

Alliances and Abjuration

A One-Round Dungeons & Dragons® Living Greyhawk™
Furyondy Regional Adventure
Version 0.9

by John du Bois

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You were working for... somebody... and then there was... well, something... and now you're here... Hey, where the heck is "here", anyway? A one-round Furyondy Regional adventure set in... uh... "here"?... for APLs 6-14. This adventure is 6th in the Eight of Wands series, and is recommended for PCs with the best interests of the kingdom in mind. Arcane spellcasters and PCs affiliated with the Church of Rao, War College, Sharpshooters, and/or Viscounty of the March may find this adventuring opportunity beneficial.

Resources for this adventure include *Complete Adventurer*, *Complete Scoundrel*, FUR4-02 *Death of a Knight*, FUR4-10 *Set in Stone*, FUR5-04 *A Mine. A Plan. A Canard. Pandemonium*, FUR6-04 *When First We Practice*, FUR6-06 *Invocation and Intrigue*, FUR6-07 *Conjuring Trouble*, FUR6-08 *The Dread Witch Project*, FUR7-04 *Gullkeep Ruins*, *Heroes of Horror*, *Libris Mortis*, *Lords of Madness*, *Magic Item Compendium*, *Player's Handbook II*, *Spell Compendium*, WGR4 *The Marklands*, VEL6-08 *Heart's Lament*.

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.

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

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 rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

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 split by APL.

Along with this adventure, you'll find a 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.

AVERAGE PARTY LEVEL (APL)

See Chapter One of the *Living Greyhawk Campaign Sourcebook* for details on APLs. If the APL of your group is an odd number, ask them before the adventure begins whether they would like to play the higher or the lower adjacent APL.

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 Regional adventure, set in Furyondy. Characters native to that region pay 1 Time Unit per round; all other characters pay 2 Time Units per round.

More information about Lifestyle and Upkeep can be found in the *Living Greyhawk Campaign Sourcebook*.

ADVENTURE BACKGROUND

Important note: Due to the nature of this adventure, the PCs are oblivious to anything and everything mentioned in this background unless an NPC specifically mentions it.

The wizard Schyzer has not been terribly active in the region of Furyondy in... well... ever. Extremely reclusive, he adopted an informal "live and let live" agreement with the powers-that-be in the kingdom. This agreement lasted for years until recently, when the kingdom had need of its powerful wizards, and the kingdom's enemies began to recruit them as well. The Mage Council sent a group to Schyzer's tower in Morsten, but found the tower abandoned. The Council was able to track him to a new location in the Viscouny of the March. However, they were unaware that for his own reasons, Schyzer had abandoned the agreement as well, but not because of his antisocial tendencies. Schyzer had developed dementia, and as his dementia progressed, so did his paranoia. Afraid both that the kingdom would consider him a threat and that they would be correct, Schyzer developed a method to handle both fears at once. His new tower was defended by traps that would *plane shift* intruders to a dreamscape and, using *modify memory*, eliminate the trespassers' recollection of why they had come to the tower in the first place. Exits would be obvious and easy, but proceeding into the tower would only be possible if the intruder was able to pass a set of prismatic veils and/or a number of intellectual and combative challenges. This setup ensured that Schyzer would not be bothered by intruders and that if he lost his mental faculties, he would be unable to get to his research and create magical mishaps. Unfortunately, Schyzer neglected to tell the Mage Council of these defenses, and the adventuring party sent to interview him fell victim to both the *plane shift* and the *modify memory*.

ADVENTURE SUMMARY

Generally speaking, the purpose of this adventure is to obtain the *veils* to protect them from the *prismatic wall*, then pass through the wall and interview Schyzer. They may go to Encounters 1-7 in any order.

Introduction: The PCs awaken on the Dreamscape.

Encounter 1: The PCs fight some fire creatures to acquire protection from the red veil.

Encounter 2: The PCs must complete a crumbling tile puzzle to acquire protection from the orange veil.

Encounter 3: The PCs encounter emissaries from each of four factions within the kingdom, all of whom make a case to get some research in Schyzer's possession.

Encounter 4: The PCs face a logic puzzle to acquire protection from the green veil.

Encounter 5: The PCs must circumvent a *forcecage* to acquire protection from the blue veil.

Encounter 6: The PCs must do battle with gibbering mouthers to acquire protection from the indigo veil.

Encounter 7: The PCs encounter a former agent of Thrommel who seeks Schyzer's protection from the ex-prince. An Inevitable comes to claim the agent's life for breaking contract. The PCs must choose sides. Following the combat, they can acquire the indigo veil.

Encounter 8: The PCs may interview Schyzer and ask to obtain his research.

PREPARATION FOR PLAY

It is essential that prior to this adventure, the DM:

- Be familiar with DM Aid 1: Properties of the Dreamscape. These planar traits are functional throughout the adventure, except where otherwise noted.
- Separate out 27 different dice (with regard to shape/color) for Encounter Four.
- While not essential, it is recommended that a DM running this adventure at APL 14 be familiar with non-restricted 6th-level wizard spells and 5th-level spells of other classes that might be useful to a quarut using *limited wish* as a spell-like ability (see Encounter Seven for details).

Prior to running this adventure, please hand out to the PCs Player Handout Zero, which contains some pre-adventure questions for the PCs.

When you get these back, check the Lielenna's Foretelling question for the Balance, Euryale, Key, Rogue, Sun, or Void cards (all other cards are not relevant).

If any players at the table are unfamiliar with either the Furyondy plotlines or the process of selecting a Chamber of Four member, those unfamiliar with the first should receive Player Handout 1 to read at their leisure, while those unfamiliar with the second receive Player Handout 2 to read at their leisure. Encourage the players to take their time, as Player Handout 1 is not especially relevant until Encounter 3 or Encounter 7 occurs, and Player Handout 2 is not relevant until Encounter 8.

INTRODUCTION

You awaken in a large room with a pounding headache. Looking around, you realize that you do not know where you are, or how you arrived here. Indeed, the last thing you can remember is arriving in the city of Chendl to meet with the wizard Telmus for a mission which he said was of some importance. As the haze clears from your mind, you take in your surroundings. The octagonal room has seven walls, each a different color with a plain white door and appearing to extend infinitely upward. The eighth face of the room is missing a wall, but is instead covered by a haze that continually shifts colors from red to orange, yellow, green, blue, indigo, violet, and back again in a continuous loop. In the room with you are a number of other adventurers, each of which seems to have recently awakened and as confused as you are. Looking through your possessions, it seems that nothing has been taken from you, but there are some things in your backpack that you do not recall putting there...

PCs who normally precast spells that prevent a *modify memory* from being effective (such as *mind blank*) recall additional information immediately preceding the blackout: they were standing at a tower, had a choice of whether to enter or not, and chose to enter. The exact nature of entrance and choice, however, is still fuzzy.

All PCs receive a copy of Player Handout 3, which explains their mission. This is also an appropriate point for character introductions to occur.

PCs who wish to know more information about the potential interviewee may roll a Knowledge (local [Iuz's Border States]) or bardic knowledge check:

- DC 15: Schyzer is a reclusive albino Sueloise wizard who lives near the town of Morsten, in the County of Crystalreach.
- DC 20: Schyzer served honorably during the Greyhawk Wars, and is considered above common suspicion as a result, despite his cantankerous behavior.
- DC 25: Schyzer is extremely paranoid and trusts no one apart from his apprentice, Cupara.
- DC 30: Schyzer and Cupara have a number of trained beasts, including wyverns and mountain lions, which serve as pets, mounts, and guards for the tower.
- DC 35: Cupara does all the talking to the townspeople, and he reports to the garrison commanders anything unusual Schyzer has seen while flying around the area. However, Cupara has not been seen in many months.
- DC 40: Schyzer and Cupara have been spotted on occasion flying up and down the Veng, looking for something in the river.

- DC 45: Schyzer has found stones that summon completely loyal beasts in the Veng, and this is the reason he built his tower in a war zone (which he did, on his own, in four days just after the end of the war). Thus far, he has only found two types of stones – from which the wyvern and mountain lions originate. (PCs who played FUR4-10 Set in Stone or FUR6-04 When First We Practice might suspect that these stones are similar to the Summoner's Stone from this adventure, but there is no way to confirm or deny this suspicion.)

PCs who possess many items receive extra information:

- Those who possess the Void card from Lielenna's Foretelling in FUR6-06 Invocation and Intrigue receive Player Handout 4.
- Those who possess the Key card from Lielenna's Foretelling get Player Handout 5.
- Those who possess the Balance card from Lielenna's Foretelling get Player Handout 6.
- Those who possess the Euryale card from Lielenna's Foretelling get Player Handout 7.
- Those who possess the Rogue card from Lielenna's Foretelling get Player Handout 8.
- Those who possess the Sun Card from Lielenna's Foretelling get Player Handout 9.
- Those who own darkvision dice from FUR4-02 Death of a Knight get Player Handout 10.
- Those who have the Lady DeCrainte's Ring AR item from FUR6-08 get Player Handout 11.

Some Handouts allow Knowledge checks, as follows:

- PCs who make a DC 15 Knowledge check and drew the Balance card identify the woman as Gynaren, the daughter of Luther Derwent, Viscount of the March.
- PCs who make a DC 20 Knowledge check and drew the Euryale are able to identify the woman as Lady Arvendra D'Orbennes, a noblewoman who turned her own cousin, Lady Marlene DeCrainte, in for sedition after it was made known that Lady DeCrainte was wanted for the crime.
- PCs who make a DC 10 Knowledge check and drew the Rogue card recognize Baroness Jelleneth Kalinstren, ruler of the Barony of the same name. PCs who played FUR7-04 Gullkeep Ruins automatically succeed at this check.
- PCs who make a DC 15 Knowledge check and drew the Sun card recognize Lady Elena Rosslyn Mori, the "white sheep" of the noble Mori family in Veluna. PCs who played VEL6-08 Heart's Lament automatically succeed at this check.

The eighth face of the room can be identified as a *prismatic wall* with a DC 28 Spellcraft check. The wall has a caster level of 15 and a save DC of 26 (it is in effect as though Schyzer cast it). If a color is destroyed, it reforms in 1d6 rounds. In front of the *prismatic wall* is a *wall of*

dispel magic (CL 11); a PC with *true seeing* active can see the wall and identify it with a DC 25 Spellcraft check.

After the PCs have an opportunity to react to their surroundings, read the following text:

A voice booms out, coming seemingly from nowhere. "Greetings, and welcome to my tower. I normally would provide a more comforting welcome, but I have yet to know your motives. If you seek to have an audience with me or obtain my research, you may find your task difficult. Behind each of the seven doors facing you is a challenge of your tactical and cognitive function. You may notice the colorful barrier on the room's eighth face; I don't recommend trying to pass it without protection. Those of you who pass the tests in the seven rooms will be able to obtain said protection. If at any point you wish to leave and give up your quest, simply wish it to be so and you will instantly leave my home, none the worse for the wear. If you have any questions, I will be unable to oblige you as this is merely a magic mouth spell. Good luck."

TROUBLESHOOTING

Some PCs make a habit of asking questions and taking notes every time they receive a mission (in fact, most PCs would be wise to do so). These PCs are unable to find such notes, as they have been removed from their persons, even if they are kept in extradimensional spaces.

DEVELOPMENT

The *prismatic wall* is real, and there are multiples of them. PCs walking through this wall are first subject to the *wall of dispel magic*, then to the effects of all colors of *prismatic wall* once at APL 6-8, twice at APL 10-12, and thrice at APL 14.

A set of darkvision dice (from FUR4-02) or Lady DeCrainte's Ring (from FUR6-08) now functions as a *cube of force* or *ring of mind shielding*, respectively. These items may be identified as such using the appropriate spells.

Touching a door instantly transports all PCs to the encounter corresponding with the color of the wall (e.g. the door on the red wall goes to Encounter 1, the door on the orange wall goes to Encounter 2, and so on). The doors radiate strong conjuration magic and cannot be disabled or dispelled. If a PC attempts to open the door without touching it, the door is permanently stuck (as though it were part of the wall – which it technically is).

Once a PC leaves one of these rooms through the normal exit, they cannot re-enter.

If the PCs, at any time, wish to give up and leave the adventure, they may do so simply by stating their desire and meaning it. Confirm this with the player, then remove the PC from the Dreamscape and the adventure.

1: RED ROOM (DM MAP 1)

As you enter this room, you notice that it is uncomfortably warm and illuminated by a bright red glow coming from an unidentifiable source. In the far northeast corner of this sixty-foot square room with a thirty-foot high ceiling, you see a pedestal five feet high upon which rests a black bag sitting inside two barred steel cages. Near you, in the far southwest corner of the room, a five-foot square area glows white, and “To the main room” is written on the wall above the glowing area. Between you and this bag, however, are monsters.

CREATURES

NOTE

Roll initiative separately for each pyrohydra when there are multiples present.

APL 6 (EL 8)

Seven-Headed Pyrohydra: hp 77; MM 157.

APL 8 (EL 10)

Nine-Headed Pyrohydra: hp 97; MM 157.

APL 10 (EL 12)

Eleven-Headed Pyrohydra: hp 118; MM 157.

APL 12 (EL 14)

Eleven-Headed Pyrohydra (2): hp 118; MM 157.

APL 14 (EL 16)

Twelve-Headed Pyrohydra (3): hp 129; MM 157.

Terrain

The two cages containing the bag each require a move action to open. Thus, it takes three move actions (which do not need to be taken by the same PC) to get the bag – one to open each cage, and one to actually lift the bag. The bag cannot be reached from outside the cages, and thus cannot be grabbed for the purpose of teleporting it out of the cage with *dimension door* or similar spells.

Tactics

Each pyrohydra uses breath weapons to cover as much area as possible, and then attacks as many characters as possible each round, showing preference for any PC who is holding the bag with the veils or attempting to open the cages. If a PC successfully sunders or destroys a head, that hydra focuses all its attacks on that PC until he or she falls.

Treasure

The *bag of holding*, which is revealed to be red in color when removed from the room, contains one *burning veil* per PC, all of which disappear if removed from the Dreamscape.

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp *bag of holding* type I (208 gp), *burning veil* x4-6 (0 gp each); Total 208 gp.

Detect Magic Results: *burning veil* (faint evocation).

2: ORANGE ROOM (DM MAP 2)

NOTE: ANY EFFECTS GRANTING A CHARACTER A FLY SPEED OR CLIMB SPEED ARE SUPPRESSED FOR THE DURATION OF THIS ENCOUNTER, AND ANY NATURAL ABILITY TO FLY IS NEGATED BY THE PROPERTIES OF THE DREAMSCAPE IN THIS ROOM ONLY (naturally flying or climbing creatures are aware of this effect). ADDITIONALLY, THIS ROOM IS UNDER THE EFFECT OF A *DIMENSIONAL LOCK* SPELL (although the green glow provided by the spell is masked by the *mirage arcana* causing the room to glow orange).

At the start of this encounter, randomly choose one Medium or Small PC. This PC is transported to square 1 on the encounter map (see DM Maps), while every other PC is suspended in the *forcecage*.

This thirty-foot by thirty-foot square room is bathed in an orange glow. Pillars are scattered throughout the room, and there is an empty pedestal or altar in its center. The five-foot square tiles of the room appear cracked and marred by acid. Most of your group enters this room suspended in midair in a cage composed of invisible bars of force. One of the group, however, appears in the southeastern corner of the room, and as his or her feet hit the tile, an audible “click” can be heard. As if on cue, a voice echoes throughout the room. “The noise you just heard was the disabling of one of a number of locking mechanisms that suspends the item or items you seek above the pedestal. A pressure plate on every tile disables one lock, and once every tile has been stepped on once, the items will fall onto the pedestal. Be forewarned, though. Once you step off a tile whose plate has been activated – including the one you are standing on now – the tile will fall into pits which will harmlessly teleport you out of this room and you will not be permitted to re-enter. Proceed with caution.”

In order to obtain the orange veils, the PC who has been teleported onto a tile must step on every tile in the room, but every time he or she leaves a square, the tile in that square collapses. The easiest way to solve this puzzle is by stepping on the squares in the numbered order on the DM Map, but as long as the PC can demonstrate movement onto each square, the solution will work. The PC may use skills such as Jump to clear holes created by felled tiles, and may climb the walls using mundane methods with a DC 30 Climb check, but flying and magical means of climbing cannot be used in this room due to properties of the Dreamscape. The tiles can be disabled with a DC 30 Disable Device check, but the tile can only be disabled in a way that prevents the locking mechanism from unlocking or that causes the tile to instantly fall (choose randomly unless the disabling PC rolls a DC 30 Search check).

