

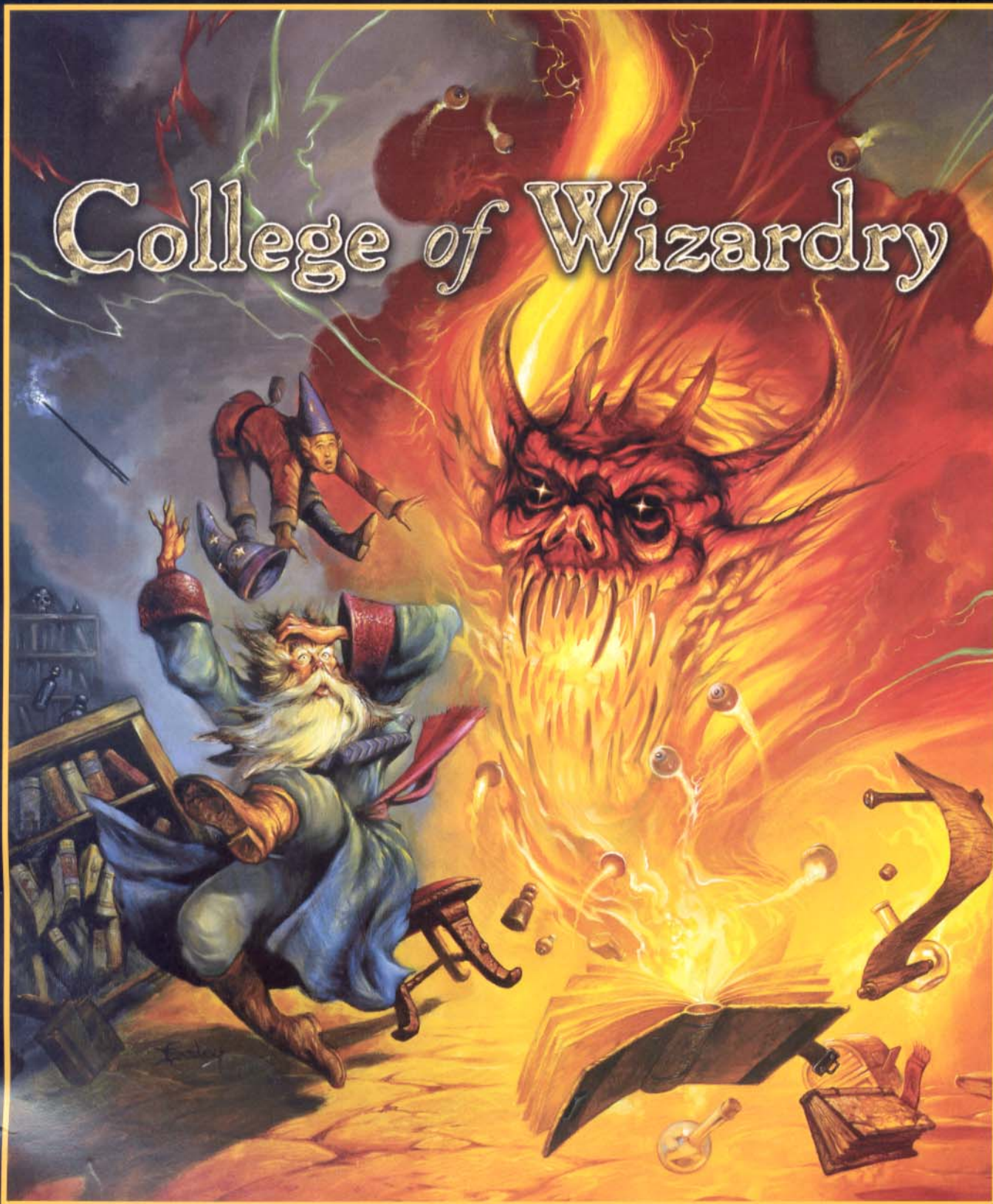


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Advanced Dungeons & Dragons[®]

Accessory

College of Wizardry

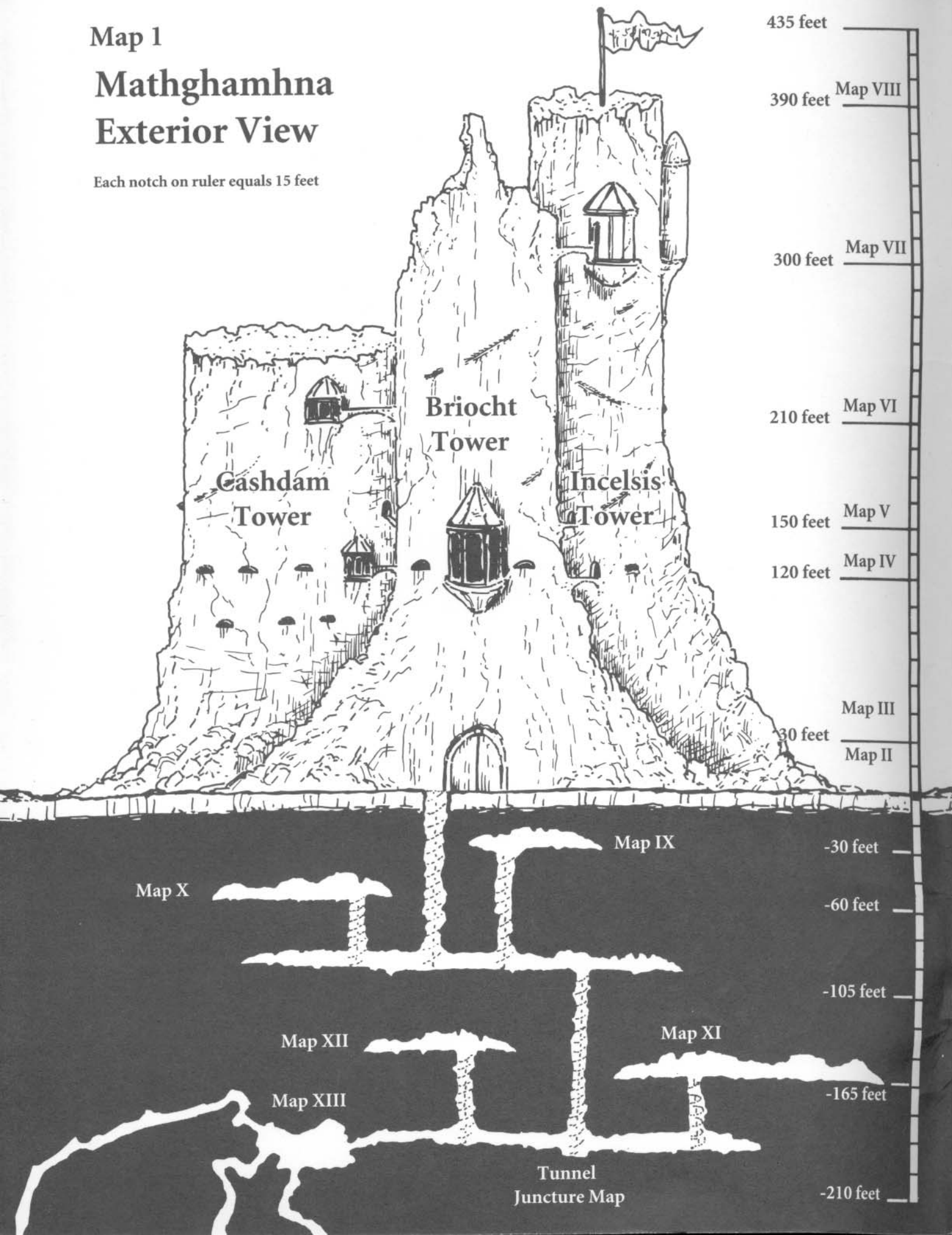
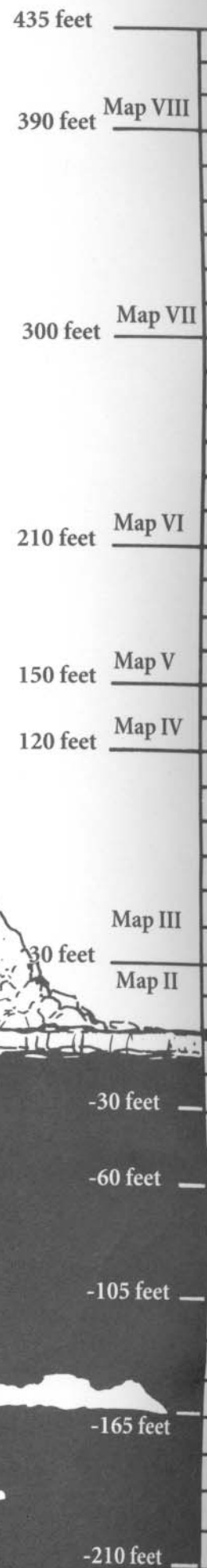


by Bruce R. Cordell

Map 1

Mathghamhna Exterior View

Each notch on ruler equals 15 feet



Advanced Dungeons & Dragons®

Official Game Accessory

College of Wizardry

By Bruce N. Cordell

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Introduction

From Mathghamhna's ancient spire, the gaze of the Chancellor pierces the snowfall, a white dusting that settles from the darkling sky. The courtyard lamps below barely illuminate the chill cascade as it patiently adds its weight to the deepening white carpet, flake by flake. Figures move slowly in their nighttime duties, as distinguishable as ants to the eyes of the observer.

Puffs of condensing moisture infrequently escape the mouth of the solitary figure. These breaths are the only clue that Chancellor Japheth Arcane is not just one more of the many enigmatic sculptures decorating Mathghamhna's eroded crenelations. Deep in personal reverie, he notices the small winged silhouette in the sky only moments before the raven alights upon the stone railing of the balcony. A voice, startling in its bass rumble, issues from the diminutive intruder, "Dirganun's discovery proved false. The crypt contained only death and disappointment; no Lore was found within."

Japheth remains motionless for a heartbeat more, then sighs. A subtle hand wave calls his raven familiar to his shoulder. The Chancellor continues to stare through the snowfall another few moments before he addresses his companion:

"This failure is not yours, Raphael, nor do I blame Dirganun. However, if the Language Primeval is ever to be reconstructed, the remaining Lores must be recovered. Too long have we labored in Mathghamhna's halls in futile ignorance. We must redouble our efforts, all of us, else this knowledge will pass from the world forever!"

"You will succeed. If you do not, who else has the skill of mind and hand to succeed us?"

"No one, my friend," sighs Japheth.

Snow continues to fall after Japheth and his familiar depart the high balcony, blanketing the stone in pale disregard.

—Excerpt from *Arcane Age: Japheth Arcane's Unauthorized Biography* by Ronassic of Sigil

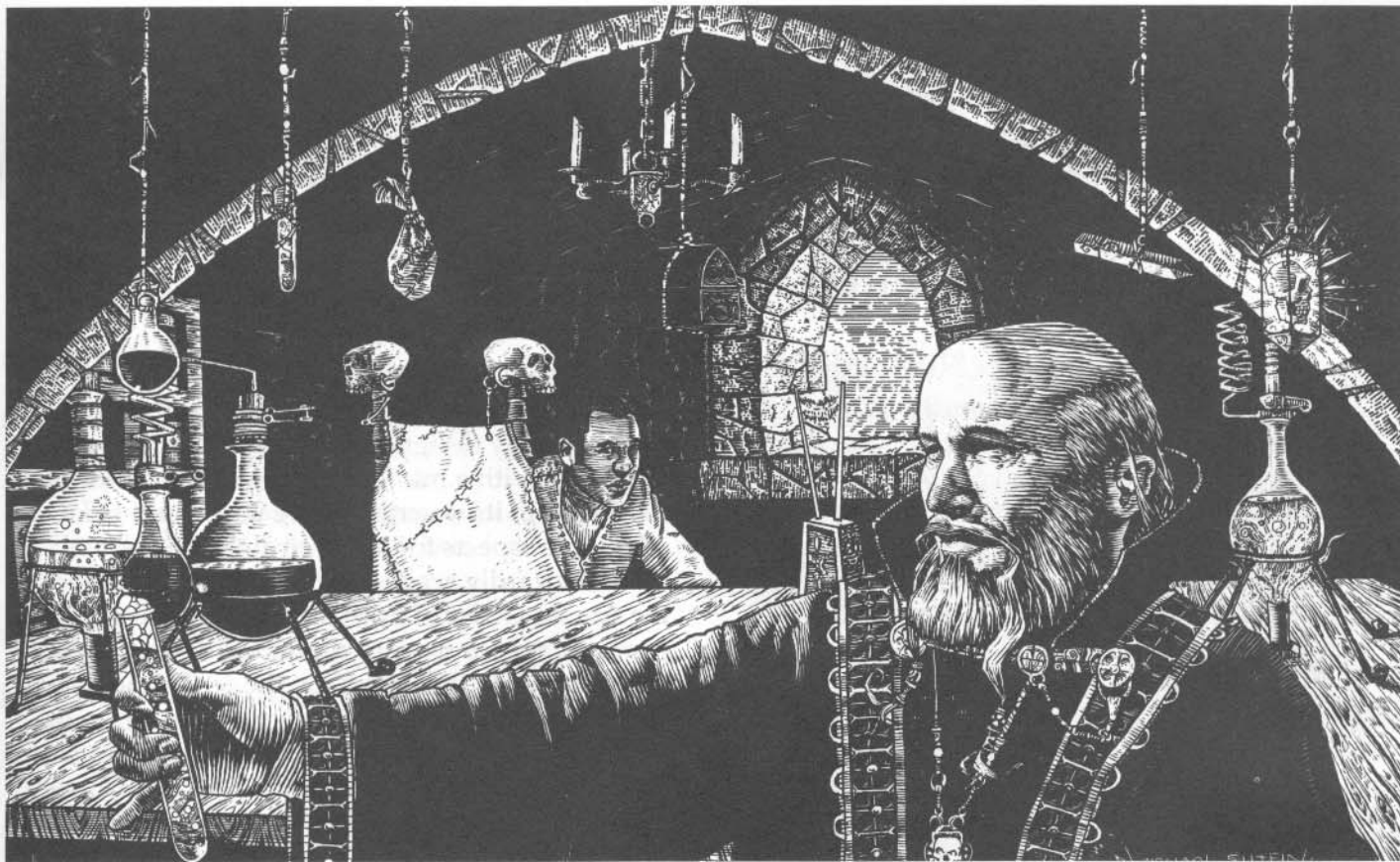
The College Of Wizardry contains a fully fleshed-out academy of magic. This arcane institution has been specially designed for instant insertion into a campaign with a minimum of tinkering by the DM. Presented in its description are useful and readily adaptable aspects for any weirding college.

One wizardly academy in particular is the focus: the Arcane Order of Enchantment & Exposition (in common speech usually shortened to "the Arcane Order" or just "the Guild" by the senior members). The DM might choose to integrate only bits and pieces of this information about the Order into an ongoing campaign, substituting those that already exist in the campaign world for any of the locations or names given here.

This booklet contains the following: the eldritch origins of the Arcane Order of Enchantment & Exposition; a complete list of all the members, including a full description and game statistics for the chancellor and regents of the Order; directions on how to tailor-fit the College Of Wizardry into many of TSR's published settings; rules for integrating player character wizards into the college at any level, including apprentice level!

The College of Wizardry itself is depicted on a full color poster map showing the three towers of Mathghamhna. Also included are new spells and magical items germane to the Arcane Order, as well as the rules for handling the college's two new and unique magical power sources: the *Spellcrux*, an artifact of the college, and the *Language Primeval*, the quest for which is the driving force behind the Order's campaign activities. Finally, four mini-adventures are included at the end of this book for characters who range from apprentice to 11th level.

Every organization has an agenda, and a college of wizardry is no different. Compelling reasons lead to the opening of a guild of magic, and many of those reasons are expounded upon in the next section.



Wizard Guild Objectives

A fundamental question must be answered before complete understanding of the goals of a college of wizardry can be achieved: Given that many wizards are secretive, jealous of their knowledge and power, egotistical, and greedy for arcane lore, why do magical guilds come into being?

A variety of reasons exist. At the outset, however, a wizards' guild is nearly always founded by a person or a small group who share similar convictions and beliefs about magic and an agenda important enough to overcome any mutual distrust and private desires. Although the motivations behind a magical college's origin can be numerous, common goals include: a desire to gain magical knowledge, the promotion of a common philosophy, the pursuit of political interests, the need for the protection against a hostile world, and the desire for material wealth and power. Specialists of a particular discipline might also set up a guild to teach others the secrets of their art.

The pure pursuit of knowledge is the noblest sentiment usually attributed to magical guilds. In fact, most publicly available charters for wizard guilds prominently profess a scholarly expansion of magical lore. Through such selfless research, it is

expounded, peace and prosperity for the kingdom at large will result. Sometimes a guild pursues general avenues of magical knowledge, but more frequently it follows the teachings of a particular mentor, philosophy, or ideal.

The glue that binds most magical guilds together, regardless of any public facade to "advance thaumaturgic knowledge," is the adherence to a common belief or agenda; just as the universal solvent is the fact that the easiest way for an unethical wizard to gain arcane knowledge he covets is to steal it from others who already have it. The Order teaches the philosophy of power to aspiring wizards in order to overcome the more dangerous inclinations of the untrained.





Schools of Magic

The myriad spells available to wizards can be viewed as belonging to different disciplines, or *schools* of magic. Spells of similar characteristics, operation, or function can be thought of as belonging to the same school. The use of the word "school" in this text always refers to a particular specialty or discipline of spell casting, *not* a magical academy! Examples of schools include the standard schools of magic as described in the *Player's Handbook* (also called schools of Philosophy in later books): Abjuration, Alteration, Conjunction/Summoning, and so on. For exact applications for the Arcane Order, see the Syllabus section on page 25.

Other schools of magic are detailed in other game sources, such as the school of Metamorphics (from *The Complete Wizard's Handbook*), and the schools of Effect and Thaumaturgy as detailed in *PLAYERS OPTION™: Spells & Magic*.

The next few sections further develop some of the reasons magical academies are founded.

Shared Concerns

In some cases magical practitioners may band together out of a simple common interest or shared concern. Such associations may not even contain magical practitioners of the same discipline. Independent cabals for wizards might include organizations dedicated to such diverse causes as exploration of the planes, potion crafting, lore recovery, bounty hunting, or even time travel (see *The Complete Wizard's Handbook* and *Chronomancer* for further examples).

Protection

Places exist where the art of spellcraft is not tolerated. The common populace may see it as evil, regarding magic as little more than conspiracy with the agents of evil. In some cases, the law of the land might go so far as to completely ban the practice of magic. In such a case, a magical college offers more than just an education; it offers a haven against a scornful and perhaps a dangerous world. Magical academies under such conditions often form beneath a veil of secrecy. The space for members is

limited, and the academy might even exist as a number of discrete cells, each offering secret tutelage to only the most dedicated students. If ever evidence of such "evil" schooling becomes known to the general public, a lynch mob likely forms to root out the source of the contamination.

Mercenary Colleges

Sometimes a college of wizardry is founded upon the principle economic and temporal advancement, if not simple greed and selfishness. In this case, member wizards pay lip service to any or all of the previously stated motivations, but in fact care only for the advancement of their own personal and group wealth. "Spells-for-Hire" should be the real motto for these institutions; any spell can be had for the right price. Moral issues are subjugated to the need for filling the university coffers, but the reputation of the institution in question often suffers for such mercenary dealings. While some magical academies of this sort are lavishly decorated, with tenured wizards living in pampered luxury, this state attracts the attention of greedy kings, nobles, and thieves' guilds; the disapproval of religions; and the jealousy of a poorer populace.

Wealth and Power

With great wealth comes power, and the accumulation of wealth is often merely a means to this end. It is certain that many magical academies are formed with no other goal in mind than that of power and control. After all, what secular force could hope to best a host of wizards arrayed with magical defenses and armed with cunningly crafted battlewands? And what king wouldn't fear the subtle machinations of wizardry that can bring down even the strongest military force from behind the battle front? More than one dynasty of sorcerer-kings has had its inception in the innocent facade of a college of wizardry. Wizards obsessed with power are not too discriminating in how they acquire it; legends tell of a Black School whose schoolmaster was an unnamed lower planar entity whose requisite payment for magical knowledge was the undying spirit of the last student to leave each class.



Other Power Groups

While potent, a wizard's college is far from the only, or even the dominant, local power. Kings rule, and few will tolerate a hostile or unrestrained wizard's guild. Rulers desire magical protections and order in times of peace and magical support in war. Not even a wizard's guild can escape royal taxes and summons, and most kings ensure that any wizard guild requires a royal charter or (better yet) royal guardsmen to calm the fears of a distrustful and superstitious peasantry or to fend off the hostility of powerful rival groups.

The local nobility is another factor. Important barons and court officials often try to bribe prominent wizards away from a college staff to work on private projects. Others try to buy power and favor with generous donations, or to tie the fortunes of individual wizards to their factions through an intricate network of favors and fealties. Often, a powerful noble house will sponsor an apprentice from its clan or holdings in the expectation that a new guild wizard will honor the traditional ties of blood or family obligation.

A local religious hierarchy often balances any hint of political ambition on the part of a wizards' guild. As, from a cultural standpoint, religions develop long before guilds devoted to the study of magic, in general the relations between a church and a new-comer guild will be wary, or even hostile. Wizards compete with priests in providing common divinations, magical item identification, and wise counsel. Their very presence often leads the flock astray. Further, individual wizards are frequently tempted by pride, greed, or the desire for more power than they can control. Indeed, many wizards meddle in the affairs of men, unknowingly trying to twist divine plans and processes to their own ends.

In short, most new wizard guilds must earn their place in the local power structure, often with the aid of influential sponsors who might not themselves be wizards. Any of these factors can be brought into play if a player character wizard wants to start a guild of his own.

The Role of the Guild

Most wizard guilds are concerned with grand or broad-pattern designs, beside which day-to-day political intrigues are petty or irrelevant. A common position, though by no means the only one possible, is that of a quiet and nonpolitical group of scholars quietly pursuing abstruse and arcane trivia, returning just enough wealth or social good works to justify their existence, while training a few like-minded apprentices. The unspoken expectation of others is that the guild is a protective force that can be mobilized to combat rogue wizards or to deflect dangerous threats of a magical nature. This allows the guild members maximum time for their researches and experiments, while presenting minimal distractions. Most academies have a leader (or figurehead) to deal with the public.

Many wizard guilds share the belief that with great power comes an obligation to use that power lightly. Experience has shown that intervention often triggers escalating magical intervention. The ultimate magical powers released may be as difficult to control as they are devastating. Thus, many guilds are committed to the subtlest interventions and strive to instill this belief in their students.

The Focus of the Arcane Order

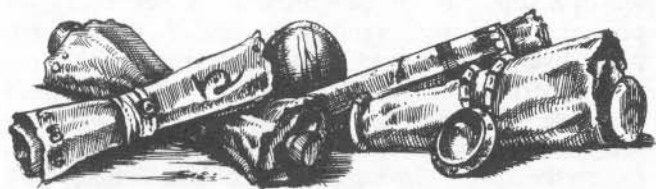
Chancellor Japheth Arcane founded the college of wizardry that he self-named "The Arcane Order of Enchantment & Exposition." He established the Order in the ruins of an ancient stronghold called *Mathghamhna*. This ancient citadel was chosen for many reasons, not the least for its defensible tower walls, cavernous chambers, and mysterious but extensive catacombs. Many ruins dating from the time of the Warlock Strife can claim some or all of these attributes. The single most important reason Japheth chose *Mathghamhna* was because it was the original site of the seminal academy of magic of the previous Age.

Mathghamhna translates as "College of Wiz-

ardry" in the mostly forgotten tongue of the long-departed Elders. It is Japheth's goal to create a college of wizardry every bit as great and knowledgeable in ancient lore as the original Elders who built Mathghamhna. To this end, he has created a new academy within its walls after centuries of emptiness. More significantly, he and his closest confidants seek to recover and learn the forgotten *Language Primeval* (see Chapter Five), which is also sometimes referred to as Aleph. The principles of Aleph were recorded by the Elders of the previous Age, then secreted as the Five Lores immediately preceding the destruction unleashed during the Warlock Strife.

Much was lost during the time of the Warlock Strife when the crazed demigod Dargshaad attempted to conquer the world; knowledge of even the existence of the Five Lores was lost in the annihilation released by Dargshaad. In the present time, an Age removed from this dark history, Japheth Arcane chanced by the merest accident upon the First of the Five Lores. It revealed to him an incredible cache of knowledge rich in both history and arcane wisdom. Sufficient magical knowledge was revealed in the First Lore to embark upon a legitimate study of Aleph.

It is to this that Arcane's Order is dedicated: the discovery of the remaining Four Lores hidden by the long-dead wizards of the earlier college. With each Lore unearthed, knowledge of the surpassingly powerful magical grammar known as Aleph comes once more into the light of revelation. Unknown to the students and even to most of the faculty, Japheth and some few of the regents and guild wizards unceasingly search for the remaining Lores while seeking to more fully understand the knowledge of Aleph already revealed in the First Lore. Only time can tell if Chancellor Japheth will be successful; however, recent stirrings of an evil long thought conquered makes the recovery of the Five Lores more imperative. What began as a scholarly endeavor into forgotten lore may become vital to the survival of the races of the current age...





Campaign Worlds

The DM is free to incorporate as much of the back story as desired into a campaign. The text presented here is not inviolate; it is not necessary to use this history if it is at cross-purposes with the current campaign. The DM can easily treat the halls of Mathghamhna as an ancient ruin that has been rebuilt to become a college of wizardry, or even as a building designed for its present purpose and having absolutely no ties to this past whatsoever. The esoteric goal of investigating the Language Primeval can be stripped away, leaving the college as a guild of magic concerned with magical learning.

In the event that the DM's campaign takes place within one of TSR's game worlds, the chapter about the Arcane Order's history is not relevant. The game worlds are listed below with suggestions as to possible locations, rationale, and interpretations for the College of Wizardry's presence.

BIRTHRIGHT® Setting (Cerilia)

The Warlock Strife becomes the battle at Mount Deismaar. Dargshaad was not killed, but was instead banished to the Shadow World, where he is now imprisoned. The closest Cerilean equivalent of the Arcane Order is the Royal College of Sorcery in Anuire, so it can be used there. The Order might also be placed in Brecht as a counterpoint to the Royal College.

Japheth Arcane's ultimate goal is to discover some means of creating *medbhaighl stones* (meh-VALE stones), which can serve as portable sources of magical power—the commercial Brecht would be very interested in these. Another possible goal is the location and cataloging of *caerbhaighlien* (kayer-VAY-len), legendary pools of magical energy. (Details of *medbhaighl stones* and the Royal College of Sorcery can be found in *The Book of Magecraft*, #3117.)

DARK SUN® Setting (Athas)

An open college of wizardry in the defiler-hating DARK SUN world wouldn't last very long. The college can be added to this campaign as a local part of the secret network of preservers: the Veiled Alliance. Japheth Arcane secretly recruits among the populace,

holding classes in an ancient ruin dating from the Blue Age. Instead of a city location, the Arcane Order might be hidden within a day's travel of a city.

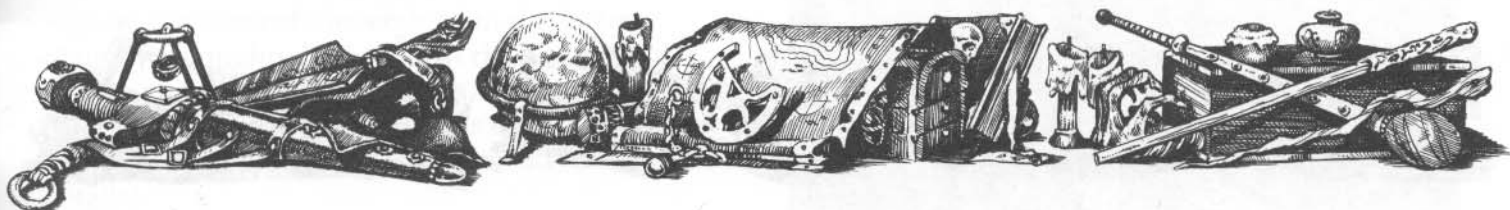
Alternately (and more consistently with current developments), the College of Wizardry can be founded by Japheth in the city state of Tyr following the destruction of many of the Dragon Kings in the 190th Dragon Age, in *The Year of Priests' Contemplation* / Free Year 12. In this case, Japheth has been sponsored by a council member, the wizard Sadira. His long-term goal is to reverse the effects of generations of defiler magic and to bring back the Green Age.

DRAGONLANCE® Setting (Krynn)

Prior to the *DRAGONLANCE®: Fifth Age®* setting, magic is tightly controlled by the Conclave of Wizards from the Towers of High Sorcery. The world's three moons control magic (white for good, red for neutral, black for evil) and the three Orders' strict rules limit possibilities for any major academies. Thus, the Arcane Order becomes a preparatory school for young wizards of the white robes getting ready to take their Tests of High Sorcery. A wizard who wants to become a member of an Order of High Sorcery must first be tutored. While each wizard usually has a single tutor, it is not rare for a well-known and wealthy wizard to take several students at one time. Japheth employs a small staff to help him; he and his faculty also engage in extra-curricular research. The city of Palanthus is the best location for the Arcane Order in this case.

FORGOTTEN REALMS® Setting (Toril)

For the Warlock Strife, substitute the Fall of Netheril. Ruins from the ancient kingdom, now the empty desert of Anauroch, exist in many regions of the North. Mathghamhna is located near Sundabar in the Nether Mountains, which once marked Netheril's northern boundary, in an extinct volcano next to a landmark called Dalagar's Dagger. The volcano is so extinct that people have no oral or written tradition of it being other than one of the mountains in the range. It is inconspicuous compared to the famed Dagger, which is known for the dragons that, by legend, plunge to their deaths on its sharp peak. In this hidden place dwells the Arcane Order, led by Japheth. The Five Lores become the *Nether Scrolls*, five collections of ten loose-leaf pages each, made of gold and platinum (the *Arcanus Fundare*, the *Magicus Creare*, the *Major Creare*, the *Planus Mechanicus*, and the *Ars Factum*).



The *Nether Scrolls* are reputed to reveal insights into the fundamentals of magic. Repeated readings after more life experience impart further enlightenment. The *Nether Scrolls* are further described in the *Encyclopedia Arcana* book of #1147 *Netheril: Empire of Magic*.

MYSTARA® setting (Known World)

The original Aleph is based on the elven language, the original principals were elves, and the cataclysm that followed created the Broken Lands. In this setting, Dargeshaad is an Immortal shadow elf, and the whole affair is a shameful and painful memory of the elves. The College of Wizardry, a recent human development, is located in the city of Mirros (*nee* Specularum) in the Kingdom of Karamaikos. It is possible that Japheth was driven out of Glantri, Kingdom of Magic, for the knowledge he seeks is of the Immortals.

Human dabbling in elven affairs is not taken kindly by the elves, who can be counted on to discourage the pursuit of the Language Primeval—to the point of casting out any of their own who assist the outsiders. Alternately, the Order might be set up as a secret, hunted society in the magical Kingdom of Glantri.

PLANESCAPE® Setting (Sigil)

In the magic-rich setting of the Outer Planes, a group of wizards setting up a base in an abandoned structure in Sigil, City of Doors, is not overly remarkable. It is possible that most of the Order's history could be used, if the Mathghamhna in Sigil is a magical recreation of the original.

An alternate purpose for Japheth Arcane and his faculty in this setting is researching all of the gate keys for the multitude of unexplored portals in the city, perhaps even gaining the ability to override the power of the Lady of Pain to seal the gates. In such a case, the true thrust of the research of the Order is most secret, as perhaps the Lady of Pain never intends for *every* gate key to be readily available...

RAVENLOFT® Setting (Demiplane of Dread)

The shifting, fluid nature of the RAVENLOFT setting makes it perfect for the inclusion of a new realm. The dark powers constantly seek to draw ever more evil realms into their clutches...In this setting, therefore, simply make Japheth's good intentions an utter facade; his true nature is dark and malevolent—he seeks to rediscover the lost Aleph only to further his own twisted ends. One such end might be his own

escape from the Demiplane of Dread. If successful, he will wreak destruction in the setting to which he escapes. In this scenario, the Order, along with the city that holds it and a region of land containing the locations needed to run the adventures in this book, including the ruins of Ascavalon, have been pulled into the Demiplane.

RED STEEL® Setting (Savage Coast)

In this setting, the cataclysm becomes the *Spell of Oblivion* with which the Immortals destroyed the Nithian settlements on the Savage Coast (Nithia is much like ancient Egypt). Dargeshaad was the leader of the rebel sorcerers who tried to overthrow their pharaoh (who played the role of the High Sorcerer of Mathghamhna, as described later). Instead of a volcano, the site of the original college is a pyramid.

The Language Primeval in this setting is a combination of words of power and the application of Immortal will. It is absolutely essential to lifting the Red Curse. Japhet has dedicated his life to defeating of the Curse. His fervent hope is that either he or one of his students will succeed. The five lores are replaced by four key phrases that will gain the cooperation or restore the memories of those needed to end the Curse, and one final key phrase that will sunder it forever. Perhaps the final key must be spoken by a player character who is of Immortal status.

WORLD OF GREYHAWK® Setting (Oerthe)

The College of Wizardry can be added to this setting in various ways; for example, a reclusive branch of the Wizard Guild in the Free City of Greyhawk or pacifistic refugees from Nyrond (see #1064, *From the Ashes*). The Warlock was a renegade Baklunish sorcerer who defected to the Suloise Empire. The cataclysm was the Invoked Devastation that created the Sea of Dust.

The search for the Language Primeval has taken place behind the scenes, unnoticed. That tongue, curiously enough, is an early form of *Suloise* (not Baklunish!), a fascinating historical contradiction. Mathghamhna was somewhere in the Baklunish empire (for example, the northwesternmost spur of the Yatmil Mountains or the "City of the Gods" in Blackmoor). The few other wizards who know of the Order view its members as reticent archivists of little account. Until the Order learns more, it is unwilling to participate in current political events for fear of precipitating another catastrophe.



History & Organization

Many notable sites have long and colorful histories associated with them. The citadel housing Japhet Arcane's Order is no different. It served a pivotal role in a time now long passed into the mists of legend and myth, and even now the site retains residual energies.

Ancient History

Long, long ago...

Dargeshaad was counted amongst the gods before his fall, before he was cast forth from his rightful place by his fellow powers for an unforgivable transgression too unspeakably vile to record. Stripped of his power and disciplined nigh unto death, Dargeshaad plummeted into the world in blaze of green fire, a dire omen for those who saw it. His fellow powers expected, even prophesied, that the demipower would find his final rest in the face of his celestial punishment.

Two ages passed within the world, and indeed it seemed that Dargeshaad was no more. The smoking crater that had marked the lonely site of his entry into this plane had long cooled to an unremarkable feature in an already barren and blasted Landscape. And long had the outer planar beings responsible for Dargeshaad's punishment dismissed the matter from their pelagic minds.

Enter Polhemus, later known as the Warlock, of whom legend and myth speak with only lament and blame; Ah, Polhemus, how could you...? Driven from the halls of Mathghamhna by his fellow sorcerers for dallying in forbidden lore, Polhemus found his way into the Ashen Lands following a blind clue gleaned from his evil researches. With his strength almost at an end, Polhemus came upon the vague crater of Dargeshaad's descent. Seeking only to increase his own personal power, the Warlock performed the arcane ritual which he hoped would release and re-energize the fallen demipower. With few words did the Warlock release Dargeshaad, initiate the Warlock Strife, and precipitate the end of the Elders and an age of the world.

—Excerpt from *Arcane Age* by Ronassic of Sigil

For a complete perspective of the present situation in the Order, a brief foray into the past is presented here. This historical overview reveals some highlights of the previous Age, touching on the demipower Dargeshaad, the Warlock Strife, and the end of the Elder Age. The excerpt copied from the recently penned *Arcane Age* gives a reasonable introduction to the time of the Warlock Strife, strongly implicating an actual member of previous incarnation of Mathghamhna's student body in the end of the Age and Mathghamhna (the college) with it. This history might be accessible in whole or part to interested player characters at the DM's option.

For all intents and purposes, Ronassic had the right of it. The being called Dargeshaad was indeed an outcast demipower from a higher plane, and Polhemus the Warlock did release the godling, also called "Gavendes" (*Slaughterer* in the tongue of the Elders), from his Age-long slumber beneath the earth. Dargeshaad was yet weak from his incarceration in stone, and Polhemus was able to wring promises of aid and support from him. In spite of Dargeshaad's prolonged absence, rage and hate yet burned in the demipower's breast. Unable to get back at those responsible for his current banishment to what he considered a backwater world, the exiled godling resolved to take it and rule it for himself; a fitting reward for the humiliations forced upon him and just revenge against any of the Powers who had followers among the world's populace.

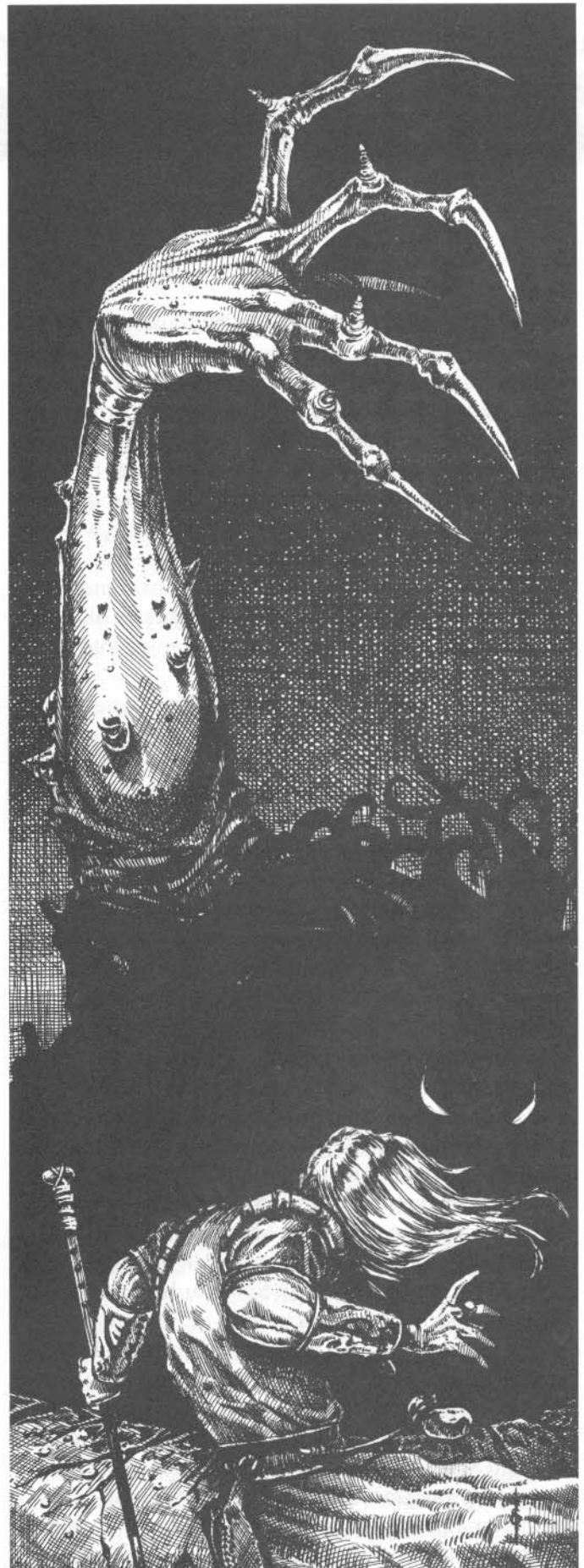
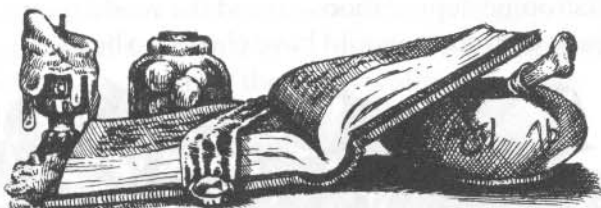
In the beginning, Dargeshaad was relatively weak, and unwilling to show his true face to either Polhemus or to the world at large. Feigning friendship for Polhemus, Dargeshaad bestowed upon the Warlock new powers of body and mind in exchange for worship and direct service. In time, the fortress of Ascavalon was built in the blasted lands upon the site of the original crater of the godling's descent. Ascavalon was populated by so-called "Warlocks" made up of Elders who had arrived from far and wide across the face of the world. Those who answered Dargeshaad's subtle summons were willing to offer their worship to the godling in exchange for esoteric powers.

