject to Satiana’s revenge (see Encounter 2). She states:

“I am not some village tart that you can leave behind once the weather turns nice for traveling. Know this: You will come to regret betraying me.” With that she turns and walks away.

If the PCs demurely explain themselves or are at all apologetic, she instead says,

“Make it up to me then. The test is doubtless full of tricks and you may find that it’s not too late to show your allegiance. Can I count on your aid if I am in danger and my need is dire?”

If the PCs say, “yes” they are off the hook. If they say “no” (or demur) then they are still subject to Satiana’s revenge (see Encounter 2). Regardless of their response, Satiana nods and takes her leave.

Development: Once the PCs have settled into the revelry, proceed to the next encounter.

2: CONTEST RULES

As midday approaches, a small group of candidates and their advisors have congregated upon the stairs before the guildhall. The crowd swells even more as shopkeepers and citizens stop to see the event.

Allow the PCs to follow suit with their candidate if they have not done so already. A DC 12 Knowledge (local [Iuz’s Border States]) check is sufficient to identify Thimme de Levine and Satiana. A DC 17 check identifies Adar (though those who fail this check are likely to surmise his identity given his obvious Baklunish heritage). Two other wizards are present but neither is recognizable. PCs who have met Thimme,

Satiana or Adar before recognize them immediately with no check.

Once the PCs are on the steps, read the following:

At precisely midday a small contingent of robed wizards emerges from front doors of the guild hall. Immediately the hum and babble of the crowd becomes louder and more urgent before eventually settling into a soft and respectful hush. An elderly woman in a soft blue robe steps forward. As she scans the candidates before her, her face assumes a look of resigned disappointment. As she addresses you, her voice carries supernaturally across the crowd. “Let those who consider themselves worthy of the Chamber of Four step forward to be tested. I grant you this one warning: the rigors of the testing are not to be taken lightly. If you fail you may not survive. If your courage remains then step forward.”

A DC 10 Knowledge (local [Iuz’s Border States]) is sufficient to recognize that all three current members of the Chamber of Four are present as well as the Oracle of Iustus. A DC 22 check is required to recognize the gnome apprentice Preak Osshius and Mage Council Undersecretary Telmus. However, any PCs who have met these latter two in previous adventures (Preak in FUR5-04, FUR6-07, or FUR8-01, and Telmus in previous parts of the Eight of Wands series) recognize them immediately.

Once the PCs have summoned the courage to step forward with their candidate, Telmus steps forward and addresses them:

As you stand upon the steps ready to begin, a younger, friendly-looking wizard steps before you. “It is my task this day is to inform you of the parameters and stipulations of this testing. I think you will find them most strictly enforced...” As Telmus details his instructions and you begin preparations, the crowd first becomes distracted and eventually returns to its revelry.

Give the PCs Player’s Handout 3. This details the complete rules of the contest and how the PCs must prepare for it.

Collect from each PC, the name of the magic item they wish to bring with them to the testing grounds. These items will be inspected with an

identify spell. Tricks like putting multiple magic items in one bag of holding will be discovered.

Collect from each spellcasting PC, the list of spells they have selected to cast. The spells that the NPCs (Thimme, Satiana and Adar) have selected are noted in their stat blocks in Appendix 1.

The armband that spellcasting PCs must wear is detailed in *Player's Handout #3: Contest Rules*. This armband also casts a number of divinations on the PCs immediately when put on, and if the spells return no result (for instance, if a wizard does not dispel his own *mind blank*), the armband alerts the Chamber.

Once the candidates and their advisors are ready, the Chamber casts the following spells: *arcane sight*, *detect evil*, and *true seeing*. If any violations of the rules turn up as a result of these spells the candidate is disqualified and the adventure ends for the PCs. Any PCs who detect as evil are questioned as to their motives before being allowed to participate. Furthermore, the PCs likenesses are compared to a list of those wanted for crimes in Furyondy; if the PCs are wanted for any crimes, they are apprehended and charged following the adventure (except in the case of Grievous Crimes, punishment is immediately handed down for these). PCs who are nonmagically disguised may roll a Disguise check against the Chamber's Spot check (+10 modifier).

SATIANA'S REVENGE

PCs who snubbed Satiana in Encounter 1 have a chance to find out here how long her reach is. The contest rules explicitly state that the PC receive only one magic item during the testing. Satiana has arranged for the one magic item selected by those PCs is misplaced in transit. Once the PC goes to retrieve the item on the demi-plane they instead find a non-magical replacement item with an attached note: **"I told you that you would regret betraying me. Kisses. -S"** Upon returning the material plane, the lost item is found safely amongst that PCs other possessions.

Development: Once they have completed their preparations, the PCs step before the members of the Chamber and the candidate is handed a green elixir that duplicates the effects of *plane shift*. Upon consuming the potion, they proceed to...

Troubleshooting: If the DM has not yet read *DM's Aid 1: Preak's Demiplane of Dread*, now would be an excellent time to tell the players to take five and do so.

3: PRISON

The remaining encounters in this adventure assume that the judge has read *DM's Aid #1: Preak's Demiplane of Dread*.

As you step through the gate there is a flash of light and so that for an instant you get a chance to see your destination: a lightless chamber that appears to be perfectly spherical in shape. As the red afterimage fades, you discover that there is no gravity to pull you down to the bottom of the sphere. Instead, you float weightlessly in the center where you arrived. Your next sensation is the pervasive chill that fills the chamber. You realize that walls around you are made of solid ice and that the room is not completely dark. At three separate locations, you can detect the soft reddish glow of three scintarinde crystals embedded in the icy walls.

The room a perfect sphere about 25 feet in diameter. There are no exits of any kind. The walls are coated in smooth, crystal clear ice about 1 foot thick. Beyond the ice is a pale brown stone.

There is no gravity in this room so the PCs must move about by pushing off the walls or each other.

The illumination in the room is equivalent in effect to a *darkness* spell though it can be "dispelled" by any light source.

If the PCs produce a light source, then a new wrinkle becomes apparent. The stone walls in this room are completely covered in a gigantic drawing of some sort. A Knowledge (Geography) check can provide additional information according to the following table:

- DC 12** This is a map of the Flanaess.
- DC 15** The crystals in the map mark the location of three major cities: Ekbir, Rel Astra, and Dyvers.
- DC 18** The cities marked by the crystals have large populations. (This PC can also identify other cities with particularly large populations. **Note:** Chendl is not one of these.)
- DC 22** These are three of the four largest cities in the Flanaess (by population). Strangely, the largest city by population (Greyhawk City) is not given special treatment (though it is on the map).

The temperature in the room is just below freezing. For each hour spent in the room, the PCs must begin to make Fortitude saves (DC 15 +1 per previous check) to avoid taking 1d6 points of non-lethal damage.

The PCs should have two goals in this room. The first is to retrieve the crystals which are about 2 inches under the ice. An obvious approach is to chip the crystals out of the ice with a metal weapon (or similar instrument). This is no easy feat. First, the lack of gravity in the room means that any attempt by a PC to chip at the wall pushes the PC away from the wall. This effect must be mitigated in some way before a reasonable attempt can be made. Second, the crystals are fragile and require great care not to damage them. By default, this means 45 minutes of work and a DC 20 Sleight of Hand or Open Lock check (which can be attempted untrained). Failure indicates that the crystal shatters. Adjust the time and/or DC depending upon the creativity of the players.

Attempts to melt the crystals out of the ice must also be done with care. If more than 10 hit points of fire damage is dealt to the surrounding ice in a single round (i.e., a *fireball*) the crystals are automatically destroyed. Round-by-round damage (e.g., a torch) works fine as does more gradual approaches like using body heat to melt the ice.

Escaping from the spherical prison can be done in many ways. A metal weapon is sufficient to bash a path through the stone at a rate of 1 foot per hour (or 1/10 that time with an adamantite implement). This has a 2% chance per hour of breaking a non-magical metal weapon with a hardness of less than 15. Alternatively, multiple spells, abilities and items would allow PCs to breach or bypass a stone wall (though the PCs are likely short on these).

Ultimately, the best way to retrieve the crystals and escape from the room is to discover and take advantage of a secret: the room has the trait of being highly morphic. As a result, it is sensitive to the focused desires of sentient being. Any deliberate attempt to shape the wall with one's own will succeeds immediately with dramatic results. Ice and stone simple part and reform at will of the PC.

If any PC played FUR6-06 and drew The Fates card, that PC immediately becomes aware of the morphic nature of this room. Other PCs must succeed at a DC 40 Knowledge (Planes) check to become aware of this.

Once the PCs embark on a plan of escape, they have to make another decision: which way to

go? The solution to this problem is to take a hint from the map (a generic map of the Flanaess is provided as Player Handout 4). If the PCs begin tunneling outward at the point marked by Greyhawk City they will break through to a tunnel that leads to the next room after only six inches of stone. If they start at a nearby area (Furyondy, Duchy of Urnst, Celene, Nyr Dyv, Hardby, Gnarley Forest, Bright Desert) they break through to this tunnel after 12 inches of excavation. Other locations require tunneling through 2-5 feet of stone depending upon the distance from Greyhawk City (roll 1d4+1 if the players choose arbitrarily).

In addition, to main clue to escape, Preak Osshius left a few jokes, pranks and even one helpful piece of equipment for tunnelers. These can only be found if the players are specific about where they begin their tunnel:

- There is a cavity behind major bodies of water (e.g., Nyr Dyv, Dramidj Ocean, etc.) that contains actual water under pressure that squirts out at tunneling PCs.
- The sea of dust contains a large cavity of dust behind it.
- The area immediately behind the Empire of luz contains a *blacklight* spell which immediately fills the room with impenetrable darkness once breached.
- The area immediately behind Furyondy contains a miniature adamantite longsword (treat as a dagger).
- The area behind the Bright Desert contains a nest of scorpions (too small to cause real harm).
- Add other harmless pranks as you see fit

Development: When the PCs escape their prison, proceed to the next encounter. The minute that all creatures have left the spherical room it seals shut and becomes unreachable. In addition, any mishaps made once they leave the room causes the PCs to shift locations (see *DM's Aid #1 Preak's Demiplane of Dread*).

4: SHUDDER, SHATTER

Once the PCs exit the dungeon, they find themselves in a tunnel that leads to a room that contains a puzzle designed to test the Chamber of Four candidate's intellect.

The most jarring feature of this room is not what you see, but what you smell: a rancid odor like smoked meat left too long in the sun. And it's no wonder, as every surface of this

room — the floor, walls and even the ceiling — are covered in a thin layer of a glistening substance that looks suspiciously like animal fat. The floor appears to be made of parallel slabs of smooth, white marble. Many of them tilt dramatically to the right or left.

Just before you, within easy reach, is a small stone table with several slots and pegs. At the far end of the room you can make out four stone pedestals each bearing a single scintarinde crystal balanced impossibly on its tip.

The room is cubical — exactly 100 feet in all dimensions. A DC 12 Knowledge (Nature) check confirms that the substance on the walls, floor and ceiling is indeed melted animal fat. The floor is made up of ten slabs that are each 10 feet wide and 100 feet long (see DM Map 1 for reference). The eight slabs that are in the middle can each tilt along the center axis like a see-saw. When the PCs enter, slabs 1, 4, 5, 6, 7 and 8 are all tilted to the right. Slabs 2 and 3 are level. The non-movable slabs do not have animal fat on them.

If the PCs examine the table more closely, they see a 4x4 grid of holes. Six of the holes contain pegs. The initial location of these pegs is indicated by the '@' symbols in the diagram below. The grid is available on Player Handout 5; it is recommended that you use dice or other small objects to represent the pegs.

	1	2	3	4
5	○	@	○	○
6	@	○	○	○
7	○	@	@	@
8	○	○	@	○

In the diagram above, the columns and rows are each numbered. These numbers correspond directly to the eight tilt-able slabs. If the corresponding row or column has an even number of pegs then the slab is level. (Note: Zero is an even number.) If there is an odd number of pegs in a given row or column then the slab tilts to the right.

As long as no creature occupies the slabs, the PCs are free to pick up the pegs or move them anywhere they wish. (If one or more creatures are on the slabs then the pegs stick fast in their holes.)

Whenever all six pegs are on the board, the slabs adjust their positions to correspond to the positions of the pegs.

The key to reaching the crystals is to level all the slabs by arranging the pegs such that all the

rows and columns each have an even number of pegs. This levels the floor and makes the crystals much easier to reach.

Any PC who attempts to walk upon a tilted slab must make a DC 35 Balance check or slide down the slab and into the wall. Each time this happens, the entire room shudders as if the PC were much more massive than he actually is. This vibration causes one of the crystals to shatter.

Any PC who attempts to walk upon a level slab must make a DC 15 Balance check. Failure by five or more means the PC falls prone and slides five feet in a random direction. If this slide brings the PC to a tilted slab she immediately slides down it to the wall which causes the shudder and shatter as described above.

A PC who jumps onto a level slab is automatically carried forward by his momentum until he either crashes into a wall (shudder, shatter) or reaches a tilted slab that immediately causes him to slide down it to a wall (shudder, shatter).

If any PC in the party played FUR6-06 and drew the Ruin card during Lielenna's foretelling, then that PC receives a -10 penalty to Balance checks during this encounter.

A DC 35 Disable Device check is sufficient to prevent a single slab from tilting. Failure by 5 or more causes the slab to shift suddenly and yields the same effect as when a PC touches a wall (shudder, shatter).

Climbing the walls is nearly impossible (DC 45 Climb).

There are some magical or supernatural effects that can bypass the puzzle. A PC with the ability to fly can bypass the floor altogether and retrieve the crystals. An *unseen servant* or *telekinesis* spell is sufficient to make a grease-free path to the crystals in about five minutes. A *prestidigitation* spell cleans off one five-foot square. Without magical aid, cleaning the animal fat off the floor is a difficult task. Any PC that attempts to do this by hand must demonstrate that they have appropriate equipment (lots of water, soap, and an effective scrubbing utensil) or their efforts are wasted.

Burning the fat quickly sets the entire room ablaze. The fire burns for half an hour. The intense heat shatters the fragile crystals after 2d6 minutes of exposure. Anyone in the room while it is burning takes 2d6 hit points of fire damage per round.

5: GOOD, BAD AND UGLY

The floor of this 80 ft cubical room is laid out as a chessboard of 10ft. x 10ft. squares. The white squares are polished marble. The chess pieces are constructs who predictably attack all living entities in the room. The black squares are simply uncovered pit traps with depths as follows:

APL 6	15 ft. deep
APL 8	20 ft. deep
APL 10	25 ft. deep
APL 12	30 ft. deep
APL 14	35 ft. deep

This room was intended as a test of sacrifice. Three of the golems bear scintarinde crystals. However, removing them requires that the golem be immobilized (no mean feat). The best way to succeed at this test is to sacrifice a scintarinde crystal to gain control of the golems. You can then order them to hold still while the crystals are prized free. Thus, you spend one crystal but gain three.

When the PCs arrive, there are already one or two candidates in this room. This encounter plays out differently depending upon which Chamber of Four candidate the PCs are with. Three subsections below provide boxed text and instructions for each of three possibilities.

PCS ARE ADVISING THIMME DE LEVINE

As you materialize in this room, you see that it has been laid out as a giant chess board whose black squares are actually deep vertical shafts in the floor. The chess pieces themselves are clearly armored constructs of some sort. Several of them have been shattered but others remain intact. Three of them clearly bear a scintarinde crystal in the center of their foreheads.

Standing at the far end of the board is a woman with familiar face. Satiana, bleeding heavily from a scalp wound, eyes you with a look of pure malice you have never before seen on her fair features. "Oh how unfortunate for you," she burbles happily at Thimme de Levine. "You've arrived at just the right time."

Satiana has sacrificed a scintarinde crystal to take control of the golems (before the PCs arrived) and now intends to use them to dispose of Thimme once and for all. If the PCs wish to get in the way, it's their loss.

If any PCs are allies of Satiana, she urges them now to aid in her attack on Thimme. ***"You swore to ally with me against this enemy of our nation. Your oath demands that you strike now while the advantage is ours."***

PCS ARE ADVISING SATIANA

As you materialize in this room, you see that it has been laid out as a giant chess board whose black squares are actually deep vertical shafts in the floor. The chess pieces themselves are clearly armored constructs of some sort. Several of them have been shattered but others remain intact. Three of them clearly bear a scintarinde crystal in the center of their foreheads.

Standing at the far end of the board is a man with familiar face. Thimme de Levine, his surcoat covered in rock dust, eyes you curiously before a wicked grin comes over his face. With a gesture, he directs the entire remaining force of chess pieces toward you.

Thimme has figured out the nature of the chess trap and has spent a scintarinde crystal in order to gain control of the golems (before the PCs arrived). Seeing that he has the upper hand against a sworn enemy, he immediately attacks.