Treasure

The *bag of holding*, which is revealed to be red in color when removed from the room, contains one *caustic veil* per PC, all of which disappear if removed from the Dreamscape.

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp *bag of holding* type I (208 gp), *caustic veil* x4-6 (0 gp each); Total 208 gp.

Detect Magic Results: *caustic veil* (faint conjuration).

3: YELLOW ROOM (NO MAP)

This room, bathed in a lemon-yellow glow, is decorated on all sides by bookshelves. While a pedestal in the center of a room holds a black bag, none of the four people browsing the bookshelves pay it any attention, instead scouring the books, as though looking for a particular volume in the hundreds upon the shelves. Each person – a gruff-looking male dwarf, a female human in full military regalia, a human male in a courtier's attire, and a male human monk wearing a holy symbol of Rao – looks at your group, regards you curiously for a second, then begins to search the shelves once more.

This room serves as a visual representation of Schyzer's memories. If the PCs spend time searching, they can locate information on the nature of the Dreamscape, depending on the result of their Search check (cannot take 20):

- DC 10: The PCs are currently on an alternate plane created by Schyzer to keep him safe – and to keep others safe from him.
- DC 13: Attempting to use planar travel while on the plane results in those being transported to be expelled from the plane and placed back on their origin plane. This is not harmful, but people so affected cannot re-enter the plane.
- DC 15: Schyzer's sanctum is protected by *prismatic walls*.
- DC 17: The means to protect a person from the *prismatic walls* is contained in bags that appear darker than they really are. These bags are in the seven rooms in the Dreamscape.
- DC 20: The PCs find a *scroll of gate* (can be used as arcane or divine) that, while on the alternate plane, may only be used to summon an ally who has been “killed” (e.g. sent back to the Material Plane) during this adventure. This PC is no longer affected by the Dreamscape's protection against death while on the Dreamscape. If no PC is capable of casting the spell, Jonah and Telemmand can use the scroll.
- DC 25: It is not possible to rest in the alternate plane.
- DC 30: Schyzer is virtually immune from harm on the alternate plane, as are those under his protection.

- DC 35: People seek Schzyer and his research for their own reasons. Schzyer may be well justified in keeping himself ostracized from the community.
- DC 40: Death is not possible on the alternate plane. When someone would die, they are instead transported back to the Material Plane and cannot re-enter the plane until Schzyer leaves.

In addition to the shelves, the four individuals browsing the shelves are of interest to the PCs, as they are looking for Schzyer's research, and are willing to reward the PCs for their efforts. If the PCs do not immediately approach the individuals, one of the researchers notices the PCs and comments, *"Oh, great. More people to search for the madman's secrets. On whose behalf are you seeking the research?"* If the PCs do not have a response (or even if they do), the researchers each attempt to convince the PCs to seek Schzyer's research on their behalf.

Every person the PCs might talk to knows the following information:

- Schzyer has done extensive research on magically preventing and reversing the effects of aging, research that is critical to the creation of the elixir that will allow Belvor to produce another heir.
- Schzyer has not responded to direct requests for this information from the Crown, and there is no evidence he received the requests in the first place.
- Each person in the room is seeking the research for the benefit of their own organization, each of which supports a different woman for queen.
- Each hopes to influence the policy of the king through favors owed by the new queen.
- All individuals honestly claim to oppose the enemies of Furyondy (Iuz, the Master of Bronzewood, and Thrommel). This is, as far as they're concerned, a political power struggle rather than a battle of good versus evil.
- All four individuals warn the PCs that Thrommel has spies embedded in most groups in Furyondy, and that only non-adventurers working within the kingdom's power groups possess the political acumen and firsthand knowledge of powerful figures within the King's court to get the research to Belvor without inadvertently handing the research over to Thrommel. Even PCs who possess noble titles or are high-ranking members of such groups have spent too much time adventuring to be confident that any one ally of theirs is not covertly working with the enemy, as even one of the king's closest advisors (Karzalin) was revealed to be a traitor. Furthermore, at this time no adventurer possesses enough political clout to demand an audience with the king without having to go through multiple levels of the bureaucracy – again, only the representatives of these groups have been building the political connections needed to bypass the

bureaucracy. This is an honest and accurate claim (whether the PCs want to admit it or not).

- While each petitioner would prefer to have the original copy of Schzyer's research, they would be willing to accept a copy.

The gruff-looking dwarf is Ozman Dead-Eye, head of the Sharp Shooters, an exclusive club of archers that has recently taken a greater interest in current events (Ozman's identity can be confirmed with a DC 25 Knowledge (local [Iuz's Border States]) check). As one of the wealthiest private citizens in the kingdom, Ozman has been recruited to place financial pressure on the king to select Lady Arvendra D'Orbennes (DC 20 Knowledge (Nobility) check to identify Lady Arvendra as the cousin of Lady Marlene DeCrainte and a low-ranking noble courtesan who has grown close to the king) as his bride. He is willing to share the following information:

- He supports Lady Arvendra D'Orbennes, who he supports as the champion of the common citizen in Furyondy.
- It is Ozman's hope that having the personal support of the new queen will get more attention to the bizarre monster problems in Claw Gorge. Most recently, a demon attack in the Gorge has pushed Ozman to try to find Schzyer's research in an effort to place more direct pressure on the king.
- In addition to supporting Lady Arvendra, he hopes to direct the king's attention away from Gynaren Derwent, who he feels will do much to maintain the current aristocracy and "oppress the small businessman, no pun intended".
- If the PCs help him locate Schzyer's research, he promises to allow any PCs who wish to try out for the organization, as well as provide them with a favor to be called in later.

The female human in military regalia is Salina Le Poisson, a minor noble who studies at the War College. She, and her organization, are hoping that Baroness Jelleneth Kalinstren will become the new queen of Furyondy and make her goals of pursuing a military campaign against Iuz a reality. The College's motivation is purely tactical, believing the threats of Thrommel and the Master to be real but fleeting, as Iuz has been a more long-standing threat to the kingdom. She is immediately recognizable to any member of the Furyondy Military (any branch). She orders any PC clearly displaying evidence of their rank to assist her in her search, and threatens to court-martial any PC who disobeys the order (if they disobey, she carries through on the threat at the end of the adventure). She shares the following with the PCs:

- She expresses her desire for Kalinstren as queen.
- The War College's position is that Queen Kalinstren would encourage her husband to pursue a more aggressive military campaign against Iuz, protecting

the country from outside invasion while it handles its “internal issues” (Thrommel and the Master).

- In addition to supporting Baroness Kalinstren, she dismisses Lady Avendra as a “reasonable” choice for queen, as she is a relative unknown and her true motives have yet to be revealed.
- If the PCs help her locate Schyzer’s research, she promises that the College would be willing to provide the PCs with valuable training.

The male human in courtier’s attire is Telemmand, Viscount Luther Derwent’s appointed representative to the Noble Council in Chendl (this can be confirmed with a DC 15 Knowledge (local [Iuz’s Border States]) or Knowledge (Nobility) check). He is searching for the research so that Lady Gynaren Derwent has a greater chance of becoming the new queen, and he honestly believes that she would serve the kingdom well. He is willing to share the following information with the PCs:

- He supports Lady Gynaren Derwent, the daughter of his liege lord, Viscount Luther Derwent of the March.
- He urges the PCs to provide him with the research so that the King will marry his liege lord’s daughter, Lady Gynaren Derwent. Her experience in Furyondy’s political circles will provide the kingdom with the stability it needs to stand against the lies of Thrommel and maintain law and order in the kingdom. If pressed about the threat Iuz poses to the kingdom, Telemmand forwards that the protection of the breadbasket of the kingdom against corruption from within is more important than protecting the wasted frontier provinces.
- In addition to supporting Lady Gynaren, Telemmand explains that it is the March’s position that Lady Elena Mori, as a foreigner, should not become queen, as she would distract from internal matters in the kingdom.
- If the PCs help him locate Schyzer’s research, he promises that the Viscount’s influence can be a powerful force in the kingdom, as he is (politically) one of the ten most powerful people in the kingdom.

The male human monk, Jonah Risalle, represents the Church of Rao (and is a descendent of the founder of the Order of Rao’s Gentle Hands). He is recognizable to members of Furyondy’s Church of Rao, but has not gained enough recognition to be identifiable by those outside the organization. His organization seeks to have greater influence in the government of Furyondy, in the hopes that they will be able to reach more “reasoned” alternatives to the nation’s problems. He does not, however, have a high opinion of the role the Church has taken in Veluna; it is his feeling that the Inquisition in Veluna has abandoned peace and serenity, and appears to be keeping reason at arm’s length. He is willing to share the following information:

- He expresses that he hopes the king will choose Lady Elena Mori, of the Veluna Mori noble family, as his bride.

- The Church feels that Lady Elena would bring a reasoned voice to the king’s ear and encourage him to look out for the citizens of his kingdom, just as he looks to maintain order and combat Furyondy’s enemies. She’s also an extremely experienced diplomat who could bring peace between Furyondy’s allies who are not themselves at peace (Veluna and Ket in particular – although he admits that making peace between Bissel and Ket is not likely since the razing of Ket’s capital Lopolla), as well as bring peace between the feuding nobles themselves.
- The Church also feels that Baroness Kalinstren would make a poor queen, as her attitudes are far too erratic and hasty for someone in such a high position. The war with Iuz must be fought, but it is not all-important.
- If the PCs help him locate Schyzer’s research, he promises that the Church will provide the PCs with access to their superb weaponsmiths in Pantarn.

DEVELOPMENT

The research is not here. It’s in Schyzer’s sanctum. After a time, the NPCs will realize this, and ask the PCs to retrieve the research or a copy of the research on their behalf. They emphasize the importance of using them as contacts, as Thrommel has spies and supporters everywhere, and very few people know who to trust with this information and items this sensitive.

Treasure

The *bag of holding*, which appears black initially but is revealed to be green in color when removed from the room, contains one *serpent veil* per PC, all of which disappear if removed from the Dreamscape. The *scroll of gate* is also treasure, and does not disappear.

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp *bag of holding* type I (208 gp), *veil of storms* x4-6 (0 gp each), *scroll of gate* (735 gp); Total 943 gp.

Detect Magic Results: *scroll of gate* (strong conjuration), *veil of storms* (faint evocation).

4: GREEN ROOM (NO MAP)

In the center of this forty-foot by fifty-foot room, which is illuminated by an emerald green glow, you see an empty five-foot high pedestal. At the side of the room, there is a table with thirty bottles and a set of balance scales. A voice echoes throughout the room. "Twenty-nine of these elixirs weigh the same amount. The other weighs slightly more. The heaviest elixir sends you to a pocket dimension containing items you need; the other twenty-nine, when consumed, prevent the heaviest elixir from taking effect. After three weighings, the scale will disappear. Good luck."

It is strongly recommended that the DM use twenty-seven similar but unique objects (e.g. differently-colored dice) to represent the twenty-seven elixirs in this encounter, and pre-select one to be the correct elixir.

In order to solve this puzzle, the PCs must use the balance scales to determine which elixir will "get them what they seek" (the elixir transports them to a pocket dimension adjacent to the bag, and its effects last 5 rounds). Each side of each scale can hold up to twenty elixirs, and the scales do not tip until an obvious button on the base of the scale is pushed. Whenever a group of potions containing the correct elixir is placed on the scale, the scales tip to indicate this. Once the scale is used three times, it becomes non-functional. Drinking an incorrect elixir causes the PC to grow faintly green; that PC cannot benefit from the "dimensional elixir". The PC is also affected as though by the *dimensional anchor* spell for 16 minutes (this effect does not prevent the PC from travelling between rooms in the Dreamscape or from leaving the Dreamscape entirely). The PCs, even after using up all their weighings, may continue to consume potions until they are all glowing green (at which point they can no longer solve the puzzle).

Upon drinking the elixir, the PC drinking the elixir sees a black bag on the pedestal, and can take it. After 1 minute, the PC returns to the room.

Intended puzzle solution: The PCs should weigh two groups of ten elixirs on the first scale. If a group weighs heavy, that group contains the correct elixir; if not, the remaining unweighed bottles contain the correct elixir. This strategy should be repeated with the correct group, weighing three and three leaving four out, then again with the correct group of three (or four), weighing two elixirs while leaving the third (and possibly fourth) out. It is possible that the PCs may need to guess between two potions, even with a perfect strategy; this is fine, as the puzzle is designed to allow multiple guesses.

Treasure: The *bag of holding*, which appears black but is green when removed from the room, contains one *serpent veil* per PC, which disappear if removed from the Dreamscape.

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp *bag of holding* type I (208 gp), *serpent veil* x4-6 (0 gp each); Total 208 gp.

Detect Magic Results: *serpent veil* (moderate necromancy).

5: BLUE ROOM (DM MAP 3)

As you enter this room, you notice that it is illuminated by a bright blue glow coming from an unidentifiable source. In the center of this sixty-foot cubic room, you see a pedestal five feet high upon which rests a black bag. The rest of the room is empty, except for a door at the other side.

The bag appears unprotected, however, once a PC approaches within 20 feet of it from any direction, their progress is checked by a barred *forcecage* that has been sculpted (as the *Sculpt Spell* feat) into a 20-foot-radius hollow sphere, with the bag at its center. The *forcecage* is in every other way completely normal, and must be bypassed in some way to gain access to the veils. The bag, as a *bag of holding* type I, is immune to all effects that cannot affect magic items.

Solutions to this puzzle may include:

- Destroy the *forcecage*. This is acceptable as long as the means of destroying the *forcecage* fit within the confines of the spell. For example, *disintegrate* or a *rod of cancellation* will work, while *dispel magic* or an *antimagic field* will not.
- Poke the bag off the pedestal. This solution is feasible, but note that there is only a half-inch between bars of the cage, so only creatures described as that small may enter (only creatures of Fine size have a chance of doing so). Additionally, a person outside the *forcecage* must find a way to reach in twenty feet to reach the bag. Once this is done, the bag can be squeezed through the gap.
- Teleport in and out. This works as intended, but someone who cannot teleport out may find themselves stuck.

These solutions do not work:

- Travel in via planar travel. Actually leaving the Dreamscape removes a PC from the adventure, and partially leaving the plane (via *blink* or a similar spell) cannot penetrate the *forcecage* unless it also allows the person to evade effects on the Ethereal Plane.

Treasure

The *bag of holding*, which is revealed to be blue in color when removed from the room, contains one *turquoise veil* per PC, all of which disappear if removed from the Dreamscape.

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp *bag of holding* type I (208 gp), *turquoise veil* x4-6 (0 gp each); Total 208 gp.

Detect Magic Results: *turquoise veil* (moderate transmutation).

6: INDIGO ROOM (DM MAP 4)

This sixty foot by sixty foot room radiates an indigo light from its walls, ceiling, and floor. As you appear by the room's only door, you can see two things of note. First, on a five foot high pedestal, you see a black sack stuck to the pedestal by what appear to be exceptionally thick strands of spiderweb. Second, you see one [or more] unwholesome creatures with amoebic fluidity and countless eyes and toothy mouths. In the corner of the room, you note a massive statue of a scorpion constructed of black, glossy stone. (At APL 14 only) The statue shudders and begins to move toward you.

CREATURES

The room is infested with gibbering moutherers (and an elder eidolon scorpion at APL 14). The elder eidolon scorpion is present at all APLs, but at APLs 6-12, is inactive and functions only as a statue and a red herring.

APL 6 (EL 7)

Gibbering Moulder (2): hp 42; Appendix 1.

NOTE: Use the Appendix, NOT the MM.

APL 8 (EL 9)

Advanced Gibbering Moulder (2): hp 100; Appendix 1.

APL 10 (EL 11)

Greater Gibbering Moulder (3): hp 150; Appendix 1.

APL 12 (EL 13)

Pseudonatural Gibbering Moulder (3):

hp 150; Appendix 1.

APL 14 (EL 15)

Pseudonatural Gibbering Moulder (3):

hp 150; Appendix 1.