Among the Warlocks assembled in the fortress, many were mighty in their own right in magical craftsmanship and enchantment; these smiths forged the shield *Bright Barrier* as a gift to Dargeshaad (see the *Return To Ascavalon* adventure for details).

Not long after Dargeshaad was gifted with the *Bright Barrier*, the demipower made his bid for world domination. Gathering his Warlocks into a devastating army of sorcerer-knights, Dargeshaad launched a crippling offensive into the heart of the civilized continent. Dargeshaad himself strode at the vanguard of his armies, his *Bright Barrier* on one arm defending him from all harm, while his other hand dealt only death with a weapon stolen from Mathghamhna itself; the *Halberd of Mathghamhna*, renamed *Betrayer*. Any foolhardy enough to oppose his onslaught on the open field died quickly. Although the Elders fought with all the considerable might at their disposal, giving ground only after lengthy conflicts that raged for months (even years in a few cases), Dargeshaad's warlock army proved in every case but one to be superior upon the field.

The citadel of Mathghamhna was the single rallying point for the embattled Elders. When all other strategic positions and important cities had fallen, Mathghamhna remained as a single light amidst the gathering gloom. It was in the final days of Mathghamhna's defiance that the knowledge of Aleph was codified by the besieged wizards into the Five Lores and hidden away against future need.

Unable to penetrate Mathghamhna by brute force, Dargeshaad retreated to his fortress of Ascavalon to ponder this final hurdle preventing him from realizing his goal. Finally resorting to the sort of base trickery that had him exiled from the higher planes to begin with, the demipower dispatched his three most brutal lieutenants, proven in the previous years of conflict: the three sisters, individually named as Athalin, Kaerys, and Cinerine, collectively called the Witch Trinity.





It was given to the Witch Trinity to penetrate the fastness of Mathghamhna, betray its denizens, and lay bare the defenses of that previously impregnable fortress. Full of guile, black sorcery, and evil power bestowed by their godling mentor, the three sisters were able to make their way into Mathghamhna in the guise of friends and fellow defenders against the crazed demipower from the wastes. In only a few short months, Athalin, Kaerys, and Cinerine were able to penetrate the confidence and counsel of the inner circle of the defenders of ancient Mathghamhna, and win the complete confidence of the High Sorcerer himself.

Not much is revealed in the histories concerning the High Sorcerer of the last Age; even his name has been lost in the gulf of time separating the past from the present. It is known that the High Sorcerer and his inner circle were betrayed with sudden ferocity at the table of counsel. In a whirlwind of poison, knives, and black sorcery, the Witch Trinity slew the inner circle; the High Sorcerer faced his greatest extremity in mere seconds.

Over the years, the hopes of the High Sorcerer had been slowly failing. While Mathghamhna was resisting, its strength had been steadily declining; the siege laid by Dargshaad could have but one conclusion. With all other options seemingly spent, the High Sorcerer had been devising, in secret from the rest of the inner circle, a doomsday incantation in the magical language of Aleph. He named it the Speech of Twilight. This surpassing phrase in the language of Magic was certain to end Dargshaad's threat, but was equally certain to bring an end to the remaining Elders themselves. The High Sorcerer had researched the foundation of his Speech of Twilight with trepidation, but completed it nonetheless; he couldn't stand to face the end brought by Dargshaad without an answering doom of his own.

Seconds before the Witch Trinity would have ended the High Sorcerer's life, the last defender of Mathghamhna pronounced the Speech of Twilight. Unrestrained magical flux ripped from his body, scattering the three sisters to fates unrecorded. The flux was of

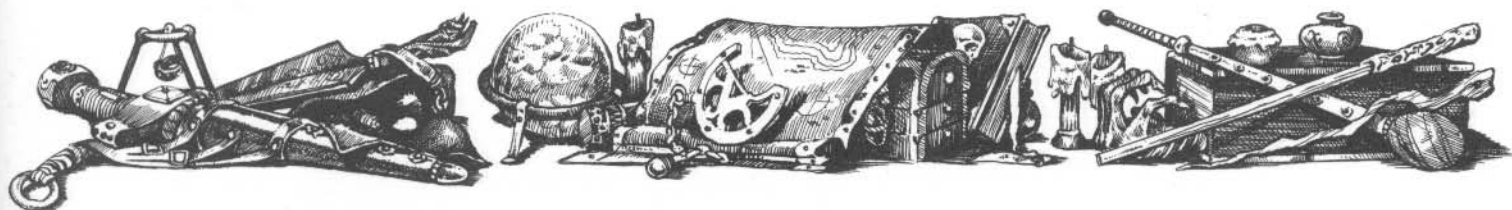
such magnitude that the World itself shuttered; scholars believe the brunt of the burst was focused into an adjacent dimension (at least initially...).

The titanic discharge of magic either summoned or called into being (the texts are unclear) an entity known as the Dragon of Shades. The Dragon of Shades was blacker than midnight and of such immense proportion that the breadth of its wingspan brought darkness to all the lands. Following the only compulsion laid upon it, the Dragon of Shades descended upon the Fortress of Ascavalon and did personal battle with Dargshaad. An unrestrained elemental creature made up of equal parts shadow, power, and malice, the Dragon consumed the godling Dargshaad, ending his threat and the Warlock Strife with one gulp.

As was feared by the High Sorcerer, the Dragon of Shades was not satisfied with this single victory. A creature of rage and destruction, it turned upon the war-ravaged world, bringing civilization to a blazing, apocalyptic end. Rampaging across the length and breadth of the land, the creature brought a paroxysm of darkness and destruction with every breath and wingbeat. Nothing could stop it, and the force of its summoning had blown the spark of life from the High Sorcerer's body. Only after the Dragon had desecrated the face of the World and its passion burned low did it dissipate, allowing the wan light of day to reveal the full destruction the creature had wrought.

Thus ended the Elder Age. All of the Elders were slain or fled, leaving only the lesser races to rebuild after the departure of the ravaging beast. While the Dragon of Shades prevented the world from entering a Dark Age of eternal subjugation to Dargshaad, its catastrophic depredations caused the world more misery than some would have chosen to bear.





Recent History

Pointing skyward and forged of native rock, the empty citadel shelters no activity within; no life. Nothing stirs save the timeless dust, as it swirls in the air at the whim of the wind.

Of what significance is this construct; what is its purpose? How long has it withstood the ceaseless onslaught of the elements in its lonely vigil? For how long will it continue to endure against time itself? Countless unspoken queries dance about and within the citadel, never to be asked and never to be answered.

The stone remembers the hands that worked it, a time wherein its corridors and halls were home to more than the echoes of falling masonry. Once, long ago, the chambers, stairs, and balconies of the ruin were filled with the purpose and goals of the Elder Age! But alas, there is no life within the rock, no sentience to keep vivid and cherish memories of earlier days, and no curiosity to wonder as to its now desolate repair. Life has fled and with it memory has crumbled, as the foundation beneath the citadel also crumbles ever more swiftly at the behest of eternity.

—Excerpt from *Ruins Speak Not* by Shardea of Bright Delve

The citadel of Mathghamhna remained standing even in the aftermath of the desolation of the Dragon of Shades. Damaged but not broken, bowed but not completely fallen, the walls of the citadel survived into the current Age as an enigma to the survivors who chanced upon it many generations after the Warlock Strife.

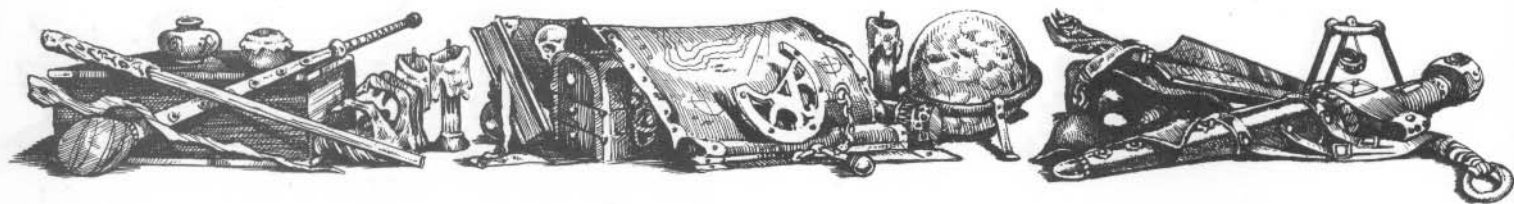
As is the way of things, the passage of time engendered a city that grew up near the abandoned ruin. In fact, much of the city's walls were originally built from the fallen masonry of Mathghamhna itself. Thus, other than as a source of occasional building material, the mighty citadel's purpose and role in history almost completely vanished from all knowledge.

It was Japheth who stumbled upon the secret chambers in the catacombs below the ruin of Mathghamhna. As an apprentice to the local wizard, Japheth was brilliant but headstrong. Forever rushing ahead in his studies when prudence and patience would have served him better, the would-be mage often faced the stern discipline of his wizardly master. On one such occasion, Japheth fled into the lightless ways below the local ruin. The hand of fate was upon him when he stumbled into a secret chamber that had remained sealed and undisturbed since the previous age. As chance (or destiny) would have it, the chamber in question contained a record of the nature of the citadel, a history of the first years of the Warlock Strife, and the last days of the Elders. The chamber also contained a map to the First Lore of the codified Language Primeval, hidden in the labyrinths beneath the ruin!

Japheth did not at first realize the significance of his discovery, but all the same the boy resolved to keep it secret. In the following two years of his apprenticeship, Japheth returned to the chamber when he could do so unobserved. With each visit the full import of the hidden room and its contents became clearer. At the time of Japheth's release from his apprenticeship, he took the appellation Arcane as a personal oath to himself that his life would be dedicated to the discovery of the remaining Four Lores of the Language Primeval. Thus, Japheth Arcane devoted himself to the renewal of the lost art of Aleph.

Japheth Arcane left the city an untried youth, eager for the challenges that lay ahead, both in his personal life and in his singular quest to find the lost Lores. The wizard encountered many strange things and accomplished many significant goals in this early period of his career, which stretched close to two decades; however, this text only details his exploits following his return to the city holding the ruins of Mathghamhna.

In his absence, Japheth had grown in wisdom, power, and wealth. He had also gathered to him a tightly knit group of companions who shared his over-arching goal of regaining the Language



Primeval. Upon his return, Japheth Arcane purchased the ruins of Mathghamhna from the city to do with as he would. A few years passed, wherein a veritable army of contractors, stone masons, craftspeople, and smiths swarmed through the passages of the citadel. The broken foundations were revitalized, the sagging walls were rebuilt, and the missing ceiling sections were renewed. Empty chambers were refurbished and broken lamps were reset and lighted; a great work was done at Japheth's expense, and at the end of it, the wizard proclaimed his announcement that went far and wide across the land. The mighty doors of Mathghamhna were once again open, as in the Elder Age, accepting wizardly applicants to magical academy now named The Arcane Order of Enchantment & Exposition!

Organization & Hierarchy

The Chancellor Japheth controls every aspect of the Order's business. There has been only a single chancellor in the history of the Order and that is Japheth Arcane; Japheth is the founder. He sets the policies of the college, and he must find a way to resolve every question of procedure, discipline, and research that cannot be resolved at a lower level. Matters too important for the regents to decide alone are brought before him. Many of these tasks require a delicate political touch. The Chancellor has a staff of two apprentice wizards to take care of clerical details and paperwork. See The Faculty & Important Personages for more information.

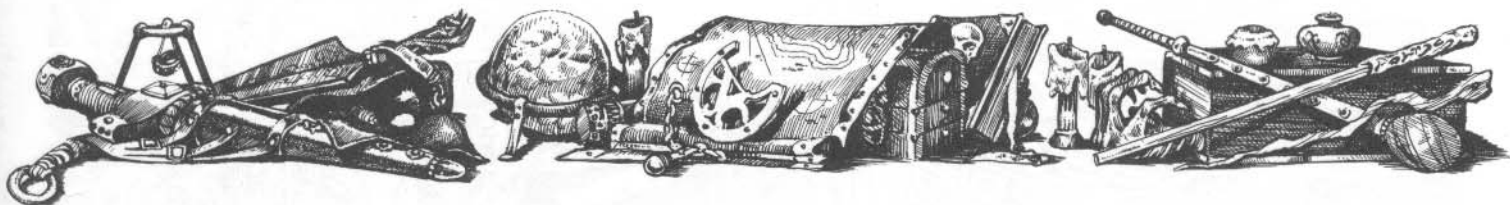
This is not to say that the Chancellor does not delegate responsibility to trusted underlings whenever possible. Directly below Japheth are seven regents who, for the most part, make up Japheth's original group of friends and supporters who aided him in founding the college. The regents have the authority to deal with everyday concerns of the Order, and each has a rotating staff of 1-4 apprentice wizards and 2-8 permanent staff hired from the nearby community to assist each regent in the com-

pletion of the duties assigned to him or her by the chancellor. In addition to each of these permanent duties, each regent also has private research and personal concerns. See The Faculty & Important Personages for more information on each regent.

Below the regents in the college hierarchy are the guild wizards. These are full members of the guild, each having passed the tests and trials of an initiate. Guild wizards within the Arcane Order are required to give some of their time to teach the next lowest rank, the initiates, the subtleties of higher level magical arts. This requirement of time also includes the requirement to act as an advisor to a group of upcoming initiates. Their remaining time is spent in personal research on new spells, magical items, or in the study of Aleph. Some of the guild wizards also pursue personal esoteric projects of their own, which are tangential to standard magical research (see Important Personages below).

Initiate wizards are in a sense probationary members of the guild. Most initiates begin their time in the Arcane Order as apprentices, however, sometimes independent wizards (such as PCs) seek to join the guild for the benefits it can provide. In either case, initiates are expected to fulfill a set of duties in order to prove their loyalty and commitment to the Order. These duties are usually determined by each initiate's Advisor (one of the guild wizards). Each initiate wizard is also assigned two or more apprentices to tutor in basic magical theory. Finally, initiates are given personal time in which to study magic and new spells either in their private cells or in the laboratory of their Advisor. Most existing player characters who become members of the Arcane Order enter at this stage; see section Entry Requirements & Advancement.

The apprentices of the Arcane Order are the foundation upon which the college is built, at least according to Dafpern Gerth, the regent in charge of External Concerns, when he attempts to garner interest among the parents of the surrounding community. The gritty reality of the situation is that the apprentices do indeed provide a foundation for the college: a foundation of



sweat, elbow grease, effort, and toil (see the Shirking Table under the Duties & Benefits heading). Apprentices are up before first light and are often still at their tasks long after the sun has set below the western hills; every initiate, guild wizard, and regent requires a variety of work the day long. The life of an apprentice is difficult; however, those who are able to maintain their discipline, as well as absorb the minimum necessary magical theory in their daily four-hour instruction from the initiates, will one day become initiates and possibly even guild wizards themselves.

Benefits and Duties of College Membership

The benefits of membership in Arcane's Order are myriad and significant, especially to those who have themselves invested a significant amount of effort in the college. Simply put, the higher one rises in the hierarchy of the working magical academy, the more one can expect in the way of resources, including: lodging and similar support, guild contacts and access to other information sources, the use of common component stores, the assistance of apprentices and laboratory space for the creation of new magical items and spells, a share in the college's prized possession—the *Spellcrux*—and possibly a chance to learn of the Language Primeval.

Of course, with every increase in benefits also comes an increase in responsibility. From highest to lowest, all who attend the College of Wizardry are expected to earn their rewards, although it is immediately apparent that even initiates see precious little in the way of immediate gain.

APPRENTICES (Level 0)

As is apparent, it's not an easy task to maintain an apprenticeship at this college of wizardry. Where single apprentices of single master wizards almost always have an opportunity to slip away from work and catch some fun now and then, the apprentices within the Arcane Order have the initi-

ates, guild wizards, regents, and even the chancellor to deal with. Of course, there are also at least 30-odd apprentices living in Mathghamhna at most times, and the authorities are well outnumbered!

Duties: The Apprentice Chore Schedule table shows the approximate day in the life of the average apprentice. While each time block has some variability, the Schedule gives a good idea of how the day proceeds. Of all the members of the Arcane Order, the apprentices see the most variability in their daily schedules simply due to the fact that they are not masters of their own fate, but are rather at the beck and call of the initiate choremaster. They perform all menial jobs, from washing clothes to washing dishes, dusting, sweeping, polishing the floors and fittings, hauling water and firewood, hunting herbs, tending gardens, running errands, mending torn or worn out clothing, carrying messages, cleaning the privies, and bearing the brunt of the displeasure of their superiors. Oh, yes, and they study, too.

Benefits: The demands upon an apprentice are many, but most of those who are able to stick it out with a minimum of complaint and trouble acquire the requisite knowledge to ascend to the rank of initiate (1st level).

Apprentice Adventuring: No apprentice, no matter how dedicated to his study and motivated to one day become a guild wizard has not attempted to shirk an assigned chore, pass upon an assigned task, or even give the choremaster the slip entirely. The Apprentice Shirking Table and the Apprentice Punishment Table provide inspiration to the DM whose player characters are entering the guild in the most ignominious way possible: as apprentices.

To use the table, the player must merely state that he is trying to shirk an assigned chore or sneak out for an adventure. Unless roleplaying the events, roll 1d20 on the Shirking Table to determine success or failure. A roll on the Punishment Table may be required if things go badly.



Table 1: Apprentice Daily Schedule

Time	Chores, Studies, & Variations
5:00 AM	Wake, take a quick towel bath with cold water. On festival days, apprentices are allowed to sleep an hour later.
5:15 AM	Break the night's fast in the kitchen commissary on hard roll, cheese & milk.
5:30 AM	Assemble in the Great Hall for assignment of morning chores by an initiate. Some go directly to an ongoing or previously assigned task, such as scribing for a guild wizard, regent, or the chancellor.
6:00 AM	Begin Morning Chores. Chores include but are not limited to: 1. Scrub the kitchen flagstones 2. Cook's helper 3. Laundry duty 4. Trip to the city market to buy necessary items chosen by Dafpern Gerth. 5. Inventory, inventory, inventory! Report results to Kaylisidee. 6. Tend livestock in the stables. 7. Tend exterior college grounds. 8. Tend the college garden. 9. Collect simple spell components from the garden, or from nearby fields and forests. 10. Stone mason's helper for continual repair of aging stonework.
10:00 AM	Thirty minute rest break.
11:45 AM	Lunch consisting of rice, red beans, bread, cheese, and dilute wine. Lunch is rarely missed under normal circumstance, even by those suffering a punishment.
12:15 PM	Gather materials necessary for receiving tutelage in magical theory by the initiates.
12:30 PM	Tutelage by the initiates in either private cell, the lecture hall, the grand library, or the Great Hall. This usually includes instruction in simple reading and writing for the recently initiated. Sometimes field trips are in order to help illustrate fine points of magical theory. Field trips are supervised by guild wizards.
5:30 PM	Dinner. Three course meal varies from day to day according to the cook's skill and motivation.
6:00 PM	Personal time for three hours. Punishment for those in hot water with the choremaster.
9:00 PM	Evening Chores (usually light and easily accomplished) including: 1. Clean the commissary tables 2. Clean any accumulated litter in Great Hall and other public places. 3. Clean dorm area; initiates hold unscheduled inspections for cleanliness. 4. Clean the private rooms of those guild wizards or regents who request it. Initiates must clean up after themselves. 5. Thoroughly wash before bed.
10:00 PM	Lights out.



Table 2: Apprentice Shirking Table

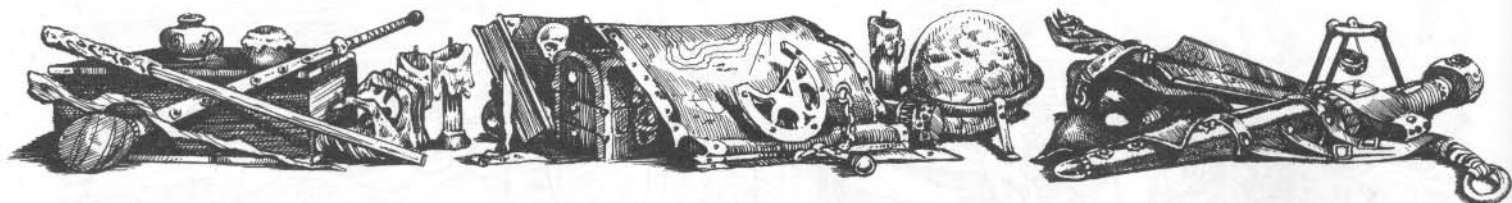
- 1d20 Shirking Result**
- 1-5 *Complete success!* Choremaster is none the wiser!
 - 6-8 *Success, but choremaster suspects!* Add +1 to next roll on this table.
 - 9-10 *Success, but snitched out!* Add +2 to next roll on this table.
 - 11-12 *Success, but favorite hiding place compromised!* Add +1 to the next two rolls on this table.
 - 13-14 *Caught!* The choremaster goes easy on you, but add +2 to the next two rolls on this table.
 - 15-16 *Caught!* The choremaster assigns one punishment from the Punishment Table. Add +3 to next two die rolls on this table.
 - 17-19 *Caught!* The choremaster takes his bad day out on you by assigning two punishments from the Punishment Table, the second at +1! Add +4 to next two die rolls on this table.
 - 20 *Caught!* The choremaster is your personal nemesis! He assigns three punishments from the Punishment Table (roll at +1) AND informs the Chancellor himself of your miscreant behavior; your days may be numbered. Add +2 to all future rolls on this table.

Note: A choremaster is a nemesis to only one apprentice at a time. Another such result shifts his attention to the new miscreant.

Table 3: Apprentice Punishment Table

- 1d20 Punishment**
- 1-5 *Punishment.* Go without breaking fast the next morning (-1 on proficiency checks for the day).
 - 6-10 *Punishment.* Reduced portions for lunch and/or dinner for the next 1d4 days (-1 on proficiency checks).
 - 11-15 *Punishment.* Rise an hour earlier in the morning for one week to scrub the Great Hall (reroll Shirking results of 1-4 during this time).
 - 16-19 *Punishment.* Clean privies and chamber pots of the college for a week at the expense of studies (NPC reaction checks penalized one level during this time).
 - 20 *Punishment.* Held back 1d6 months (+4 to rolls on the Punishment table during this time).
 - 21+ *Ultimate Punishment.* Deemed a waste of effort; 50% chance to be expelled from the college. If not, roll 1d10+10 on this table for another punishment (results over 20 treated as 20).





INITIATES (Level 1-6)

An apprentice who works hard and successfully takes the Oath of the Initiate (see Entry Requirements & Advancement) graduates to the rank of Initiate and becomes a 1st-level wizard (a generalist mage or a wizard of the appropriate specialty school).

Benefits: The first benefit gained by the initiate is a spell book containing six 1st-level spells. It definitely includes *read magic* and *detect magic*, plus four other spells; usually one offensive spell, one defensive spell, one miscellaneous spell, and *cantrip*.

Second, while the initiate's spell selection is limited to those spells known by his tutors (barring extra study in the Grand Library), once every 12 months an initiate can delay making a "To Know" roll by two months in order to intensively study a spell. This adds a +10% bonus to the "To Know" roll.

Third, an initiate in the Arcane Order of Enchantment & Exposition has working access, under the tutelage of a full member, to the Grand Library, a huge collection of arcane knowledge that contains a plethora of esoteric magical knowledge of use to wizards of 6th level or less, including a host of volumes containing many common and uncommon spells of 1st through 3rd level.

Fourth, each initiate receives a *cassock of protection*, a special magical item and distinctive dress of a guild member, which is recharged by the college every month.

Finally, each initiate of the Arcane Order is entitled to three levels of spells from a special artifact, *The Spellcrux*, every three days. However, each initiate who uses a spell from the pool is expected to later charge the *Spellcrux* with a number of spell levels equal to those used (see the *Spellcrux* entry). Having access to *The Spellcrux* allows initiates to free up valuable memorization space so that they can concentrate on advancing their magical studies in the most expedient fashion possible.

All of these advantages available to the initiate, plus the chance to become a full guild wizard in

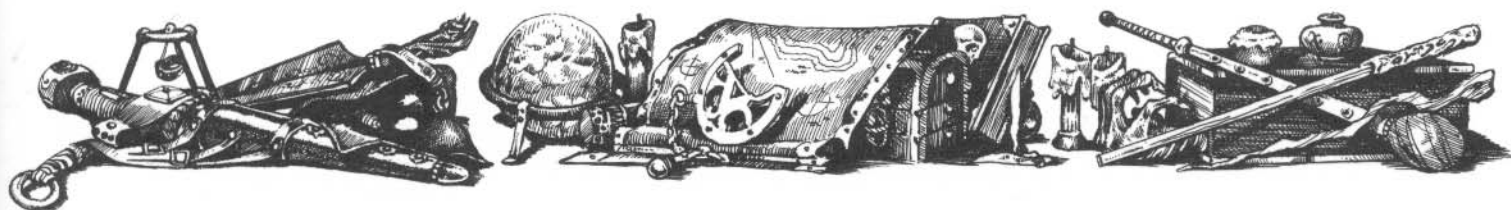
time, come at a price. Once an initiate, the responsibilities to the guild do not end, they just become more important and less menial.

Duties (Studies and the Advisor): Each initiate is assigned a guild wizard who acts as Advisor (for those who enter the Order from outside, the advisor is also the character's sponsor). The Advisor guides the young wizard's development as a spellcaster, and requires the initiate to perform certain duties, including: laboratory technician in the guild wizard's research cell, teaching assistant to the guild wizard's lectures on magic, mandatory attendance of appropriate classes, field expeditions deemed suitable for the initiate's level, oversight of apprentices assigned to menial duties, and miscellaneous duties as assigned by the Advisor.

Instruction in wizardly etiquette, the dangers of unrestrained power, and the protection of one's lore from the greedy and unscrupulous are as important as the initiate's instruction in actual casting techniques. Also, how well an initiate and his or her Advisor get along goes a long way in predicting the future advancement of the initiate in question.

Duties (Tutoring): The other general duty expected of each initiate is to act as a personal tutor to two or more of the apprentices. The initiates take turns lecturing in the Great Room to the assembly of apprentices, after which the class breaks to allow each small group containing one initiate and two or more apprentices to discuss the ramifications of the lecture and to explore any questions raised. The eventual success or failure of the apprentice in moving up in the hierarchy reflects upon effectiveness of the initiate.

Initiate Adventuring: Initiates who want to go adventuring are allowed to do so if their college duties are discharged. Trips requiring more than two days must be approved by the Advisor. The chance that permission is refused is 10% per experience level, as the more skilled initiates are more likely to



have time-consuming responsibilities. (If permission is refused for a player character wizard, the player must run another character for the upcoming session.) Further, 10% of the initiate's profits from such adventures must be turned over to the college (holding back requires a roll on the Apprentice Shirking Table; added to any punishment incurred is the confiscation of 50% to 100% of the proceeds).

An NPC initiate does not usually partake of too many adventures outside the walls of Mathghamhna. This does not mean that NPCs never advance, only that their advancement occurs at a much more moderate rate. The NPC Initiate Advancement table (Table 4) determines level advancement for typical NPC wizards.

Table 4:
NPC Initiate Advancement

Level Goal	%Chance of Success	Years Required*
2	80%	3
3	70%	4
4	60%	5
5	50%	6
6	40%	7
7	30%	8

*Roll percentile dice and check against the % Chance of Success column to determine if the next level goal is attained after the appropriate number of years filled with study have passed (the Years Required column). An unsuccessful attempt to attain the next level still requires the appropriate number of years spent in study; the same amount of time must be spent in the next attempt to gain the level. A +20% bonus is applied to the second and later attempts for a level after an initial failure. Player character wizards gain levels normally in accordance with their accumulation of experience points.

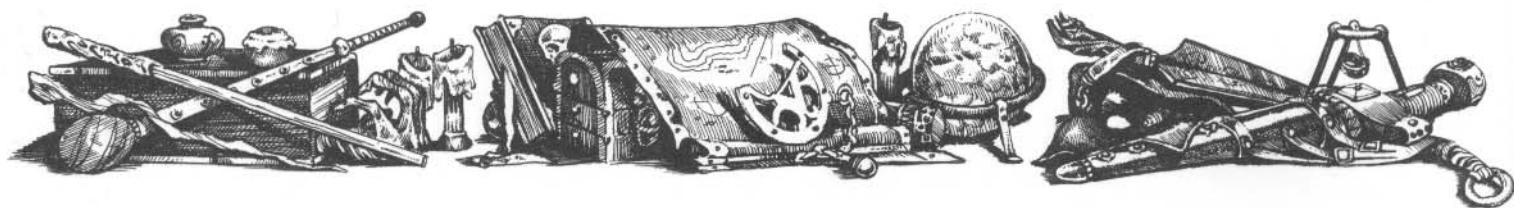
GUILD WIZARDS (7th+ Level)

Guild wizards hold enviable positions within the Order. Guild wizards receive the major benefits of full membership while at the same time are charged with the most important responsibilities. Alumni in good standing who no longer live at the college can expect lodging when they return for a visit or for research, and may receive other professional courtesies as well.

Benefits: Those guild wizards who have come up through the ranks often feel that their greatest benefit is free time. Guild wizards are much more free to do as they please and to come and go from Mathghamhna as their personal researches direct.

Second, in conjunction with more free time to pursue private studies, guild wizards have more resources to work with as well. Apart from the Grand Library and any personal texts and tomes owned, guild wizards can apply to the regents for access to the Sealed Archive. This exalted library contains tomes contributed by Japheth, the regents, and other guild wizards. The tomes found in the Sealed Archive generally contain spells from 4th to 8th level, and specifically requested rare texts may be made available as well. Access to the Sealed Archive eliminates the need to maintain a personal library for spell research. For other research, a week's search is 25% likely to reveal a specific text or clues to the location of a suitable work.

Third, each full member of the Arcane Order is entitled to three levels of spells from the *Spellcrux* per day. A guild wizard who redeems a spell from the pool is expected to charge the *Spellcrux* with an equal number of spell levels within a reasonable time, usually a day or so unless on a field trip, see the *Spellcrux* (Chapter 5). Access to the *Spellcrux* allows a guild wizard to keep his mind relatively uncluttered with lower level spells, therefore opening up mental room to concentrate on more esoteric spell pursuits.



Fourth, one of the most esoteric researches available to guild wizards is research of the Language Primeval, the strange language of magic uncovered by Japheth that dates back a full Age of the World. Not every guild wizard is consumed with the research of this powerful but complex magical tool, but every guild wizard willing to submit to a magic-bound oath of secrecy administered by Japheth is then informed of the existence of the First Lore, given a key to the secret laboratories, and brought up to date on the ongoing research being conducted chiefly by Japheth and Dirganun. Guild wizards who agree to assist must further agree to turn over any fruit of experimentation to the group, so that each incremental gain enhances the efforts of the entire team. (Of course, if the DM is not using the Language Primeval, then this benefit is not available.)

Duties: Unless a guild wizard seeks the added responsibility accorded a regent, the only constraint on a guild member's time is a duty to teach at least one course per year on a specific application of specialty magic to a class of initiates and to act as an Advisor to a smaller group of the same. A course often lasts for only three months and might meet only three times during the entire period. (Of course, the wizard could go the other extreme, having year-long classes meeting every day, but this is rare).

In addition to teaching a specialty course, the guild wizard is also expected to act as Advisor to a group of selected or assigned initiates. As Advisor, the guild wizard is expected to answer the questions and guide the study of the initiates to greater heights of understanding. During the 2nd Test of Aptitude, where an initiate seeks to display the requisite skill and magical prowess to qualify as a guild wizard (see Entry Requirements & Advancement below), the preparation given by the advisor, as well as the advisor's final opinion of the initiate, go a long way to determine if the initiate will achieve guild wizard status.

Guild Wizard Adventuring: Guild wizards either stay on at the college as staff members or go out into the world as alumni. As long as the latter contribute to the ongoing operation and goals of the college, they retain the benefits of full membership. Guild wizards must turn over a minimum of 10% of their income as dues to remain members in good standing.

Active staff need special permission to adventure (only 30% likely) unless a special arrangement to benefit the college has been made. Typically, sabbaticals and extended leaves are granted for field expeditions to discover arcane knowledge, for cloistered research whose results are added to the Sealed Archives, for fabrication of useful magical items for the college, and for unexpected campaign events.

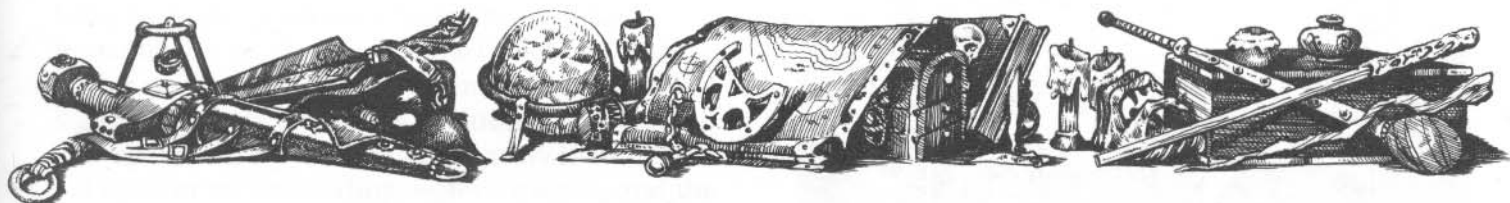
REGENTS

The regents of Arcane's Order are for the most part equal in power and receive the benefits of full guild membership. The difference is that regents possess discrete responsibilities above and beyond those accorded the full members. Their *cassocks of protection* are more powerful. Their responsibilities are noted upon the Hierarchy At A Glance listing in the chapter detailing Faculty & Important Personages. Each regent also has a personal entry, where each individual's responsibilities, personalities, goals, and game statistics are defined.

THE CHANCELLOR

Chancellor Japheth Arcane is fully described under the chapter detailing The Faculty & Important Personages.





Entry and Advancement

The Arcane Order trains wizards from the apprentice level. Apprentices who show talent and proper motivation move slowly on to initiate, and possibly even full wizard status, although this is certainly not a sure thing. It is possible for a practicing wizard (such as a player character) to join the College of Wizardry, but, this requires a significant effort and financial gift from the prospective member. Each rank within the college has its own entry requirements and normal advancement schedule, as described in this section.

Becoming an Apprentice

The Arcane Order requires that all children applying for apprenticeship be between the ages of 10 and 14 years old. The guild will from time to time make an exception for a special case (a young child prodigy, an older merchant's son with a large purse, an adventurer seeking magical training), however, this is rare. It is believed that those under 10 years of age lack the proper maturity and discipline to begin studying the art of *dwoemercraft*, and that those over 14 years of age may be *too* rigid in their thinking to begin bending their minds around the slippery paradigms of magic.

Apprentice Days: Once every other year, the Order opens the doors of Mathghamhna to invite potential apprentices to a carnival of sorts (colloquially known as Apprentice Days). Children of all ages are invited to attend, and with them their parents, if they have them. Refreshments are served, magical toys are given out as door prizes, and most dazzling, magical displays are performed by the initiates to astound the unsophisticated. At the end of the final performance on the second day, those children of the proper age who seemed to be particularly interested in magic are invited to take a special test to determine if they themselves have what it takes to one day be a wizard.

Assuming parental permission is forthcoming, those taking the test are ushered into a private chamber further within the bowels of Mathghamhna. Usually, only 10 to 20 applicants for apprenticeship are present, and each is seated upon a comfortable chair while waiting for their chance at the test in turn.

The Criterion Needle: The test is in fact a small, magically enchanted spike called the *criterion needle* (see New Magical Items). Each applicant is required to extend a hand as the regent in charge of the Order's syllabus and advancement within the guild (currently Mogen Wym) pricks a shrinking digit with the *needle*. Those who feel no pain are dismissed as insensitive to the subtle magical currents infused in the metal shard. Those who feel pain are sensitive to the magic in the needle (effectively, this test filters out those who have an Intelligence score of less than 9). Typically, only 20% of an applicant group become apprentices. Of those, about two-thirds ultimately decide that magic is not for them. The remaining third are given a week to wrap up any external affairs (if any).

After that, only the Oaths of Apprenticeship remain (which do not contain any binding magic, unlike the Oaths of higher guild ranks). Finally, the new apprentice moves into the apprentice dorms and begins his or her career as a potential wizard!

DM Notes: Apprentices starting their magical studies in the Order are considered to be 0-level characters. Apprentices without the Reading nonweapon proficiency are drilled mercilessly. Every three months an Intelligence check is required; success means sufficient proficiency has been developed to continue with more advanced studies, and the next nonweapon proficiency taken must be Reading.



Curriculum: When one has endured the harsh discipline of an apprentice it is difficult (but not impossible) to remain completely ignorant of the basic theories and idioms necessary to work basic magic. The *cantrip* spell is the goal for which all of the apprentices strive. The ability to cast this least of spells is slow to come to some, but others grasp it much more quickly. Regardless of how long it takes to absorb the requisite knowledge to learn this spell from the communal apprentice spellbook (containing this spell, *read magic*, and *detect magic*), an apprentice can expect to spend a minimum of *three years* taking instruction at this most basic of levels. An apprentice who has spent the minimum requisite time can call for The Oath of the Initiate.

Becoming An Initiate

Apprentices ready to become initiates are ready to achieve the 1st level of experience as wizards. To advance further within the Order requires the Oath of the Initiate. This oath, which is nonmagical, contains two discreet parts. The first is actually a test to determine if the ambitious apprentice is truly ready to proceed with higher level studies of magic. When a panel of one initiate, one guild wizard, and Mogen Wym himself can be assembled, the apprentice wizard is asked to decipher magical texts with the *read magic* spell (a successful Intelligence check is required to succeed). Those apprentices not equal to this task are gently refused the full Initiate Oath, and it is explained to failed test takers that they will not be allowed another attempt for 3 months—time that they can put to good use by sharpening their abilities of concentration.

The Oath: If the apprentice succeeds in the first part of the test, the full Oath of the Initiate is offered then and there by Mogen Wym. At this point, the apprentice could refuse the Oath; however, this automatically expels the wizard from the Order without the 1st-level spellbook normally provided to beginning wizards. The Initiate Oath covers the following points:

- The apprentice agrees to enter into the initiate rank of the Arcane Order
- Initiates agree to be partly responsible for tutoring apprentice wizards plus undertake other general responsibilities (as described under the Initiate Benefits & Duties section above)
- Initiates must not knowingly betray the Arcane Order
- Initiates agree to remain in the college for a minimum of 4 years

The Initiate Oath is also magically binding; treat it as the priest's 5th-level *quest* spell in regard to the effects of those initiates who break it. The new initiate is then given a spell book, a *cassock of protection*, a private room to henceforth call home, and restricted access to the *Spellcru*x. A feast among the apprentices and older initiates celebrates the promotion of the new 1st-level wizards.

Curriculum: The college provides training for level advancement at each experience level the initiate attains. There are several special milestones for the student.

- By 4th level, the initiate must have mastered the Spellcraft nonweapon proficiency. The initiate at this level ignores further earned experience until this condition is met. (Every three months of intense study allows an Intelligence check; success means sufficient proficiency has been developed to continue with more advanced studies, the next nonweapon proficiency taken *must* be Spellcraft.) If the *PLAYER'S OPTION: Spells & Magic* book is used, the DM might allow the substitution of another wizardly nonweapon proficiency, instead.
- By 6th level, the initiate must have mastered one Ancient Language. The penalty for failure to do so is the same as for not developing proficiency in Spellcraft.

Later Initiate Applicants: Sometimes, wizards from outside the structure of the Order (such as player characters) wish to become part of the college for a variety of reasons, including the access to new spells, the availability of wizardly mentors to aid them in understanding esoteric magics, and the facilities offered by the college for spell acquisition and research (the *Spellcrux* is not common knowledge outside the Order).