If any PCs have allied with Thimme he demands they attack. ***"You have sworn your allegiance to me. With it I charge you, for the good of Furyondy, strike this woman down."*** Refusing this request is considered a betrayal for those PCs who have Violated an Oath on their adventure record for *FUR8-03 Duplicity Divined*.

PCS ARE ADVISING ADAR OR A PC CANDIDATE

As you materialize in this room, you see that it has been laid out as a giant chess board whose black squares are actually deep vertical shafts in the floor. The chess pieces themselves are clearly armored constructs of some sort. Several of them have been shattered but others remain intact. Three of them clearly bear a scintarinde crystal in the center of their foreheads.

Of more immediate concern is the battle going on between two very familiar wizards. Thimme de Levine and Satiana are darting about the edges of the room attempting to maintain cover behind the swiftly moving chess pieces while hurling insults at each other.

Upon sighting you Satiana calls out “Your chance is now. Furyondy’s greatest traitor is nearly defenseless. I beg you. Aid me!”

Thimme retorts, “Surely you don’t believe this honey tongued wench? Aid me and Furyondy will be better for it.”

A PC who has sworn himself (or herself) to Thimme or Satiana is bound by that oath to aid that NPC. Inform applicable PCs of this fact. Failing to do so, is a direct violation and results in the “Oathbreaker” entry on the adventure record. In addition, refusing this request is considered a betrayal for those PCs who have Violated an Oath on their adventure record for *FUR8-03 Duplicity Divined*.

If the PCs are supporting Adar he looks to them for guidance before acting. If there is a consensus (greater than 2/3 of the PCs support Thimme or Satiana) then he supports that consensus. Otherwise, he sits out professing profound uncertainty and an unwillingness to make such a grave error as supporting the wrong wizard.

The PCs may opt to simply watch the fight. If this happens, then the force golems still attack the PCs (as programmed by Preak Osshius) but don’t do so until round 2.

Creatures: The number and challenge rating of the chess pieces (force golems and animated objects) vary by APL. The EL rating takes into account several circumstantial factors.

All APLs (EL 4)

Thimme de Levine: male human evoker 12, hp 61; *Appendix 1*.

Satiana: female human enchanter 12, hp 61; *Appendix 1*.

Adar ibn Vahim*: male human aristocrat 1/sorcerer 12 hp 56; *Appendix 1*.

APL 6 (EL 9)

Force Golem (3): hp 52 each; *Appendix 1*.

Small Animated Object (3): hp 15 each; *Monster Manual 13*.

APL 8 (EL 11)

Force Golem (6): hp 52 each; *Appendix 1*.

Small Animated Object (3): hp 15 each; *Monster Manual 13*.

APL 10 (EL 13)

Advanced Force Golem (3): hp 142 each; *Appendix 1*.

Medium Animated Object (3): hp 31 each; *Monster Manual 13*.

APL 12 (EL 15)

Advanced Force Golem (6): hp 142 each; *Appendix 1*.

Large Animated Object (3): hp 52 each; *Monster Manual 14*.

APL 14 (EL 17)

More Advanced Force Golem (6): hp 153 each; *Appendix 1*.

Large Animated Object (3): hp 52 each; *Monster Manual 14*.

*Adar ibn Vahim is only present if the PCs are his advisors.

Positioning: Regardless of who the PCs are supporting, the PCs begin on one side of the board and any non-allied NPC wizards are at the other. If the PCs are supporting Adar or a PC candidate, then Thimme and Satiana are in opposite corners. The PCs arrive in this room each on their own white square randomly selected from those on the two ranks furthest from the non-allied NPC wizards.

Tactics: The force golems (bishops) cooperate and use their Pulse ability to push all but the most melee-capable PC into one of the pits. Thus they divide-and-conquer the party. Note that at APL 14, Quickened Spell-like Ability allows the golems to use their Pulse twice per round to guarantee PCs are “holed” as soon as possible.

Once all but one PC is in a pit, the golems close to melee and use their slam attack or Force Burst (whichever is more effective) exclusively on that PC.

The golems rely upon their immunity to magic to protect them from most spells. They use their Deflect Arrows feat to deny most ranged attacks.

The animated objects (pawns) jump into the pits with any PCs that have been pushed there. Treat this as a charge attack that deals falling damage to the PC if it hits and deals falling damage to the animated object regardless of hit or miss. The pawns rely upon the Force Golems to put fresh meat into the pits with them.

In all cases, Thimme and Satiana are more interested in yelling at each other than the PCs. They automatically flee if dropped below half their hit points even though they want to stay and fight (since staying is a mishap as the PCs are likely to kill them and mishaps lead to involuntary movement). Under no circumstances do Thimme

or Satiana deal lethal damage to anyone (although *web* and *glitterdust* are fine); they're far too smart to break laws while being recorded, and prefer to manipulate the PCs into doing it for them. Thimme and Satiana do not currently possess any crystals.

If Adar is present, assume he is drawn into combat with other force golems and unable to aid the PCs.

Troubleshooting: If multiple characters have sacrificed a crystal to control the constructs, then each character must make an opposed Intelligence check each round to see who gets to command them that round.

Development: Any attack that destroys a force golem, also destroys the scintarinde crystal it bears. The PCs must immobilize a living golem to retrieve its crystal, make a DC 20 Strength check to remove the crystal from the golem's head (must be able to reach the golem's head, provokes an attack of opportunity), or spend a crystal they already have to take control of the golems.

6: LIMBAL MICROCOSM:

As you materialize in this room you immediately notice the pull of gravity disappear. Your other senses, however, seem to betray you. All that you see before you is an endless swirl of color and illogic. Objects floating about the chaos include a paper thin slice of a greatsword, an entire village rendered on fine parchment and yet entirely three dimensional, a passing thought rendered in red ice and what you are certain is your own heart, staring at you with your own baleful eyes as it drifts by spurting blood into the maelstrom.

The only possibly sane elements of this miasma are the two gaunt humanoids who drift directly toward you, effortless avoiding all obstacles. They bear no armor or equipment of any sort and yet you sense a palpable threat.

A DC 11 Knowledge (Planes) check reveals that these humanoids are Githzerai. Allow the PCs a moment to react. If none of them immediately attack, continue:

One of the humanoids speaks to <candidate> in broken Common as she approaches. "We are to repay a debt to another by testing you in honorable combat in the historical style of your kingdom." They then begin their attack.

A DC 30 Knowledge (history) check or DC 35 barding knowledge check identifies that Furyondy was historically a martial society, shunning arcane spellcasting until recently.

Creatures: Rkkana and Krrana are the daughters of a minor sensei in one of the lesser towers of their people. Long ago, Afronidious aided the residents of that tower against a Slaadi raiding party and as a result, he earned their friendship. The Githzerai readily agreed to help Preak Osshius create this demiplane and conduct the tests as a tribute to his master. This room was their personal contribution and the monks were left here to instigate it. They have stored the scintarinde crystals in the Limbo-stuff infusing the room, and only they know how to retrieve them – they do not actually have the crystals on their persons.

APL 6 (EL 7)

Rkkana and Krrana, female githzerai monk 5, hp 94, see *Appendix 1*.

APL 8 (EL 9)

Rkkana and Krrana, female githzerai monk 7, hp 38, see *Appendix 1*.

APL 10 (EL 11)

Rkkana and Krrana, female githzerai monk 9, hp 52, see *Appendix 1*.

APL 12 (EL 13)

Rkkana and Krrana, female githzerai monk 11, hp 84, see *Appendix 1*.

APL 14 (EL 15)

Rkkana and Krrana, female githzerai monk 13, hp 97, see *Appendix 1*.

Note: The EL for this combat has been lowered by 1 due to the possibility of alternate resolution and the exclusivity of nonlethal damage dealt by the NPCs.

Terrain: A DC 15 Knowledge (Planes) check indicates that this room is the plane of Limbo. If the check is exceeded by 15 or more, the PC recognizes that it is merely a recreation of Limbo and not the real thing. Nonetheless, this room acts in all respects like Limbo (see *DMG* p. 159). Movement in the subjective gravity of this room is not an act of muscle but of will requiring a DC 16 Wisdom check (free action) to move at normal speed. The Wild Magic property has been

enhanced such that it requires level check of a DC 30 + spell level to avoid the effects (rather than the usual DC 20 + spell level).

Tactics: The Githzerai do not respond to parley in any language. They merely approach languidly until they are adjacent to at least one PC. They do not raise their fists or make any physical manifestation of a threat. However, a DC 15 Sense Motive check reveals their hostile intent. One round after standing adjacent to the party, they immediately attack. If the PCs attack first, the Githzerai counter-attack without further delay.

The Githzerai attack in a straightforward manner using flurry of blows when possible. They *always* attack for non-lethal damage. They make a point of staying adjacent to and, ideally, flanking that PC if at all possible. However, they avoid actually attacking the candidate PC unless all the other PCs are incapacitated or unreachable. (Though they do not hesitate to take attacks of opportunity.) Every time the candidate PC casts a spell, one of the monks taunts him/her. These taunts are intended as hint though they may not sound like such. Typical taunts include:

- “Tell me, worm, how is it that you are worthy of this battle?”
- “Pathetic slaad! Is that all you have to offer to this fight?”
- “This is undisciplined foolishness! A child could fight with more vigor than this.”
- “I see little hope for your success. Have you learned nothing from your pathetic existence?”

The Test: The point of this test is this: magic does not solve all ills. To pass the test, the candidate PC must attempt to resolve the situation without spellcasting or using spell-like abilities (the githzerai don't quite have their Furyondy history down and consider even divine spellcasting to be “unauthentic”). In particular, the solutions are:

- The candidate PC must strike out at the githzerai with a weapon (either melee or ranged attack). This includes alchemical items.
- The candidate PC must convince the entire party to withhold their attacks for at least one round
- Other reasonable options that do not involve spellcasting at your discretion

If the PCs are supporting an NPC candidate for the Chamber of Four, it's that candidate who must make the physical attack. For this encounter,

allow the players to decide what actions that NPC takes.

Regardless of whether the attack is successful read the following:

The two monks immediately cease their attacks and raise one palm in a firm gesture to cease. “Hold!” speaks the shorter of the two in a commanding rasp. “You have passed the test of adroit resource.”

The other monk produces a pair of scintarinde crystals, seemingly from the air around her and offers then to <candidate PC>.

The monks are sincere here and expect the PCs to take the crystals and move on. If attacked, they disappear and take the crystals with them.

There are also multiple ways that the PCs can fail the test:

- If the PCs should drop either monk below zero hit points (note that nonlethal damage does not actually drop the monk below zero hit points), she disappears as if she had been brought here via a summoning spell and the test ends in failure.
- If both monks become magically incapacitated the test ends in failure.
- If the candidate PC is reduced to unconsciousness the test ends in failure.

If any of those events occur, read the following:

The other monk immediately ceases her attack and raises one palm in a firm gesture to cease. “Hold!” she speaks in a commanding rasp. “The test is finished. Learn from your failure and meditate upon the limitations of single-minded dependence upon magic.” She produces a pair of scintarinde crystals, seemingly from the air around her and crushes them in her fist. An instant later, she vanishes from view.

7: RIDDLE BOX

This room is entirely empty. At the other end of the room, there is a door with a five-inch square cut out of it. The top right corner of the square is filled in, but the other twenty-four one-inch squares are unoccupied. On the table, there are six small irregularly shaped tiles that appear as though they would fit in the door.

Use Player Handout 6 to illustrate the puzzle. There are no further clues. Spending a scintarinde crystal allows the PCs to receive one hint at

random from the below list. PCs who drew the Moon or Void cards in Lielenna's Foretelling during FUR6-06 Invocation and Intrigue also receive one hint at random.

- The key to solving the puzzle is "value".
- Those seeking to become Chamber members will be serving King Belvor, and will be expected to uphold his principles.
- To uphold one's principles, you must also know their antithesis.
- Antitheses are given a lower priority than core values would be.

Troubleshooting: PCs who cannot or do not wish to solve the puzzle may attempt a DC 40 Disable Device or Use Magic Device check. Success allows the PCs to pass, but yields consequences, as the Mage Council knows that the door was bypassed, and the values were not identified. Failure sets off a trap:

Intelligent Banishing Trap: CR 17; magical; intelligent trigger (100 ft. telepathy, 120 ft. darkvision, blindsense, and hearing); ethereal (*ethereal jaunt*); automatic reset; spell effect (heightened [9th] *mind fog*, 17th level wizard, DC 27; *banishment*, 13th level wizard, DC 20; chained *dismissal*, 15th level wizard, DC 34 minus target's HD; *dictum*, 13th level cleric, DC 20; chained *plane shift*, 15th level cleric, DC 19; chained *dispel chaos*, 15th level cleric, DC 19; *repulsion*, 13th level cleric, DC 20); Search DC 34 (searcher must be able to see into the ethereal plane); Int 19, Wis 19, Cha 10, Ego 15; Disable Device DC 34 (disabler must be ethereal); Market value "way too much".

Note the following about this trap:

- As an ethereal trap, this trap can only be found by someone who can see into the ethereal plane, and can only be disabled by someone who is ethereal.
- As an intelligent trap, the trap knows not to trigger unless someone fails at bypassing the puzzle.
- When triggered, the trap shunts itself to the room and immediately casts its spell. On the next round, it returns to the ethereal and resets.

Development: If the PCs complete the puzzle (or bypass it), they find a pair of scintarinde crystals waiting for them behind the door. Bashing the door in or tunneling around it automatically destroys the fragile crystals. The party may proceed to Encounter 8.

If the party is banished by the trap, they have failed the test and the adventure is over for them. Proceed to the Conclusion.

8: MORALITY PLAY

NOTE: If the PCs are acting as Adar's advisors, replace Adar with a random NPC wizard.

As you enter this room, you are instantly aware that something has gone horribly wrong. The once-seamless wall has been rent asunder, replaced by a black nothingness. All contents of the room are being sucked into the resulting void; even the door leading to the next room has been ripped off its hinges. Hanging on the the frame, but appearing to be losing his grip, is Adar. He notices your group standing in the entrance and begins to shout, but even the sound of his words is lost to the void. To continue on, you must brave this strange new hazard, and Adar probably wouldn't mind being rescued on your way...

Refer to DM Map 2 for a representation of this encounter.

The suction of the void creates an effect similar to the effects of windstorm-force (APL 6-10) or hurricane force (APL 12-14) winds (see table 3-24 on page 95 of the *Dungeon Master's Guide* as a point of reference). However, these winds are not natural winds, and are not subject to weather-controlling magic such as *control weather*. A *gust of wind* spell can be used to reduce the force of the winds by one category (from windstorm to severe or from hurricane to windstorm) for the duration of the spell. The nature of the void makes it such that an exact distance from the room to the singularity of the void is variable; failing three consecutive Fortitude saves places the PC in the void, which, unlike some of the challenges placed in this maze, is quite lethal. Touching the void subjects the creature touching it to the effects of a *sphere of annihilation*.

Adar was crossing the room under the effects of a *fly* spell when an evil bastard of a candidate blew up the wall. As a result, he is subject to the suction of the void even under windstorm conditions. He loses his grip in the first round, and is assumed to automatically fail all Fortitude saves. Thus, Adar is destroyed four rounds into the encounter unless saved by the PCs. Elaana left the room before the wall was destroyed, and is safe.

Most magical means of blocking the rift off (e.g. *wall of force, wall of stone, web, stone shape*) cannot be used to seal the rift due to its unusual geometry, but using a crystal permanently seals the rift. Adar suggests this solution to a PC who approaches within one Fortitude save of him; he cannot use a crystal in this manner as all his were stolen by the same person who opened the hole in the wall to begin with.

Development: If the PCs rescue Adar, he is extremely thankful and uses his escape command word to leave the test.

PCs who are capable of attempting to save Adar, but make no effort, have committed an evil act. Mark it on their AR.

9: SUR-PRIZE!

This room was built by the Chamber to be a potentially vexing challenge, but not one significantly dangerous to your average party of adventurers and petitioners. Unfortunately for the party, what was previously merely a bizarre mechano-magical construct has been viciously sabotaged. Thimme and Satiana have both stuck their fingers in and significantly altered things, and it's not really clear who went first. Quietly roll Will saves for the party as they enter this room and interact with what they see, for the majority of what they see is illusion, brought into being by nested sets of *greater shadow conjuration* and *greater shadow evocation* spells.

You transition once again, and the moment of crushing pain, or of explosive agony, passes. Again. It is another titanic room, 100 feet on a side, the walls, floor and ceiling all made from the same uniformly shaped, cleanly worked stone. You stand in the middle of the span, close to one wall. What fills most of the room is extremely unusual, even for a bizarre and painful place as this maze.