Elder Eidolon Gargantuan Monstrous Scorpion:

hp 170; Appendix 1.

Terrain

The bag is anchored to the pedestal with what is essentially a *web* spell, and is also under the effect of a *dimensional anchor* spell (although the *mirage arcana* in the room prevents the emerald glow of the effect from being visible). The bag may be freed in the following ways:

- Setting the web on fire. This instantly frees the bag, which has the possibility of being set on fire. It gets a +6 bonus on the DC 15 Reflex save. Success means the bag does not take damage; failure means the bag takes 1d6 points of fire damage per round, halved since the bag is an object. A person holding the bag may take a full-round action to extinguish the nonmagical flames. The *bag of holding* has 4 hit points and 0 hardness.
- Cut through the web. The web has hardness 5 and 50 hit points. Every time the web is struck, its wielder must succeed at a DC 15 Reflex save or the weapon becomes stuck to the web, requiring a DC 20 Strength check to free.
- Making a DC 20 Strength check. This frees the bag without complication.
- Greasing the bag. This allows the bag to be pulled free with a DC 10 Strength check.
- Destroying the pedestal. The pedestal has an Armor Class of 6, hardness 8, and 90 hit points.

Tactics

If any PC is in possession of the bag, all monsters focus their attacks on that PC.

The gibbering moulderers begin gibbering on their actions, and then close and attack, grab, and swallow the nearest living creature. At APL 10-14, the moulderers use Power Attack and Brutal Strike on their first attack; at APL 12-14, the moulderers use their *true strike* ability and begin combat in their alternate (pseudonatural) form. At APL 14, the eidolon attacks and grabs the nearest PC. Note two things about the eidolon's improved grab: First, per the D&D FAQ, PCs with the Close Quarters Fighting feat cannot make an attack of opportunity against the creature unless the PC with the feat threatens the grappled's square. Second, a creature that the eidolon successfully grabs is immediately subject to its *insanity* aura.

Treasure

The *bag of holding*, which is revealed to be indigo in color when removed from the room, contains one *veil of whispers* per PC, all of which disappear if removed from the Dreamscape.

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp *bag of holding* type I (208 gp), *veil of whispers* x4-6 (0 gp each); Total 208 gp.

Detect Magic Results: *veil of whispers* (moderate enchantment).

7: VIOLET ROOM (DM MAP 5)

As you enter the room, you have to squint to see in the dim purple light. You see an empty pedestal against one wall of the room, and near the pedestal, holding a black bag, is a man who wears veils of various colors over his hide armor, and he bears no weapon. He has extensive wounds, and looks and smells like he has not bathed in days. He looks at you with wild, desperate eyes. "Please help me! I have crucial information about Prince Thrommel the Undying that must be shared with Schyzer, but the clockwork monsters will take me first unless you can protect me!"

CREATURES

All APLs

Heian Meliamne: NE druid 5/beastmaster 2; AC 15, flat-footed 13, touch 12; Fort +9, Ref +3, Will +8; hp 5.

After being calmed by the PCs (any reasonable attempt succeeds), Heian has a sob story for them. He tries to make it appear as though he was a victim of circumstance, but a successful Sense Motive check opposed by his Bluff check reveals that he created his own problems. The details of his tale are as follows:

- He joined Thrommel's forces in 594 CY because he was tempted by offers of material wealth and prestige.
- Thrommel forced him to sign a rather detailed contract. Not being much of a legal scholar, he signed the contract without reading it entirely.
- After about a year, he realized that Thrommel's ambitions expanded beyond merely Furyondy, but he refuses to talk about the matter further unless he can get an audience with Schyzer (and only Schyzer).
- Following this discovery, he sought an opportunity to leave Thrommel's command and inform someone of authority in the kingdom of Thrommel's plans. He thought he had found an opportunity when he spoke to a noble (again, he refuses to reveal which), but the noble turned out to be in Thrommel's faction as well. The noble rattled him out, but was kind enough to inform Heian that he should flee, as those who break contracts with Thrommel are hunted down by powerful forces.
- Since this time, Heian has been on the run, avoiding towns and cities, as Thrommel's spies are everywhere in the kingdom.
- Heian recalled that Schyzer was still loyal to the King, or at least had a "live and let live" arrangement going. Further, with Schyzer being reclusive, it was unlikely that he would have Thrommel's spies near him. Thus, he began to seek Schyzer out.
- While en route to Schyzer's tower, he was attacked by clockwork monsters who stated they were bound to apprehend him for breaking his contract with Thrommel. A DC 25 Knowledge (planes) check

identifies that inevitables are a type of outsider that are native to Mechanus, a clockwork plane, and seek out people who break contracts or cheat "laws" in some way. Heian's animal companion was slain, and he barely escaped with his life by entering this pocket plane.

- Heian did not remember his reason for coming to this plane. However, he had taken careful notes on Thrommel's activity and was able to recall his purpose by referencing them. (Schyzer did not take his notes because reporting on Thrommel's activity does not involve Schyzer being interviewed for a position he does not want).

He is able to provide little other information for the PCs, but insists that his intelligence is valuable and that the PCs' protection is necessary to get the intel where it has to go.

The read-aloud text for the next section varies depending on APL:

(APL 6-8) *Your discussion is interrupted as the air in the room begins to ripple, then appears to nearly explode as (a) bizarre centaur-like clockwork creature(s) materialize(s) in the room. It/One gestures at Heian, and he freezes in place. He then turns to you all. "This being fled his rightful punishment for breaking his contract. I am bound to return him to his master for punishment. If you hinder me in my task, I will defeat you as easily as I have defeated him." The creature then steps forward to apprehend his prey. Do you interfere?*

(APL 10) *Your discussion is interrupted as the air in the room begins to ripple, then appears to nearly explode as two centaur-like clockwork creatures materialize in the room, accompanied by a red-skinned clockwork humanoid brandishing a gleaming longsword and adorned in banded mail. One of the centaur-like creatures appears to have been damaged at some point recently, and it gestures at Heian, who freezes in place. The humanoid-looking creature turns to you. "This being fled his rightful punishment for breaking his contract. I am bound to return him to his master for punishment. If you hinder me in my task, I will defeat you as easily as we have defeated him." The creature then steps forward to apprehend his prey. Do you interfere?*

(APL 12) *Your discussion is interrupted as the air in the room begins to ripple, then appears to nearly explode as a massive humanoid-shaped creature made of clockwork parts materializes in the room. Its golden armor gleams and offsets its onyx body, and it seems to carry no weapons – apart from its gigantic fists. It gestures at Heian*

and says, “Keep your position, miscreant”; the druid stops his pleading with you and begins to comply. The creature then turns to you. “This being seeks to evade death, the agreed punishment for breaking his contract. I am bound to return him to his master or exact the punishment myself. If you hinder me in my task, I will defeat you as easily as I have defeated him.” The creature then steps forward to apprehend his prey. Do you interfere?

(APL 14) *Your discussion is interrupted as the air in the room begins to ripple, then appears to nearly explode as a humanoid-shaped creature made of clockwork parts materializes in the room. Hourglasses and timepieces are scattered throughout its body, and where its head should be, there is instead a large hourglass flowing backward. It gestures at Heian, who freezes in place. The creature then turns to you. “This being has sought to pervert the natural laws of time and space in his efforts to break a contract. I am bound to return him to his master or exact punishment myself. If you hinder me in my task, I will defeat you as easily as I have defeated him.” The creature then steps forward to apprehend his prey. Do you interfere?*

Each inevitable uses a different effect to disable the druid. The zelekhts use *hold person* (DC 22 Spellcraft to identify), the marut uses *greater command* (DC 25 to identify), and the quarut uses *hold monster* (DC 25 to identify). If the PCs use a spell or ability that allows the druid to resist the effect of the inevitable, it is considered attacking.

CREATURES

APL 6 (EL 9)

Zelekhut: hp 74; MM 160.

APL 8 (EL 11)

Zelekhut (2): hp 74 each; MM 160.

APL 10 (EL 13)

Kolyarut: hp 91; MM 159.

Zelekhut: hp 74; MM 160.

Zelekhut (damaged): hp 37; MM 160.

APL 12 (EL 15)

Marut: hp 112; MM 159.

APL 14 (EL 17)

Quarut: hp 119; Appendix 1.

Terrain

The entry of the inevitable(s) into the Dreamscape via *plane shift* has destabilized the planar traits of this room. At the start of each round, roll 1d8 and reroll results of 8. Consult the following table and the *Dungeon Masters' Guide* to determine which planar traits and appearance the room manifests that round. A DC 20 Knowledge (the planes) check allows a PC to identify the currently dominant plane and one trait of that plane (the PC may choose between physical traits, elemental and energy traits, alignment traits, and magic traits; a single selection reveals all appropriate traits). For every 5 points by which the check result exceeds the DC, the PC can identify another trait (to a maximum of learning all planar traits with a DC 35 check). If more than one PC attempts the check, only the PC with the highest result may learn traits.

Roll	Plane	Page in DMG
1	Dreamscape	See DM Aid 1
2	Positive Energy Plane	158
3	Elemental Plane of Fire	156
4	Elemental Plane of Earth	155
5	Negative Energy Plane	157
6	Elemental Plane of Water	157
7	Elemental Plane of Air	155

Tactics

All APLs: The inevitables are not interested in answering questions, and do not do so under any circumstances. If the PCs do not interfere, they simply step forward, grab the unresisting Heian, go to the door, and depart the plane.

APL 6-8: If the PCs get in the zelekhts' way but do not attack, the zelekhts use their *fear* and *hold person* (*hold monster* against non-humanoids) abilities to make the PCs incapable of barring their way. If the PCs attack the zelekhts, one flies and uses *fear* and *hold monster* to disable PCs while the other uses *Spirited Charge* on the PC who has acted most violently toward them and is still actively fighting. If there is only one left (or one at all), he flies and uses disabling spell-like abilities, and then uses *Spirited Charge* on PCs that make their saves against them.

APL 10: The zelekhts follow the same tactics as APL 6-8, with the wounded zelekhut using the spell-like abilities if the PCs attack. The kolyarut likewise uses its spell-like abilities to remove PC interference if they are nonviolent. If the PCs become violent, it uses its quickened *suggestion* each round on a lawful PC to suggest that the PC allow the inevitables to enforce their contracts, and then uses its enervation ray. If the PCs close, it uses its vampiric touch.

APL 12: The marut, if blocked but not attacked, uses his *fear* and *greater command* abilities to force the PCs to move away from his quarry. If attacked, the marut uses

wall of force to block off the only exit then attacks to kill, beginning with *circle of death*, *chain lightning*, and then attacking, focusing his attacks solely on the PCs who have been reincarnated, raised or resurrected three or more times (if there are any - dealing with those who avoid death is the marut's duty as an inevitable). If the fight is going exceptionally poorly for the marut, he uses his *earthquake* spell-like ability.

APL 14: The quarut has pre-cast *true seeing*, expecting trickery from Heian. If the PCs attempt to block the quarut's path without attacking it, it uses *dimension door* to move past the PCs. If the PCs attack, he uses his spell-like abilities to kill or disable the PCs as best he can. Once the quarut has taken 30 or more damage, it uses *time stop*, during which time it uses (in order) *forcecage* (windowless cell with who appear to be the most potent melee combatants at the center and attempting not to have any arcane spellcasters inside), *haste*, *limited wish* (to either buff itself, control the battlefield, or drop a rounds per level area effect spell on the PCs), and moving up to an arcane spellcaster and readying to cast *temporal stasis* on the caster..

For its *limited wish*, the quarut may use any non-restricted spell from the *Player's Handbook* or any sourcebook listed as a source for additional rules options in Appendix 4 of the *Living Greyhawk Campaign Sourcebook* (note that the DM must have a copy of said book on hand to use a rules item from it, and the most recently printed version of the spell takes precedence). The following spells from the *Player's Handbook* may be of particular use to the quarut:

- Battlefield Control: *acid fog*, *wall of force*, *wall of iron*
- Self-Buffing: *divine power*, *freedom of movement*, *mislead*, *righteous might*
- Neutralizing or Removing Powerful PCs: *baleful polymorph*, *dismissal* (works on PCs since they are not native to the Dreamscape), *feeblemind*, *flesh to stone*, *greater dispel magic*, *mass suggestion*
- Other Possible Options: *summon monster VI*

Treasure

The *bag of holding*, which is revealed to be violet in color when removed from the room, contains one *veil of doors* per PC (plus one for Heian if still present), all of which disappear if removed from the Dreamscape. Also, if Heian is still with the party, he offers his *shirt of wraith stalking* as a gift for helping him (after all, he will be in the protection of the King and no longer be in need of it). The *shirt of wraith stalking* is not listed in the New Rules Items appendix, as the item's effects are not relevant to this adventure.

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp *bag of holding type I* (208 gp), *shirt of wraith stalking* (500 gp each), *veil of doors* x4-7 (0 gp each); Total 708 gp.

Detect Magic Results: *veil of doors* (moderate abjuration).

DEVELOPMENT

If the inevitable leaves with Heian, it leaves the bag of *veils* with the PCs, as he has no need for it, and the Dreamscape stabilizes with his exit. If the PCs defeat the inevitable, it disappears from the Dreamscape, which stabilizes, and Heian provides the PCs with the bag.

Even after he has been rescued, If the PCs magically compel Heian to tell them the information he knows (and remind the players that this is highly illegal in Furyondy if they do so), nothing short of mind reading or domination will cause him to reveal the information he knows; charming Heian will cause him only to decline more politely. If the PCs do magically obtain this information, they learn that Thrommel is again planning to abduct and turn Jolene of Samprastadar into a vampire (a plan that failed in 595 CY), is trying to claim Bronzeblood Haunt to tap its power, and that Lady Marlene DeCrainte is a supporter of Thrommel (although he doesn't know that this has already been discovered). They also learn the location of several locations within a fifteen-minute journey of the city of Chendl; Thrommel intends to use these as a staging ground of an invasion of the city using vampires wearing an alchemical substance known as liquid night (see *Libris Mortis* for more details on the properties of liquid night).

Heian is wearing the orange, yellow, and green veils. He tells the PCs that the solution to the puzzle in the orange room is "that's obvious; just walk around", that there is just "some guys researching in the yellow room; they wanted help, but I was in a rush and couldn't stop", and that he randomly guessed which potion was the one needed in the green room.

8: INTERVIEW (NO MAP)

After completing all seven rooms, the PCs have two choices: leave the Dreamscape or pass through the *prismatic walls*. If they do the former, the adventure ends. If they do the latter, they are subject to all effects their *veils* did not make them immune to. After passing through, they get to talk to Schyzer.

If the PCs do not yet trust Heian, he is more than willing to wait in the main room for the PCs. However, there are not enough veils for everyone including him, so he will be subject to the effects of the red, blue, indigo, and violet effects of the *prismatic walls*.

After passing through the protective barriers, you encounter a surprising sight. Slumped in a tall-backed wooden chair is an aged, haggard-looking albino with long, stringy hair. While he is looking at you, you get the distinct impression that his addled pink eyes are looking through you rather than at you. A scarred and worried-looking gnome hurriedly greets you, and then walks over to the man. "Er, Schyzer? Sir? There are adventurers here to see you. I think the Mage Council might have sent them." The albino in the chair starts and peers at the gnome. "Eh? Who are you and what are you doing in my sanctum? Begone from this place!"

The gnome sighs, holds up a hand to you to signal for patience, and starts to speak slowly. "Sir, I'm Preak Osshius, remember? You offered me sanctuary after my mentor's tower in Libernen was destroyed? By the same people who attacked you?"

The man identified as Schyzer relaxes at this, but still seems somewhat confused by the situation. "Ah yes... I remember. But what did you say of these adventurers? They came from the Mage Council? Surely not... the Council would not break our pact, would they?"

All of this seems somewhat bizarre to you. Could this addled old man truly be the wizard you were asked to interview?