Unaffiliated wizards between the levels of 1st and 6th level can apply for a trial initiate association with the Arcane Order. The first step to such an association is to obtain a sponsor who is a current guild wizard of the Order. This requires the good grace of the guild wizard, which traditionally is granted in return for a straight monetary donation or the successful performance of a task set by the guild wizard.

Monetary donations are usually in the amount of 1,000 gp per level of the applicant wizard (500 gp for a 1st-level wizard). These donations are understood to signify the seriousness of the applicant's desire to become a member of the Order.

Sometimes a monetary payment is not sufficient to garner the sponsorship of a guild wizard. In this case, a task is often assigned the prospective college member. The applicant is free to use whatever means desired to accomplish this task; proof of the completion of the task is all that the prospective sponsor wants to see. The task assigned usually involves the exploration of a minor ruin or labyrinth still remaining from the previous Age. It is understood that a portion of any salvage obtained from these explorations is given over to the prospective sponsor as proof of the deed. Nothing prevents a player character wizard applicant from inviting his or her adventuring group to aid in the completion of the set task.

Trial Association: A trial initiate association typically lasts six months. The applicant is not granted a private room within Mathghamhna during this time; study, but not spell research privileges, are granted for the Grand Library. The applicant can sit in on any esoteric magical classes given by the guild wizards, and the Reading proficiency is mandatory. However, trial initiates are not given an Advisor, nor are they granted access to the *Spellcrux*. Unless the initiate applicant does something against the policies of the Order or fails to engage in any of the minor duties assigned, the applicant is offered the Initiate Oath as described above when the six month trial period has passed.



If the applicant takes the oath, full membership duties and benefits are granted to the new initiate. Those refusing the oath lose their trial initiate association status and are escorted to the door. It is understood that no further petitions to become a member of the Arcane Order by the applicant will hence forward be entertained.

No initiate is able to apply for a full guild wizard membership before reaching 7th level.

Becoming A Guild Wizard

When an initiate has gained the requisite power and knowledge to reach the 7th level of experience, the opportunity to become a full guild wizard presents itself. Not many would pass up the benefits offered by this rank within the college of wizardry, but not all who apply are up to the task. After achieving the experience needed for 7th level, but before being confirmed, the initiate must research the *ritual of renewal* (as detailed in the New Spells appendix).

The Last Trial: A task, known as the Last Trial, must be performed by the initiate. If the Last Trial is successfully completed, the Wizard's Oath is given to the applicant.

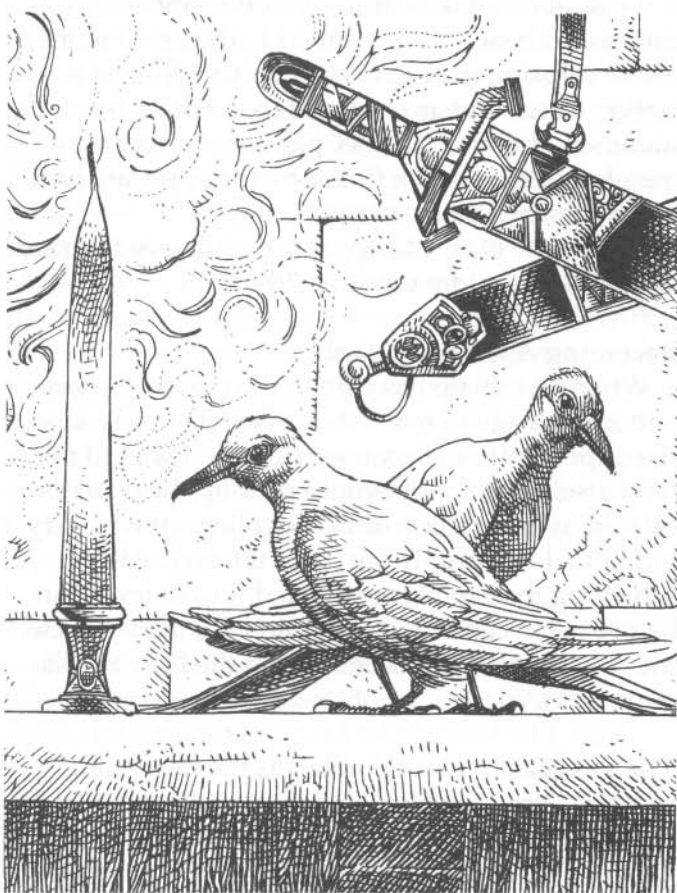


The Last Trial is fairly straightforward. The applicant wizard must provide the college with a new spell to be entered into the spell books kept in the Grand Library or donate a new magical item to the guild as a whole. The most common way for the initiate to complete this portion of the trial is to adventure forth into unknown lands in search of scrolls, forgotten spellbooks, or magical paraphernalia lost in ancient ruins.

The Wizard's Oath: Those who fulfill the obligation of the Last Trial are offered the Wizard's Oath to become full guild wizards. The Wizard's Oath is magically binding; treat it as the priest's 5th-level *quest* spell in regard to the effects of those guild wizards who break it. The Wizard's Oath covers a number of points.

Wizard's Oath

- The initiate agrees to enter into the guild wizard rank of the Arcane Order.
- A guild wizard agrees to teach one class per year to initiate wizards, to take on a role as an Advisor to assigned initiate wizards, or to perform commensurate duties as the Chancellor and Regents may direct.
- A guild wizard agrees not to knowingly betray the Arcane Order, on pain of death.
- A new guild wizard agrees to support the college for a minimum of 10 years.
- A 10% share of the wizard's income, including the value of magic acquired, must be turned over to the Order in order to support the Order's activities.



The new guild wizard is then given access to *The Spellcrux*, better quarters, and is allowed to furnish a private (albeit small) research laboratory at the college. An informal party is often given by the guild wizards to welcome the new member into the fold.

Later Applicants: Wizards of 7th level or higher from outside the Order may wish to join the College of Wizardry as full guild wizards. Such wizards must follow the same path as a lower level wizard attempting to become an initiate (see above). After the six-month trial association and the Initiate Oath, the applicant must spend a year at the rank of initiate before calling for the Last Trial in a bid for full membership. The nonweapon proficiency requirements are waived. Of course, special circumstances might dictate another procedure, at the DM's discretion.



Becoming A Regent

The number of regents is fixed, and each is responsible for an important concern of the Order. A guild wizard can become a regent only after a current regent resigns or is relieved by the Chancellor. In the event this occurs, the remaining regents will meet to elect a guild wizard currently in good standing with the college. If the elected member agrees to take the position, the chancellor is advised of the regents' choice. If the chancellor does not veto the choice, the new regent begins his or her duties at once. In practice, political maneuvering is not unknown and Japheth's veto has not been exercised in recent memory.

Becoming The Chancellor

At this time there is no official route to this position. However, if the guild ever found itself without the leadership of Japheth Arcane, theoretically the body of regents would elect one of their own number to take up the mantle and responsibility of Chancellor of the Order.

Because of Japheth's unique position both as the founder of the college and as close friend to many of the current regents, it is certain that a new chancellor would have to be even more politically astute than Japheth to run the college effectively.

Syllabus

The wizards of the Arcane Order of Enchantment & Exposition are a mixed group. Not every wizard specializes in the same school of magic. In fact, each of the nine schools of magic described in the *Player's Handbook* has its adherents in the Arcane Order. Those specialty schools are: Abjuration, Alteration, Conjunction/Summoning, Enchantment/Charm, Greater/Lesser Divination, Illusion/Phantasm, Invocation/Evocation, and Necromancy.

Instruction in the magical arts is provided from the top down; the guild wizards instruct the initiates, who in turn instruct the apprentices. Some apprentices show a preference for or select a particular school of magic early on. In this case, the choice of initiate tutor may depend on the specialty, which is difficult to change once the path is selected. This choice to specialize becomes permanent once the apprentice has achieved 1st level and initiate status.

Of course, some decide that the walls of specialty are too constricting. These wizards become mages; that is, general practitioners of magic. In this case,



the mages are taught by a variety of different tutors and advisors, never sinking too deeply into any one school's philosophy of magic.

In every case, Mogen Wym is the final arbiter of the syllabus for every member of the Order, from apprentice to guild wizard. Any complaints, discrepancies, or outright problems are brought to Mogen's expert attention. See Mogen Wym's personal description below for more information.

Yearly Activities of Note

Certain dates are very important to the residents of Mathghamhna. Besides the daily and weekly routine of attending classes, learning spells, and finding truth in the often indecipherable cabala of magical texts, there are important times that come but once year that hold significance for almost every member of the College of Wizardry.

Apprentice Days: As described in the section *Becoming an Apprentice*, the Apprentice Days come but once in every two-year span. The carnival preceding the selection of new apprentices is a chance for the wizards (at both initiate and full member level) of the College of Wizardry to show their magical prowess in displays of magical might. The wizards involved in the shows and performances often compete one against the other for the most amazing, interesting, or intricate display. Real success is determined not by the appreciation of those already schooled in magic, but rather by those whom the shows seek to lure; the interest of potential apprentice applicants is the only milestone that counts during Apprentice Days.

The Feast Of Immotion: The chancellor's sword arm, Shardea of Brightdelve, also has a self-appointed secondary duty. Shardea is a devotee of the goddess Immotion (who is a Patron of Magic under one of her aspects; see Shardea's character

description for more information on the goddess), and sees it as her duty to shepherd the spirits of the college's members along the road to purity. On the eve of every year's end, Shardea organizes the Feast of Immotion. This feast (traditionally consisting primarily of seafood, rice, and spices, as well as copious amounts of springwine) celebrates the end of a year and the beginning of a new one. A ceremony given by Shardea before each feast incorporates the idea of casting off the shortcomings of the previous year, purifying the spirit, and building enthusiasm for the year to come.

The Celestial Conjunction: Every year a particular conjunction of celestial bodies in the heavens above is observed as a night of good luck & fortune by the commoners of the land. Nearby cities and villages hold an evening festival that lasts late into the evening. The festivals center around games of skill and chance, with prizes being given a variety of categories to the champions of each event.

The wizards of the Arcane Order recognize that there is some truth to the commoner's beliefs; when the stars are right, mystical energies can influence both everyday events and the working of magic. Therefore, on the evening of the Celestial Conjunction, the guild wizards seek to either initiate or complete magical researches into spell and/or item creation. The wizards hope that the mystical influence of The Celestial Conjunction will empower their particular project beyond its expected parameters. Many claim to see the positive effects of this strategy, however, few are objective when it comes to their personal magical creations.

During this same time, the initiates and apprentices of the Order are free to leave the walls of Mathghamhna and mingle with the people of the city. If only for a night, the apprentices and initiates leave behind the discipline of the cloister and join in common merriment and games.

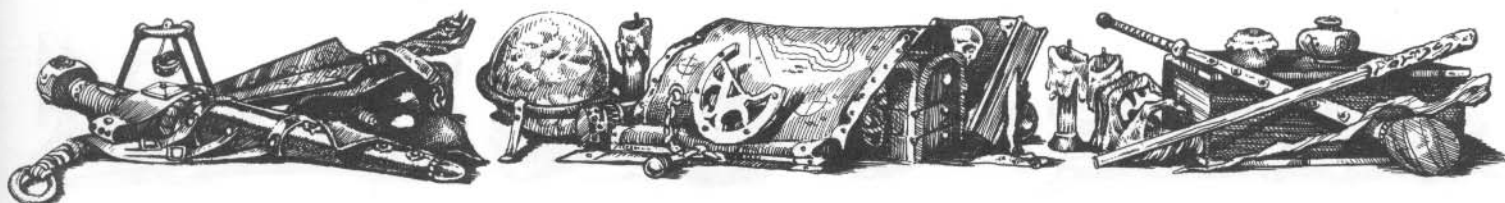


Table 5: Hierarchy At A Glance

<u>Title</u>	<u>Name</u>	<u>First Glance</u>	<u>Duties</u>
Chancellor (1)	Japheth Arcane	hm, W(Tr)18	Maker of Policy & Chief Administrator
Regents (7)	Abendroth Dafpern Gerth Dirganun Kaylisidee Liwendyll Mogen Wym Shardea	hm, W12 ½em, W(En)11 hm, W(Co)14 hf, W(Di)12 hf, W14 hm, W12 hf, Pa15	Financial Concerns External Concerns Archeology (of First Lore) Internal Concerns Pure Research (of First Lore) College Syllabus Sword Arm
Guild Wizards (10)	Abyll Dolen Asmus Baeren Carroissa Blackwell D'Amor Dalstrom Dreschul Lucinda Meloedy Rolvsbakken Sabina	hf, W7 hm, W7 gm, W(II)9 hf, W(Co)10 em, W7 hm, W(Tr)12 ef, W(Ab)8 hf, W(En)14 hm, W(In)7 hf, W8	Personal Research & Lecture Personal Research & Lecture Personal Research & Lecture Personal Research & Lecture Personal Research & Lecture Personal Research & Lecture Personal Research & Lecture Personal Research & Lecture Personal Research & Lecture Personal Research & Lecture
Initiates (15)	Abernathy Asplunde Becharus Cre Benkovic Creagh Gaedagyr Krysa Matias The Older Medema Moreau Darkwind Nashold Reid Thoms Ruth Drews Thos of Cymbal Weirglenda	hm, W6 ½ef, W3 gm, W(II)2 hm, W3 hm, W(Tr)4 hf, W(Co)2 hf, W6 hm, W3 hf, W(Di)3 hm, W4 gf, W(II)3 hm, W5 hf, W1 hm, W2 hf, W(En)4	Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive Instruction & Personal Studies Receive instruction & Personal Studies
Apprentices (30)	Various	0-level	Whatever needs doing

Table 6: Spells For Hire

Spell Level	1	2	3	4	5	6	7	8	9
Average Price (gp):	100	300	500	1,000	3,000	5,000	10,000	20,000	n/a



Founding Day: The fateful day that Japheth Arcane first returned to the ruins of Mathghamhna is still remembered annually by the Order. For the residents of the college, Founding Day is a day to sleep late, eat too much, and generally relax. The doors of the citadel are also opened for tours in specially designated areas that are open to the citizens of the surrounding community. Nothing of any great import or moment is said or accomplished on Founding Day, but Chancellor Japheth's nostalgia fuels the holiday year after year.

Integration With The Community

Unless the DM decides to hide the true nature of the College of Wizardry (for examples see the treatment of campaign worlds in the Introduction), the Arcane Order is a highly visible presence in its city. The college is best placed in or near a population center of at least 20,000 inhabitants.

Needs: Even though Mathghamhna has facilities on site to take care of many of its own needs, the citadel still makes an important contribution to the local economy with its demands for goods and services of all types. The most commonly purchased goods include: seasonal vegetables and game animals, wine and beer, cloth, oil, rope and chain, lanterns and torches, candles, ink, etc. The most commonly hired services include: tailoring, animal handling, leather working, masonry, carpentry, etc.

Spells-For-Hire: One service the college provides is spells-for-hire. Although the wizards in Mathghamhna charge significant coin to perform such spells, from time to time wealthy merchants, adventurers, or officials of the city will request a spell for a special event or purpose. College wizards charge the prices listed in the *DUNGEON MASTER® Guide*, or the average campaign rate. For a quick guide to unlisted spells, see the Spells for

Hire table (Table 6).

Upon payment for the spell, 70% of the proceeds go to the Order's general coffer, while the remaining 30% goes to the wizard who actually cast the spell. At such exorbitant prices, spells higher than 3rd level are rarely cast for profit. Regent Dafpern Gerth acts as the go-between in all such transactions.

When nonstandard spells are purchased from the Order, use the Spells for Hire table to cross reference the level of the spell requested with the asking price of the Order to cast the spell. The Order might give a 20% discount to repeat customers, however, those unknown to the guild must always pay full price. As a rule, the guild won't cast spells that are designed to cause direct injury against living beings. Spells of 9th level are not cast for anyone outside the guild structure.

Limitations: The guild wizards are forbidden by charter to cast spells within the city limits that harm others directly, damage town property, or hinder local authorities in the pursuit of their duties. In the past, guild members have been able to make restitution for inadvertent or (very rarely!) deliberate acts of this type. Depending on the circumstances, the typical penalty paid by the college is 1,000 gp per level of the offender, in addition to damages. The college is also expected to turn in to the local authorities any of its members who turn rogue, unless that member has fled the area.

Taxes: The guild pays heavy taxes to the city for the annual renewal of its charter and for warriors to guard its halls. While an occasional greedy official has tried to squeeze more money from the college, these matters have been handled quietly and successfully.





The Faculty & Important Personages

This chapter outlines the more important members of the Arcane Order, followed by a more detailed description of each principle, including personality, goals, and game statistics. In the interests of space, the guild wizards' and initiates' full statistics are not described here; however, their level, race, sex, and specialty can be found in the Hierarchy table (Table 5). Additional information regarding all the members of the guild may be found in the description of each individual's private quarters (if they rate such) in the chapter detailing the Map Key. New spells and items are marked with an asterisk (*).

The Chancellor & The Regents

The chancellor and the regents are the principal NPC characters; all programs, directives, and instructions flow from them.

JAPHETH ARCAINE

Japheth Arcaine is the Chancellor of the Arcane Order. As the Chancellor, his duties are both extensive and encompassing; Japheth is the final arbiter of all decisions that affect the College of Wizardry. In practice, however, Japheth prefers to take a hands-off approach, trusting his subordinates to fulfill their duties and deal with routine problems and headaches.

Although Japheth sees his own goal of finding the remaining Lores and illuminating the Language Primeval thereby as a noble cause, his close friends among the regents and guild wizards feel that the chancellor's desire sometimes borders on obsession. Whether it is obsession or single-mindedness, it remains a fact that Japheth intends to leave no stone unturned in his desire to learn Aleph. In the sanctity of his private thoughts, the chancellor has vowed that nothing will keep him from his goal. This private promise is not necessarily diabolical, however, such standards could easily turn when put into practice. His friends worry about just such a possibility.

A few of the current regents and guild wizards were among those who belonged to Japheth's adventuring group of old. They called themselves the Hazard Salvagers, an arrogant name for a self-assured and often impudent group, which included Dirganun, Rolvsbakken, and Shardea. Even though time has tempered some of the frivolity of youth and dispersed most of the Hazard Salvagers, these three remain close to Japheth and support him in his role as chancellor of the College of Wizardry. Japheth and these three still meet weekly as friends for a drink, a meal, and/or a lively discussion concerning any current issues.

One very close friend (read lover) who Japheth still thinks upon often is Hana Surek, who was also part of his adventuring band of old. While the Hazard were exploring one of the many ruins upon the Plain of Ash, the resident undead occupant took exception to the intrusion and attempted to expel the explorers. In the ensuing melee, Hana was lost to the Hazard and to Japheth forever. Japheth does not ever dwell upon the details of the encounter, but it was this event that triggered the dissolution of the Hazard. He mourns Hana to this day, and the sadness that is sometimes apparent in his eyes and communicated through his actions can be attributed directly to her loss.

In the event of a physical confrontation, Japheth is more than guarded by the host of spells that he has at his disposal. His *cloak of travel* (see New Magical Items) and *staff of the magi* come immediately to hand when the chancellor is forced to use lethal force.

The chancellor is lucky enough to possess a fully sentient raven familiar that normally accompanies him wherever his duties take him, often roosting on Japheth's left shoulder. From time to time, Chancellor Japheth will send his familiar to distant parts of the college on the Order's business.

Japheth has his private quarters in **room 49** on Map IV.



JAPHETH ARCANÉ, hm, W18, Generalist: AC 0; MV 12; hp 56; THAC0 15; #AT 1; Dmg 1d6; SA spells; SZ M (6' 4" tall); ML Elite (13); AL NG; XP 12,000

ABILITY SCORES: S 12, D 15, C 13, I 18, W 14, Ch 15

PERSONALITY: Motivated, often single-minded (obsessive?), but warm to acquaintances

WEAPON PROFICIENCIES (4): Dagger, staff

NONWEAPON PROFICIENCIES OF NOTE: Aleph I*, ancient history, astrology, direction sense, engineering, herbalism, language (modern), language (ancient: Elder tongue), reading/writing, spellcraft, stonemasonry

SPECIAL EQUIPMENT: *Japheth's cloak of travel**, *regent's cassock**, 2 *candles of contingency**, *bracers of AC 2*, *staff of the magi*, 5 scrolls of *fireball* (enchanted at 18th level), *Spellcrux focus**

SPELLS (5/5/5/5/5/3/3/2/1): **1st**—*cantrip*, *comprehend languages*, *feather fall*, *lucid vista**, *slip**; **2nd**—*continual light*, *continual wind**, *knock*, *one question**, *rope trick*, *wizard lock*; **3rd**—*ESP barricade**, *fly*, *lightning bolt*, *steadfast perception**, *tongues*; **4th**—*adamant grasp**, *dimension door*, *polymorph self*, *Rary's mnemonic enhancer*, *weapon of words**; **5th**—*Carroissa's appalling dash**, *extension II*, *mnemonic negation**, *passwall*, *teleport*; **6th**—*contingency*, *shout of ruin**, *timejump**; **7th**—*descry**, *estrangle**, *reverse gravity*; **8th**—*bloat**, *iterative mnemonic negation**; **9th**—*terminate scrying**

RAPHAEL, huge raven familiar: AC 6; MV 1, FI 27 (C); HD 1-1+18; hp 24; THAC0 20; #AT 1; Dmg 1d2; SA Can carry a halfling; SZ M (4-6' wingspan); ML Average (10); Int Average (9); AL LN; XP 35

PERSONALITY: Inquisitive, obedient to Japheth, but impertinent to other college members

SA: As per *find familiar*, Raphael and Japheth can mentally communicate to a distance of 1 mile, Japheth gains a +1 bonus to surprise roll; if in physical contact Raphael saves as Japheth for no damage (half if failed).

Japheth is sometimes forced to take a physical hand to implement his policies. For example, the Chancellor was directly responsible for dismissing Acemadecian Drake for pursuing forbidden avenues of research in the field of necromantic magic (reports of wild temperature plunges and screams of pain emanating from his lab, coupled with reports of missing apprentices fueled the initial investigation). It was soon determined that Drake's magic involved the reanimation of those recently deceased.

Open conflict ensued between the Chancellor and Acemadecian Drake, however, the necromancer somehow slipped away unhurt. It is whispered among the apprentices that Drake made some vague threat of renewing his dark studies in a Black Academy of foul sorcery in the vast swamp far to the south, but nothing more has been heard from him or the Black Academy of which he spoke (however, see *Return To The Tomb Of Horrors*). This information will come into play in the adventure *Drake's Legacy*, which can be found on page 88.

ABENDROTH

The regent in charge of Financial Concerns is a real mathematical wizard; his talents are invaluable to the guild's budgets, bookkeeping, payrolls, and investments. No one else has the patience or the interest in such dry matters, but numbers are the base constituents of Abendroth's universe.

Abendroth keeps to himself to a fault, constantly clutching his *Book of Ledgers* to his chest and muttering calculations to himself. Few can gain his attention for long, or for anything other than financially related matters, and fewer still have the patience to deal with this on a regular basis. As a consequence, Abendroth has few close friends within the guild. However, the chancellor recognizes Abendroth's invaluable expertise in his chosen field. Japheth sometimes urges the regent to return to his magical studies, but magic has mostly lost its allure for Abendroth. Although sorcery got him his current position, Abendroth feels that it is ultimately too



chaotic and lacking in proper "real world" science to satisfy his analytical mind (which some have metaphorically compared to a steel trap: Nothing gets out and nothing gets in!).

Not many in the college are less well prepared to meet a physical challenge than Abendroth. A non-specialist by magical profession, the regent more often than not further depletes his spell choices by not bothering to memorize used spells for weeks at a time. The only spell that Abendroth is absolutely sure to have memorized multiple times of is his own personally researched *magical accountant* spell (see description).

ABENDROTH, hm, W12 Generalist: AC 9; MV 12; hp 28; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA spells; SZ M (5' 8" tall); ML Average (9); AL CG; XP 5,000;

ABILITY SCORES: S 7, D 11, C 12 I 16, W 12, Ch 8

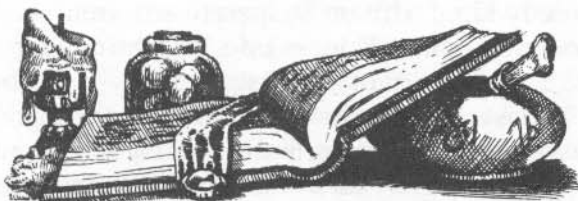
PERSONALITY: Reserved, distracted, impatient

WEAPON PROFICIENCIES (2): Dagger

NONWEAPON PROFICIENCIES OF NOTE: Accounting, aleph I, appraising, language (modern), reading/writing, spellcraft

SPECIAL EQUIPMENT: Regent's cassock, 2 candles of insight*, ring of sustenance, ring of spell storing (fireball, lightning bolt x2, teleport x2), Bucknard's everfull purse, Spellcrux focus*

SPELLS (4/4/4/4/4/1): **1st**—identify, magic missile, phantasmal force, unseen servant (x2); **2nd**—Abendroth's magical accountant* (x2), magic mouth, one question*; **3rd**—clairvoyance, dispel magic, illusionary script, spectral force; **4th**—minor globe of invulnerability, remove curse (x2); **5th**—dismissal, extension II, feeblemind, true seeing; **6th**—stone to flesh



Abendroth's Magical Accountant (Conjuration/Summoning)

Level: 2

Range: 0

Components: V, S, M

Casting Time: 2

Duration: 1 hr. + 1 turn/level

Area of Effect: 30-ft. radius

Saving Throw: None

The *magical accountant* is an invisible, shapeless force not unlike an *unseen servant*, however, the *magical accountant* is gifted with the single savant ability to add, subtract, multiply, and divide numbers. Not coincidentally, the *magical accountant* is used (almost exclusively by its creator) as an invaluable aid in summing large columns of figures, collating expense reports, and pursuing any other mathematical challenge put to it while the spell's duration continues. The *magical accountant* only performs one series of mathematical exercises at a time at the speed of approximately 1 calculation per second. So far, no *magical accountant* is known to have made a mathematical error; it is assumed that they are incapable of doing so.

The *magical accountant* has just strength enough to record its calculations with a pen upon a suitable writing surface; other physical tasks are simply beyond it. It cannot fight, nor can it be killed, but it can be dispelled by 6 points of damage from an area-effect spell, breath weapon, or similar attack. If the caster sends the *magical accountant* beyond the area of effect, it is similarly dispersed.

The material component for this spell is a small, simple abacus made of wood and string.



DAFPERN GERTH

It follows that as the regent in charge of External Concerns, Dafpern Gerth is quite often abroad, pursuing the multifarious duties that his responsibilities encompass. Dafpern is an energetic man, which is appropriate to all the tasks he performs under the purview of his regency, including: public relations with the surrounding community, organization the all-important Apprentice Days every two years, and the arrangement of the most profitable deals with merchants for Mathghamhna's supplies and with contractors for Mathghamhna's repairs. It is also Dafpern Gerth who arranges the particulars in any trades of cash for spellcasting from the Order's pool of willing wizards.

Dafpern Gerth's expressive and handsome face goes a long way to promote trust and good reactions even in strangers. Dafpern's gift to charm even the most surly is a favorite anecdote among the other regents, although those who do not know him personally are a bit suspicious; anyone as constantly pleasant and enthusiastic as Gerth must be hiding something. However, Dafpern is just what he seems, and truly works with the Order's best interests at heart.

The fact that regent Gerth is a half-breed elf is a source of inner turmoil, not because of any open discrimination within the community or the college, but because he long ago turned his back on his elven heritage and has a hard time admitting, even to himself, that the forests and wide plains of the land hold any appeal to him. Dafpern has chosen to put his abilities to use in the Arcane Order, although it a choice that sometimes haunts him in the dark of the night. These second thoughts are known to no one but himself.

As an enchanter, regent Gerth prefers to forestall physical confrontations before they begin. When he just can't deflect a conflict, he relies upon his *wand of paralyzation* to hold his enemies fast while he beats a fast escape with his *winged boots*.

DAFPERN GERTH, ½em, W11, Enchanter: AC 5; MV 12; hp 28; THAC0 17; #AT 1; Dmg 1d6 (staff); SA spells; SZ M (5' 11" tall); ML Average (9); AL NG; XP 3,000;

ABILITY SCORES: S 10, D 17, C 9, I 14, W 13, Ch 17

PERSONALITY: Enthusiastic, energetic, almost "oily" nice but wins friends with little effort

SA: Half-elf abilities (30% resistant to *sleep/charm*, 60' infravision, detect secret doors),

WEAPON PROFICIENCIES (2): Sling, staff

NONWEAPON PROFICIENCIES OF NOTE: Artistic ability, heraldry, language (modern), musical instrument, reading/writing, singing, spellcraft

SPECIAL EQUIPMENT: *Regent's cassock**, *cloak of protection +4*, *wand of paralyzation*, *winged boots*, *Spellcrux focus**

SPELLS (5/5/5/4/4): **1st**—charm person, friends, hypnotism, sleep, taunt; **2nd**—detect evil, forget, know alignment, one question*, *Tasha's uncontrollable hideous laughter*; **3rd**—ESP barricade*, feign death, hold person (×2), suggestion; **4th**—charm monster, detect scrying, enchanted weapon, magic mirror; **5th**—domination, hold monster, mnemonic negation* (×2)

A college of wizardry goes through an enormous amount of parchment every day. Unfortunately, parchment is expensive to make, and even bulk orders rarely bring the price per sheet down any appreciable amount, that is, until Taupin the Papermaker moved to town offering the most competitive prices yet. Dafpern Gerth immediately broke contract with the Order's then current parchment supplier, Ash Yearwood, and began buying exclusively from Taupin. Ash was so angry over the breach of contract that he secretly hired a hit on Dafpern Gerth from the shadowy Den of Thieves infesting the city for the bargain price of 10,000 gp.

The assassin Needrar (introduced in the *Den of Thieves* accessory) is currently stalking the regent, who is completely unaware that his life hangs in



the balance. Only Needrar can say when the hit will actually go down... If Dafpern survives the attempt, the regent will regard it as a sign to leave the college and seek his elven roots.

NEEDRAR, em T8: AC 5; MV 12; hp 28; THAC0 17; #AT 1; Dmg 1d4+3 (dagger); SA Backstab $\times 3$ damage; SZ M (5' 6" tall); ML Elite (13); AL LE; XP 2,000;

ABILITY SCORES: S 9, D 16, C 10, I 16, W 13, Ch 15

PERSONALITY: Confident, dry

SPECIAL EQUIPMENT: *Hat of disguise*, brace of daggers: a *dagger of slaying humans* and a *dagger of slaying elves*, *cloak of protection* +3

THIEF ABILITIES: PP 23; OL 91; F/RT 56; MS 88; HS 91; DN 22; CW 71; RL 30

DIRGANUN

The regent in charge of the archeological digs (whose ultimate goal to discover the remaining Lores, a charge unknown to any in the college who are below guild wizard status) is also Chancellor Japheth's oldest friend. Dirganun was at Japheth's side when the two explored their first ruin together. It was not long before an adventuring band known as the Hazard Salvagers came into being, with Dirganun and Japheth at its root. Dirganun gained experience and wisdom in his years as a ruin salvager, and he daily puts this knowledge to good use while searching for the remaining Lores amongst ancient and abandoned ruins of a long forgotten Age.

Dirganun is a man blessed with a quiet nature and generous impulses. He has many hobbies, not the least being his profession, but the one he has given over most of his attention to in recent years is the recovery of the remaining Lores. When discussing this pursuit his infectious smile and enthusiasm are unfortunately lost within the darkness of his cowl (see below). This is not to say that Dirganun is a saint; he can take a lot with merely a shrug

and a smile, but he has been known to display a towering rage when his limit has been reached. In these rare instances, it is best to leave the regent to his own devices until he can regain his habitual equilibrium.

As a conjurer, Dirganun brings a hefty arsenal of spells to any conflict. He also wears the dangerous *cowl of darkness* (see New Magical Items), which limits his day vision. However, with the construction of his self-named magical item, *Dirganun's eye*, the regent is able to see in normal lighting conditions. Dirganun's visage, a hovering eye above the lightless cowl, often gives pause to those who meet the ruin salvager for the first time, however, his kind nature usually dispels most qualms.

DIRGANUN, hm, W14, Conjurer: AC 4; MV 12; hp 51; THAC0 16; #AT 1; Dmg 1d6 (staff); SA spells; SZ M (6' 1" tall); ML Elite (13); AL LG; XP 7,000

ABILITY SCORES: S 13, D 17, C 16, I 16, W 10, Ch 9

PERSONALITY: Quiet and generous, but dangerous when aroused

WEAPON PROFICIENCIES (3): Staff, sling, dagger

NONWEAPON PROFICIENCIES OF NOTE: Aleph I, navigation, spellcraft, language (ancient), reading/writing

SPECIAL EQUIPMENT: *Regent's cassock*, *cowl of darkness**, *Dirganun's eye**, *ring of shooting stars*, *ring of protection* +2, *rod of absorption*, *Spellcrux focus**

SPELLS (6/6/6/5/5/3/2): **1st**—armor, change self, comprehend languages, find familiar, lucid vista*, mount; **2nd**—bind, invisibility, Melf's acid arrow, misdirection, ray of enfeeblement, summon swarm; **3rd**—dispel magic ($\times 2$), flame arrow, fly, monster summoning I, phantom steed,; **4th**—dimension door, Evard's black tentacles, Leomund's secure shelter, remove curse, weapon of words*; **5th**—avoidance, dismissal, monster summoning III, Mordenkainen's faithful hound, summon shadow; **6th**—antimagic shell, invisible stalker, monster summoning IV; **7th**—monster summoning V, prismatic spray



Dirganun recently returned from a foray from a newly discovered ruin upon the Ashen Plain dating back to the time of the Warlock Strife. Although Dirganun and his team were unable to discover this at the time of their investigation of the dark catacombs in the sand, the ruin was once an outpost of Dargshaad's most trusted lieutenant, Polhemus! When the Dragon of Shades annihilated the demipower in the previous Age, the mystical tie granting Polhemus his enhanced powers instantly yanked those energies from his body in such a surge that his life force was extinguished as well. Polhemus' spirit remained, however, and his ghost took to haunting the buried, lightless corridors of his previous post. When Dirganun entered the ruin an Age later, the ghost successfully affected the regent with a variation of its *magic jar* ability; the spirit of Polhemus now secretly resides within Dirganun! Polhemus allows the regent's mind to maintain full control of his faculties for the time being, however, when the spirit comes to understand the present situation, it plans to make a bid for its former power (see the adventure *Return To Ascavalon* for the abilities and agenda of Polhemus)!

KAYLISIDEE

Kaylisidee serves a variety of functions as the regent in charge of Internal Concerns for the Arcane Order. These tasks include but are not limited to: the inventory of the food cellars, the availability of ink, the level of the water reservoir, the condition of the tower supports, the crops put into the garden, and the disposition and happiness of the staff. While this may seem to be quite a list of responsibilities, in truth, Kaylisidee's well trained staff keep abreast of most mundane concerns, allowing Kaylisidee to concentrate her most delicate attentions to the internal security (primarily through the use of her magical doves) and the placation of agitated members of the Order involved in personal disputes. Kaylisidee's decrees are almost always final when it comes to judging the merits of any complaints between two or more disagreeing members; only when punishments need to be meted out will the regent call in Chancellor Japheth on an arbitration.



Kaylisidee's calm and cool manner prevails even in the face of the most unreasoned and incensed outbursts. It is this ability that stands her in good stead as the regent responsible not only for Internal Concerns but also the smooth interaction between often prickly personalities. Her well reasoned yet sincere solutions to personal problems have won her many friends among the ranks of the guild membership. This is not to say that she can't show steely reserves of strength when issues of internal security are compromised. Kaylisidee's close association with Shardea (the Arcane Order's Sword Arm) has been called upon more than once.

In the event of physical conflict, Kaylisidee first calls upon those trained for such violence: Shardea and the militia regulars under her direct command. If Kaylisidee is forced to defend herself, her first line of defense is her *staff of power*.

KAYLISIDEE, hf, W12, Diviner: AC 2; MV 12; hp 27; THAC0 17; #AT 3; Dmg 1d3 (dart); SA spells; SZ M (5' 4" tall); ML Elite (13); AL LG; XP 5,000;

ABILITY SCORES: S 10, D 12, C 7, I 13, W 12, Ch 14

PERSONALITY: Warm, sincere, calm but strong in the face of adversity

WEAPON PROFICIENCIES (2): Dagger, darts

NONWEAPON PROFICIENCIES OF NOTE: Aleph I, spellcraft, astrology, herbalism, healing, reading/writing

SPECIAL EQUIPMENT: *Regent's cassock**, brace of knives (2); *Kaylisidee's sympathetic knives**, *staff of power*, *medallion of ESP*, *ring of regeneration*, *cloak of displacement*, *bracers of defense AC 3*, *Spellcrux focus**

SPELLS (5/5/5/5/5/2): **1st**—*cantrip*, *detect magic*, *detect undead*, *identify*, *read magic*; **2nd**—*detect evil*, *detect invisibility*, *invisibility*, *locate object*, *one question**; **3rd**—*clairaudience*, *clairvoyance*, *dispel magic*, *ESP barricade**, *nondetection*; **4th**—*detect scrying*, *magic mirror*, *minor globe of invulnerability*, *remove curse*; **5th**—*contact other plane*, *dream*, *false vision*, *sending*, *seeming*; **6th**—*legend lore* (×2)

As a consequence of recent conjuration gone awry to an admixture with some obscure grammar of the Language Primeval, Kaylisidee accidentally pulled an outer-planner creature from out of the ether and into her private apartment. The encounter was a surprise for both participants and Kaylisidee was hard pressed to expel the creature, however, she did manage to wound it with a *sympathetic knife* she had received as a gift from Liwendyll before it fled. Finding herself in possession of a knife linked to what she later determined was a *tanar'ri*, Kaylisidee was later able to construct a bargain with the creature. The bargain called for three services rendered by the *tanar'ri* to Kaylisidee at the time and place of her choosing, after which Kaylisidee would surrender the linked knife to it. So far, Kaylisidee has not had to call upon the creature, however, it remains an unknown but potent "ally" should she ever need one.

HEZROU (1): AC -6; MV 12; HD 9; hp 32; THAC0 11; #AT 3; Dmg 1d6/1d6/4d4; SA Stench (10' radius, incapacitates, save vs. paralyzation for -2 initiative and attack), hug (2 claw hits: take 2d4 damage, bite hits, no attacks, half Strength check or 20 hp to hezrou to escape), *gate* (3/day, 50%, 4-40 least or 1-10 lesser or 1-4 greater *tanar'ri*; 1/day, 20% 1 greater *tanar'ri*); SD never surprised, +2 or better, silver (at half), or cold iron weapons to hit, immune to lightning, normal fire, and poison, half damage from magical fire, nonmagical attacks, cold, and gas; SZ L (7' tall); ML Fanatic (17); Int Average (9); AL CE; XP 7,000

SPELL ABILITIES: *Darkness* 15' radius, *blink*, *protection from normal missiles*, *wall of fire*, *duo-dimension*, (3/day), *animate object*, *produce flame*, *summon insects*, *unholy word* (reversed *holy word*)



LIWENDYLL

Liwendyll shares many of Abendroth's traits when it comes to fulfilling her responsibility as a regent. Coordinating all the research conducted on the Language Primeval as found in the First Lore is a monumental task that requires constant communication with all the regents and guild wizards who are involved in the task. It also requires an intimate understanding of all the various theories of magic and a versatile mind capable of inserting knowledge of the recent advances regarding the Language Primeval into a cohesive structure that will further aid continued research of all involved. The fact that the construction of the *Spellcrux* was only made possible from Liwendyll's coordination of various Aleph thaunemes says something about her vast competence in her duties.

Liwendyll's single-minded effort to catalog every advance as it occurs causes her to appear brusque and perhaps even harsh to those who distract her from her thoughts. In fact, she has been heard to say to those who continually insist on wasting her time, "You are not allowed to talk anymore," as she turns and walks away. Such treatment of the other guild members has fomented a strong resentment in certain individuals, however, any complaints that reach Japheth's ears are summarily dismissed; Liwendyll is far too competent to demote or even censure just to smooth someone's ruffled ego.