Your area is some 30 feet deep, and the full 100 feet wide. On the wall behind you, a wide ladder climbs upward some 70 feet to a sizable platform that juts out from the wall. Set into the floor immediately in front of you is a single large lever, with a large letter "P" graven in the floor in the Common alphabet.

In front of you, however, is a transparent wall that spans the entire room, and rises to a height of 50 feet. It holds back a large number of huge, brightly colored balls, each at least 5 feet across, in a boggling rainbow of hues. The balls are all slightly translucent, and filled

with swirling vapors that cloud what rests within.

Even stranger, attached to the ceiling is a dizzy array of armatures, gears, and struts. The only obvious thing that can be made out from here is a giant, three-pronged claw assembly of cast iron. It appears that the claws could readily grip something five or six feet across.

Presuming that at least one of the PCs climbs to the platform to observe the rest of the room, this is what they see:

Reaching the sturdy stone platform, you now look out across the ocean of giant orbs. You spot a single, solid gold ball resting very clearly in the middle of this sea of spheres. The platform is also graced with three more levers, each with graven letters before them: X, Y, and Z.

That's right, this is a claw-vending-machine, turned into a giant trap scheme. Originally built by the Chamber to challenge a party of four, the idea is to manipulate the giant claw into place over the golden ball, using the three position levers (X = left-right, Y = forward-back, Z = up-down), and then to grab the sphere with the grip lever, which controls both the timing and the strength of the grip.

A mishap made in controlling these levers would transport the party to another room. However, here a mishap is defined as any combination of moves where the levers are moved and fail to grab a ball (see the Table, below).

The initial construction declared that numerous *greater shadow conjuration* spells were used to mimic *major creation* spells and create the balls. Every ball, save the golden one, would contain an *orb* spell, again made of shadow-stuff, and if the party grabbed the wrong ball, the inner spell would randomly target an individual for an annoying speck of damage. As the party begins to interact with the levers and examine the balls, ask each PC to roll a DC 15+APL Will save. If a PC succeeds, read the first block of text below.

Unfortunately for most groups, Thimme and Satiana got here first, and significantly altered the nature of the room. Those previously-only-annoying *orb* spells, through a commingling of Thimme's meddling, Satiana's sabotage, and the very nature of this Limbo demiplane, have been converted into something far more serious: eye tyrants. So when a party grabs any ball other than

the golden one, they face potentially lethal combat.

To control the claw, the three position levers must be controlled simultaneously, and are set far enough apart they have to be manned individually.

To successfully place the claw atop the golden sphere, moving each lever requires a successful DC 12 Dexterity check (to hold the levers steady as the claw is positioned), each of which must be attempted by a different PC. Due to the need to coordinate between PCs and maintain the levers steady, PCs may take 10 but not 20 on this check. Then, to successfully grab the golden sphere, the grip lever must be controlled via a DC 14 Strength check, and maintained (this must be done by a PC who is not making a Dexterity check – again, the PC may take 10 but not 20). When in motion, the clockwork whirs and clanks with an alarming volume, it's sufficiently loud to suggest that the entire assembly might come crashing down at any point in time.

Allow the party the freedom to experiment with the levers a little at first, to understand the purpose of the machinery. But make it clear that whenever the P lever is moved, the claw snaps shut and automatically returns to the PCs' side of the room and lowers to deposit whatever it has picked up. If the claw has grabbed nothing, that counts as a 'mishap' for the purpose of changing between rooms in the metaplane. The table below summarizes the results the party might achieve.

Success	Failure	Result
All 4 checks		Golden ball & success
	All 4 checks	A 'mishap'
P	Any of x, y or z	A ball
At least two of x, y, or z	P rolls a 16-21	A ball

If a PC succeeds at a Will save at the very start of the encounter, they see the following:

Your vision changes, and what was once a room full of brightly colored giant balls dims and fills with shadow. The levers, the clockwork above you, and each of the orbs, all fade into a shadowy dimness save for one brightly illuminated spot beyond the wall. Looking across, you spot a scintarinde crystal lying on the floor.

If the gold ball is successfully grabbed:

The claw noisily climbs back to the ceiling and swings back to your side of the room. Once it clears the wall, the claw descends, carrying your prize: the golden ball. The moment the ball touches the floor the claw releases and rapidly rises again. The ball dissolves into thin air before your eyes, and a scintarinde crystal gently settles upon the floor. Success!

If any other ball is grabbed:

The claw noisily climbs back to the ceiling and swings back to your side of the room. Once it clears the wall, the claw descends, carrying your prize: a ball, but not the golden one. The moment the ball touches the floor the claw releases and rapidly rises again. The ball dissolves into shadowy wisps as you watch, revealing a giant, armored eye staring back at you. Several more balls dissolve just beyond the wall as the wall itself disappears...

If the PCs decide to skip the levers and machinery completely and head right for the golden ball by magic or skill:

By hook and by crook you surmount the transparent wall and make your way across the sea of balls. Reaching the golden ball, you find it quite heavy, and you will have to move it by hand. To do that, you must plant your feet solidly on the other balls. As you do, several of the gaily-colored balls give way and dissolves into vapor under your feet, revealing something staring back at you.

Once combat begins, the PCs have another chance to see through the illusion, as the situation has changed. However, in this case, those who succeed their Will saves still face the threat of taking damage, as per the *greater shadow conjuration* spell (taking 60% of the damage rolled, and with a 60% chance of suffering from non-damaging effects).

Creatures:

APL 6 (EL 8)

Greater Shadow Conjured Gauth (2): hp 27 each; *Appendix 1.*

APL 8 (EL 10)

Greater Shadow Conjured Gauth (4): hp 27 each; *Appendix 1.*

APL 10 (EL 12)

Greater Shadow Conjured Gauth (2): hp 27 each; *Appendix 1*.

Greater Shadow Conjured Beholder: hp 55; *Appendix 1*.

APL 12 (EL 14)

Greater Shadow Conjured Beholder (2): hp 55 each; *Appendix 1*.

APL 14 (EL 16)

Greater Shadow Conjured Beholder (4): hp 55 each; *Appendix 1*.

NOTE: The beholders do not have the ability to use their *antimagic cone*. This, combined with their significantly lower AC and hp, leads to a reduction in the EL by 1 at APL 10-14.

ANOTHER NOTE: If any PC played FUR6-06 and drew the Skull card during Lielenna's Foretelling, that PC is unable to attempt a save against the illusionary nature of these creatures. All eye rays and other effects operate at 100% effectiveness.

A THIRD NOTE: Each PC must make the *greater shadow conjuration* Will save (DC 15+APL) for each monster.

Tactics: The monsters maneuver such that they can target the greatest number of PCs, using the greatest number of eye rays. If a PC seems to take less damage from a ray or be unaffected by it (as a result of making the *greater shadow conjuration* save), the monsters focus on a different target.

CONCLUSION

If the PCs manage to retrieve the golden ball in Encounter 9, then they have reached the end of the test. The true conclusion to this adventure will take place in an interactive at the module's premier. If you are playing this adventure after that interactive, the results should have been posted by the triad and can be summarized here.

If the PCs completed Encounter Nine then read the following:

The golden ball contained a pair of scintarinde crystals and, mercifully, the exit to the testing grounds. With a relatively harmless >pop!< you find yourself standing shakily on the steps to the Mage Council guildhall. Telmus, with quill in hand, rushes forward to collect your

crystals and your armband. He also informs you that no information about your success or failure will be provided at this time. Your possessions are returned and all too suddenly you find yourself sitting around a table at the Felldrake wondering if you've wasted your time or not. The king's official announcement will come in only a few days...

As you sit at the Felldrake, a shady-looking individual approaches you. "Unbeknownst to most around, some of us retired adventurers were running a betting ring on who would stay alive. The city agreed to condone it as long as we gave a cut of the profits to each of the people taking the real risks. Here's your cut." He drops a bag of holding at your table and departs. Upon looking inside, you see a variety of magic items that could serve to be useful.

If the PCs fell victim to the banishing trap (or otherwise abort the test in some way) read the following instead:

Abruptly, you find yourself standing shakily on the steps to the Mage Council guildhall. Telmus, with quill in hand, rushes forward to collect your armband and any crystals you've collected. It's clear from his expression that your performance in the test was not all that impressive. Your possessions are returned and all too suddenly you find yourself sitting around a table at the Felldrake wondering if you should have just stayed home. Perhaps it's not too late to salvage your candidate's bid for the Chamber position? The king's announcement doesn't come for a few more days...

Treasure: The cut from the gambling serves as the only treasure in this adventure. See the Treasure Summary at the end of the adventure for details.

GUIDELINES FOR DISTRIBUTING ADVENTURE RECORD ITEMS

Scintarinde Crystals: If the party left with scintarinde crystals intact, fill in the blank with the number of crystals the party had. Do not divide this number by the number of PCs.

Ring of the Arcane: All PCs who were not convicted of breaking Furyondy law during this adventure receive this item.

Recognition of the Mage Council: All PCs who were not convicted of breaking Furyondy law during this adventure receive this item.

Supreme Gratitude of the Mage Council: Any PC who has played every adventure in the Eight of Wands story arc (this adventure as well as FUR6-06 Invocation and Intrigue, FUR6-07 Conjuring Trouble, FUR7-01 Tune of Transmutation, FUR7-03 Illusions and Dreams, FUR7-07 Of Noble Spirit, FUR8-01 Alliances and Abjuration, FUR8-03 Duplicity and Divination) receives this item. Exceptions: Steven Bergen need not have played FUR6-06 Invocation and Intrigue to obtain this favor, and Shelley Stephen need not have played FUR7-01 Tune of Transmutation to obtain this favor (as they were the authors for these adventures).

Oathbreaker: PCs who betrayed their ally per FUR7-08 Of Noble Spirit or FUR8-03 Duplicity Divined receive this item.

Got Out Alive: All PCs who survive the tests receive this item.

Candidate for the Chamber of Four: If a PC was supported as a candidate in this adventure, and is still a valid candidate (e.g. can cast 5th level arcane spells and is a citizen of Furyondy), that PC receives this item.

Friend of Half-Golem Pirate Monkeys: If the PCs had an entirely peaceful encounter with the half-golem pirate monkeys during their explorations of the demi-plane they receive this favor.

Githzerai Earring: All players who reach Encounter Three receive access to this item.

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.

5: Good, Bad, Ugly

Defeat the construct chess pieces

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP

6: Limbal Microcosm

Defeat the Githzerai or pass their test

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

6: Sur-Prize

Defeat the shadow beholders or avoid them by retrieving the golden ball with the giant claw.

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP

Story Award

Objective(s) met: Acquired at least seven scintarinde crystals.

APL 6	90 XP
APL 8	115 XP
APL 10	125 XP
APL 12	160 XP

Discretionary roleplaying award

APL 6	90 XP
APL 8	110 XP
APL 10	125 XP
APL 12	155 XP

Total possible experience:

APL 6	900 XP
APL 8	1125 XP
APL 10	1350 XP
APL 12	1575 XP

TREASURE SUMMARY

During an adventure, characters encounter treasure, usually finding it in the possession of

their foes. Every encounter that features treasure has a "treasure" section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

Conclusion

APL 6: Loot 0 gp; Coin 0 gp; Magic 991 gp – *dancing lantern* (167 gp), *infinite scrollcase* (233 gp), *rod of bodily restoration* (258 gp), *rod of silence* (333 gp); Total 991 gp.

APL 8: Loot 0 gp; Coin 0 gp; Magic 1,325 gp – *dancing lantern* (167 gp), *heward's handy haversack* (167 gp), *infinite scrollcase* (233 gp), *rod of bodily restoration* (258 gp), *rod of silence*

(333 gp), *rod of viscid globs* (167 gp); Total 1,325 gp.

APL 10: Loot 0 gp; Coin 0 gp; Magic 2,391 gp – *dancing lantern*, *intelligent* (858 gp), *heward's handy haversack* (167 gp), *infinite scrollcase* (233 gp), *orb of mental renewal* (258 gp), *rod of bodily restoration* (258 gp), *rod of silence* (333 gp), *rod of viscid globs* (167 gp), *sending stones* (117 gp); Total 2,391 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 3,391 gp – *dancing lantern*, *intelligent* (858 gp), *globe of sunlight* (500 gp), *heward's handy haversack* (167 gp), *infinite scrollcase* (233 gp), *orb of mental renewal* (258 gp), *rod of bodily restoration* (258 gp), *rod of silence* (333 gp), *rod of viscid globs* (167 gp), *sending stones* (117 gp), *torc of heroic sacrifice* (500 gp); Total 3,391 gp.

Total Possible Treasure

APL 6: Loot 0 gp; Coin 0 gp; Magic 991 gp; Total 991 gp (max 900 gp).

APL 8: Loot 0 gp; Coin 0 gp; Magic 1,325 gp; Total 1,325 gp (max 1,300 gp).

APL 10: Loot 0 gp; Coin 0 gp; Magic 2,391 gp; Total 2,391 gp (max 2,300 gp).

APL 12: Loot 0 gp; Coin 0 gp; Magic 3,391 gp; Total 3,391 gp (max 3,300 gp).

ADVENTURE RECORD ITEMS

Scintarinde Crystals: You have collected _____ scintarinde crystals. Protect them with your life; they will allow you to influence events to come.

Ring of the Arcane: You gain access to an unenchanted ring of the arcane if you do not already have one. You may upgrade this ring with favors received on previous ARs.

Recognition of the Mage Council: If you possess a ring of the Arcane, you may upgrade your Ring of the Arcane to grant you a +1 bonus on the save DCs of all spells cast in a school of your choice. This bonus stacks with the Greater Spell Focus and Spell Focus feats. This upgrade costs 5,000gp.

Supreme Gratitude of the Mage Council: For your unbroken service, you obtain a 25% discount on any one Ring of the Arcane upgrade.

Oathbreaker: You have received a divine mark as an oathbreaker. Henceforth, no one will take your coin without extra "insurance". Until you receive

an *atonement* (xp cost version), all purchases (including upkeep) cost 20% more.

Got Out Alive: For braving the test and surviving, the Mage Council is willing to teach you ONE of the following SpC spells: *inhibit*, *rebuke*, *sting ray*, *ray of dizziness*, *mesmerizing glare*, *greater rebuke*. Alternatively, you may spend this favor to gain the one time ability to cast *benign transposition* as an immediate (command) action.

Candidate for the Chamber of Four: You are now a candidate for a position with the King's advisors. If played before 7:00 PM on May 10, 2008, contact the Furyondy Plots Triad member IMMEDIATELY (ask your DM to point him out to you if you don't already know him).

Friend of Half-Golem Pirate Monkeys: The next time you encounter creatures who are pirates, monkeys (not apes) and/or half-golems, those creatures' attitude towards you improves by one step (see *PHB* p.172).

Githzerai Earring: This earring grants you a +2 circumstance bonus to intimidate checks vs. Slaadi and a -2 penalty on Diplomacy checks with Githyanki. The earring also acts as a planar fork attuned to Limbo. (Cost: 100gp).

ITEM ACCESS

APL 6:

- *Dancing lantern* (Adventure; *Dungeonscape*; 2,000 gp)
- *Infinite scrollcase* (Adventure; *MIC*; 2,800 gp)
- *Rod of bodily restoration* (Adventure; *MIC*; 3,100 gp)
- *Rod of silence* (Adventure; *MIC*; 4,000 gp)
- *Githzerai Earring* (Adventure, see above, 100gp)

APL 8 (all of APL 6 plus the following):

- *Rod of viscid globs* (Adventure; *MIC*; 2,000 gp)

APL 10 (all of APLs 6-8 plus the following):

- *Dancing lantern, intelligent* (Adventure; *Dungeonscape*; 10,300 gp)
- *Orb of mental renewal* (Adventure; *MIC*; 3,100 gp)
- *Sending stones* (Adventure; *MIC*; 1,400 gp)

APL 12 (all of APLs 6-10 plus the following):

- *Globe of sunlight* (Adventure; *MIC*; 6,000 gp)

- *Torc of heroic sacrifice* (Adventure; MIC; 6,000 gp)

APPENDIX 1: ALL APLS

5: GOOD, BAD, UGLY

THIMME DE LEVINE CR 12

Male human evoker 12
LN Medium humanoid (human)
Init +0; **Senses** Spot +7, Listen +1
Languages Common, Ancient Baklunish, Elven, Orc

AC 16, touch 10, flat-footed 16
(+6 greater mage armor)

hp 61 (12 HD)
Fort +6, **Ref** +4, **Will** +9

Speed 30 ft. (6 squares)
Base Atk +6; **Grp** +6

Atk Options Empower Spell, Quicken Spell

Wizard Spells Registered* (CL=12th):

5th—*maximized lightning bolt* (DC 24)
4th—*dimension door*
3rd—*fireball* (DC 22), *greater mage armor*
2nd—*see invisibility, web*
1st—*magic missile, unseen servant*

*The spells above are those that Thimme has registered for the test. He will not cast other prepared spells unless his life depends upon it.