CREATURES

Schyzer: male human (Oeridian) wizard 9/initiate of the sevenfold veils 7. The addled old man is indeed the person the Mage Council wants the PCs to interview. Schyzer is a very confused individual. He possesses no use or understanding of figurative language, idiom, or subtle language, and will answer every question as though the words in the question were used as their literal meaning. He always thinks hard before answering any question, but once he answers, he speaks fluently, intelligently, and with absolute conviction. Schyzer is unaware of any events in the region since 570 CY unless they directly relate to himself or Preak, and he fervently denies disturbing news (such as the occurrence of the Greyhawk Wars, the emergence of undead from Bronzeblood, and ESPECIALLY anything that happened to Thrommel starting with his disappearance). He

becomes visibly agitated if asked to discuss any such news. It should be clear to the players that while this wizard still possesses his brilliant intellect, his ability to access his memories (or even remember what he was told two minutes ago) is fading quickly. Also, if allowed to talk at length, he has a difficult time staying on topic and will frequently respond to questions as though the last few words of the question were the only part of the question asked (if those words make sense as a question). **NOTE: Spells that remove illnesses and conditions, such as *heal*, have no effect on the Schyzer's illness.**

Preak Osshius: male gnome wizard 5/maester 1. PCs who played FUR5-04 A Mine. A Plan. A Canard. Pandemonium or FUR6-07 Conjuring Trouble recognize Preak, the gnome who invented the Canard and served as an assistant to Afronidious the Daft, the first interviewee of the Mage Council. Preak now sports scars across his face as a result of an attack on Afronidious's tower by Iuz's forces. If the PCs ask him, he is more than happy to tell his tale of woe (see below).

Generally speaking, here are Schyzer's feelings on a number of issues. These feelings should be used to guide his answers to most PC questions.

- Magic and the Government (including the Mage Council and Chamber of Four): *Magic should not be restrained by government or used by the Kingdom as a tool. The research and pursuit of magic should be used to obtain information useful to the people, not for the special projects of a king – even if that king is as wise and benevolent as Belvor.*
- The Mage Council's offer to consider Schyzer for the Chamber of Four: *The fools should have known better. I told them I had no interest in joining them due to their pandering to the government and my condition, and I see no reason to start doing so now, when I cannot trust even my own abilities.* Additionally, Schyzer gives the PCs magic items if they agree to disqualify him from the running for Chamber member (see Treasure for details).
- Schyzer's mental condition: *As much as I try to cover it up, I know that I'm losing my mental faculties, slowly but surely. That is why I am locked in this Dreamscape, guarded by monsters and cognitive challenges. Some of the research contained here could be quite dangerous if placed into inexperienced hands. Additionally, since I must leave and return to refresh this plane every day, I can remain confident that if I no longer possess the ability to overcome my own challenges, I should no longer be tampering with the arcane arts.*
- Thrommel: *He's the one person in the nobility who might be able to be trusted with arcane powers at his disposal. When they announced*

his betrothal to the Lady Jolene not too long ago, I began to have hope for the stability of our kingdom. A DC 15 Knowledge (history), Knowledge (local [Core]), Knowledge (local [VTF]), or Knowledge (local [Iuz's Border States]) check reveals that Schzyer is at least 25 years behind current events in this regard.

- The Master of Bronzeblood: *You know of him? I must say that I'm impressed. Very few people know of the lich that resides in the Negative Energy plane connected to Bronzeblood Haunt. However, I feel confident that the protections on his castle will hold, barring some major seismic event. I investigated those connections myself, back when my mental faculties could be more readily trusted.* A DC 10 Knowledge (local [Iuz's Border States]) check recalls that the "seismic event" Schzyer refers to happened in late 594 CY. PCs who played in FUR4-08 Mysteries Below or FUR6-01 Master of Bronzeblood are automatically aware of this information.
- Iuz: *That one is far more dangerous than anybody believes. He is no mere tyrant, trying to establish a hold over an empire. He is a conqueror, and will not stop until the entire Flanaess is under his control. I suspect that even banishing him from this plane will not stop him – nothing less than his ineffable destruction will prevent him from becoming a persistent threat to Furyondy and its allies.*
- Karzalin: *Ah, the fire elemental. That one is ambitious. Be careful of him; he will stop at nothing to get what he thinks is best, regardless of who or what it is best for.*
- Cupara: The name rings a bell, but no amount of reminders can allow him to recall his former assistant.
- Other arcane casters in Furyondy: Schzyer has no knowledge of other arcane casters in Furyondy (and doesn't even identify Preak as an arcane caster).
- Religion: Schzyer is respectful of all faiths, but believes that faith should guide, rather than dictate, the actions of its people. If pressed, he admits that he feels more in tune with the ethos of "liberation" type deities such as Trithereon rather than more Lawful deities like St. Cuthbert or Hieroneous.
- Summoning Stones: Schzyer has abandoned his search for the stones, as the monsters created by the stones seemed less in control than he had thought. If a PC reports that he or she has a Summoner's Stone (from FUR4-10 Set in Stone or FUR6-04 When First We Practice), he advises the PC to get rid of the stone as soon as he or she leaves the Dreamscape, as it is highly volatile and may one day work against the PC's best interests.
- His research on de-aging potions: Schzyer is more than happy to share his research, but warns the PCs that copying the research may not be effective. The tome containing the research is itself magical, and Schzyer has not yet attempted to use a copy of the research to

brew a de-aging potion – this was a project that was abandoned when he realized his mental status was not related to his age.

Preak has little to add to Schzyer's opinion, and if the PCs ask his opinion of Schzyer, he simply responds, *"Schzyer helped me when I needed help, and I owe him my life."* If the PCs ask Preak what Schzyer thinks about something, he becomes annoyed and replies, *"He has ears and a voice. You should ask him. He's just a little addled, not deaf or mute."*

The only matter on which Preak is willing to elaborate is what happened to him or Afronidious's tower. If he is provided a reasonable opportunity to segue into what happened, he recounts a sad story (but according to Preak, a fascinating and heroic one):

"On the night the demons came, I initially thought nothing of the attack. After all, those unappreciative louts in the nearby village had a nasty habit of throwing rocks at the tower, or threatening to burn it down if we didn't stop our experiments. It wasn't until they stopped banging on the tower wall and actually flew in the window that I knew there was a threat. Thankfully, I was up late, since Afronidious was helping me with the Canard Mk. IX after the explosion of Mk. II, the Mk. III gaining sentience and becoming evil, the Mk. IV being two-dimensional, the Mk. V being nine-dimensional, the Mk. VI opening a gate to the Beastlands, the Mk. VII unpredictably traveling exactly fifty-three seconds into the future then immediately twenty-one seconds into the past, and the Mk. VII being undescribably hazardous. Anyway, when they flew in, Afronidious jumped between me and the demons, trying to protect me. He told me to run and hide, and tried to use summoning magic to keep the demons away. Then he ran past me really fast; I think he was trying to get some kind of magic item or something. Then the vrock came, dropping these nasty little things that looked like dead gnomes into the tower (A DC 25 Knowledge (planes) check identifies these creatures as jovocs, demons that deal damage to nearby creatures when they themselves are damaged). They landed about thirty feet away from Afronidious, but when they all landed, it looked like he got seriously hurt! At this point... well, it was the most heroic thing I'd ever seen. Afronidious ran, and I thought he was fleeing, until he dove into the Mk. IX. He fumbled around, and activated the alchemical canisters I was planning to use to power the device. He then screamed out in fury and the machine exploded, throwing rocket canisters into the vrock and gnome-things, killing them all! I managed to only get mildly burned, but poor Afronidious was not that lucky. To think... he sacrificed himself to save me and the secrets of the Canard... Anyway, I

contacted some friends of mine, and learned that the demons had been attacking anyone who had been doing planar research –a friend at Claw Gorge, a minor mage doing research at Bronzeblood Haunt... I had heard that Schyzer was doing similar research and that he was here, and I came here to warn him. After seeing his wonderful set of challenges, I realized that I was probably safer here than I was out there, and Schyzer agreed to let me stay as his assistant. We haven't started work on the Mk. X yet, but I suspect we'll get going soon. It'll revolutionize the mining industry, you know."

DEVELOPMENT

After interviewing Schyzer, the PCs have nothing to do here except to report back to Telmus and their organizational contacts.

If the PCs allow Heian to speak with Schyzer, Heian insists upon speaking to Schyzer alone to ensure security of the information. Schyzer recommends that he conduct this interview after the PCs leave. If the PCs insist, Schyzer reminds them that they are in his domain, and he would "greatly appreciate" their cooperation. However, he does not force the issue. In this circumstance, Heian does not share his information with anyone (unless magically compelled as described in Encounter Seven).

TROUBLESHOOTING

If the PCs attack Schyzer, the contingent condition of the Dreamscape goes off, and the PC who makes the attack is removed from the Dreamscape. See DM Aid 1 for more detail on this effect.

Treasure

Schyzer offers the PCs magic items if they agree not to recommend him to the Mage Council.

APL 6-10: Loot 0 gp; Coin 0 gp; Magic 416 gp circlet of mages (416 gp); Total 416 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 1,664 gp bracers of retaliation (416 gp), circlet of mages (416 gp), greater crystal of revelation (416 gp), orb of blinding (416 gp); Total 1,664 gp

APL 14: Loot 0 gp; Coin 0 gp; Magic 2,496 gp bracers of retaliation (416 gp), circlet of mages (416 gp), greater crystal of glancing blows (416 gp), greater crystal of revelation (416 gp), orb of blinding (416 gp), portable foxhole (416 gp); Total 2,496 gp

CONCLUSION

If this adventure is being run at Pandemonium Frost 2008, please fill out the Critical Events Summary at the end of this adventure and return it to HQ (Chris Hoffman) or the Plots Triad Member (John du Bois).

At this point, it is likely that the party has two loose ends to wrap up. The first is deciding whether or not to recommend Schyzer; the second is deciding which group(s) will receive a copy of Schyzer's research to (and which will receive the original). Note that which group gets the original is not important for favors, but is important for the Critical Events Summary.

There are a number of possible conclusions addressing various loose ends in the adventure, and the PCs may obtain multiple conclusions:

- **Schyzer:** If the PCs do not recommend Schyzer as a Chamber member, proceed to Conclusion A. If they do, proceed to Conclusion B. If they refuse to make a recommendation, proceed to Conclusion C.
- **Schyzer's Research:** PCs that give research to the Church of Rao get Conclusion D. If the War College gets research, the PCs get Conclusion E. If the Viscounty of the March gets research, the PCs get Conclusion F. If the Sharpshooters get research, the PCs get Conclusion G. If the PCs choose to give the ORIGINAL research to another group within Furyondy (any other meta-organization or province), they get Conclusion H.

Conclusion A: The PCs recommend that Schyzer not be considered for the Chamber of Four.

After hearing your report, Telmus sighs heavily, clearly frustrated. "I appreciate your candor in reporting things. However, I begin to wonder if we will ever find a suitable candidate... Thank you again for your assistance. Can we call on you again if we find more candidates to interview?"

A few days later, you receive a message and a package from an unidentified sender. After taking the normal precautions when receiving such packages, you open it to find a small leather-bound tome and a note. "After your visit, I had Preak enlighten me of some of the local lore since my cognitive deficiencies began. I have included some information that may be of use in your coming trials, as well as some research of a more... ironic nature. Feel free to use it as you wish." The tome contains details on how to cast some rare spells, as well as means on obtaining a rather unusual familiar.

Conclusion B: The PCs recommend that Schyzer be considered for the CHamber of Four.

After hearing your report, Telmus sighs heavily, clearly relieved. "Praise the Uncaring One that we can add Schyzer to our list of candidates. I was beginning to worry that all the suitable mages had fled the kingdom for some reason. Thank you for your assistance. Can we call on you again to interview other candidates?"

A few days later, you receive a sending from Schyzer. "I thought we had an agreement! The impudence of recommending me! I had planned to send you a token of my appreciation, but no more!" You are left to wonder whether you made the right choice and what the "token of appreciation" from such a person would have been...

Conclusion C: The PCs refuse to recommend Schyzer one way or another.

Telmus sighs heavily, clearly exasperated with you. "You know, it really is quite a simple question. I find it difficult to believe that you're so indecisive as to not even recommend whether we should continue to consider someone. Very well. I see that in the future, I should get the services of real adventurers rather than spineless dretches." He then departs, leaving you to wonder whether a recommendation one way or another would have been a wiser choice...

Conclusion D: The PCs provide a copy of Schyzer's research to the Church of Rao.

Upon arriving at the church in Pantarn, you are immediately escorted to the canon's office. He stands and welcomes you warmly with greetings of peace, reason, and serenity. When you show him the research, his smile grows wider. "Ah, the secrets of a madman. I thank you heartily for this. The knowledge contained in this tome will do much to bring the principles of the Mediator to this troubled kingdom. You have done us all a great service. Take this writ to our weaponsmith in town. He will be capable of providing you with improvements to your weapons that will aid you greatly in future adventures against agents of evil." He then notes those of you carrying weapons made of mithral, and adds, "Our weaponsmith is exceptionally skilled in working with that metal. He may be able to aid you even more." He then grants you farewell.

Conclusion E: The PCs provide a copy of Schyzer's research to the War College.

Once reaching the college's complex in Chendl, you are quickly escorted to Sir Lanistor's office. He greets you warmly, and gets right to business, asking you for the research. Once it is in his hands, he smiles. "In reward for obtaining the essential research for our kingdom, I would like to extend an

invitation to train at our college. Those of you in the military can will be able to join our highest ranks, and those of you who are not can still be trained in the manner of our foot soldiers. Thank you again for your service." He salutes, then bids you to leave.

Conclusion F: The PCs provide a copy of Schyzer's Research to the viscounty of the march.

Once at the Derwent estate, you are escorted to the Viscount's private den. He greets you, and asks for the research. Once it is in his hands, he smiles. "You have done this province and your kingdom a great service, and I would like to reward you. I know that for adventurers such as yourselves, the services of spellcasters are frequently important. This writ allows you to obtain such services in Furyondy through my credit. I hope to be able to help you further if my aspirations for my daughter become fulfilled." He hands each of you a similar writ and asks you to depart, but to return if you have need of his services.

Conclusion G: The PCs provide a copy of Schyzer's research to the sharpshooters.

After you leave the Dreamscape, you visit Ozman in at his "members only" clubhouse in Claw Gorge. Upon seeing Schyzer's research, he smiles widely. "Thanks a lot for bringing this by, folks. I'll make sure it goes where it needs to go. The King's legacy is safe with me. Those of you who want to try out for the club should stop by sometime. We'll see if you shoot straight enough to be a Sharpshooter." With that, he asks you to depart while he takes care of other business.

Conclusion H: The PCs give the original research to another group.

The group receiving Schyzer's research seems somewhat confused at first, but after you explain the nature of the tome, they thank you for your efforts on their behalf, although they are at this time unable to provide more patronage than "a favor to be called in later".

GUIDELINES FOR DISTRIBUTING ADVENTURE RECORD ITEMS

Favor of the Mage Council: PCs receive this favor if they either vote for or against Schyzer (e.g. they do not abstain).

Favor of Schyzer: PCs receive this favor only if they AND the majority of PCs at the table recommend that Schyzer *not* become a member of the Chamber of Four.

Influence Point with the Church of Rao: PCs receive this influence point if they give Schyzer's research or a copy to the Church of Rao.

Influence Point with the War College: PCs receive this influence point if they give Schyzer's research or a copy to the War College.

Influence Point with the Sharpshooters: PCs receive this influence point if they give Schyzer's research or a copy to the Sharpshooters.

Influence Point with the Viscounty of the March: PCs receive this influence point if they give Schyzer's research or a copy to the Viscounty of the March.

Dreams Come True: PCs receive this access if they acquired four or more of the *seven veils* while on the Dreamscape.

Influence Point with (blank): If the PCs give the ORIGINAL research (not a copy) to a meta-organization or province not listed in the adventure, they receive this influence point. List the appropriate group on the blank.

guidelines for handing out item access

Cube of Force: PCs who own Darkvision Dice (from FUR4-02) gain access to this item.

Ring of Mind Shielding: PCs who possess the Lady DeCrainte's Ring AR item (from FUR6-08) receive this item.

Shirt of Wraith Stalking: PCs receive access to this item only if they successfully rescue Heian from the inevitable in Encounter 7.

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.

1: RED ROOM

Defeat or bypass the pyrohyrda(s)

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	420 XP
APL 14	480 XP

2: Orange Room

Solve the crumbling tile puzzle

APL 6	45 XP
APL 8	56 XP
APL 10	67 XP
APL 12	78 XP
APL 14	90 XP

4: Green Room

Solve the potion-brewing puzzle

APL 6	45 XP
APL 8	56 XP
APL 10	67 XP
APL 12	78 XP
APL 14	90 XP

5: Blue Room

Solve the *forcecage* puzzle

APL 6	45 XP
APL 8	56 XP
APL 10	67 XP
APL 12	78 XP
APL 14	90 XP

6: Indigo Room

Defeat or bypass the monsters

APL 6	210 XP
APL 8	270 XP
APL 10	330 XP
APL 12	390 XP
APL 14	450 XP

7: Violet Room

Defeat the inevitable(s)

APL 6	270 XP
APL 8	330 XP
APL 10	390 XP
APL 12	450 XP
APL 14	510 XP

OR

Allow the inevitable to take Heian (only if PC is Lawful Neutral in alignment)

APL 6	135 XP
APL 8	165 XP
APL 10	195 XP
APL 12	225 XP
APL 14	255 XP

STORY AWARD

Make a recommendation for or against Schyzer

APL 6	45 XP
APL 8	60 XP
APL 10	71 XP
APL 12	82 XP
APL 14	90 XP

TOTAL POSSIBLE EXPERIENCE:

APL 6	900 XP
APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 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.

1: RED ROOM

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp – *bag of holding, type I* (208 gp); Total 208 gp.

2: ORANGE ROOM

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp – *bag of holding, type I* (208 gp); Total 208 gp.

3: YELLOW ROOM

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp – *bag of holding, type I* (208 gp), *scroll of gate* (735 gp); Total 943 gp.

4: GREEN ROOM

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp – *bag of holding, type I* (208 gp); Total 208 gp.

5: BLUE ROOM

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp – *bag of holding, type I* (208 gp); Total 208 gp.

6: INDIGO ROOM

All APLs: Loot 0 gp; Coin 0 gp; Magic 208 gp – *bag of holding, type I* (208 gp); Total 208 gp.

7: BLUE ROOM

All APLs: Loot 0 gp; Coin 0 gp; Magic 708 gp – *bag of holding, type I* (208 gp), *shirt of wraith stalking* (500 gp); Total 708 gp.

8: INTERVIEW

APL 6-10: Loot 0 gp; Coin 0 gp; Magic 416 gp *circlet of mages* (416 gp); Total 416 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 1,664 gp *bracers of retaliation* (416 gp), *circlet of mages* (416 gp), *greater crystal of revelation* (416 gp), *orb of blinding* (416 gp); Total 1,664 gp

APL 14: Loot 0 gp; Coin 0 gp; Magic 2,496 gp *bracers of retaliation* (416 gp), *circlet of mages* (416 gp), *greater crystal of glancing blows* (416 gp), *greater crystal of revelation* (416 gp), *orb of blinding* (416 gp), *portable foxhole* (416 gp) *robe of scintillating colors* (2250 gp); Total 4,746 gp

TOTAL POSSIBLE TREASURE

APL 6: Loot 0 gp; Coin 0 gp; Magic 3107 gp; Total 3107 gp (max 900 gp).

APL 8: Loot 0 gp; Coin 0 gp; Magic 3107 gp; Total 3107 gp (max 1,300 gp).

APL 10: Loot 0 gp; Coin 0 gp; Magic 3107 gp; Total 3107 gp.

APL 12: Loot 0 gp; Coin 0 gp; Magic 4355 gp; Total 4355 gp.

APL 14: Loot 0 gp; Coin 0 gp; Magic 7437 gp; Total 7437 gp.

ADVENTURE RECORD ITEMS

Influence Point with the Mage Council: If you have the *ring of the arcane*, you may spend this influence point and 15,000 gp to upgrade it with the powers of a *ring of avoidance* (MIC). Alternately, you may spend an influence point with the Mage Council to upgrade any lesser *metamagic rod* to a *metamagic rod* or greater *metamagic rod* by paying the difference in price between the items.

Favor of Schyzer: This PC may take a raccoon (weasel stats) as a familiar or non-combative pet, or take a dire raccoon (dire weasel stats) as an animal companion. A raccoon familiar provides its master with a +3 bonus to Spot checks in shadows. This PC also gains access to ONE of the following spells: *antimagic ray* (SpC), *chain dispel* (PHBII), *condemnation* (PHBII), *field of resistance* (PHBII).

Influence Point with the Church of Rao: This influence point can be spent to gain one-time access to the *defending*, *divine wrath*, *holy*, or *sacred* enhancement; members of the Furyondy Church of Rao also gain access to the *holy surge*, *defensive surge*, or *heavenly burst* enhancement.

Influence Point with the War College: This influence point may be spent to join the War College or to gain access to the Tactical Soldier prestige class.

Influence Point with the Sharpshooters: You may try out for the Sharpshooters; doing so does not expend this influence point.

Influence Point with the Viscounty of the March: This influence point may be invoked to obtain free NPC spellcasting once in an adventure set in Furyondy. Material components must still be paid by the PC, but at a 20% discount.

Influence Point with _____.

Dreams Come True: Circle one of the following items from the *seven veils* set: *burning veil*, *caustic veil*, *veil of storms*, *veil of whispers*, *veil of doors*, *serpent veil*, *turquoise veil*. For each influence point with a Furyondy organization that you immediately spend, you may circle an additional item; you may not expend more than one point from a single organization in this way. You gain Regional access to all circled items.

ITEM ACCESS

APL 6-10:

- *Bag of holding* type I (Adventure; DMG; may be only red, orange, yellow, green, blue, indigo, or violet)
- *Circlet of mages* (Adventure; MIC; limit 1)
- *Cube of force* (Regional; DMG)
- *Ring of mind shielding* (Regional; DMG)
- *Scroll of gate* (Adventure; DMG; limit 1)

APL 12 (all of APL 6-10 plus):

- *Bracers of retaliation* (Adventure; MIC)
- *Orb of blinding* (Adventure; MIC; limit 1)
- *Revelation crystal* (weapon), *greater* (Adventure; MIC, limit 1)

APL 14 (all of APL 6-12 plus):

- *Crystal of glancing blows* (armor/shield), *greater* (Adventure; MIC, limit 1)
- *Portable foxhole* (Adventure; MIC)
- *Robe of scintillating colors* (Adventure; DMG)

6: INDIGO ROOM

GIBBERING MOUTHER (2)**CR 5**

N Medium aberration

Init +1; **Senses** Listen +4, Spot +9, darkvision 60 ft.**Languages** Common**AC** 19, touch 11, flat-footed 18
(+1 Dex, +8 natural)**hp** 42 (4 HD); DR 5/bludgeoning**Immune** critical hits, flanking**Fort** +7, **Ref** +4, **Will** +5**Speed** 10 ft. (2 squares), swim 20 ft.**Melee** 6 bites +4 (1)**Ranged** spittle +4 touch (1d4 acid plus blindness)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +3; **Grp** +3**Atk Options** Weapon Finesse, blood drain, improved grab**Special Actions** gibbering, ground manipulation, spittle, swallow whole**Abilities** Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13**Feats** Lightning Reflexes, Weapon Finesse**Skills** Listen +4, Spot +9, Swim +8**Possessions** none**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.**Improved Grab (Ex)** To use this ability, a gibbering mouter must hit a Medium or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.**Gibbering (Su)** As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures other than mouters within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouter's gibbering for 24 hours. The save DC is Charisma-based.**Ground Manipulation (Su)** At will, as a standard action, a gibbering mouter can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move-equivalent action to avoid becoming mired (treat as pinned).**Spittle (Ex)** As a free action every round, a gibbering mouter can fire a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect

but are still subject to the acid damage. The save DC is Constitution-based.

Swallow Whole (Ex) A gibbering mouter can attempt to swallow a grappled opponent of medium or smaller size by making a successful grapple check. (The gibbering mouter doesn't actually "swallow" the opponent – it engulfs the victim within its amorphous form – but the effect is essentially the same.) Once the victim is inside, the gibbering mouter can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouter (AC 19). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering mouter's body can hold 1 Medium, 2 Small, 8 Tiny, 32 Diminutive, or 128 Fine creatures.**Skills** A gibbering mouter can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

6: INDIGO ROOM

ADVANCED GIBBERING MOUTHER (2) CR 7

N Large aberration

Init +0; **Senses** Listen +6, Spot +11, darkvision 60 ft.**Languages** Common**AC** 19, touch 9, flat-footed 19
(+10 natural, -1 size)**hp** 100 (8 HD); DR 5/bludgeoning**Immune** critical hits, flanking**Fort** +10, **Ref** +4, **Will** +7**Speed** 10 ft. (2 squares), swim 20 ft.**Melee** 6 bites +9 (1d2+4)**Ranged** spittle +5 touch (1d6 acid plus blindness)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +6; **Grp** +18**Atk Options** Power Attack, Weapon Finesse, blood drain, improved grab**Special Actions** gibbering, ground manipulation, spittle, swallow whole**Abilities** Str 18, Dex 11, Con 26, Int 4, Wis 13, Cha 14**Feats** Lightning Reflexes, Power Attack, Weapon Finesse**Skills** Listen +6, Spot +11, Swim +12**Possessions** none**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.**Improved Grab (Ex)** To use this ability, a gibbering mouter must hit a Large or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.**Gibbering (Su)** As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures other than mouters within a 60-foot spread must succeed on a DC 16 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouter's gibbering for 24 hours. The save DC is Charisma-based.**Ground Manipulation (Su)** At will, as a standard action, a gibbering mouter can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move-equivalent action to avoid becoming mired (treat as pinned).**Spittle (Ex)** As a free action every round, a gibbering mouter can fire a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d6 points of acid damage, and the target must succeed on a DC 22 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect

but are still subject to the acid damage. The save DC is Constitution-based.

Swallow Whole (Ex) A gibbering mouter can attempt to swallow a grappled opponent of Large or smaller size by making a successful grapple check. (The gibbering mouter doesn't actually "swallow" the opponent – it engulfs the victim within its amorphous form – but the effect is essentially the same.) Once the victim is inside, the gibbering mouter can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouter (AC 19). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering mouter's body can hold 1 Large, 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive creatures.**Skills** A gibbering mouter can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

6: INDIGO ROOM

GREATER GIBBERING MOUTHER (3) CR 8

N Large aberration

Init +1; **Senses** Listen +8, Spot +13, darkvision 60 ft.**Languages** Common**AC** 20, touch 10, flat-footed 19

(+10 natural, -1 size, +1 Dex)

hp 150 (12 HD); DR 5/bludgeoning**Immune** critical hits, flanking**Fort** +12, **Ref** +7, **Will** +9**Speed** 10 ft. (2 squares), swim 20 ft.**Melee** 6 bites +12 (1d2+4)**Ranged** spittle +9 touch (1d6 acid plus blindness)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +21**Atk Options** Brutal Strike, Power Attack, Weapon Finesse, blood drain, improved grab**Special Actions** gibbering, ground manipulation, spittle, swallow whole**Abilities** Str 18, Dex 12, Con 26, Int 4, Wis 13, Cha 14**Feats** Brutal Strike, Improved Grapple, Lightning Reflexes, Power Attack, Weapon Finesse**Skills** Listen +8, Spot +13, Swim +12**Possessions** none**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.**Improved Grab (Ex)** To use this ability, a gibbering mouter must hit a Large or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.**Gibbering (Su)** As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures other than mouters within a 60-foot spread must succeed on a DC 18 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouter's gibbering for 24 hours. The save DC is Charisma-based.**Ground Manipulation (Su)** At will, as a standard action, a gibbering mouter can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move-equivalent action to avoid becoming mired (treat as pinned).**Spittle (Ex)** As a free action every round, a gibbering mouter can fire a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d6 points of acid damage, and the target must succeed on a DC 24 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect

but are still subject to the acid damage. The save DC is Constitution-based.

Swallow Whole (Ex) A gibbering mouter can attempt to swallow a grappled opponent of Large or smaller size by making a successful grapple check. (The gibbering mouter doesn't actually "swallow" the opponent – it engulfs the victim within its amorphous form – but the effect is essentially the same.) Once the victim is inside, the gibbering mouter can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouter (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering mouter's body can hold 1 Large, 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive creatures.**Skills** A gibbering mouter can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

6: INDIGO ROOM

PSEUDONATURAL GIBBERING MOUTHER (3) CR 10

N Large outsider

Init +1; **Senses** Listen +8, Spot +13, darkvision 60 ft.**Languages** Common**AC** 20, touch 10, flat-footed 19

(+10 natural, -1 size, +1 Dex)

hp 150 (12 HD); DR 5/bludgeoning, DR 10/magic**Immune** critical hits, flanking**Resist** acid 15, electricity 15; **SR** 22**Fort** +12, **Ref** +7, **Will** +9**Speed** 10 ft. (2 squares), swim 20 ft.**Melee** 6 bites +12 (1d2+4)**Ranged** spittle +9 touch (1d6 acid plus blindness)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +21**Atk Options** Brutal Strike, Power Attack, Weapon Finesse, blood drain, improved grab, true strike**Special Actions** alternate form, gibbering, ground manipulation, spittle, swallow whole**Abilities** Str 18, Dex 12, Con 26, Int 4, Wis 13, Cha 14**Feats** Brutal Strike, Improved Grapple, Lightning Reflexes, Power Attack, Weapon Finesse**Skills** Listen +8, Spot +13, Swim +12**Possessions** none**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.**Improved Grab (Ex)** To use this ability, a gibbering mouter must hit a Large or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.**True Strike (Su)** Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack. (Note: whether or not this ability is usable as part of the attack or as a separate standard action is subject to table variation; it is the author's belief and intent that the use of this ability is as a part of a single melee attack.)**Alternate Form (Su)** As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.**Gibbering (Su)** As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures other than mouters within a 60-foot spread must succeed on a DC 18 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering

mouter's gibbering for 24 hours. The save DC is Charisma-based.

Ground Manipulation (Su) At will, as a standard action, a gibbering mouter can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move-equivalent action to avoid becoming mired (treat as pinned).**Spittle (Ex)** As a free action every round, a gibbering mouter can fire a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d6 points of acid damage, and the target must succeed on a DC 24 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect but are still subject to the acid damage. The save DC is Constitution-based.**Swallow Whole (Ex)** A gibbering mouter can attempt to swallow a grappled opponent of Large or smaller size by making a successful grapple check. (The gibbering mouter doesn't actually "swallow" the opponent – it engulfs the victim within its amorphous form – but the effect is essentially the same.) Once the victim is inside, the gibbering mouter can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouter (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering mouter's body can hold 1 Large, 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive creatures.**Skills** A gibbering mouter can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

6: INDIGO ROOM

PSEUDONATURAL GIBBERING MOUTHER (3) CR 10

N Large outsider

Init +1; **Senses** Listen +8, Spot +13, darkvision 60 ft.**Languages** Common**AC** 20, touch 10, flat-footed 19

(+10 natural, -1 size, +1 Dex)

hp 150 (12 HD); DR 5/bludgeoning, DR 10/magic**Immune** critical hits, flanking**Resist** acid 15, electricity 15; **SR** 22**Fort** +12, **Ref** +7, **Will** +9**Speed** 10 ft. (2 squares), swim 20 ft.**Melee** 6 bites +12 (1d2+4)**Ranged** spittle +9 touch (1d6 acid plus blindness)**Space** 10 ft.; **Reach** 5 ft.**Base Atk** +9; **Grp** +21**Atk Options** Brutal Strike, Power Attack, Weapon Finesse, blood drain, improved grab, true strike**Special Actions** alternate form, gibbering, ground manipulation, spittle, swallow whole**Abilities** Str 18, Dex 12, Con 26, Int 4, Wis 13, Cha 14**Feats** Brutal Strike, Improved Grapple, Lightning Reflexes, Power Attack, Weapon Finesse**Skills** Listen +8, Spot +13, Swim +12**Possessions** none**Blood Drain (Ex)** A swallowed opponent automatically takes 1d4 points of Constitution damage each round.**Improved Grab (Ex)** To use this ability, a gibbering mouter must hit a Large or smaller foe with a bite attack. It can then attempt to start a grapple as a free action without provoking attacks of opportunity.**True Strike (Su)** Once per day, a pseudonatural creature can gain a +20 insight bonus on a single attack roll. In addition, the creature suffers no miss chance against a target that has concealment or total concealment when making this attack. (Note: whether or not this ability is usable as part of the attack or as a separate standard action is subject to table variation; it is the author's belief and intent that the use of this ability is as a part of a single melee attack.)**Alternate Form (Su)** As a standard action, a pseudonatural creature can take the form of a grotesque, tentacled mass. Despite the alien appearance, its abilities remain unchanged. Other creatures receive a -1 morale penalty on their attack rolls against a pseudonatural creature when it is in this alternate form.**Gibbering (Su)** As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures other than mouters within a 60-foot spread must succeed on a DC 18 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering

mouter's gibbering for 24 hours. The save DC is Charisma-based.

Ground Manipulation (Su) At will, as a standard action, a gibbering mouter can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouter in that area must take a move-equivalent action to avoid becoming mired (treat as pinned).**Spittle (Ex)** As a free action every round, a gibbering mouter can fire a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d6 points of acid damage, and the target must succeed on a DC 24 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect but are still subject to the acid damage. The save DC is Constitution-based.**Swallow Whole (Ex)** A gibbering mouter can attempt to swallow a grappled opponent of Large or smaller size by making a successful grapple check. (The gibbering mouter doesn't actually "swallow" the opponent – it engulfs the victim within its amorphous form – but the effect is essentially the same.) Once the victim is inside, the gibbering mouter can use its blood drain ability. A swallowed creature can cut its way out by dealing 5 points of damage to the gibbering mouter (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A gibbering mouter's body can hold 1 Large, 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive creatures.**Skills** A gibbering mouter can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

ELDER EIDOLON GARGANTUAN MONSTROUS**SCORPION****CR 13**

N Gargantuan construct

Init +0; **Senses** darkvision 60 ft., low-light vision, Listen +0, Spot +4**Aura** insanity aura**Languages** None**AC** 34, touch 12, flat-footed 32

(-4 size, +22 natural, +4 deflection, Dex +2)

hp 170 (20 HD); fast repair 5; DR 10/adamantine**Immune** construct immunities (mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, effects requiring a Fortitude save unless it also works on objects or is harmless, death from massive damage); immunity to magic**Fort** +6, **Ref** +8, **Will** +6**Weakness** immunity to magic**Speed** 50 ft. (10 squares)**Melee** 2 claws +25 (2d6+14) and Sting +20 (2d6+7 plus poison)**Space** 20 ft.; **Reach** 15 ft.**Base Atk** +15; **Grp** +41**Atk Options** constrict 2d6+14, improved grab**Abilities** Str 39, Dex 14, Con -, Int -, Wis 11, Cha 1**Skills** Climb +18, Hide -6, Spot +4**Insanity Aura (Su)** The elemental forces that power an elder eidolon warp time and space and cause horrible hallucinations in those nearby. Any living creature within 10 feet of an elder eidolon must make a successful Will saving throw (DC 20) each round or become *confused* for 1 round. (Note: the gibbering mouthers are subject to this ability as well as PCs.)**Fast Repair (Ex)** An elder eidolon repairs damage to itself at a rate of 5 hit points per round as long as it is above 0 hit points.**Immunity to Magic (Ex)** An eidolon is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects (alphabetized) function differently against the creature:*Dimensional anchor* causes an eidolon to cease functioning for 1 round (treat as if dazed).*Dimensional lock* does not interfere with an eidolon's operation, but an eidolon that enters the area of a *dimensional lock* or similar effect loses the benefits of its otherworldly geometry and its insanity aura.*Etherealness* immediately repairs damage to an eidolon equal to the spell's caster level.*Stone to flesh* negates an elder eidolon's damage reduction and immunity to magic for 1 round.*Transmute mud to rock* heals all an elder eidolon's lost hit points.*Transmute rock to mud* slows an eidolon (as the *slow* spell) for 2d6 rounds with no save.**Constrict (Ex)** A monstrous scorpion does automatic claw damage on a successful grapple check.**Improved Grab (Ex)** To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or its Dexterity modifier for grapple checks, whichever is better.**7: VIOLET ROOM****QUARUT****CR 17**

LN Medium construct (extraplanar, lawful)

Init +5; **Senses** low-light vision, darkvision 60 ft., Listen +26, Spot +26**Languages** Abyssal, Celestial, Common, Infernal**AC** 31, touch 11, flat-footed 30

(+1 Dex, +7 armor, +13 natural)

hp 119 (18 HD); fast healing 15; DR 15/chaotic and adamantine**Immune** construct immunities (mind-affecting effects, poison, sleep, paralysis, stunning, disease, death effects, necromancy effects, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain, effects requiring a Fortitude save unless it also works on objects or is harmless, death from massive damage);**SR** 28**Fort** +6, **Ref** +7, **Will** +9**Speed** 50 ft. in half-plate (10 squares);**Melee** 2 slams +18 (3d6+5)**Space** 5 ft.; **Reach** 5 ft.**Base Atk** +13; **Grp** +18**Atk Options** Combat Casting, Combat Reflexes**Spell-Like Abilities** (CL 18th):At will—*dimension door*, *dominate person* (DC 20), *greater dispel magic*, *haste*, *hold monster* (DC 20), *locate person*, *true seeing*3/day—*temporal stasis* (DC 23)1/day—*circle of death* (DC 21), *forcecage*, *limited wish* (DC 22), *mark of justice*, *greater teleport* (self plus maximum load of objects), *time stop*1/week—*geas/quest* (DC 21), *plane shift* ‡

‡ Already cast

Abilities Str 20, Dex 13, Con -, Int 14, Wis 17, Cha 20**SQ** construct traits**Feats** Alertness, Blind-Fight, Combat Casting, Combat Reflexes, Improved Initiative, Skill Focus (Knowledge [arcana]), Skill Focus (Spellcraft)**Skills** Concentration +26, Listen +26, Spellcraft +28, Spot +26**Physical Description:** You see before you a clockwork creature that appears humanoid in form, with numerous small timepieces and hourglasses throughout its body. Its half-plate armor is etched with various symbols involving time, and in place of a head, it has a continually flowing hourglass.

FEATS

BRUTAL STRIKE

You can batter foes senseless with your mace, Morningstar, quarterstaff, or flail. Few victims are willing to stand toe-to-toe with a warrior known for knocking his foes witless with a single strike.

Prerequisites: Str 13, Power Attack, base attack bonus +6.

Benefit: If you use your Power Attack feat to increase your damage with a bludgeoning weapon, you can attempt a brutal strike. You must declare your intention before making your attack. If the attack hits and your opponent takes damage, he must make a Fortitude save (DC 10 + your extra damage from the Power Attack feat on the attack) or be sickened for 1 round.

You can use this feat once per round during your attack action.

Special: This feat cannot be used against a creature that is not subject to extra damage from critical hits.

A fighter can select Brutal Strike as one of his fighter bonus feats.

Source: *Player's Handbook II* 76

MAGIC ITEMS

BURNING VEIL

Price (Item Level): 1,000 gp (4th)

Body Slot: Head

Caster Level: 3rd

Aura: Faint; (DC 16) evocation

Activation: - and swift (mental)

Weight: -

This silky red veil is laced with garnets. It is meant to be pinned to the hair above the ears or tied about the head like a bandana.

Wearing a *burning veil* gives you immunity to the red effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *burning veil*, it deals 1d6 points of fire damage to a single creature that has already taken fire damage from an arcane spell you cast in this round. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *burning hands*, possession of a piece of the set.

Cost to Create: 500 gp, 40 XP, 1 day.

Source: *Magic Item Compendium* 211.

CAUSTIC VEIL

Price (Item Level): 2,000 gp (6th)

Body Slot: Waist

Caster Level: 3rd

Aura: Faint; (DC 16) conjuration

Activation: - and swift (mental)

Weight: -

This orange silk veil can be worn as a sash, a belt, or a short skirt knotted at one hip.

Wearing a *caustic veil* gives you immunity to the orange effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *caustic veil*, it deals 2d6 points of acid damage to a single creature that has already taken acid damage from an arcane spell you cast in this round. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *Melf's acid arrow*, possession of a piece of the set.

Cost to Create: 1,000 gp, 80 XP, 2 days.

Source: *Magic Item Compendium* 212.

SERPENT VEIL

Price (Item Level): 16,000 gp (14th)

Body Slot: Throat

Caster Level: 11th

Aura: Moderate; (DC 20) necromancy

Activation: - and swift (mental)

Weight: -

Green reticulation covers this veil, and emerald serpent heads weight the corners.

Wearing a *serpent veil* gives you immunity to the green effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *serpent veil*, it poisons a single creature affected by an arcane melee touch spell you cast previously in this round. The initial and secondary damage of the poison is 5d10 points of damage (Fortitude DC 20 negates). This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *circle of death*, possession of a piece of the set.

Cost to Create: 8,000 gp, 460 XP, 16 days.

Source: *Magic Item Compendium* 212.

SHIRT OF WRAITH STALKING

Price (Item Level): 6,000 gp (10th)

Body Slot: Torso

Caster Level: 3rd

Aura: Faint; (DC 16) abjuration

Activation: standard (mental)

Weight: 1 lb.

This shiny black leather shirt bears small golden sun and skull emblems around its collar, shoulders, and cuffs.

When you activate a *shirt of wraith stalking*, you gain the benefit of a *hide from undead* spell at will, except that undead are not allowed a saving throw regardless of their Intelligence.

Prerequisites: Craft Wondrous Item, *hide from undead*, possession of a piece of the set.

Cost to Create: 3,000 gp, 240 XP, 6 days.

Source: *Magic Item Compendium* 216.

TURQUOISE VEIL

Price (Item Level): 22,000 gp (15th)

Body Slot: Face

Caster Level: 11th

Aura: Moderate; (DC 20) transmutation

Activation: - and swift (mental)

Weight: -

Waves of aquamarine and turquoise ripple in the gauzy fabric of this finely crafted veil meant to be worn over the eyes.

Wearing a turquoise veil gives you immunity to the blue effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *turquoise veil*, it turns to stone (as the *flesh to stone* spell) a single creature within 30 feet that failed a save against an arcane transmutation spell you cast in this round (Fortitude DC 20 negates). This ability functions once per day.

Prerequisites: Craft Wondrous Item, *flesh to stone*, possession of a piece of the set.

Cost to Create: 11,000 gp, 880 XP, 22 days.

Source: *Magic Item Compendium* 212.

VEIL OF DOORS

Price (Item Level): 11,000 gp (13th)

Body Slot: Shoulders

Caster Level: 9rd

Aura: Moderate; (DC 19) abjuration

Activation: - and swift (mental)

Weight: -

Dark purple like a day-old bruise, this veil is far heavier than any gauze of silk should be.

Wearing a veil of doors gives you immunity to the violet effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *veil of doors*, it magically dismisses (as the *dismissal* spell; Will DC 27 minus creature's HD negates) a single extraplanar creature within 30 feet of you that was damaged in this round by a creature you summoned or called with an arcane conjuration spell. This ability functions two times per day.

Prerequisites: Craft Wondrous Item, *dismissal*, possession of a piece of the set.

Cost to Create: 5,500 gp, 440 XP, 11 days.

Source: *Magic Item Compendium* 212.

VEIL OF STORMS

Price (Item Level): 4,000 gp (8th)

Body Slot: Torso

Caster Level: 5th

Aura: Faint; (DC 17) evocation

Activation: - and swift (mental)

Weight: -

This tapestrylike veil is the color of a pastoral sunrise.

Wearing a *veil of storms* gives you immunity to the yellow effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *veil of storms*, it darkens in color to that of an angry storm with leaden clouds marked by white-gold lightning. It deals 4d6 points of electricity damage to a single creature that has already taken electricity damage from an arcane spell you cast in this round. This ability functions three times per day.

Prerequisites: Craft Wondrous Item, *lightning bolt*, possession of a piece of the set.

Cost to Create: 2,000 gp, 160 XP, 4 days.

Source: *Magic Item Compendium* 213.

VEIL OF WHISPERS

Price (Item Level): 7,000 gp (11th)

Body Slot: Face

Caster Level: 7th

Aura: Moderate; (DC 18) enchantment

Activation: - and swift (mental)

Weight: -

This thin mesh veil is scarcely more than a cloud of indigo mist.

Wearing a *veil of whispers* gives you immunity to the indigo effect of any prismatic spell. This is a continuous effect and requires no activation.

When you activate a *veil of whispers*, it renders *confused* a single creature within 30 feet that failed its save against an arcane enchantment spell you cast in this round (Will DC 20 negates). This effect lasts for 2 rounds and functions three times per day.

A *veil of whispers* can be worn concurrently with a *turquoise veil*, but not with any other item for the face slot.

Prerequisites: Craft Wondrous Item, *confusion*, possession of a piece of the set.

Cost to Create: 3,500 gp, 280 XP, 7 days.

Source: *Magic Item Compendium* 213.

SPELLS

WALL OF DISPEL MAGIC

Abjuration

Level: Cleric 5, sorcerer/wizard 5

Components: V, S, DF

Casting Time: 1 standard action

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

Effect: A straight wall whose area is up to one 10-ft. square/level

Duration: 1 minute/level

Saving Throw: None

Spell Resistance: No

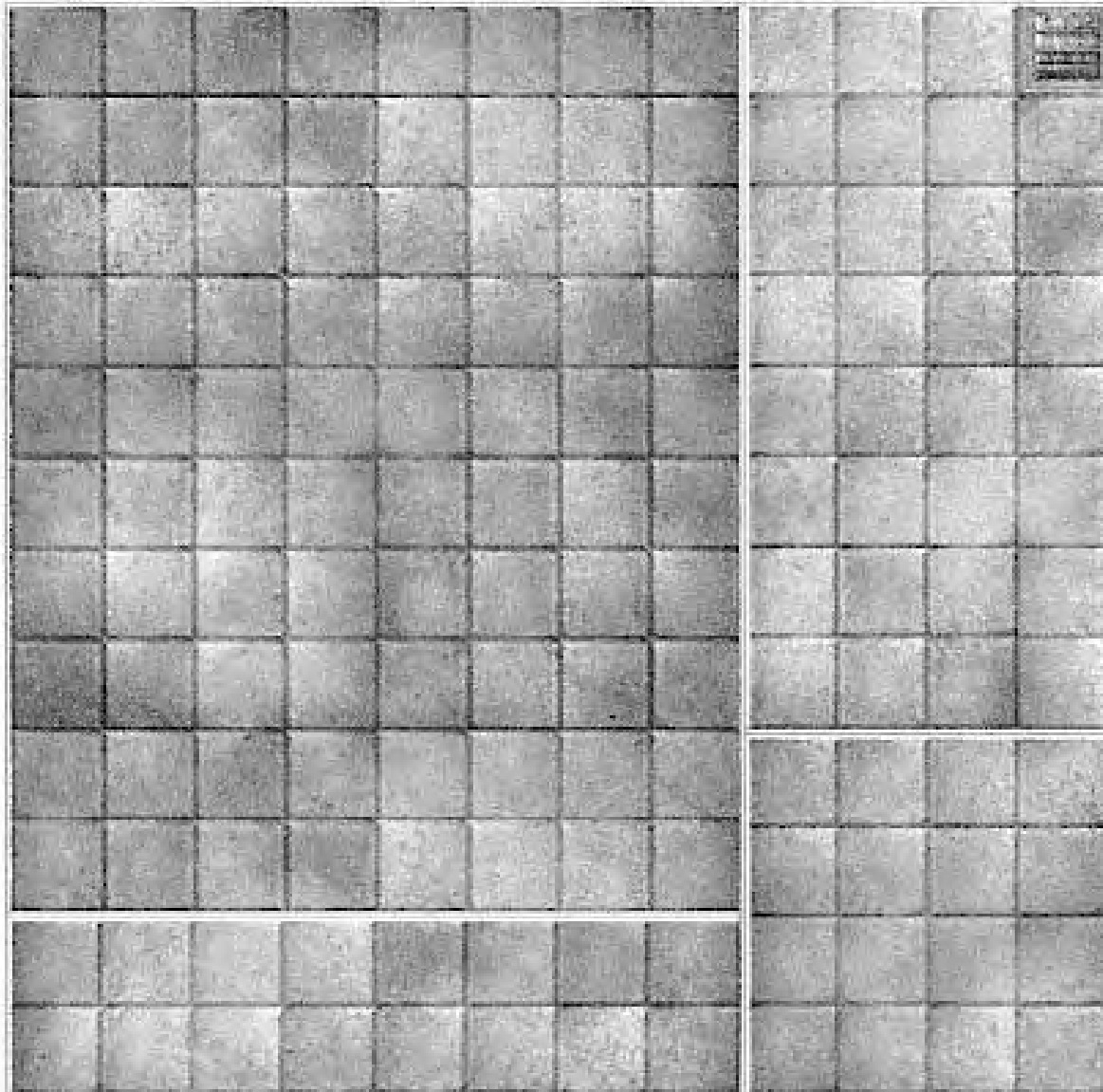
You cast the spell and a translucent wall springs up, a shimmering field of faded colors that swirls and merges with itself like the surface of a soap bubble.

This spell creates a transparent, permeable barrier. Anyone passing through it becomes the target of a *dispel magic* effect (PH 223) at your caster level. A summoned creature targeted in this way can be dispelled by the effect.

A *wall of dispel magic* cannot be seen or felt by ordinary means, or even with a *see invisibility* spell. *Detect magic* indicates the presence of the effect, and *true seeing* reveals its presence.

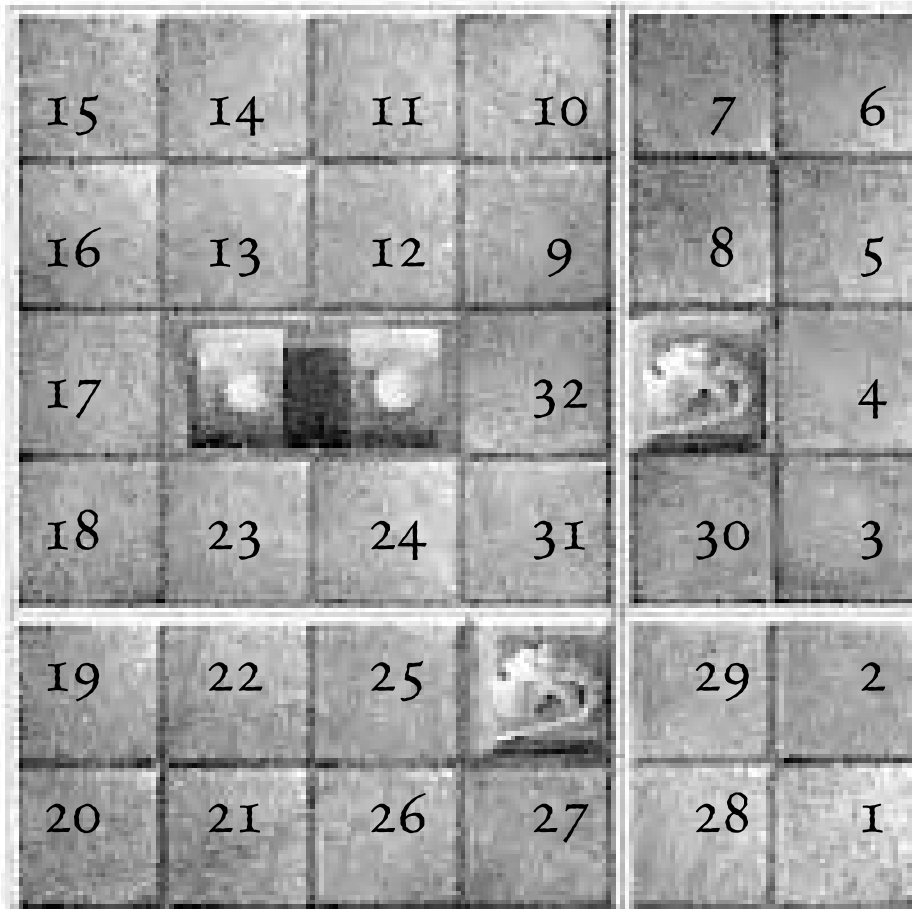
DM MAP 1: RED ROOM

The trapdoor tile in the far northeast of the room represents the pedestal upon which the bag rests. The PCs appear near the far southwest corner of the room, and the PCs may flee by stepping on the far southwest tile, which glows faintly. At APL 6-10, the pyrohydra is in the center of the room. At APL 12, the second pyrohydra sits in the southeast corner of the room, and a APL 14, the third pyrohydra sits in the northwest corner of the room.



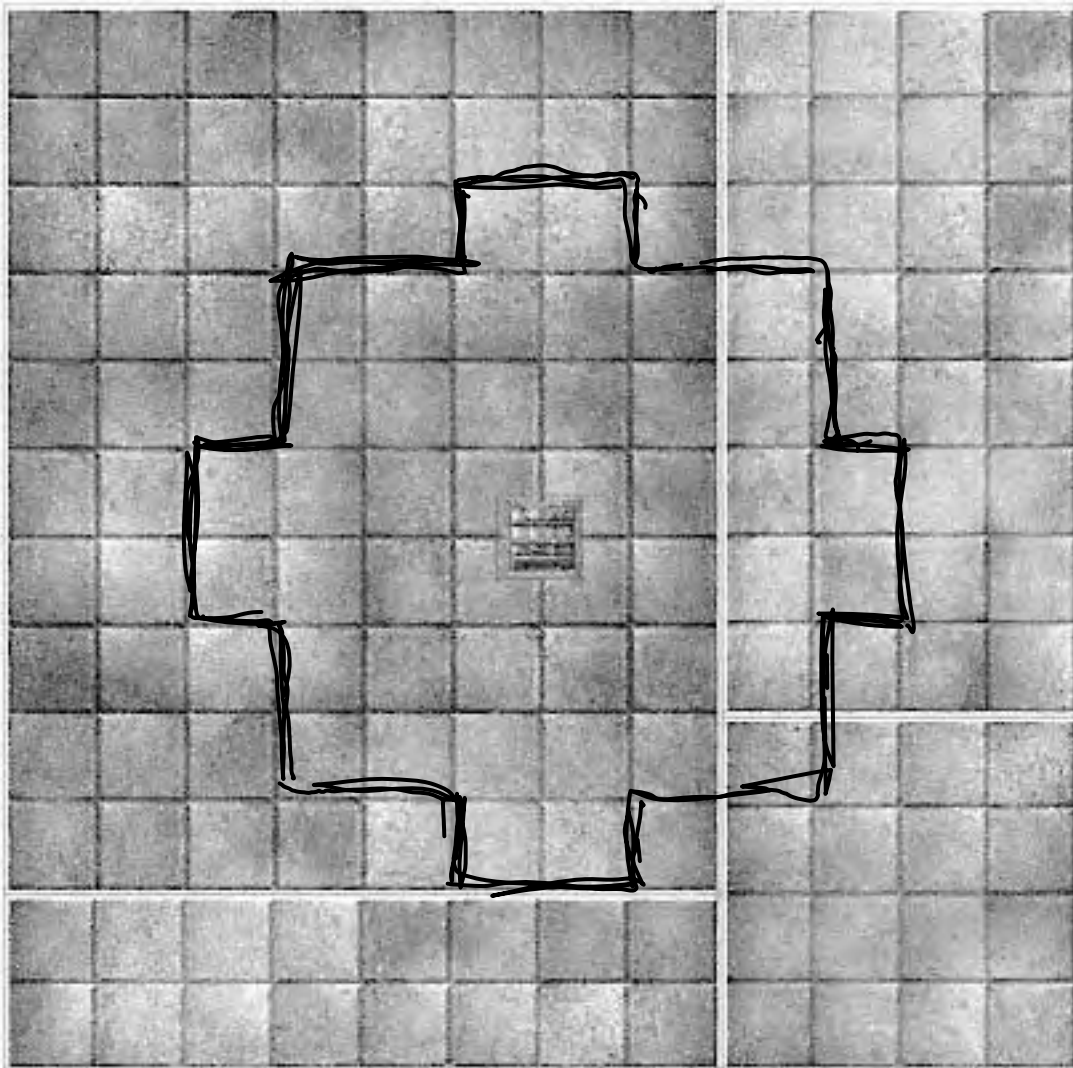
DM MAP 2: ORANGE ROOM

All but one PC is suspended in a *forcecage* during this encounter and are not placed on this map. The one PC who is participating in the puzzle begins in square 1. The numbers indicate one possible path through the puzzle. The pillars and the altar are considered hard corners, and a DC 15 Balance check is required to move diagonally without accidentally triggering one of the adjacent tiles (select randomly with a failure).



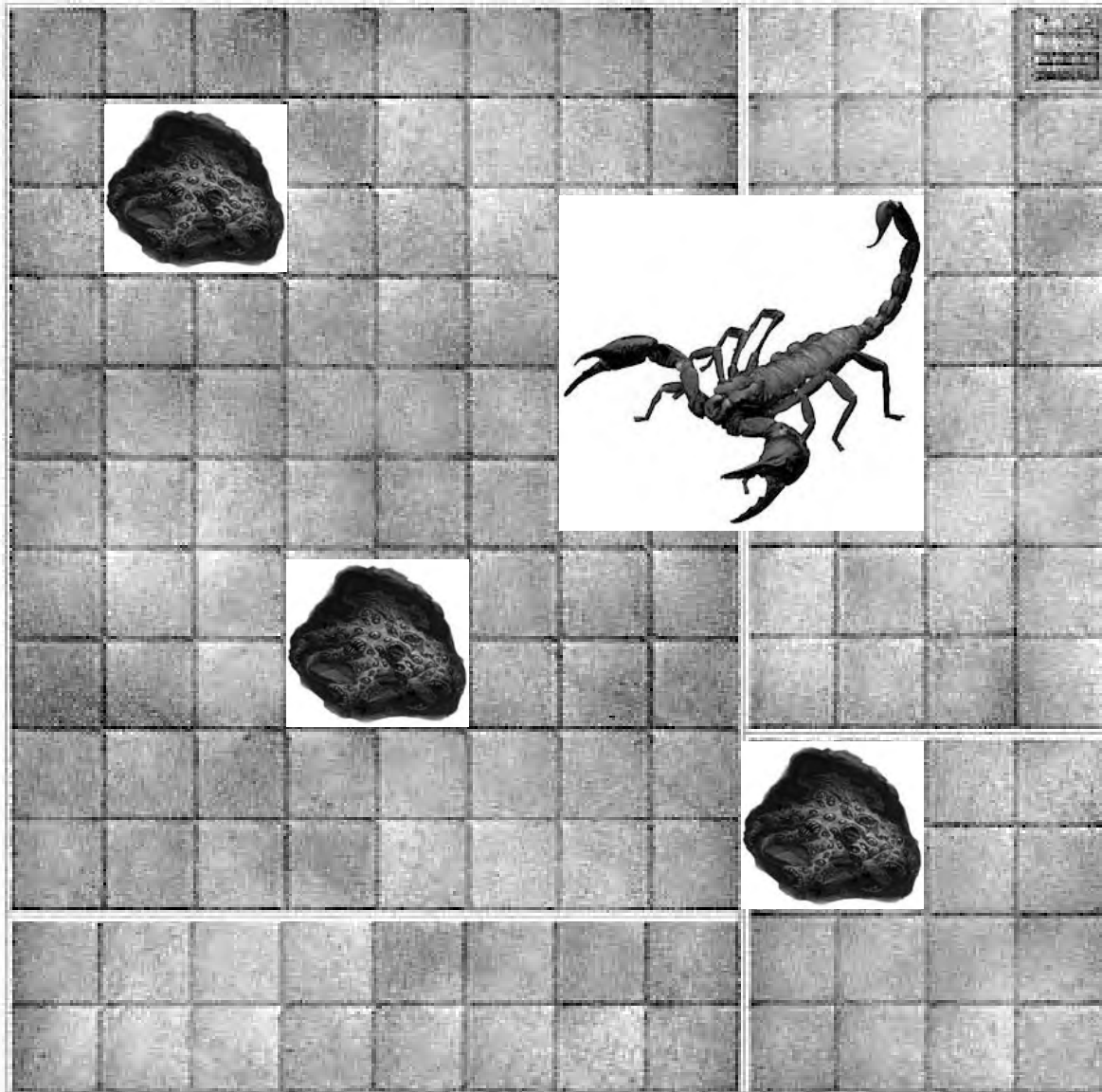
DM MAP 3: BLUE ROOM

The “trap door” in the center of the room indicates the pedestal, which is elevated twenty-five feet above the ground. The black lines in a 20-foot radius around the pedestal indicate the location of the *forcecage*.



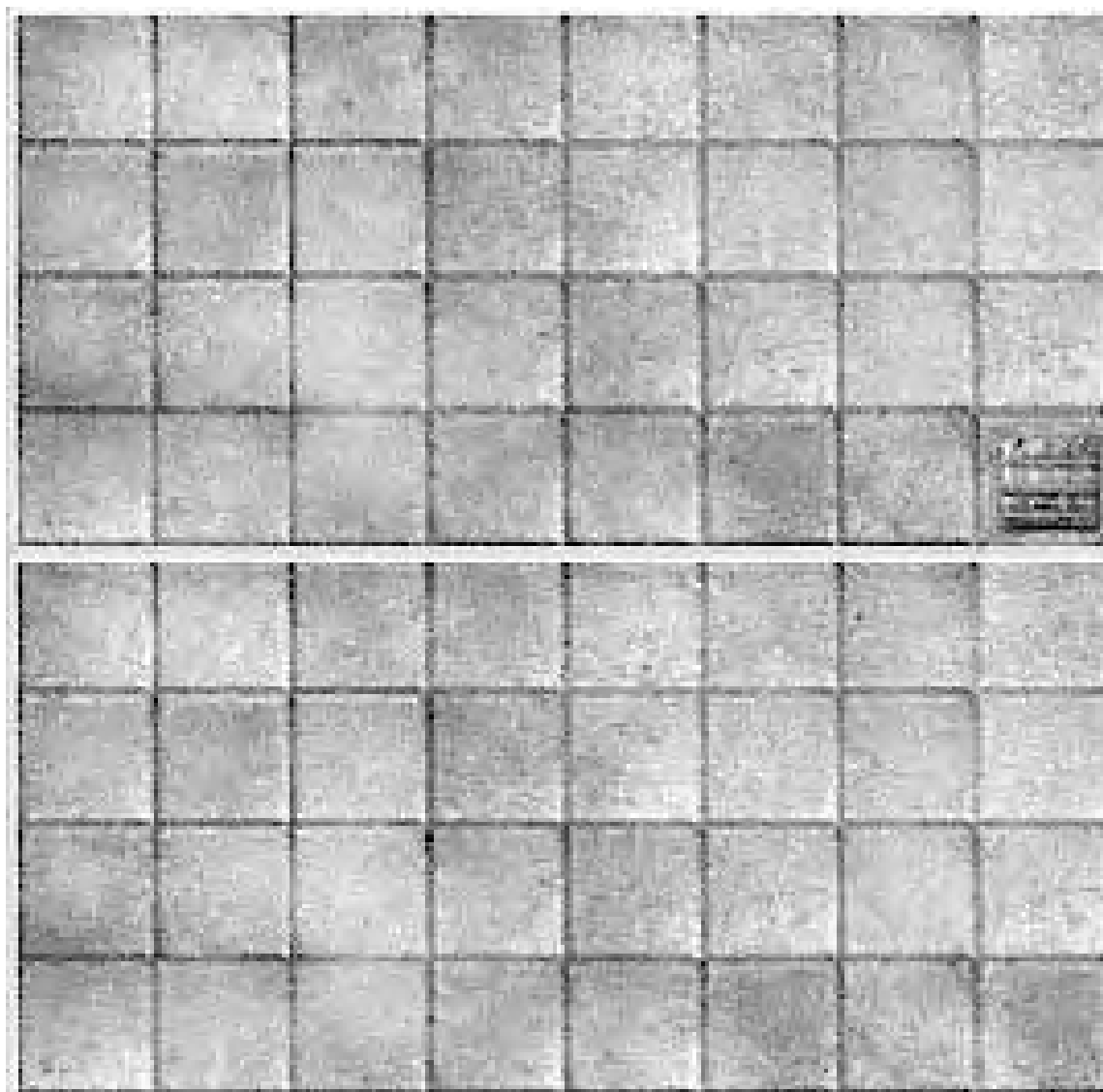
DM MAP 4: INDIGO ROOM

The PCs appear in the southwest corner of the room. Monsters and the statue are positioned as shown on the map.



DM MAP 5: VIOLET ROOM

On this map, the players may have their conversation with Heian anywhere they wish. The inevitables enter at the far corner of the room from the PCs.



DM AID 1: PROPERTIES OF THE DREAMSCAPE

A Dreamscape (initially presented in *Heroes of Horror*) is used by Schyzer to protect himself from enemies, people who might threaten him... basically everybody. The Dreamscape is, in effect, an alternate demiplane which Schyzer controls. He has established a number of effects that serve to protect both him and his tests. While on the Dreamscape (e.g. the entire adventure), the following mechanics are in effect unless stated otherwise in an encounter:

Alterations to the laws of physics:

1. 1. Upon entering the Dreamscape (e.g. at the start of the adventure), all creatures are treated as though they are fully rested and may prepare spells as though it was the appropriate time of day for them to do so and they had not cast any spells in the last 8 hours. Creatures are aware of this effect.
2. 2. Creatures cannot rest while on the Dreamscape. If the PCs discuss resting for the night, they notice that they feel as refreshed as they did when the first started the day (although they still cannot prepare new spells)
3. 3. Creatures cannot die on the Dreamscape. If they would die, they are instead instantly transported to the Material Plane and cannot re-enter the Dreamscape unless and until Schyzer leaves.
4. 4. While the ground is solid enough to support any PC's weight (unless described as otherwise, like in Encounter Two), it is not made of any material in particular. Thus, abilities that allow PCs to move through solid surfaces (such as earth glide) do not function unless they allow transportation through any solid substance.
5. 5. Once a creature leaves a side room, he or she cannot re-enter the room until Schyzer leaves and re-creates the Dreamscape.

Spell effects and effects on spells while on the Dreamscape:

6. 1. The coloring effect in the side rooms is created by a *mirage arcana* spell at caster level 16 (DC 23 Will save to pierce the illusion if interacted with).
7. 2. Creatures who leave the Dreamscape through means of complete extradimensional travel (e.g. *plane shift*, but not *blink*), may not re-enter unless Schyzer leaves (they are removed from the adventure).
8. 3. Divination spells that allow direct contact with gods (such as *commune* or *divination*) do not function; the casters are aware that the casting has failed.
9. 4. At APL 10-14, the entire plane is affected as though by *invisibility purge*.

Other protections created by Schyzer:

10. 1. Those designated as "protected" by Schyzer (only Schyzer and Preak) may not take weapon or spell damage, may not be targeted by spells, and receive a +25 insight bonus to all saving throws.
11. 2. Any creature who makes an attack against Schyzer (an attack defined in this case as any action that would end an *invisibility* spell) is instantly removed from the Dreamscape to a pocket dimension. A PC placed in this pocket dimension who does not have the means for planar travel is trapped in this pocket dimension with no need for food or rest until Schyzer remembers to get them out. This costs the PC 26 Time Units.

PLAYER'S HANDOUT O: PRE—ADVENTURE INFORMATION

12. 1. Do you or any items you possess detect as evil? If so, which? (Also, be aware that owning evil items and any evidence of dealing with undead or demons in highly illegal in the land of Furyondy).
- 13.
- 14.
15. 2. Are you currently wanted for any crimes in Furyondy?
- 16.
- 17.
18. 3. Do you have the Lielenna's Foretelling AR item from FUR6-06 Invocation and Intrigue? If so, which card did you draw?
- 19.
- 20.
21. 4. Are you a member of the Furyondy Church of Rao, Furyondy War College, Furyondy Military, or Sharpshooters meta-organizations, or do you have an Affiliation Score of 5 or more with the Viscounty of the March (if so, indicate which)?
- 22.
- 23.
24. 5. Do you own Darkvision Dice obtained from FUR4-02 Death of a Knight (if so, confirm purchase with DM)?
- 25.
- 26.
27. 6. Do you possess the Lady DeCrainte's Ring AR item from FUR6-08 The Dread Witch Project (if so, confirm with DM)?
- 28.
- 29.
30. 7. Do you own the Summoner's Stone from FUR4-10 Set in Stone (if so, confirm purchase with DM)?
- 31.
- 32.
33. 8. How many times has this PC been raised, resurrected, and/or reincarnated from the dead?
- 34.
- 35.
36. 9. Are you (the player) unfamiliar with the general Furyondy storyline and/or the process for selecting a new Chamber of Four member?
- 37.
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39. 10. What pre-cast spells do you typically use while adventuring?

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PLAYERS' HANDOUT 1: WHAT HAS COME BEFORE...

This information is intended to catch players up on current events in Furyondy. All this information is considered relatively public knowledge, and the Gather Information DC is low enough that it would be overheard by someone travelling to the region.

Plots by and against Thrommel the Undying:

- Prince Thrommel, once the heir to the throne in Furyondy, has died and risen as a vampire. He has spent the last few years trying to gather support among nobles to gain the throne of Furyondy despite laws specifically forbidding anyone who has ever died (including those who are raised or resurrected) from holding noble titles or property.
- Thrommel's claim to the throne will hold legitimacy once King Belvor IV is dead, as he has no heir apparent. As King Belvor is both very old and widowed, he is likely unable to produce an heir anytime soon.
- About two months ago, Geklon the Sage, a researcher in the employ of the Crown, announced that the king does intend to get married soon (although he did not announce the bride) and that adventurers were needed to obtain components for a potion that would increase King Belvor's vitality and virility. This would provide Furyondy with a living heir, and remove much of Thrommel's claimed legitimacy to rule when Belvor passes. While many adventurers asked quite pointedly about the morality and propriety of extending the king's lifespan (perhaps indefinitely), they did obtain the component requested and secured some new allies for the kingdom.
- Rumor has since provided that four more components for the potion have been procured, but it is unclear what these components were or how many remain to be sought.
- Recently, the kingdom has convicted some agents of Thrommel of sedition, the most notable being a noble close to the king by the name of Lady Marlene DeCrainte, who was able to magically hide herself until her cousin, another noble close to Belvor, gave her up to the authorities.

The Chamber of Four:

- The Chamber of Four is a group of four powerful arcane spellcasters, each associated with a different element. Currently, the positions of Air Elementalist, Earth Elementalist, and Water Elementalist are filled by Dramaynen, Gorn Gydresol, and Lady Pisenten, respectively.
- The position of Fire Elementalist has been vacant ever since Karzalin, the previous holder of the position and the most powerful of the four, vanished without a trace in 595 CY. After his flight, he came under suspicion of having tainted a ritual designed to create a defensive shield over Furyondy's capital city of Chendl. The shield was created, but also covered the city in darkness for three years. Much of the suspicion placed on Karzalin's shoulders was due to his fanatical defense of the ritual, to the point where he assassinated, rather than apprehending, a minor cleric of Pholtus who attempted to disrupt the ritual. In 597 CY, the King proclaimed Karzalin to be a traitor to the Crown and a supporter of Thrommel, offering a reward of land in Furyondy to any who could bring him to the King alive or identifiably dead.
- Since Karzalin vacated his post, the Mage Council has been interviewing candidates, hoping to fill the position with a powerful spellcaster who would be more loyal to Furyondy. In addition to accepting feedback from the nobility of Furyondy, they have been sending groups of adventurers, who have experience with both threatening and non-threatening spellcasters, to conduct interviews and make recommendations. Ultimately, however, while the adventurers may influence the choice, the ultimate decision lies with the king.
- A number of candidates have already been interviewed, some more successfully than others. Mostly everyone agreed that the gnome Afronidious the Daft was, in fact, daft. Other candidates, including Satiana, the court wizard of the Duchy of the Reach, Ereland Manneth, a garrison commander in the County of Crystalreach, and Thimme de Levine, the court wizard in the Barony of Kalinstren and dean at the War College, have been far more hotly contended. Even a couple previously unknown arcane casters, such as the wandering Baklunish sorcerer Adar and the enigmatic adventurer known as Darryl, have stirred up some debate.

PLAYER HANDOUT 2: SELECTING A CHAMBER MEMBER

1. Furyondy is a monarchy. The ultimate decision is being made by King Belvor. However it is likely that the opinions of the Chamber of Four and other selected delegations will weigh heavily on his decision.
2. When the first Chamber members were selected, King Belvor heard input from two delegations: a delegation of churches (made up of a representative of each major church in the land plus FASTC) and a delegation of nobles (with one representative selected by the leader of each province). This time around, Belvor has defined a third delegation: a delegation of adventurers selected and managed by the newly coined Furyondy Mage Council. His intent is that the adventurers in question be dominated by wizards but he's graciously left the delegation member selection up to the Council.
3. The size of the adventurers' delegation is determined by the Mage Council but can not exceed seven members.
4. Each of these delegations interviews each candidate. Each delegate registers an opinion on each candidate and these opinions are passed to the sponsoring organization (noble, church or mage council) which may alter the opinions, add to them, censor them or simply pass them on as they see fit.
5. The sponsoring organization weighs the advice of the delegation and provides a written opinion to King Belvor and the Chamber of Four. This opinion outlines the delegation's opinions of the candidate and makes a preliminary recommendation.
6. Once all the candidates have been interviewed, each sponsoring organization collects a final recommendation from their delegation. They, in turn, form their own final recommendation to the King (also forwarded to the Chamber of Four). The sponsoring organization has the option to completely ignore the input from the delegation. However, this is ultimately a poor political move since word of such actions tends to get out and discredit the sponsor.

PLAYER HANDOUT 3: LETTER FROM TELMUS

You find the following letter in your backpack:

Adventurer,

Your assistance is needed to provide insight into whether or not the reclusive wizard known as Schyzer would be an appropriate choice to take the traitor Karzalin's place on the Chamber of Four. Directions to his tower in the Viscounty of the March are enclosed. As usual, you are welcome to use your own criteria to determine his worthiness. If you have any questions, I may be contacted at the Mage Council office in Chendl.

Telmus

*Secretary for Chamber Selection
Mage Council*

P.S. I'm sure that THIS time, the interview will go smoothly. Nothing ever happens in the March.

You also find a map marked with a location in the Viscounty of the March.

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PLAYER HANDOUT 4: VOID

As you take in your surroundings, you recall the strange dream you had immediately before waking up. You were travelling in the Viscounty of the March, toward a location you can't quite place at this time, and suddenly, the normal sounds of outdoors ceased, to be replaced by the portentous tones of Lielenna, the bizarre Rhenee fortune teller you met in Chendl over a year ago. Her voice is quiet, but still exudes the same tone of authority as before: "Many challenges are present in your quest to unlock the truth. Fear not dreams, for only in these can seven unlock eight."

PLAYER HANDOUT 5: KEY

As you take in your surroundings, you recall the strange dream you had immediately before waking up. You were travelling in the Viscounty of the March, toward a location you can't quite place at this time, and suddenly, the normal sounds of outdoors ceased, to be replaced by the portentous tones of Lielenna, the bizarre Rhenee fortune teller you met in Chendl over a year ago. Her voice is quiet, but still exudes the same tone of authority as before: "Many challenges are present in your quest to unlock the truth. Fear not dreams, for only in these can seven unlock eight."

PLAYER HANDOUT 6: BALANCE

As you take in your surroundings, you recall the strange dream you had immediately before waking up. You were travelling in the Viscounty of the March, toward a location you can't quite place at this time, and suddenly, the normal sounds of outdoors ceased, to be replaced by the portentous tones of Lielenna, the bizarre Rhenee fortune teller you met in Chendl over a year ago. Her voice is quiet, but still exudes the same tone of authority as before: "Ah, justice is a powerful force in this Kingdom! Ware ye adventurer for today you may either find yourself the bearer of the sword of justice or you may find yourself its scabbard." As you hear this voice, the face of an attractive Oeridian woman comes to mind.

You may make a Knowledge (nobility) or Knowledge (local [Iuz's Border States]) check. Tell your DM the result.

PLAYER HANDOUT 7: EURYALE

As you take in your surroundings, you recall the strange dream you had immediately before waking up. You were travelling in the Viscounty of the March, toward a location you can't quite place at this time, and suddenly, the normal sounds of outdoors ceased, to be replaced by the portentous tones of Lielenna, the bizarre Rhenee fortune teller you met in Chendl over a year ago. Her voice is quiet, but still exudes the same tone of authority as before: "Cursed are you when discord wears a comely face. Cursed are you when danger hides behind a mask of integrity." As you hear this voice, the face of a stunningly beautiful red-haired Oeridian woman comes to mind.

If you played FUR6-08 The Dread Witch Project with this PC, you may make a Knowledge (nobility) or Knowledge (local [Iuz's Border States]) check. Tell your DM the result.

PLAYER HANDOUT 8: ROGUE

As you take in your surroundings, you recall the strange dream you had immediately before waking up. You were travelling in the Viscounty of the March, toward a location you can't quite place at this time, and suddenly, the normal sounds of outdoors ceased, to be replaced by the portentous tones of Lielenna, the bizarre Rhenee fortune teller you met in Chendl over a year ago. Her voice is quiet, but still exudes the same tone of authority as before: "For the brave task you face, you have both unseen enemies and unseen allies. Know then that it is not only the innocent that walk in the brightness of dawn and it is not only the evil that lurk in the twilight." As you hear this voice, the face of a moderately attractive Oeridian female, seemingly hardened by battle, comes to mind.

You may make a Knowledge (nobility) or Knowledge (local [Iuz's Border States]) check. Tell your DM the result and whether or not you played FUR7-04 Gullkeep Ruins with this PC.

PLAYER HANDOUT 9: SUN

As you take in your surroundings, you recall the strange dream you had immediately before waking up. You were travelling in the Viscounty of the March, toward a location you can't quite place at this time, and suddenly, the normal sounds of outdoors ceased, to be replaced by the portentous tones of Lielenna, the bizarre Rhenee fortune teller you met in Chendl over a year ago. Her voice is quiet, but still exudes the same tone of authority as before: "The cards do not lie. You have the good will of Furyondy herself! Perhaps even Belvor smiles upon you. Be prepared for a summons from a powerful organization in the kingdom. You have a task to perform for good of this country." As you hear this voice, the face of a beautiful Oeridian female enters your mind.

You may roll either a Knowledge (nobility) or a Knowledge (local [VTF]) check. Tell your DM the result of this check and if you have played VEL6-08 Heart's Lament with this PC.

PLAYER HANDOUT 10: DARKVISION DICE

As you look through your possessions, you notice something glowing, deep in your pack. As you dig in to discover the item, you notice that the dice you took from a trio of bugbears over three years ago is starting to glow. What on Oerth is going on in this crazy place?

PLAYER HANDOUT 11: LADY DECRAINTE'S RING

As you awaken, you notice that a ring on your finger has begun to glow. After a minute, you recall that this is the same ring you removed from a traitorous noble over a year ago. Why, though, would it be glowing now, and what does this mean? Does it have something to do with the ring's inscription, "Blood is thicker than water"? What on Oerth is going on in this crazy place?

CRITICAL EVENT SUMMARY

FUR8–01 ALLIANCES AND ABJURATION

(Return to John du Bois or the convention coordinator if this is the premiere.
Please be sure to answer all questions. Thanks.)

DM's Name: _____

Day/Time of slot: _____

1. Did any PCs have the *darkvision dice* or *Lady DeCrainte's Ring*? If so, how many of each?
2. How many veils did the PCs obtain (and which did they not obtain)?
3. Did the party recommend for or against Schyzer as a Chamber of Four candidate?

For	Against	Tie
-----	---------	-----
4. Which group received the ORIGINAL copy of Schyzer's research?

Church of Rao	Viscounty of the March
Sharpshooters	War College
Other group (Please state)	Nobody
5. Which groups (if any) received non-original copies of Schyzer's research?

Church of Rao	Viscounty of the March
Sharpshooters	War College
Other Group(s) (Please list)	
6. What is the final status of Heian?

Returned to Thrommel	Dead
Free (spoke with Schyzer privately)	
Free (did not speak with Schyzer privately)	
Free (compelled to reveal information to PCs – if so, did the PCs tell anyone?)	
7. On a scale of 1-10, with 1 being the lowest and 10 being the highest, how much did the players enjoy the adventure?
8. Please note any other noteworthy circumstances.