As the creator of the *Spellcrux*, Liwendyll can draw more spells from it than any other member of the college, including the chancellor (see nearby side bar). This ability, on top of her already potent grasp of magic arguably makes her the single most powerful member of the college despite her level. She also has a brace of two potent *sympathetic knives* of her own creation (also inspired by knowledge of the Language Primeval).

LIWENDYLL, hf, W14, Generalist: AC 4; MV 12; hp 32; THAC0 16; #AT 1; Dmg 1d6 (staff); SA spells; SZ M (6' 3" tall); ML Elite (13); AL CG; XP 7,000;

ABILITY SCORES: S 7, D 8, C 15, I 18, W 12, Ch 10

PERSONALITY: Coldly competent, non-frivolous

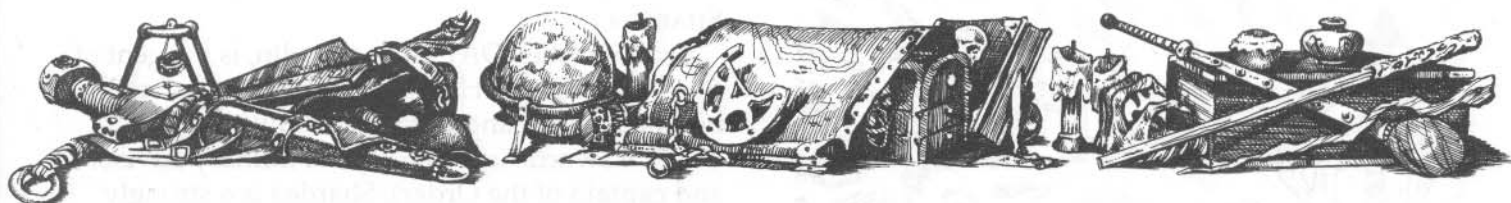
WEAPON PROFICIENCIES (2): Staff, sling

NONWEAPON PROFICIENCIES OF NOTE: Aleph I, ancient history, language (ancient), reading/writing, spellcraft

SPECIAL EQUIPMENT: *Regent's cassock**, brace of 2 knives: *Liwendyll's sympathetic knives**, *robe of useful items*, *bracers of defense AC 5*, *Spellcrux focus** (36 spell levels)

SPELLS (4/4/3/2/2): **1st**—burning hands, hold portal, magic missile, shield; **2nd**—glitterdust, magic mouth, stinking cloud, web; **3rd**—explosive runes, item, protection from normal missiles; **4th**—minor creation, polymorph other; **5th**—major creation, seeming

When Liwendyll crafted her own focus for use with the *Spellcrux* of her own design, she stripped it of many of the limitations of the focus's available for every other member of the college. Liwendyll's focus (which has the form of an onyx figurine depicting a small toad) does not limit the number of spells that she can draw per day. Instead, this limit is determined by her Intelligence statistic; she can draw twice her Intelligence score in spell levels per day! Additionally, the obsidian toad does not have the inherent limitation of every other focus, which require spells to be cast back into the *Spellcrux*. In essence, Liwendyll could cast daily from the *Spellcrux* without ever repaying her debt (although in practice, the regent's conscience would never allow her to act in such a callous disregard to the foundations of her own design).



MOGEN WYM

As the regent in charge of the Syllabus, Mogen Wym is conversant with all varieties of magic (he is a generalist mage). It is Regent Wym who is in charge of choreographing the schedule of every guild wizard and initiate, seeing to it that each member instructs according to his or her strength and magical specialty. It is also Mogen who tracks the progress of each and every apprentice and initiate through both conferences with Advisors and tutors, as well as with personally conducted magical tests. The progress (or lack thereof) of the students in the college is laid directly at the feet of the regent; Mogen Wym works diligently in order to be certain that every wizard of the guild lives up to his or her full potential.

Mogen Wym is a stern taskmaster for both others and himself. His meticulous habits steer him through a daily routine that has not varied significantly in the last decade. The regent is not completely set in his ways (although jokes to this effect can be heard whenever Mogen's name comes up); every couple of years he revamps the syllabus in light of new researches discovered by the guild wizards in their private researches.

The fact that the regent willingly wears a ring of truth says a lot about his personality. In any event, Mogen always speaks the truth, and those in his presence who do not follow his lead in matters of honesty find themselves speaking in a revealing falsetto. This ability is useful in ferretting out the veracity of apprentices' claims and study habits, but many of the other regents and even the chancellor call upon Regent Wym from time to time in the completion of their own responsibilities.

Mogen relies on nothing but his spells if the time would come that he might find himself in the heat of a conflict. The very thought of such an occurrence is inconceivable to the regent who, after all, does not include combat in his daily routine.

MOGEN WYM, hm, W12, Generalist: AC 5; MV 12; hp 17; THAC0 17; #AT 1; Dmg 1d4+2 (*dagger* +2); SA spells; SZ M (6' tall); ML Elite (13); AL LG; XP 5,000;

ABILITY SCORES: S 13, D 11, C 8, I 13, W 13, Ch 10

PERSONALITY: Stern, truthful to a fault, enjoys routine

WEAPON PROFICIENCIES (3): *Dagger*, staff, sling

NONWEAPON PROFICIENCIES OF NOTE: Aleph I, reading/writing, spellcraft, healing, herbalism

SPECIAL EQUIPMENT: *Regent's cassock**, *ring of truth*, *dagger* +2 (+3 vs. larger than man-sized creatures), *bracers of AC 6*, *slippers of spider climbing*, *Spellcrux focus**

SPILLS (4/4/4/4/4/1): **1st**—*lucid vista**, *cantrip*, *comprehend languages*, *mending*; **2nd**—*blindness*, *blur*, *deafness*, *protection from cantrips*; **3rd**—*tongues*, *illusionary script*, *invisibility 10' radius*, *wraithform*; **4th**—*fear*, *hallucinatory terrain*, *illusionary wall*, *magic mirror*; **5th**—*contact other plane*

The night following Mogen Wym's first day as a regent, he dreamed a strange and unsettling dream that has haunted him ever since. Much was lost to him upon waking, but Mogen knows that terrifying, chaotic events transpired in the course of the dream that was utterly beyond his ability to affect. The one event that remains crystal clear is the intervention of a power in the shape and form of a child. Although interpretation of what transpired in the dream was uncertain at first, Mogen has convinced himself that the dream was a warning from the future. He believes that some benevolent power was informing him of the need to find the 'child of prophecy' from among the motley crew of new apprentices each two year. Mogen has not found the child foretold in his dreams yet, but his fervent testing of potential apprentices can be tied to this effort. Who is to say whether Mogen labors under a delusion or if he will one day discover that which he seeks?

SHARDEA

Shardea (shar-DAY-ah), a paladin, is a regent of the Arcane Order. Her martial background make her the perfect candidate for the duties of the Order's Sword Arm (the *de facto* military advisor and captain of the Order). Shardea is a strongly motivated woman of greater than average strength. Her stern adherence to the commandments of Immotion (a goddess of purity and cleansing; the DM is free to substitute any deity here) have made her a bulwark of faith, not to mention a strong arm of justice as she has grown in power.

Several years ago Shardea proved her mettle in the grueling adventures she participated in as a member of the Hazard Salvagers, her faith in Immotion and her friendship with Japheth saw her through many tight places, giving her the experience and wisdom necessary to become the present Sword Arm of the Arcane Order. As the Sword Arm, it is her duty to see to it that Mathghamhna remains militarily capable of defending itself should the need arise, and to eradicate evil in all its forms wherever she should run across it.

Between duties and on the road she spends much of her free time in meditations and sword practice. She can seem aloof at times, especially to those who spend overlong wasting her time on trivial matters. However, she is deeply loyal to those she considers her friends (such as Japheth, Dirganun, and Rolvsbakken), as well as those under her command, and she will go to great lengths to help them out of a tight spot or forgive a minor slight or transgression.

SHARDEA BRIGHTDELVE, hf, Pa15: serves Immotion (goddess of purity, cleansing; patron of magic): AC -4 (Dexterity, plate mail +3); MV 12; hp 130; THAC0 6 (unadjusted); #AT 2; Dmg 1d8+13 *holy sword* +4, *girdle of frost giant strength*; SZ M (6' tall); ML Champion (16); AL LG; XP 7,000;

ABILITY SCORES: S 17 (21), D 15, C 18, I 12, W 14, Ch 17





PERSONALITY: Motivated, stern, loyal

SA: Turn undead as 12th-level cleric; *detect evil* intent; +2 to saves; immune to disease; *cure disease* 1/day; *lay on hands* (cure 30 hp once/day); *aura of protection vs. evil*

WEAPON PROFICIENCIES (9): long sword, dagger, war hammer, bastard sword, halberd, mace, staff, heavy lance

NONWEAPON PROFICIENCIES (8): healing, herbalism, blindfighting, tracking

SPECIAL EQUIPMENT: *Belt of Khaerog the Mighty* (girdle of frost giant strength), *Armor of the Brightdelve Champion* (plate mail +3), 1 *Titan's Draught* (potion of invulnerability), *Ring of Grace* (ring of featherfall), *Lightgiver* (holy sword +4, additional power to illuminate 30' radius with full daylight (burns undead), 1/day)

SPHERES (Major): Combat, Divination, Healing, Protection

SPELLS (3/2/1/1): **1st**—*cure light wounds* (x2), *endure heat*; **2nd**—*know alignment*, *slow poison*; **3rd**—*negative plane protection*; **4th**—*cure serious wounds*

The Guild Wizards

The guild wizards are a powerful and individualistic lot, and many pursue agendas of their own. Simple, abbreviated statistics have been provided for each one. Individual spell lists are not detailed below; only the number of spells per level are indicated. The DM's discretion is sufficient to fill out each spell list as necessary.

ABYLL DOLEN, hf, W7: AC 4; MV 12; hp 16; THAC0 17 (*dagger* +1); #AT 1; Dmg 1d4+1 (*dagger* +1); SA spells; SZ M; ML Average (10); Int; AL LN; XP 975;

ABILITY SCORES: S 8, D 12, C 12, I 15, W 10, Ch 12

PERSONALITY: Quick-tempered but forgiving

SPECIAL EQUIPMENT: *Cassock of precaution**, *dagger* +1, *bracers of defense* AC 5,

SPELLS: 4/3/2/1

ASMUS, hm, W7: AC 6; MV 12; hp 15; THAC0 18; #AT 1; Dmg 1d6 (staff); SA spells; SZ M; ML Average (10); AL NG; XP 975;

ABILITY SCORES: S 12, D 8, C 11, I 14, W 10, Ch 9

PERSONALITY: Indifferent

SPECIAL EQUIPMENT: *Cassock of precaution**, *bracers of defense* AC 7; *ring of flying*, *Spellcrux* focus

SPELLS: 5/4/3/2

BAEREN, gm, W9, Illusionist: AC 8; MV 6; hp 18; THAC0 18; #AT 1; Dmg 1d6 (staff); SA spells, +1 to hit goblins and kobolds, gnome specials; SD +3 save vs. rod/wand/staff and spell, -4 to attack rolls of gnolls, bugbears, ogres, trolls, giants, titans; SW 20% magic malfunction for non-thief items; SZ S; ML Average (10); AL NG; XP 2,000;

ABILITY SCORES: S 9, D 16, C 13, I 17, W 7, Ch 12

PERSONALITY: Tragic

SPECIAL EQUIPMENT: *Cassock of precaution**, *amulet of life protection*, *wand of frost*, *Spellcrux* focus

SPELLS: 5/4/4/3/2

CARROISSA BLACKWELL, hf, W10, Conjurer: AC 7; MV 12; hp 22; THAC0 17; #AT 1; Dmg 1d6 (staff); SA spells; SZ M; ML Average (10); AL NG; XP 3,000;

ABILITY SCORES: S 8, D 14, C 13, I 16, W 15, Ch 10

PERSONALITY: Eager

SPECIAL EQUIPMENT: *Cassock of precaution**, *ring of protection* +2, *staff of striking*, *Spellcrux* focus

SPELLS: 5/5/4/3/3

D'AMOR, em, W7: AC 9; MV 12; hp 16; THAC0 18; #AT 1; Dmg 1d6 (staff); SA spells; SZ M; ML Average (10); AL NG; XP 975;

ABILITY SCORES: S 10, D 10, C 9, I 18, W 12, Ch 9

PERSONALITY: Patient

SPECIAL EQUIPMENT: *Cassock of precaution**, *pearl of power* (2nd), *Spellcrux* focus

SPELLS: 4/3/2/1



DALSTROM DRESCHUL, hm, W12, Transmuter: AC 9; MV 12; hp 28; THAC0 17; #AT 1; Dmg 1d4 (dagger); SA spells; SZ M; ML Average (10); AL NG; XP 5,000;

ABILITY SCORES: S 14, D 15, C 10, I 16, W 7, Ch 12

PERSONALITY: Evasive

SPECIAL EQUIPMENT: *Cassock of precaution**, 1 each of *Dalstrom's wondrous candles**, *wand of lightning*, *Spellcrux focus*

SPELLS: 5/5/5/5/5/2

LUCINDA, ef, W8, Abjurer: AC 5; MV 12; hp 16; THAC0 17; #AT 1; Dmg 1d6 (staff); SA spells; SZ M; ML Average (10); AL NG; XP 1,400;

ABILITY SCORES: S 9, D 8, C 9, I 15, W 15, Ch 14

PERSONALITY: Empathic

SPECIAL EQUIPMENT: *Cassock of precaution**, *bracers of defense AC 5*, *crystal ball*, *Spellcrux focus*

SPELLS: 5/5/4/3/3

MELOEDY THE ENCHANTRESS; hf, W14, Enchanter: AC 7; MV 12; hp 26; THAC0 16; #AT 1; Dmg 1d6 (staff); SA spells; SZ M; ML Average (10); AL NG; XP 6,000;

ABILITY SCORES: S 11, D 12, C 13, I 17, W 15, Ch 16

PERSONALITY: Inquisitive

SPECIAL EQUIPMENT: *Cassock of precaution**, *ring of X-ray vision*, *carpet of flying*, *staff of thunder and lightning*, *ring of protection +2*, *Spellcrux focus*

SPELLS: 6/6/6/5/5/3/2

ROLVSBAKKEN, hm, W12, Invoker: AC 2; MV 12; hp 40; THAC0 14 (dagger +3); #AT 1; Dmg 1d4+3 (dagger +3); SA spells; SZ M; ML Average (10); AL NG; XP 5,000; member of the Salvagers

ABILITY SCORES: S 13, D 15, C 15, I 18, W 13, Ch 14.

PERSONALITY: Intense

SPECIAL EQUIPMENT: *Cassock of precaution**, *Rolvbakken's empathic spectacles**, *dagger +3*, *bracers of defense AC 4*, *Spellcrux focus*

SPELLS: 5/5/5/5/5/2

SABINA, hf, W8: AC 5; MV 12; hp 16; THAC0 18; #AT 1; Dmg 1d4 (dagger); SA spells; SZ M; ML Average (10); AL NG; XP 1,400;

ABILITY SCORES: S 11, D 18, C 9, I 15, W 9, Ch 12

PERSONALITY: Unfailingly polite

SPECIAL EQUIPMENT: *Cassock of precaution**, *brooch of shielding*, *candle of insight**, *Spellcrux focus*

SPELLS: 5/4/4/3

The Initiates & Apprentices

Other than the information given in the Hierarchy At a Glance listing (which includes the name, race, sex, class, specialty and level of each initiate), no additional personal information concerning the initiates is recorded in this text in the interest of both space and relative importance. Based on the information that is provided, the DM should have little difficulty in fleshing out the statistics of any initiate important to a scenario.

For the same reasons, the thirty-odd apprentices are not even named (other than Lexi and Matias the Younger who are introduced in the Apprentices Abroad adventure. In the event particular apprentices become important in a scenario, the DM need merely come up with a name for the sub-first-level apprentice in question.





Secrets of the Arcane Order

The College of Wizardry has two great secrets, which are revealed only to the initiated. These are a magical device hidden in the caverns below Mathghamha, the *Spellcrux*, and their ongoing project, the reconstruction of the Language Primeval.

The Spellcrux

The *Spellcrux* is an artifact unique to the Arcane Order of Enchantment & Exposition. It was conceived through enormous effort and time by Regent Liwendyll while she was still a guild wizard researching the intricacies of the Language Primeval. With her promotion to regency (in no small part due to her *Spellcrux* conception), she turned the design into a physical reality. With the completion of the *Spellcrux*, ranking wizards in the College of Wizardry are able, in effect, to spontaneously borrow spells from a physically distant common source.

Through enchantments only made possible through a weave of selective phrases in both Aleph and more commonly understood magic, a crystal vessel was created that has the capability of holding a large reservoir of potent spells of 3rd level or less. The spells in the crystal vessel can be called forth by any wizard properly keyed to it and to a personal focus that accommodates the transfer of the desired spell from the vessel into an empty spell slot of the appropriate level in the mind of the wizard.

Knowledge of the *Spellcrux* is a closely guarded secret within the Order. Members of the college are encouraged not to divulge this information to outsiders; such behavior could invoke the betrayal clause in a member's oath of membership. Even the apprentices of the college are ignorant of the *Spellcrux*; however, initiates, guild members, regents, and the chancellor each hold an individual focus. This knowledge and focus are gained upon reaching initiate status.

Each focus is individually keyed to its holder;

wizards who are not keyed to a focus are absolutely unable to draw forth spells from the *Spellcrux* (a strong dweomer of magic is evident if detected for on each focus). The process of attuning a focus and its holder to the *Spellcrux* requires a number of steps, summarized in the special section titled The Ritual of *The Crux*.

The Ritual of the Crux

- The member must be of initiate standing or higher within the Order.
- The member must obtain a small, easily concealed personal item of any type or value (for example, a rabbit's foot, a silver spoon, a bone die, or a pearl earring are all acceptable items).
- The member must undergo the Ritual of the *Crux*; a day long ceremony of attunement (the formula for which is also a well-kept secret). This ceremony takes place in the Archmantion (the chamber that holds the crystal vessel of the *Spellcrux*). During the ceremony, the member must willingly sacrifice 1 point of Wisdom. This loss is permanent.
- At the end of the ceremony, a successful Wisdom check indicates that the member has successfully keyed his or her focus to the *Spellcrux*. Those who fail the requisite Wisdom check only partially attune to their personal focus (transfers through it have an additional 10% chance per attempt to fail). Note that a *dispel magic* cast directly upon a *Spellcrux* focus causes it to cease functioning for 1d10 rounds, after which it regains its attunement as before.
- The member has completed the Ritual of the *Crux* and can now experiment at leisure.

The rules that govern the use of the *Spellcrux* are fairly simple. The link between the focus and the *Spellcrux* is intangible and operates at any distance



within the world in question. It is unknown whether the link continues to function on an interplanar level (it does so at the DM's discretion). The link certainly does not function in any area of antimagic, dead magic, or within the effect of the *antimagic shell* spell. A wizard in physical contact with the personal focus can concentrate for 1 turn to gain an up-to-date inventory of the spells currently residing in the crystal vessel of the *Spellcrux* (see below). If time is short, the wizard could trust that the desired spell does indeed still reside within the *Spellcrux* and call for it from his focus.

Calling for a spell takes 1 round per level of the spell called, thus a 3rd-level spell requires three full rounds to enter into the mind of the wizard; it can be cast the 4th round (although it does not *have* to be utilized immediately). The wizard must know how to cast the spell that is called. Further, the wizard cannot call for a spell unless he or she has an empty spell memorization slot of the same level as the desired spell; calling for a spell that has no place to roost within the mind of the summoning wizard fails completely. It is therefore impossible for a wizard to call a spell from the *Spellcrux* that is of a higher level than he or she can normally cast. Finally, spells do not automati-

cally come when called; there is a 10% chance per level of the spell that the focus fails to hook the requisite spell, thus every time a 3rd-level spell is called, there is a 30% chance that it will fail to come. Each such failed attempt wastes one round of action, but multiple attempts are allowed.

The number of spell levels that a focus can transfer over a given period of time is limited. The attunement ritual given to initiates allow them to transfer three spell levels from the spell pool per three-day period. Thus, an initiate who immediately casts a 3rd-level spell must wait three days before the focus can be utilized to transfer spells. Another initiate might cast one 1st-level spell per day. Even after the requisite time has passed, the focus only functions again if the initiate subsequently recharges the *Spellcrux* by casting an equal number of spell levels back through the focus as originally utilized. This can occur at any time after debiting the *Spellcrux*, or up to three spell levels can be credited in advance so that time spent recharging is minimized.

Attempting to cast a spell higher than 3rd level through the focus is dangerous; the caster takes 1d6 hit points per spell level in damage and the attempt fails. The focus simply will not function beyond these parameters; this set up is useful in maintaining the *Spellcrux* in its fully charged but safe state.

The spells that can always be found in the *Spellcrux* in multiples of more than three are enumerated on the Universal Spells table (Table 7; these spells belong to the school of "universal magic" as introduced in *PLAYER'S OPTION: Spells & Magic*, and as such are available to all specialty schools). These spells are checked daily by Kaylisidee and Japheth; if any of these spells are not present in an acceptable numbers, the onus to recharge the pool is parceled out by the chancellor among guild wizards and initiates of the appropriate levels. The *Spellcrux* also contains additional spells of 3rd level or less that are of a specific specialty, and therefore not necessarily usable by every wizard with a focus (i.e., spells of an opposition school are simply unavailable specialized wizards). The specialty spells maintained in the Spell Pool can be found in the Specialty Spells table (Table 8).

As a final note, Kaylisidee attempts to keep combat-oriented spells that cause physical damage out of the *Spellcrux*. If anything were to go wrong, these spells would have a significantly greater chance of causing irreparable damage. If she discovers spells of this nature within the *Spellcrux*, she bleeds them out harmlessly.



Table 7: Universal Spells of the Spellcrux

1st: *cantrip, comprehend languages, detect magic, hold portal, identify, read magic, wizard mark*
 2nd: *protection from cantrips, knock, wizard lock*
 3rd: *dispel magic*

Table 8: Specialty Spells of the Spellcrux

1st: *protection from evil (Abj), light (Alt), unseen servant (Con/Sum), identify (Div), sleep (En/Ch), audible glamer (Il/Ph), shield (In/Ev), detect undead (Nec)*
 2nd: *protection from paralysis (Abj; ToM), levitate (Alt), summon swarm (Con/Sum), detect invisibility (Div), forget (En/Ch), whispering wind (Il/Ph), web (In/Ev), spectral hand (Nec)*
 3rd: *protection from normal missiles (Abj), infravision (Alt), phantom steed (Con/Sum), clairvoyance (Div), suggestion (En/Ch), illusionary script (Il/Ph), augmentation I (In/Ev; ToM), feign death (Nec)*

The Language Primeval

Perhaps it is true that those peoples who flourished when the World was still young had a greater affinity with the powers of creation and magic. Possibly, excess energies of origination were still available to those with the proper sensitivity and skill; they reputedly captured and infused this primal power in feats of skill and power unthinkable in the present day. Whatever the truth of the matter might be, none can deny that the fabled Elders of whom legends tell left the land scattered with structures and ruins that the races of today would be hard pressed to duplicate. While the Elder's engineering skills were considerable, their prowess in the manipulation of magic was greater yet; it was the particular sect of sorcerers who long ago carved and inhabited the halls of Mathghamhna formulated the *Language Primeval*.

The Language Primeval (called *Aleph* in the Elder Tongue) uses verbal components to create magical effects in the same way as letters in an alphabet can be formed into words and sentences. Aleph unlocked exceptionally potent power, and those with the knowledge and skill to use it were exceptional even among other sorcerers. With the destruction brought by the Warlock Strife and the coming of the Dragon of Shades, however, knowledge of this surpassing language was lost...almost.

As described under Ancient History above, the sorcerers of the previous Age codified the Language Primeval into Five Lores. These Lores were hidden away against the need of possible future generations because it seemed certain that it would otherwise be lost. It is possible that all the Five Lores assembled together would constitute a manuscript capable of teaching a scholar the language of Magic; unfortunately, only the First of the Five has been located. With only an incomplete glimpse of the full text, study of Aleph has proven a difficult road for the present inhabitants of Mathghamhna.

In game terms, treat the knowledge uncovered in the First Lore as a nonweapon proficiency called





Aleph I. Presumably, if additional Lores are discovered, complete perusal and understanding of Aleph I documents would add additional abilities to the description of the skill provided below. Treat Aleph I as a specialty to which only wizards have access; without a basic understanding of magic, one cannot hope to even begin to learn it. Even then, this proficiency has a hefty proficiency slot requirement, as well as significant negative consequences upon a failed attempt to use it.

Table 9: Aleph Proficiency

Proficiency	# Slots	Ability Required	Check Modifier
Aleph I	4	Level*	-4

* The character's *level* is used instead of an ability score, adjusted for Wisdom. A minimum 12 Intelligence is required.

Description: This proficiency can be gained only at the Arcane Order and mastered only by a wizard of 9th level or higher who has access to the ongoing research being conducted on the First Lore. A minimum Intelligence of 12 is also required. A 1st-level wizard at the college cannot start with more than one slot of Aleph I. The knowledge of Aleph in the First Lore is obviously incomplete, but a wizard who has this arcane proficiency knows a few basic elements constituting this magical speech.

These elements are referred to as *thaunemes*. The most basic thaunemes are tied to the four elements, but other thaunemes exist that are tied to such concepts as duration, distance, size, and shaping of magical energies. The First Lore does not provide a context with which to organize the basic thaunemes; however, it is possible to achieve certain magical effects with the knowledge of just a few of these rudimentary elements. As thaunemes are presently understood, they can augment the effects of spells,

and may increase the chance of successfully researching a new spell or new magical item.

A wizard with the Aleph I proficiency can modify a spell prior to casting with a successful proficiency check (the proper utterance of a thauneme). A successful check allows the caster to augment **one** of the following parameters: range, duration, saving throw, or casting time. The effects of these augmentations are:

- Range can be increased by 10 yds (or feet) per caster level (touch and range 0 spells cannot be altered).
- Duration can be lengthened by 1 round (or turn) per level (instantaneous spells cannot be altered).
- Saving throws can receive a -2 penalty (spells with no saving throw cannot be altered).
- Casting time can be decreased by 2, to a minimum of 1 (spells with a casting time under 2 cannot be altered).

A failed Aleph I proficiency check causes the spell to fail; it is considered cast and lost from memory. Failure strains the wizard's voice so that Aleph cannot be used for 1d4 hours without risk of permanent muting (at least 80% likely).

Aleph I proficiency can be used to enhance research on a new spell or magical process. A successful check reduces the cost of research by 20%. Also, a wizard with an Intelligence score under 15 has an effective score of 15 for purposes of the "To Know" roll.

The wizards in the College of Wizardry at Mathghamhna who have mastered Aleph I have this recorded under their proficiencies.

DM Option, Partial Proficiency: One slot allows the wizard to follow a technical conversation about Aleph. Two slots allow alteration of *range* or *duration*. Three slots allow *saving throw* alterations. Four slots allow full use of the proficiency.



Mathghamhna Map Key

This chapter of *The Wizard's College* provides a look at the interior details of Mathghamhna itself. Within its recently reconstructed halls, the members of the Arcane Order live, work, and study, in their ceaseless efforts to uncover the most vital and obscure pieces of forgotten magical lore.

Description

Three high towers of carved stone thrust upward from a common base of natural batholithic rock, each thinner and higher than the next. The middle spire is half again as tall as the thickest and lowest of the triad. What was long ago the last unweathered remnant of an ancient volcano has been worked and carved by high sorcery to form the impressive structure still in evidence to the present day. The three towers are intimately connected by catwalks, bridges, and covered paths; however, some of the bridges have fallen into ruin. At the zenith of the highest spire there is a large pennant blowing boldly in a strong wind, displaying a rampant dragon grasping a sealed scroll on a field of sapphire.

The mark of time's ancient passage is readily apparent upon the three towers. Crumbled masonry, broken bridges, and statuary worn smoothly enigmatic inform the eye of the large span of years endured by the radial spike; time and the elements have labored to return the appearance of the ancient volcanic neck to its unworked state.

What was a thick curtain wall surrounding the carved citadel has been both breached and razed by time; beyond the fallen wall is a courtyard flagged with wide stones. Red sandstone picks out an uneven path from the edge of the broken walls to the menacing portal set into the rocky base of the landmark. The path divides in the center of the courtyard, circling a large marble fountain, before rejoining again as a single way.

Many magical guilds are not nearly so obtrusive as is the Arcane Order, however, due to the quasi-military role Mathghamhna fulfilled in the previous age, its appearance cannot be helped. Certainly in areas or worlds where magic is frowned upon or openly despised, academies of sorcery are hidden so that only the initiated can easily see and recognize them for what they are. In the case of the Order, its coat of arms is always visible (through the aid of *continual light* and a *continual breeze**) atop the 435-foot tall natural feature of the land turned into a magical citadel.

Where Dargshaad and the Dragon of Shades failed, the unrelenting years almost succeeded; the ruin of Mathghamhna was nearly beyond repair when Japheth took up the task of restoring the structure. The 20-foot thick, 40-foot tall curtain wall originally surrounding the volcanic neck is completely gone, and most of the secondary structures within the wall have completely disappeared. Through some virtue of lingering magic and craftsmanship, however, the carved walls of the three towers themselves remain mostly intact. The three towers are named Cashdam, Briocht, and Incelsis (see Map I, page 95). The Chancellor has made great leaps in restoring the towers of Mathghamhna to the height of their former glory, but it is obvious that many parts of the structure remain ruined.

The strangest feature of Mathghamhna visible from its exterior are the hundreds of stone images and friezes worked into the tower walls. Gargoyles predominate, but winged humanoids, natural animals such as wolves and bears, dragons, and other creatures not immediately identifiable vie with each other for the attention of the observer. From a distance, this plethora of stone images blend each into the other to give a rough and variegated appearance to the towers such that they might be mistaken for the natural feature from which they were carved; only when the viewer moves closer do the images resolve into their true complexity of form.



Map I

The side view displayed by Map I provides an accurate view of Mathghamhna, along with many of the access points and functional catwalks. The relative heights of each level are also displayed that map.

Map II

The ground level is shown in Map II, on the poster map. This map shows the floor plans of **room 1** to **room 25**.

1. Entry. A massive 30-foot $\times$ 30-foot (2 feet thick) iron door guards the broad main entry to Mathghamhna. Its face is engraved with gargoyles and dragons embroiled in an endless conflict around a smaller door set in its center. The greater door normally remains closed, while the smaller door is used for the day-to-day traffic. Both the large and the small iron portals can be secured separately from the inside with steel bolts. This door was fashioned during the present incarnation of the college. By means of the Language Primeval, it has been rendered immune to nonmagical physical attacks and has a 30% magical resistance against sorcerous attacks.

The smaller door is normally open during the daylight hours, but it is closed for the night when the sun descends below the horizon. Two 1st-level warriors are always on duty here, operating from a small guard shack of wood, monitoring activity and relaying any news via *Kaylisidee's doves* to Shardea, Captain Lossarch (normally found in **room 23**), and/or the watchmen posted at the apex of the highest tower (**room 72**). Those with legitimate business are allowed to pass unchallenged. Those who gain entry by violent means, before the doors can be barred from inside, must deal with the alerted guards in areas **3a** and **3b**, as well with the threats detailed in **room 4**.

GUARDS, F1 (2): AC 5 (chain mail); MV 9; hp 5 (average); THAC0 19 (specialized); #AT 3/2; Dmg 1d8+2 (long sword); SZ M (6' tall); ML Elite (13); Int Ave; AL any good; XP 35 each

2. Great Approach. This hall connects the exterior of Mathghamhna to another massive iron portal similar in all respects to the portal described under **entry 1**. This second portal allows access to **room 4** (the High Vestibule). The connecting hall is 30 feet $\times$ 50 feet, and is lined with hidden murder holes on both the east and the west walls (See **3a** and **3b** below). The floor is tiled with marble, and the ceiling depicts a restored frieze of a blue sky wherein sky-castles lodge on vast thunderhead clouds. Concealed ceiling ports in the floor of the Hallway of Defense (**room 27**) also allow missile fire into this area, or the pouring of flaming oil from a device stored in the Armory (**room 31**).

3a. & 3b. Access Control Points. Both of these 10 $\times$ 10 $\times$ 40-foot long bare stone passages lie parallel to the Great Approach. The murder holes described above allow a group of archers to pepper an invading force with bolts and arrows from a position of extreme protection, making the Great Approach a death gauntlet for the uninvited. Both of the passages normally have 10 archers on duty, each ready to discharge the 35 cocked crossbows (checked and serviced daily) racked on the stone wall of each chamber. Access to these chambers is provided by the stone stairs that both finally converge that converge on the Hallway of Defense (Map III, **room 27**).

CROSSBOWMEN, F1 (20): AC 7 (studded leather armor); MV 12; hp 5 (average); THAC0 20 (specialized); #AT 1/2 (crossbow), 1 (short sword); Dmg 1d4+1 (heavy crossbow) 1d6 (short sword); SA +2 to hit under 60', fire before initiative if loaded; SZ M (5' tall); ML Elite (13); Int 9 (Average); AL any good; XP 65 each





4. High Vestibule. This massive chamber was carved from the heart of the volcanic neck (as were all the rooms of Mathghamhna) at a scale calculated to be nothing short than awe inspiring. The chamber is 90 feet in diameter. A broad staircase spires 120 feet up a central support pillar to the dimly torchlit ceiling high above. A 10-foot wide balcony traces the edge of the chamber only 30 feet above the floor, connected to the central spiral stair by a narrow catwalk. Immense statuary depicting dragons, unicorns, pegasi, and other magical beasts adorn the curving breadth of the interior walls, lighted in the most dramatic fashion possible through a combination of colored magical lights and flaming torches. This chamber welcomes visitors to the College of Wizardry. The initial view of this chamber is sure to awe newcomers and, in fact, still holds fascination for many of the long-time members, as they gaze at the magnificent statuary restored from the previous Age. A small contingent of *Kaylisidee's doves* can always be found here, winging from statue to statue and crevice to crevice in the heights; massive winged shadows sometimes paint themselves across the floor as a dove eclipses one of the light sources.

A minimum of five 1st-level fighters maintain guard duty in this chamber in equally spaced positions along the wall. Each possesses a strident whistle that is to be sounded in the event of trouble, bringing the larger guard contingent and on-duty initiate stationed in **room 5** to investigate. Also, the *doves* will relay news of any trouble at the earliest opportunity to Japheth, Shardea, and Kaylisidee. If any of these three principals are alerted, they will make their way to the High Vestibule in the quickest manner available (the wizards will *teleport*). Finally, a violent confrontation between Mathghamhna's defenders has a 70% chance to trigger one of the ancient magics that still invigorate the rock from the previous Age: 1d4 of the huge statues in the walls of the chamber animate as stone golems and attack any and all

intruders! The golems pursue intruders into any chamber accessible to their bulk, but they will not leave the actual tower. If an enemy is destroyed or driven off, the stone golems return to their previous niches and solid immobility.

Stone Golems: This awesome bit of additional backup was discovered 15 years ago when a group of dark elves stole in under the cover of darkness in an attempt to raid the college and steal its unique magical knowledge of the Lores (how knowledge of the Lores leaked to these fearsome opponents is still being investigated...). Fortunately the drow involved were easily held by the stone defenders until the higher level members arrived, finally driving the surviving drow off for good.

The spiral stairway in the center of the chamber leads upwards 30 feet to a catwalk (**entry 36**), and then an additional 90 feet upwards, piercing the stone ceiling to access higher levels of the tower (see **entries 42, 59a, and 66**).

STONE GOLEMS (1d4): AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3d8; SA cast *slow* every other round; SD +2 or better magical weapon to hit, immune to most spells; SZ L (9' tall); ML Fearless (20); Int 0 (Non-); AL N; XP 8,000

5. Guard Chamber. A contingent of guards is stationed here, consisting of ten 1st-level fighters, five 2nd-level fighters, and one 5th-level lieutenant (the Door Warden). They are available for quick response in the event of an intrusion in room 4, and they are also responsible for monitoring traffic between tower Briocht and Cashdam Tower.

GUARDS, F1 (10): AC 5 (chain mail); MV 9; hp 5 (average); THAC0 19 (specialized); #AT 3/2; Dmg 1d8+2 (long sword); SZ M (6' tall); ML Elite (13); Int 9 (Average); AL any good; XP 35 each



GUARDS, F2 (5): AC 5 (chain mail); MV 9; hp 10 (average); THAC0 17 (specialized); #AT 3/2; Dmg 1d8+2 (long sword); SZ M (6' tall); ML Elite (13); Int 9 (Average); AL any good; XP 65 each

GUARD LIEUTENANT, F5: AC 5 (chain mail); MV 12; hp 37; THAC0 15 (specialized); #AT 3/2; Dmg 1d8+2 (long sword); SZ M (6' tall); ML Elite (13); Int 9 (Average); AL any good; XP 270

6. Reception. This chamber is nicely appointed with blue cloth divans filled with fluffy pillows of various styles but of equal comfort; these couches are available for those waiting on an appointment. Rich tapestries of gold and silver reflect the brilliant glow of a magical lamp suspended from a short chain from a ceiling. A mahogany desk stands against the western wall, where a receptionist hired from the local community makes appointments, answers general questions, and entertains those waiting upon the grace of the indigent wizards.

An initiate wizard is stationed here (choose a random initiate wizard from Table 5: Hierarchy At A Glance; the actual individual changes daily) from mid-day to mid-afternoon each day to personally greet visitors, supplicants, and merchants. The receptionist will summon the on-call initiate in charge of reception in the event of a visitor arriving at an alternate time.

RECEPTIONIST, 0-level: AC 10; MV 12; hp 2; THAC0 20; #AT 1; Dmg 1d4 (dagger); SZ M (tall); ML Average (9); Int 9 (Average); AL any good; XP 10

7. Incelsis Approach. Wide double doors of decoratively carved stone permit access to a 20-foot wide hall. The floor is tiled with exactly cut square flagstones, and the walls contain equally spaced magically lighted niches in which small busts of member wizards are portrayed. From the wide corridor, a double door similar to the first grants access to Incelsis Tower. Above this door the following message has been chiseled: "The Portal Of Sorcery."

8. Stable Access. This passage and the connecting stables were added in recent years; the original inhabitants only allowed one entry into their fortified stronghold. The doors here are normally locked, and are of stout wood. A metal grill within each door allows two guards always on duty to inspect those wishing to pass to or from the stables.

GUARDS, F1 (2): AC 5 (chain mail); MV 9; hp 5 (average); THAC0 19 (specialized); #AT 3/2; Dmg 1d8+2 (long sword); SZ M (6' tall); ML Elite (13); Int 9 (Average); AL NG; XP 35 each

9. Stables. Twenty horses can be stabled here, however, at any particular time 1d10 of the horses have been checked out for use by Mathghamhna's inhabitants on the Order's business. Stalls take up most of the interior space; however, a small 10-foot room in the northwest corner of the chamber provides simple quarters for the stable girl who sees to the feeding, grooming, and general well-being of the horses stabled here. Double doors of heavy stone prevent free access from outside of the tower by an interior bar of iron controlled by a large metal wheel set in the wall. Only the proper code phrase (changed daily) will entice the stable girl or the guards in **room 8** to remove the bar (this access point is obviously much less secure than the main entrance). Finally, there is a secret door opening off the western portion of the southern wall, leading to a stairwell, which in turn ascends to **room 27**.

STABLE GIRL, 0-level: AC 10; MV 12; hp 2; THAC0 20; #AT 1; Dmg 1d4 (dagger); SZ M (5' tall); ML Unsteady (5); Int 9 (Average); AL CG; XP 10

10. Stairwell. A wide stairwell of ornate stone provides ascends to **room 37**, where the Lecture Hall (**room 38**) and the Great Hall (**room 36**) can be found. The doors on this level provide access to various utility chambers.



11. General Storage. Chairs, desks, benches, cots, shelves, candle holders, and much more can be found in this large general storage chamber. Many of the spare furnishings found here are useful for study, such as the lecterns, spare candles, and book ends. There is a good chance that most any common item of furnishing can be found here, and Kaylisidee maintains an up-to-date inventory in her room (Map IV).

12. Component Preparation & Storage. At least 3 apprentices can always be found here engaged in preparing, cataloging, and storing components against future need. A counter near the westernmost entrance provides a place where spellcasters can order spell components. Three work stations within the chamber are set up for grinding, mixing, or assembling that is often necessary in preparing components. The rest of the chamber has floor-to-ceiling shelves holding many years worth of every common component a wizard might need. Rare or exotic components, or those requiring significant outlays of cash, cannot be obtained here regularly (10% chance maximum). Only guild wizards can requisition such spell components when available, and they are expected to make an immediate suitable payment or arrange for the replacement of the stock.

APPRENTICES, 0-level (3): AC 10; MV 12; hp 2; THAC0 20; #AT 1; Dmg 1d4 (dagger); SZ M (4' tall); ML Average (9); Int 9 (Average); AL any good; XP 10

13. Binding & Parchment Storage. A prodigious amount of paper is required in the day-to-day working of the College and additional supplies are stored here. The room also contains the requisite tools for binding parchment into books, as well as the necessary components for making the very fine vellum parchment upon which magical scrolls are penned. Supplies of chalk, pumice stone, and lime are kept here, as well as frames for stretching sheep

skin, scrapers and knives, and a small grindstone. Two apprentices can normally be found here, and every so often a guild wizard with the appropriate proficiency comes down to oversee the making of more vellum. Extra vellum is stored in a locked cabinet, which opens to the skeleton key given to every full wizard at the college. There are usually 1d10+4 vellum sheets on hand at any one time; wizards must sign for sheets that they remove.

14. Privy. This ill-lit, cold, and rough natural cavern possess a dark fissure that reaches deep into the roots of the earth; a perfect latrine for the Order's membership. Chamber pots are also emptied here by those apprentices assigned collection duty.

15. Hall. This wide hallway provides access to the variety of chambers found on this level. The large support column at the center of the tower provides a central nexus for the hall, and in fact, a spiral stairwell has been carved into the stone of the support. The staircase ascends to **room 30** of Cashdam Tower.

16. Commissary. Rows of wooden tables fill this chamber allowing a large percentage of the Order's membership to eat simultaneously if necessary. There is a head table located along the curve of the southwest wall, where guild wizards, regents, or the chancellor himself is sometimes served by the kitchen staff, however, these ranking wizards normally take their meals in their private chambers.

17. Kitchens. The food for the entire college is prepared here by the resident cook (whose quarters are located on the adjacent upper level in **room 34**) and a changing staff of apprentices. As such, the chamber is filled with all manner of cutting surfaces, boiling pots, flaming ovens, hanging cookware, knives, and miscellaneous iron utensils. Foodstuffs, from vegetable to animal, are can also always be found here in various states of preparation.

The bulge in the western wall contains a natural hot spring conduit which pipes hot water up to the next upper level, where the baths and college laundry are located. An ingeniously crafted spigot allows some of the hot water to be redirected into this room for food preparation and cleaning.

18. Cold storage. This chamber is permanently kept cool by the large block of magically regenerating ice that is the centerpiece of the chamber. Food of all sort (not just perishables) can be found here, usually stocked in such abundance as to feed the entire current membership of the Order for one month.

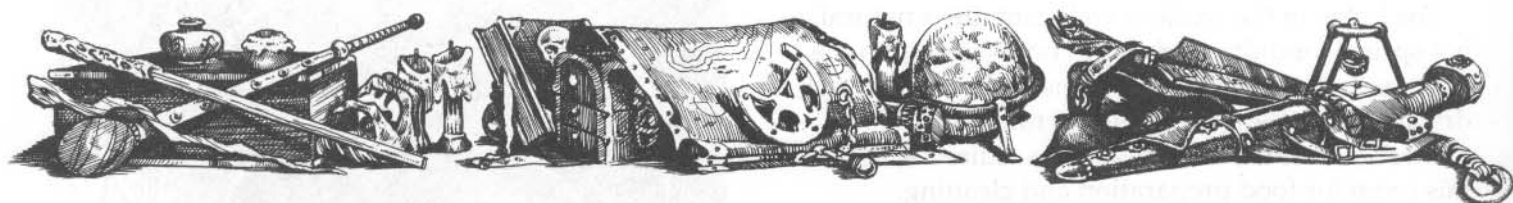
19. Kitchen Access. This passage is not original to Mathghamhna. It was carved after Cook's continual complaints concerning the difficulty of receiving the daily food supplies from the market. Both of the stone doors in this hallway are always kept locked, and travel through the passage is controlled by the two 1st-level guards always kept stationed there.

GUARDS, F1 (2): AC 5 (chain mail); MV 9; hp 5 (average); THAC0 19 (specialized); #AT 3/2; Dmg 1d8+2 (long sword); SZ M (6' tall); ML Elite (13); Int 9 (Average); AL NG; XP 35

20. Chapel to Immotion. This high chapel holds a large altar in the northern portion of the room atop a low dais. Behind the altar, a towering statue of graceful and lovely woman stands, so high that her waist is even with the 30-foot balcony; her head just misses brushing the ceiling 60 feet above. The rest of the chapel is filled with padded benches allowing a good view of the dais. A staircase along the west wall provides access to the upper balcony. A feeling of serenity and peace is tangible here, and the sweet odor of incense wafts through the clear air.

This chapel was built at the insistence of Shardea, and has proven to be a boon to the college membership. Homage paid to the goddess Immotion, who holds purview over the principles of cleansing and purity, as well as being a Patron of





Magic, are particularly useful to a wizard wishing to clear his or her mind in preparation for a difficult magical undertaking. Also, the chapel provides a peaceful redoubt in the otherwise loud and hectic halls, dorms, and lecture halls of Mathghamhna.

The resident chaplain of Immotion (see **room 35**) holds a ceremony to Immotion every three days, however, Shardea herself sometimes holds an impromptu gathering as well. She and the priest jointly oversee the celebration of religious days special to Immotion.

21. Sacristy. Those items which are used to celebrate each ceremony of Immotion are stored in this chamber when not in use. These items include 1d10+10 pieces of incense (5 gp each), a large golden pitcher (200 gp), a scepter blessed by Immotion herself that allows a wizard touched to recall a cast spell as if the beneficiary of *Rary's mnemonic enhancer* (the scepter is usable but once per week), and a magical cloth capable of cleaning and purifying any surface with but a swipe. Various holy parchments and hymnals are also kept in this chamber, all of which speak of the glory, purity, and serenity of the Goddess Immotion.

22. Guard Barracks. When the various guards, door wardens, etc. go off duty for rest, this is the chamber they come to first to lay their heads. This chamber is spartan, containing over 30 bunk beds, allowing at least 60 men and women to sleep here while off duty. Beside each bunk bed is a double-tiered shelf where each guard stores personal belongings. Typically, this consists of a couple of extra sets of clothing, a few mementos, and possibly a valuable or two (20% chance that each shelf contains an item worth 1d20 gp; each guardsmen employed by the Arcane Order can expect room, board, and 20 gp a month in pay, but they commonly keep such monies in their personal possession).

The spiral staircase in the chamber ascends to the

Hallway of Defense (**room 27**), where assembled guards can scramble to reinforce sensitive areas of the college.

Guardsmen who are off duty but still on call can usually be found in the adjacent Recreation Hall (**room 24**), however, at any one time 1d10+10 1st-level fighters; 1d6+6 2nd-level fighters, and 1d4+2 3rd-level fighters can be found in the barracks sleeping, reading, or talking.

23. Officers' Quarters. This room houses the officers, those of senior serjeant rank and above. It also serves as an administrative office and holds records. The captain, Lossarch, and his lieutenants, the Door Wardens, can be found here when not on duty. At least a serjeant will always be on duty here.

The back room (**room 23b**) is the personal quarters of the captain of the guard, Captain Lossarch.

SERGEANT, F3: AC 5 (chain mail); MV 9; hp 19; THAC0 17 (specialized); #AT 3/2; Dmg 1d8+2 (long sword); SZ M (6' tall); ML Elite (13); Int 9 (Average); AL any good; XP 120

CAPTAIN LOSSARCH, F7: AC 2 (plate mail); MV 12; hp 42; THAC0 13 (specialized); #AT 2/1; Dmg 1d8+2 (long sword); SZ M (6' tall); ML Elite (13); Int 9 (Average); AL any good; XP 120

24. Recreation Hall (see **room 22**).

25. Catacomb Access. The spiral stair located within this shaft is not accessible by normal means from this level of the citadel; the shaft connects **room 26** from Map II to the first tier of horizontal passages (shown on Map I).

Map III

The floor plan shown on Map III describes the areas between **room 26** and **room 41**.



26. Catacomb Access. This secure chamber holds a shaft filled with a spiral staircase that plunges down to the catacombs beneath Mathghamhna, and is the primary means by which full member wizards access the Archmanteion chamber. **Room 26** is accessible from this level via the doubly barred hallway connecting to **room 27** in Cashdam Tower. Only guild wizards and higher ranked members of the Order know the proper magical password allowing them through these otherwise inaccessible doors. However, unknown to even Japheth, there is a secret hallway connecting this stairwell to a dusty store room (**room 41**) of Incelsis Tower. This secret hallway was constructed in the previous age, and thus it is quite cunningly hidden. See the Adventures section, page 87, for more information regarding this secret passage.

27. Hallway of Defense. The Hallway of Defense provides crucial passage to various important points within Mathghamhna including the control point chambers (**rooms 3a & 3b**) flanking the main entry to the citadel, the secret door providing quick access to the stables (**room 9**), and the stair shaft providing access to Mathghamhna's catacombs (**room 26**).

The hallway is accessible directly from Sword Arm Shardea's private chamber (**room 28a**), the guard barracks (**room 22**), the central area of Cashdam Tower (**room 30**), and from the shaft way leading up from the lower catacombs (**room 26**).

28a/b. Shardea's Private Quarters. All three doors to this chamber are normally kept locked by Shardea. The utilitarian chamber within serves as the living and sleeping quarters of the Arcane Order's Sword Arm. Various military accoutrements vie with the various articles of faith dedicated to the goddess Immotion: crossed swords and shields line many of the walls, while floor stands and shelves hold various statues of the Goddess of Purity and tokens of faith significant to a champion of the faith.

Along the north wall is a consecrated stand that holds Shardea's holy equipment when she is not on duty, such as the *Armor of the Brightdelve Champion*

(*plate mail* +3) and *Lightgiver* (*holy sword* +4, unique abilities). These items are listed with Shardea's statistics as they are nearly always with her. A hard bed rests against the curve of the north wall. A locked iron chest sits at the foot of her bed. Anyone other than Shardea who attempts to open the chest is subject to the holy *glyph of warding* placed on its lock (15d4 points of damage). The chest holds monies consecrated to the chapel of Immotion that she has collected through contribution and salvage: a total of 4,679 sp, 2,412 gp and 27 gems each worth at least 100 gp are here.

South of the bed is an open but separate chamber (**room 28b**) containing a bathtub and a cabinet and bench holding various toiletries.

29. Situation Room. This chamber is normally locked. The room holds a 20-foot diameter oak table surrounded by high stools. Various drawers in the table's side hold maps that detail all the levels of Mathghamhna (excepting the secret hallway connecting **room 26** and **room 41** and the extent of the Deeps), the topography of the landscape immediately surrounding the college, and maps detailing both nearby and far flung geographies.

This chamber is where Shardea meets with her captains and the college leadership concerning issues of defense or in the event of an emergency. Shardea's keen insight in matters military is brought to bear here with the aid of the maps, and masterful strategies are thus born.

30. Cashdam Tower Central Hallway. This hallway surrounds the central support pillar, and provides access to the various chambers found on this level in Cashdam Tower. The spiral stairwell built into the southwest corner of the support pillar extends down to **room 15** on Map II and up to **room 52a** on Map IV (note that two intervening, unmapped levels are let off the stairwell on the ascent up to **room 52a**; these two levels hold only the many private cells of the Order's initiate membership; see page 55 for more information).



31. Armory. This iron door is always kept locked; only Shardea and Captain Lossarch (**room 23**) have keys. Within the chamber arrayed on shelves and wall racks are additional weapons and armors put aside in the event of an emergency, or to arm newly hired militia or mercenary forces. The following weapons are normally found here: 86 long swords, 46 short swords, 74 dirks, 42 crossbows (with over 1,000 quarrels), 26 long swords, 24 maces (consecrated to Immotion), 6 heavy lances, and 32 halberds. The following armors are normally found here: 67 medium shields, 45 suits of leather armor, 37 suits of studded leather, 32 suits of chain mail, 6 suits of plate mail, and 2 suits of field plate.

32. Laundry. The membership of the college requires an ongoing effort to keep their individual wardrobes clean and presentable; the apprentices (normally 1d4+3) who work almost ceaselessly in this chamber are charged with washing the never-ending piles of soiled clothing that is collected daily and delivered to this chamber. Piles of dirty clothes vie with racks to dry clean clothes that have been scrubbed in the swift-running hot water trough paralleling the curved southern wall. The water enters the chamber from a 2-foot diameter tunnel leading to **room 33**, but empties out a small hole (1-foot diameter) in the side of the tower at the end of the trough, spewing forth a small but ever-flowing waterfall down the southern side of Cashdam Tower.

33. The Baths. The Elders who built Mathghamhna tapped a natural hot spring far below the structure, carving a hollow path up through the solid stone to empty into this chamber. To what purpose the Elders put this water is unknown, however, in the present day the hot mineral waters provide excellent bath water to the series of four overflowing bath depressions carved into the floor of the chamber. The first in the series is almost scalding hot and only for the most hearty, but by the time the water reaches the third

and fourth baths, it is cooled to generally tolerable levels for bathing.

34. Cook's Quarters. The cook can be found here 45% of the time; otherwise he can be found in the kitchens (**room 17** on Map II). The cook for the Arcane Order is a permanent fixture within Mathghamhna. He has at his command a rotating staff of apprentices who follow his directives in the daily ordeal of providing food for the approximately 100 or more souls who live within the citadel and who daily require sustenance. His quarters are highly decorative, including many gold-inlaid tapestries (worth a total of 300 gp), expensive statuary (500 gp) and ornamental paintings (1,000 gp). The cook's vanity is legendary, but so also are his recipes.

COOK, hm, F1: AC 8 (leather); MV 12; hp 7; THAC0 19 (specialized); #AT 3/2; Dmg 1d6+2 (cleaver); SZ M (6' tall); ML Elite (13); Int 9 (Average); AL NG; XP 35

35. Chaplain's Quarters. A dedicated chaplain lives in this chamber, which is austere in the extreme. A cot, washbasin, bureau, closet, and desk are the only items of note furnishing the chamber, however, some few tapestries depicting the power and majesty of Immotion hang from the stone walls. A door leads directly off the chaplain's quarters to the south onto the 30-foot high balcony overlooking the chapel (**room 20**) where the chaplain holds his ceremonies every three days.

CHAPLAIN, hm, C1: AC 5 (chain mail); MV 12; hp 10; THAC0 19; #AT 1; Dmg 1d6+1 (mace); SZ M (6' tall); ML Elite (13); Int 9 (Average); AL NG; XP 65

Spells—1st—protection from evil, purify food & drink

36. Great Hall. This chamber is a grand affair, holding three magnificent fluted and carved marble columns. The floor is likewise paved with polished marble, but most stunning is the view from the attached balcony, which circles the great well of the



High Vestibule (**room 4**). A slender catwalk springs out from the edge of the Great Hall to connect with the spiral staircase that also serves as a support for the 120-foot high ceiling of the High Vestibule. The catwalk often serves as an excellent podium for addressing those assembled in the Great Hall, or any who might be gathered 30 feet below in the High Vestibule.

37. Stairwell. A wide stairwell of ornate stone provides access down to **room 10**, but continues to ascend to **room 56**, where the Great Library (**room 54**) on Map IV can be found.

38. Lecture Hall. This is a general lecture hall, generally reserved for gatherings of apprentices who are eager to receive the magical lessons of the initiates and guild wizards. A large podium sits near the east wall, before which are arrayed row after row of wooden benches.

39. Closet. Wraps, cloaks, bags, and anything else that might otherwise clutter the lecture hall and distract from a lesson are stored here by those attending classes.

40. Study Materials. Paper, quills, ink, spare benches, slates, chalk, and an assorted variety of other objects related to the advancement of magical knowledge can be found in this chamber.

41. Dusty Store Room. This store room is almost never used any more, and the thick layer of dust covering the broken wooden benches, splintered podium, and rotting sheaves of paper is a testament to this fact. A successful search through the debris in an attempt to locate anything useful does turn up two things: a forgotten *cassock of precaution*, and a secret door. The secret door is unknown to the general membership of the Order, and leads to **room 26** via a secret tunnel. See the first adventure at the end of this book for more details on this tunnel.

Two Unmapped Levels

(Between Map III and Map IV)

Note that **two unmapped levels** lie between the rooms indicated on Map III and Map IV. These levels lie at an elevation of 60 feet and 90 feet, respectively. The contents of these unmapped levels are unessential to the overall comprehension of Mathghamhna, though the DM can certainly detail them if desired.

The two unmapped levels of Cashdam Tower hold the small individual cells of each initiate member of the Order. Each cell has a cot, a bench with a desk, and a wardrobe. Personal effects are also allowed; however, with the excessive study requirement placed on each initiate, usually only those items that bear directly upon each initiate's education might be found here, such as the spellbook of each individual.

The two unmapped levels of Briocht Tower are part of the High Vestibule (**room 4**), which stretches up to a ceiling that hangs an impressive 120 feet over the floor far below. The walls are decoratively carved in bas relief with various fantastical creatures of both myth and reality.

The two unmapped levels of Incelsis Tower hold the various dorm chambers of the apprentices of the Arcane Order, with adjoining privies and a game room on each level (dice, chess, sticks, and various other games of skill and chance await the few hours a week the apprentices have to devote to play). The barracks are kept scrubbed clean by the apprentices, but are otherwise bare save for a small chest of personal effects that each apprentice is allowed to keep at the foot of each individual's cot. There are more empty rooms than filled rooms on these two levels; there just are not enough apprentices to fill all the available space.



Map IV

The floor plan shown on Map IV describes the areas between **room 42** and **room 56**. Remember that the descending stairwells in Cashdam, Briocht, and Incelsis connect to two unmapped levels before connecting to the rooms shown in Map III, as described under the preceding heading.

42. Central Stairwell. The massive spiral stair that ascends from the High Vestibule finally pierces the ceiling of that chamber, emptying into this chamber. The stairs continue up the central support of Briocht Tower to **room 59**.

43. Guild Assembly. At great expense, the floor of this chamber has been inlaid with finely polished hardwoods stained dark red and black. Comfortably padded chairs generally face the podium in the northeast portion of the chamber, where guild wizards formally speak to their fellow members in regard to recent magical discoveries or innovations.

44. Guild Lounge. As in the Guild Assembly (**room 43**), little expense has been spared to make this chamber a comfortable haven for guild wiz-

ards, regents, and even the chancellor to come and relax for a bit among the company of his or her fellows. Great divans and overstuffed chairs are scattered in intimate clusters. Chess and other games requiring pieces are scattered on ornate boards within easy reach, and a fully stocked bar nestles against the curve of the northwest wall.

45. Exterior Catwalk. This exposed catwalk provides access between Briocht and Cashdam Towers. Generally the iron doors at either end of the catwalk are kept locked during the hours of night, however, they easily swing wide to permit diurnal activities.

46. Office Of The Chancellor. This ornate private office is the helm from which Japheth Arcane manages and delegates the administrative concerns of the college. A redwood desk sits near the large picture window in the southern part of the chamber, allowing the chancellor to swivel his leather chair at will from a view of his office to the magnificent view from the window and over the balcony (**room 47**).

A polished oaken roost stands to the side of the desk. The raven Raphael (Japheth's familiar) perches here when Japheth is present. Decorative



paintings hang from the paneled walls, fine statuary sits alone or upon small stands, and padded chairs dot the room allowing the chancellor to receive visitors in comfort.

The desk is *wizard locked* (at 18th level) to open only to Japheth's touch; within are file drawers holding the previous year's monthly reports from each of the regents. Thus the efforts and results of each regent's sphere of influence is readily available for Japheth's quick perusal should the need arise.

47. Balcony. This stone balcony is protected from inclement weather by a stone roof, however, its front curve is open to the elements, providing a wonderful view of the courtyard and all that lies beyond for a space of many miles from the 120-foot elevation. The balcony's rail is decorated with enigmatic and even threatening statuary, however, the hand of time has smoothed away all traces of danger or unrest that may have once been communicated by the stone.

Japheth often comes to this balcony to contemplate his successes, plan around his failures, or simply to lose himself in a reverie of the distant horizon, if only for a few moments.

48. Japheth's Private Study. This iron door is kept *wizard locked* by Japheth (at 18th level), and he only allows other members into this chamber in his own company. The chamber contains a few comfortable chairs and divans, as well as *permanent unseen servant* that takes orders of food or drink from Japheth and is able to fetch and deliver with uncanny accuracy.

This chamber also serves as the Chancellor's private library, and thus it holds many shelves of books that cover a variety of arcane, technical, and even mundane topics. A careful perusal of the shelves reveals a spellbook entitled *Arcane Craft*, which contains all of the spells revealed in the New Spells appendix (page 77). The shelf also contains the following magical volumes: *libram of gainful conjuration*, *libram of identification* (book identifies nearly any magical item and supplies one command word, but

mistakenly identifies cursed items as useful), and a *grimoire of archaic alchemy* (adds one experience level to alchemists, 10,000 experience points to wizards, while priests lose 7,000 experience points and suffer 5d6 points of damage from reading this text).

49. Japheth's Quarters. This decoratively forged iron door is *wizard locked* (at 18th level) by Japheth, allowing the chancellor sole entry. The chamber contains a canopied king-sized bed with feather pillows, various overstuffed chairs, a desk, a small chest chained to an immovable stand, a wardrobe, and a roost for Raphael.

The desk contains various personal papers of Japheth, including his diary wherein he relates his successes in discovering the First Lore, and his attempts to discover the Second and remaining Lores. The small chest chained to the stand and floor is made of iron and is *wizard locked*. Japheth keeps a few personal mementos within this chest including: a burned out *ion stone*, a miniature lamp with a *continual light* cast upon the wick (Japheth's first light source so many years ago), and a *medallion of ESP* that malfunctions 40% of the time, giving incorrect readings. The chest also contains a handful of valuable gems worth a total of 2,000 gp. The wardrobe contains a variety clothing including formal robes, informal robes, riding gear, and winter equipment.

50. Privy. As chancellor, Japheth rates a private privy.

51. Balcony. This balcony attached to the Cashdam Tower gives a great view over the courtyard and areas beyond. It also connects to the catwalk (**entry 45**) providing an access to Briocht Tower.

52a. Cashdam Tower. This entire level of the Cashdam Tower is given over to the administrative offices of the Regents of the Arcane Order. Associated staff offices for each regent are found nearby. See Map IV for the specific regent assigned to each office and their associated staff.



Regent Offices: Each regent's office is appointed with the regent's large desk, various scroll cases and filled ledger boxes, three or four chairs for visitors, a small table for impromptu conferences, and a shelf or two containing mundane volumes covering each regent's area of responsibility.

The contents of the scrolls and ledgers found in each regent's office reflects their area of responsibility. For example, Abendroth's files (the regent in charge of financial concerns) contain ledger after ledger of daily costs incurred by the guild, as well as financial information on contracts, payrolls for the non-wizard staff, bids for contractual stonemasonry, and so on. In the same light, Mogen Wym's files (the regent in charge of the college syllabus) contain information on each and every class taught in the past, the guild wizard who taught it, comments concerning the class, the ability level and progress of past and current apprentices and initiates, etc. Each regent is normally found in his office 35% of the time during daylight hours, otherwise they can be found in their quarters or associated labs (see Map V). The door to each regent's office is locked when the regent is not in.

The spiral staircase that is built into the central support of Briocht Tower leads down through two levels of initiate quarters before finally reaching the mapped stairwell described under **room 30**. The stairwell ascends to **room 61a**.

52b. Staff Offices. Each regent's office also contains an associated staff office or two immediately next to each regent's office as shown on the map. The staff offices include two or more desks where full time staff positions are filled by 0-level townspeople as well as a rotating staff of apprentices. The staff for each of the regents can expect a wide variety of duties related to the regent's area of responsibility. These duties include dictation, message running, file searching, calculations, and even basic gopher duties. Between 2-8 staff members and 1-4 apprentices can be found in each staff office during daylight hours.

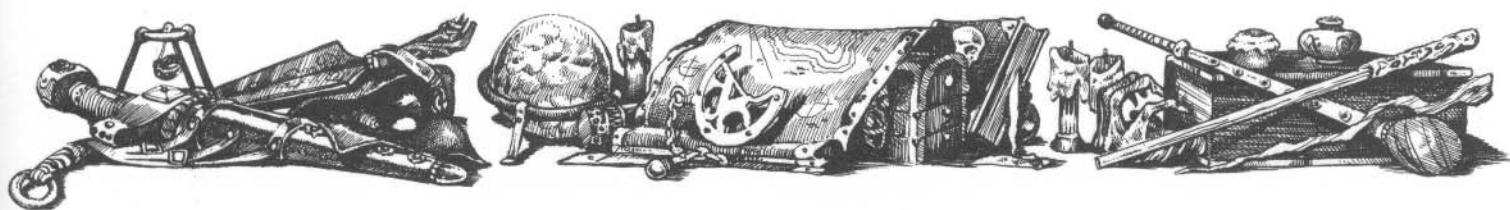
52c. Storage. These rooms contain extra chairs, desks, shelves, parchment, ledgers, and other items related to the efficient processing and storage of information.

52d. Empty. These rooms stand empty, ready to house a growing staff or a new regent.

53. Rear Catwalk. Another exposed catwalk connects Cashdam Tower with Incelsis Tower; however, a door near the center of the catwalk's length provides access to **room 43** in the Cashdam Tower. The three iron doors that allow access to the catwalk are unlocked during daylight hours, but then locked tight when night falls.

54. Grand Library. Every carved stone door to this chamber is enchanted to not allow passage to any but those who are members of the college (that includes the apprentices, of course). The Grand Library contains a plethora of esoteric magical knowledge stored on heavy oaken shelves that rise to the 25-foot high ceiling (many of the volumes are accessible only through the track ladders that can be rolled to a specific location). The topics within the library touch on almost anything magical, including: philosophies, magical myths of both beasts and relics, myriad theories on the source of magic, banned books (but not here!) discussing the possibilities of mixing magic and technology, and lists of theoretical alternate planes of existence where magic is either augmented or debased.

The most immediately significant volumes in the library are those tomes that hold every 1st-, 2nd-, and 3rd-level spell described in the *Player's Handbook* (and the *Tome of Magic* at the DM's option)! These spells have been laboriously collected by the wizards of the Order as an invaluable aid for lower level wizards in their search for magical knowledge. No wizard who is not a member of the college is normally allowed in the Grand Library.



Whenever a wizard of the Order attempts to learn a spell from the Grand Library and takes advantage of the advice and instruction offered by an Advisor or a fellow wizard who already knows the spell in question, the percent chance to learn the spell receives a +10% bonus. Higher level spells (those above 3rd level) cannot be found in the Grand Library; they are usually only available to full guild wizards from more senior members. Any attempt to remove a spellbook from the library through teleportation, *dimension door*, or simply walking through one of the doors triggers a magical trap. The trap first teleports the book in question back to its point upon the shelf, while at the same time teleporting the miscreant to a waiting dungeon cell in **D6** in the Deeps (Map X) sans equipment (which remains in the library).

At any time (night or day) 3d6 apprentices, 1d6 initiates, and 1d4 guild wizards can be found within the library or the associated reading rooms (**rooms 55a** and **55b**) perusing magical tomes or spellbooks.

55a & 55b. Reading Rooms. As named, these chambers hold tables, lamps, and comfortable chairs for those who wish to study any of the books found in the Great Library (**room 54**). Initiates and even the odd guild wizard can be found here reading, talking quietly, or copying a spell from one of the library spellbooks into a private spellbook.

56. Stairwell. A wide spiral stairwell of ornate stone provides access down to **room 37**, connecting two unmapped levels that hold the apprentice dorms and many empty rooms. The stair also ascends in tight loops to **room 57**, where many of the guild wizards' quarters and private labs can be found.

Map V

The floor plan shown on Map V describes the areas between **room 57a** and **room 62**.

57a. Incelsis Tower. This level of Incelsis Tower holds the private quarters and the associated private labs of many of the guild wizards of the Arcane Order. See Map V for the correlation between quarters and specific guild wizard. The main stairwell of Incelsis Tower descends to **room 56** on Map IV, and ascends through one unmapped level to finally reach **room 67a** on Map VI. The unmapped level contains only unused and dusty chambers.

Guild Wizard Quarters: For the most part, each guild wizard has a private chamber with the dimensions of 20 feet by 20 feet, with a 25-foot high ceiling. The door to each wizard's chamber is normally kept individually locked by one of the following six methods on the optional table. (roll a 1d6)

Wizard Lock Types	
1d6	Type
1	Wizard lock
2	Key lock
3	Key lock, trapped with electricity ward for 6d6 points of damage
4	Locked with a magical phrase
5	Locked with phrase; improper phrase triggers fire trap for 6d6 damage
6	Sentient stone door; opens only to master; pick attempt yields bite for 3d6 damage and 50% chance to sever hand

In general, the quarters for each of the guild wizards hold the basic bed, desk, wardrobe, and shelves containing books of esoteric knowledge. The books in question cover wide areas of magical knowledge, and each specialist also possesses at least one critical work that reflects the individual wizard's school of specialty. Beyond this, each wizard is likely to have decorated his or her chamber with strange and perhaps even menacing decorations gained through a career of spellcasting and sorcery (see Table 10; each wizard generally has 0–3 items; that is, 1d4–1). Each private room of the guild wizards within this tower also conveniently has a door to a private laboratory; a wizard exhausted from a long night of spell



research in the magical laboratory has only to stumble a few steps to reach the comfort of hearth and bed. Finally, the spell book of each wizard can either be found on the wizard's desk (50% chance) or in the adjoining spell lab. Each wizard's spell book includes the spells found as the memorized spells listed under each individual's statistics.

57b. Private Labs. The door to each of the private wizard labs near their quarters is usually locked in a manner similar to that described in **room 57a**. All of the labs are crowded with shelves and lab tables, as well as basic equipment to pursue magical research, including: alembics, beakers,

burners, crucibles, coils of distillation, kettles, mortar and pestles, scales with weights, and tongs, among other items. Strange specimens (both living and dead), complex magical diagrams, multi-colored flames, and noxious fumes are also a fairly standard component of most of the labs. It can also be assumed that each lab has 1d6-2 magical potions and also has a 20% chance to contain a *minor* magical item (roll on the appropriate table in the *DMG*; roll again if an item generated is above average power level). Unique items can be rolled for on Table 11.

Table 10: Esoteric Personal Possessions & Decorations of Guild Wizards & Regents

- 01 A stuffed owl that answers one question a day like an *augury* spell.
- 02 A statute of a monkey recovered long ago; pressing the eyes *polymorphs* user into live monkey.
- 03 A glass container filled with a fluid that preserves what appears to be a living eye.
- 04 A small golden toy shaped like a harp that magically emits bell-like music when touched.
- 05 A magical pen that will copy upon vellum any words dictated to it (it does not make spell scrolls).
- 06 A tapestry on the wall that shows random, ever-changing views of other worlds and planes.
- 07 A stone rat that has magically come to life; it acts as a familiar to one of the wizards.
- 08 An ornate chess game haunted by its crafter; the spirit plays a mean game of chess.
- 09 A 1-foot diameter glass sphere grasped by a clawed hand carved in stone; magical lights dance within.
- 10 An animated glass cat; like the stone rat, it serves as a familiar to one of the wizards.

Table 11: Unique Lab Features

- 01 Magical summoning circle inscribed in the floor or wall.
- 02 Hourglass filled with bone dust; the dust runs upward in necromantic defiance of gravity.
- 03 A steel-sheathed skeleton of a giant or other large monster hung from the ceiling of the lab.
- 04 A furnace containing a permanently trapped minor fire elemental; no furnace burns hotter.
- 05 A fragment of meteoric rock or moon rock, usually collected only through extraordinary means.
- 06 A preserved hand of a gigantic humanoid, purported to be the hand of an extraplanar fiend.
- 07 A 1' diameter portal in the gaping mouth of large statue; the portal leads to the Demiplane of Shadow.
- 08 A servitor iron golem bound to the chamber of its creation by poor wording when it was crafted.
- 09 A humanoid frozen in an unmelting block of ice; it is barely alive but communicates via telepathy.
- 10 A bubbling black enchanted cauldron; once per day it ejects a (usually) harmless protoplasm that (usually) dies within a few minutes of its new existence.



58. Catwalk. This catwalk connects Incelsis Tower with Briocht Tower. The iron doors on either end of the catwalk prevent unrestricted access because they are normally locked by a key that only guild wizards and higher ranked members of the college carry.

59a. Briocht Tower. This level of Briocht Tower holds the private quarters and the associated private labs of more of the guild wizards. See Map V for the correlation between quarters and specific guild wizards. The main stairwell of Briocht Tower descends to **room 42** on Map IV, and ascends through one unmapped level to **room 66** on Map VI. The unmapped level contains only empty rooms that have not been restored with the same care as the inhabited sections of Mathghamhna.

The quarters and private labs of the regents do not vary in any significant way from a guild wizard; the descriptions of the rooms and contents found under **room 57a** applies equally well for these rooms.

59b. Private Labs. The associated labs of the guild wizards living in the Briocht Towers are not dissimilar to those living in Incelsis Tower; utilize the text under **room 57b** when describing each regent's private lab.

59c. Storage. Originally empty rooms have accumulated the clutter and refuse of items that are too unimportant to take up space in a lab, but then again too important to throw away outright. Instead, they lie in forgotten storage. Nothing exceptionally useful can be salvaged from these rooms.

60. Catwalk. This catwalk connects Briocht Tower with Cashdam Tower. The iron doors on either end of the catwalk prevent unrestricted access because they are normally locked by a key that only guild wizards and higher ranked members of the college carry.

61a. Cashdam Tower. This level of Cashdam Tower holds the private quarters and the associated private labs of the regents of the Order (and Meloedy the Enchantress). See Map V for the correlation between quarters and specific regents. The main stairwell of Cashdam Tower descends to **room 52a** on Map IV, and ascends through one unmapped level to finally reach **room 63** on Map VI. The unmapped level contains only unused dusty rooms that have not seen the loving restoration of the inhabited levels.

The quarters and private labs of the regents do not vary in any significant way from a guild wizard's; the descriptions of the rooms and contents found under **room 57a** apply equally well for these rooms.

61b. Regent Private Labs. As above, the private labs of the regents are not too different from those worked by the guild wizards; utilize the text under **room 57b** when describing each regent's private lab.

62. Sealed Archive. The two double doors of carved stone that allow entry to this chamber are enchanted to prevent passage to any to any wizard below 7th level of ability (treat as specially *wizard locked*). Within, the Sealed Archive expands upon the works found in the Grand Archive (**room 54**), exploring radical theories and philosophies of magic, touching on topics that are often too rarefied for the uninitiated to comprehend let alone put to good use. There are even a few books dealing with the Dark Arts, however, these particular volumes are under lock and key so as not to provide too tempting an avenue of research. The books in question are stored on heavy oaken shelves that rise to the 25-foot high ceiling (many of the volumes are accessible only through the track ladders that can be rolled to a specific location).

The room is not completely given over to shelves; comfortable chairs, warm lights, and inviting tables are also liberally strewn about the



chamber, giving it an inviting atmosphere for those who wish to study.

The most immediately significant volumes in the archive are the Sealed Archive spellbooks that contain every known 4th, 5th, and 6th-level spell in the *Player's Handbook* (and the *Tome of Magic* at the DM's option)! These spells have been laboriously collected by the guild wizards of the Order as an invaluable aid and mutual tool in their search for magical knowledge. No wizard (even if of the appropriate level) who is not a full member of the college is allowed in the Sealed Archive.

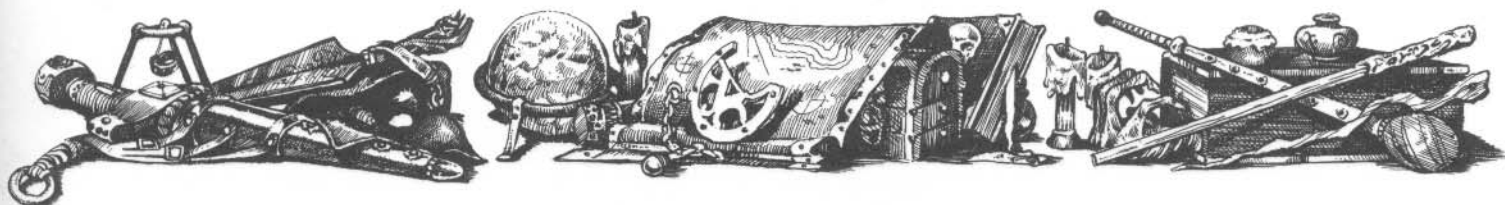
Any attempt to remove a spellbook from the archive through teleportation, dimension door, or simply walking through one of the doors, triggers a similar magical trap to that of the Grand Library. The trap teleports the book in question back to its place upon the shelf, while at the same time teleporting the miscreant to a waiting dungeon cell in **room D6** in the Deeps (Map X) sans equipment (which goes to the Armory, **room 31**).

At any time (night or day) 2d4 guild wizards can be found within the archive perusing magical tomes or spellbooks.

Map VI

The floor plan shown on Map VI describes the areas between **room 63** and **room 67a**.

63. Enchanted Garden. This entire level has been given over to a successful experiment in indoor gardening. Soil was imported, seeds of all sorts were planted, water was provided, and specially researched magical spells were crafted to provide a diurnal cycle of day and light to the entire indoor chamber. In 30 years, this chamber has flourished: grasses, bushes, trees, and wild flowers cover the entire expanse of this level, excepting those places where shallow pools have been dug. Just as a few songbirds have been brought in to live in the trees, a basic aquatic ecosystem has been set up in the shallow pool; colorful fish can always be seen swimming in the water. Nothing dangerous or ugly is allowed to grow in this chamber; this is a garden of peace and serenity where wizards and apprentices who are willing to make the climb can relax. Some of the Order's gatherings take place in this chamber when formality is not a requirement to the meeting.



The spiral stair case that intersects this chamber descends through one unmapped level (containing only unused, dusty rooms) to **room 61a** on Map V. The spiral stair ends at this level. The ceiling 25 feet above also represents the nadir of the Cashdam Tower. From the exterior it has a rough, natural appearance not dissimilar to a weathered butte. Some holes and cracks in the ceiling allow actual natural light, rainwater, and the occasional insect or bird into the garden.

64. Balcony. The door to this balcony is almost always kept locked. The balcony is open to the air, and also provides a support for the catwalk (**entry 65**) that connects the Cashdam to the Briocht Tower at this level.

65. Catwalk. This catwalk is in poor repair; the membership is discouraged from using it, however, it is in adequate shape to support normal weight at this time. The door connecting to the Briocht Tower is always kept locked.

66. Briocht Tower. The rooms on this level of the tower are repaired from the time of the original ruin; however, whatever purpose they were supposed to be put to has long since been forgotten. The rooms stand empty and dusty now, serving little purpose other than providing an excellent place for apprentices shirking their chores to hide.

The spiral staircase in the center of this tower descends through one unmapped level (containing only unused, dusty rooms) to **room 59a** on Map V. The spiral stair also ascends through two additional unmapped levels (containing unfinished, ruined rooms) to **room 74** on Map VI.

67a. Incelsis Tower. Like the adjoining (although unconnected) Briocht Tower, the rooms on this level of the Incelsis Tower are empty, but mostly refurbished from the time of their initial ruin when the Dragon of Shades brought an end

to the previous Age. The rooms on this level remain dusty and mostly ignored.

The spiral staircase serving this tower descends through one unmapped level (containing unused dusty chambers) to **room 57a** on Map V. The spiral stair also ascends through two additional unmapped levels (more ruined chambers) to **room 68** on Map VII.