Other Wizard Spells Prepared (CL=12th):

6th—*empowered maximized fireball* (DC 25), *programmed image* (DC 23)
5th—*greater fireburst* (DC 24)
4th—Evard's *black tentacles*, Otiluke's *resilient sphere* (DC 23), *scrying* (DC 21), *shadow well* (DC 21), *stoneskin*
3rd—*arcane sight, dispel magic, wind wall*
2nd—*false life, glitterdust* (DC 19), *invisibility, misdirection, scorching ray*
1st—*alarm, mage armor, protection from chaos, ray of enfeeblement, shield*
0—*arcane mark, dancing lights, detect magic, light, prestidigitation* (DC 17)

Abilities Str 10, Dex 10, Con 14, Int 24, Wis 12, Cha 9

SQ summon familiar

Feats Scribe Scroll, Spell Focus (Evocation), Greater Spell Focus (Evocation), Empower Spell, Quicken Spell, Metamagic School Focus, Retributive Spell, Craft Wand, Craft Wondrous Item

Skills Bluff +5, Concentration +17, Diplomacy +11, Knowledge (Arcana) +22, Knowledge (Geography) +8, Knowledge (History) +12, Knowledge (Local, luz) +8, Knowledge (Nobility and Royalty) +12, Knowledge (The Planes) +8, Sense Motive +7, Spellcraft +24, Spot +7

Possessions headband of intellect +4

SATIANA CR 12

Female human enchanter 12
CN Medium humanoid (human)
Init +0; **Senses** Spot +1, Listen +1
Languages Common, Elven, Ancient Suel

AC 14, touch 10, flat-footed 14
(+4 mage armor)

hp 61 (12 HD); **DR** 10/adamantine from *stoneskin*

Fort +6, **Ref** +4, **Will** +9

Speed 30 ft. (6 squares)

Melee *quarterstaff* +7/+2 (1d6)

Base Atk +6; **Grp** +5

Atk Options Heighten Spell, Silent Spell

Wizard Spells Registered* (CL=12th):

5th—*hold monster* (DC 21)
4th—*stoneskin*
3rd—*clairaudience/clairvoyance, suggestion* (DC 19)
2nd—*daze monster* (DC 18), *glitterdust* (DC 16)
1st—*mage armor, unseen servant*

*The spells above are those that Satiana has registered for the test. She will not cast other prepared spells unless her life depends upon it.

Other Wizard Spells Prepared (CL=12th):

6th—*contingency, heightened dominate person* (DC 22), *mass suggestion* (DC 22)
5th—*false vision, feeblemind* (DC 21), *teleport*
4th—*charm monster* (DC 20), *silent dispel magic, dimension door, Otiluke's resilient sphere* (DC 18)
3rd—*deep slumber* (DC 19), *greater mage armor, heroism, hold person* (DC 19)
2nd—*misdirection(lawful good), phantom trap, see invisibility, web* (DC 16)
1st—*charm person* (DC 17), *disguise self, hypnotism* (DC 17), *shield*
0—*arcane mark, dancing lights, daze* (DC 16), *detect magic, light*

Abilities Str 8, Dex 10, Con 14, Int 18, Wis 12, Cha 18

Feats Greater Spell Focus (Enchantment), Heighten Spell, Persuasive, Scribe Scroll, Silent Spell, Skill Focus (Spellcraft), Skill Focus (Bluff), Spell Focus (Enchantment), Improved Familiar(Tiger)

Skills Bluff +19, Concentration +17, Diplomacy +13, Handle Animal +9, Intimidate +13, Knowledge (Arcana) +19, Knowledge (Local) +5, Knowledge (Nobility and Royalty) +6, Knowledge (The Planes) +5, Sense Motive +4, Spellcraft +24

Possessions *circlet of persuasion, quarterstaff*

ADAR IBN VAHIM CR 12

Male human aristocrat 1/sorcerer 12
CG Medium humanoid (human)

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

Languages Baklunish, Common

AC 17, touch 11, flat-footed 16
(+1 Dex, +6 greater mage armor)

hp 56 (12 HD)

Fort +5, **Ref** +5, **Will** +11

Speed 30 ft. (6 squares)

Melee *claws of darkness* +6/+1 (1d8)

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

Atk Options Heighten Spell, Silent Spell, Still Spell

Sorcerer Spells Registered* (CL=12th):

5th—*shadow evocation* (DC 23)
4th—*shadow conjuration* (DC 22)
3rd—*cone of dimness* (DC 21), *greater mage armor*
2nd—*claws of darkness, invisibility*

1st —*magic missile, shield*

*The spells above are those that Adar has registered for the test. He will not cast spells outside of this list unless his life depends upon it.

Sorcerer Spells Known (CL=12th):

6th (3/day)—*shadowy grappler*

5th (5/day)—*persistent image* (DC 23), *shadow evocation* (DC 23)

4th (7/day)—*evard's black tentacles, shadow conjuration* (DC 22), *shadow well* (DC 22)

3rd (7/day)—*cone of dimness* (DC 21), *greater mage armor, major image* (DC 21), *suggestion** (DC 19)

2nd (7/day)—*claws of darkness, darkvision, detect thoughts* (DC 18), *false life, invisibility*

1st (8/day)—*disguise self, instant diversion* (DC 19), *magic missile, shield, unseen servant*

0 (6/day)—*dancing lights, detect magic, ghost sound* (DC 18), *light, message, prestidigitation* (DC 16), *read magic, resistance, silent portal.*

Abilities Str 10, Dex 12, Con 12, Int 12, Wis 13, Cha 22

Feats Eschew Materials, Greater Spell Focus (Illusion), Heighten Spell, Silent Spell, Spell Focus (Illusion), Still Spell

Skills Bluff +14, Concentration +17, Diplomacy +12, Gather Information +10, Knowledge (Arcana) +17, Knowledge (Local) +3, Knowledge (Nobility and Royalty) +3, Sense Motive +5, Spellcraft +19

Possessions *cloak of charisma* +2

5: GOOD, BAD, UGLY

FORCE GOLEM (3) CR 4
 N Large construct
Init +11; **Senses** darkvision 60 ft., low-light vision, Spot +3, Listen +2
Languages Common, Terran
AC 18, touch 12, flat-footed 15; force reactive (-1 size, +3 Dex, +4 deflection, +2 natural)
hp 52 (4 HD)
Immune magic immunity (see below), mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, healing, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, massive damage
Fort +1 (immune unless affects objects), **Ref** +6, **Will** +1
Weakness force vulnerability

Speed 30 ft. (6 squares)
Melee 2 slams +6 (1d8+4)
Ranged pulse +5 ranged touch (pulse)
Space 10 ft.; **Reach** 10 ft.
Base Atk +3; **Grp** +11
Atk Options Point Blank Shot
Special Actions force burst, pulse

Abilities Str 19, Dex 16, Con –, Int 12, Wis 10, Cha 14
SQ construct traits
Feats Improved Initiative, Point Blank Shot
Skills Balance +8, Jump +11, Listen +2, Spot +3, Tumble +9

Immunity to Magic (Ex) A force golem is immune to spells and spell-like abilities that allow spell resistance. This immunity does not extend to force effects.
Force Vulnerability (Ex) Force effects deal half again as much (+50%) damage to a force golem.
Force Burst (Su) Once every 3 rounds, a force golem can create a 30-foot-radius burst of force centered on itself. Creatures in the area take 2d6 points of damage and are knocked prone. Those who succeed on a DC 14 Reflex save take half damage and remain standing. Force golems are immune to this ability. The save DC is Charisma based.
Force Reactive (Su) Whenever an opponent attacks and misses a force golem with a melee attack, the force golem can turn the kinetic energy of the attack back on the attackers as an immediate action. The attacker is pushed 5 feet into an empty square of the force golem's choice. This movement does not provoke attacks of opportunity.
Pulse (Sp) A force golem can target any corporeal opponent within 60 feet with a ranged touch attack. If the force golem hits, it and its target make opposed Strength checks. If the force golem wins the opposed check, the opponent is pushed 10 feet in a direction of the golem's choice and falls prone in the square it ends up in. This movement does not provoke attacks of opportunity.

A force golem can push an opponent only in a straight line and it cannot push and opponent closer to it than the square that the foe started in. If an intervening obstacle prevents the opponent from being pushed 10 feet, the foe and the obstacle each take 1d6 points of damage. The opponent then falls prone in the square it was in before striking the obstacle. Any feat or special ability that grants a bonus on resisting bull rush attempts (such as a dwarf's stability) applies to this opposed strength check.

6: LIMBAL MICROCOSM

RKKANA AND KRRANA CR 6
 Female githzerai monk 5
 LN Medium humanoid (Extraplanar)
Init +5; **Senses** darkvision 60 ft., Spot +4, Listen +4
Languages Common, Orc
AC 22, touch 18, flat-footed 17 (+4 inertial armor, +5 Dex, +3 class)
hp 38 (5 HD)
Immune disease
Resist evasion; **SR** 10
Fort +5, **Ref** +9, **Will** +5 (+2 vs enchantments)

Speed 40 ft (8 squares)
Melee unarmed strike +8 (1d8+2) or flurry of blows +7/+7 (1d8+2)
Base Atk +3; **Grp** +5 (+11 to escape)
Atk Options Blind-Fight, Combat Reflexes, Stunning Fist 5/day (DC 14), ki strike (magic)
Special Actions psionics

Abilities Str 15, Dex 20, Con 14, Int 10, Wis 14, Cha 8
SQ inertial armor, flurry of blows, slow fall 20'
Feats: Blind-Fight, Combat Reflexes, Improved Unarmed Strike, Stunning Fist, Weapon Finesse,
Skills Concentration +6, Escape Artist +10, Listen +4, Sense Motive +4, Spot +4, Tumble +10
Possessions none

Psionics (Sp): 3/day, CL 7 — *daze* (DC 11), *feather fall*, *shatter* (DC 11).
Inertial Armor (Sp): Githzerai can use psychic force to block an enemy's blows. This ability gives a +4 armor bonus to AC as long as they remain conscious. This is equivalent to a 1st level spell.

9: SUR-PRIZE!

SHADOW CONJURED GAUTH (2) CR 6
 LE Medium aberration (illusionary)
Init +6; **Senses** Listen +4, Spot +17

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 27 (6 HD)
Immune flanking
Fort +5, **Ref** +4, **Will** +9
Weakness shadow conjured

Speed 5 ft. (1 square), fly 20 ft. (good);

Melee bite -2 (1d6-1)

Ranged eye rays +6 ranged touch (eye rays)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Atk Options Flyby Attack

Special Actions eye rays, stunning gaze

Abilities Str 8, Dex 14, Con 16, Int 15, Wis 15, Cha 13

SQ flight

Feats Alertness, Flyby Attack, Improved Initiative, Iron Will

Skills Hide +11, Knowledge (arcana) +11, Listen +4, Search +15, Spot +17, Survival +2 (+4 following tracks)

Shadow Conjured This gauth is the result of a *greater shadow conjuration* spell (CL 13, DC 21 Will save to disbelieve). It may be *dispelled* as a summoned creature could, and if a PC interacting with this gauth succeeds at the DC 21 Will save, the gauth's attacks deal 60% damage, and nondamaging effects are only 60% likely to work.

Eye Rays (Su) Each of a gauth's small eyes can produce a magical ray once per round as a free action. During a single round, a gauth can aim only two eye rays at targets in any one 90-degree arc. The remaining eyes must aim at targets in other arcs, or not at all. A gauth can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

A gauth's eye rays resembles a spell cast by an 8th-level caster, but follow the rules for a ray. Each eye ray has a range of 100 feet and a save DC of 14. The six eye rays include:

Sleep: As per the spell, but only affects one creature with any number of Hit Dice (Will negates).

Inflict Moderate Wounds: 2d8+8 points of damage (Will half).

Dispel Magic: As per targeted dispel. The gauth's dispel check is 1d20+8.

Scorching Ray: As per the spell, one ray, 4d6 fire damage (no save).

Paralysis: Paralysis for 2d10 minutes (Fort negates).

Exhaustion: As per the *ray of exhaustion* spell (no save).

Stunning Gaze (Su) Stun for 1 round, 30 feet, Will DC 14 negates. Any creature meeting the gaze of the gauth's central eye is subject to its stunning gaze attack.

Flight (Ex) A gauth's body is naturally buoyant, allowing it to fly at a speed of 20 feet and granting it a permanent *feather fall* effect with personal range.

APL 8

5: GOOD, BAD, UGLY

FORCE GOLEM (6)

CR 4

N Large construct

Init +11; **Senses** darkvision 60 ft., low-light vision, Spot +3, Listen +2

Languages Common, Terran

AC 18, touch 12, flat-footed 15; force reactive (-1 size, +3 Dex, +4 deflection, +2 natural)

hp 52 (4 HD)

Immune magic immunity (see below), mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, healing, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, massive damage

Fort +1 (immune unless affects objects), **Ref** +6, **Will** +1

Weakness force vulnerability

Speed 30 ft. (6 squares)

Melee 2 slams +6 (1d8+4)

Ranged pulse +5 ranged touch (pulse)

Space 10 ft.; **Reach** 10 ft.

Base Atk +3; **Grp** +11

Atk Options Point Blank Shot

Special Actions force burst, pulse

Abilities Str 19, Dex 16, Con –, Int 12, Wis 10, Cha 14

SQ construct traits

Feats Improved Initiative, Point Blank Shot

Skills Balance +8, Jump +11, Listen +2, Spot +3, Tumble +9

Immunity to Magic (Ex) A force golem is immune to spells and spell-like abilities that allow spell resistance. This immunity does not extend to force effects.

Force Vulnerability (Ex) Force effects deal half again as much (+50%) damage to a force golem.

Force Burst (Su) Once every 3 rounds, a force golem can create a 30-foot-radius burst of force centered on itself. Creatures in the area take 2d6 points of damage and are knocked prone. Those who succeed on a DC 14 Reflex save take half damage and remain standing.. Force golems are immune to this ability. The save DC is Charisma based.

Force Reactive (Su) Whenever an opponent attacks and misses a force golem with a melee attack, the force golem can turn the kinetic energy of the attack back on the attackers as an immediate action. The attacker is pushed 5 feet into an empty square of the force golem's choice. This movement does not provoke attacks of opportunity.

Pulse (Sp) A force golem can target any corporeal opponent within 60 feet with a ranged touch attack. If the force golem hits, it and its target make opposed Strength checks. If the force golem wins the opposed check, the opponent is pushed 10 feet in a direction of the golem's choice and falls prone in the square it ends up in. This movement does not provoke attacks of opportunity.

A force golem can push an opponent only in a straight line and it cannot push and opponent closer to it than the square that the foe started in. If an intervening obstacle prevents the opponent from being pushed 10 feet, the foe and the obstacle each take 1d6 points of damage. The opponent then falls prone in the square it was in before striking the obstacle. Any feat or special ability that grants a bonus on resisting bull rush attempts (such as a dwarf's stability) applies to this opposed strength check.

6: LIMBAL MICROCOSM

RKKANA AND KRRANA

CR 8

Female githzerai monk 7

LN Medium humanoid (Extraplanar)

Init +5; **Senses** darkvision 60 ft., Spot +6, Listen +6

Languages Common, Orc

AC 22, touch 18, flat-footed 17 (+4 inertial armor, +5 Dex, +3 class)

hp 52 (7 HD)

Immune disease

Resist evasion; **SR** 12

Fort +7, **Ref** +10, **Will** +7 (+2 vs enchantment)

Speed 50 ft. (10 squares)

Melee unarmed strike +11 (1d8+2) or flurry of blows +11/+11 (1d8+2)

Base Atk +5; **Grp** +8 (+12 to escape)

Atk Options Blind-Fight, Combat Reflexes, Improved Disarm, Stunning Fist 7/day (DC 15), ki strike (magic)

Special Actions psionics, wholeness of body

Abilities Str 15, Dex 20, Con 14, Int 10, Wis 14, Cha 8

SQ inertial armor, flurry of blows, slow fall 30'

Feats: Blind-Fight, Combat Reflexes, Improved Disarm, Improved Unarmed Strike, Stunning Fist, Weapon Finesse, Weapon Focus (Unarmed)

Skills Concentration +7 Escape Artist +11, Listen +6, Sense Motive +6, Spot +6, Tumble +11

Possessions none

Psionics (Sp): 3/day, CL 7 — *daze* (DC 12), *feather fall*, *shatter* (DC 12).

Wholeness of Body (Su) Rkkana (or Krrana) can heal up to 14 points of damage to herself per day. This healing can be spread out over several uses.

Inertial Armor (Sp): Githzerai can use psychic force to block an enemys' blows. This ability gives a +4 armor bonus to AC as long as they remain conscious. This is equivalent to a 1st level spell.

9: SUR-PRIZE!

SHADOW CONJURED GAUTH (4)

CR 6

LE Medium aberration (illusionary)

Init +6; **Senses** Listen +4, Spot +17

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 27 (6 HD)

Immune flanking

Fort +5, **Ref** +4, **Will** +9

Weakness shadow conjured

Speed 5 ft. (1 square), fly 20 ft. (good);

Melee bite -2 (1d6-1)

Ranged eye rays +6 ranged touch (eye rays)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Atk Options Flyby Attack

Special Actions eye rays, stunning gaze

Abilities Str 8, Dex 14, Con 16, Int 15, Wis 15, Cha 13

SQ flight

Feats Alertness, Flyby Attack, Improved Initiative, Iron Will

Skills Hide +11, Knowledge (arcana) +11, Listen +4, Search +15, Spot +17, Survival +2 (+4 following tracks)

Shadow Conjured This gauth is the result of a *greater shadow conjuration* spell (CL 13, DC 23 Will save to disbelieve). It may be *dispelled* as a summoned creature could, and if a PC interacting with this gauth succeeds at the DC 23 Will save, the gauth's attacks deal 60% damage, and nondamaging effects are only 60% likely to work.

Eye Rays (Su) Each of a gauth's small eyes can produce a magical ray once per round as a free action. During a single round, a gauth can aim only two eye rays at targets in any one 90-degree arc. The remaining eyes must aim at targets in other arcs, or not at all. A gauth can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

A gauth's eye rays resembles a spell cast by an 8th-level caster, but follow the rules for a ray. Each eye ray has a range of 100 feet and a save DC of 14. The six eye rays include:

Sleep: As per the spell, but only affects one creature with any number of Hit Dice (Will negates).

Inflict Moderate Wounds: 2d8+8 points of damage (Will half).

Dispel Magic: As per targeted dispel. The gauth's dispel check is 1d20+8.

Scorching Ray: As per the spell, one ray, 4d6 fire damage (no save).

Paralysis: Paralysis for 2d10 minutes (Fort negates).

Exhaustion: As per the *ray of exhaustion* spell (no save).

Stunning Gaze (Su) Stun for 1 round, 30 feet, Will DC 14 negates. Any creature meeting the gaze of the gauth's central eye is subject to its stunning gaze attack.

Flight (Ex) A gauth's body is naturally buoyant, allowing it to fly at a speed of 20 feet and granting it a permanent *feather fall* effect with personal range.

5: GOOD, BAD, UGLY

ADVANCED FORCE GOLEM (3) **CR 8**
 Advanced Force Golem fighter 2
 N Large construct
Init +9; **Senses** darkvision 60 ft., low-light vision, Spot +7, Listen +6
Languages Common, Terran
AC 24, touch 14, flat-footed 19; force reactive (-1 size, +4 armor, +4 deflection, +5 Dex, +2 natural)
hp 142 (12 HD)
Immune magic immunity (see below), mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, healing, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, massive damage
Fort +5 (immune unless affects objects), **Ref** +12, **Will** +4
Weakness force vulnerability

Speed 30 ft. (6 squares)
Melee 2 slams +13 (2d6+7/19-20)
Ranged pulse +11 ranged touch (pulse)
Space 10 ft.; **Reach** 10 ft.
Base Atk +7; **Grp** +18
Atk Options Point Blank Shot
Special Actions force burst, pulse

Abilities Str 24, Dex 20, Con -, Int 12, Wis 12, Cha 17
SQ construct traits
Feats Deflect Arrows, Improved Critical (Slam), Improved Initiative, Improved Natural Attack (Slam), Improved Unarmed Strike, Point Blank Shot, Precise Shot
Skills Balance +15, Jump +18, Climb +13, Listen +6, Spot +7, Tumble +14

Immunity to Magic (Ex) A force golem is immune to spells and spell-like abilities that allow spell resistance. This immunity does not extend to force effects.
Force Vulnerability (Ex) Force effects deal half again as much (+50%) damage to a force golem.
Force Burst (Su) Once every 3 rounds, a force golem can create a 30-foot-radius burst of force centered on itself. Creatures in the area take 2d6 points of damage and are knocked prone. Those who succeed on a DC 15 Reflex save take half damage and remain standing. Force golems are immune to this ability. The save DC is Charisma based.
Force Reactive (Su) Whenever an opponent attacks and misses a force golem with a melee attack, the force golem can turn the kinetic energy of the attack back on the attackers as an immediate action. The attacker is pushed 5 feet into an empty square of the force golem's choice. This movement does not provoke attacks of opportunity.
Pulse (Sp) A force golem can target any corporeal opponent within 60 feet with a ranged touch attack. If the force golem hits, it and its target make

opposed Strength checks. If the force golem wins the opposed check, the opponent is pushed 10 feet in a direction of the golem's choice and falls prone in the square it ends up in. This movement does not provoke attacks of opportunity.

A force golem can push an opponent only in a straight line and it cannot push an opponent closer to it than the square that the foe started in. If an intervening obstacle prevents the opponent from being pushed 10 feet, the foe and the obstacle each take 1d6 points of damage. The opponent then falls prone in the square it was in before striking the obstacle. Any feat or special ability that grants a bonus on resisting bull rush attempts (such as a dwarf's stability) applies to this opposed strength check.

6: LIMBAL MICROCOSM

RKKANA AND KRRANA **CR 10**
 Female githzerai monk 9
 LN Medium humanoid (Extraplanar)
Init +5; **Senses** darkvision 60 ft., Spot +7, Listen +7
Languages Common, Orc
AC 22, touch 18, flat-footed 17 (+4 inertial armor, +5 Dex, +3 class)
hp 76 (9 HD)
Immune disease
Resist improved evasion, **SR** 14
Fort +8, **Ref** +11, **Will** +8 (+2 vs enchantment)

Speed 60 ft. (12 squares)
Melee unarmed strike +12/+7 (1d10+3) or flurry of blows +12/+12/+7 (1d10+3)
Base Atk +6; **Grp** +9 (+13 to escape)
Atk Options Blind-Fight, Combat Reflexes, Improved Disarm, Power Attack, Stunning Fist 9/day (DC 16), ki strike (magic)
Special Actions psionics, wholeness of body

Abilities Str 16, Dex 20, Con 14, Int 10, Wis 14, Cha 8
SQ inertial armor, flurry of blows, slow fall 50'
Feats Blind-Fight, Combat Reflexes, Improved Disarm, Improved Unarmed Strike, Power Attack, Stunning Fist, Weapon Finesse, Weapon Focus (Unarmed),
Skills Concentration +8, Escape Artist +13, Listen +7, Sense Motive +8, Spot +7, Tumble +13
Possessions none

Psionics (Sp): 3/day, CL 9 — *daze* (DC 13), *feather fall*, *shatter* (DC 13).
Wholeness of Body (Su) Rkkana (or Krrana) can heal up to 18 points of damage to herself per day. This healing can be spread out over several uses.
Inertial Armor (Sp): Githzerai can use psychic force to block an enemys' blows. This ability gives a +4 armor bonus to AC as long as they remain conscious. This is equivalent to a 1st level spell.

9: SUR-PRIZE!

SHADOW CONJURED GAUTH (2) CR 6

LE Medium aberration

Init +6; **Senses** Listen +4, Spot +17

AC 16, touch 12, flat-footed 14

(+2 Dex, +4 natural)

hp 27 (6 HD)

Immune flanking

Fort +5, **Ref** +4, **Will** +9

Weakness shadow conjured

Speed 5 ft. (1 square), fly 20 ft. (good);

Melee bite -2 (1d6-1)

Ranged eye rays +6 ranged touch (eye rays)

Space 5 ft.; **Reach** 5 ft.

Base Atk +4; **Grp** +3

Atk Options Flyby Attack

Special Actions eye rays, stunning gaze

Abilities Str 8, Dex 14, Con 16, Int 15, Wis 15, Cha 13

SQ flight

Feats Alertness, Flyby Attack, Improved Initiative, Iron Will

Skills Hide +11, Knowledge (arcana) +11, Listen +4, Search +15, Spot +17, Survival +2 (+4 following tracks)

Shadow Conjured This gauth is the result of a *greater shadow conjuration* spell (CL 13, DC 25 Will save to disbelieve). It may be *dispelled* as a summoned creature could, and if a PC interacting with this gauth succeeds at the DC 25 Will save, the gauth's attacks deal 60% damage, and nondamaging effects are only 60% likely to work.

Eye Rays (Su) Each of a gauth's small eyes can produce a magical ray once per round as a free action. During a single round, a gauth can aim only two eye rays at targets in any one 90-degree arc. The remaining eyes must aim at targets in other arcs, or not at all. A gauth can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

A gauth's eye rays resembles a spell cast by an 8th-level caster, but follow the rules for a ray. Each eye ray has a range of 100 feet and a save DC of 14. The six eye rays include:

Sleep: As per the spell, but only affects one creature with any number of Hit Dice (Will negates).

Inflict Moderate Wounds: 2d8+8 points of damage (Will half).

Dispel Magic: As per targeted dispel. The gauth's dispel check is 1d20+8.

Scorching Ray: As per the spell, one ray, 4d6 fire damage (no save).

Paralysis: Paralysis for 2d10 minutes (Fort negates).

Exhaustion: As per the *ray of exhaustion* spell (no save).

Stunning Gaze (Su) Stun for 1 round, 30 feet, Will DC 14 negates. Any creature meeting the gaze of

the gauth's central eye is subject to its stunning gaze attack.

Flight (Ex) A gauth's body is naturally buoyant, allowing it to fly at a speed of 20 feet and granting it a permanent *feather fall* effect with personal range.

SHADOW CONJURED BEHOLDER CR 12

LE Large Aberration

Init +6; **Senses** darkvision 60 ft., Listen +18, Spot +22

Languages Common

AC 20, touch 11, flat-footed 18

(-1 size, +2 Dex, +9 natural)

hp 55 (11 HD)

Immune flanking

Fort +9, **Ref** +5, **Will** +11

Weakness shadow conjured

Speed 5 ft. (1 square), fly 20 ft. (good);

Melee bite +2 (2d4)

Ranged eye rays +9 ranged touch (eye rays)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +12

Atk Options Flyby Attack

Special Actions eye rays

Abilities Str 10, Dex 14, Con 18, Int 17, Wis 15, Cha 15

SQ flight

Feats Alertness, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will

Skills Hide +12, Knowledge (arcana) +17, Listen +18, Search +21, Spot +22, Survival +2 (+4 following tracks)

Shadow Conjured This beholder is the result of a *greater shadow conjuration* spell (CL 13, DC 25 Will save to disbelieve). It may be *dispelled* as a summoned creature could, and if a PC interacting with this beholder succeeds at the DC 25 Will save, the beholder's attacks deal 60% damage, and nondamaging effects are only 60% likely to work.

Eye Rays (Su) Each of a beholder's small eyes can produce a magical ray once per round as a free action. During a single round, a beholder can aim only three eye rays at targets in any one 90-degree arc. The remaining eyes must aim at targets in other arcs, or not at all. A beholder can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

A beholder's eye rays resembles a spell cast by an 13th-level caster, but follow the rules for a ray. Each eye ray has a range of 150 feet and a save DC of 17. The ten eye rays include:

Charm monster: as per the spell (Will negates).

Charm person: as per the spell (Will negates).

Disintegrate: As per the spell (Fortitude partial).

Fear: As per the spell, except that it targets one creature (Will negates).

Finger of death: as per the spell (Fortitude partial).

Flesh to stone: as per the spell (Fortitude negates).

Inflict moderate wounds: as per the spell, 2d8+10 damage (Will half).

Sleep: as per the spell, except that it affects one creature with any number of Hit Dice (Will negates).

Slow: as per the spell, except that it affects one creature (Will negates).

Telekinesis: as per the spell, can move objects or creatures weighing up to 325 pounds. Creatures can resist with a successful Will save.

Flight (Ex) A beholder's body is naturally buoyant, allowing it to fly at a speed of 20 feet and granting it a permanent *feather fall* effect with personal range.

5: GOOD, BAD, UGLY

ADVANCED FORCE GOLEM (6) **CR 8**
 Advanced Force Golem fighter 2
 N Large construct
Init +9; **Senses** darkvision 60 ft., low-light vision, Spot +7, Listen +6
Languages Common, Terran
AC 24, touch 14, flat-footed 19; force reactive (-1 size, +4 armor, +4 deflection, +5 Dex, +2 natural)
hp 142 (12 HD)
Immune magic immunity (see below), mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, healing, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, massive damage
Fort +5 (immune unless affects objects), **Ref** +12, **Will** +4
Weakness force vulnerability

Speed 30 ft. (6 squares)
Melee 2 slams +13 (2d6+7/19-20)
Ranged pulse +11 ranged touch (pulse)
Space 10 ft.; **Reach** 10 ft.
Base Atk +7; **Grp** +18
Atk Options Point Blank Shot
Special Actions force burst, pulse

Abilities Str 24, Dex 20, Con -, Int 12, Wis 12, Cha 17
SQ construct traits
Feats Deflect Arrows, Improved Critical (Slam), Improved Initiative, Improved Natural Attack (Slam), Improved Unarmed Strike, Point Blank Shot, Precise Shot
Skills Balance +15, Jump +18, Climb +13, Listen +6, Spot +7, Tumble +14

Immunity to Magic (Ex) A force golem is immune to spells and spell-like abilities that allow spell resistance. This immunity does not extend to force effects.
Force Vulnerability (Ex) Force effects deal half again as much (+50%) damage to a force golem.
Force Burst (Su) Once every 3 rounds, a force golem can create a 30-foot-radius burst of force centered on itself. Creatures in the area take 2d6 points of damage and are knocked prone. Those who succeed on a DC 15 Reflex save take half damage and remain standing. Force golems are immune to this ability. The save DC is Charisma based.
Force Reactive (Su) Whenever an opponent attacks and misses a force golem with a melee attack, the force golem can turn the kinetic energy of the attack back on the attackers as an immediate action. The attacker is pushed 5 feet into an empty square of the force golem's choice. This movement does not provoke attacks of opportunity.
Pulse (Sp) A force golem can target any corporeal opponent within 60 feet with a ranged touch attack. If the force golem hits, it and its target make

opposed Strength checks. If the force golem wins the opposed check, the opponent is pushed 10 feet in a direction of the golem's choice and falls prone in the square it ends up in. This movement does not provoke attacks of opportunity.

A force golem can push an opponent only in a straight line and it cannot push an opponent closer to it than the square that the foe started in. If an intervening obstacle prevents the opponent from being pushed 10 feet, the foe and the obstacle each take 1d6 points of damage. The opponent then falls prone in the square it was in before striking the obstacle. Any feat or special ability that grants a bonus on resisting bull rush attempts (such as a dwarf's stability) applies to this opposed strength check.

6: LIMBAL MICROCOSM

RKKANA AND KRRANA **CR 12**
 Female githzerai monk 11
 LN Medium humanoid (Extraplanar)
Init +5; **Senses** darkvision 60 ft., Spot +9, Listen +9
Languages Common, Orc
AC 23, touch 19, flat-footed 18 (+4 inertial armor, +5 Dex, +4 class)
hp 84 (11 HD)
Immune disease, poison
Resist improved evasion; **SR** 16
Fort +9, **Ref** +12, **Will** +9 (+2 vs enchantments)

Speed 60 ft. (12 squares)
Melee unarmed strike +14/+9 (1d10+3) or greater flurry of blows +14/+14/+14/+9 (1d10+3)
Base Atk +8; **Grp** +11 (+13 to escape)
Atk Options Blind-Fight, Combat Reflexes, Improved Disarm, Power Attack, Stunning Fist 11/day (DC 17), ki strike (magic, lawful)
Special Actions psionics, wholeness of body

Abilities Str 16, Dex 20, Con 14, Int 10, Wis 14, Cha 8
SQ inertial armor, flurry of blows, slow fall 50'
Feats Blind-Fight, Combat Reflexes, Improved Disarm, Improved Unarmed Strike, Power Attack, Stunning Fist, Weapon Finesse, Weapon Focus (Unarmed)
Skills Concentration +9, Escape Artist +13, Listen +9, Sense Motive +10, Spot +9, Tumble +13
Possessions none

Psionics (Sp): 3/day, CL 11 — *daze* (DC 14), *feather fall*, *shatter* (DC 14). 1/day — *plane shift*.
Wholeness of Body (Su) Rkkana (or Krrana) can heal up to 22 points of damage to herself per day. This healing can be spread out over several uses.
Inertial Armor (Sp): Githzerai can use psychic force to block an enemys' blows. This ability gives a +4 armor bonus to AC as long as they remain conscious. This is equivalent to a 1st level spell.