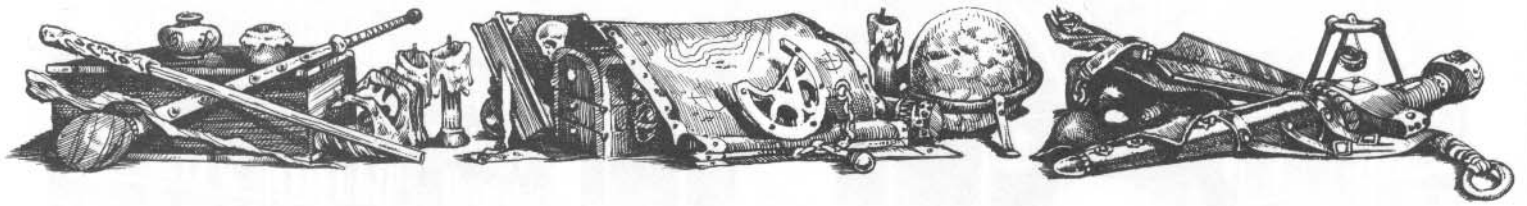
67b. Secret Chamber. This chamber remains from the previous incarnation of the college; the contents of the room date back to the previous Age! Only Acamedecian Drake of all the wizards of the Order ever discovered this chamber (see Japheth's description). If the secret door is discovered and accessed, the 10-foot chamber beyond is revealed. It contains a circular metal disc, 5 feet in diameter, embedded in the floor of the chamber. Anyone stepping on the disc is instantly teleported to a horrible secret laboratory in the Deeps below Mathghamhna. Refer to the Drake's Legacy adventure on page 88 for further information.

Map VII

Rooms 68 through 74 appear on this map.

68. Incelsis Tower. The space on this level of the Incelsis Tower is empty, and filled with the clutter of fallen walls. From the stairwell, a single iron door provides access to **room 69**, but it is normally locked, because the room is dangerous.

The spiral staircase serving this tower descends through two unmapped levels (containing unused dusty chambers) to **room 67a** on Map VII. The spiral stair also ascends through the 25-foot ceiling into the vast upper hollow of the Incelsis Tower. The stair here sways with any weight, and only residual magic prevents it from collapsing altogether. The stair pierces 90 feet of hollow tower before finally depositing travelers on the top of the tower in **room 75**.



69. Ruined. No work was done at all to reclaim the damage wrought by time in this area; it was merely walled off from room 68. If any are so foolish as to pass the locked door and enter into this area to explore, they stand a 25% chance per turn of breaking through the crumbling floor to the next lower level. This blow in turn has a 30% chance of smashing through the next level, and then a 40% chance of breaking through the third floor, and thus come crashing through the ceiling of a random room on Map VI! Every 30 feet fallen (one level) inflicts an additional 3d6 points of falling damage.

70. Dove Coop. It is to this location that *Kaylisodee's enchanted doves* go to rest for 4 hours out of every 24, recharging their energies in the light of the sun that comes in through this enclosure, which is open to daylight. The door to this chamber is normally locked, however, an apprentice daily checks on the coop just to clear out any natural birds who from time to time decide to build a nest in the inviting enclosure. The doves can also be sent on special missions abroad from this location by Kaylisodee alone, as long as they are able to return to their coop before 20 hours have expired.

71. Catwalk. This narrow catwalk sways in the wind and is quite unsafe; anyone negotiating it has a 10% chance of tumbling off with a random gust of high velocity wind. A fall from this height (300 feet) should kill any mortal character, regardless of hit point total. The doors at either end of the catwalk are normally locked, but provide entry between Briocht and Incelsis Tower.

72. Observation Level. This level was refurbished by stone masons to serve as an ideal area to view the surrounding lands from the safety of the Briocht Tower. The windows on this level are wide (and barred, as is every window in the outer wall of Mathghamhna), but cannot be shut-

tered. Sometimes inclement weather finds its way into the interior but, after all, water dries. Except for the view to the northeast (blocked by the rise of Incelsis Tower), the views provided are breathtaking yet useful for those wishing to spy out the land. Strange iron tracks run the periphery of the level, with four side tracks leading under each of the four doors to the areas marked as **room 73**.

73. Observation Chambers. Each one of these four chambers holds a strange mechanism from the previous Age, but only one has been repaired in the present day. Resting on tracks, is a rolling mechanism of strange design. The seat for the passenger is nestled among many levers and pedals, some of which are designed to make the device move along the track, while others are designed to move and focus the powerful viewing lenses held in the large metal shaft attached to the device.

A few days of experimenting allows interested parties to move the single operating mobile televiewer into the exterior of the Observation Level (**room 72**). Anything viewed through the properly positioned lenses seems to be 30 times closer than with the unaided view; this is a real boon for those interested in keeping extremely close scrutiny on the activities within the nearby community. During daylight hours, there is a 30% chance to find 1d4 apprentices here messing around with the viewer (even though it is supposedly off limits).

74. Stairwell. The spiral staircase in the center of this tower descends through two unmapped levels (containing only unused, dusty rooms) to **room 66** on Map VI. The spiral stair comes to an end here; the remaining upper portions of the Briocht Tower are ruined beyond repair.



Map VIII

Only **room 75** appears on this map.

75. Nadir of Incelsis. Those bold enough to traverse the 90 feet of naked spiral stair below (which reach down to **room 68**) can access a metal hatch (normally barred from the inside), and reach the top of the Incelsis Tower. It has a rough, natural look; it has never been changed from its original state. A precipitous view over the ledge is obtainable from here, but the gusty winds make such observations dangerous. From time to time an initiate makes the climb up here to check the sturdy iron pole from which the huge pennant of Mathghamhna flies: a dragon rampant on a field of sapphire clutching an arcane scroll in its taloned claws. The pennant is lit with a *continual light* and blows in a *continual breeze*; it is visible from quite a distance for those approaching the towering heights of Mathghamhna.

The Deeps

The underground chambers far below Mathghamhna are sometimes called The Catacombs, but are more often referred to as The Deeps. These tunnels were far more extensively delved long ago, but in the present Age only a few passages have been explored and utilized by the Arcane Order. Because of subterranean winds that often whistle through the dark ways beneath the ground, speculation holds that vast areas remain yet undiscovered; however, obvious passages to deeper areas have been blocked. Little effort has been put into continuing the exploration to date because of dangerous cavern gasses that are a testament to the area's volcanic past (see **room D11** on the Tunnel Junction Map).

The rooms described on Maps IX to Map XII (page 96) are all reached via the spiral stairwell that begins in **room 26** on Map III, descends down

through **room 25** on Map II, then finally plunges below ground level in a tight spiral. The cross-section shown on Map I indicates the spatial relationship between all the maps in the Deeps and the passages used to access them. All vertical passages on Map I contain spiral staircases, while the horizontal passages are rough and winding tunnels; only the Tunnel Junction Map (**room D11**) contains special details (see below).

Map IX

This underground area contains **room D1** and **room D2**.

D1. Cavern of Guard. This rough cavern is home to the guardians of the treasury of the college (**room D2**). The flickering red glare and charcoal smell of the two 18-foot tall guardians who stand flanking the iron door of the treasury are immediately obvious to any who enter the chamber. These are *burning men*, golems constructed by Japheth to prevent any unauthorized visits to the treasury. Anyone who does not give the password before approaching 5 feet of any wall of the Treasury will be attacked by the red-hot, cinder-covered guardians.

GOLEM, BURNING MEN (2): AC 4; MV 12; HD 14; hp 60; THAC0 7; #AT 2; Dmg 2d8/2d8; SA *keening* 1/day (fear in 80' radius) on 3rd combat round, *cinder shower* (each hit, each foe hit takes 1 hp heat damage per round until doused or smothered; if not immune to fire, noncumulative -4 to hit and -2 Dexterity for 2d10 rounds); SD +2 or better magical weapon to hit, regenerate 1 hp/turn, immune to fire, lighting, and illusions; SW *quench fire* reduces AC to 6 and prevents cinder shower for 1 round/caster level; SZ H (18' tall); ML Fearless (20); Int Semi- (3); AL NE; XP 10,000 each. At 0 hit points, they flare suddenly and collapse into ash (full regeneration in 1 month).



D2. Treasury. The iron door is incised with a warning glyph ("Death"); it is locked and magically trapped with a trap that cannot be removed by nonmagical means. Anyone attempting to breach the door by any means except a special key—physical, magical, or by thievery skill—triggers a magical trap that teleports the unfortunate intruder one mile straight down into solid rock. A saving throw vs. death (with a penalty of -3) is allowed; an individual making the saving throw still takes 4d6 points of electrical damage (exposed equipment must make item saving throws), and the trap instantly resets. A magical clarion immediately sounds in the upper halls, warning the college membership that a break-in is in progress. Only a *dispel magic* cast at the 16th level of ability has any chance to neutralize the trap (for 1d4 rounds), during which time a *knock* or similar spell will cause the door to swing wide. Of course, the keys carried by Abendroth and Japheth open the door with little trouble.

The walls of the chamber are lined with lead and magically enchanted to prevent scrying, teleportation, or any other form of noncorporeal penetration or magical transport (including *passwall*). Inside, the college funds are arranged in burlap bags for easy transport, 1,000 gp to a bag; there are 45 bags in all (45,000 gp). Many small pouches here are filled with gems of various shapes and sizes, 10 × 100 gp gems to a pouch, 21 pouches of gems in all (21,000 gp).

Abendroth, the regent in charge of financial concerns for the college, usually checks on the status of the treasury at least once every other day. Sometimes he withdraws funds that have been duly signed for, and at other times he adds to the college resources with monies gained through payment and salvage.

Map X

This map includes the rooms D3 through D10.

D3. Dungeon Level. It is to this forsaken cavern that miscreants are led or dragged to be shut in iron cells while they await the disposition of their charges, or perhaps a bout of questioning to determine their innocence or guilt. The cavern here is wet and musty, lit by smoky braziers in the far corners of the chamber. An ominous snuffling noise comes from an unlit and barred cave mouth to the west (room D4).

D4. Dark Cavern. Snuffling noises come from behind an iron portcullis (which can be raised by an iron wheel immediately outside the bars). Some time ago, a nasty subterranean creature burst from the tunnel wall and attacked Abendroth as he made his way to the treasury. Abendroth survived, and so also did the creature, an umber hulk. It has been bound in enchanted chains so that it cannot bring its digging claws to bear, and a dark fold of cloth has been bound over its eyes so that it is unable to *confuse* its captors. The creature is fed on a regular basis to keep it alive, and some of the guild wizards have expressed an interest in making the creature the subject of a research project.

Any change in the routine (such as someone else entering the cavern) has a 20% chance to enrage the creature sufficiently to burst free of its bonds!

UMBER HULK (1): AC 2; MV 6 Br 1-6; HD 8+8; hp 58; THAC0 11; #AT 3; Dmg 3d4/3d4/1d10; SA Gaze causes *confusion*; SZ L (8' tall); ML Elite (13); Int Average (8); AL CE; XP 4,000

D5. Jailer Duty Station. Here a few hard-bitten men from the nearby community have been hired to stand guard, monitor, and feed any prisoners languishing in the cells nearby. The four jailers can usually be found hunched over a scarred wooden table passing the time over a game of dice by the



light of an oily lantern. Currently, only one cell contains a prisoner (**room D10**), while the other three cells remain empty.

JAILERS, hm, F2 (4): AC 5 (chain mail); MV 9; hp 14, 16, 15, 19; THAC0 18 (specialized); #AT 3/2; Dmg 1d8+2 (long sword); SZ M (6' tall); ML Elite (13); Int 9 (Average); AL NG; XP 120 each

D6. Chamber of Questions. While the senior membership would never, ever consider outright torture of those charged with wrongdoing against the Order, this dismal cell is home to just such evil-looking equipment in a ploy to scare and frighten anyone brought into this chamber. Those questioned here must sit on a stool in the center of the chamber while questions are fired at them. Although threats of "worse to come" may scare some into talking, no physical harm is ever done to prisoners. Magical means of persuasion may sometimes be brought to bear by the higher level members if particularly delicate or important information is sought.

D7-9. Empty Cells. These cells are damp, cold, and uncomfortable, having at best a dirty straw pallet, a thin blanket, and a small water bucket.

D10. Occupied Cell. When this cell is approached, a female voice calls out, "Release me, or suffer the wrath of Dargshaad! Do you hear? I said release meeeeeeee!" This is Weave, one of the wizards who returned with a recent salvage expedition looking for the Lores. She came upon an evil glyph inscribed upon an ancient tomb, and it drove her mad. This was not at first apparent to the other Wizards of the Order, but after she was caught in an abortive attempt to call up dark powers, she has been relegated to this cell while her fate is determined by a troubled Japheth. Her spells have been nullified (with the *iterative mnemonic negation* spell, see New Spells), and she has no possessions other than the clothing she wears.

WEAVE, hf, W10, Conjuror: AC 10; MV 12; hp 20; THAC0 17; #AT 1; Dmg nil; SZ M (6' tall); ML Fearless (19); AL CN; XP none; S 9, D 10, C 7, I 14, W 12, Ch 9

PERSONALITY: Insane, will tell any lie for her freedom

Spells (5/5/4/3/3)—none currently memorized

Tunnel Junctionure Map (D11, lower right)

This is the most significant of the tunnel junctionures (**room D11**) that appear on Map I. The deadly gasses found here protect **rooms D12** through **D15** from casual intrusion.

D11. Exhalation Of The Earth. Lest any forget, Mathghamhna is carved from the ancient remnants of a volcano. The fiery extrusions have cooled in the millennia since the volcano was active; however, vents that connect to the Deeps still reach far into the earth, and poisonous gas (carbon dioxide) periodically wafts upward to a depth of 200 feet below ground level. At any particular time, deadly gas is 75% likely to have found its way into this tunnel. That means that any who descend the last 10 feet of the spiral stair to the ground level of this tunnel immerse themselves in carbon dioxide, which is colorless, odorless, and tasteless; it is completely indiscernible from normal air until a few deep breaths have drawn it into the lungs, though open flames will gutter. As soon as open flames gutter, require PCs to take a Constitution check. Open flames go out the next round and each round another check at a cumulative -2 penalty is needed for creatures remaining in the layer of carbon dioxide.

When a check is missed, the affected individual blacks out and will perish within 1d4+2 rounds unless dragged above a depth of 200 feet.

The wizards of the Order who come this way to visit the Archmanteion either simply hold their breaths while traversing the 70 feet to the



proper ascending stairwell (D12 or D14), or else employ the *gaslungs* spell (see New Spells). Those who resort to holding their breaths may make a simple Constitution check to successfully hold their breaths if they have traveled the dark passage at least three previous times (note that no torches burn in the carbon-dioxide-filled tunnel; torches brought in are extinguished). Those unfamiliar with either destination (D12 or D14) must make a Constitution check at -2 to make it without drawing a lethal breath; see the effects described in the previous paragraph for those who fail this check.

Map XI

This map contains rooms D12 and D13. To reach these rooms normally through the tunnels, a trip through the carbon-dioxide-filled tunnels described under room D11 is necessary.

D12. Arcane Entrance. The spiral stairs lead up out of the gas-filled traverse into a rocky cavern that is lit by four equally lit wall-mounted torches (the torches magically light whenever movement occurs within the room). An artificial wall of smooth black stone breaks the natural look of the cavern to the northeast. The stone wall there has a circular door filled with what looks to be a sheet of ice; nothing can be seen through the blurry vision. Above the ice-filled portal is a message inscribed in glowing blue lines, which shifts and morphs into a language readable to those who view it (if they can read at all). The inscription reads:

*"Knowledge is All That Stands Between The Pretender
And The True Sorcerer."*

If the reader speaks the word "knowledge" in his or her native tongue, the ice will open like an iris valve, allowing entry into the Archmanteion

beyond (room D13). In every other case, the walls of the Archmanteion chamber are unbreachable by normal or magical means, nor will they allow teleportation, plane shifting, passwall, or any other magical intrusion. Each attempt to break through the ice of the portal sends an explosion of icy shrapnel back into D12 for 6d6 points of damage to anything assembled there (those more than 10 feet away receive a saving throw vs. paralyzation for half damage), plus bathing the room with an intense cold that inflicts an additional 2d12 points of damage. The integrity of the ice barrier remains unchanged.

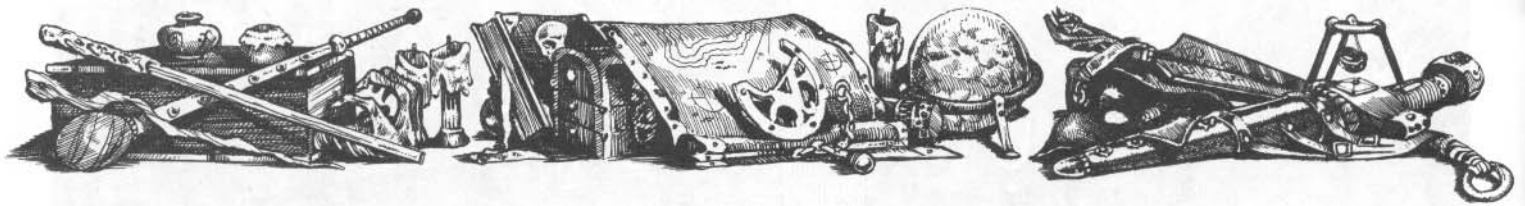
D13. The Archmanteion.

(DM note: Liwendyll is 35% likely to be here; 1d4 guild wizards are 45% likely to be here or in the side chambers; at night Japheth and Diragun are 50% likely to be here).

In the four corners of the main chamber of the Archmanteion, four adamantite braziers burn with a blue-white flame. Rapid veins of color pulse through the rock walls, giving rise to fanciful and esoteric designs that appear but briefly and are not repeated. In the very center of the chamber is a 10-foot-tall golden framework of a pyramid, bracketing a completely clear, multifaceted gem that hangs in mid-air with no obvious support. A single cassocked guard, almost eight feet tall and armed with a dimly glowing halberd, stands silently nearby. In the northeast part of the chamber, set near a wide column of stone, is an ancient lectern of black stone, so massive that a flight of four steps leads up to the platform behind it. A colossal book bound in iron is open upon the surface of the lectern, its pages shining dimly with an inner light. At intervals around the chamber are five darkened openings.

The guardian is a specially constructed flesh golem that wears a *cassock of precaution* and holds the legendary *Preserver*, one of the *halberds of Mathghamhna*; see New Magical Item appendix.





ARCHMANTEION GUARDIAN; ENHANCED FLESH GOLEM (1): AC 2; MV 12; HD 12; hp 50; THAC0 9 (5 with *Preserver*); #AT 1; Dmg 1d10+10 (Strength bonus & *Preserver*); SA *regenerate* 1 hp/round; SD immune to most spells, fire- and cold-based attacks only *slow* it 2d6 rounds, electricity restores 1 hp per die of damage, hit only by magical weapons; SZ L (7½' tall); ML Fearless (20); Int Average (9); AL N; XP 7,000

This is Japheth's magical workshop, and also the chamber where he discovered the First Lore (the iron bound book) so many years ago. With years of diligent study at the lectern from the book containing the Lore, Japheth was able to gain a basic understanding of the Language Primeval, and pass on some of that knowledge to other members of the College of Wizardry as the proficiency Aleph I (see page 44). Using his knowledge of the magical grammar, he and some of the guild wizards have created powerful magical items and spells, either within the auxiliary satellite rooms of the Archmanteion or in their own private laboratories. For all intents and purposes, the Archmanteion is Chancellor Japheth's private lab.

The stone podium that holds the First Lore is the *lectern of Mathghamhna* (see New Magical Items), and the floating gem within the golden framework is the *Spellcrux* (see Secrets of the Order), which Liwendyll, its creator, tends on a regular basis. Liwendyll is 35% likely to be found here at any time. Each satellite room (13 a-e) is a wizard's magical research laboratory, as described under **room 57b**. There is a 45% chance that 1d4 random guild wizards can be found here night or day, and a 50% chance that Japheth himself is here during the hours of darkness, standing intently at the lectern with Dirganun nearby expounding on his most recent expedition.

Map XII and Map XIII

These maps contain **room D14** and **room D15**, respectively.

D14. Darkwell. This chamber holds a dank, dark well. The rough walls of the well are damp and slippery, dropping 30 feet to the surface of an ice-cold underground aquifer of unknown dimension or extent. At one time, a pulley, chain, and bucket arrangement served to bring water up from below, but access to this chamber is dangerous and far, so the mechanism has been allowed to fall into disrepair.

D15. Blockade. Deemed far too dangerous to remain open, the various subterranean tunnels that led from this dark cavern were collapsed by powerful magical blasts. It is unknown exactly what lies beyond the passages: College rumors run the gamut from subterranean creatures to the still undiscovered tomb of the ancient High Sorcerer and with him a recorded version of the Speech of Twilight! Whatever the truth of the matter, Japheth has decided that further explorations into the gas-filled corridors can wait, especially in light of the fact that all the indications point to the remaining Lores being hidden outside Mathghamhna, not below it. Until such time as the blocked tunnels are explored, their content and ultimate extent remain a black mystery.





New Magical Items

These magical items are, for the most part, created by the guild wizards of the Arcane Order. As such, they are usually found as personal possessions, if not on the persons of the wizards themselves. Some of the items were not created, but have been found in excavations of Mathghamhna or in ruins of the previous Age while searching for the Four Lores that remain lost.

Bright Barrier of the God-King Dargashaad: A lost artifact detailed on page 94.

Dalstrom's Wondrous Candles. A variety of these tapers exist, each type generating a different magical effect while burning. Only five of *Dalstrom's wondrous candles* are listed below. Unless noted differently, each candle burns for four hours before going out and has an area of effect of 10 feet. Snuffing a candle prematurely causes all the enchantment to flee; once a candle is put out, when next lit it provides only normal light. Strong winds have the same effect upon *wondrous candles* as upon a normal candle; the flame is snuffed out unless sheltered.

Candle of Insight: While this enchanted candle burns, the Intelligence scores of those within its beneficent light raised by +1. Intelligence-based proficiency checks and spell "To Know" rolls are affected. Memorizing spells in the light of this candle takes only half the normally required time.

Candle of Cloaking: When lit, this candle burns with a black, shadowy flame that actually draws in available light to create a roughly 10-foot radius area of shadowed darkness. This darkness blends in with any natural shadows, allowing a creature or object within the area of effect to remain visually undetected by a casual observer 95% of the time. Those in the area can see dimly within the area of effect, and normally if looking past its edge. Outside observers who make a special effort to visually pierce the particularly dense shadows created by the candle are 30% likely to realize that

the shadows are too thick to be natural; a physical search almost always results in this realization. The *candle of cloaking* works anywhere that has at least some shadow (it works especially well in total darkness), but in the full light of day its enchantment becomes obvious.

Candle of Spell Storing: This candle can store one 1st- to 3rd-level spell. The spell cast into the empty candle must have a duration of one round or more. Once primed with a spell, the candle stores its magic indefinitely until lit.

Once lit, the spell stored in the candle will manifest within a 10-foot radius of the candle, and remain in effect until the candle is snuffed or burns out (4 hours). For example, a *candle of spell storing* with a *protection from evil* or *protection from normal missiles* spell would provide protection for four full hours to all within a 10-foot radius. Anyone leaving the area loses the protection, but moving back into the area once again provides protection. If the stored spell is a triggered effect, such as *Melf's minute meteors*, *magic mouth*, or *pyrotechnics*, the caster releases the effect by snuffing out the candle. A spell whose normal duration exceeds four hours ends when the candle burns out or is extinguished.

Flame of the Desert Curse: This candle burns quite strongly, providing illumination in a 20-foot radius. A faint aura of evil is apparent to any who have and exercise an ability to detect evil. Any living creature entering the candle's area suffers the subtle curse suffusing the air about it. The candle's curse does not take effect until the victims leave the area of effect, or the candle is hooded, snuffed, or extinguished. When the light of the *flame of the desert curse* no longer illuminates the victims, saving throws vs. death magic are required. Every round spent within the candle's light inflicts a -1 penalty to the saving throw, to a maximum penalty of -10 after a full turn. Those who make a successful saving throw feel a bit dry-mouthed. Those who fail are affected by the *desert curse* (roll 1d4 on the table).



Desert Curse Table

Roll	Effect
1	<i>Dehydrated</i> . Immediately drink 1 quart (32 oz.) of water or take 2d4 hp damage.
2	<i>Severely Dehydrated</i> . Take 2d4 hp damage if water is available; if at least 1 quart is not available take 4d4 hp damage.
3	<i>Mortally Dehydrated</i> . Take 4d4 hp damage if water is available; else take 8d4 hp.
4	<i>Lethally Dehydrated</i> . Take 10d4 hp damage if water is available; otherwise, blood cakes and dries and victim dies in 2 rounds.

Candle of Contingency: This rare and powerful divinatory candle will not light even when a flaming taper is applied to the wick; it burns spontaneously when a particular event keyed to the candle occurs.

A candle is initially crafted unkeyed, but can be keyed at a later date with a command phrase beginning with the word "Ignite" and containing no more than 15 words. An example command phrase might be "Ignite when the sun next sets on the city of Timental." When no creature is involved in the divinatory command phrase, the candle is automatically keyed; otherwise, the creature receives a saving throw vs. spell to avoid the keying. If the phrase "Ignite when King Iclestes first learns of his counselors' treachery," is desired, the candle would become keyed only if King Iclestes fails a saving throw vs. spell. Once a particular attempt to key a *candle of contingency* fails in this way, that phrase is no longer a valid command phrase. Attempts to key the candle to events taking place on another plane give involved parties a +2 bonus to their saving throw per plane removed. Once keyed, the phrase appears in gold script upon the candle in the language of the keyer.

Rolvbakken's Empathic Spectacles. The lenses of these spectacles are an inch-thick, translucent red crystal, while the frames are of a reflective metal alloy. When in place on the bridge of the wearer's nose, the lenses automatically correct any failings in the wearer's acuity of vision. They allow the

wearer to see in total darkness as if in daylight, and allow vision of up to 10 feet in magical darkness. Invisible creatures appear as discrete but fuzzy distortions; attacks made against them while wearing the spectacles are at a -2 penalty to hit.

The most significant ability of the *empathic spectacles* is their ability to link with a target creature chosen by the wearer. The wearer can choose any living creature within sight. The creature is allowed a saving throw vs. spell and success renders it immune to the lenses for a day. A creature failing its saving throw has every sight it witnesses seen in real time by the wearer of the *empathic spectacles*.

The linked creature has a 10% chance to realize that "something strange" is going on when the visual link is formed. From the moment the visual link was forged, nothing is visible through the lenses but what is before the eyes of the linked creature. If the creature is attentively watching two dueling knights, the very same scene is seen through the spectacles as if the wearer was actually present. When the creature sleeps, only darkness is visible through the lenses. The owner of the lenses cannot influence the linked creature in any way; where the creature's gaze falls dictates the images transmitted through the *empathic spectacles*.

The link lasts indefinitely or until the current wearer of the spectacles dissolves the link, forges a link with a new being, or a *dispel magic* is successfully cast upon the linked entity. The lenses can create only one visual link at a time. When a link fails or is dissolved without another taking its place, the other magical powers of the spectacles once again begin to function.

Lectern Of Mathghamhna. The *lectern of Mathghamhna* is a fixed piece, constructed with the accumulated arcane knowledge of a lost age. Only the esoteric Language Primeval contains the command phrase necessary to activate the full range of the lectern's power. Unfortunately, the knowledge of that phrase was not contained in the First Lore recently unearthed by Japheth; the heights of power that the *lectern* may possess remain yet a mystery.



Only residual enchantments are available to full members of the Order. These powers include:

1. While reading at the *lectern*, the reader is protected as if by the following spells: *antimagic shield*, *protection from normal missiles*, and *negative plane protection*. Further, while actually reading, the reader gains a 25% magic resistance.
2. Any text from the *lectern's* world placed upon it can be read, no matter the language of the text, or the language skill of the reader (codes and cyphers are not broken). Texts from other worlds may be decipherable at the discretion of the DM.
3. Any nonmagical text read upon the *lectern* remains permanently graven in the reader's mind as if the reader possessed perfect recall. The recall of magical texts is not enhanced, nor does the *lectern* affect the spell memorization process.
4. Any text read aloud from the *lectern* can be heard either by a single individual within one mile or by all at a location size of a small room (about 30 × 30 feet) up to a mile distant, as chosen by the reader.
5. Up to three times per day, a reader can read aloud from the *lectern*, affecting all listeners within 30 feet as a *suggestion* spell.

While the full powers of the *lectern* remain quiescent and unexplored, it is assumed by those in the Order that the it might possess the ability to significantly magnify the effects of reading magical tomes, spell books, and other mystical librams. It is also theorized that the range of the *suggestion* effect might be significantly enhanced once the *Lectern of Mathghamhna* is fully empowered by the proper command phrase.

Cassocks of Precaution (and Regent's Cassock):

The magical manufacture of these magical garments, while not simple, is easier than the produc-

tion of many other magical items. As such, every initiate and full member is issued one (and one only) as one of the symbols of their membership in the Arcane Order.

In addition to their significance as identifiers, the *cassocks of precaution* are considered to be *cloaks of protection* +1. Once per day, the wearer can choose to trigger a *shield* spell at the 9th level of spell use. Unless a periodic secret ritual of renewal is performed over a *cassock* once per month (as called for in its mystical creation), the *cassock* loses its magical abilities and reverts to a simple cassock of fine quality.

A special *regent's cassock* worn by Japheth and the regents also allows the wearer a *stoneskin* spell once per month.

Kaylisidee's Enchanted Doves. The *enchanted doves* can be found in almost every room and hall of Mathghamhna, but never seem to be in danger of being underfoot. To the casual eye, they appear to be nothing more than what their shape suggests: peaceful birds seeking the odd seed or stem. Closer scrutiny reveals these creatures to be obviously magical constructs of cunningly crafted metallic plates. The mechanical doves are each imbued with the essence of a minor air elemental, and are each charged with two general duties.

The first duty is that of message bearer. Should any cassocked member of the Order require a message to be taken to another of the Order in another location within the halls of Mathghamhna, a nearby enchanted dove can be vocally summoned and given a message of 50 words or less. The dove will then vocally bear the message to the recipient, wherever the recipient is located within the citadel. The dove cannot access completely closed spaces or operate intervening doors. If a message-bearing dove comes upon such a barrier, it returns to the message originator with its message undelivered.

The second duty of the doves is less well known by the general membership of the Order; the doves act as Kaylisidee's eyes and ears within Mathghamhna, allowing her to perform the duties of her regentship with commendable alacrity.



The enchanted doves were not created to stand up to a lot of punishment, and have no attack. Their statistics are: AC 10; MV 3, Fl 24 (C); HD 1-1; hp 3; SZ S (10" tall); Int Non- (0); AL N. No experience is gained for destroying one of these beautifully crafted mechanisms.

Criterion Needle: This is a small, magically enchanted spike used for testing potential wizards. Pricking a finger with the *needle* causes pain to those sensitive to subtle magical currents suffused within the metal shard. Effectively, this test filters out those with Intelligence scores of less than 9. The higher the Intelligence, the sharper pain is felt.

Halberds Of Mathghamhna. When the ruined citadel of Mathghamhna was reinhabited and partially restored, two of these ornate pole arms were unearthed after an age of silence. Forged in whole (head and shaft both) from an unknown alloy of blackened iron, the *halberds of Mathghamhna* are 12 feet long from tip to butt. Each of the halberds are inscribed with a name; one is called *Preserver* and the other is called *Redeemer*.

The Preserver: A faint silvery radiance shines from the *Preserver*, a *halberd* +3, +4 vs. *undead*. Against extraplanar creatures of any alignment, the halberd inflicts an additional 1d6 of damage. *Preserver's* special powers do not function for evilly aligned beings. *Preserver* can be called upon once per day to *preserve* its wielder from death during one conflict. Damage received during battle is taken and recorded normally. When the wielder's hit point total reaches zero or less, the "power that preserves" allows the wielder to continue to fight for 1d10+5 more rounds, or until the conflict ends, whichever occurs first. When the conflict ends (when all enemies within 100 feet have fled, surrendered, or perished), the wielder's special dispensation also ends; the penalties for a hit point total of zero or below take effect immediately. Furthermore, the cost of keeping death in

abeyance is not light; for every round the wielder fought on through *Preserver's* power with a hit point total of less than one, the percentage chance of resurrection survival is adjusted downward by 3 percentage points on the next attempt to *raise dead* or *resurrect* the wielder. For example, if the wielder fought on for 10 rounds after death or unconsciousness would normally have occurred, then dropped dead at the end of the conflict, the wielder's resurrection survival chance is adjusted downward by 30% if any revivification is attempted.

The Redeemer: In combat, a faint silvery radiance shines from the *Redeemer*, a *halberd* +3, +4 vs. *undead*. Against extraplanar creatures of any alignment, the halberd inflicts an additional 1d6 of damage. The weapon named *Redeemer* by its creators (but briefly renamed *Betrayer* by Dargashaad after he stole it) can be called upon once per day to redeem the deaths of any compatriots of the wielder who have been slain in the current conflict. It is always a tragedy when longtime companions and allies are slain in the good fight, however, with *Redeemer* in hand, their deaths can be made to count for something more than martyrdom! When *Redeemer's* power is called upon, each ally or companion of the wielder who has perished in battle within the last turn counted for an additional magical bonus added directly to the blade (to a total maximum magical bonus of +10, achieved at the death of seven allies). For example, the wielder's two henchman and magician ally were cut down by a goblin onslaught that began less than 10 rounds ago. The wielder can energize the *Redeemer* through their sacrifice for an additional +3 magical bonus on the weapon (bringing the overall bonus temporarily up to +6). While the pole arm is so energized, it glows brilliantly as if heated in the heart of a celestial forge. The additional bonus lasts only for a turn, after which time the brilliant light fades and *Redeemer* drops back to its base magical *bonus* of +3.



Liwendyll's Sympathetic Knives. These knives appear to be *daggers* +2, and will so function regardless of the wielder's knowledge of the *sympathetic knives'* special dweomer. Those who are aware of the knives special abilities are empowered to inflict hardship, pain, and perhaps even death upon past enemies at a distance.

In melee, each time a *sympathetic knife* inflicts damage upon a sentient creature, a sympathetic link between the knife and the victim is a 75% likely to form. If a link forms, the victim of the knife blow is then subject to any harmful environmental effects in the vicinity of the knife no matter how much time has passed or how distant the knife in question is from the target. Only one sympathetic link per knife is possible; striking a second victim dissolves the first link in favor of the new one. A *dispel magic* spell is powerless to cancel the link; however, a *remove curse* cast directly upon the blade severs the link.

For example, if the *sympathetic knife* is plunged into a pot of boiling water, the linked creature simultaneously feels as if boiling water is being poured upon the point where the knife once struck; a knife stuck into a brazier feels like a hot poker probing the old wound. Example damage types inflicted in this manner are listed on the table. Effects that do not appear on the table can be extrapolated by the DM. If the *sympathetic knife* is destroyed by one of the effects below (as metal with a +2 bonus on the item saving throw table in the *DMG*), the creature suffers double the listed damage, as the link is dissolved for good.

Effect	Damage
Acid	1d10
Boiling Water	1d4
Crushing Blow	1d6
Disintegration	1d10+5
Fall	1d4
Magical Fire	1d10
Normal Fire	1d8
Cold	1d8
Lightning	1d10
Electricity	1d8

Dirganun's Eye. This magical ring appears as a double silver band clasping what appears to be a perfectly preserved glassy brown eye *sans* eyelid. In fact, the eye really once was one of Dirganun's eyes, which he lost when experimenting with recently uncovered relics of the previous Age. The ring acts in many ways as the 4th-level *wizard eye* spell; however, the eye within the ring is a physical manifestation. When the ring is employed, the eye detaches and magically flies from the silver band, relaying visual information directly to the wearer of the band. Even beings who are blind or normally possess no visual organs can receive visual input from the eye. It can be deployed at a maximum movement rate (flying) of 18, however, for close scrutiny the eye can travel at only a 30-foot-per-round maximum if viewing the area ahead normally, or 10 feet per round if examining the floor, walls, and ceiling carefully. *Dirganun's eye* can see in normally lit areas for 120 feet and peer into the infrared spectrum (infravision) up to 30 feet. When deployed, the eye can travel in any direction so long as concentration by the ring wearer is maintained. If concentration lapses, the eye hovers at its most recently directed position and orientation (still relaying visual information) until concentration is once again brought to bear by the wearer. The eye is physical, and cannot pass through holes smaller than 1 inch in diameter.

Treat what the wearer sees through the eye as if the wearer were physically present; gaze attacks that meet the eye have a chance to affect the wearer. *Dispel magic* has no effect upon the eye unless delivered by touch (a focused attack). In the event of a physical attack, treat the deployed eye as having AC 0. Any attack that successfully hits the eye is resolved upon the Item Saving Throw Table as glass with a +3 bonus. For example, a sword blow that strikes the eye is resolved on the Crushing Blow column. If the eye fails any save, it is destroyed.

Cowl Of Darkness. Uncovered by Dirganun in a recent exploration of a ruin predating the Warlock Strife, the power of the *cowl of darkness* is both a



blessing and a curse. When the cowl is first donned, it permanently strikes the wearer blind to normal daylight with no saving throw. Removing the *cowl of darkness* does not relieve this effect, nor will a *remove blindness* or a *remove curse* spell (perhaps a properly worded *wish* would be equal to the task). The wearer is incapable of seeing normally in daylight, but can see up to 120 feet distant in darkness *only if the cowl is also worn*. Torch or lantern light within 30 feet of the wearer reduces the dark sight range of the cowl to 10 feet, and then only dimly. To those viewing the wearer, only utter darkness is visible within the hood of the cowl; the wearer's features are lost in the void.

The *cowl of darkness* confers the ability to cast *darkness*, 5' radius (a 10-foot smaller radius than the standard spell) 5 times per day through which the wearer can see normally. More significantly, the wearer can summon forth a *fog of darkness* 3 times per day from the black face of the cowl. The black fog can be utilized in three different ways by the wearer.

- The wearer of the cowl can shape the mass of darkness into monsters as if by the 6th-level wizard spell *shades*, operating at 12th level. The monsters formed appear to be uniformly black.
- The wearer of the cowl can attack directly with the fog, sending it forth as a wave of *black vapor*: 10 feet high, 30 feet wide, and 10 feet deep (move 6). Those caught in the vapor wave must save vs. spell at -2 or be struck blind for one full day. A second save at -2 is required, regardless of the outcome of the first, to avoid being *confused* and unable to act for the next 1d10 rounds. The wave travels for 180 feet, then dissipates.
- Finally, the wearer of the *cowl of darkness* can form the black fog around him like an impenetrable shadow, blending perfectly with any naturally occurring shadows in the area (this effect fails full daylight, but works particularly well in an area lit only by torchlight or in total darkness). The wearer is 95% undetectable through casual observation. In torchlit illumination or less, the wearer is 75% likely to remain undiscovered to even a determined hand search or magical detection of

lesser power than *true seeing*. This effect lasts as long as the wearer remains within 5 feet of the center of the original effect. When the wearer of the cowl moves away, the fog of darkness dissipates in a round.

Japheth's Cloak Of Travel. This voluminous brown leather garment was crafted by Japheth Arcane. The abilities granted the *cloak of travel* are based on Japheth's intense study of the *cowl of darkness*, a magical item unearthed in an ancient ruin whose powers stem in part from the Demiplane of Shadow. Like the *cassocks of precaution*, the *cloak of travel* acts as a *cloak of protection* +1; however, the cloak grants the additional power of allowing a wearer who possess the proper command word to *shadow walk* up to twice per day. When this power is used, the inside of the cloak becomes jet black moments before swirling forward to engulf the wearer, transporting him and up to three other willing creatures to a border region of the Demiplane of Shadow. In this border region, the group can move at a rate of up to 7 miles per turn relative to the Prime Material Plane. To the travelers, it appears that they travel down a dim, cylindrical corridor of solid shadow regardless of the actual conditions within the demiplane itself. The *cloak of travel* allows the wearer and companions to remain on the demiplane border indefinitely or until the wearer elects to return to the Prime Material Plane, possibly in a location much removed from their original position. The magic of the cloak allows the wearer to discern generally where on the Prime Plane the group will emerge, but exact local conditions are discovered only upon re-entry (the cloak cannot be used to map the Prime Plane from the safety of the Demiplane of Shadow).

The wearer and any traveling companions could alternately opt to travel to other planes that border on the Demiplane of Shadows (the Ethereal Plane is the most likely candidate), but this requires leaving the border area of shadow-stuff and striking out into the potentially dangerous demiplane itself to arrive at a border with the other plane.



New Spells

The spells detailed below are for the most part created by the guild wizards of the Arcane Order. As such, they are found in the personal spell books of the guild wizards, rather than the general spell library. Some of the spells listed below were not created by members of the Order, but were found on scrolls in excavations of Mathghamhna or in ruins of the previous Age while searching for the Four Lores that remain lost.

First Level Spells

Lucid Vista (Alteration)

Level: 1
Range: 0
Components: V, S, M
Casting Time: 1
Duration: 1 rd./level
Area of Effect: 10 ft./level
Saving Throw: None

When *lucid vista* is cast in foggy, murky, turbid, or smoky conditions (any conditions that limit vision other than natural or magical darkness), an area of clear vision resolves the obscurement in the air or water around the spell caster. In this area of clear sight, obscuring particles or heavy mist are rendered transparent so that vision is unhindered. In dark conditions, a light source is necessary for normal vision and magical darkness must first be dispelled before the effects of *lucid vista* are apparent. When the spell lapses, visibility quickly shrinks back to its original extent.

The material component for this spell is a shard of clear glass.

If the DM uses the underwater vision rules detailed in *Of Ships and the Sea* (#2170), then the *lucid vista* spell transforms the surrounding water clarity from *turbid* or *murky* to *clear*. Vision modifiers for depth and surface lighting conditions apply normally.

Slip (Alteration)

Level: 1
Range: 60 yds.
Components: V, S, M
Casting Time: 1
Duration: 1 turn
Area of Effect: 1 creature (or more)
Saving Throw: Special

The *slip* spell creates an invisible slippery film that coats the feet or footwear of one creature within 60 yards of the caster. An affected individual who takes any action at all must make a Dexterity check for the round or fall (monsters without a Dexterity rating use a saving throw vs. paralyzation). Those attempting complex physical actions such as running or melee make their checks with a -2 penalty. Standing up again requires a successful new Dexterity check and half a round. The effect lasts until the spell lapses or is successfully dispelled.

At 3rd level, the wizard can designate one more creature to be affected by the *slip* spell, two other creatures at 6th level, etc.; up to four creatures in all at 9th level or greater. All creatures to be affected by a higher level caster must be within a 20-foot cube.

The material component for this spell is bit of ice or a drop of oil.

Second Level Spells

Abendroth's Magical Accountant (see page 31).

Continual Wind (Alteration)

Level: 2
Range: 60 yds.
Components: V, S, M
Casting Time: 2



Duration: Special

Area of Effect: 20 × 20 × 60-ft. long

Saving Throw: None

A *continual wind* spell brings into existence, at a fixed and immobile point, a permanent breeze (about 20 mph). The caster determines the direction of the wind and the orientation of the area of effect upon casting, after which these parameters cannot be altered.

The spell moves local air only; it does not bring additional matter into existence (so this spell would not function in a vacuum). After blowing a distance of 60 feet, the wind dissipates. Except for its persistence, *continual wind* acts like a normal wind: it shifts loose debris, it whines through small openings, it blows out candles and makes torches flicker (2-in-6 chance to extinguish). The spell functions at one-fourth capacity under water, creating a weak but persistent current in its area of effect.

The *continual wind* does not add its force to other winds. A second *continual wind* spell can be cast to cancel an existing spell by setting its direction opposite the first casting. The *continual wind* spell ends instantly if subjected to a wind of greater force.

The material component of this spell is a branch broken from a tree in a strong wind.

One Question

(Enchantment/Charm)

Level: 2

Range: Touch

Components: V, S, M

Casting Time: 2

Duration: 1 question

Area of Effect: 1 creature

Saving Throw: Neg.

When the spell *one question* is cast upon an intelligent, unwilling creature, a subtle combination of elements of both the *ESP* and *charm* spells combine to drag forth from the victim's mouth the answer to one single question if the creature fails a saving throw vs. spell. Creatures immune (or resistant) to *charm* spells

receive a +4 (or +2) bonus to the saving throw.

Serten's spell immunity, *mind blank*, and *ESP barricade* provide complete protection. The question must be asked by the caster and cannot exceed fifteen words. The creature must be able to understand the caster and answer in its native tongue or the dweomer fails.

The creature blurts out the shortest accurate answer to which its mind flashes—it is not compelled to volunteer information not specifically commanded in the question. A creature successfully saving against *one question* cannot be forced to answer that question unless a significant amount of time has passed; at least a year. The questioned creature cannot give any information it does not have, and may give inaccurate information that it believes is the truth. Once *one question* has been answered by the creature, no compulsion remains to answer any further questions. The creature is not constrained from attacking the caster unless bound or otherwise held, even while answering the question posed.

The material component for this spell is a miniature set of iron tongs.

Third Level Spells

ESP Barricade

(Enchantment/Charm)

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level + 1–6 turns

Area of Effect: 1 creature/3 caster levels

Saving Throw: Neg.

This spell effectively bars the 2nd-level *ESP* spell from functioning upon protected creatures. *ESP barricade* also provides a shield against creatures who possess natural abilities to detect the surface thoughts of sentient creatures. Initially, a 3rd-level wizard is able to ward only one creature; however, as the wizard increases in level, the number of creatures this spell



shields increases by one for every third level gained. For example, a 6th-level wizard can shield two creatures, and a 9th level wizard can shield three against ESP effects for the duration of the spell.

ESP barricade also gives a +2 bonus to any saving throw against charm spells.

The material component for this spell is a bit of eggshell.

Gaslungs (Alteration)

Level: 3

Range: Touch

Components: V, S, M

Casting Time: 3

Duration: 1 hr./level + 1d4 hrs.

Area of Effect: Creature(s) touched

Saving Throw: None

The recipient of a *gaslungs* spell is able to breathe naturally fouled or poisonous air freely for the duration of the spell. The spell provides complete protection in air poisoned by spells of 4th level or less (but not against more powerful dweomers, such as *cloudkill*). Breathable air must be present; the spell does not work in vacuum. While the spell prevents suffocation, it does not negate corrosive or blistering effects (for example, those of green dragon breath). The caster can touch more than one creature with a single casting; in this case the duration is divided by the number of creatures touched.

The material component is a small square of muslin, soaked in wine.

Steadfast Perception (Enchantment/Charm)

Level: 3

Range: 10 yds.

Components: V, S, M

Casting Time: 3

Duration: 1 turn/level

Area of Effect: 2 creatures/5 caster levels

Saving Throw: Neg.

This spell grounds the recipient's mind in base reality, encouraging it to refuse illusory and transitory events and spells. Those warded by *steadfast perception* gain a +2 bonus on their saving throws against many spells from the school of illusion/phantasm, such as *phantasmal force*, *spook*, *ventriloquism*, *deafness*, and *fear*. It has no effect on spells that allow no saving throw.

It similarly affects any condition that works directly on mental perceptions (such as *phantasmal killer*) and may at the DM's option reduce or eliminate disorientation penalties from rapid or extreme changes in perspective.

The material components for this spell are a small mirror, a lodestone, and a drop of fresh water.

Fourth Level Spells

Adamant Grasp (Alteration)

Level: 4

Range: 60 yds.

Components: V, S, M

Casting Time: 4

Duration: 1 hr./level + 1d4 hrs.

Area of Effect: 1 being

Saving Throw: Neg.

When *adamant grasp* is cast upon a creature capable of holding tools (mostly those possessing opposable digits), this spell supernaturally enhances the grasping power of the hand to phenomenal power. The next thing grasped (by hand chosen by the caster) is held in an unbreakable grip until the spell expires. Also, the spell can be used on an existing hold if desired.

Those who resist the bestowal of this unyielding grip are unaffected if a successful saving throw vs. spell is made. This chance for negation occurs only once (as, for example, a hot poker is the next item grasped!), otherwise the grip is treated as if the hand (and hand only) has supernatural strength. Normal beings cannot hope to break the grip; only



those with a Strength of 20 or more have a chance equal to their bend bars/lift gates percentage chance to break the grip.

This spell is suitable for beneficial purposes such as making sure that an important object is not dropped or lost for a period of time. This spell can also be cast upon enemies in a variety of circumstances. For example, when this spell is cast upon an unsuspecting individual, that individual might next grasp a door ring to open it, only to find that he cannot relinquish his grip!

The material components for this spell are a tightly wound coil of stiff iron wire and a tuft of hair from a stone giant.

Conceal Features

(Divination, Illusion)

Level: 4

Range: Touch

Components: V, S, M

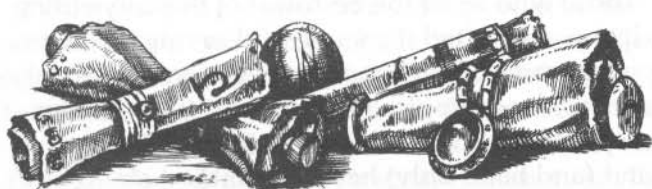
Casting Time: 4

Duration: 12 hrs. + 1d12 hrs.

Area of Effect: Creature touched

Saving Throw: Neg.

To the unaided eye and ear, this spell has no discernable effect. However, when the protected creature is scryed with *clairvoyance*, *clairaudience*, and like magic, the creature's facial features are totally obscured and its voice is distorted beyond recognition. The spell does not conceal distinctive dress, possessions such as gauntlets or rings, nor does it obscure body parts other than the face. The protection is revealed by a *true seeing* spell as a smoky shadow over the creature's true features and as plumes of smoke issuing from the mouth.



The material components for this spell are a cracked mirror and a piece of chalk.

Ritual of Renewal

(College of Wizardry: Universal)

This is not a spell as such, but a magical process necessary to renew the protective capabilities of a *cassock of protection*. It can be learned only from a full member of the college, and must be researched by the initiate as a 4th-level spell, as a pre-requisite for promotion to full member status. While developing this process. As one of the secrets of the college, its teaching to advanced initiates only is mandated by the Order.

Weapon Of Words

(Conjuration)

Level: 4

Range: Touch

Components: V, S, M

Casting Time: 1 rd.

Duration: 1 turn/level + 1d4 turns

Area of Effect: 1 weapon

Saving Throw: None

By means of this spell, the wizard can utilize a spell scroll, containing at least one spell of 2nd level or higher, to temporarily create a magical weapon. To create the weapon, the wizard folds the scroll into a shape vaguely resembling the weapon it is to become while chanting the *weapon of words* incantation. A successful Dexterity check on the part of the wizard indicates that the scroll is folded properly; at the beginning of the next round it is replaced by the desired weapon. Failure means the casting is wasted, but the scroll remains usable. If the wizard does not have proficiency in the weapon created, the weapon nonproficiency penalty adjusts the Dexterity roll.

The created weapon has a magical bonus equal to half the level of the spell written on the scroll (round down) to a maximum bonus of +4. The scroll spell of the wizard's choice is transformed by *weapon of words*. For example, if cast upon a



scroll folded into the shape of a dagger and containing the 3rd-level spell *Melf's minute meteors*, a successful Dexterity check allows the *weapon of words* spell to temporarily create a *dagger +1* in the following round. Small weapons (size S) and all missiles have full value, medium weapons (size M) have one less plus, and large weapons two less plusses.

The created weapon can be used normally, lasting 1d4 turns, plus 1 turn per level of the caster. When the spell lapses, both the created magical weapon and the scroll spell are gone for good.

In addition to the requisite scroll, *weapon of words* also requires a drop of oil previously rubbed upon a real magical weapon.

Fifth Level Spells

Mnemonic Negation (Abjuration)

Level: 5

Range: 40 yds.

Components: V, S, M

Casting Time: 5

Duration: Instantaneous

Area of Effect: 1 being

Saving Throw: Neg.

Inspired by *Rary's mnemonic enhancer*, this spell has the opposite effect. By means of the *mnemonic negation*, the caster can erase the memory of three currently memorized spell levels in the designated being. If no spells of the appropriate level remain (or ever resided) in the memory of the target, this spell has no effect.

The caster is not privy to the actual spells within the mind of the target, or if indeed that any spells remain to be affected by the *mnemonic negation*, however, the caster decides what combination of spell levels to affect at the time of casting (three 1st-level spells, one 1st and one 2nd, or one 3rd-level spell). If the subject fails a saving throw vs. spell, the DM randomly chooses which spells of the affected levels are

erased from the subject's mind. Affected spells fade away uncast and are gone until memorized normally. Such spells cannot be recovered by magic that restores previously cast spells.

The material component of this spell is a piece of moss soaked in vinegar, which is wrung out as the spell is cast.

Carroissa's Appalling Dash (Conjuration/Summoning)

Level: 5

Range: 60 yds.

Components: V, S, M

Casting Time: 5

Duration: Special

Area of Effect: 1 being

Saving Throw: Neg.

This spell was initially researched to aid those who wished to physically travel long distances in as short a time as possible. Although the spell went awry in development, the finished spell was found to be useful in war and in defensive applications.

Carroissa's appalling dash causes a creature of ogre-size or less that fails a saving throw vs. spell to run full out in a random direction (chosen by the DM). Although the creature travels at the full movement rate of its fastest mode of travel, the spell does not magically sustain the creature. An individual affected by the spell continues to dash until exhaustion has been reached and surpassed; the creature is magically constrained to run itself to death. While running, the victim can take no action other than shouting or gesticulating helplessly. Unless some other agency or contingency intervenes, death by exhaustion occurs within 1d4 + 4 turns.

A *remove curse* cast at 10th level will remove this spell, as will a successful *dispel*. Physically restraining the frenzied movement of the victim puts the *appalling dash* in abeyance. When the restraints are removed the individual once again begins to dash until dead or the spell is negated.

The material component of this spell includes a drop of sweat collected from a running humanoid.



Sixth Level Spells

Shout of Ruin (Evocation)

Level: 6
Range: 0
Components: V, S
Casting Time: 6
Duration: Instantaneous
Area of Effect: Cone, 50 ft. long, 20 ft. dia.
Saving Throw: Special

Shout of ruin is similar to the 4th-level *shout* spell, but more powerful; booming forth a *shout of ruin* spell creates a magical wave of violently destructive sonic force that issues from the mouth of the caster like the bass toll of doom. The sonic blast is channeled from the mouth of the caster in the shape of a cone that reaches 50 feet in length and 20 feet in diameter at the far end. Beyond the area of effect, the deep boom of the *shout of ruin* is painfully audible. In the area of effect, the sound stuns creatures for 2 rounds, deafens for 4 rounds, and inflicts 2d6 points of damage. Those making a successful saving throw vs. spell take half damage, are deafened for 2 rounds, and are not stunned at all.

Objects of lesser sturdiness and strength than stone walls of 6-inch thickness (or wooden walls of 1-foot thickness) must make a successful item saving throw vs. crushing blow or be destroyed. Normal doors are blown apart and even reinforced or barred doors of normal size are blown open. Objects not subject to immediate destruction are damaged—the sound cracks and splinters most surfaces to some degree. Persistent application of this spell will slowly erode even the stoutest of barriers at a rate decided by the DM.

A solid physical object of sturdy construction and at least 3 inches thick that survives the *shout of ruin* can completely shield an individual taking total cover behind it from stunning and damage (but not deafness). Directing this spell at a large window, on the other hand, will cause it to shatter in a lethal

spray of glass shrapnel away from the caster, with potential damage to those caught in the area assigned by the DM (which should not exceed 2d6 points of additional damage).

This spell is debilitating. The wizard must pass an immediate system shock check after casting the *shout of ruin* or be rendered unconscious for 2d8 turns.

Timejump (Alteration)

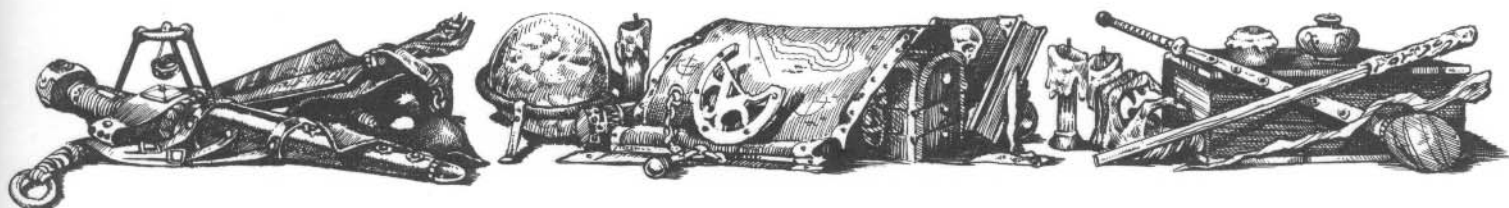
Level: 6
Range: 120 yds.
Components: V, S, M
Casting Time: 6
Duration: Instantaneous
Area of Effect: 1 creature or object
Saving Throw: Special

A *timejump* literally shoves the subject of the spell forward in the timestream. An object or creature with less than 4 Hit Dice or levels receives no saving throw; otherwise, a successful saving throw vs. spell negates the effect. An individual who fails is briefly wrapped in a shimmering sphere an instant before disappearing from view, only to reappear in the exact location and facing 1d4+1 rounds later. From the point of view of the subject of the *timejump*, no time has passed whatsoever. This allows the caster to prepare countermeasures, flee to safety, or take some other action unhindered.

While this spell was created to delay a foe, it can be self-targeted or cast upon an inanimate object whose dimensions do not exceed 1,000 cubic feet (for example, a 10-foot cube). This spell cannot be successfully cast on a contiguous part of a larger object, such as a section of wall.

If, in the interim, a large (size L) object is moved into the space occupied by the subject of the spell such that the returning creature or object may conflict with it, three results might occur:

- The subject is 20% likely to appear immediately near the object as it is placed (temporal backlash negates the spell);



- The subject is 40% likely to appear at the appointed time in the nearest clear area with the same facing (a minor physical displacement); or
 - The subject is 40% likely to explosively dispute the space with the placed object upon returning; both take 3d10 points of damage and are thrown in opposite directions with considerable force.
- The material component for this spell is a miniature sundial or hourglass.

Seventh Level Spells

Estrange

(Enchantment/Charm)

Level: 7

Range: 5 yds./level

Components: V, S

Casting Time: 7

Duration: 1 turn + 1d6 turns

Area of Effect: 20-ft. radius

Saving Throw: Neg.

The *estrangle* spell prevents affected creatures from cooperating with their friends and allies, or having much liking for them. Those individuals whose levels or Hit Dice are equal to or greater than the caster's level are immune to the spell. Potentially affected individuals must make a saving throw vs. spell at a penalty of -2, adjusted for Wisdom. Those who fail suddenly regard nearby friends or allies in the opposite fashion; friends become hated acquaintances and allies become enemies for the duration of the spell. The spell does not allow the caster to control the estranged individuals, affected individuals do not suddenly regard the caster as a friend, nor will the affected will ignore a deadly threat from the caster and his allies.

Suggestions, orders, verbal remarks, and actions of former friends will be seen in their worst possible light. In combat situations, an affected individual will tend to argue with orders or advice, taking no action or a contrary action instead of cooperating. The escape of a common enemy is

insignificant compared with showing up former allies or not being shown up by them.

Affected individuals will be surly, contrary, argumentative, and will have a tendency to sulk or go their own way. The more intelligent ones will recognize any attempt by former friends to manipulate their actions by reverse psychology and resent it bitterly. Once per hour, those of low intelligence and violent tendencies are 40% likely to find some excuse to attack their former allies within 1d4 rounds, unless actually involved in melee combat.

The duration of the spell is one turn, plus one to six turns, as secretly determined by the DM. Those resistant to *charm* spells have no special resistance to this spell.

Descry

(Divination)

Level: 7

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Instantaneous

Area of Effect: 1 individual or object

Saving Throw: Special

This spell exactly locates a known or familiar object or individual. While the wizard casts the spell, magical tendrils of energy snake off across the face of the world, seeking the item or individual sought by the caster. At the spell's end, the caster is gifted with either knowledge of the subject's location, or the specific knowledge that the subject does not lie on the caster's current plane of existence. The subject, if a creature, will be struck by a vague impression of the caster, while a diviner specialist subjected to this spell will know, in addition, the exact purpose of the dweomer.

If an item or individual is protected from location or scrying by magical means, *descry* operates as follows: Protective spells cast at 11th level ability or less are automatically breached; those cast at 12th to 15th level are breached if the subject fails a saving throw vs. spell (this category includes most



miscellaneous magical protective devices); protections cast at 16th or higher level are not breached. Locations of artifacts and relics are not revealed, though a clue to the location of an active artifact might be gained unless it is screened by some other agency. If *descry* fails due to powerful cloaking magics, the caster knows this and is aware of the spell or item that prevents success (but not the subject's location).

If *descry* yields an exact location, the knowledge allows a *teleport* spell with casual knowledge of the target area. Knowledge of the subject's location includes the basic physical conditions at the locale: ambient temperature, the height of the subject above solid ground, whether the target is buried in stone, and so on.

The material components of this spell are a lodestone, a piece of parchment suitable for map making, and a quill dipped in an ink whose ingredients have been recovered from three distinct and geographically distant locations.

Eighth Level Spells

Iterative Mnemonic Negation (Abjuration)

Level: 8
Range: 40 yds.
Components: V, S, M
Casting Time: 8
Duration: Instantaneous
Area of Effect: 1 spellcaster
Saving Throw: Special

This spell is much like the 5th-level *mnemonic negation* spell; however, complex thaumaturgical additions to the basic framework have created a more potent effect. The *iterative mnemonic negation* spell not only erases the memory of three memorized spell levels in the designated spellcaster (three 1st-level spells, one 1st- and one 2nd-level spell, or one 3rd-level spell), but continues to erase additional spell levels, and even higher level spells,

if the initial save is failed. Worse yet, energy released from previously negated spells is rechanneled, making the *negation* harder to resist in the next cycle of erasure.

There is no saving throw the first round the spell operates. If the initial save vs. spell (made on the second round) is successful, the spell fails at that point and no further effect occurs. If the save is failed, *four* spell levels are erased, and another saving throw vs. spell is required, at a -2 penalty, at the beginning of the next round. If this save is failed, *five* spell levels are erased and another save vs. spell is required at a -4 penalty at the beginning of the next round. This iterative cycle continues, with each failed save inflicting a cumulative -2 saving throw penalty and an additional spell level lost. A particularly unlucky wizard might lose all memorized spells in just a few rounds. Spell levels erased after the first round are determined by the DM, with lower level spells erased before higher level spells. If in any round a saving throw against the spell is made, the *iterative mnemonic negation* ends. The spell also ends if it negates all of the victim's spells. If a *remove curse* is cast upon an individual whose memorized spells are being consumed, the negation ends without further effect.

The material component for this spell is a small sponge of dried memory moss, soaked in vinegar and wrung out as the incantation is intoned.

Bloat (Conjuration) Reversible

Level: 8
Range: 60 yds.
Components: V, S, M
Casting Time: 8
Duration: Special
Area of Effect: 15-ft. radius
Saving Throw: Special

The *bloat* spell causes the fleshy tissues of the recipient creatures to expand and swell with lethal



amounts of fluid (usually water) over a period of four rounds. The *bloat* spell affects a number of creatures in a 15-foot radius whose combined levels or Hit Dice do not exceed the level of the caster. The caster can center the spell on a specific creature, as the first to be affected; otherwise, creatures with the lowest Hit Dice are affected first. Creatures without living fleshy tissues are not affected by this spell.

A creature making a successful saving throw vs. spell is only partially affected, takes 2d8+2 points of damage as its skin bulges and tears with excessive water. Those failing the saving throw are immediately incapacitated and take 2d8+2 points of damage. The second and third round, victims swell from the interior hydraulic force of their own flesh, taking 1d8+1 points of damage each round. At the end of the fourth round, creatures still affected by this spell burst from the internal pressure. A successful *dispel magic* cast before death counters the *bloat* spell. The caster can also cancel the effect prematurely on a creature-by-creature basis as he will.

Creatures killed in this way are difficult to revive due to massive tissue disruption—a *raise dead* spell must be preceded by a *heal* spell, a *resurrection* spell functions normally.

The material components for this spell are a pint of water and a small funnel forged of platinum (500 gp value).

The reverse of this spell, *dehydrate*, dries the victims' bodies to such a degree that even those who make their saving throws receive a massive headache and 2d6+2 points of damage. Creatures failing their saving throws are dried by the fourth round to brittle husks, taking 1d6+2 points of damage on the second and third round. The bodies of those killed in this fashion are extremely fragile and might fall to dust at even the slightest disturbance (a *raise dead* will not function on dust).

The material components for *dehydrate* are a handful of sand and a small funnel forged of platinum (500 gp value).

Ninth Level Spells

Terminate Scrying (Abjuration, Divination)

Level: 9

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: The caster

Saving Throw: Special

When a scrying attempt would reveal a wizard protected by this spell, that wizard knows, and can instantly terminate the scrying before more than the smallest clues to his location and surroundings are revealed. A successful saving throw vs. spell reveals the scryer's identity and general location.

The wizard can, if more powerful, force a magical backlash (he knows if this succeeds, but not the exact effect). The terminating wizard must be at least four levels higher than the scryer. The scryer must make a saving throw vs. spell with a -4 penalty. Failure means that the spell, the spell-like ability, or the item used to view the protected wizard is disrupted.

Disrupted spells (such as *clairvoyance* or *clairaudience*) short circuit in the mind of the scryer, causing 6d6 points of damage and ending. A disrupted spell-like ability likewise causes damage and cannot be used for a minimum period of 24 hours. Devices such as a *crystal ball* (and focuses such as mirrors or basins) must make an item saving throw vs. disintegration at +4 or explosively shatter, bombarding any creatures within a 10-foot radius with shards for 6d6 points of damage.

This spell remains active until a scrying attempt is terminated or it is successfully *dispelled*, after which a new *terminate scrying* spell must be cast by a wizard who wishes to maintain complete and guarded privacy.



The material components for this spell include a small piece of mirror, a fist-sized rock suitable for breaking things, a chip of mica, and a miniature brass ear trumpet.

Strip Resistance

(Abjuration)

Reversible

Level: 9

Range: 120 yds.

Components: V, S, M

Casting Time: 3 rounds

Duration: Special

Area of Effect: 1 creature or object

Saving Throw: None

This spell is effective only against creatures possessing natural magic resistance (as do many outerplanar beings) and items that confer magic resistance upon a wearer. *Strip resistance* is initially subject to the creature's magic resistance, like any other spell.

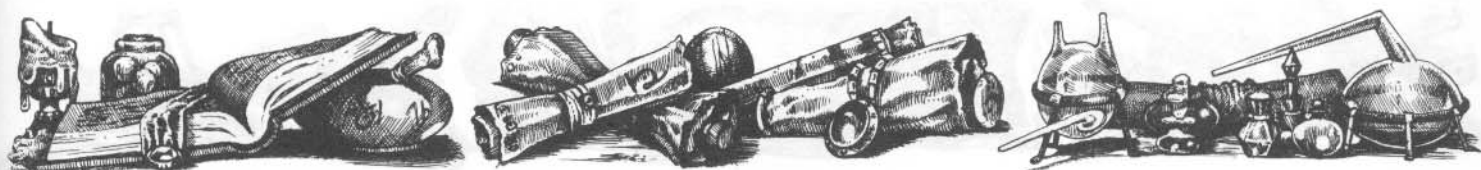
When *strip resistance* is cast upon a creature possessing magic resistance, the DM rolls for magic resistance normally. If the spell passes the creature's magic resistance, the powerful dweomer sinks into the primal essence of the creature. If the creature is not naturally resistant, it sinks into the most powerful magical item conferring resistance, excluding artifacts. The affected creature or object is permanently stripped of 5d20 percent (5%–100%) of its magic resistance. Negative magic resistance is not conferred; a creature or item losing more magic resistance than it had is reduced to zero. Nothing short of a *wish* can restore magic resistance stripped by this spell.

If the spell fails to penetrate, *strip resistance* remains visibly active as a pulsing green miasma hovering threateningly near the target creature. The next round, the spell once again attempts to penetrate the creature's magic resistance. The spell lingers long enough to make 1d4+2 penetration attempts, one attempt per round. If unable to penetrate the magical protection after exhausting its attempts, the spell fades away.

A successful *dispel magic* cast upon the hovering spell before it breaches its target's resistance will negate one or more future attempts. Attempts are negated in order by a dispel, and any failure ends the dispel effect. For example, if the DM determines five additional attempts will be made, a *dispel magic* cast upon the hovering emerald mist checks against the first attempt. A success negates that attempt and allows a dispel check against the second attempt; a success against the second allows a dispel check against the third; and so on. If a *dispel* success negates three of the five attempts, then the spell makes two attempts over the next two rounds.

The material component is a pinch of dust from an area in which magic has been permanently destroyed; that is, a "dead magic" zone.

The reverse of this spell, *confer resistance*, confers temporary magic resistance upon a creature, granting 2d20+10% (12%–50%) magic resistance for 1 turn per level of the caster; an 18th-level spellcaster could grant magic resistance for three full hours. *Confer resistance* is not cumulative with itself or any other effect that grants magic resistance. It can be made longer-lasting with the 8th-level *permanency* spell, draining away at 1% per day until it is completely gone.



Adventures

The following adventures provide the DM with instructions on how to weave the previously presented information concerning the college into adventures for a range of levels for both college members and independent adventuring parties.

Apprentices Abroad

For apprentice-level characters of any number.

Life as an apprentice in the Arcane Order is a constant adventure...at least for those who make a habit of dodging chores and giving the slip to initiate instructors. Ample opportunity abounds to hide and play games in the unfinished rooms and ruined halls of the upper tower levels.

DMs who start wizard characters as apprentices in the Arcane Order can take advantage of the Apprentice Daily Schedule, the Apprentice Chore Table, and the Apprentice Punishment Table given on pages 16–17. These tables, in conjunction with the maps of the college towers, give the appropriate feel to the daily grind of apprenticeship, and can generate a few short scenarios before the following adventure plays out.

Every group has its troublemaker, and in the PC's group of apprentices, that title is shared by Lexi and Matias the Younger; a more annoying pair of mischief-makers would be difficult to find. Because Matias's father is an initiate in good standing with the Order, the dark-haired whelp gets away with twice as much with the choremaster as any other apprentice, while Lexi's golden curls and ability to exude childlike innocence almost always shields her from adult censure. The player characters are friends with Matias and Lexi, who have used their influence in the past to get the characters out of latrine duty and worse.

This scenario begins when the apprentice Lexi wakes the player characters from their beds in the dark of the night. She shooshes them and ushers them urgently into the stairwell before explaining

her midnight call. It seems that she and Matias had been dodging the choremaster by hiding in the old storeroom near the lecture hall (**room 41**), when Matias stumbled upon an ancient secret door! Triumphant, the two resolved to return that very night and investigate the discovery, which has the look of extreme age and disuse. True to their word, Lexi and Matias returned and found a secret corridor, which brought them to a lighted stairwell leading into the secret Deeps below Mathghamhna.

Matias's father had hinted that the fabled Archmanteion was buried beneath the college towers; Lexi and Matias instantly decided to see if they couldn't get a look at it themselves (regardless of the fact that the Deeps are so strictly off-limits that merely standing on the stairs risks expulsion!).

To make a long story short, they navigated the dangerous carbon-dioxide-filled corridor (again because of Matias's father's description, see **room D11**), but got off track and ended up in the chamber holding the Darkwell (**room D14**) rather than the Archmanteion. Believing that he saw a glint of light below the lip, Matias attempted to climb down the side to investigate. He slipped, and fell a little ways into the dark, but fetched up on a ledge 20 feet down. He lives, but broke his arm, and cannot climb back up the slick sides of the Darkwell. Lexi, in a state of panic, told Matias she would get help, and here she is, asking the player characters for their aid.

The players have a few choices: 1) send Lexi on her way without getting involved, 2) wake an initiate or guild wizard (this is sure to rescue Matias, but also guarantees that both Matias and Lexi will be expelled), or 3) agree to aid their friend Lexi to help Matias out of the well, while keeping the affair secret from those in authority. This last, if successful, both saves Matias's life and saves Matias's and Lexi's future at the college.

If the player characters choose option 1, Lexi has no choice but to choose option 2 herself. In both cases, Matias is saved but she and the rescued boy are expelled. If option 3 is chosen, the characters



can prepare however they want. The most important item they should probably bring is a rope at least 25 feet long. A successful Wisdom check recalls a memory of rope being stored in the component prep and storage chamber (**room 12**). If the characters make it to this chamber, they can indeed find a 50-foot length of rope. Assuming they can successfully navigate or bypass the encounters below, they will rescue their friend.

Encounter #1. The apprentices are caught by a the guild wizard Rolvsbakken while sneaking down a stairwell, or immediately after leaving the component prep chamber. Rolvsbakken demands to know why they are breaking the apprentice curfew. Inventive PCs (or a Charisma check at the DM's option) can devise a believable reason as to their presence abroad in the night, otherwise Rolvsbakken escorts them back to their dorms and wakes the choremaster!

Encounter #2. When entering the stairwell (**room 26**) from the secret corridor (to **room 41**) the alert characters hear the sound of a footfall on the stairs above. A quick response is necessary (count down from 5) to either flee back through the secret door, or to plunge quietly down the stairs ahead of the approaching figure. If the PCs are caught here by the guild wizard Asmus, they are likely to be expelled!

Encounter #3. Lexi cautions the characters to hold their breaths as they descend to the Tunnel Junction Map. See the text about **room D11** for the details on how to handle the characters' passage towards **room D14**. This is an extremely dangerous passage. Those who are overcome must be helped to clear air or perish! Note the player characters' light source is extinguished by any passage through this tunnel; if they did not think to bring flint and steel, they must return for it; repeat a variation of Encounter #1.

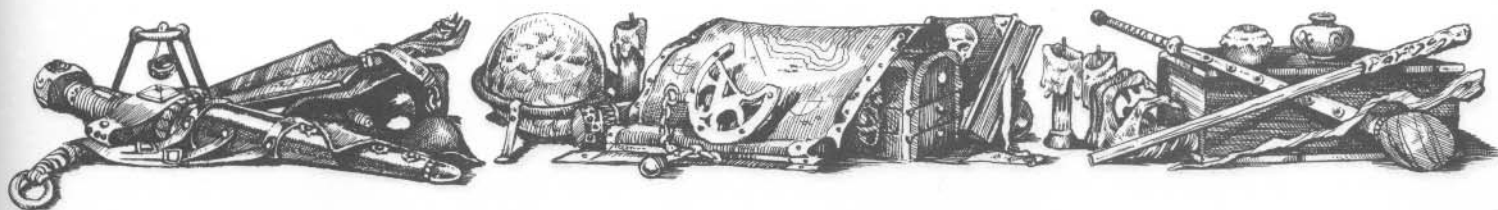
Encounter #4. The PCs have reached **room D14**. If the PCs have a rope with them, they can find an iron spike in the chamber with which to secure the rope, descend to the whimpering Matias below, and tie him to the rope. A Strength check is necessary to pull Matias out of the well. If the PCs do not have a rope, someone needs to climb down (40% chance of success) and physically assist Matias back up (requiring another climbing check at 40% plus a Strength check). Allow a couple of failed checks to result in a slide back down to the ledge, however, too many failures (this number determined by the DM) will drop Matias and possibly one or more player characters to their deaths in the mysterious depths of the Darkwell...

Conclusion: If the player characters can retrieve Matias from the well and safely traverse the gas-filled tunnel (**room D11**) once more, they are in the clear. They have the eternal friendship of Matias and Lexi, knowledge of the secret corridor, and their apprenticeships intact. Award each PC 500 experience points to be applied when they graduate to first-level wizard status.

Drake's Legacy

For three to six characters of levels 3–6.

Undead creatures infest the Deeps! Drake's foul experiments were more extensive and terrible than were known or suspected of at the time of his expulsion (see the sidebar near Chancellor Japheth's description, p.30). While Drake was here, he discovered the ancient, but still functioning, teleportation disc in **room 67b** on Map VI. Utilizing the device to take him to a secret subterranean chamber unknown to other wizards within the college, Drake conducted his most terrible experiments. With the passage of time, Drake's true nature was revealed and the necromancer fled but his secret laboratory has never been discovered.



This scenario is initiated by a recent barrage of sightings involving unsettling spectres and shadowy figures in the upper towers of Mathghamhna (some of the undead have grown restive within their crypts below, and have found a way out by using the teleporter once used by Drake). At first these sightings are dismissed as the phantoms of apprentices' overactive imaginations, but when three apprentices turn up missing, the sightings are suddenly given more credence.

A task force is appointed by Kaylsidee to locate the missing apprentices (either as player character members of the college or as additional muscle to reinforce Shardea's military force in the event that physical means prove necessary to deal with the situation). The only evidence initially provided to the characters is the following: a frightened apprentice saw a phantom figure in the dorm room of the missing apprentices before he fled. Investigation by an initiate later found a bit of blood on the bed sheets of one of the possible victims. A day spent questioning the apprentices can pinpoint the thickest density of sightings to the level containing the enchanted garden on Map IV.

A thorough search of the entire level should turn up the secret door in Incelsis Tower leading to **room 67b**. A faint scuff of blood and a whiff of decay provides hints to the proper tower and area for those unused to exhaustive searches. The secret door is locked from the inside and guarded (these undead are crafty!). The guard is a horrifying sight; it is one of the missing apprentices in a ghastly undead state: a wight! The wight is recognizable by college members, revolted and horrified, they must make a Wisdom check with a -4 penalty to attack it (this effect lasts only until the wight makes two attacks against the task force).

APPRENTICE WIGHT (1): AC 5; MV 12; HD 2+3; hp 15; THAC0 17; #AT 1; Dmg 1d4 + energy drain; SA hit drains one level; SD hit only by silver or magical weapons; SZ M (4' tall); ML Elite (14); Int Average (10); AL LE; XP 700

The teleportation disc can hold two adults at one time. The disc requires 6 rounds to recharge between each use. (**DM Note:** This may prove disastrous for the first two through, as they will find themselves in a pitch black chamber pitted against a foul undead experiment of Drake's creation: a wight sorcerer.)

Those using the disk first get a brief glimpse of a roughly circular subterranean chamber perhaps 30 feet across, rising to a high domed ceiling. Skeletal and rotting remains litter the edges of the chamber (the remains of 10 years of ghastly experimentation by Drake). Blackness descends suddenly (the view is immediately blotted out by a *darkness 15' radius* spell cast on intruders by the vigilant wight sorcerer from its pathetic but horrible throne of bones in the southern edge of the chamber.

The creature sends in its two additional apprentice wights (the other two missing apprentices) in an attempt to finish off intruders at once before reinforcements arrive (these wights can see in the magical darkness created by the sorcerer wight). The sorcerer wight will wade into melee itself, bringing its enhanced physical and magical powers to bear (note that it can attack twice per round). Any slain by the wights rise the next round as half strength wights under the control of the wight sorcerer (another gift from Drake), adding their strength against further intrusion.

If the wight sorcerer and its minions are overcome, a search of its body reveals its magical *cassock of precaution* and *bracers of AC 6*. The wight sorcerer also has secreted a total of 36 gems worth 100 gp each hidden among the bones; these monies were collected by Drake to fund his secret necromantic research. Note that if the player characters got help from the college administration to exterminate the wight sorcerer and its minions, all experience points awarded are reduced by 50-75% depending on the amount of help received.



APPRENTICE WIGHTS (2): AC 5; MV 12; HD 2+3; hp 16, 17; THAC0 17; #AT 1; Dmg 1d4 + energy drain; SA hit drains one level; SD hit only by silver or magical weapons; SZ M (4' tall); ML Elite (14); Int Average (10); AL LE; XP 700

WIGHT SORCERER (1): AC 1; MV 12; HD 8+3; hp 40; THAC0 11; #AT 2; Dmg 1d4 + energy drain; SA hit drains one level; SD hit only by silver or magical weapons; SZ M (6' tall); ML Elite (14); Int Average (10); AL LE; XP 6,000

SPELLS (3/2): *1st*—alarm, protection from good, spider climb; *2nd*—darkness 15' radius (cast), invisibility

The Summoning Gone Bad

For three to six characters of levels 4–8.

This adventure can be played either by member wizards or by adventurers brought in to deal with a summoning gone bad (see the cover illustration). The guild wizard D'Amor has been experimenting a little too freely with magic related to conjuration beyond the Prime Plane. To his horror, he called through a fiend from one of the lower planes. Not only did it nearly kill him and two nearby apprentices on its arrival, but D'Amor and the apprentices are now completely dominated by it, and do its bidding!

The creature has barricaded itself in D'Amor's magical lab (Map V), and has gated in a few of its lower-planar cronies to aid it in its attempt to infest the college. What makes this situation dangerous is its timing; many of the regents, including Japheth and Shardea, are absent from the college while following up a promising lead to another Lore in distant lands.

The objective of the player characters: Break into the chamber and oust the creature (bony fiend with a scorpion tail called an osyluth, a lesser baatezu).

Time is important; the more time the fiend has, the more of its infernal followers (nupperibo, least baatezu) the fiend will be able to gate in. If the lesser fiend goes unopposed, it could conceivably overrun the entire college. Also, it might not be a bad idea if the PCs could avoid killing the dominated D'Amor and the two apprentices!

OSYLUTH, lesser baatezu (1): AC 3; MV 12; HD 5; hp 40; THAC0 15; #AT 4; Dmg 1d4/1d4/1d8/3d4 (claw/claw/bite/tail); SA *fear* 5' radius (save vs. wand or flee 1d6 rounds), poison sting (save at –3, lose 1d4 Strength for 1d10 rounds), 50% chance to gate in 1 to 100 nupperibo (or 35% to gate in two osyluth) 1/day; SD +1 or better weapons to hit, immune to fire and poison, half damage from cold or gas; SZ L (9' tall); ML Steady (12); Int Very (12); AL LE; XP 7,000;

SPELL ABILITIES (1/rd.): *Charm person, improved phantasmal force, invisibility, know alignment, fly, suggestion, advanced illusion, animate dead, and wall of ice* (1/day)

The creature is a horrid, bony, wretched, and dried husk of a human form with a fearsome skull and a large scorpion-like tail.

NUPPERIBO, least baatezu (15): AC 9; MV 6; HD 1; hp 4 each; THAC0 19; #AT 2; Dmg 1d2/1d2; SA *cause fear* (requires 10 under orders, save vs. spell or flee 1d4 rounds); SD immune to mind-affecting spells, illusions, fire, and poison, half damage from cold or gas, regenerate 1 hp/rd. (holy water destroys); SZ M (5' tall); ML Fearless (20); Int Non- (0); AL LE; XP 120

Nupperibo appear as amorphous, vaguely humanoid monsters with no real features, but with appendages that might be construed as a head and arms.





Return To Ascavalon

For three to six characters of levels 8–11.

A spirit of the ancient past attempts to renew the abortive rule of the dread demipower Dargshaad! The ghost of the Warlock Polhemus (which secretly lurks within Regent Dirganun; see Dirganun's description in the Faculty chapter) has finally learned as much as it thinks necessary to take full control of the regent! Now Dirganun seeks to draw a team of salvagers to the ancient ruins of Ascavalon, where artifacts of the god-king still lie in collapsed chambers beneath the fortress.

The scenario begins when Dirganun (controlled by the spirit of Polhemus) calls for another expedition into the Ashen Plain, purportedly to follow up a promising lead. Player characters can be brought into the adventure here as either wizards of the Order or as a private adventuring party contracted to assist the expedition. Those who have had any past dealings with Dirganun may note that he seems to be strangely curt and even temperamental. Dirganun responds to any questions along this vein with an apology and an explanation that the upcoming expedition has him excited. The only other clue the player characters receive regarding Dirganun's true condition is the occasional glimpse of a dim white face visible in the darkness of his cowl; although Dirganun explains that the magic of his *cowl of darkness* is weakening and that it is his own face becoming visible, it is in fact the ghostly face of Polhemus the Warlock looking out upon the world again after an age of darkness.

Allow the adventurers to make any arrangements they desire for an overland journey of many weeks. The College covers the expenses of horses, wagons, and common supplies. Dirganun describes the conditions on the Ashen Plain as harsh, hot, and desert-like; additional water supplies should be brought along. Along with the player characters, the only other college members making the journey are the regent Dirganun and the guild wizards

Abyll Dolen and Sabina. The expedition leaves the environs of Mathghamhna and reaches the edge of the Ashen Plain after two weeks of overland travel without difficulty.

Encounter #1. The Ashen Plain is as advertised: a broken, blowing, dry-baked landscape with no visible life save for the occasional lizard, snake, or sagebrush. The heat is oppressive. Without double normal water rations, the PCs soon find themselves physically dehydrated (–2 to all actions, saves, and checks). After only a day or two of travel in this harsh environment, they stumble, quite by accident, upon the hidden lair of a desert dragon (an adult yellow dragon). This dragon lurks in a sink-hole invisibly, attacking the intruders with surprise. If the dragon is defeated, a concerted dig through the sand (and a successful find secret doors roll) reveals a sand-covered cave mouth where the dragon's lair and treasure are found: 5,000 sp, 2,500 gp, 5 × 500 gp gems, *long sword* +2, *dagger* +1, scroll of *time stop*, 7 random *potions*.

YELLOW DRAGON, adult (1): AC –2; MV 12, Fl 30 (C); HD 15; hp 72; THAC0 5; #AT 3 + special; Dmg 1d8+6/1d8+6/2d8+6 (claw/claw/bite); SA Dragon fear 20' radius (+2 save), breath: scorching sand (12d4+6 hp, save again or blinded 1d4+1 rounds), silence 10' radius, create or destroy water 3/day, dust devil 3/day, improved invisibility 2/day; SD immune to fire & heat; MR 5%; SZ G (60' long); ML Champion (16); Int Very (12); AL CE; XP 11,000

SPELLS (1/1): 1st—shield; 2nd—knock

Encounter #2. After an additional week of desert travel led by Polhemus in the guise of Dirganun, the archeological party reaches the ruins of Ascavalon. A 5-mile diameter depression is visible in the desert sands, the ancient site of the attack of the Dragon of Shades. All that remains now is the mere suggestion of razed walls, towers, and fortifications. A deathly pall and supernatural silence holds sway over the entire area even now; not a





single life form, animal or plant, has been able to prosper in the blasted shadescape.

Led by Polhemus/Dirganun, a trek across the depression, to a spot not immediately different from any other, yields sand-covered stairs after a few hours of digging. If the stairs are excavated, an iron door is found 30 feet down, at the base of the stair. The door is carved with fantastic designs of evil and depravity. It does not yield to strength or magic until Dirganun steps forward and utters a strange guttural syllable, causing the door to slide aside. If questioned on his knowledge of this word, Dirganun explains that he remembers reading it from an ancient scroll in the sealed archives of Mathghamhna.

Encounter #3. Dirganun leads the group through many, many miles of collapsed tunnels and ruined corridors; he says he can mystically feel "the call of another Lore." After a full eight hours of travel, punctuated with the occasional dig to get past a collapsed section, the party requires rest. The player characters can make whatever arrangements for rest they desire within the catacombs. During the mid-point of the rest period, they are set upon by foul remnants of Dargashaad's minions, which still glide through the lightless crypts below the desert's surface.

SPECTRES (3): AC 2; MV 15, Fl 30 (B); HD 7+3; hp 37, 38, 40; THAC0 13; #AT 1; Dmg 1d8 + energy drain; SA hit drains two levels; SD hit only by +1 or better weapons, immune to *sleep*, *charm*, *hold*, cold-based attacks, poison, and paralyzation; SZ M (6' tall); ML Champion (15); Int High (13); AL LE; XP 3,000.

Once the spectres have been dealt with and the rest period comes to an end, Dirganun leads them further into the bewildering catacombs (hopefully one of the player characters is keeping track of their course...). Another half day of travel brings the party to Encounter #4.

Encounter #4: The Necromanteion. Evil twin (and progenitor) to the Archmanteion, the Necromanteion was once the magical nexus of the demipower Dargashaad's evil reign. It once struck fear in the hearts of all who hear tell of its vile design, but in the present Age it is all but forgotten, surrounded by a labyrinth of dangerous tunnels beneath a lost ruin in an empty desert.

A gaping hole in a black iron wall leads the party into a rusted chamber of iron. An obsidian pedestal stands in the center of the chamber, upon which can be found the shards of a broken crystal sphere (the name and purpose of which is best left unexplored). Debris litters the chamber in untidy piles, and an unholy stench and coldness assaults any who peer in.

Intruders entering the chamber draw the attention of the last guardian of the Necromanteion (a death knight), who arises from a pile of debris arrayed with a faintly shining halberd and a mirror-bright circular shield with an open hand inlaid in dark metal (these are the *Redeemer*—missing halberd of Mathghamhna—and the *Bright Barrier*, the artifact-level shield of Dargashaad himself!). The guardian commands the intruders to leave in the ancient tongue of the Elders. When Dirganun recognizes the shield, he rushes into the chamber and demands it of the guardian (also in Elder-tongue). The guardian refuses, and battle ensues between Dirganun (use Dirganun's statistics and spells, as controlled by the spirit of Polhemus) and the death knight. The guardian calls forth three additional spectres from the accumulated debris to aid it (use spectre statistics from Encounter #2).

The player characters may be unsure of what is actually transpiring, but they can aid Dirganun or wait out the conflict at their choice. If the death knight is victorious, it commands the characters leave, battling them to the death if they remain. If Dirganun is victorious over the death knight, he claims the shield, and then immediately attempts to slay any surviving PCs. If Dirganun is killed at any time, the ghost of Polhemus will leave the



body and attempt to continue whatever fight it is currently involved in; it may attempt to *magic jar* another host if other method's fail it (its aging attacks have no effect on the death knight).

If the legendary shield, *Bright Barrier of the God-King Dargeshaad* is brought back into the world of light, the potential exists for that ancient being of evil to be reincarnated in the present. What events might follow such an outcome are not explored here, however, the imagination of the DM should be sufficient to blight the world with another apocalyptic struggle...unless the PCs can prevent it!

DEATH KNIGHT GUARDIAN (1): AC -3; MV 12; HD 9; hp 80; THAC0 5 (Strength bonus, *halberd* +3); #AT 1; Dmg 1d10+9 (Strength bonus, *halberd* +3); SA constant *fear* 5' radius, cast *detect magic*, *detect invisibility*, *wall of ice* at will, dispel magic 2/day, cast any one of the *power words* 1/day, cast *symbol of pain* or *fear* 1/day, 20d6 *fireball* 1/day, controls undead as 6th-level evil cleric; SD cannot be turned (but *holy word* can dispel it); MR 75% (a roll of less than 12 reflects spell back on caster); SZ M (6' 6" tall); ML Fanatic (17); Int Genius (17); AL CE; XP 6,000

POLHEMUS, IN GHOST FORM: AC 0 (8 on Ethereal Plane); MV 9; HD 10; hp 66; THAC0 11; #AT 1; Dmg age 10-40 years (touch); SA first seen save vs. spell or age 10 years and flee 2d6 turns, *magic jar*; SD semi-material (AC 0, immune to spells, silver inflicts half damage, magical weapons inflict full damage) SW attack on ethereal plane vs. AC 8, spells effective; SZ M (6' tall); ML Fanatic (17); Int Highly (13); AL LE; XP 7,000

Bright Barrier of the God-King Dargeshaad (Artifact)

Alignment: Lawful

History: Crafted by elder gnomes as a gift to the exiled demigod Gavendes, who conquered an empire among mortals after his expulsion from the godly realms. Gavendes (also called Dargeshaad) made a serious bid for world domination before he was destroyed by the Dragon Of Shades. *The Barrier* passed out of mortal knowledge and lies now forgotten in the ruins of Ascavalon.

Appearance: A large circular shield whose mirror-bright face depicts an open hand inlaid in dark metal.

Major Power: *Purge.* The wielder can drain 2 levels or HD (life force) from all non-lawfully aligned beings who view the face of the shield when the wielder commands, "Purge these infidels!" The power is usable 3 times per day.

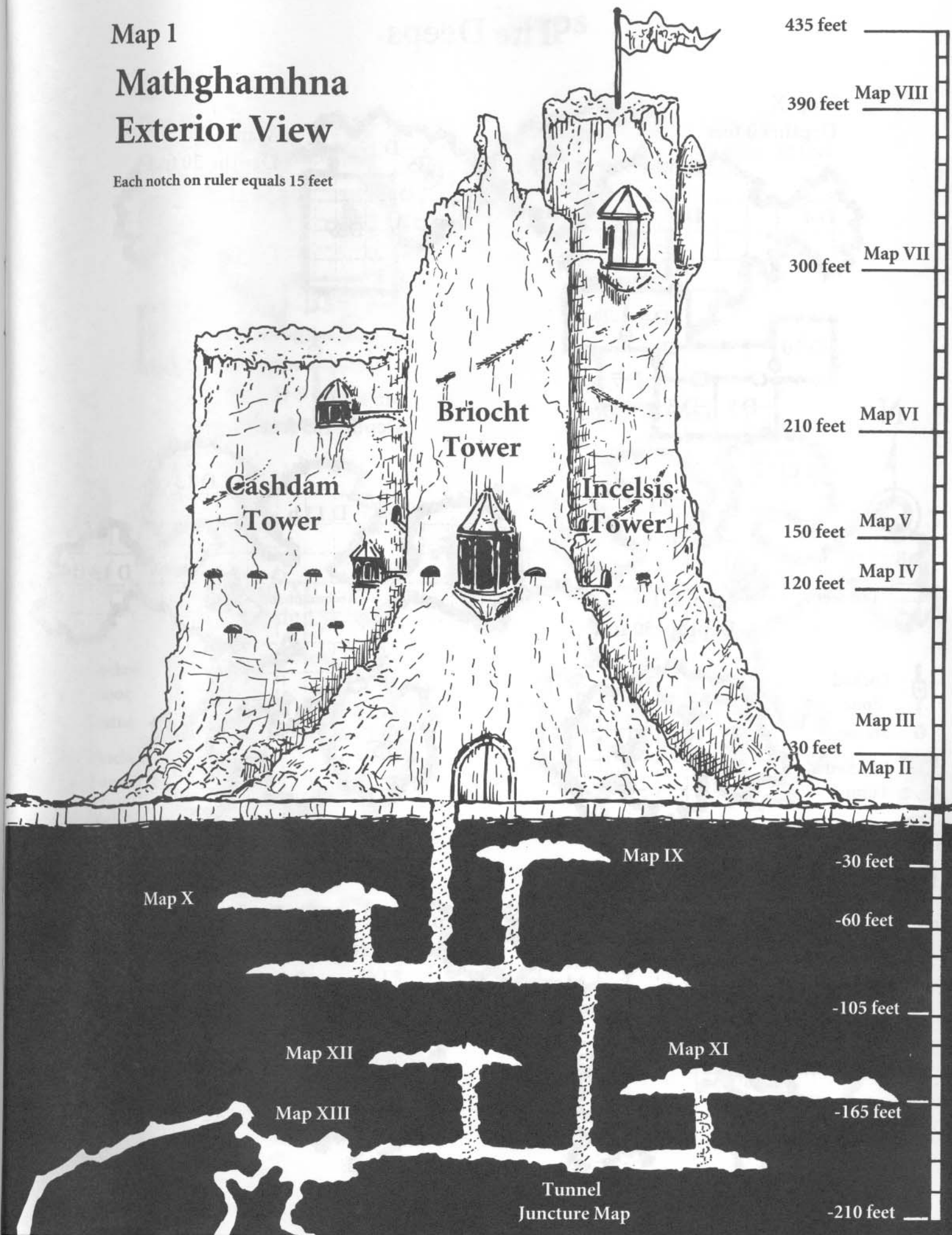
Minor Powers: *Shield* +2, wielder can hold the shield and cast spells simultaneously; can cast *command* at will, *detect lie* 3/day; can deliver a massive shield punch attack in addition to a normal attack with a +2 bonus to hit, for 1d8+2 points of damage.

Dangers: Wielder ages 1d12 months each time the major power is utilized. Each use of the major power influences the wielder to a stricter and stricter adherence to Law, with a cumulative 1d6% chance per use that the spirit of Gavendes will possess the wielder's physical shell, killing the wielder irrevocably. As the owner begins to depend on the artifact more regularly for its great powers, associates begin to see changes in the owner's personality. The owner slowly becomes more careworn, and seems to become less forgiving and more judgmental of companions. If use of the shield is continued, the danger grows. Only time will tell if this story leads to tragedy or salvation.

Map 1

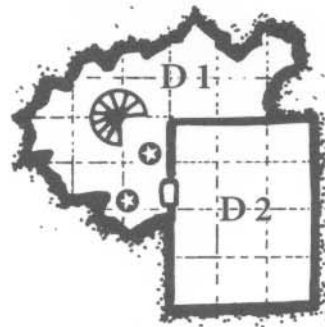
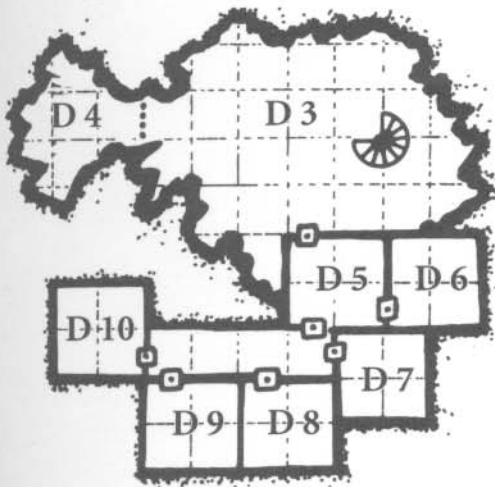
Mathghamhna Exterior View

Each notch on ruler equals 15 feet



The Deeps

Map X
Depth: 60 feet



Map IX
Depth: 30 feet



 Ten feet

Map XII
Depth: 150 feet

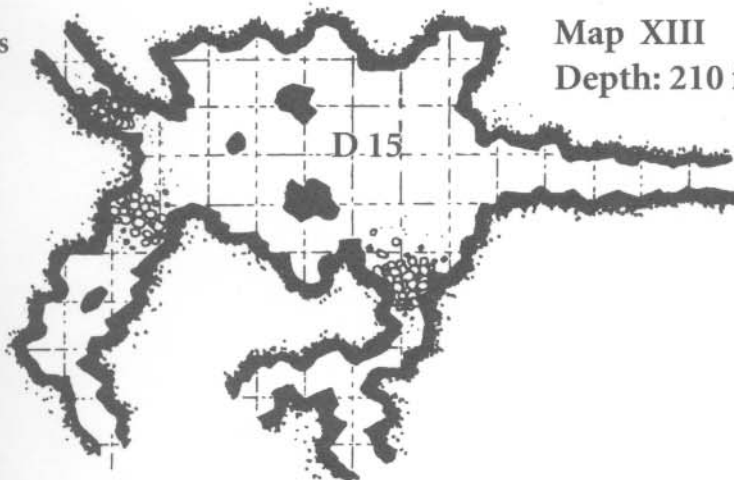


Map XI
Depth: 165 feet



-  Locked door
-  Statue
-  Blocked Tunnel
-  Well
-  Spiral Stairs
-  Portcullis
-  Lectern
-  Brazier
-  Guard

Map XIII
Depth: 210 feet



Tunnel Juncture Map
Depth: 210 feet



of Wizardry

antment & Exposition

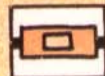
Key



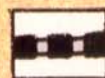
= Door



= Locked Door



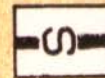
= Door in Door



= Murder Holes



= Archway



= Secret Door



= Barred Window in outer wall
(can be shuttered)



= Stairs



= Spiral Stair



= Statue



= Guard Position



= Altar



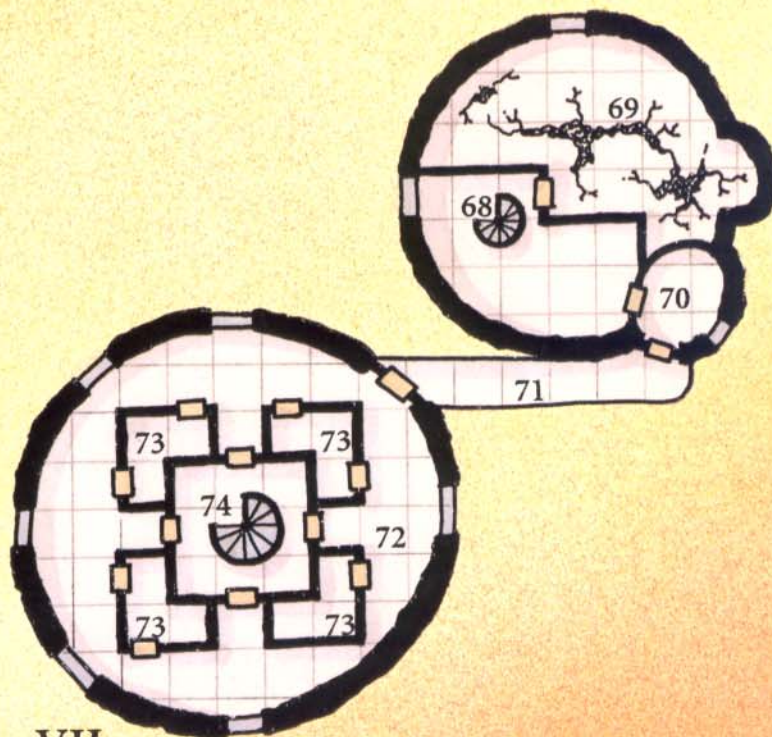
= Water

1 square = 10 feet



Map VIII

Elevation: 390 feet

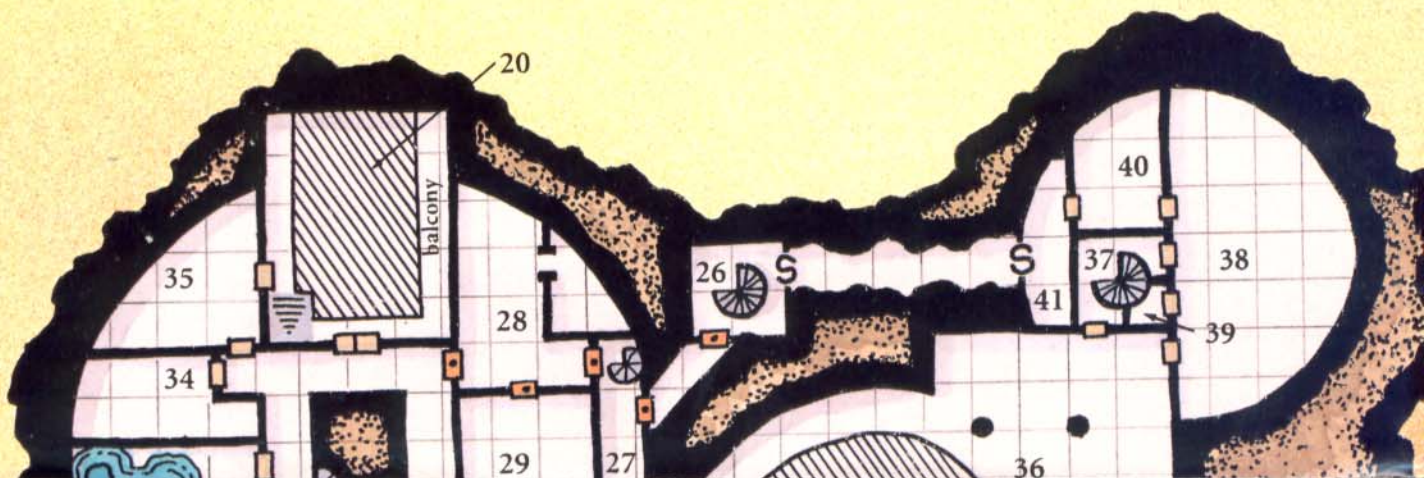
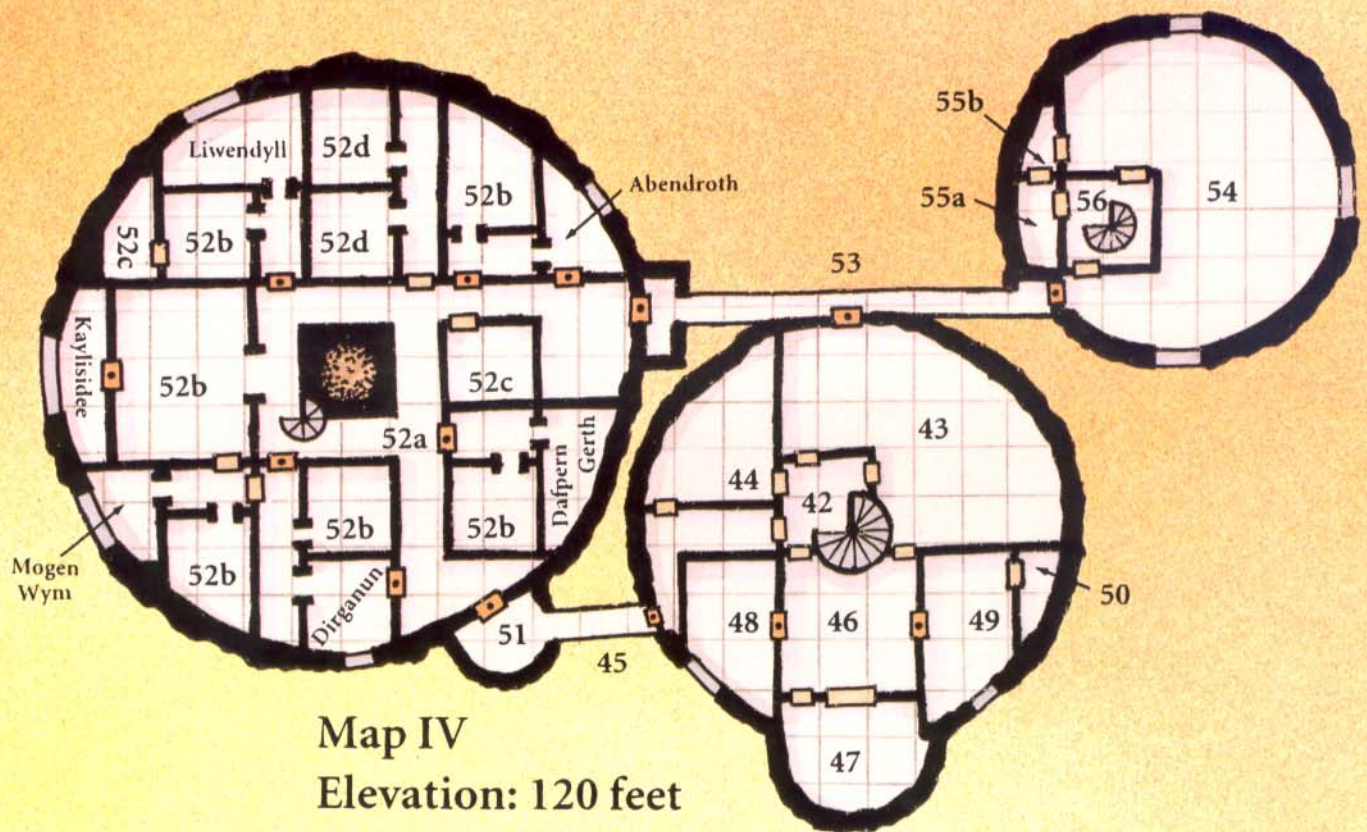


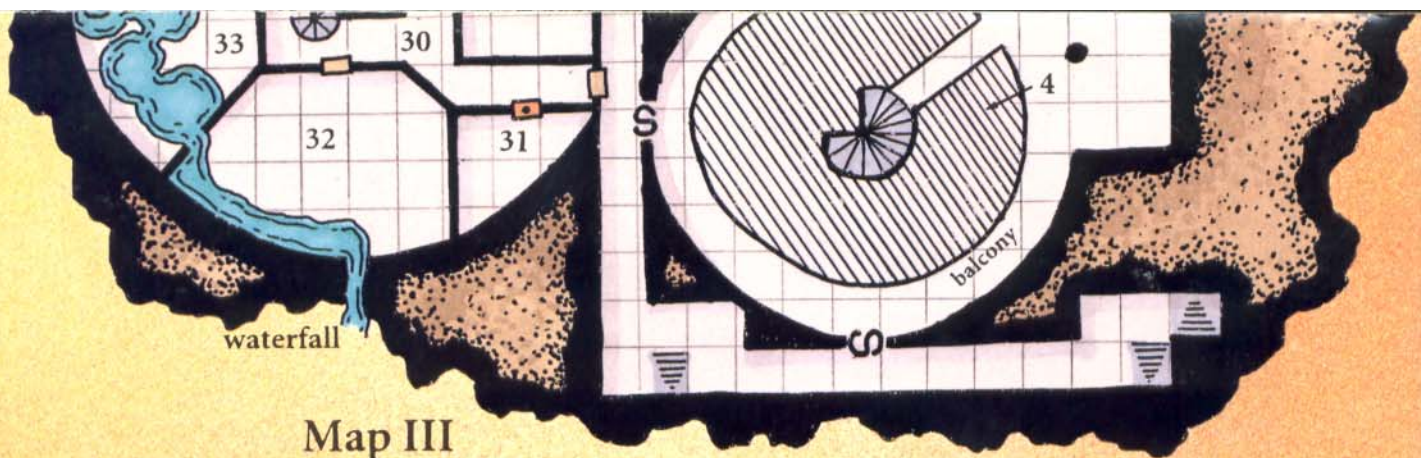
Map VII

Elevation: 300 feet

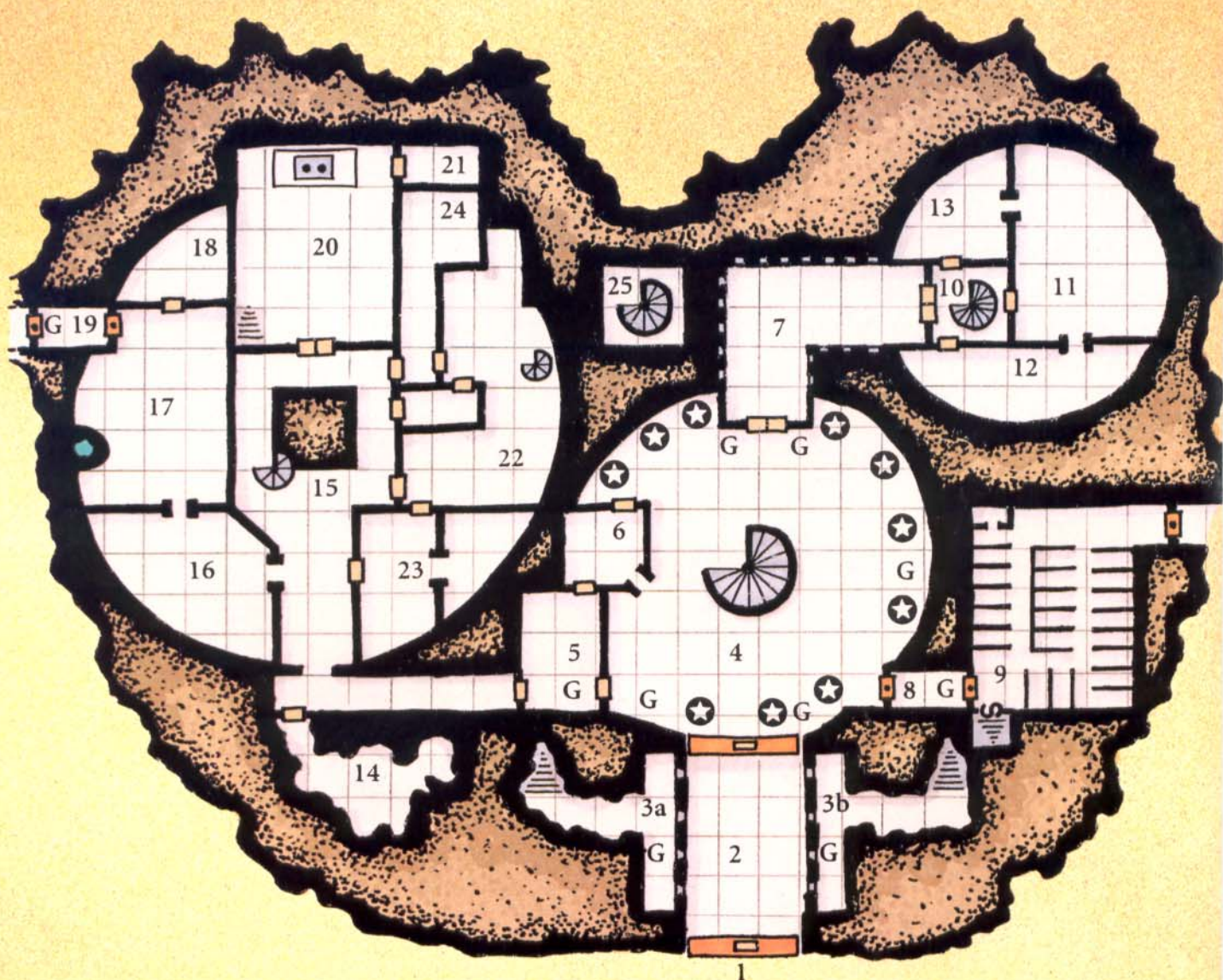
The College

or
The Arcane Order of Ench

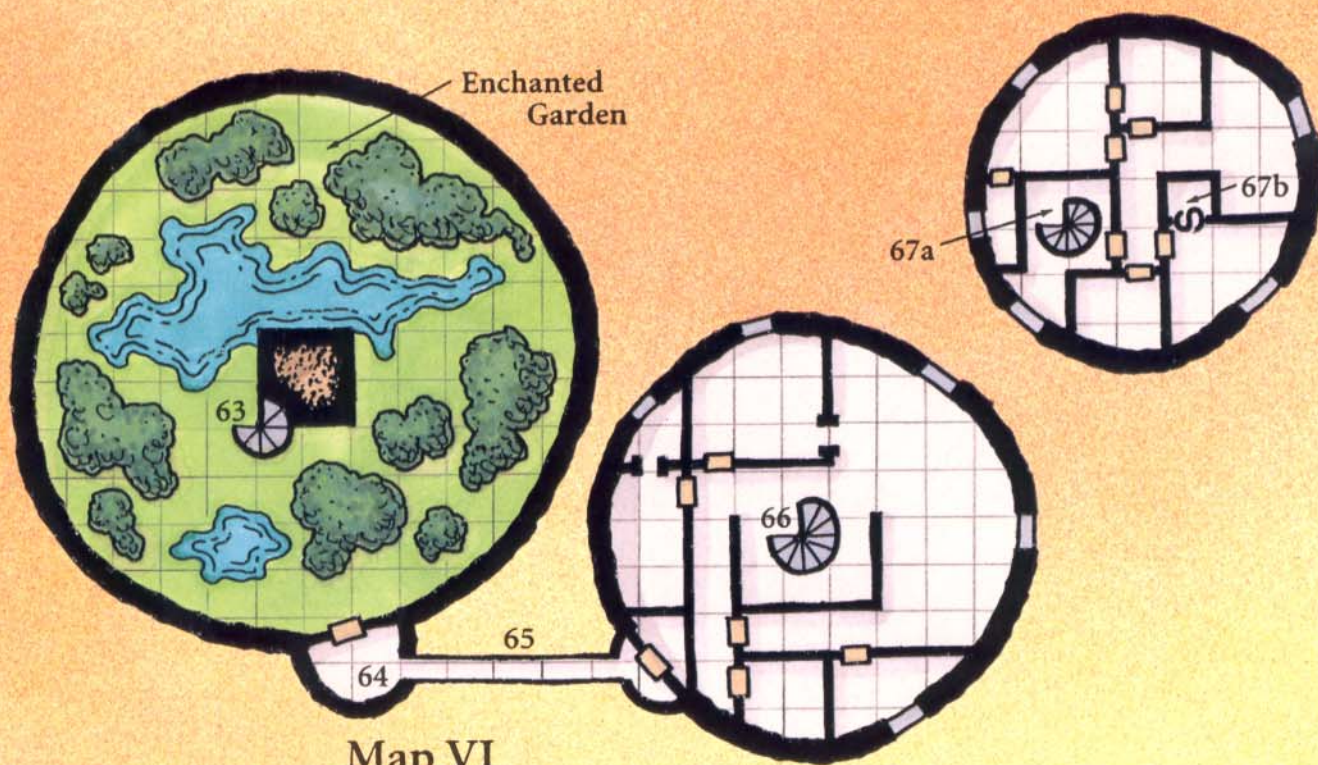




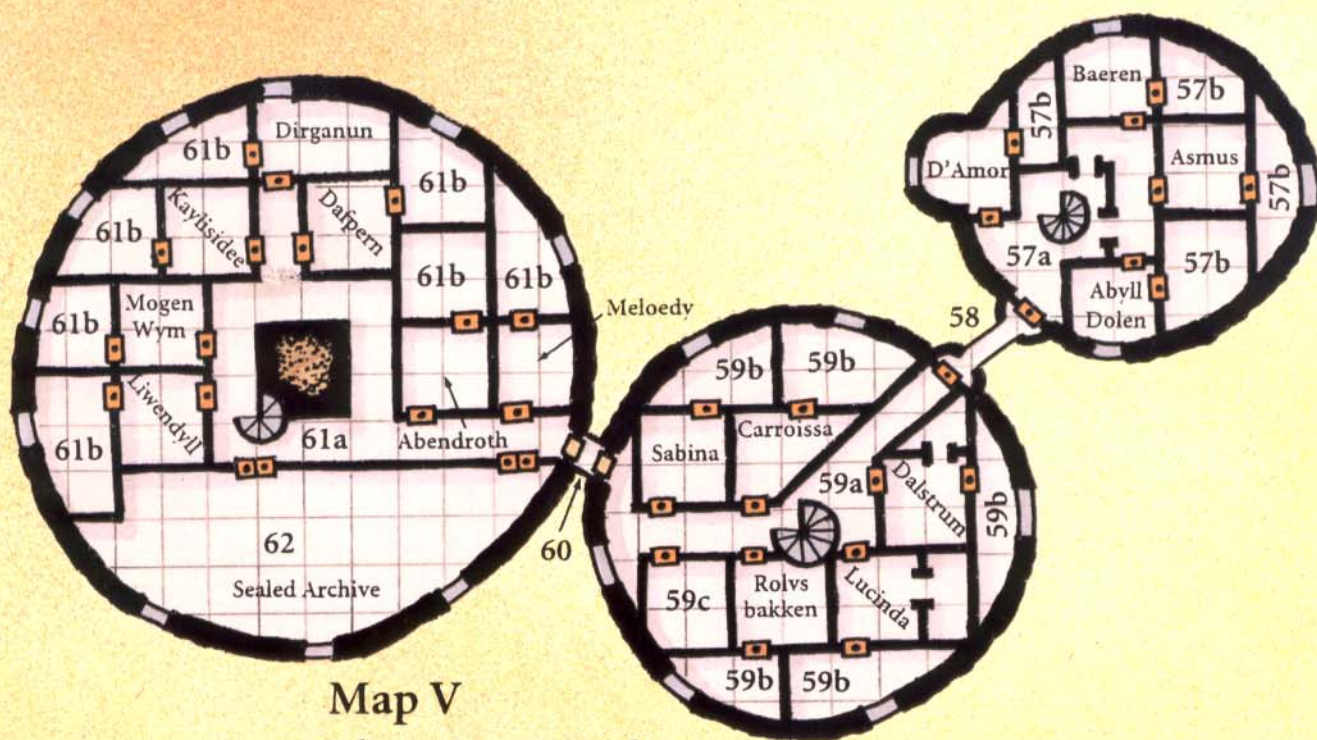
Map III
Elevation: 30 feet



Map II
Elevation: 0 feet (Ground Level)



Map VI
Elevation: 210 feet



Map V
Elevation: 150 feet

Advanced Dungeons & Dragons[®]

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