9: SUR-PRIZE!

SHADOW CONJURED BEHOLDER (2) CR 12

LE Large Aberration

Init +6; **Senses** darkvision 60 ft., Listen +18, Spot +22

Languages Common

AC 20, touch 11, flat-footed 18

(-1 size, +2 Dex, +9 natural)

hp 55 (11 HD)

Immune flanking

Fort +9, **Ref** +5, **Will** +11

Weakness shadow conjured

Speed 5 ft. (1 square), fly 20 ft. (good);

Melee bite +2 (2d4)

Ranged eye rays +9 ranged touch (eye rays)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +12

Atk Options Flyby Attack

Special Actions eye rays

Abilities Str 10, Dex 14, Con 18, Int 17, Wis 15, Cha 15

SQ flight

Feats Alertness, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will

Skills Hide +12, Knowledge (arcana) +17, Listen +18, Search +21, Spot +22, Survival +2 (+4 following tracks)

Shadow Conjured This beholder is the result of a *greater shadow conjuration* spell (CL 13, DC 27 Will save to disbelieve). It may be *dispelled* as a summoned creature could, and if a PC interacting with this beholder succeeds at the DC 27 Will save, the beholder's attacks deal 60% damage, and nondamaging effects are only 60% likely to work.

Eye Rays (Su) Each of a beholder's small eyes can produce a magical ray once per round as a free action. During a single round, a beholder can aim only three eye rays at targets in any one 90-degree arc. The remaining eyes must aim at targets in other arcs, or not at all. A beholder can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

A beholder's eye rays resembles a spell cast by an 13th-level caster, but follow the rules for a ray. Each eye ray has a range of 150 feet and a save DC of 17. The ten eye rays include:

Charm monster: as per the spell (Will negates).

Charm person: as per the spell (Will negates).

Disintegrate: As per the spell (Fortitude partial).

Fear: As per the spell, except that it targets one creature (Will negates).

Finger of death: as per the spell (Fortitude partial).

Flesh to stone: as per the spell (Fortitude negates).

Inflict moderate wounds: as per the spell, 2d8+10 damage (Will half).

Sleep: as per the spell, except that it affects one creature with any number of Hit Dice (Will negates).

Slow: as per the spell, except that it affects one creature (Will negates).

Telekinesis: as per the spell, can move objects or creatures weighing up to 325 pounds. Creatures can resist with a successful Will save.

Flight (Ex) A beholder's body is naturally buoyant, allowing it to fly at a speed of 20 feet and granting it a permanent *feather fall* effect with personal range.

5: GOOD, BAD, UGLY

ADVANCED FORCE GOLEM (6) **CR 10**
 Advanced Force Golem fighter 4
 N Large construct
Init +9; **Senses** darkvision 60 ft., low-light vision, Spot +7, Listen +6
Languages Common, Terran
AC 24, touch 14, flat-footed 19; force reactive (-1 size, +4 armor, +4 deflection, +5 Dex, +2 natural)
hp 153 (14 HD)
Immune magic immunity (see below), mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, healing, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, massive damage
Fort +6 (immune unless affects objects), **Ref** +13, **Will** +5
Weakness force vulnerability

Speed 30 ft. (6 squares)
Melee 2 slams +15 (2d6+7/19-20)
Ranged pulse +13 ranged touch (pulse)
Space 10 ft.; **Reach** 10 ft.
Base Atk +9; **Grp** +20
Atk Options Point Blank Shot, Quicken Spell-Like Ability (Pulse)
Special Actions force burst, pulse

Abilities Str 24, Dex 20, Con -, Int 12, Wis 12, Cha 17
SQ construct traits
Feats Deflect Arrows, Improved Critical (Slam), Improved Initiative, Improved Natural Attack (Slam), Improved Unarmed Strike, Point Blank Shot, Precise Shot, Quicken Spell-Like Ability (Pulse)
Skills Balance +18, Jump +20, Climb +14, Listen +6, Spot +7, Tumble +14

Immunity to Magic (Ex) A force golem is immune to spells and spell-like abilities that allow spell resistance. This immunity does not extend to force effects.
Force Vulnerability (Ex) Force effects deal half again as much (+50%) damage to a force golem.
Force Burst (Su) Once every 3 rounds, a force golem can create a 30-foot-radius burst of force centered on itself. Creatures in the area take 2d6 points of damage and are knocked prone. Those who succeed on a DC 15 Reflex save take half damage and remain standing. Force golems are immune to this ability. The save DC is Charisma based.
Force Reactive (Su) Whenever an opponent attacks and misses a force golem with a melee attack, the force golem can turn the kinetic energy of the attack back on the attackers as an immediate action. The attacker is pushed 5 feet into an empty square of the force golem's choice. This movement does not provoke attacks of opportunity.

Pulse (Sp) A force golem can target any corporeal opponent within 60 feet with a ranged touch attack. If the force golem hits, it and its target make opposed Strength checks. If the force golem wins the opposed check, the opponent is pushed 10 feet in a direction of the golem's choice and falls prone in the square it ends up in. This movement does not provoke attacks of opportunity.

A force golem can push an opponent only in a straight line and it cannot push an opponent closer to it than the square that the foe started in. If an intervening obstacle prevents the opponent from being pushed 10 feet, the foe and the obstacle each take 1d6 points of damage. The opponent then falls prone in the square it was in before striking the obstacle. Any feat or special ability that grants a bonus on resisting bull rush attempts (such as a dwarf's stability) applies to this opposed strength check.

6: LIMBAL MICROCOSM

RKKANA AND KRRANA **CR 14**
 Female githzerai monk 13
 LN Medium humanoid (Extraplanar)
Init +5; **Senses** darkvision 60 ft., Spot +11, Listen +11
Languages Common, Orc
AC 23, touch 19, flat-footed 18 (+4 inertial armor, +5 Dex, +4 class)
hp 97 (13 HD)
Immune disease, poison
Resist improved evasion; **SR** 23
Fort +10, **Ref** +13, **Will** +10 (+2 vs enchantments)

Speed 70 ft. (12 squares)
Melee unarmed strike +15/+10 (2d6+3) or greater flurry of blows +15/+15/+15/+10 (2d6+3)
Base Atk +9; **Grp** +12 (+15 to escape)
Atk Options Blind-Fight, Combat Reflexes, Deflect Arrows, Improved Disarm, Power Attack, Stunning Fist 11/day (DC 18), ki strike (magic, lawful)
Special Actions abundant step, psionics, wholeness of body

Abilities Str 17, Dex 20, Con 14, Int 10, Wis 14, Cha 8
SQ inertial armor, slow fall 60'
Feats Blind-Fight, Combat Reflexes, Deflect Arrows, Improved Disarm, Improved Unarmed Strike, Power Attack, Stunning Fist, Weapon Finesse, Weapon Focus (Unarmed),
Skills Concentration +9, Escape Artist +15, Listen +11, Sense Motive +10, Spot +11, Tumble +15
Possessions none

Psionics (Sp): 3/day, CL 11 — *daze* (DC 14), *feather fall*, *shatter* (DC 14). 1/day — *plane shift*.
Wholeness of Body (Su) Rkkana (or Krrana) can heal up to 26 points of damage to herself per day. This healing can be spread out over several uses.

Inertial Armor (Sp): Githzerai can use psychic force to block an enemys' blows. This ability gives a +4 armor bonus to AC as long as they remain conscious. This is equivalent to a 1st level spell.

9: SUR-PRIZE!

SHADOW CONJURED BEHOLDER (4) CR 12

LE Large Aberration

Init +6; **Senses** darkvision 60 ft., Listen +18, Spot +22

Languages Common

AC 20, touch 11, flat-footed 18

(-1 size, +2 Dex, +9 natural)

hp 55 (11 HD)

Immune flanking

Fort +9, **Ref** +5, **Will** +11

Weakness shadow conjured

Speed 5 ft. (1 square), fly 20 ft. (good);

Melee bite +2 (2d4)

Ranged eye rays +9 ranged touch (eye rays)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +12

Atk Options Flyby Attack

Special Actions eye rays

Abilities Str 10, Dex 14, Con 18, Int 17, Wis 15, Cha 15

SQ flight

Feats Alertness, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will

Skills Hide +12, Knowledge (arcana) +17, Listen +18, Search +21, Spot +22, Survival +2 (+4 following tracks)

Shadow Conjured This beholder is the result of a *greater shadow conjuration* spell (CL 13, DC 27 Will save to disbelieve). It may be *dispelled* as a summoned creature could, and if a PC interacting with this beholder succeeds at the DC 27 Will save, the beholder's attacks deal 60% damage, and nondamaging effects are only 60% likely to work.

Eye Rays (Su) Each of a beholder's small eyes can produce a magical ray once per round as a free action. During a single round, a beholder can aim only three eye rays at targets in any one 90-degree arc. The remaining eyes must aim at targets in other arcs, or not at all. A beholder can tilt and pan its body each round to change which rays it can bring to bear in any given arc.

A beholder's eye rays resembles a spell cast by an 13th-level caster, but follow the rules for a ray. Each eye ray has a range of 150 feet and a save DC of 17. The ten eye rays include:

Charm monster: as per the spell (Will negates).

Charm person: as per the spell (Will negates).

Disintegrate: As per the spell (Fortitude partial).

Fear: As per the spell, except that it targets one creature (Will negates).

Finger of death: as per the spell (Fortitude partial).

Flesh to stone: as per the spell (Fortitude negates).

Inflict moderate wounds: as per the spell, 2d8+10 damage (Will half).

Sleep: as per the spell, except that it affects one creature with any number of Hit Dice (Will negates).

Slow: as per the spell, except that it affects one creature (Will negates).

Telekinesis: as per the spell, can move objects or creatures weighing up to 325 pounds. Creatures can resist with a successful Will save.

Flight (Ex) A beholder's body is naturally buoyant, allowing it to fly at a speed of 20 feet and granting it a permanent *feather fall* effect with personal range.

APPENDIX 2: NEW RULES ITEMS

SPELLS

Blacklight

Evocation [Darkness]

Level: Darkness 3, Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: A 20-ft.-radius emanation centered on a creature, object, or point in space

Duration: 1 round/level (D)

Saving Throw: Will negates or none (object)

Spell Resistance: Yes or no (object)

You create an area of total darkness. The darkness is impenetrable to normal vision and darkvision, but you can see normally within the blacklit area. Creatures outside the spell's area, even you, cannot see through it.

You can cast the spell on a point in space, but the effect is stationary unless you cast it on a mobile object. You can cast the spell on a creature, and the effect then radiates from the creature and moves as it moves. Unattended objects and points in space do not get saving throws or benefit from spell resistance.

Blacklight counters or dispels any light spell of equal or lower level, such as *daylight*.

Material Component: A piece of coal and the dried eyeball of any creature.

Source: *Spell Compendium* 30

Claws of Darkness

Illusion (Shadow)

Level: Sorcerer/wizard 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

Saving Throw: Fortitude partial

Spell Resistance: Yes; see text

When you cast this spell, your hands become shadowy claws. Starting on your next action, you can use the claws to make unarmed attacks if they were natural weapons. (You attack with one claw and can use the other claw for an off-hand attack. If you have multiple attacks, you use them normally when attacking with the claws.) Attacks with the claws are melee touch attacks. Each claw deals 1d8 points of cold damage. If you grapple an opponent, you deal claw damage with each successful grapple check, and the grappled target is under the effect of a *slow* spell for as long as you maintain

the grapple. An opponent that makes a successful Fortitude save is not *slowed* and it cannot be *slowed* by this casting of *claws of darkness*.

You can extend the claws up to six feet, which gives you a natural reach of 10 feet, or retract them as a free action.

When the spell is in effect, you cannot cast spells with component other than verbal ones, nor can you carry items with your hands. Any magic items worn on your hands are temporarily absorbed and cease functioning while the spell is active.

Source: *Spell Compendium* 47

Cone of Dimness

Illusion (Phantasm) [Mind-Affecting]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

Creatures in the cone must succeed on a Will save or believe darkness has engulfed them, rendering them blinded. A creature that makes its initial Will save suffers no ill effects. A creature that fails its initial save can attempt a new saving throw each round until it succeeds or the spell expires. Failing the subsequent saving throws results in continued blindness. Success on a later save means the creature feels its vision beginning to clear, although its vision remains dim and hazy for the remainder of the spell. This results in a 20% miss chance for any attack the creature makes.

Source: *Spell Compendium* 50

Fireburst

Evocation [Fire]

Level: Sorcerer/wizard 2, warmage2

Components: V, S, M

Casting Time: 1 standard action

Range: 5 ft.

Effect: Burst of fire extending 5 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 5 feet of you. All creatures and objects within that

area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Source: *Spell Compendium* 93

Fireburst, Greater

Evocation [Fire]

Level: Sorcerer/Wizard 5, warmage 5

Effect: Burst of fire extending 10 ft. from you

This spell functions like *fireburst*, except that it affects creatures within 10 feet of you and deals a maximum of 15d8 points of damage to each one.

Source: *Spell Compendium* 94

Instant Diversion

Illusion (Figment)

Level: Bard 1, sorcerer/wizard 1

Components: V, S

Casting Time: 1 swift action

Range: Personal; see text

Target: You

Duration: 1 round

One or more illusory doubles of you appear, spinning off from your original location as you turn in a circle. You create one double plus one for every four caster levels you have (minimum one, maximum five). You are then free to go elsewhere while your doubles move way in a manner of your choosing. The doubles move at your speed and can emit minor sounds such as foot steps or metal clanking, but they can only be made to move, withdraw or run.

Any successful attack against an illusory double destroys it. A double's Armor Class is equal to 10 + your size modifier + your Dex modifier. Figments seem to react normally to area spells (such as looking though they are burned or dead after being hit by a *fireball*).

Source: *Races of the Dragon* 113

Mage Armor, Greater

Conjuration (Creation) [Force]

Level: Sorcerer/wizard 3

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

This spell functions like *mage armor*, except that its tangible field of force provides a +6 armor bonus to Armor Class.

Source: *Spell Compendium* 136

Phantasmal Disorientation

Illusion (Phantasm) [Mind-Affecting]

Level: Druid 6

Components: V, S

Casting Time: 1 standard action

Range: Medium (100 ft. + 10 ft./level)

Target: One living creature

Duration: One minute/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

The target of a *phantasmal disorientation* spell must make a Will save after this spell is cast to discern true landmarks from phantasmal ones. If the save succeeds, the creature moves and acts normally. If the save fails, it instead moves in a direction 90 degrees to either side (equal chance of going left or right), and cannot target any creature with ranged attacks or ranged spells. Because of the disorientation, the subject doesn't realize it's headed in the wrong direction until it meaningfully interacts with its environment (by making an attack or manipulating an object such as a door, for example). For the duration of the spell, an affected creature must succeed on a Will save each round to move normally.

A *phantasmal disorientation* spell affects only the direction of movement and attacks made at range. Creatures subject to it can still make melee attacks, cast personal or touch spells, or otherwise act normally.

Shadow Well

Illusion (Shadow)

Level: Sorcerer/wizard 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Target: One creature

Duration: 1 round/level

Saving Throw: Will negates; see text

Spell Resistance: Yes

You cause the target's shadow to become a temporary gateway to a pocket realm within the Plane of Shadow. The target must make a Will saving throw or be pulled into the gateway. Inside the pocket realm the creature sees a deserted, gloomy duplicate of the real world, while shadowy phantasms stalk and taunt it without casting actual harm. Each round, the creature can attempt another Will save to return from the *shadow well*. Otherwise, the

subject returns to the real world when the spell's duration expires.

Being rapped in a *shadow well* can be terrifying; upon returning to the real world, the subject must succeed on another Will save or be frightened for 1d4 rounds.

Upon leaving the pocket realm, the subject reappears in the spot it had been in when the *shadow well* spell was cast. If this spot is filled with a solid object, the subject appears in the nearest adjacent enemy space.

Spells and abilities that move a creature within a plane, such as *teleport* and *dimension door*, do not help a creature escape a *shadow well* spell, although a *plane shift* spell allows it to flee to another plane as normal. The target might still be come frightened upon leaving.

Source: *Spell Compendium* 186

Shadowy Grappler

Illusion (Shadow)

Level: Sorcerer/Wizard 6

Components: V, S, M

Range: Medium (100 ft. + 10 ft./level)

Target: One creature

Duration: 1 round/level (D)

Saving Throw: Will partial; see text

Spell Resistance: Yes

Upon casting this spell, you create a shadowy force that automatically grabs the target (PH 156). The shadowy force immediately attempts to establish a hold on the target with a grapple check bonus equal to the DC of this spell. If the target succeeds on its saving throw the grapple check bonus of the *shadowy grappler* is cut in half. For example, a sorcerer with a 16 Charisma who casts this spell create a *shadowy grappler* with a grapple check bonus of +19 if the target fails its save and +9 if the target makes it save.

Every round on your turn, the *shadowy grappler* makes a grapple check against the target. Once it has a hold, the shadowy force attempts to pin the target on the following round. If the grappler establishes a pin it uses the option to prevent the target from speaking. The grappler always attempts to maintain a grapple or work toward a pin. A *shadowy grapple* occupies the same square as the target and moves with the target for as long as the spell lasts. Other creatures cannot join the grapple, either to assist the target or the grappler.

Material Component: A dried squid tentacle.

Source: *Spell Compendium* 186

DM'S AID #1: PREAK'S DEMIPLANE OF DREAD

The candidates' tests (i.e. most of this adventure) takes place in a small demiplane designed by the current three members of the Chamber of Four and crafted with the aid of Afronidious the Daft (the most accomplished planar traveler in Furyondy) and the members of a Githzerai monastery. When Afronidious vanished in a freak accident (presumed dead) his apprentice Preak Osshius, an up-and-coming gnomish wizard of minor reputation, stepped up to complete the work.

The demiplane itself was actually formed from a pocket of the plane of Limbo. This had the advantage of making the test easier to create but the disadvantage of instability. Occasional glitches plague the demi-plane.

The plane itself consists of a series of 100'x100' rooms arranged in a 3x3x3x3 hypercube (yes, four dimensions). Upon travelling to the plane, each candidate occupies one identical "level" of the plane (i.e., one 3x3x3 cube). Encounter Three takes place in the center of the cube and subsequent encounters take place in the surrounding rooms. These rooms are not stable but actually rotate in place about three invisible axes that pierce the center of the cube (i.e., like a Rubik's cube). Furthermore, the cube's themselves rotate about each other about four invisible axes that pierce the center of the hypercube (try not to think about this).

Since the rooms of this demiplane were fashioned from deliberate intent, getting from room to room in the demiplane requires one of the occupants to make a mishap. Any mishap will do but it must be unintentional. Once this happens, the room collapses upon itself and crushes its occupants to the size of negative infinity whereupon they explode into a new, randomly selected room in the current cube (see table below). As you might expect, this process is somewhat painful. A DC 12 Fortitude save is required to avoid taking 1 point of Constitution damage.

As a DM, this gives you liberty to move the PCs to a new room in mid-Encounter should it become apparent that someone has made an error (only during Encounters 4-9). Upon returning to the room, the PCs appear at the exact same location and action resumes as if they had never left.

In any case, whenever the PCs switch rooms you should select the destination room randomly from the following table. The PCs should never visit a room more than once, UNLESS that room contains an encounter that they have started but not completed.

0	This room is completely empty but its walls, floors and ceiling are made entirely from ogre snot. The snot is dense enough (just) that PCs don't sink more than waist deep into it (or chest deep for those in heavy armor). Horseshoes of the Zephyr do not function in this room. (Please pass my warm regards to James W.)
1	The floor, walls and ceiling of this room are composed entirely of ocean. Sailing this ocean is a large pirate vessel manned entirely by awakened half-golem monkey pirates. The PCs arrive on this ship when they enter the room. The pirates consider the PCs part of the crew and, as a result, are entirely unhostile. The crew members all possess a positively unnatural fondness for dwarves. Any dwarves in the party immediately become (co-)captain of the ship and the monkeys bravely do whatever a dwarf commands without exception (short of harming themselves or other crew members).
2	This room is empty but is also spinning at 60 cycles/second. When PCs arrive they immediately slide to the walls of the room due to the centrifugal force (a DC 30 Strength check once per round is required to resist this). Movement in the room requires a DC 20 balance check. Fortunately, falling down while trying to move is usually a mishap.
3	This room is composed entirely out of knowledge. While in this room, the PCs have an effective Intelligence of 90 for the purpose of skill and ability checks. Such PCs literally know virtually everything, are perfectly telepathic and can even predict the future to a limited extent. The room has no substance and therefore is invisible. The PCs can only see each

	other standing in the middle of a vast space of nothing. Any questions the PCs might once have had are answered. However, anything they learn in this room they immediately forget upon exiting it. It is also impossible for the PCs to leave messages for themselves that can be comprehended by their normal selves. (It's sort of like writing a note to an insect.) Making a mishap is unnecessary for leaving this room. The PCs simply know how to leave and can do so without the usual painful squeeze to negative infinity. Upon leaving the PCs know exactly what room they are going to and why. However, upon arriving they've completely forgotten (i.e., roll randomly as usual).
4	Encounter Four
5	Encounter Five
6	Encounter Six
7	Encounter Seven
8	If the PCs have completed Encounters 4-7, then proceed to Encounter Eight. Otherwise, select the lowest numbered encounter that the PCs have not completed yet.
9	If the PCs have completed Encounters 4-8, then proceed to Encounter Nine. Otherwise, select the lowest numbered encounter that the PCs have not completed yet.

Unbeknownst to the architects, when occupants move from room to room the entire hypercube briefly collapses into a single 3d cube before expanding out again. Upon doing so, identical rooms from different cubes swap places with one another. This allows occupants to switch from cube to cube. As a result, candidates and their parties will encounter each other during the test (something that was not intended).

Unless stated otherwise, every room in the plane has gravity and atmosphere identical to that found on the material plane. Walls, floors and ceiling are composed of plain gray stone. Ceilings are 100 feet high (the room is cubical).

Attempting to comprehend the nature of the demi-plane can be done but is also inherently dangerous. Any PC who attempts to use a Knowledge(The Planes) to analyze the behavior of the cube may do so but at risk of the thinker's own sanity (see below). The results of the Knowledge(The Planes) check is as follows:

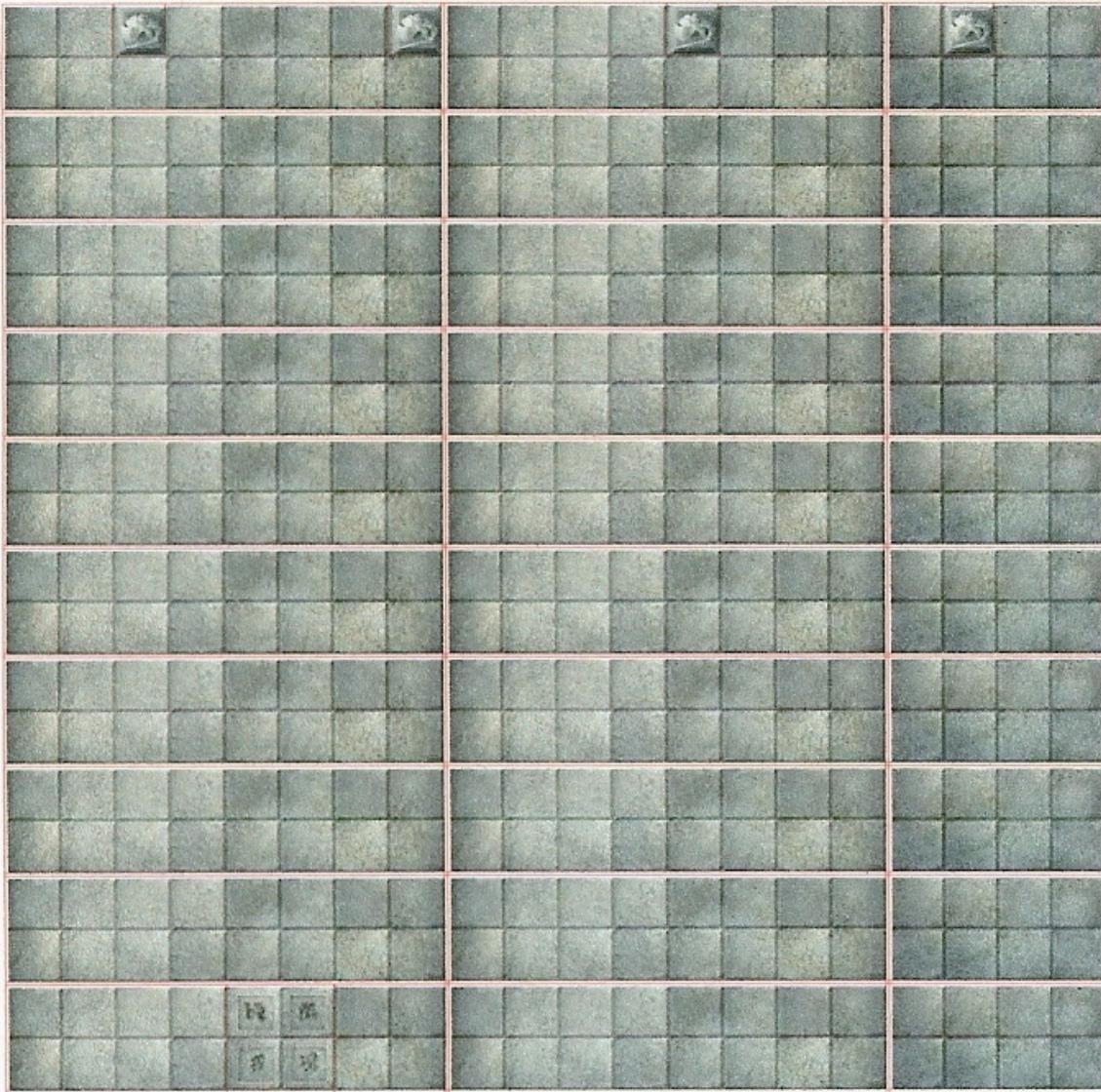
DC 15	The PC currently occupies a demiplane formed as a sealed off pocket of some other plane of existence.
DC 18	Judging from behavior of the plane, it's likely that this is a pocket sealed from the plane of Limbo.
DC 21	It's likely that Limbo was selected due to its highly malleable properties. The constructors were able to build a demiplane suited precisely to their desires in a very short time. However, thinking too deeply about the nature of the plane of Limbo, particularly a modified demiplane, is inherently dangerous.
DC 26	Ask the PC at this point if he would like more informaton? If the answer is affirmative, provide the data in this table (as appropriate to the rolled DC) but also require a Will save (see below). A plane such as this is likely arranged into a four-dimensional space. Given the cubicle nature of the rooms of the plane, a hypercube seems most likely. The cubes and rooms would rotate about each other along sixteen different axes.
DC 29	The use of a mishap to move from room to room implies that the demiplane is formed entirely from deliberate intention. This could easily lead to instabilities as even a simple error of intention could set off a chain reaction of paradoxical composition. The result would be likely include co-substantiation of living entities and possibly spontaneous formation of creatures of chaos. Rifts to the parent plane (Limbo) are likely to form.
DC 33	An achievable rhomboid would be quintal to revivifying the harpagon contortion of

	the ducursive decit vigneron. A procreant renitency might cloudopt the contortion by crouching a vortical entrance in the incantatory dexrorsal geognosy. However, such acute opporbriousness would be superlatively perilous.
--	--

If the PC rolled a 26 or higher on the Knowledge(The Planes) check -- and agreed to "know" the information entitled to such a check -- then that PC must succeed on a Will save (DC equal to the DC rolled on the skill check) to avoid immediately taking 1d6 points of Wisdom damage. Regardless of the save, the PC is dazed for 1d4 rounds.

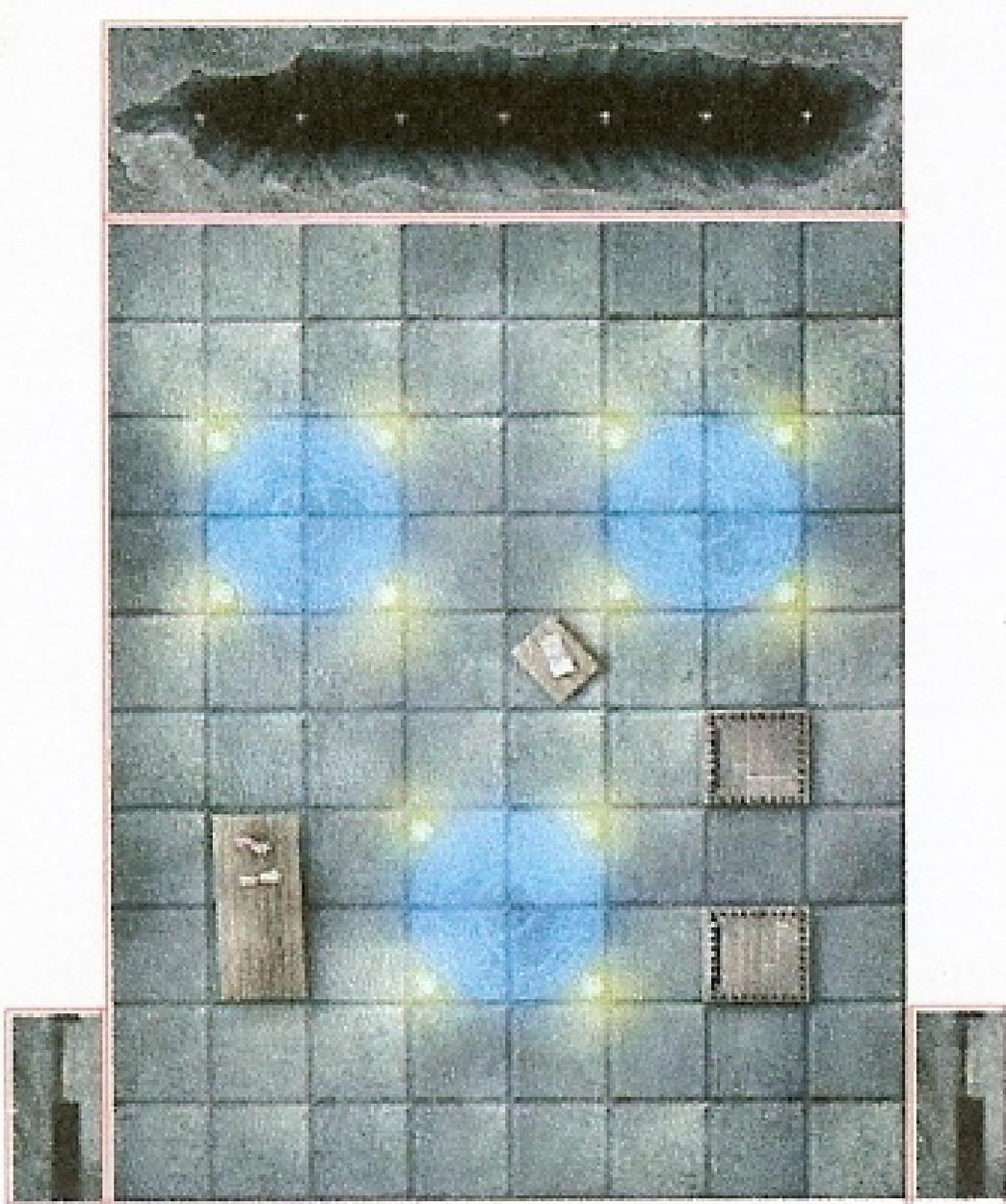
DM MAP 1: ENCOUNTER 4

The horizontal lines mark where the boundaries of the slabs are. The statues mark the position of the crystals. The runes mark the position of the table with the pegboard.



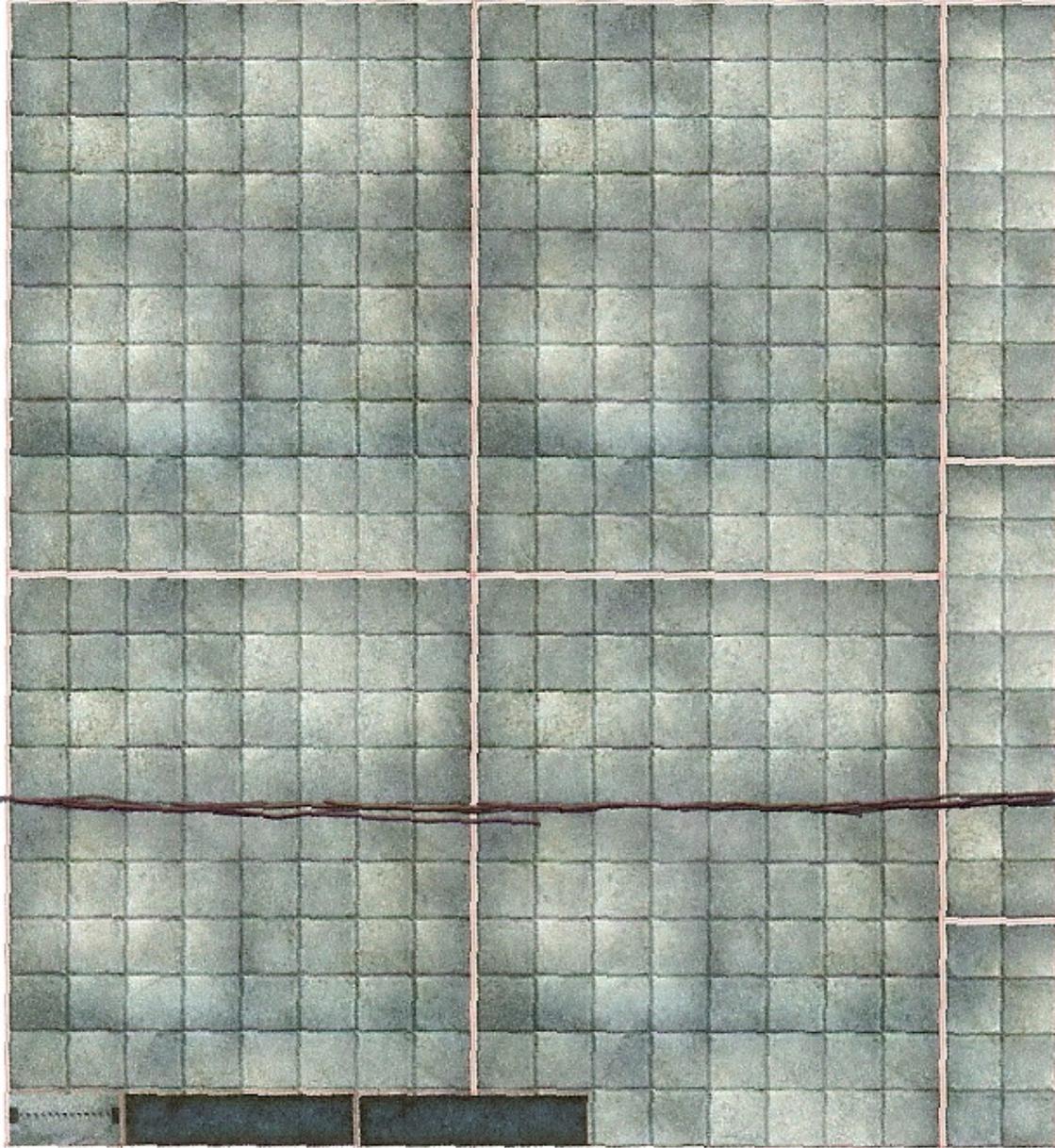
DM MAP 2: ENCOUNTER 8

The PCs enter from the west. Adar starts out hanging from the door frame to the east. The PCs and Adar are sucked toward the chasm tile to the north.



DM MAP 3: ENCOUNTER 9

The PCs enter from the southwest. The bars tile indicates the ladder; the black tiles represent the platform. The black line six mid-map represents the invisible wall.



PLAYER HANDOUT 1: A LETTER FROM THIMME

The following letter arrived via private courier while you were in Crockport visiting a former adventuring companion of yours in the local insane asylum. The paper, of obvious exceptional quality, was sealed with a ring bearing the seal of the house de Levine. The exterior bore your full name and title. The interior read:

I am writing to inform you that the opportunity we have been waiting for is nigh. No doubt you have heard of the king's decision to test all willing candidates for the Chamber of Four. One of Furyondy's greatest traitors will also be competing for the position. The rigor demanded by the testing grounds is likely to leave our enemy in a weakened state. Therefore, I am calling you on your oath to me. Find your way to Chendl and find a way to participate in the testing (either as Chamber candidate or support of one). Each candidate is permitted to bring a small number of advisors with him to the test. If the opportunity arises to strike I will rely upon your aid.

Your simplest way to be involved in the testing is, of course, to support my own bid for the Chamber of Four. I will be offering myself as a candidate and I have no doubt that I can outperform any other contender. My concern, then, is the strong possibility of deception or corruption. I am confident that you, of all my allies, is best qualified to prevent that from happening. I don't pretend to understand your course or your ways, but surely you see that you would be foolish not to support me. Moreover, I would be pleased if you would meet me in Chendl to support my bid for the Chamber.

I will see you in Chendl,

Signed: Thimme de Levine, esq.

High Councilor in Furyondy Mage Council
Thrice Honored of the his Highness King Belvor
Dean of the Furyondy War College Guild or Warmages
Supreme Advisor to the Baroness of Kalinstren
Veteran of Battles of Crockport and Molag

PLAYER HANDOUT 2: A LETTER FROM SATIANA

The following letter arrived via private courier while you were on the road to Littleberg. The letter had clearly been in the post for some time, yet it still reeked of lavender and rose petals. The unusual violet colored paper was pressed with violets and marked with pink ink. The exterior bore your full name and title. The interior read:

Darling:

I do hope you've learned something from our last encounter and you're not wandering aimlessly about and up to your ankles in filth. But I can hardly hold such hope. Do your best to keep healthy for me, you poor thing.

Since I had thought my chance to gain a seat on the Chamber of Four this time had long since expired, you can imagine my arousal upon hearing the news that the king is renewing his search and examining all comers in Chendl a fortnight hence. I will, of course, be going to our fair Diadem to make another thrust at the position but also to intercourse with some of my dear friends who live in the city.

I'm writing you about the matter of your oath to support me versus that awful traitor T.d.L. (To write his name in full would make me ill.) I have no doubt that cad will be there for the testing and strutting about like a cock before the current Chamber. What's intriguing is that meeting him in the testing grounds would be the perfect opportunity to thwart whatever evil he's planning. Give that, I'm sure you'll agree your oath binds you to participate if you can.

While I can not say your oath demands you support me, surely you see that is the best way to get involved? And I wouldn't mind having someone around to keep me warm during the testing. So, do come and please meet me at Sutters the night before the test to arrange things.

And do take a bath if the opportunity presents itself.

Kisses,
Satiana

PLAYER'S HANDOUT #3 CONTEST RULES

Before the testing begins, you will be asked to demonstrate the extent your arcane ability by casting one or two of your most impressive spells. Those who fail to impress the Chamber will be dismissed and may not enter the testing grounds.

Magical equipment is severely restricted. Each person entering the test (whether candidate or advisor) may select exactly one magic item to bring along with him or her into the test. These items must be handed over to the Chamber members for inspection and will be returned to you in a sack or satchel that can not be opened until you arrive at the testing grounds. All other magical items will be held in escrow by Mage Council until you return. You are advised to provide the council with a list of next of kin to deliver them to should you not survive.

If you wish, the Mage Council will be happy to loan you a non-masterwork mundane version of any magical equipment you must leave behind up to a maximum of 250 gp in value. Such equipment must be found in the *Player's Handbook*, and special materials and alchemical items are not mundane. **[Player Note: Please readjust your character's statistics now to account for the missing equipment!]**

All spells that have already cast on individual members of the party must be dismissed or dispelled. The Chamber will assist with this if necessary. The results will be verified via magical means.

Before entering the test all spellcasters (arcane or divine) must register a complement of spells that you wish to cast. You may select exactly one 5th level spell, two 4th level spell, three 3rd level spells, four 2nd level spells and four 1st level spells. If you wish you may substitute a spell of a lower level for one of a higher level. Casting a spell that is not on your registered list will have a decidedly negative effect on your chances of being selected for the Chamber. Spontaneous casters must register spells in the same manner as wizards (so you must predetermine what spells each of your spell slots will be used for this day). Using a magic item that grants a spell (e.g., a wand or scroll) does not count against your total. Using an spontaneous conversion ability that expends a spell slot or prepared spell (such as a cleric or druid's spontaneous casting, or a soulguard's *true seeing* ability) may be used, but must expend one of the registered spell slots.

Every character must wear an armband that makes an indelible recording of every spell that the bearer casts while it is worn, as well as whether or not the wearer violates and Furyondy laws during the testing. If the armband is removed, it records this fact also. Do not tamper with, disable or destroy the detectors. The contest proctors will know if you do this.

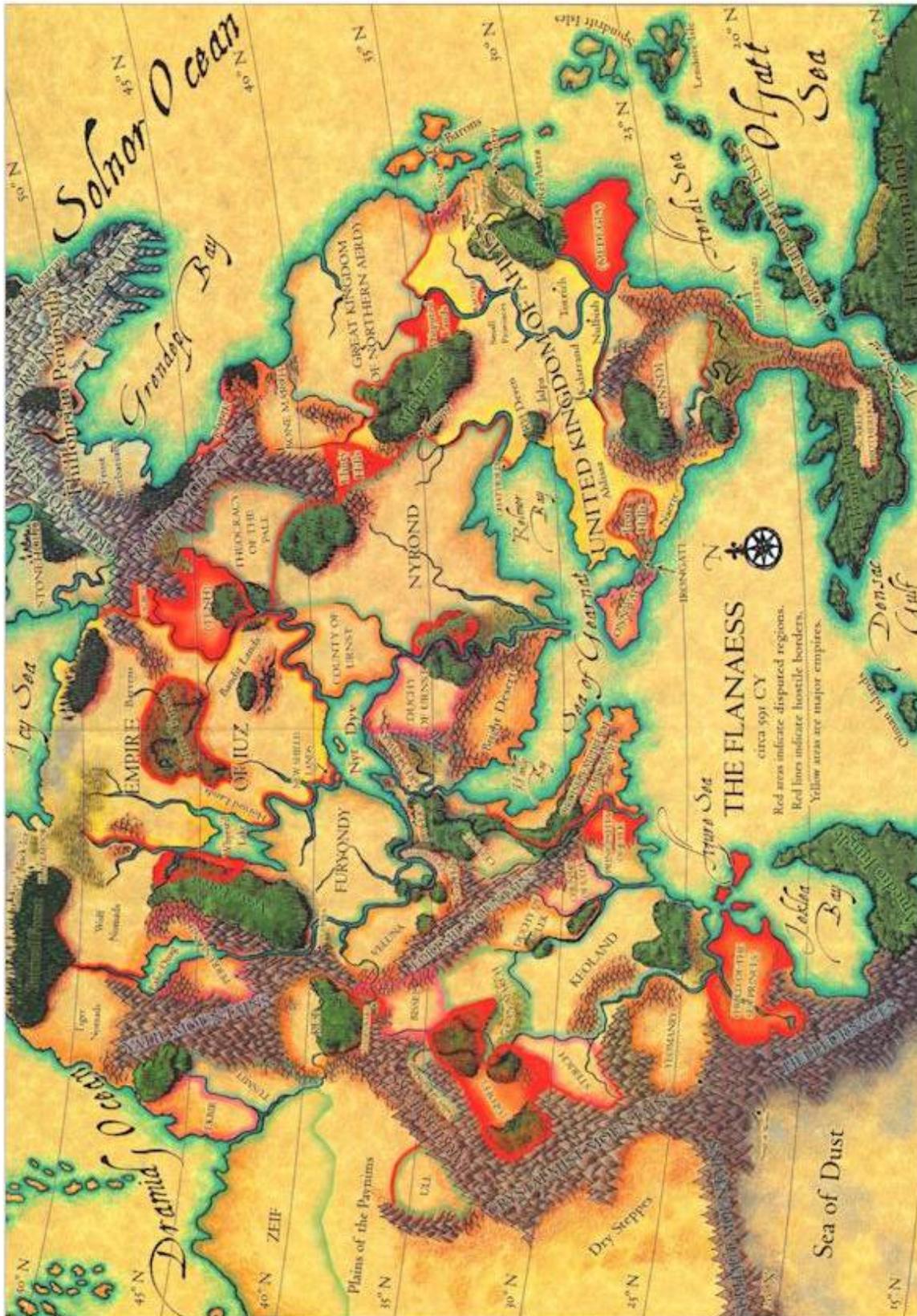
To aid in your spell selection, consider this. As part of your testing you will face a test of knowledge, a test of intellect, a test of loyalty, a test of courage, a test of ingenuity, a test of insight, a test of character and a test of arcane skill.

Before entering the testing grounds, you will be subjected to an intense magical inspection to ensure you have complied with the rules.

Once in the testing grounds, your goal is to pass the tests therein and collect as many scintarinde crystals you can. These crystals are quite rare and quite fragile. They glow with an inner reddish light. These crystals possess a small store of arcane power. On the testing grounds, this power is greatly amplified and you can use a crystal to create powerful effects. By default, the crystals create the effect of a *limited wish* spell. The crystals have other special abilities on the testing grounds; you are encouraged to try to use them in unusual fashions. However, using or attempting to use the crystal for any of these purposes causes it to crumble to dust.

NOTE: The laws of Furyondy still apply in the testing grounds. ANY violation of Furyondy law will be recorded by the armband, and you will be prosecuted upon leaving.

PLAYER HANDOUT 4: MAP OF THE FLANAESS

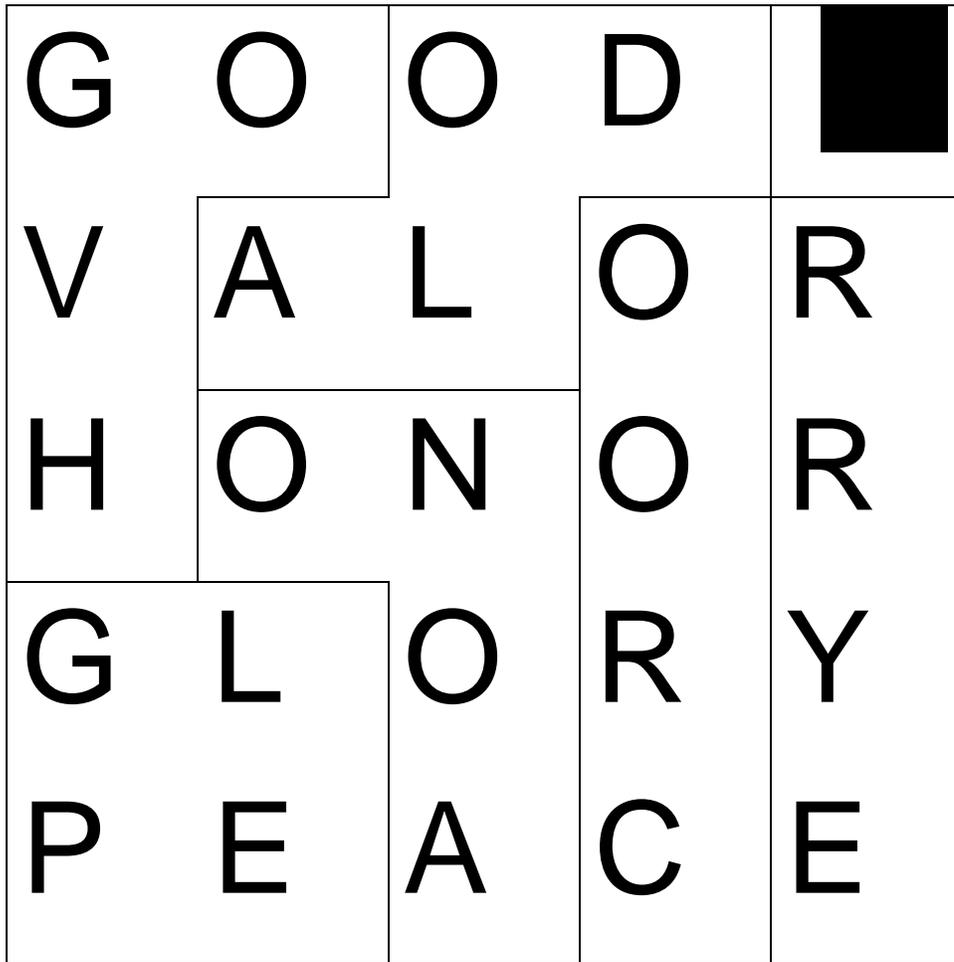


PLAYER HANDOUT 6: ENCOUNTER 4 PEGBOARD

	1	2	3	4
5				
6				
7				
8				

PLAYER HANDOUT 6: PUZZLE FOR ENCOUNTER 7

When preparing for this adventure, please cut the pieces of this puzzle out along the bold lines.



CRITICAL EVENTS SUMMARY

If this is Pandemonium Mayhem 2008, please return this to RPGA HQ or John du Bois IMMEDIATELY upon completion of the slot.

1. Did the PCs attack the Shield Guardians?
2. How many crystals did the PCs accumulate?
3. Who did the party act as an advisor to (if a PC, please note PC's name, player's name and player's RPGA number)?
4. Did the PCs rescue Adar (or the unnamed NPC wizard) in Encounter 8?
5. Did the PCs successfully complete the test?
6. Did the PCs successfully navigate the claw machine on their own, or did they have to fight the shadow beholders?
7. How many PCs broke an alliance with Thimme (and received the Oathbreaker entry)?
8. How many PCs broke an alliance with Satiana (and received the Oathbreaker entry)?
9. How many PCs upheld their oath to Thimme?
10. How many PCs upheld their oath to Satiana?
11. Which PC or NPC would the party most like to have as the new Chamber of Four member?
12. How many PCs received the Supreme Gratitude of the Mage Council?
13. Did anything unusual happen of note during the adventure? If so, please note: