

Arcane Quarter

A City Quarters Sourcebook
by JD Wiker and Christopher West



THE
GAME MECHANICS™



Arcane Quarter

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by JD Wiker

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About the Author

JD Wiker is an Indianapolis native who has been professionally designing games since 1995. While working as Customer Service representative for Wizards of the Coast, JD designed material for the *Ars Magica* roleplaying game and *Vampire: Dark Ages*. His experience led to a change in jobs in 1998, when the roleplaying game team at Wizards hired JD to write for the fledgling *Alternity* line, including the *Dark*Matter* campaign setting. In late 1999, JD began work on Wizards of the Coast's *Star Wars Roleplaying Game*, and he became the primary Star Wars RPG designer until he left Wizards of the Coast in 2002. A few short weeks later, JD began making plans with Rich Redman, Stan!, and Marc Schmalz to create The Game Mechanics. JD currently lives in Vista, California.

About the Cartographer

Christopher West has been doing professional cartography work in the roleplaying industry for only a few years, but his credits are extensive. His work first appeared in print in *Dungeon Adventures* #86, and has been featured in nearly every issue since. Christopher's other work in periodicals can be found in *Dragon Magazine*, *Star Wars Gamer*, and *Polyhedron*, but he also illustrated the maps and diagrams featured in the *Power of the Jedi* sourcebook, published in 2002 by Wizards of the Coast. Christopher holds a bachelor's degree in Applied Media Arts from Edinboro University of Pennsylvania, and lives in Northwestern PA with his beloved wife Angela and their son Ethan.

About the Company

The Game Mechanics is a company dedicated to creating d20 gaming material that is as good as you've come to expect from the industry leaders. Founders JD Wiker, Rich Redman, and Stan! have more than a quarter century of collective experience working full-time in the hobby games industry (most of those years working on the *Dungeons & Dragons* RPG for Wizards of the Coast). The idea for the company sprang from conversations held in the wake of a series of corporate layoffs, when the three designers, together with former Wizards of the Coast web manager, Marc Schmalz, knew the time was right to pool their combined knowledge and skills.

The Game Mechanics use their experience and expertise to create and publish products whose quality meets the stringent standards set by Wizards of the Coast and other top publishers. Our designers' names can already be found on the covers and throughout the credits of many of the current top selling roleplaying products—and you can expect to see the same level of quality and attention to detail in every release from The Game Mechanics.



Introduction

In fantasy campaigns, the arcane spellcaster is a force to be reckoned with. A sorcerer or wizard can create or destroy via the medium of a few magic words and some hand gestures. And, unlike the divine spellcaster, he has no built-in code of ethics that makes him welcome in the community—or immediately identifiable as a threat. The arcane spellcaster is an unknown element—and yet nearly every fantasy city has at least one.

Just how such powerful and unpredictable individuals peacefully coexist in a medieval society often involves a lot of pondering on the Gamemaster's part to keep things from seeming contrived—assuming he doesn't just decide to wing it.

This book addresses that very issue by demonstrating how a large group of arcane spellcasters—and a well-organized group at that—can not only dwell amicably alongside coopers and cobblers in a fantasy setting, but serve purposes just as necessary (and marketable). *Arcane Quarter: A City Quarters Sourcebook* provides a complete “mini-setting,” full of interesting characters, engaging locations, and intriguing plots of both arcane and political natures.

In addition, *Arcane Quarter* looks at the kind of events that lead communities to create laws regarding the use of arcane magic, as well as how they go about enforcing them. This book also describes how such powerful individuals can resolve their differences without devastating an entire city, and, at the same time, demonstrates how something as small as a different understanding of arcane magic can threaten to unbalance the whole social system and bring disaster raining down on everyone.

Ranging from the soaring tower of the University of the Arcane to the spell components bins in the House of Tamblin Troot, *Arcane Quarter* illustrates fantasy magic in rational and reasonable terms. Arcane magic is a powerful tool in both practical and political applications, and it deserves a more interesting treatment than the generic “magic shop” that shows up in so many fantasy cities. The individuals and organizations in this book have agendas beyond buying used magic items and selling new ones—and adventurers frequently play important roles in carrying out those agendas.

In this book you will find men, women, and extraplanar beings ranging from weak to powerful, good to evil, law-abiding to free-spirited, all of whom can either aid or obstruct the PCs' plans. You will also find plenty of opportunities to convince your players that a trip to the local magic shop need never be routine.

The City Quarters Series

Every fantasy city is divided into individual quarters, usually along financial or cultural boundaries. Each quarter is a microcosm of the city as a whole, with its own rulers, laws, authorities, customs, and commerce. The people of the quarter share more than their neighborhoods—they are bound together by their social conditions and ambitions, their rights and their resources. The City Quarters series addresses each quarter as a distinct social

entity, detailing life in the quarter, the political and commercial structures, and the places, people, and plots of interest.

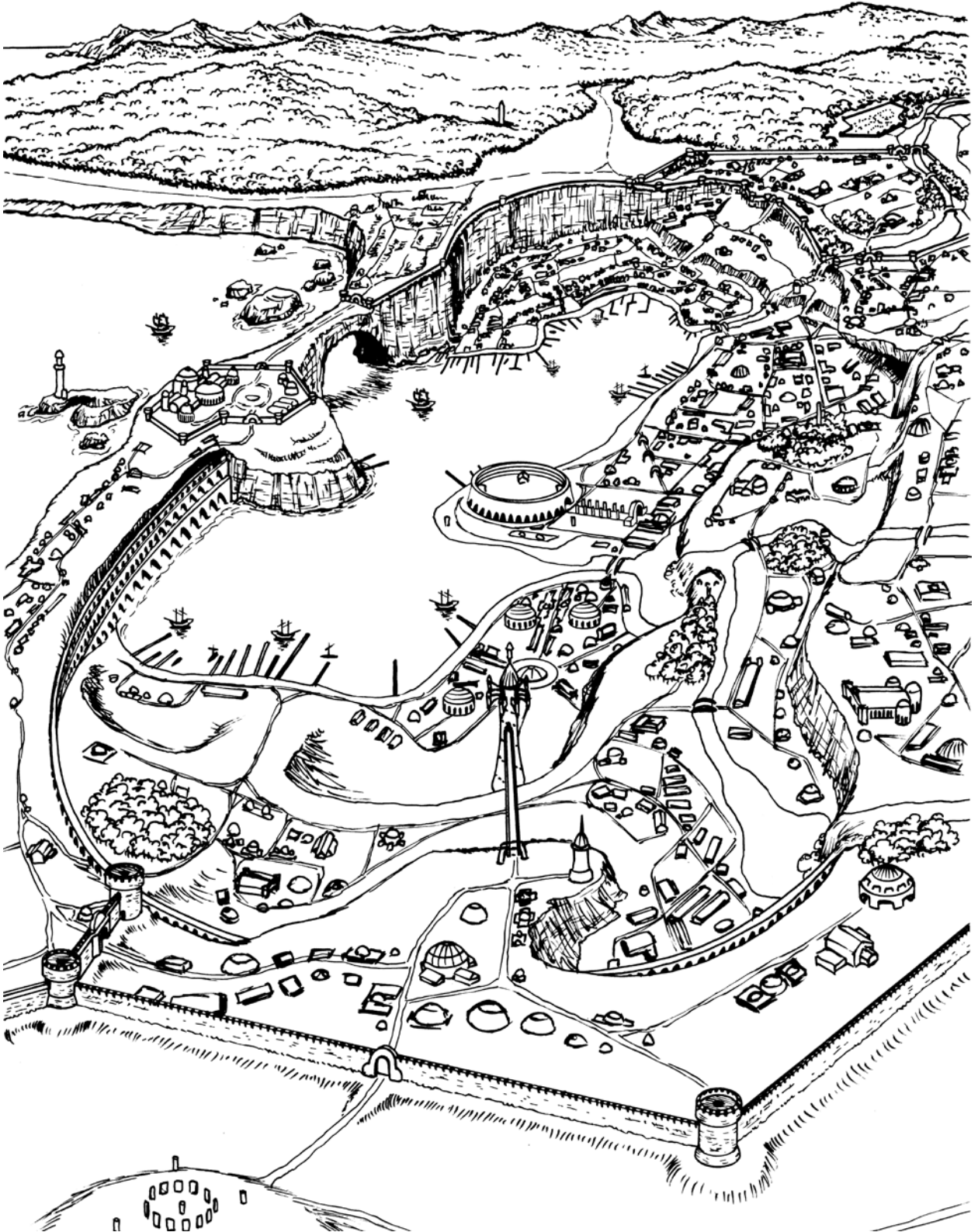
The goal of the City Quarters series is to provide GMs with complete “mini-settings,” which can be used wholesale or “cherry-picked” for the parts that fit best into the GMs own game world. And although the quarters are linked to the maps and histories provided with the sourcebook, the truly important elements—the individual buildings, residents, and relationships—can be mixed, matched, and rearranged however the GM likes. The Arcane Quarter described in this book, for example, functions equally well in any setting, given a few minor tweaks and adjustments here and there.

But rather than simply supplying a random assortment of locations and NPCs, the Arcane Quarter is also perfectly serviceable as is; the GM can drop the quarter, map and all, into his designs for any fantasy city, building around it so that the rest of the city conforms to the boundaries of the Arcane Quarter. Indeed, that is essentially the intent behind the entire City Quarters series. The fantasy city of Liberty grows a little more—both in size and in the imagination—with each installment of the series, until, with the final book, the complete city becomes its own campaign setting.

The History of Liberty

The city of Liberty began as a convenient place for fishermen to tie up their boats when the sea became too rough. But pirates learned of the site and drove out the fishermen, converting it to a hideout where they could winter safely. The more it was used, the more pirates learned of it. And the more pirates who learned of it, the larger it grew. The original few shanties became hovels, then houses, then taverns, inns, and so on. Some pirates retired from the seafaring life to take up permanent residence. In just a short while, the place marked on pirate maps as “Cove Haven” became an actual village, with merchants, craftsmen, and all the trappings of a real settlement—albeit still a settlement of pirates.

But as the village grew into a town, the lawless nature of the place began to take its toll. Some part of Cove Haven was always ablaze due to some rivalry or another. Bandits and even a few monsters drifted in from the surrounding countryside, taking up residence and raiding their neighbors as they pleased. A secretive order of sorcerers and cultists established a temple on the hillside to the south, and rumors about abductions and blood sacrifices began to surface. A dragon had reputedly taken up residence in a hidden cave further up the coast. Finally, one pirate captain had had enough. After a nearby fire spread and destroyed his home, Captain Vezkin relocated to a bluff overlooking the cove, built a stockade and a jail, and recruited some of the town's more honest men to help him arrest every troublemaker in town. Other townsfolk joined in his crusade, and in short order, Vezkin had



The City of Liberty

brought law to Cove Haven. As a reward for his efforts, when he declared himself prince of the town, the townsfolk offered no strenuous arguments.

Vezkin's descendants ruled Cove Haven for centuries. As time went on, the pirates visited less and less, and Cove Haven gained a respectable air. At some point, Cove Haven was captured by the armies of Emperor Orasir, and languished under his control for over a decade, while the true ruler, Prince Dolmir, fled north to the capital city of the High Kingdom, seeking refuge. Forging a pact with Queen Inenya of the High Kingdom, Dolmir led the Queen's army to liberate Cove Haven, but was himself killed in the fighting.

But the former pirate haven had changed drastically in the time Dolmir had been away. Under Orasir's control, the sleepy town had become a true city, and had actually prospered. Major religions had built temples there, and even the Imperial University had constructed an arcane academy within its newly fortified walls. Queen Inenya immediately saw the advantages of controlling the city, and with Dolmir dead, she suffered no real resistance when she announced that Cove Haven was now a protectorate of the High Kingdom. In honor of its liberation from the Emperor, Inenya renamed the city "Liberty"—though, in truth, Emperor Orasir had already done so; Inenya just translated the southern word for "Free City."

Liberty continued to prosper as a trading port, and when Vyskandr the Lich-King began conquering the northern lands, Liberty even became the de facto seat of government for the High Kingdom. Throughout the reign of Vyskandr, the High Kingdom effectively consisted of Liberty and its surrounding territories, and even after the Lich-King's defeat, there was so little left of the High Kingdom that the exiled nobles chose to remain in Liberty. Not surprisingly, then, when Lord Snowden reclaimed the capital of the High Kingdom and declared himself the new ruler of the restored High Kingdom, the lords of Liberty found that they no longer held any political power—and were, in fact, expected to swear fealty to what amounted to an adventurer holding a throne in a long-dead city.

So when Duke Ravenhearst and his faction seceded from Snowden's rule, and everyone began taking sides, Prince Vêlit swiftly declared Liberty's neutrality—intending to sell weapons and supplies to both sides. But he secretly supported Ravenhearst, who in return promised the prince sovereign rule over Liberty and the surrounding lands, once the war was won. Unfortunately for Vêlit, Ravenhearst died in the Battle of Dragon's Peak—but, as it turned out, so did King Snowden.

Thinking quickly, the prince declared his city not only an independent realm, but in defiance of the rule of the new lords of the High Kingdom, Vêlit declared his kingdom the "True Kingdom"—since Liberty had been the home of the former nobles of the High Kingdom for so long. The new rulers of the High Kingdom, their resources depleted from their battle with Ravenhearst, chose not to argue the point, ceding the lands of Liberty to Vêlit without a struggle.

And so it has been for as long as most people can remember. Liberty and the High Kingdom trade more or less freely, but the city has its autonomy. The High Kingdom sees no reason to go to war with Liberty, since it provides a convenient buffer against

enemy incursions from the south, but they also have their agents in Liberty—as do a great number of other interests, all working to advance their own particular agendas.

Liberty, meanwhile, goes about its business as usual, under its latest ruler, Prince Fiorelle.

The City Quarters

Liberty is divided into six districts, each distinctly different in character from all the others. These quarters, while subject to the laws of Liberty, also hold to their own internal rules and mores (and sometimes those who break these rules face harsher punishments than anyone languishing in the prince's dungeons).

The Arcane Quarter

In the early days of Liberty, a fair number of wizard pirates, known as Blackspells, frequently wintered in Cove Haven. These wizards were as aggressive and violent as any other pirates—but were far more destructive. Their duels—over anything from the distribution of treasure to the favors of a local "lady"—often destroyed entire buildings and left fires burning for days. Making matter worse, a cult of sorcerers had set up shop on the outskirts of town and was abducting people for use in their dark rites.

Vezkin, the first pirate-prince of Cove Haven, convinced the Blackspells to aid in combating the Cult of the Silent Heart, and, for their assistance, gave them a portion of the town where they could duel each other to their hearts' content. Arcane dueling was declared illegal everywhere else, and it only took a few executions to convince the wizards that Prince Vezkin was serious. After the "Wizards' Quarter" burned down a few times, the wizards themselves drafted rules to ensure that their own homes would never again be devastated by the spillover from their private quarrels. The advent of the anti-dueling law set the Quarter on the path to respectability.

Now, most of the wizards and sorcerers of Liberty dwell in the Arcane Quarter, where the famous University of the Arcane stands—a great mystic tower wherein is housed the greatest collection of magical books, tomes, and manuals to be found anywhere in the world. This fantastic library is shared by the Guild of Wizardry and the League of Sorcery, though not always peacefully. Each group has an advisor on the Lord's Council, and they share control of the mysterious Dark Gate: the shadowy southern entrance into the city, through which only arcane spellcasters may pass with their minds intact. A short distance outside the Dark Gate stands the Whispering Walk, where arcane spellcasters settle their differences spell against spell. Rumor has it that the Walk is haunted by the spirits of the wizards and sorcerers who have died there over the centuries.

Most visitors, though, come to the Arcane Quarter for the extensive selection of the magic shops along the Wizards' Way, and the majority of non-spellcasters cannot help but visit the Bazaar, near the waterfront, where all manner of magical trinkets (and sometimes items of vastly more power) trade hands. A few visitors also come to tour the Aviary Pens, where the wizards and sorcerers of Liberty keep their griffons, pegasi, and other flying magical beasts.

The Divine Quarter

Liberty encourages the free worship of the world's primary pantheon, and tolerates the worship of lesser-known pantheons. Only gods devoted to evil and destruction are not worshipped—at least not openly—in the Divine Quarter. The Cathedral of Lod, the Father of the Gods, holds a place of special prominence in the upper quarter, as does the Temple of Sem, the god of strength, whose temple lies close by the Mercenary Quarter. But the Divine Quarter also hosts temples and shrines to Vig (the god of power), Tur (the god of intellect), Apon (the god of the sun), Ilaia (the goddess of swiftness), Syrnia (the second goddess of wisdom), Lani (the goddess of beauty), and even a small temple devoted to the worship of Ur-Argo (the dragon who had aided the Hundred Heroes against the evil dragon Uladon in ages past).

The churches of the Divine Quarter exert a great deal of influence on Liberty, mainly via the seat on the Lords' Council held by Vamdrin Adamantheart, the high priest of the Cathedral of Lod. But nearly every citizen pays reverence to one religion or another, according to their own personal beliefs. This means that thousands of worshippers visit the temples every month, asking for divine favors and making donations in hopes of having them granted. Every religion leverages their worshippers to some degree or another, and the larger the religion, the more pull it has in the community—both in terms of the common people, and of the people who occupy the other seats on the Lords' Council.

The Divine Quarter is a place of worship and healing, but it is also a place of learning, and of beauty. In addition to the temples and churches, the quarter hosts a large healing center—the Sanctuary of Osai—maintained by the Temple of Osai, including a recreational park designed to aid recovering patients in their convalescence. Further, the Divine Quarter is also the learning center of Liberty; most of the city's schools and universities are located in this area.

Still, regardless how many of these noble works have little or nothing to do with religion, the citizens of Liberty cannot help but think of the Divine Quarter as “the district with all the temples,” and thus, “the Temple Quarter.” The more pious members of the populace consider the term sacrilegious, and can get quite angry about it—but the name has endured now for centuries, and even some clergy refer to their home as the Temple Quarter.

The Old Quarter

The Old Quarter is unofficially known as the Thieves' Quarter, because it is the most lawless place in Liberty. Narrow, filthy streets wind through the city's slum district, where the city's poor have turned to deceit, thievery, and violence to fill their starving bellies. Only the bravest (or most foolhardy) walk the darkened streets alone—and, with the overhanging cliffside above, the Old Quarter's streets are in shadow for most of the day. (The hours from early to mid-afternoon are called “Thieves' Twilight” in Liberty.) Not everyone in the Old Quarter is as cruel or corrupt as the rumors suggest—but almost no one in the Old Quarter is above profiting from the misfortunes of others.

The Old Quarter is so named because it lies on the site of the original village of Cove Haven. As Cove Haven grew, the Old Quarter became less and less fashionable, until it became the

domain of the city's disenfranchised, a place for the sick and the desperate to eke out a living. Food is scarce, and medicines even more so, but alcohol and drugs are both in ready supply. In fact, those looking to buy anything imaginable (and not too particular about its legality or provenance) can usually locate a shop here that sells it.

Without a doubt, the most interesting location in the Old Quarter is the Thieves' Keep, the home of Liberty's Thieves' Guild. A nondescript building with thick walls and unobtrusive guards outside, the Thieves' Keep could pass for any sort of business on casual inspection, but within its walls, one of the true powers in Liberty plots, plans, and grows wealthy on the greed and misery of others. The rumors say that the head of the Thieves' Guild, Sepris, is actually a thousand-year-old sorcerer, who sustains his youthful appearance by drinking the blood of his enemies after draining their purses and breaking their wills. This may be true, for many who pass through the doorway of the Thieves' Keep never come out again.

The Mercenary Quarter

As a major trading port, Liberty boasts a sizeable army, though it consists mostly of mercenaries, with a semi-trained body of militiamen. The city brings in more than enough to pay for all those swords, but the city's affluence makes it a tempting target both for the Southern Empire and the High Kingdom.

The rank and file of Liberty's army can forego some of their pay to study at the Academy of Arms, where they can become officers or, at least, better soldiers. The academy is run by Lord Lukan, who is also the city's military commander. The Mercenary Quarter also contains the city's parade grounds (where both mercenaries and militia train) and a gladiatorial arena (mostly used for mock combats and the occasional disposal of captured monsters). The upper section of the Mercenary Quarter also houses the main barracks of the city, where just over two thousand of the city's hired soldiers reside.

The Mercenary Quarter is also the site of the local chapter of the Free Explorers' Society, a loose collection of adventurers and freelance heroes who make their livings locating and plundering long-lost treasure hoards: in short, an adventurers' guild. Despite having a seat on the Lord's Council, the Free Explorers' Society has very little power in the city; the countryside for 50 miles around has been so thoroughly scoured for treasure that most adventurers have moved on.

Noble Quarter

The wealthy and cultured residents of Liberty congregate in one of two neighborhoods: the Palace Quarter, to the south, or the Noble Quarter, to the north. The Noble Quarter is something of a magnet for the city's new additions to the ranks of the privileged; most residents come from foreign lands, and make little secret of their plans to capitalize upon Liberty's mercantile success and exploit its trading power. Their combined political influence is so strong that they hold several seats on the Lord's Council, much to the chagrin of both Prince Fiorelle and the “true” nobility of the Palace Quarter.

On a narrow shelf of land just outside the southern wall of the Noble Quarter is the upscale portion of the mercantile district,



but this area also holds two oddities. First is the Menagerie, full of exotic beasts both magical and mundane. No less interesting, though far less talked about, is a barred and shuttered building tucked into a cul-de-sac (and all but hidden from view by a cascading waterfall), where the city's rich lock away their addled and raving relatives, to be cared for and prevented from hurting themselves (or anyone else). The asylum itself is no secret, but the staff are well paid to keep the names of its residents, and more importantly the names of their families, confidential.

Palace Quarter

Built during the reign of Orasir the Usurper, the palace of Liberty is a marvel of opulence, where Prince Fiorelle lives in splendor, but always with a view of the city that is both his solemn duty and the source of his wealth and power. Here also are the homes of the city's oldest families, the descendants of some of the original settlers—or at least of those nobles who fled to Liberty after the High Kingdom fell to the Lich-King. Some thirty affluent families live in this quarter, attended by a small army of servants and functionaries.

The Palace Quarter occupies the promontory that all but encircles Liberty Cove, and connects by a high, narrow bridge of stone to the mainland to the north. (Old Quarter rumors say that there is a secret entrance into the palace somewhere on that windswept bridge, though its precise location is known only to the leader of the Thieves' Guild.) The quarter's position makes it an ideal spot for the fortified tower known as the Southern Watch, where eagle-eyed sentries keep an eye out for pirates and raiders from the Southern Empire. A narrow stone staircase runs the length of the cliffside to a small jetty far below, allowing access to the lighthouse that guides ships into the cove. This stair is famous for its part in holding back the forces of Orasir, centuries ago; thousands of Orasir's troops died trying to gain access to the upper city by way of the staircase—which is fortified with murder holes and arrow slits precisely to foil such efforts.

The Outlands

Outside the city walls are the Outlands: the demesne of the prince, but not part of the city proper. A large part of this area consists of farms and coach-stop villages, as well as a few places (such as the North Cliff Ruins) where the city's oldest buildings once stood. Also, just outside the North Gate lies the cemetery of the city's wealthy, a fashionable spot to be interred, but not a place to be caught alone at night, if the rumors of all the spirits and specters are true.

The Undercity

Finally there is the Undercity: the network of sewers, dungeons, catacombs, escape tunnels, and smugglers' caves that honeycomb the city above. It is said that one who knows the maze can travel unseen and unchallenged to any place in Liberty, but it is also said that the Undercity is so vast that there might be entire populations of monsters living there that prey upon anyone foolish enough to encroach upon their domain. The most famous portion of the Undercity is the winding tunnel complex known to the denizens of the Old Quarter as "Soot Street." Controlled by the Thieves'

Guild, Soot Street is intended to facilitate illicit business traffic, but it has given rise, over the years, to a subculture of secret shops and hidden dwellings, guarded and patrolled by mutual agreement of the homes and businesses whose cellars open onto the tunnels. This is not to say that Soot Street is perfectly safe—only that those who trespass there must be either very skilled or very dangerous, and very determined in either case.

Life in the Arcane Quarter

The Arcane Quarter enjoys a rather bohemian lifestyle. The residents consider themselves the "intellectual elite" of Liberty, and behave accordingly—spending their time in the pursuit of arcane knowledge, debating philosophy, and generally sleeping in until very late in the day. Because the University of the Arcane dominates both the landscape and the culture of the quarter, the average resident is in some way connected to the University: an instructor, a student, a former student, part of the non-spellcasting staff, or just a merchant who sells supplies, such as parchment, ink, spell components, or candles.

The streets of the Arcane Quarter tend not to become terribly busy until a few hours before midday, when students emerge from their housing and rush madly toward the entrance to the University, pausing to purchase a quick breakfast from one of the area's many vendors. But, soon after, the streets become empty once again—the students having gone to their day of classes, and the vendors having migrated to the city's other quarters (since there's precious little business on the streets of the Arcane Quarter when the students aren't about).

The Bazaar is technically open all day, but few of the merchants are ready to do business before midday; they keep the same basic hours as everyone else in the Arcane Quarter. (In fact, some open for an hour or so when the students are on their way to class, then close again until midday.) The Bazaar stays busy until it's too dark to see, at which point the merchants pack up and depart so fast that one would swear that they simply vanished.

Once the sun sets, though, the Arcane Quarter comes to life. With the students done with classes and the merchants and artisans done with their working day, everyone hits the taverns looking to unwind. The streets are all but clogged with people out for a drink or a meal, and assorted buskers, minstrels, caperers, beggars, prostitutes, and thieves who make their living off of crowds. Table space is at a premium, especially in the outdoor cafés, where the quarter's intellectuals (or those who wish to appear intellectual) gather to discuss philosophy and magic, and to be seen doing so.

Finally, there are the arcane wardens, sometimes referred to as "the Drakes": magic-using (if not actual spellcasting) members of the city watch who patrol the Arcane Quarter, and who are specially equipped to handle criminals who might use magic, either in the commission of their crimes (as in the case of *mage hand* filching) or in eluding capture (such as using *expeditious retreat* or *rope trick*). Squads of distinctively-garbed Drakes keep a close eye on activities throughout the quarter at all hours.

Still, the Drakes are really only watch wardens with some arcane training and a few magic items; they are no match for a

skilled and determined criminal spellcaster—and there are many in the Arcane Quarter. Though it can't compare to the Thieves' Quarter for lawbreakers per capita, the Arcane Quarter is home to a great number of smugglers and “black-market” merchants, all trafficking in dangerous, potentially cataclysmic magic. (An *elemental gem* in the wrong hands, for example, could result in untold damage to the city; a *ring of three wishes* could reshape the entire world.) Accordingly, the Drakes deal harshly with those who deal in “proscribed” magic, and rumor has it that the cellars of the Oubliette are near to bursting with confiscated magic items.

Commerce and Funding

The Arcane Quarter is one of the wealthiest districts in the city, conducting brisk trade in the sale of material components, magic items, and “hired spells” (spellcasting services, particularly *detect magic* and *identify*). Even the sale of a single *mage armor* potion nets the vendor 25 gp—enough money to live in a good room at an inn for at least a week—and the sale of a major magic item can net the merchant enough money to retire to a comfortable home in the country.

Of course, a small amount of any sale goes to the “magic tax” levied by the University of the Arcane (for maintenance of the library), and the city not only charges vendors a 2% tax on all sales, but requires them to pay for a vendor's license, at a cost of 2 gp per week—both fees being collected by the University staff.

Independent sellers can rent a stall in the Bazaar for the cost of 5 sp per day, and acquire a temporary license from the University for another 5 sp. Selling without a license is subject to penalties including confiscation of goods and, if the offender is caught in mid-transaction, his profit from the deal are forfeit. In nearly all cases, though, the University officials are willing to sell the illegal vendor a license on the spot; only in the case of repeat offenders do they prosecute to the fullest extent of the law.

Obviously, fines and licenses are not required on the sale of items to vendors. The 2% tax still applies, though, and the vendors deduct this amount from what they pay for purchased items. (Members of the Free Explorers' Society receive a 1% discount on magic taxes, through a deal worked out with the University to encourage membership in the Society.)

Items and Services

Merchants in the Arcane Quarter provide a wide range of goods and services, from hired spells to major magic items. Magic items created with arcane magic (those with arcane spell prerequisites) are available in the Bazaar (in the case of minor magic items) or at magic shops.

Generally, all arcane items up to a value of 5,000 gp value are available in the Bazaar. (See page 55 for details on locating specific items in the Bazaar.)

Arcane items of more than 5,000 gp value are only found in magic shops, and those are divided up by class of item (armor, weapons, potions and oils, and so on).

Magic items of more than 10,000 gp value are understandably rare, and are only available from the city's private magic merchants, the Arcane Emporium and the Blue House. (See pages 71 and 76, respectively.)

In addition to the trade of magic items, the Arcane Quarter produces and sells a large number of masterwork items, mainly in the Artisans' Quarter (in the western half of the Arcane Quarter). The bulk of these items are of the fine and delicate sort required for the creation of various rods, staves, wands, scrolls, and wondrous items.

For masterwork armor and weapons, one generally must visit Grumm's Forge (see page 82), or venture into the Thieves' Quarter to patronize the blacksmithy of Gunndol and Murgunn (see *Thieves' Quarter*).

A number of shops in the Arcane Quarter specialize in material components, for both arcane and divine spellcasters; in fact, there is at least one component dealer on every street. (See page 58 for typical component prices.) For components with specific costs (such as gems of a certain value), one must visit the elf noblewoman Qillanna Xilokiir; see page 57. And only Tamblin Troot (see page 61) deals in components from rare beasts (such as the eyelash of an ogre mage or rakshasa, as used in the *contingency* spell).

The final commodity offered legally in the Arcane Quarter is hired spells: spells cast for a price. All 0-level and 1st-level arcane spells are readily available in and around the Bazaar. Arcane spells of 2nd–3rd levels can be obtained from students at the University of the Arcane, at pretty much any time, without even an appointment. Arcane spells of 4th–5th level are available from the faculty of the University, but only by appointment. Arcane spells of 6th–7th level are available from the Archwizards at the Mages' Guild or the Archsorcerer at the League of Sorcery, also by appointment. Arcane spells of 8th or 9th level are simply not available for sale in Liberty; no wizard or sorcerer is of an appropriate level to cast them, for any fee.

See the Bazaar (page 54), the University of the Arcane (page 21), and the Mages' Guild (page 44) for more information on hired spells.

Weapons and Armor in Liberty

Though there are ways around this particular law, the city of Liberty restricts the possession (and, more importantly, the use) of the deadlier weapons and heavier armors. The object of this law is public safety; there are far few deaths and injuries when there are fewer longswords and greataxes on the streets. Armor is similarly restricted—though mainly to reduce arguments that larger weapons are necessary.

The basic rule for arms is that a common citizen is allowed to carry a dagger, and no other weapon, within the city walls. Daggers are allowed because they are the principle tool for work, eating, and self-defense. Only city watch members are allowed to carry a blade longer than a dagger. As with any law, though, there are exceptions made for special cases:

- A cleric is allowed to carry her deity's favored weapon, provided it is peace-bound—but the city watch is *extremely* lax about enforcing peace-bonding with the clergy.
- A city watch commander can make a special dispensation to citizens, at the commander's discretion.
- A shepherd or farmer is allowed to carry a quarterstaff.
- A man-at-arms is allowed to carry a short sword. A “man-

The Arcane Quarter

- 1 House of the Desert Star
- 2 Arcane Bazaar
- 3 Alchemy Emporium
- 4 University of the Arcane
- 5 The Crystal Span
- 6 Arcane Emporium
- 7 Gurnam's Forge
- 8 Artisans' Estate
- 9 House of Illusions
- 10 The Oublette
- 11 Aviary Tower
- 12 Aviary Pens
- 13 Mages' Guild
- 14 House of Tramblin Troot
- 15 The Blue House
- 16 Sorcerers' Guild
- 17 Sage's Manor
- 18 The Whispering Walk

KEY



at-arms” is defined as someone who makes his living as a bodyguard or private guard. A man-at-arms should be able to provide the name of his employer when questioned, though, in practice, the watch rarely checks up on such information. Many citizens caught carrying short swords claim to be looking for a patron, though that’s a bit more risky; if the watch catches the same person more than once, and that person uses the same “I’m looking for work” story each time, the watch is likely to confiscate the weapon until such time as the swordsman can provide proof of employment as a bodyguard or private guard.

- A member of the Free Explorers’ Society may carry any sort of weapons within the city walls, provided any weapon other than a dagger is peace-bound, and bows and crossbows are not strung. While the watch don’t routinely enforce peace-binding anywhere except at the city gates (including the gates between city quarters), those who routinely travel about the city with unbound weapons do so at their own risk. Still, in a city the size of Liberty, being caught twice with an unbound weapon is unusual; one simply doesn’t see the same city watchmen frequently enough that they remember one’s last transgression.
- No citizen is allowed to wear armor heavier than a chain shirt (medium and heavy armors, in other words) without special dispensation from a watch commander, or a badge of membership with the Free Explorers’ Society.
- Shields must be slung, not carried.
- Anyone can *transport* a proscribed weapon or armor, so long as it is peace-bound or otherwise firmly secured.
- Anyone can wield any weapon, provided one does so on the grounds of one’s own household, and no neighboring citizen complains.

Penalties

Breaking the law regarding weapons or armor is a minor crime, punishable by confiscation of the weapon or armor in question—though most city watch have better things to do than going around collecting weapons. Most “first offenses” receive only a warning, unless blood has been shed. Confiscated weapons can be reclaimed for a fine equal to one-tenth the weapon’s value, payable at the watch commander’s office. Unless a weapon is clearly magical, the fine is based on its perceived value—though masterwork weapons add to that value.

Armor, after the initial warning, is dealt with a bit differently. The item or items are confiscated, naturally, but the person caught wearing said items also spends a night in jail, and pays a fine the next day, equal to one-tenth the perceived value of the armor (including masterwork costs). Again, unless a piece of armor is obviously magical, its owner is likely to get a huge discount on the potential fine.

Actually *using* a weapon within the city walls earns the wielder a night in jail. If someone was killed, however—whether the wielder killed that person or not—the penalty is much more serious: The wielder is imprisoned until such time as she can be hanged. The offender generally has about 2d4 days to wait—though during a “watch crackdown” (when the

city watch is trying to prove its efficiency) that time can be cut in half. If the offender is lucky, someone might come forward before the hanging with proof of her innocence, in which case, the offender is freed—though she won’t be getting her weapons back. (In fact, she’s instead liable to get a pointed suggestion to get out of town.)

Magic and the Law

Liberty’s laws regarding magic are similar to the laws regarding weapons. But they are difficult to apply to magic; spells are far more powerful than weapons, and spellcasters can hardly be prohibited from learning spells—or punished for preparing them. And spells can hardly be “confiscated” when a spellcaster misuses them.

For the clergy of the Divine Quarter, a sort of “honor system” is sufficient to prevent abuse of magic; unruly behavior reflects badly on their church, which weakens their church’s position in city politics. But the wizards and sorcerers of the Arcane Quarter have no such compunctions. Once they graduate from the University of the Arcane (if they ever actually attended), they are answerable only to themselves.

To ensure that arcane spellcasters use their magic responsibly, the University of the Arcane has cooperated with the city authorities to draft a set of rules governing the public use of magic.

At the core of these rules is the idea that certain types of magic are considered equivalent to weapons:

- Any spell that causes damage (*burning hands, lightning bolt, ice storm*, and so on)
- Any spell that summons and looses a hostile extraplanar being (*summon monster, gate*, and so on)
- Any spell that causes ability damage (*ray of enfeeblement, touch of idiocy*)
- Any spell that bestows a negative condition on another (*cause fear, ghoul touch, ray of exhaustion*, and so on)
- Any spell that takes away another’s free will, especially if it causes that person to commit a crime (*suggestion, geas, dominate person*, and so on)
- Any spell that deludes another into causing themselves harm (essentially, most illusion spells)
- Any spell that transforms another into something else (*baleful polymorph, flesh to stone*, and so on)
- Any spell that causes death outright (*finger of death* and so on).

In addition to spells that are considered as dangerous as weapons, certain other spells are considered to provide unfair advantages in various situations. The use of *charm person* in a business deal can be disastrous for the victim, for example. Use of these spells is not specifically prohibited by law, but the Merchants’ Guild deals very harshly with anyone who magically abuses another party’s trust in a business arrangement.

Conversely, though, spells that provide information (*detect magic, identify*, and so on) or spells that mask the user’s intention (*misdirection, detect scrying*, and so on) are simply considered smart business practice, and merchants who can’t afford such measures (or their counter-measures) avoid doing business in the Arcane Quarter.

These restrictions still leave a great deal of leeway for casting other spells. Indeed, no school of spells is outlawed (including necromancy), though some individuals might find the employment of such spells offensive or distasteful. For example, even though necromantic spells are legal, casting *animate dead* is considered “desecration of the dead,” and punished accordingly—up to and including execution, in cases where the deceased’s relatives are subjected to emotional trauma as a result of the animation.

Penalties for Magic Abuse

Obviously, when “weapon-like” spells are used in the commission of a crime, the offender is punished as though he had used a weapon. (See Penalties.)

If a spellcaster causes property damage while using magic under any circumstances (committing a crime or otherwise), the offender can expect to at least pay for the damages, if not spend some time in the Oubliette—the city’s jail for magic-using criminals (see page 40).

For most complaints involving magic, however, the spellcaster is punished by a fine, the cost of which is based on the spell’s level and the caster’s level (similar to, but more expensive than, the cost of a hired spell):

0-level spell	Caster level x 10 gp
1st-level spell	Caster level x 20 gp
2nd-level spell	Caster level x 40 gp
3rd-level spell	Caster level x 60 gp
4th-level spell	Caster level x 80 gp
5th-level spell	Caster level x 100 gp
6th-level spell	Caster level x 150 gp
7th-level spell	Caster level x 200 gp
8th-level spell	Caster level x 500 gp
9th-level spell	Caster level x 1,000 gp

Offenders who cannot pay these fines are required to forfeit their possessions to meet their fines, starting with magical equipment, then spellbooks (in the case of wizards), then mundane equipment. If the offender still cannot pay, he is imprisoned in the Oubliette, one day for each gold piece he still owes.

Familiars

Familiars are also a special case. The city watch is extremely unforgiving of spellcasters who use their familiars to commit crimes or otherwise cause mayhem, and either imprison the familiar (in the case of minor crimes) or execute them outright (in the case of major crimes). The potential loss of one’s familiar is often more than enough to dissuade would-be criminal spellcasters.

When spellcasters with familiars are imprisoned for nonpayment of fines, their familiars are imprisoned at a farmstead about five miles outside Liberty (and thus, well beyond the range at which the familiar grants its master special abilities).

Arcane Dueling

An arcane duel is essentially a straightforward contest of arcane insight and spellcasting ability. One participant casts a spell at his opponent, who then has a chance to use Spellcraft and possibly counter the spell. If the opponent fails to counter the spell, he suffers its effects. Assuming the opponent is still able to continue, it is then his turn to cast a spell. This process continues until one or the other participant meets whatever victory conditions the participants have set.

In the early days of Liberty, duels between wizards nearly destroyed the tiny settlement before it had a chance to get started. Only with the aid of a sizeable force of community-minded wizards, sorcerers, and clerics was Captain Vezkin able to restore peace. And only with the adoption of the formal rules of arcane dueling—and the threat of execution for breaking them—was he able to establish *lasting* peace.

Put simply, the “rule of the duel” states that dueling—arcane or otherwise—within the city walls is illegal, and is punishable by anything from a fine to imprisonment (and, in extreme cases, execution). However, outside the city walls, usually in the arena known as the Whispering Walk (see page 92), wizards and sorcerers are free to settle their differences in whatever fashion they choose. This social contract has allowed arcane spellcasters to exist more or less peacefully in the city of Liberty for hundreds of years.

Generally, “arcane dueling” implies a formal duel, with seconds, judges, witnesses, and rules of fair conduct (see below). In other cases, though, experienced arcane spellcaster simply meet at the Whispering Walk, and, at an agreed-upon signal, commence hurling arcane energy at one another until one or both are dead or otherwise incapable of continuing. In fact, the only real difference between this sort of duel and simple arcane combat is that the participants in a duel acknowledge it as a duel beforehand.

Formal Dueling

Formal arcane dueling is a southern tradition, carried north by Southern Empire sorcerers and popularized by Liberty’s University of the Arcane, where the rules are taught in the hopes that spellcasters the world over will learn to take a more civilized approach to settling their differences. So far, even centuries after its introduction, the “Articles of Arcane Combat” have barely made a ripple in the High Kingdom, aside from the rather sensible agreement that public dueling is a crime.

The rules of formal arcane dueling require that several conventions be observed, in order to ensure a fair contest. Breaking these rules can carry significant penalties, from being shunned by the arcane community to being hunted down and killed—obviously, depending on the severity of the infraction.

Articles of Arcane Combat

Formal dueling unfolds in four distinct steps.

Step 1: Challenge

When an arcane spellcaster chooses to settle his differences with another arcane spellcaster magically, he personally confronts his opponent with the challenge. The formal challenge accomplishes several important goals. It determines when and where the duel

will be conducted, what the stakes are, and what determines the winner. The participants also generally name their seconds at this same time, as well as establish who, if anyone, will act as arbiter.

The challenger needs to be personally present in order to allow his opponent a chance to cast *detect magic* (to ensure that the challenge is not coming from an illusion, or someone under the effects of a compulsion enchantment). Even though the reason for the challenge is often evident in the naming of the stakes (see below), the challenger need not explain his reasons. Some arbiters, however, refuse to participate unless they understand the nature of the disagreement between the opponents.

Because of the risks involved in issuing challenges, most arcane spellcasters prefer to issue their challenges before witnesses. Casting spells other than *detect magic* during the challenge is considered the height of bad form—but it still doesn't pay to tempt fate.

Stakes: Formal duels aren't often wasted on simple dislike; the challenger usually has a serious issue with the defender. During the challenge, the participants determine what happens if the challenger wins the duel, and what happens if the defender wins the duel. For example, if Anzile challenged Jyrsino to an arcane duel over a spellbook that Jyrsino claimed as his own, the outcome of the duel would determine the final ownership of the spellbook.

Duels over material possessions (also known as “property duels”) are actually very unpopular. They are seen as childish or even boorish behavior—magical banditry at best. Spellcasters who take advantage of others in this fashion are generally ostracized by the arcane community, and often subjected to vicious magical assaults, or even physical attacks, until they learn better manners.

Terms: The challenger also has the right to set the terms of the duel: whether the contest is to “first blood” (that is, one of the participants fails to counter his opponent's spell), to “defeat” (one of the participants is unable to continue due to unconsciousness or other incapacitating condition), or to the death. If the defender refuses the duel after the stakes and terms have been named, he is assumed to have defaulted, and the challenger may claim the stakes.

Setting the terms also includes whether the participants are allowed to use “lethal” magic (magic defined by law as equivalent to a weapon; see Magic and the Law). The participants might also agree to allow only use-activated or continuous effect magic items. This is the default for arcane duels; most participants don't even mention it unless they choose to allow other magic items, or disallow any at all.

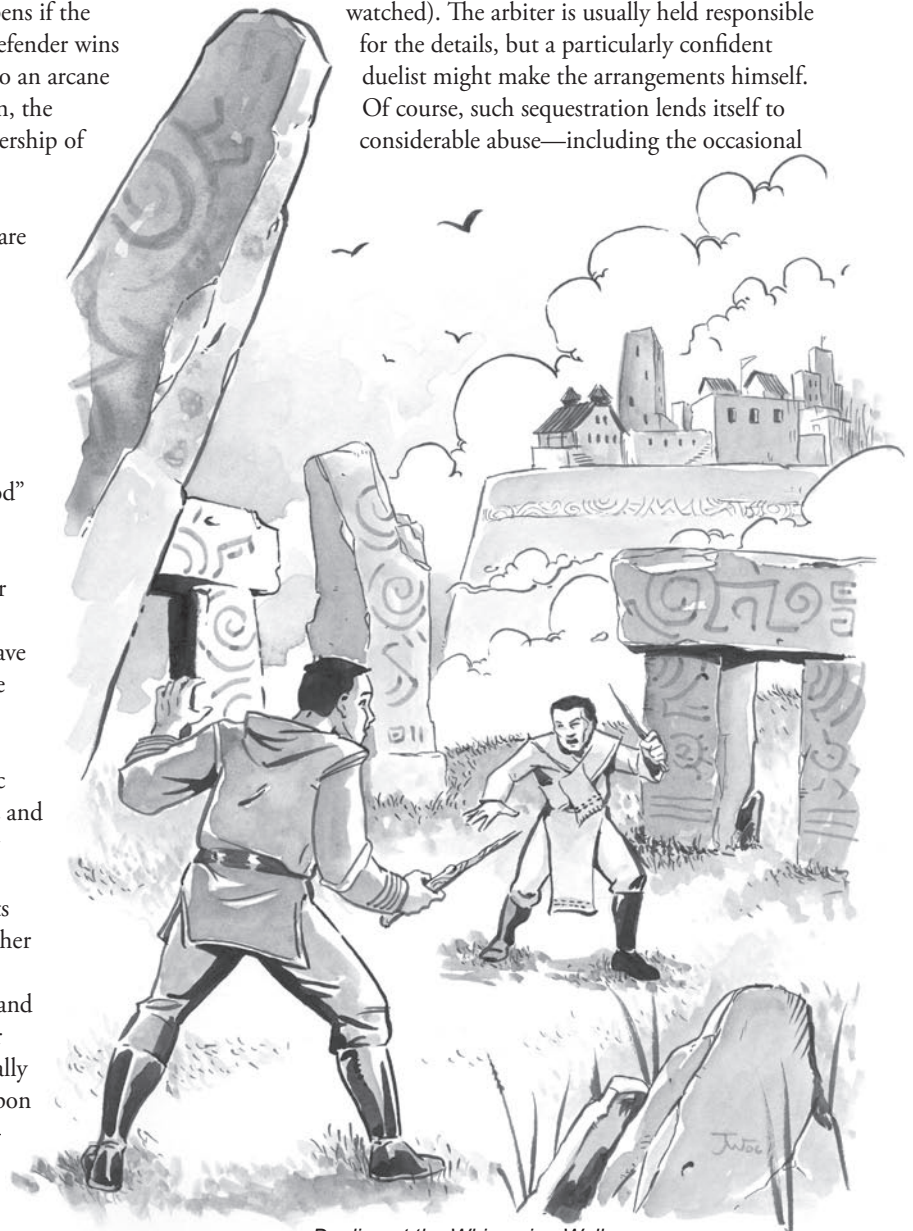
Conditions: Finally, the participants set the time and the place for their duel—customarily, 24 hours after the challenge has been issued, at any location mutually agreeable to both participants. They may also call upon anyone present to act as witnesses, or even arbiter—though the role of arbiter usually defaults to the highest-level wizard or sorcerer available.

Step 2: Preparation

Once the duel has been arranged, both parties are free to spend the next 24 hours preparing for it. This rule was originally created to allow wizards time to adjust their spell repertoire, but has since become known as the “remorse phase,” owing to the large number of wizards and sorcerers who regret agreeing to the duel and use the 24-hour grace period to get as far away as possible.

During this time, the participants call upon their friends and associates to act as seconds in the duel, if they have not already done so. They also frequently spend much of this time buying, borrowing, or otherwise acquiring use-activated and continuous magic items to use in the duel—and preparing explicit instructions for the arbiter to return any such items to their rightful owners, if things go badly.

When the terms of a formal duel specify that the duel only ends with the death of one of the participants, it is customary for both to be sequestered under guard (or at least closely watched). The arbiter is usually held responsible for the details, but a particularly confident duelist might make the arrangements himself. Of course, such sequestration lends itself to considerable abuse—including the occasional



Dueling at the Whispering Walk

assassination—so a participant's second sometimes waits with him, to act as a bodyguard (or spirits him away, so he can honestly claim he had no part in his escape).

Step 3: Commencement

When the time comes for the duel, the participants, along with any witnesses, seconds, and arbiters, gather at the appointed place. If the participants have any special requests, such as what to do with their possessions in the event that they are not conscious—or alive—at the duel's conclusion, they should use this time to convey those requests to the arbiter.

During this time, participants swear before the arbiter that they are who they claim to be, and that their magic items are what they claim they are. If there is any doubt, however, the arbiter uses *detect magic* to ensure that neither participant is a substitute using illusion magic. He also examines any magic items the participants intend to use, as well as checking them for any “undeclared” magic items they might have brought along. If the arbiter is incapable of casting the necessary spells, the participants may pay for the spells out of their own pockets, or cast the spells themselves under close supervision.

Once the challenger and defender are ready, the arbiter calls them together and, in the presence of the witnesses, asks if the challenger still wishes to pursue his grudge against the defender. Assuming the challenger wishes to go ahead, the arbiter then gives the defender a last chance to capitulate, and if he refuses, the duel begins.

The participants take up positions a short distance from one another—customarily 30 feet away, though higher-level arcane spellcasters usually opt for a distance of 100 feet. Once both participants are ready, they bow to each other, and the duel commences.

In formal duels, the challenger casts the first spell, after which the defender takes his turn, and so on. In informal duels, the participants simply attack as quickly and as often as possible.

Step 4: Outcome

When one participant either surrenders or is unable to continue, the duel is over. The loser is tended to, and the stakes of the duel are resolved (in whatever form is appropriate—allocating physical items, meeting designated concessions, or otherwise acting in the agreed-upon fashion).

By the rules of arcane dueling, the winner may not challenge the loser to another duel until at least a year has passed, unless the loser challenges the winner during that time. The loser may not challenge the winner, however, until at least a month has passed, though the winner has the right to waive this condition. In any case, the two arcane spellcasters may not participate in another duel with each other until at least a day has passed, and both have had an opportunity to prepare spells again.

If the loser had a second on hand, however, the second may challenge the winner to a duel over the same stakes, to be carried out the next day, as per the rules of a completely new duel. The winner need not accept the challenge, but the stakes are not automatically forfeit if his own second wishes to step up to the challenge.

Adepts and Wizards

The *DMG* defines adepts as less-educated and -trained spellcasters from unsophisticated areas, and states that they have a rudimentary grasp of both arcane and divine magic.

For the purposes of campaigns involving the city of Liberty, adepts are clerics-, wizards-, or sorcerers-in-training whose tutelage has stalled because they have proven incapable of mastering more than a handful of spells and abilities. These individuals are still schooled in the divine or arcane arts, but are generally given far less responsibility than their more accomplished companions.

To prepare or cast a spell, an adept must have an Intelligence score (for apprentices) or Wisdom score (for adepts) equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's Intelligence or Wisdom modifier, as appropriate.

Like other spellcasters, an adept receives bonus spells per day if she has a high Intelligence (for apprentices) or Wisdom score (for adepts).

When Table: The Adept indicates that the adept gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

Adepts

Adepts are further sub-classified into novices and apprentices. Novices do not gain the summon familiar special ability at 2nd level, nor do they gain domain spells or abilities. They may choose from the following spell list:

0 Level: *create water, cure minor wounds, detect magic, guidance, light, mending, purify food and drink, read magic.*

1st Level: *bles, cause fear, command, comprehend languages, cure light wounds, detect chaos, detect evil, detect good, detect law, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law.*

2nd Level: *aid, bear's endurance, bull's strength, cat's grace, cure moderate wounds, darkness, delay poison, resist energy.*

3rd Level: *animate dead, bestow curse, contagion, continual flame, cure serious wounds, daylight, deeper darkness, neutralize poison, remove curse, remove disease.*

4th Level: *cure critical wounds, restoration.*

5th Level: *break enchantment, commune, heal, raise dead, true seeing, wall of stone.*

Apprentices

Apprentices may choose from the following spell list:

0 Level: *detect magic, ghost sound, light, mending, read magic, tough of fatigue.*

1st Level: *burning hands, cause fear, comprehend languages, endure elements, obscuring mist, protection from chaos, protection from evil, protection from good, protection from law, sleep.*

2nd Level: *bear's endurance, bull's strength, cat's grace, invisibility, mirror image, resist energy, scorching ray, see invisibility, web.*

3rd Level: *daylight, lightning bolt, tongues.*

4th Level: *minor creation, polymorph, stoneskin, wall of fire.*

5th Level: *baleful polymorph, break enchantment, major creation, wall of stone.*

New Feats

The following feats are available to characters (with the GM's permission).

Advanced Arcane Education [GENERAL]

You have continued your education in the arcane arts at the University of the Arcane, in the city of Liberty, greatly increasing your repertoire of spells.

Prerequisite: Arcane University Education, able to cast 3rd-level arcane spells.

Benefit: Sorcerers who take this feat may add the spells below to their "Sorcerer Spells Known" list. Wizards who take this feat may add the spells below to their spellbooks.

2nd—*guilty conscience, mapmaker.*

3rd—*phantom hawk.*

Normal: A sorcerer gains only a handful of spells at each new level. A wizard adds only two spells to his spellbook at each level (plus any he gains from spells he copies from other wizards' spellbooks).

Arcane Duelist [GENERAL]

You have honed your arcane talents to make yourself a more effective duelist.

Benefit: You gain a +2 competence bonus to Spellcraft checks, and a +1 competence bonus to Will saves made to resist spell effects.

Arcane University Education [GENERAL]

You have been educated in the arcane arts at the University of the Arcane, in the city of Liberty, increasing your repertoire of spells.

Benefit: Sorcerers who take this feat may add the spells below to their "Sorcerer Spells Known" list. Wizards who take this feat may add the spells below to their spellbooks.

0—*awaken, bard's bargain, clean.*

1st—*clear conscience, cock's crow.*

Normal: A 1st-level sorcerer only knows 4 0-level arcane spells and 2 1st-level arcane spells. A 1st-level wizard's spellbook contains all 0-level wizard spells (except those from her prohibited school or schools, if any) plus three 1st-level spells of the wizard's choice. For each point of Intelligence bonus the wizard has, the spellbook holds one additional 1st-level spell of the wizard's choice.

Special: You may only take this feat when you take your first level in either the sorcerer or wizard class.

Disguise Spell [METAMAGIC]

You can cast spells so that they appear to be from a different school, fooling Spellcraft checks.

Benefit: You can alter a spell's apparent school, conferring a -5 penalty on Spellcraft checks to identify it. You cannot disguise a spell so that it appears to be of one of your prohibited schools. A disguised spell uses up a spell slot one level higher than the spell's actual level.

Master Duelist [METAMAGIC]

You have mastered the art of arcane dueling, making your spells more difficult to counterspell.

Prerequisite: Improved Counterspell, Spell Focus.

Benefit: Select one school of magic. You may prepare spells from this school that may only be countered with the same spell or with a spell specifically designated as countering the target spell. Spells prepared this way use up a spell slot two levels higher than the spell's actual level.

Special: You must have participated in at least one arcane duel to take this feat.

New Spells

The following spells are available to characters (with the GM's permission).

Awaken

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 0

Components: S

Casting Time: 1 standard action

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

Target: One living creature

Duration: Instantaneous

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

You snap your fingers, and one sleeping creature within range immediately awakens, as though slapped awake.

Awaken does not target nonliving creatures.

Bard's Bargain

Illusion (Glamour)

Level: Brd 0, Sor/Wiz 0

Components: V, S, M

Casting Time: 1 standard action

Range: Touch

Target: One touched object weighing up to 5 lb./level

Duration: One day/level (D)

Saving Throw: None; see text

Spell Resistance: No

You alter an item's appearance so that it appears more valuable than it actually is. Attempts to assess an item's value with Appraise suffer a -10 penalty.

If the object bearing *bard's bargain* has *discerning eye* cast on it or is otherwise magically examined, the examiner recognizes that the appearance of value is false, and detects the object's actual value if he succeeds on a Will save. Otherwise, he believes the aura and no amount of magical testing reveals what the true value is.

Note: A weapon, shield, suit of armor, tool, or musical instrument appears to be a masterwork item, so a short sword, for example, appears to be a masterwork short sword.

Material Component: A pinch of gold dust that must be sprinkled over the object that receives the aura.

Clean

Transmutation

Level: Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One object or one 10-ft.-by-10-ft. room
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You wave your hands in a circular motion over an object (or in the air to clean a room) and all dirt on the target immediately vanishes as though the object or room was just scrubbed thoroughly clean.

Material Component: A damp cloth and a bit of soap.

Clear Conscience

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 1, Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: Permanent

You lose all memory of events just prior to casting the spell. You lose 1 minute plus one round per level of memories that you personally experienced. This spell cannot negate *charm*, *geas/quest*, *suggestion*, or similar spells.

Material Component: A few drops of wine placed on your tongue.

Cock's Crow

Enchantment (Compulsion) [Mind-Affecting]

Level: Sor/Wiz 1
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: One or more living creatures within a 10-ft. radius burst
Duration: Instantaneous
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

You utter a short, shrill call, and sleeping creatures within the area immediately awaken, as though slapped awake.

Cock's crow does not target nonliving creatures.

Material Component: A rooster's comb.

Discerning Eye

Divination

Level: Sor/Wiz 1
Components: V, S, F
Casting Time: 1 minute
Range: Touch
Target: One touched object
Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

The spell determines the monetary value of a single non-magical item.

Focus: A magnifying glass.

Guilty Conscience

Enchantment (Compulsion) [Mind-Affecting]

Level: Brd 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target Targets Effect Area: One living creature
Duration: 1 hour +10 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

The target of this spell becomes convinced that he has done something which he regrets, though he has no memory of what exactly that deed was. He suffers a 5 penalty on Bluff checks when attempting to tell a falsehood, and even *discern lies* indicates that the target is concealing the truth. At the end of the spell's duration, the target no longer feels guilty, and recognizes that his earlier conviction of wrongdoing was in error.

Magic Shop

Conjuration (Creation)

Level: Brd 3, Sor/Wiz 3
Components: V, S, M, F; see text.
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: 20-ft.-square structure
Duration: 2 hours/level (D)
Saving Throw: None
Spell Resistance: No

You conjure a sturdy merchant's shop made of material that is common in the area where the spell is cast. The floor is level, clean, and dry. In all respects the building resembles a merchant's shop, with a sturdy door, two shuttered windows, and a sign that depicts any simple image you designate.

The shop has no heating or cooling source (other than natural insulation qualities). Therefore, it must be heated as a normal building, and extreme heat adversely affects it and anyone inside. The dwelling does, however, provide considerable security otherwise—it is as strong as a normal stone building, regardless of its material composition. The dwelling resists flames and fire as if it were stone. It is impervious to normal missiles (but not the sort cast by siege engines or giants).

The door and shutters are secure against intrusion, being *arcane locked*. In addition, these two areas are protected by an *alarm* spell, if you provide the appropriate focus (see below). Finally, if you provide the appropriate material components (see below), an *unseen servant* is conjured to provide service to you for the duration of the shop.

The *magic shop* contains simple furnishings—a countertop, display shelves, a workbench, two stools, and a writing desk.

Material Component: A square chip of stone, crushed lime, a few grains of sand, a sprinkling of water, and several splinters of wood. These must be augmented by the components of the *unseen servant* spell (string and a bit of wood) if this benefit is to be included.

Focus: The focus of the *alarm* spell (silver wire and a tiny bell) if this benefit is to be included.

Mapmaker

Conjuration (Creation)

Level: Brd 2, Clr 2, Pal 1, Rgr 1, Sor/Wiz 2

Components: V, S, M, F

Casting Time: 5 minutes

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

Target: One quasi-real, humanoid mapmaker

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a Medium-sized, humanoid creature. The *mapmaker* appears with a quill and a vial of ink, which it uses to chart your movements and surroundings within 40 feet. A *mapmaker* appears to be a tall, thin humanoid dressed in a scholar's outfit. It does not

fight, but animals shun it and refuse to attack it.

The *mapmaker* has an AC of 12 (+0 size, +2 Dex) and 4 hit points +1 hit point per caster level. If it loses all its hit points, the *mapmaker* disappears, leaving its map behind. A *mapmaker* has a base speed of 20 feet, and a Strength score of 8 (for purposes of encumbrance). It does not fight.

The *mapmaker's* map includes broad details (walls, doors, stairs, statues, large furniture, and any hazards—including pits, traps, and so forth you discover). It does not mark any features of which you yourself are unaware, though, at higher levels, the *mapmaker* becomes more capable of noting features, according to caster level. A *mapmaker's* abilities include those of *mapmakers* of lower caster levels.

4th Level: The *mapmaker* notes secret doors, as per the *detect secret doors* spell.

7th Level: The *mapmaker* notes pits, deadfalls, snares, and mechanical traps, similar to the *detect snares and pits* spell.

10th Level: The *mapmaker* notes features up to 150 feet away, as though you had cast *arcane eye*. You must remain in the same place while the *mapmaker* completes its map of the surrounding area.

13th Level: The *mapmaker* notes features up to 300 feet away, as though you had cast *arcane eye*. You must remain in the same place while the *mapmaker* completes its map of the surrounding area.

Material Component: A few drops of ink.



Focus: A piece of parchment suitable for mapping. This piece of parchment is used to create the *mapmaker's* map, but is not destroyed during the casting process.

Phantom Clerk

Conjuration (Creation)

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

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

Target: One quasi-real, humanoid clerk

Duration: 1 hour + 10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell creates a Medium-sized, quasi-real, human-like creature. This being acts as your personal assistant, tending your business when you are unavailable. The *phantom clerk* has dark hair and a thick, bushy mustache, and wears what appears to be an artisan's outfit, with a plain work apron.

The *phantom clerk* stands where it is summoned, and responds with words or actions (or a combination) whenever a specified event occurs. You may specify one event (and one response) per caster level.

For example, a 5th-level sorcerer could specify five different events, each of which would trigger a different response. If someone asks the clerk where you are, the clerk might respond "He is unavailable at the moment, but should return within a few minutes. He asks that you wait." If a person asks to buy a *potion of bull's strength*, the clerk might ask for 300 gp, and, as a separate trigger and response, hand over the potion upon receiving the proper amount of money. If someone attempts to steal one of your possessions, the clerk might shout for the city watch, or lock the door to prevent the thief from escaping.

Each response can consist of a message of twenty-five or fewer words, or one full round of action per caster level. Messages can be in any language known by you. (The clerk cannot utter verbal components, use command words, or activate magical effects.)

The clerk responds when specific conditions are fulfilled according to your command as set in the spell. Commands can be as general or as detailed as desired, although only visual and audible triggers can be used. Triggers react to what appears to be the case; disguises and illusions can fool the triggers. Normal darkness does not defeat a visual trigger, but magical *darkness* or *invisibility* does. Silent movement or magical *silence* defeats audible triggers. Audible triggers can be keyed to general types of noises or to a specific noise or spoken word. Actions can serve as triggers if they are visible or audible. A *phantom clerk* cannot distinguish alignment, level, Hit Dice, or class except by external garb; these are not valid triggers.

The range limit of a trigger is 15 feet, and the clerk can respond only to visible or audible triggers and actions in line of sight or within hearing distance.

The clerk has an AC of 10 and 4 hit points +1 hit point per caster level. If it loses all of its hit points, the *phantom clerk* disappears. A phantom clerk has a base speed of 20 feet, and a Strength score of 11 (for purposes of encumbrance). It does not fight.

Phantom clerk can be made permanent with a *permanency* spell.

Material Component: A merchant's scale and a 2-foot length of rope.

Phantom Hawker

Illusion (Glamer)

Level: Sor/Wiz 3

Components: V, S, M

Casting Time: 1 standard action

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

Target: One disembodied voice

Duration: 1 hour +10 minutes/level

Saving Throw: None

Spell Resistance: No

This spell creates a disembodied voice that repeats a message continuously for the spell's duration. The message, which must be fifty or fewer words long, can be in any language known by you and can be delivered over a period of 5 minutes. The *phantom hawker* cannot utter verbal components, use command words, or activate magical effects. You set the volume of the voice when you cast the spell—from a whisper to a shout.

Phantom hawker can be made permanent with a *permanency* spell.

Material Component: A rooster's comb and jade dust worth 10 gp.

Phantom Courier

Conjuration (Creation)

Level: Brd 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./ level)

Effect: One semi-transparent, mindless, humanoid servant

Duration: 1 task

Saving Throw: None

Spell Resistance: No

A *phantom courier* is a semi-transparent, mindless, humanoid-shaped force that performs one errand for you. You give the *phantom courier* one trade item (such as a bag of coins, a message, or a piece of equipment), and tell it where to go, who to approach, and what to bring back. The courier then travels to that location, seeks out the designated individual, and trades the item you give it for an item you specify. If the designated individual is not present, or does not have the specified item, the courier waits for one hour, then returns with the item you originally gave it.

The *phantom courier* can open only normal doors and the like. It has an effective Strength score of 4 (so it can lift 40 pounds or drag 200 pounds). It can trigger traps and such, but it can exert only 40 pounds of force, which may not be enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. Its speed is 20 feet.

The courier cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 10 points

of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the courier returns to you. The courier can always find you, unless you are separated from it by a barrier it cannot pass, or you travel beyond the spell's range.

The *phantom courier* can speak, but only enough to tell the designated individual what item it is offering for the specified item. (For example: "I have 50 gold pieces in this bag. I would like to purchase a *potion of cure light wounds*.") The courier speaks with your voice, but otherwise does not identify you as the caster.

The courier is incapable of negotiating with the designated individual. If the individual refuses the exchange for any reason, the courier simply returns to you with your trade item. The courier does not hand over the trade item until the individual hands over the specified item. The courier is not capable of identifying disguised or concealed items (for example, the contents of a locked box), nor can it identify magic items or read scrolls. (It could not determine if a potion were a *potion of neutralize poison* or a *potion of fly*, nor could it determine whether a scroll were a *scroll of fireball* or a *scroll of magic missile*.)

Material Component: A piece of rope and 1 silver piece.

Torchbearer

Conjuration (Creation)

Level: Brd 1, Clr 1, Sor/Wiz 1

Components: V, S, M

Casting Time: 2 minutes

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

Target: One quasi-real, humanoid torchbearer

Duration: 1 hour/level (D)

Saving Throw: None

Spell Resistance: No

You conjure a Medium-sized, humanoid creature. The *torchbearer* appears with a newly-lit torch, which it carries for you or the one person for whom you specifically created the *torchbearer*. A *torchbearer* appears to be a short, burly human dressed in livery of whatever color you specify. It does not fight, but animals shun it and refuse to attack it.

The *torchbearer* has an AC of 11 (+0 size, +1 Dex) and 4 hit points +1 hit point per caster level. If it loses all its hit points, the *torchbearer* disappears, along with the torch it was carrying. A *torchbearer* has a base speed of 20 feet, and a Strength score of 11 (for purposes of encumbrance). It does not fight.

The *torchbearer's* torch sheds light as an ordinary torch, and remains with the *torchbearer*; it cannot be given to anyone else. The light produced by the torch increases according to caster level. A *torchbearer's* abilities include those of *torchbearers* of lower caster levels.

3rd Level: The torch sheds light as a sunrod.

5th Level: The torch sheds light as a bullseye lantern, and changes appearance to resemble a lantern.

7th Level: The torch sheds light as a *daylight* spell, and changes appearance to resemble a brightly-glowing ball.

Material Component: A tindertwig.

New Magic Items

The following magic items are available to characters (with the GM's permission).

Rods

Rods are scepterlike devices that have unique magical powers and do not usually have charges. Anyone can use a rod.

Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Rod of Metamagic (Disguise)

Metamagic, Disguise: The wielder can cast up to three spells per day that are disguised as though using the Disguise Spell feat.

Strong (no school); CL 17th; Craft Rod, Disguise Spell; Price 3,000 gp (lesser), 11,000 gp (normal), 24,500 gp (greater).

Command word, 2 charges per day = 3,600 gp.

Wondrous Items

This is a catch-all category for anything that doesn't fall into the other groups. Anyone can use a wondrous item (unless specified otherwise in the description).

Elixir of Beauty

This delicious liquid endows great beauty upon the drinker. The drinker gains a +2 circumstance bonus to Bluff and Diplomacy checks. Further, by spending a full-round action, the drinker can fascinate nearby creatures of the opposite gender, as though the drinker had cast *hypnotism*. The effects of the *elixir of beauty* wear off in 1d3 hours.

Faint transmutation; CL 3rd; Craft Wondrous Item, *eagle's splendor*, *hypnotism*; Price 350 gp. Single-use/use-activated: spell level 2 x caster level 3 x 50 x 2 + spell level 1 x caster level 1 x 50 = 350 gp.

Everburning Lamp

This otherwise normal oil lamp has a *continual flame* spell cast upon it. An *everburning lamp* clearly illuminates a 15-foot radius and provides shadowy illumination out to a 30-foot radius.

Faint evocation; CL 3rd; *continual flame*; Price 50 gp.

Everburning Lantern

This otherwise normal lantern has a *continual flame* spell cast upon it. An *everburning lantern* clearly illuminates a 30-foot radius and provides shadowy illumination out to a 60-foot radius. The bullseye variant clearly illuminates a 60-foot cone, and provides shadowy illumination in a 120-foot cone.

Faint evocation; CL 3rd; *continual flame*; Price 57 gp; bullseye variant 62 gp.

Metamagic Spellbook

The pages of this otherwise ordinary blank spellbook have been magically treated to allow spells prepared from them to be cast as though they had been prepared with a metamagic feat.

Each spell recorded as a metamagic spell uses up pages in the book equal to triple the adjusted level of the spell. (A maximized

fireball, for example, is treated as a 6th-level spell. Accordingly, it would use up 18 pages in the *metamagic spellbook*.)

To record metamagic spells in the *metamagic spellbook*, the wizard must prepare the spell in question as a metamagic spell of the appropriate type. She cannot record a spell with a metamagic feat that does not match the metamagic feat used to create the *metamagic spellbook*, or a metamagic feat that she does not possess. Another wizard cannot copy the metamagic version of the spell from the spellbook, unless he is copying a metamagic spell for which he has the appropriate feat, and has a *metamagic spellbook* of the same type with an appropriate number of blank pages available.

Metamagic spellbooks exist for each of the metamagic feats.

Empowered Spellbook: Spells recorded in this book use up a number of pages equal to the spell level \times 6.

Strong (no school); CL 17th; Craft Wondrous Item, Empower Spell; Price 36,500 gp. Half the cost of a greater empower rod.

Enlarged Spellbook: Spells recorded in this book use up a number of pages equal to the spell level \times 3.

Strong (no school); CL 17th; Craft Wondrous Item, Enlarge Spell; Price 12,250 gp. Half the cost of a greater enlarge rod.

Extended Spellbook: Spells recorded in this book use up a number of pages equal to the spell level \times 3.

Strong (no school); CL 17th; Craft Wondrous Item, Extend Spell; Price 12,250 gp. Half the cost of a greater extend rod.

Maximized Spellbook: Spells recorded in this book use up a number of pages equal to the spell level \times 9.

Strong (no school); CL 17th; Craft Wondrous Item, Maximize Spell; Price 60,750 gp. Half the cost of a greater maximize rod.

Quickened Spellbook: Spells recorded in this book use up a number of pages equal to the spell level \times 12.

Strong (no school); CL 17th; Craft Wondrous Item, Quicken Spell; Price 85,000 gp. Half the cost of a greater quicken rod.

Silent Spellbook: Spells recorded in this book use up a number of pages equal to the spell level \times 3.

Strong (no school); CL 17th; Craft Wondrous Item, Silent Spell; Price 12,250 gp. Half the cost of a greater silent rod.

Still Spellbook: Spells recorded in this book use up a number of pages equal to the spell level \times 3.

Strong (no school); CL 17th; Craft Wondrous Item, Still Spell; Price 12,250 gp. Half the cost of a greater silent rod.

Widened Spellbook: Spells recorded in this book use up a number of pages equal to the spell level \times 9.

Strong (no school); CL 17th; Craft Wondrous Item, Widen Spell; Price 60,750 gp. Half the cost of a greater maximize rod.

Sorcerer's Spellbook

The pages of this otherwise ordinary blank spellbook have been magically treated to allow spells prepared from them to be cast spontaneously—the same way clerics can cast *cure* spells.

Preparing such spells from the *sorcerer's spellbook* allows the wizard to “lose” any prepared spell in order to cast the prepared spell, provided it is of the same spell level as (or lower than) the lost spell.

Strong (no school); CL 17th; Craft Wondrous Item, heightened *mage's lubrication* (9th level); Price 550,800 gp. 9th level \times 17th level caster, command word (x1800), no space limitation (x2).



Chapter One: Places

The following chapter describes specific places of interest in the wondrous Arcane Quarter. Starting with the soaring towers of the University of the Arcane, through the bustling stalls of the Bazaar, and into the oppressive shadows of the Dark Gate, each location is an adventure hook just waiting to be explored.

Gamemasters need not limit the interesting locations of Liberty's Arcane Quarter to the places described in this chapter. Every building is potentially a shop of rare magic items and exotic components, every street the venue for an interesting encounter. In the Arcane Quarter, fantastic magic is as commonplace as arms and armor in other parts of the city, and the inhabitants are barely fazed by the out-of-the-ordinary occurrence. GMs should let their imaginations run free when describing the sorts of strange sights and curious events the PCs might experience here.

The University of the Arcane

Although most arcane spellcasters learn their art in informal situations—apprenticing to more experienced wizards and sorcerers for a few years—some major cities make a more formal enterprise of it. Liberty is such a city. The University of the Arcane draws students from all over the region, and even some from the southern reaches of the High Kingdom. And while there are arcane academies in both the High Kingdom and the Southern Empire, only the University of the Arcane offers courses in both wizardry and sorcery.

The University has stood as a formal institution since the days of the Southern Empire occupation, when Emperor Orasir ordered the construction of a “college of sorcery.” The emperor’s original intent was to create a center for the world’s greatest sorcerers to gather and share information—and, not coincidentally, help defend his newest acquisition, should the High Kingdom ever decide they wanted their trading port back. His plan might actually have worked, had the High Kingdom not, indeed, returned in force a scant decade later, chasing the Emperor all the way back to his Sceptered City.

Afterward, as Queen Inenya took it upon herself to restore order to the newly rechristened city of Liberty, she at once saw the value of a university devoted to arcane studies. As Orasir had reasoned before her, having so many wizards in one place would be a strong deterrent should foreign forces once again try to take the city from its “rightful” owners.

However, Queen Inenya was even more practical when it came to matters of commerce and taxation, and realized that many wealthy northern families would pay handsomely to have their second- and third-born children educated in the arcane arts. The tradition of sending such non-inheriting progeny into the clergy frequently resulted in the crown having more influence with organized religion via noble relatives, and it only stood to reason that similarly strong bonds could be forged with the arcane

community. And the best part was that Inenya wouldn’t have to pay to have a college built; the heathen emperor had thoughtfully left her his!

Inenya’s plan worked surprisingly well, and, within a few years, she had an impressive number of wizards training just across the bay from her winter house in Orasir’s former imperial palace. Of course, she had sold the idea of arcane training to the High Kingdom’s noble families predicated on the notion that those who trained at the University of the Arcane would become officers in the army upon graduation, and she kept to her word.

As years passed, though, and Inenya grew older, she gradually decided that conquest was nowhere near as important as education and commerce. She commanded that the University revise its curriculum to focus more on arcane education and its application to trade. At the same time, she announced that the University was to become a less “elite” institution, and would open its door to anyone and everyone who desired to learn wizardry (and could pay the tuition).

The result was a virtual flood of applicants—and a concomitant influx of funds into the royal coffers. Surprisingly, many of the applicants were fledgling sorcerers—intelligent young men and women who, through no fault of their own, understood arcane magic differently than wizards, but who could not find sorcerer mentors in the pro-wizardry High Kingdom to teach them their craft.

At first, the University turned them away, but after someone realized that the would-be sorcerers were crossing the border to seek training in the Imperial Academy instead, the queen quickly ordered the University to change its admission policies. No matter how difficult it might be, the young sorcerers would be trained—as wizards.

This practice continued for several more years, but proved unsurprisingly unpopular. The policy outlived Queen Inenya, however, but only just; within a year of taking the throne, her successor, King Bidimus the Second, arranged to hire a half-dozen sorcerers from the far reaches of the High Kingdom to teach at the University. By the end of his reign, sorcerers trained right alongside wizards.

Nonetheless, the wound of Liberty’s occupation was still fresh—many citizens from the longer-lived races were still dwelling in Liberty or thereabouts—and relations were strained. Even the sorcery instructors felt alienated and unappreciated. Students frequently brawled, and many local businesses outright refused to serve sorcerers.

The Silent Heart

It was around this time that the long-dormant Cult of the Silent Heart reemerged in Liberty. They had emerged briefly during the reign of Emperor Orasir, but their plans had been completely crushed when the High Kingdom had retaken the city. Once King

Bidimus paved the way for sorcerers to be allowed to be trained in the University once again, the cult was free to infiltrate again.

The antipathy toward sorcerers worked in their favor, allowing the cult to lure the University's sorcerers to their cause by offering them protection from the violence so often directed at them. Of course, the cult itself was responsible for a great deal of this conflict, staging attacks and clashes designed to scare sorcerers into cult membership. The tactic largely worked, though it rarely produced the leaders and organizers the cult so desperately needed.

To address this need, the cult used a slightly different tactic: leaving a trail of clues like breadcrumbs, leading to hidden caches

of lore that a sorcerer could use to unlock arcane secrets that would never be addressed by a University education. Over the years, this system has brought into the fold a string of enterprising sorcerers who in time became inventive cultists and diabolical high priests.

Among these is Nonur-Hesh, a sorcery student who has applied his limitless ambition to become the latest high priest of the Cult of the Silent Heart. Along with his companions Kozun-Kosh and Haevnan, Nonur-Hesh is slowly paving the way for the cult to once again seize control of their ancient tower—cunningly hidden away inside the great tower of the University of the Arcane.

Organization

Upon paying their 50 gp tuition and entering the University of the Arcane, students commence their studies of arcane philosophies (Knowledge: arcana) and learn how to recognize spells (Spellcraft), while practicing focusing exercises (Concentration). During this time, they remain strictly inside the University's tower; they are allowed out only under closely supervised circumstances.

After they have received a thorough introduction to arcane basics, the students begin to learn actual spells, starting with cantrips (0-level spells). Once they have proven that they can cast at least four cantrips, the

students are tested for aptitude in either sorcery or wizardry—those who have learned more than five cantrips are considered suitable for wizardry, while those who have learned only the minimum four are considered ideal candidates for sorcery.

As their educations take different courses, wizardry students study the art of alchemy (Craft: alchemy), while sorcery students learn what they call “the Words” (Bluff), all while learning even more spells. Their first “real spells” include *identify*, *mage armor*, and *unseen servant* (the latter mainly to help them keep their rooms in proper order). Wizards are also taught how to record spells on parchment for later use (the Scribe Scroll feat).

Students of both types are also encouraged to learn more spells through independent study. (These are the additional spells they gain due to their Intelligence or Charisma scores.) Those students who fail to learn more than the minimum number of spells become apprentices (adepts), and are assigned to more administrative or janitorial functions in the University (provided they remain).

At this same time, the students are taught how to magically bond with animals (familiars), and the University provides rats or snakes free of charge. Tradition dictates that sorcerers bond with snakes, and wizards bond with rats, though the occasional student ventures out to Tamblin Troot's components shop to purchase something a bit more exotic.

Those students who have mastered the art of wizardry or sorcery are now free to depart the University, having achieved the minimum qualifications to be considered actual wizards or sorcerers. The process has taken years, perhaps even decades for some of the slower-learning races—with the student paying the 50 gp tuition each year.

Continuing Studies

However, the University's education program does not stop there. Students who wish to continue their studies are encouraged to remain at the University and continue to learn the intricacies of arcane magic (and to pay even more in tuition fees). They are, however, allowed (even encouraged) to seek housing outside of the University tower.)

Continuing studies consist of learning the art of arcane dueling (further ranks in Concentration and Spellcraft, as well as defensive spells and the Improved Counterspell and Combat Casting feats). Students also learn additional spells, and wizardry students acquire an education in the arcane crafts (starting with Brew Potion). (Sorcery students instead learn additional spells.)

Eventually, students in continuing studies courses must choose once more whether to depart the University (as 5th- or 6th-level sorcerers or wizards), or undertake associate studies.

Associate Studies

The learning program in the University of the Arcane expects a certain number of students to remain and become instructors themselves. These individuals usually begin by teaching the students who are only a few degrees behind them in experience (3–4 levels lower), while at the same time expanding their own educations.

Wizardry instructors, for example, learn to create wands (Craft Wand), and how to violate certain fundamental principles

The Mystery of Kaillon

Sometimes, the Silent Heart's recruitment schemes backfire, and their target, rather than joining them, attempts to expose them. A recent example is the sorcery instructor Kaillon, who had been subtly recruited by the Cult of the Silent Heart over the course of a few months. But, when he learned of the cult's history, he resolved instead to infiltrate their ranks and report back to High Mage Wallengo on their activities.

Unfortunately, the cult uncovered Kaillon's duplicity, and even as he congratulated himself on finding the secret entrance into their hidden tower, they were drawing him into a trap. Rather than becoming a double-agent, Kaillon instead became a sacrifice—and the University's greatest mystery.

Kaillon's disappearance only went noticed because the agents inside the University who were assigned to make his absence seem intentional and unremarkable failed to remove Kaillon's personal belongings from his room before he was discovered missing. They are extremely worried that Kaillon left behind some sort of journal describing his involvement in the cult, and have been closely monitoring the investigation into his disappearance.

The cult's initial efforts at discouraging too thorough an inquest seem to have succeeded; after a few well-placed threats, High Mage Wallengo resigned from his post and fled the city, leaving a relatively inexperienced outsider in his place. However, the city's Spellfinder General, Zilmithir, is still actively investigating, although the cult has found a distraction for him, in the form of a succubus they summoned for that very purpose (see Chapter Two: People).

At present, the cult's leaders feel fairly confident that their activities are just as secret as ever—despite the minor attention paid to Kaillon's disappearance.

of spellcasting (metamagic feats—specifically, Still Spell). Sorcery instructors learn to create a variety of magic items (Craft Wondrous Item), but usually forego tampering with basic magic principles until they have spent more time “behind the podium.” By that same time, though, wizardry instructors have delved even deeper in the fundamentals (acquiring Silent Spell).

If an instructor advances beyond this point (9th level), he usually seeks a career outside the school, unless a senior position has opened up. Many wizardry instructors take positions creating magic items at the Blue House, while sorcery instructors either seek work at the League of Sorcery, or travel to the Southern Empire to undertake advanced studies in the Imperial Academy.

Adult Studies

From time to time, individuals come to the study of arcane magic later in life. Some of these take just as long to learn the art as young children, although they are allowed to seek housing outside the tower.

Others, however, have a somehow intuitive grasp of the principles of magic. These are usually members of the Free Explorers’ Society, who are exposed to arcane magic as a part of their adventuring activities.

Such individuals are often deeply resented by those students who take years or decades to learn what the adventurers seem to pick up in a matter of days or weeks. However, the school charges them the same tuition they charge for a student who remains for a year, so there is some satisfaction in knowing that it costs adult students *something*.

The School Towers

The University of the Arcane is divided into several fields of study, corresponding to the schools of magic: abjuration, conjuration, divination, enchantment, evocation, illusion, transmutation, and, though its curriculum is extremely limited, necromancy. Once a student has learned the basics of arcane magic, she graduates to studying each of the eight schools on a revolving basis, until she has a reasonably full grasp of the entire magical spectrum.

Of course, some wizardry students feel a special attachment to a particular school, and so forego studies in the other schools to specialize in their chosen school, moving into rooms in the flying tower associated with their school in order to fully immerse themselves in their specialized studies.

Although the tower devoted to necromancy is little-used, it is utilized. A great many necromantic spells are geared toward disposing of the undead (rather than creating them), and so the University has deemed it a useful addition to the curriculum. However, as most necromantic spells are illegal, no one actually chooses to specialize in the art, and the tower is largely deserted except during classes.

Hired Spells

The students and faculty of the University are available to cast spells for the public for the usual prices, but usually only in the evenings, after meal-time, when classes are over for the day and students and faculty alike are at their liberty. At other times, they are simply unavailable, except in the case of obvious emergencies.

And High Mage Jyrsino has made it clear that he is not to be bothered with such trivialities.

Most of the faculty does not bother with spells of less than 3rd level, leaving those to the students to cast.

The students at the school charge for their material components, as well—even the inexpensive ones. The faculty only charges for spell components of more than 5 gp value. (See page 58 for component prices.)

About 10% of the time, students claim to know higher-level spells, and attempt to fake them as convincingly as possible (trusting in the anonymity of the student body to keep them safe from punishment).

Spellcasting	Cost	Typical Cost
Spell, 0-level	Caster level x5 gp ¹	5 gp
Spell, 1st-level	Caster level x10 gp ¹	10 gp
Spell, 2nd-level	Caster level x20 gp ¹	60 gp
Spell, 3rd-level	Caster level x30 gp ¹	150 gp
Spell, 4th-level	Caster level x40 gp ¹	280 gp
Spell, 5th-level	Caster level x50 gp ¹	450 gp

1 See spell description for additional costs. If the additional costs put the spell’s total cost above 3,000 gp, that spell is not generally available.

Notable Figures in the University

The University of the Arcane is teeming with all manner of interesting arcane spellcasters, but by far the most interesting are the librarian (an ogre mage), the Spellfinder General (an arcane detective), and, of course, the High Mage—the University’s headmaster.

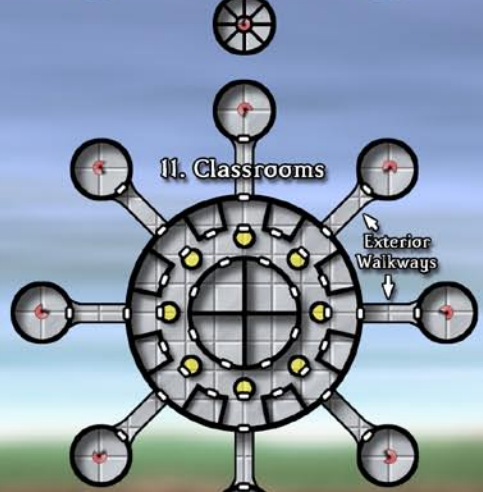
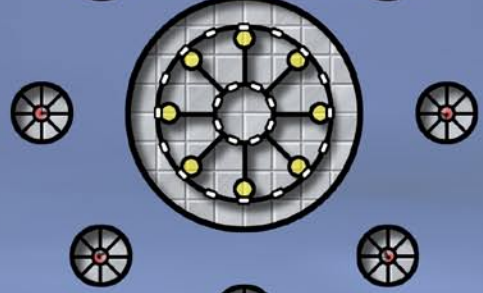
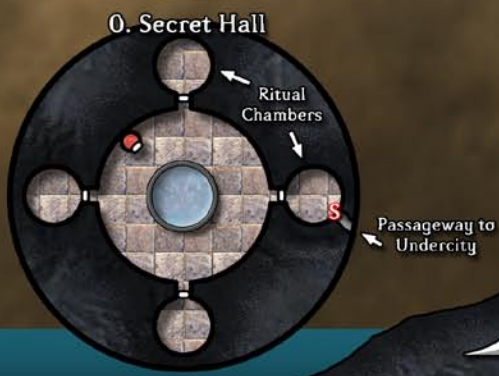
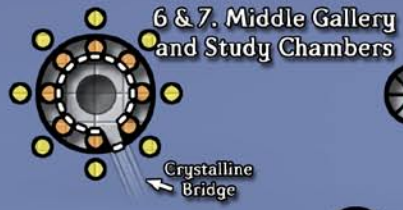
High Mage Jyrsino

“I didn’t come here to teach. The University is full of people who teach. I don’t know anything about teaching. I came here to run the University—and that, as a favor to my old master. All I have to do is keep the place in order until he returns. If you jeopardize the order here, I’ll teach you the one lesson I do know.”

The current High Mage and headmaster of the University of the Arcane, Jyrsino, is not well-liked, by either the faculty or the students. Jyrsino is in his late middle age, of average height and build, with a close-trimmed beard and a shock of graying black hair. He dresses conservatively, usually in a light brown nobleman’s tunic, and always wears his *bracers of armor*. Jyrsino has a slightly rolling gait (his right leg is nominally shorter than his left), and periodically touches his various magical accoutrements absent-mindedly, in virtually the same order every time, as though reassuring himself that they are still there.

Guttersnipe, his weasel familiar, is usually riding in the hood of Jyrsino’s cloak, in order to ensure that he benefits from Alertness. When Jyrsino needs to do some subtle spying, though, he typically dispatches Guttersnipe to have a look around.

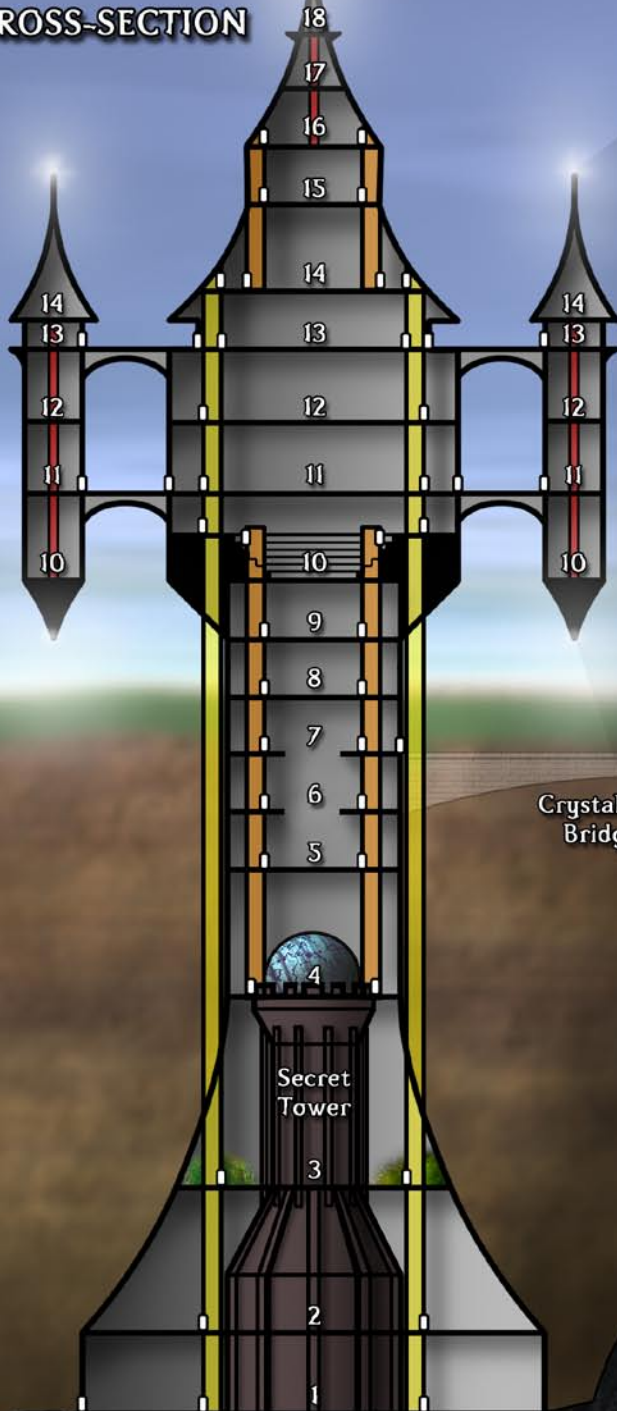
Nicknamed “the Cold,” Jyrsino came to the University from a life of adventuring with the Free Explorers’ Society, to replace the departing (and much better-liked) High Mage Wallengo. Many senior instructors were outraged to find that Wallengo was appointing an outsider as his successor, and the fact that Jyrsino



WEST 1 square = 15 feet

UNIVERSITY OF THE ARCANE

CROSS-SECTION



SPECIALIST SPIRES



Master's Spire



Specialist Study Hall and Library



Specialist Dormitories



Specialized Classroom



Specialized Magical Laboratory

1 square = 5 feet

- █ = Primary Stairs
- █ = Restricted Stairs
- █ = Private Stairs

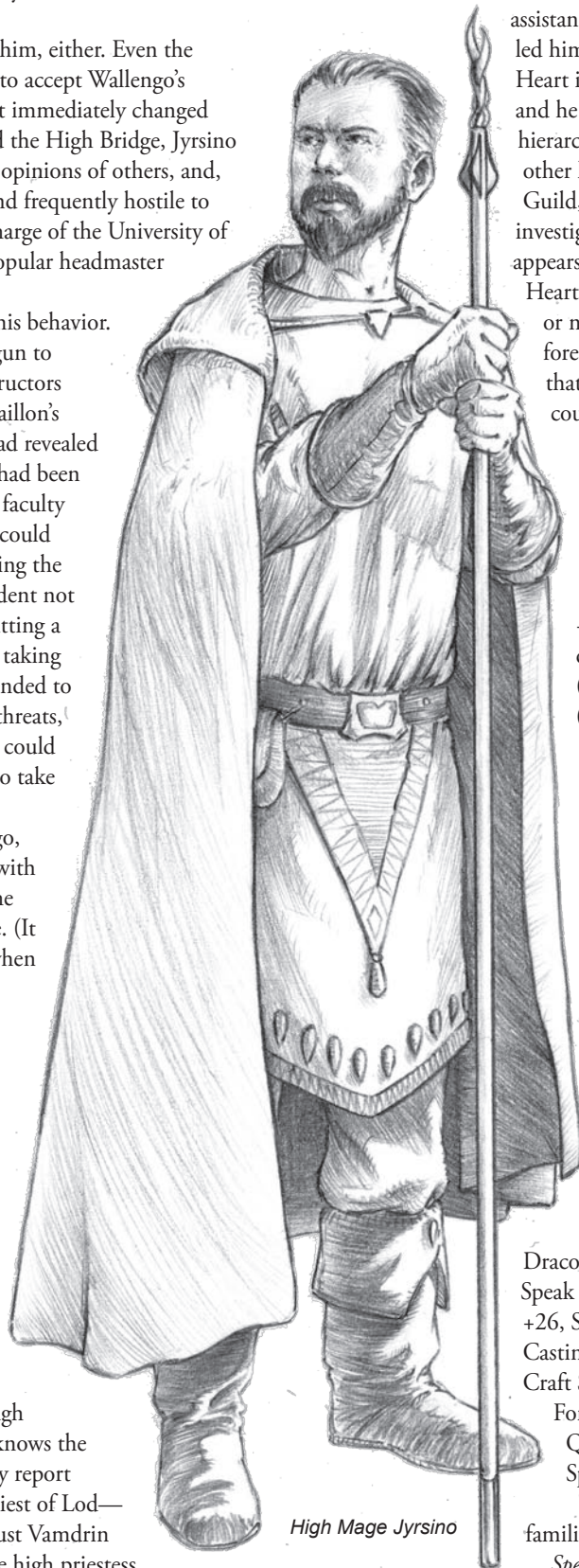
had never so much as set foot inside the University tower before (and was barely familiar with Liberty) only served to underscore Jyrsino's unsuitability.

Jyrsino did not help others to accept him, either. Even the students and faculty who were prepared to accept Wallengo's wisdom and give Jyrsino a chance almost immediately changed their minds. Nearly as soon as he crossed the High Bridge, Jyrsino demonstrated that he cared little for the opinions of others, and, in fact, was outright cold to his staff—and frequently hostile to students. After a mere four months in charge of the University of the Arcane, Jyrsino is already the least popular headmaster the academy has ever had.

However, Jyrsino has his reasons for his behavior. Prior to his departure, Wallengo had begun to suspect that a number of University instructors and students had been responsible for Kaillon's disappearance. His own investigations had revealed that a cult dedicated to human sacrifice had been recruiting from among the students and faculty of the academy, but, try as he might, he could not pierce the layers of secrecy surrounding the "Silent Heart" cult. When it became evident not only that Wallengo's investigation was hitting a brick wall, but that the Silent Heart was taking notice of Wallengo, the elder mage pretended to have been frightened off by their subtle threats, and sent for the only person he knew he could trust—his former apprentice, Jyrsino—to take up the investigation in his place.

Having been fully briefed by Wallengo, Jyrsino is approaching his investigation with the assumption that there is no one in the city he can trust; hence his surly attitude. (It also provides him with a handy excuse when he locks himself away in his chambers to spend hours *scrying* for signs of the conspiracy.) In the last four months, however, he has found only four likely allies: Ingramara, the University's ogre mage librarian, who had come to him with concerns about the circumstances surrounding Kaillon's disappearance; Zilmithir, the University's arcane investigator (though Jyrsino wonders why Zilmithir hasn't made any apparent progress, despite the hours spent following leads every evening); Namun Oliff Thurnuk, the religion instructor at the Halls of Learning (though Jyrsino cannot fully trust him, since he knows the law-abiding Thurnuk would immediately report anything Jyrsino told him to the high priest of Lod—and Jyrsino isn't yet convinced he can trust Vamdrin Adamantheart); and finally Cambith, the high priestess of Syrnia, who is the only person (aside from Wallengo) who is fully aware of his investigation.

Jyrsino had also considered approaching Anzile, the Arch-Sorceress of the League of Sorcery, for assistance, but his inquiries so far have led him to the conclusion that the Silent Heart is made up mainly of sorcerers, and he does not know how high in their hierarchy the conspiracy goes. On the other hand, an officer of the Seafarers' Guild, Hasperis, is conducting an investigation into smuggling which appears to have a connection to the Silent Heart. Jyrsino is considering whether or not to pool information with the foreign merchant, on the off chance that they have learned things that could be valuable to one another.



High Mage Jyrsino

Jyrsino: male human Wiz 16; CR 16; Medium-sized human; HD 16d4+16; hp 64; Init +1; Spd 30 ft.; AC 15, touch 15, flat-footed 10; Base Atk +8; Grp +8; Atk +8 melee (1d4/19–20, dagger); Full Atk: +8/+3 melee (1d4/19–20, dagger) or +9 ranged (1d4/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; SQ *scry* on Guttersnipe (familiar) 1/day; AL NG; SV Fort +11, Ref +11, Will +17; Str 11, Dex 13, Con 13, Int 21, Wis 14, Cha 15.

Skills and Feats: Bluff +4, Concentration +20, Craft (alchemy) +15, Decipher Script +13, Diplomacy +4, Intimidate +6, Knowledge (arcana) +24, Knowledge (dungeoneering) +19, Knowledge (geography) +12, Knowledge (history) +13, Knowledge (nature) +9, Knowledge (the planes) +11, Listen +2 (+4*), Sense Motive +6, Speak Common, Speak Draconic, Speak Elven, Speak Giant, Speak Goblin, Speak Orc, Spellcraft +26, Spot +2 (+4*); Alertness*, Combat Casting, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Forge Ring, Improved Counterspell, Quicken Spell, Scribe Scroll, Silent Spell, Spell Penetration, Still Spell.

*Jyrsino gains Alertness when his familiar is within arm's reach.

Spells Prepared: (4/6 (12)/5/5/5/5/3/3/2; base DC = 15 + spell level): 0—*detect poison, light, mage hand, open/close*; 1st—*cause*

fear (ring of wizardry), charm person (ring of wizardry), detect undead, disguise self (ring of wizardry), feather fall, identify, mage armor, magic missile, protection from evil (ring of wizardry), ray of enfeeblement (ring of wizardry), summon monster I, true strike (ring of wizardry); 2nd—daze monster, flaming sphere, fox's cunning, knock, protection from arrows; 3rd—clairaudience/clairvoyance, dispel magic (×3), summon monster III; 4th—detect scrying, lesser globe of invulnerability, locate creature, mnemonic enhancer, resilient sphere; 5th—break enchantment, dismissal, hold monster, telekinesis, teleport; 6th—globe of invulnerability, greater dispel magic, summon monster VI; 7th—forcecage, instant summons, grasping hand; 8th—power word stun, scintillating pattern.

Permanent Spells: arcane sight, comprehend languages, darkvision, detect magic, read magic, resistance, see invisibility, tongues.

Spellbook: 0—arcane mark, awaken**, bard's bargain**, clean**, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue; 1st—alarm, animate rope, burning hands, cause fear, charm person, clear conscience**, cock's crow**, color spray, comprehend languages, detect secret doors, detect undead, disguise self, endure elements, enlarge person, erase, expeditious retreat, feather fall, floating disk, grease, hold portal, hypnotism, identify, jump, mage armor, magic aura, magic missile, magic weapon, mount, obscuring mist, protection from chaos, protection from evil, protection from law, ray of enfeeblement, reduce person, shield, shocking grasp, silent image, sleep, summon monster I, torchbearer**, true strike, unseen servant, ventriloquism; 2nd—acid arrow, alter self, arcane lock, bear's endurance, blur, bull's strength, cat's grace, continual flame, darkness, darkvision, daze monster, detect thoughts, eagle's splendor, flaming sphere, fog cloud, fox's cunning, glitterdust, gust of wind, hideous laughter, hypnotic pattern, invisibility, knock, levitate, locate object, magic mouth, mapmaker**, minor image, mirror image, misdirection, obscure object, owl's wisdom, phantom courier**, phantom trap, protection from arrows, pyrotechnics, resist energy, rope trick, scare, scorching ray, see invisibility, shatter, spectral hand, spider climb, summon monster II, touch of idiocy, web, whispering wind; 3rd—arcane sight, clairaudience/clairvoyance, daylight, deep slumber, dispel magic, displacement, explosive runes, fireball, flame arrow, fly, gaseous form, gentle repose, greater magic weapon, halt undead, haste, heroism, hold person, illusory script, invisibility sphere, keen edge, lightning bolt, magic circle against chaos, magic circle against evil, magic circle against law, major image, nondetection, phantom steed, protection from energy, rage, secret page, sepia snake sigil, shrink item, slow, stinking cloud, suggestion, summon monster III, tiny hut, tongues, water breathing, wind wall; 4th—arcane eye, charm monster, confusion, detect scrying, dimension door, fear, fire shield, fire trap, greater invisibility, hallucinatory terrain, ice storm, illusory wall, lesser globe of invulnerability, locate creature, minor creation, mnemonic enhancer, polymorph, rainbow pattern, remove curse, resilient sphere, scrying, secure shelter, shout, solid fog, stone shape, stonewall, summon monster IV, wall of fire, wall of ice; 5th—animal growth, baleful polymorph, break enchantment, cloudkill, cone of cold, dismissal, dream, fabricate, false vision, feeblemind, hold monster, interposing hand, lesser planar binding, mage's faithful hound, mage's private sanctum, major creation, mind fog, mirage arcana, overland

flight, passwall, permanency, prying eyes, secret chest, seeming, sending, shadow evocation, summon monster V, symbol of sleep, telekinesis, telepathic bond, teleport, transmute mud to rock, transmute rock to mud, wall of force, wall of stone, waves of fatigue; 6th—analyze dweomer, antimagic field, chain lightning, contingency, control water, disintegrate, flesh to stone, forceful hand, freezing sphere, globe of invulnerability, greater dispel magic, greater heroism, guards and wards, legend lore, mage's lucubration, mass bear's endurance, mass fox's cunning, mislead, move earth, planar binding, programmed image, repulsion, shadow walk, stone to flesh, summon monster VI, true seeing, undeath to death, wall of iron; 7th—banishment, control weather, ethereal jaunt, forcecage, grasping hand, greater arcane sight, greater scrying, greater shadow conjuration, greater teleport, instant summons, limited wish, mage's sword, mass hold person, prismatic spray, project image, reverse gravity, sequester, spell turning, summon monster VII, symbol of stunning, teleport object, vision; 8th—binding, clenched fist, discern location, greater planar binding, incendiary cloud, mass charm monster, polar ray, polymorph any object, power word stun, prismatic wall, protection from spells, scintillating pattern, screen, summon monster VIII, sunburst, sympathy; 9th—foresight, meteor swarm, summon monster IX.

**New spells begin on page 15.

Possessions: dagger, staff of abjuration (41 charges), bracers of armor +4, cloak of resistance +4, boots of levitation, brooch of shielding (47 points remaining), medallion of thoughts, ring of counterspells (greater dispel magic), ring of wizardry I, potion of cure moderate wounds, potion of lesser restoration, potion of neutralize poison, Dark Key (see page 90), silver mirror (scrying focus), alchemist's lab, acid (1 flask), alchemist's fire (2 flasks), antitoxin (2 vials), sunrod (×2), tanglefoot bag (×2), thunderstone (×2), tindertwig (×50), hourglass, magnifying glass, spyglass, spell component pouches (×10), artisan's outfit, cold weather outfit, courtier's outfit, explorer's outfit, noble's outfit, scholar's outfit, traveler's outfit, spellbooks, various arcane supplies, various adventuring supplies, 1,000 gp in coins.

Allies: Wallengo (former High Mage); Cambith (High Priestess of Syrnia).

Enemies: Nonur-Hesh (sorcerer-priest of the Cult of the Silent Heart).

Tactics: Jyrsino fully believes that he has no real allies in Liberty, and so, in combat, he primarily watches out for himself. Whenever possible, he uses his *boots of levitation* to get out of reach of his melee opponents, then casts *globe of invulnerability* to get “out of reach” of spellcasters. He then uses his *medallion of thoughts* to “scan” others to gauge the level of threat they present to him (or to determine whether or not he can trust them to fight alongside him), and follows that with *summon monster*, bringing in whatever creature is most appropriate to the situation. (He tends toward creatures that can provide a distraction to his opponents, possibly breaking spellcasters' concentration or threatening the equipment of fighters. Fiendish apes, celestial dire lions, and large earth or fire elementals are usually his first choices.) If he must protect a companion, he casts *forcecage*, either on a single foe, or a single companion threatened by multiple foes. If forced to flee, Jyrsino tries to cast *power word stun* or *scintillating pattern* to give himself a little breathing room before casting *teleport*.

♣ **Guttersnipe, Weasel Familiar:** HD 16d8; hp 32; Atk +10 melee; AC 22 (+2 size, +2 Dex, +8 natural); SA attach; SQ low-light vision, scent, improved evasion (Ex), share spells, empathic link (Su), deliver touch spells, speak with master, speak with weasels, spell resistance 21; Int 10; see *MM*, Chapter 2.



Ingramara

Ingramara, Ogre Mage Librarian

“The Library is a resource for study and education. You may read any book or scroll here. You may copy any book or scroll here—spellbooks included. You can use the desks provided for that purpose. You may not remove any book or scroll from the Library Hall, however. If I find any book or scroll missing, you’ll find parts of you missing.”

An ogre mage is an unlikely member of a major university, let alone its librarian. Yet Ingramara has served in that capacity for the last few years, after the previous librarian retired. Ingramara had initially turned down the position, but when High Mage Wallengo offered her a free education in return for assuming the librarian duties. Not being a fool, Ingramara leaped at the opportunity. Now Ingramara has free sorcerous training for as long as she likes, and the University has a librarian who truly inspires the students to follow the library’s rules.

At 9–1/2 feet tall, Ingramara towers over everyone else at the University. Her skin is a light aquamarine, and her long, lustrous hair is jet black. Two tiny horns protrude from her forehead, and Ingramara routinely files them down (along with her tusks) to make them less obvious—though she does not wish to get rid of them entirely; she isn’t ashamed of being an ogre mage, after all. Like all ogre mages, Ingramara favors loose-fitting clothing, usually white or pearly gray full-length dresses. Despite her formidable appearance, Ingramara is actually somewhat shy, and uses her *invisibility* to avoid strangers. In fact, she does much of her work while invisible, and when she must show herself, she often uses *polymorph* to assume a more pleasing form.

Ingramara came to Liberty over two decades ago, the captive of a group of adventurers, who intended to sell her to an underground pit fighting ring (similar to the one currently run by Bolo the Rogue). After being rescued by Wallengo and members of the city watch, Ingramara found a new home at the University, and has been there ever since.

The ogre mage was one of the few residents of the University who felt that there was something odd about Kaillon’s disappearance. Kaillon and Ingramara had been on friendly terms (he was one of the few instructors who seemed to genuinely like Ingramara as a person), and she felt that he would have told her if he was considering leaving the University. Further, Ingramara had noticed that Kaillon had taken a sudden interest in certain books in the Library Hall, including books on the early days of Liberty, and books detailing the founding of the University.

Ingramara feels that there is a connection, and has expressed her belief to Jyrsino. Although Jyrsino is standoffish to most of the University, the ogre mage has noticed that Jyrsino has been asking a lot of questions (between haranguing the instructors and terrorizing the students) along the same lines that Kaillon had been interested in. Ingramara’s gut feeling is that Jyrsino is secretly investigating Kaillon’s disappearance—and she wants to help.

♣ **Ingramara:** female ogre mage Sor 4; CR 12; Large giant; HD 5d8+15 plus 4d4+12; hp 73; Init +5; Spd 40 ft., fly 40 ft. (good); AC 15, touch 10, flat-footed 14; Base Atk +5; Grp

+14; Atk +9 melee (1d4+5/19–20, dagger); Full Atk: +9 melee (1d4+5/19–20, dagger) or +5 ranged (1d4+5/19–20, dagger); Space/Reach 10 ft./10 ft.; SA spells, spell-like abilities; SQ darkvision 60 ft., low-light vision, regeneration 5, spell resistance 19; AL LN; SV Fort +8, Ref +3, Will +7; Str 20, Dex 12, Con 16, Int 16, Wis 14, Cha 18.

Skills and Feats: Concentration +11, Decipher Script +7, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (local) +7, Knowledge (nature) +7, Knowledge (nobility and royalty) +7, Speak Common, Speak Dwarven, Speak Giant, Speak Goblin, Speak Orc, Spellcraft +13; Combat Casting, Improved Initiative, Improved Counterspell, Scribe Scroll.

Spell-Like Abilities: At will—*darkness, invisibility*; 1/day—*charm person* (DC 15), *cone of cold* (DC 19), *gaseous form, polymorph, sleep* (DC 15). Caster level 9th. The save DCs are Charisma-based.

Flight (Su): Ingramara can cease or resume flight as a free action. While using gaseous form she can fly at her normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage. An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

Spells Known: (6/7/4; base DC = 14 + spell level): 0—*arcane mark, clean***, *detect magic, light, mending, read magic*; 1st—*alarm, comprehend languages, unseen servant*; 2nd—*locate object*.

**New spells begin on page 15.

Possessions: dagger, *wand of magic missile* (3rd-level, 50 charges remaining), *hand of the mage, potion of cure light wounds, potion of eagle's splendor, potion of fox's cunning, scroll of read magic* (×10), *scroll of detect magic* (×5), *scroll of comprehend languages* (×10), *scroll of floating disk* (×3), *scroll of unseen servant* (×10), *scroll of obscure object* (×3), *scroll of dispel magic* (×2), *scroll of illusory script* (×4), *scroll of secret page* (×10), *scroll of sepia snake sigil, tindertwig* (×10), hourglass, magnifying glass, spell component pouch, artisan's outfit, courtier's outfit, scholar's outfit, various arcane supplies, 40 gp in coins.

Allies: Wallengo (former High Mage); Malgo (half-ogre adventurer).

Enemies: Halina (high priestess of Umit).

Tactics: As with other ogre mages, Ingramara prefers to use her spell-like abilities to fight. Because her spells are largely geared toward helping her in her duties as a librarian, they don't really come in handy in combat. (She does have her *wand of magic missiles* for just such emergencies, however.) If truly threatened, Ingramara uses *gaseous form* to escape and try to gain altitude, where at least some of her opponents can't reach her. Even that is a last resort, however; she much prefers to locate a suitable barrier, pass through it with *gaseous form*, then reform on the other side and flee on foot.

Zilmithir, Spellfinder General

"My duty to the University is to track down those who use magic criminally. And I do my job—no matter how much it slows down my arcane studies. So I apologize if I'm not finding magic criminals quite as fast as you'd like. I'm sure it must be a terrible inconvenience for you."

Zilmithir is a half-elf nearly five decades old, with straw-yellow hair and a short, trimmed beard. He typically dresses in travel clothes (though he wears his best artisan's outfit when he is visiting Melistra). He always keeps his collection of potions and wands on or about his person, usually tucked in his sleeves, or in specially-sewn pockets inside his cloak. Unless he is on a case that might require them, he typically leaves his weapons and scrolls in his quarters at the University.

Sting, his pseudodragon familiar, nearly always accompanies Zilmithir, flitting along beside or above him, but rarely actually on him. Melistra has made it clear that she thinks his familiar is jealous of her relationship with Zilmithir, though, and so the half-elf insists that Sting either stay at home, or follow up on leads for him. (Melistra is really just concerned that Sting might see through her *polymorph*.)

Not long after Queen Inenya retook Liberty from the Southern Empire, the city's interim government recognized the need for a special office dedicated specifically to investigate crimes involving the use of magic—a task that usually fell to bounty hunters in the less culturally advanced High Kingdom. Liberty's rulers thus created the post of Spellfinder General.

But as the years went by, the question of exactly who the Spellfinder General reported to—and thus, who paid him—became a bit murkier than had originally been anticipated. Eventually, the University of the Arcane agreed to fund the Spellfinder, in return for certain concessions and contributions from the Prince. Then, a few decades ago, the Mages' Guild (who had originally rejected the notion that the Spellfinder General should be paid from their coffers) expressed dissatisfaction with the existence of an arcane authority outside their own control; in short, they didn't want anyone in the University having a say in their affairs. To settle the matter, the Mages' Guild agreed to police their own ranks, and the Spellfinder's duties were curtailed to investigating the misuse of magic by students and instructors of the University.

The latest Spellfinder General is a young half-elf named Zilmithir. A particularly bright student at the University, Zilmithir was preparing to be an instructor when Wallengo took over as High Mage and asked him to investigate the murder of the previous Spellfinder General. Zilmithir did so well bringing the killer to justice that Wallengo offered him the job, and the young half-elf accepted.

Zilmithir has served passably well as Spellfinder General, but his heart isn't really in it. He finds that the hours he spends away from his arcane studies are an inconvenience, given that he'd hoped to be an instructor by now. He's also lost a great deal of faith in his fellow citizens, having seen the dark underbelly of the city's arcane community up close a few too many times.

Lately, Zilmithir has found it even harder to concentrate on his job. He has found himself preoccupied with a new paramour, an attractive young peasant girl named Melistra. When he should be out investigating his cases, he instead makes his way to her apartment in the Artisans' Quarter, where he always manages to spend a few hours. So far, they have not consummated their love; she comes from a very pious background, and considers premarital sex a terrible sin. Further, her family is very wealthy,

and Zilmithir must ask their permission to marry her—when they return from their travels in the High Kingdom, in six months' time.

♣ **Zilmithir:** male half-elf Wiz 7/Rog 4; CR 11; Medium-sized human; HD 7d4+7 plus 4d6+4; hp 50; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +6; Grp +6; Atk +7 melee (1d6+1/18–20, +1 rapier); Full Atk: +7/+2 melee (1d6+2/18–20, +1 rapier) or +6/+1 melee (1d4, dagger) or +7 ranged (1d8/19–20, light crossbow) or +7 ranged (1d4, dagger); Space/Reach 5 ft./5 ft.; SA spells, sneak attack +2d6; SQ trapfinding, evasion, trap sense +1, uncanny dodge; AL NG; SV Fort +5, Ref +8, Will +9; Str 11, Dex 13, Con 13, Int 19, Wis 15, Cha 14.

Racial Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on saves against enchantment spells or effects; low-light vision; +2 racial bonus on Diplomacy and Gather Information checks (already figured into statistics given above); +1 racial bonus on Listen, Search, and Spot checks (already figured into statistics given above).

Skills and Feats: Bluff +6, Concentration +9, Craft (alchemy) +8, Decipher Script +8, Diplomacy +12, Disable Device +4, Forgery +8, Gather Information +15, Hide +3, Knowledge (arcana) +12, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +7, Knowledge (nature) +8, Knowledge (nobility and royalty) +8, Listen +6, Move Silently +3, Search +19, Sense Motive +9, Speak Common, Speak Draconic, Speak Dwarf, Speak Elven, Speak Gnome, Speak Orc, Spellcraft +16, Spot +16; Brew Potion, Combat Casting, Craft Wand, Improved Counterspell, Improved Familiar, Investigator, Scribe Scroll.

Spells Prepared (during investigation): (4/5/4/3/1; base DC = 14 + spell level): 0—*detect magic*, *detect poison*, *light*, *read magic*; 1st—*comprehend languages*, *detect secret doors*, *disguise self*, *sleep*, *ventriloquism*; 2nd—*detect thoughts*, *invisibility*, *locate object*, *see invisibility*; 3rd—*clairaudience/clairvoyance*, *dispel magic*, *hold person*; 4th—*scrying*.

Spells Prepared (average day): (4/5/4/3/1; base DC = 14 + spell level): 0—*detect magic*, *detect poison*, *light*, *read magic*; 1st—*disguise self*, *ray of enfeeblement*, *sleep* (×2), *ventriloquism*; 2nd—*fog cloud*, *invisibility*, *scare*, *see invisibility*; 3rd—*dispel magic* (×2), *hold person*; 4th—*wall of fire*.

Spellbook: 0—*arcane mark*, *awaken****, bard's bargain****, clean****, dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st—*alarm*, *clear conscience****, cock's crow****, comprehend languages*, *detect secret doors*, *discerning eye****, disguise self*, *identify*, *ray of enfeeblement*, *sleep*, *torchbearer****, ventriloquism*; 2nd—*alter self*, *detect thoughts*, *eagle's splendor*, *fog cloud*, *fox's cunning*, *invisibility*, *locate object*, *misdirection*, *obscure object*, *owl's wisdom*, *phantom clerk****, scare*, *see invisibility*; 3rd—*arcane sight*, *clairaudience/clairvoyance*, *dispel magic*, *hold person*, *lightning bolt*, *nondetection*; 4th—*arcane eye*, *detect scrying*, *locate creature*, *remove curse*, *scrying*, *wall of fire*.

**New spells begin on page 15.

Possessions: dagger, rapier +1, light crossbow, 20 bolts, bracers of armor +2, cloak of resistance +1, wand of detect magic (32 charges remaining), wand of detect secret doors (43 charges

remaining), wand of magic missile (5th-level, 18 charges remaining), goggles of minute seeing, vial of universal solvent, potion of cure light wounds, potion of cat's grace, potion of eagle's splendor, potion of fox's cunning, potion of owl's wisdom, potion of invisibility, potion of gaseous form, elixir of hiding (×2), scroll of mage armor, scroll of mount, scroll of obscuring mist, scroll of pyrotechnics, scroll of heroism, scroll of dimension door, scroll of arcane eye, scroll of prying eyes, Dark Key (see page 90), silver mirror (scrying focus), alchemist's lab, hourglass, magnifying glass, spyglass, spell component pouches, spellbook, various arcane supplies, artisan's outfit, noble's outfit, peasant's outfit, scholar's outfit, traveler's outfit, 40 gp in coins.

Allies: Kaela Tersony (Arcane Quarter Watch Captain).

Enemies: Melistra (succubus servant of the Cult of the Silent Heart).

Tactics: Zilmithir's investigative spells aren't particularly suited to combat, but he prepares spells differently when he knows he might be in danger. On a normal day, he uses *sleep*, *scare*, and *wall of fire* to impede his opponents—and if they persist, he uses his *wand of magic missile* to poke holes in them until they get the message. When investigating, on the other hand, his spells are more focused on divinations, so he uses *invisibility* and *ventriloquism* to get away, *sleep* to slow down any thugs, and his *wand of magic missile* to fend off the particularly aggressive. Under ideal circumstances, though, Zilmithir will have used his various divinations to find out which spells in his spellbook would be most efficacious in any given situation, and he tries to prepare them accordingly.

♣ **Sting, Pseudodragon Familiar:** 1; LA +3; Tiny dragon; HD 11d12+2; hp 25; Init +2; Spd 15 ft., fly 60 ft. (good); AC 22 (+2 size, +2 Dex, +8 natural), touch 14, flat-footed 16; Base Atk +2; Grp –8; Atk: +4 melee (1d3–2 plus poison, sting); Full Atk: +4 melee (1d3–2 plus poison, sting) and bite –1 melee (1, bite); Space/Reach 2–1/2 ft./0 ft. (5 ft. with tail); SA poison; SQ blindsense 60 ft., darkvision 60 ft., immunity to sleep and paralysis, low-light vision, SR 19, telepathy 60 ft., improved evasion (Ex), share spells, empathic link (Su), deliver touch spells, speak with Zilmithir, speak with pseudodragons; AL NG; SV Fort +4, Ref +5, Will +4; Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +4, Hide +20 (+24 in forests or overgrown areas), Listen +7, Search +6, Sense Motive +7, Speak Common, Speak Sylvan, Spot +7, Survival +1 (+3 when following tracks); Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsense (Ex): A pseudodragon can locate creatures within 60 feet by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon.

Telepathy (Su): Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Notable Features of the University

With all the centuries that have passed since the Cult of the Silent Heart was driven underground, no one outside of the cult's membership knows that the University of the Arcane is built over the ruins of the cult's tower. Even the students and faculty believe that the "solid" core of the lowest three levels is merely a support for the larger superstructure of the University tower.

The University tower is enough of an engineering marvel that people can be forgiven for not noticing the incongruity of the tower inside the tower. One of the few buildings in Liberty's "lower quarters" to feature actual glass windows (much of which is actually stained glass), as well as dazzlingly bright lights on the roof peaks and undersides of all eight flying towers (and the peak of the main tower's roof), the University can be seen from all over the city and the harbor. (Occasionally, new visitors to the city mistake it for the palace.)

Surprisingly, for a building where magic is practiced every day by over three hundred sorcerers and wizards, the building itself is relatively free of magic effects:

- There are *alarms* on most of the exterior doors that silently notify the arcane wardens (see Chapter Two: People) if the doors are opened by force; there are additional *alarms* on the same doors that audibly alert everyone in earshot if the doors are opened by magic. There are also *alarms* on the entrances to all the restricted and private staircases, which silently notify masters and headmaster, respectively, when someone is coming up the stairs.
- The building's interior is lit with *continual flames*, though there are supplies of candles, torches, lanterns, and oil kept in small closets on every floor in case of emergencies.
- Permanent *magic mouths* on every staircase landing announce which floor and which staircase passersby are on ("You are on the sixth floor of the southeast staircase. Please pass quietly; there may be students in the Study Chambers.") in a pleasant, conversational tone.
- Each of the master's personal offices is protected by a permanent *mage's private sanctum*.
- High Mage Jyrsino's office includes a permanent *teleportation circle* that teleports users to a spot just behind the eastern stairwell in the Entrance Gallery.

The staircases in the University tower are all long, unbroken flights of steps; they were built at a time when landings were considered unnecessary, by engineers who were led to believe that the sorcerers who would dwell in the tower would simply *fly* up and down the stairwells. As a result, there have been several injuries from students losing their footing and falling a few stories—and a few fatalities, when students have fallen from the top and bounced all the way to the bottom. Emperor Orasir saw fit to install railings to prevent the worst of the accidents, but woe to those students who build up too much momentum before they can react.

✂ **Exterior Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 35; Open Lock DC 30.

✂ **Interior Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 25; Open Lock DC 20.

Entrance Gallery

The entrance hall at the base of the University tower is where most locals enter the building, including the majority of the students. Aside from the door to the Crystalline Bridge on the seventh floor, these are the only exterior doors, and, during daylight hours, they are left standing open; anyone can come and go.

Unlike most public buildings, the University does not have a receptionist; the faculty mostly relies on the good graces of the students to direct visitors to where they need to go. However, wiser members long ago insisted that a set of permanent *magic mouths* be installed on the east wall of the central support pillar (the secret tower), which would answer specific questions about how to reach any public area of the University tower.

Most of these *magic mouths* are set up to answer very specific questions, and if someone does not ask one of these, another set of *magic mouths* ask "Could you rephrase that as a question?" or "Can you state your destination inside the University of the Arcane so I can tell you how to reach it?"

Of course, the students have a field day with the "reception wall," sometimes casting a series of *magic mouth* spells to bellow a chain of "How do I get to ...?" questions, resulting in a cacophonous babble that only serves to prevent visitors from finding their destinations. This particular prank is most commonly played when a batch of new students arrive.

Other students use the reception wall as a kind of bulletin board, leaving messages for each other via *magic mouths*. (Pranksters are keen on casting additional *magic mouths* with conflicting information, designed to trigger when the first *magic mouth* begins.)

Library

The Library is the central repository of the University's collection of books, scrolls, and tablets, including histories of famous wizards and sorcerers, discussions of arcana, the philosophies of major religions, and so on. In addition, the Library contains several copies of low-level spellbooks (see Appendix B: Random Spellbooks), for use by the students.

Ingramara, the ogre mage librarian, spends most of her time here, invisibly sorting and filing books and documents, and generally keeping a watchful eye on things. The student body is all too familiar with her ability to become invisible at will, and, if they cannot see her, they're accustomed to assuming she is watching them. Thus, the students tend to be fairly well-behaved while in the Library, though they occasionally create distractions in order to pull off a bit of trickery, though nothing so elaborate as to truly arouse her ire; no one wants to make an enemy of an ogre mage.

Unknown to even Ingramara, there is a secret door (Search, DC 30) in the southeast wall of the central core that lets into the ruined interior of the secret tower. The students who are members of the Cult of the Silent Heart have learned to make use of distractions so that no one notices them coming or going, and use *see invisibility* whenever possible to keep track of Ingramara.

Herb Gardens

The University's gardens serve a threefold purpose: primarily as a renewable source of certain organic spell components (of which the University goes through quite a bit); secondarily as a renewable source of alchemical supplies (of which the University goes through even more); and finally as a source of spices for the University's cooks.

Although the gardens are tended during the day by adepts, they are unguarded at night, and anyone who wishes to pilfer a few applications of some spell component can usually gather 2d4–2 applications of any given spell component, at a rate of 1 per round. The faculty certainly frowns on this sort of behavior, though they have no real way of policing such activity, except to post a watch every night for a few nights afterward.

The Long Drop

The sixth and seventh floors are the only two in the building where the central core is open. The University sometimes uses this space to teach levitation, fly, and feather fall, but on any given day, the odds are that it is not in use.

For reasons not entirely clear, there are no railings on the edges of the open space; the students assume it is to facilitate the spellcasting lessons, while the faculty believes that the Archives on the fifth floor were originally intended to occupy three entire floors.

The drop from the sixth floor to the fifth floor is a distance of 30 feet; the fall from the seventh floor is 60 feet.

Great Dome

This area is named for the permanent *prismatic sphere* spell that actually forms the roof of the secret tower of the Cult of the Silent Heart. The *prismatic sphere* has been in place so long that no one remembers who put it there, or why (the cult's sorcerers originally placed it there to channel enemy spellcasters through the main entrance, in the event of a concerted assault on the windowless tower), and no one has ever been able to penetrate all seven layers. Thus, it is generally regarded as yet another magical curiosity of the University.

Students frequently gather on the fourth floor to socialize, little dreaming that the dome of pretty lights lies directly over a source of horrible evil.

Record Archives

Bookcases line the walls of the University's archives, which consist primarily of enrollment and graduation records, accounts of disciplinary problems, and reams and reams of documents detailing the minutes of faculty meetings and financial studies.

Most of it is pretty trivial and boring, but anyone who spends a week going over the musty old records can make a DC 15 Intelligence check to realize that the University operates at a loss; much of its funding comes from sporadic donations by former students.

Anyone who spends a month going over the records can make a DC 15 Intelligence check to discern that an extraordinarily high number of the University's accidental deaths have been wizardry students. An additional DC 20 Intelligence check reveals that the majority of students who never completed their studies (having dropped out, or simply vanished with all their belongings) were sorcery students.

Study Chambers

The University's sixth and seventh floors include a number of private study rooms, where students can close the door for a little peace and quiet while they learn new spells and go over books they have picked up from the Library.

Certainly, that is the intended purpose of the study chambers, and they get put to that use more often than not. However, the student cliques that inevitably form frequently lay claim to particular study chambers, where they cram in to talk, share notes, drink smuggled-in alcoholic beverages, plan activities of which the faculty would not approve, and generally just shut out the rest of the world. (They even occasionally put their heads together and actually study.)

Because there are only fifteen of these chambers, it doesn't take long for them to fill up, even though some students are willing to share with considerate study partners. When no chamber is available for legitimate studying (which happens about twice a month), the faculty steps in and throws out any students who have crowded in more than three to a room, and *arcane locks* all the study chamber doors for three days. It is always an unpopular move—the cliques feel they are being persecuted, and the students who are honestly trying to study feel they are being punished for the abuses of others—it doesn't take more than a week or so for everything to return to the status quo.

Crystalline Bridge

The seventh floor is also the entry for visitors who cross over the Crystalline Bridge from the upper Arcane Quarter. The bridge is actually a *wall of force* cast horizontally over the gap, created for the convenience of the University's faculty, and guarded on both ends by a squad of arcane wardens (see Chapter Two) permanently attached to the University.

The popular belief about the Crystalline Bridge is that its *wall of force* is a permanent effect. In reality, it is created by means of the magical gateway at the southeastern end of the bridge, which most people take to be simply an adornment. It is activated by casting *wall of force* on the gateway, and remains in effect until the bridge is somehow destroyed. Thus, the only way to permanently remove the bridge is to destroy the gate.

Moderate evocation (force); CL 20th; Craft Wondrous Item, *wall of force*; Price 45,000 gp. Command word (5th-level spell): spell level 5 x caster level 20 x 1,800, –30% (5th-level "command spell"), –45% (immobile) = 180,000 gp

Alchemy Labs

All eight of the rooms on the eighth and ninth floors are devoted to the study of alchemy, and each contains two fully-functioning alchemist's labs (500 gp each). The doors are locked when the rooms are not in use, and the act of locking the door to a laboratory activates an audible *alarm* that sounds if the door is opened without the proper key.

Assembly Hall

The University uses this large amphitheater for the occasional assembly, and the faculty frequently uses it for their own meetings.

At most times, though, it is put to use as a dueling arena for teaching students the fine arts of arcane dueling (see Introduction).

Classrooms

The students at the University receive most of their tutelage here—newer students in the larger, central classrooms, and more advanced students in the smaller rooms lining the walls. The smaller rooms are also frequently used to teach adult students—those who have advanced in some other profession (such as combat or priestly training) before entering the University.

The central classrooms generally seat up to thirty students, while the smaller classrooms seat up to ten.

The eleventh floor also provides access to the specialist spires, where specific schools of magic are taught to select groups of students. Additional access is available on the thirteenth floor.

Student Dormitories

Students at the University are required to live in the tower for their first few years at the University, unless they make special arrangements with the High Mage. Once they begin advanced training, they are urged to seek housing by the waterfront. Each of the eight dormitory rooms sleeps up to six students.

Specialist Towers

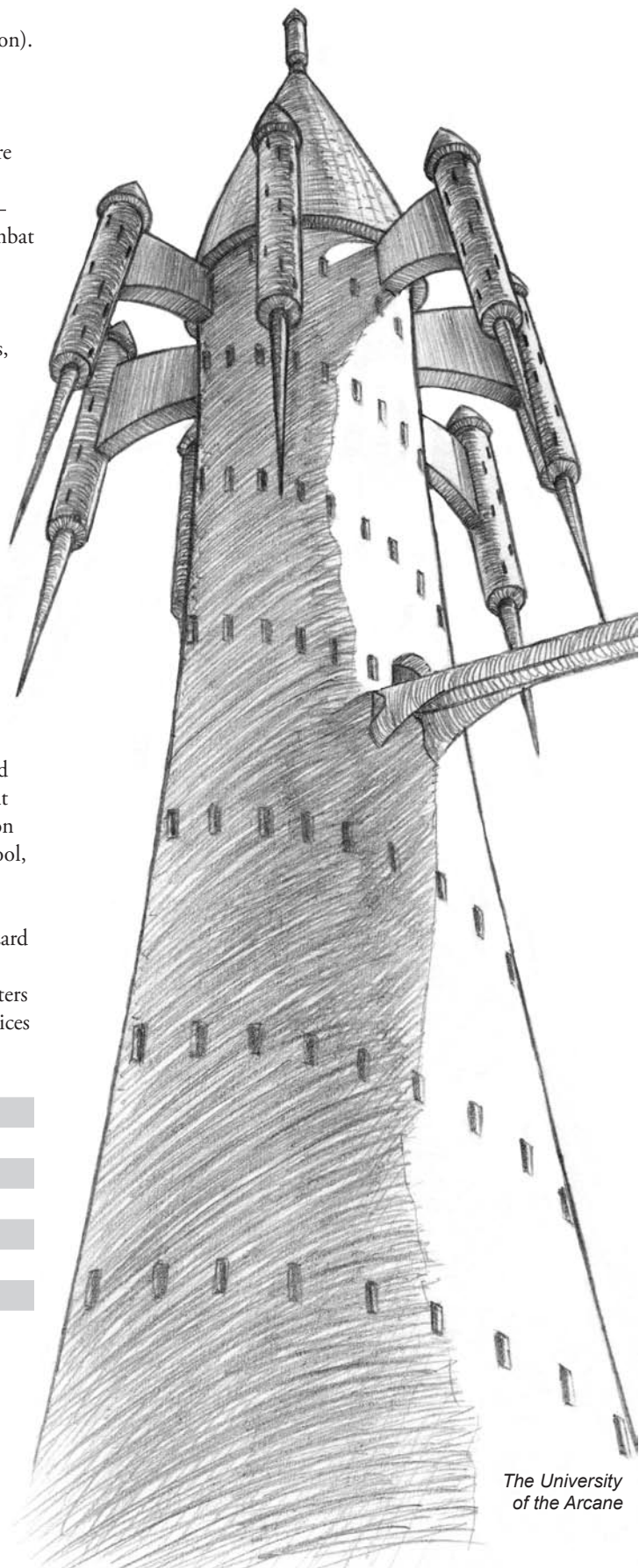
The University’s eight flying towers are devoted to the eight separate schools of magic: abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, and transmutation. Wizardry students who show an aptitude (or at least a driving interest) in any particular school have the option of transferring to the specialist tower associated with that school, where they receive instruction in a private class with no more than ten students.

Specializing in a particular school of magic means that a wizard completely foregoes training in two other schools. While these schools normally vary from wizard to wizard, the specialist masters who teach at the University pass on their own particular prejudices to their students:

Specialist School	Restricted Schools
Abjuration	Evocation, Conjuration
Conjuration	Abjuration, Necromancy
Divination	Illusion
Enchantment	Evocation, Necromancy
Evocation	Conjuration, Illusion
Illusion	Abjuration, Transmutation
Necromancy	Enchantment, Illusion
Transmutation	Enchantment, Illusion

Tower of Abjuration

The Tower of Abjuration is overseen by Balagan, who drives his students hard, and tests them by occasionally casting nondamaging spells at them, to see if they have prepared proper defenses. Balagan customarily casts *hold portal* on the doors to his tower at night, and backs that up with *alarms* and *arcane locks*.



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His classes are usually no more than four to six students; abjuration is not as popular with young wizards as flashy evocation or marketable transmutation. It also doesn't help that Balagan is kind of abrasive and unpredictable.

The abjuration library includes a selection of mid-level spellbooks (see Appendix B: Random Spellbooks), as well as one high-level spellbook (see Appendix B: Random Spellbooks) that he keeps hidden with *obscure object*, to see if his students can find it.

Among the personal possessions in Balagan's quarters at the top of the spire is a *scroll of prismatic wall*, which he means to copy into his spellbook when he feels he can do so safely. He keeps this scroll in an ivory scroll case hidden with *obscure object*.

✞ **Balagan:** male dwarf Wiz 9.

Tower of Conjunction

The master of the Tower of Conjunction is Mizzle Beastcaller, an expert at *summon monster* spells, though he is quick to point out that conjunction is about much more than calling monsters from other planes. He is fond of barring the doors to the Tower of Conjunction for days at a time, and ferrying his students all over the school using *dimension doors* (often to the annoyance of the other specialist instructors).

Mizzle's library includes a selection of mid-level spellbooks (see Appendix B: Random Spellbooks), all of which contain the spell *secret chest*, which he insists all of his students learn.

Among his personal possessions at the top of the spire, Mizzle keeps a *secret chest* with a *helm of comprehend languages and read magic* inside.

Mizzle is well-liked and his classes are almost always full.

✞ **Mizzle Beastcaller:** male gnome Wiz 9.

Tower of Divination

The master of the Tower of Divination is actually Zemdrall, the Archdiviner of the Mages' Guild (see page 51). Zemdrall divides his time between the University and the guildhouse, though he actually lives here (unlike many of the other Archwizards).

At present, Zemdrall only has three students, all of whom work very diligently, even when Zemdrall is not around—primarily because he has let it be known that he is grooming them to replace him when he someday leaves the Mages' Council. (They are also a little nervous that he could be spying on them at any moment.)

The divination library includes not just a selection of mid-level spellbooks, but one high-level spellbook for each of his three students (see Appendix B: Random Spellbooks), which Zemdrall has borrowed from the Mages' Guild's library (with the librarian's permission). The divination lab also includes four silver mirrors for teaching *scrying*, and a *crystal ball* donated by the Mages' Guild.

In his quarters at the top of the spire, he actually keeps quite a few of his personal valuables, including all of his personal spellbooks, two *wands of detect magic* (one fully charged, one with 23 charges remaining), three *potions of cure light wounds*, a *cloak of resistance +3*, and an additional silver mirror (for *scrying*). He also has an armoire containing his Archwizard's robes, a scholar's outfit, and a noble's outfit, and an old wooden chest with his personal fortune of 2,234 gp. He does not bother to keep the chest locked,

trusting his reputation as Archdiviner will make potential thieves think twice.

Zemdrall is regarded in the University as a figure of both awe and mistrust. While most of the faculty and all of the staff respect his accomplishments, they know that he is politically motivated, and have frequently expressed concern that he is inducting students into the Mages' Guild in order to advance the guild's agendas.

Tower of Enchantment

The mistress of the tower of enchantment is Elwinir, who is both well-liked and well-respected by pretty much everyone in the University—students and faculty alike. Elwinir's abilities as a spellcaster are formidable, given that she has *lesser geas* and *feblemind* among her arsenal of spells, and the fact that she has never used those spells speaks volumes about her character.

Elwinir's classes are always full, and there is a year-long waiting list—mainly consisting of elves who have come from afar to train under her. She is rumored to have family members among the elven royalty of il'Suriel, in the Southern Empire's Star Desert, and her bearing certainly implies noble blood. She has never been known to lose her temper in public.

Every spellbook in the enchantment library contains every known enchantment spell, through 7th level, as do Elwinir's personal spellbooks, in her quarters. Also among her personal possessions is a *gown of Charisma* (which functions as a *cloak of Charisma*), and a silver tiara worth 2,500 gp, locked in a darkwood box (itself worth 50 gp).

✞ **Elwinir:** female elf Wiz 9.

Tower of Evocation

The master of the Tower of Evocation is Hakon, who is rumored to have once been the right-hand wizard of an evil eastern despot until he encountered an artifact that changed his alignment. Hakon has a rather grotesque scar on his neck, which he claims he received when the despot learned of his "change of heart" and tried to execute him by cutting off his head. The artifact supposedly saved Hakon's life, but its power ultimately overwhelmed him, and he surrendered it to the authorities of the High Kingdom. All of this has been verified via *elixir of truth*, so either Hakon really did once wield an artifact, or he has a strong will—perhaps both.

Hakon's classes are very full at all times, because evocation is perceived as more "powerful" than the other schools by many young wizards. The dormitories in the Tower of Evocation are packed with as many as three students in each room, and the classrooms often overflow onto the bridge leading to the main tower.

Because so many students pursue evocation, Hakon has convinced the school to provide him with extra spellbooks, and he puts his students to work filling the pages with every evocation they can possibly scribe (up to 5th level spells). He has been known to become very irate when a student miscopies a spell and "ruins" the spellbook he was writing the spell into.

Hakon's volatile temperament is evident in the fact that he is one of the few instructors at the University who has ever challenged *students* to arcane duels. Wallengo censured him to the point where Hakon stopped, but with "that clueless Jyrsino in charge," Hakon has been getting more aggressive. Despite all this, his students

respect his knowledge, and are willing to put up with his personality in exchange for an education in the art of evocation.

Among Hakon's personal possessions is a *ring of counterspells*, with *lightning bolt* loaded into it. (Hakon has taken the trouble to teach his students about the virtues of casting *lightning bolt* in a duel, and fully expects them to use that spell against him if—or perhaps when—he duels them.)

✧ **Hakon:** male human Wiz 9.

Tower of Illusion

The mistress of the Tower of Illusion is actually a ghost who calls herself Mullraven. Mullraven is one of the University's oldest instructors (though not its oldest *living* instructor), and she is bound to the tower, where her mortal remains are encased in a golden reliquary (340 gp) in her "quarters." Mullraven has never talked about the circumstances of her death, or why she refuses to leave the Tower of Illusion, but, because she has never posed a threat to any of her students, she convinced Wallengo to trust her.

The illusion library consists of exactly ten copies of her personal spellbook:

Illusion Spellbook: 0—*arcane mark, awaken***, *bard's bargain***, *dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, prestidigitation, ray of frost, read magic, touch of fatigue*; 1st—*clear conscience***, *cock's crow***, *color spray, comprehend languages, discerning eye***, *disguise self, identify, mage armor, magic aura, magic missile, silent image, summon monster I, torchbearer***, *unseen servant, ventriloquism*; 2nd—*blur, fox's cunning, hypnotic pattern, invisibility, magic mouth, minor image, mirror image, misdirection, phantom trap, see invisibility*; 3rd—*displacement, illusory script, invisibility sphere, lightning bolt, major image, slow*; 4th—*charm monster, detect scrying, greater invisibility, hallucinatory terrain, illusory wall, phantasmal killer, rainbow pattern, scrying, shadow conjuration, summon monster IV*; 5th—*dream, false vision, mirage arcana, nightmare, permanency, persistent image, seeming, shadow evocation, teleport*; 6th—*mislead, permanent image, shadow walk*.

** New spells begin on page 15.

✧ **Mullraven:** human Wiz 9.

Tower of Necromancy

The Tower of Necromancy actually has no official instructor; it is run by an upperclassman named Kret, who felt that the University's necromantic education was lacking, and so took it upon himself to learn every necromancy spell he could find, both in the Library and outside the University. The High Mage keeps a close eye on Kret, obviously, because so much of necromancy is about disturbing the rest of the dead.

Kret has only one student, a female human named Dagnar, and the two are secretly having a sexual relationship—mainly out of ennui and a feeling of kinship (in that they both feel rejected by the rest of the students for their choice of specialization). If any of the faculty were aware of the nature of their relationship, Kret and Dagnar would be swiftly separated, and Kret would be removed as the instructor of necromancy, so they are even more secretive than most students.

Still, Kret is a fairly effective teacher (possibly because he only has one student), and the two are advancing together as swiftly as

wizardry students specializing in other schools. Kret hopes that he can one day become the official instructor.

The necromancy library consists of Kret's and Dagnar's combined spellbooks, and a number of scrolls they have purchased in the Arcane Bazaar. Between them, they have every necromantic spell through 4th level, with the exception of *animate dead* and *contagion*, the study of both of which Wallengo refused to allow. Kret, however, has squirreled away 3,108 gp for the purpose of purchasing a chest with which to cast *secret chest*, and he intends to eventually cast *secret chest*, carry the replica to the Bazaar to buy a copy of an *animate dead* scroll, and smuggle it back into his chambers inside the *secret chest*.

✧ **Kret:** male half-orc Wiz 5.

✧ **Dagnar:** female human Wiz 3.

Tower of Transmutation

The mistress of the Tower of Transmutation is Vuovi, a rather vain and self-centered young woman who feels flattered by all the attention she gets as an instructor. She tends to reward students with special consideration—giving them a little extra attention in class, or sometimes providing them with hard-to-find scrolls to copy into their spellbooks—for bringing her gifts of jewelry or pretty clothing (a practice which Wallengo frowned upon, but which Jyrsino has been too busy to pay much attention to).

Vuovi's half-dozen students have learned to take advantage of her ego, and they often manage to trade a 25 gp trinket for a 150 gp scroll. Vuovi has so far been providing these favors from her personal supply, but having given away over 1,000 gp in scrolls over the past year, she is starting to feel the pinch. Unfortunately, she knows that if she applies to the High Mage for more funds, Jyrsino will quickly deduce why she needs it and censure her (in addition to denying her the money). As a result, Vuovi is trying to be less easily influenced, but is having a hard time of it.

The transmutation library contains every transmutation spell up through 8th level, but no other spells. Vuovi routinely tells her students that they can learn other spells in their spare time, and that she is surprised that other specialist teachers don't feel the same way.

Among Vuovi's somewhat depleted personal possessions is a *wand of eagle's splendor* (with 39 charges remaining), three *potions of fox's cunning*, and a rosy-colored glass bottle containing an *elixir of beauty* (see Introduction).

✧ **Vuovi:** female half-elf Wiz 9.

High Mage's Quarters

At the top of the University's central tower sits the office of High Mage Jyrsino, though, to a casual inspection, it might appear as a store room. Jyrsino has only bothered to unpack a few crates containing his most necessary items, most of which he carries on his person. Other than those, his silver mirror, alchemist's lab, and an armoire containing his various outfits, his rooms are full of crates—some open, some still nailed shut. Jyrsino always excuses the mess when he has visitors by saying that he truly hates unpacking, but some of his detractors suspect that he knows that he's not going to be around long.

Jyrsino keeps his various alchemical items and other special substances loosely packed in one of the open crates. His hourglass,

magnifying glass, and spyglass are all lying on his desk, where he usually employs them as paperweights. His valuables, which mainly include his spellbooks and 1,000 gp in coins, sit in a sturdy iron chest, which is permanently *alarmed* and *animated*, *fire trapped*, hidden with *obscure object*, and marked with a permanent *symbol of stunning* and a permanent *symbol of sleep*. Coming to Liberty to investigate the murder of a University instructor has made Jyrsino nothing if not paranoid.

✂ **Iron Chest:** hardness 10; hp 60; AC 5; break DC 28.

Secret Hall

Of all the existing floors of the secret tower hidden inside the University tower, only the secret hall is not a complete ruin—though it is still strewn with rubble and a grimy mix of dust and ash. The cultist students who venture down here have learned to switch robes when they enter via the secret door in the Library—and to watch for soot on the floor of the Library, which is a clue that someone not in the cult has discovered the secret door.

The students who have joined the cult hold fairly regular meetings in the secret hall, and keep some of their tomes on the cult's history and rituals hidden among the debris in the side chambers. However, until the students are accepted into the cult proper, they are ignorant of the hidden passageway at the bottom of the pool at the center of the secret hall—and most students have no desire or reason to go diving in a pitch-black pool of stagnant water. Once they are inducted, though, they are taught the command word to raise and lower the water, and shown where the handholds in the wall of the pool can be found.

Typical University Personnel

Below are several typical examples of the types of people who work, teach, and study in the University of the Arcane. The GM may want to make small adjustments to the spell lists of the arcane spellcasters on this list, to reflect whichever schools they might specialize in. For example, an enchanter is likely to have an extra *charm person* among his prepared spells, but might forego conjurations and necromancy. (Necromancy, in fact, is a commonly prohibited school at the University of the Arcane.) Any potions or scrolls they carry are likely to reflect this logic as well—though, if he can afford them, specialist spellcasters might keep potions of the kinds of spells he *can't* use.

Note that none of the arcane spellcasters listed below have specific schools chosen; the GM must select these based on the spellcaster's role at the University.

Adepts

Apprentices studying at the University of the Arcane are usually wizardry students who have learned only their minimum number of new spells per level (having failed to copy spells from scrolls or the spellbooks of other arcane spellcasters, or through independent research).

These individuals can still progress as apprentices, and are still schooled in the arcane arts, but advance so slowly as arcane spellcasters that they are not competitive with sorcerers or wizards of a comparable level—and, thus, more suited to the cloistered life of the perpetual student.

⚡ **Typical Adept:** human Adp 2; CR 1; Medium-sized human; HD 2d6; hp 9; Init +1; Spd 30 ft; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +0; Atk +0 melee (1d4–1/19–20, dagger); Full Atk: +0 melee (1d4–1/19–20, dagger) or +2 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; AL N; SV Fort +2, Ref +1, Will +4; Str 8, Dex 12, Con 10, Int 13, Wis 9, Cha 11.

Skills and Feats: Concentration +5, Craft (alchemy) +6, Knowledge (arcana) +6, Listen –1 (+1*), Speak Common, Speak Draconic, Spellcraft +8, Spot –1 (+1*); Alertness*, Iron Will, Scribe Scroll.

Spells Known: (3/2; base DC = 11 + spell level): 0—*detect magic*, *light*, *read magic*; 1st—*comprehend languages*, *endure elements*.

Spellbook: 0—*detect magic*, *ghost sound*, *light*, *mending*, *read magic*, *tough of fatigue*; 1st—*comprehend languages*, *endure elements*.

Possessions: dagger, alchemist's lab, *wand of detect magic* (25 charges remaining), *potion of mage armor*, *scroll of read magic* (×3), *scroll of sleep*, *scroll of comprehend languages*, *scroll of see invisibility*, hourglass, magnifying glass, spell component pouch, spellbook, artisan's outfit, scholar's outfit, various arcane supplies, 2d4 gp in coin.

*The adept gains Alertness when her familiar is within arm's reach.

🐭 **Rat Familiar:** HD 2d8; hp 4; Atk +3 melee; AC 15 (+2 size, +2 Dex, +1 natural); SQ low-light vision, scent, improved evasion (Ex), share spells, empathic link (Su); Int 6; see *MM*, Chapter 2.

Wizardry Students

Students of wizardry at the University of the Arcane receive a very structured education in the arcane arts: an introductory selection of spells, feats necessary to perform competitively in arcane duels, item creation feats, and the primary spellcasting skills—Concentration, Knowledge (arcana), and Spellcraft. Eventually, they undertake the study of alchemy, as well.

Advanced wizardry students are the “upperclassmen” of the educational system—students who have set their sights on one day becoming instructors. Many advanced wizardry students fund their further education by creating magic items for sale to lowerclassmen, or in the Bazaar.

The typical wizardry student is in early adulthood; the advanced wizardry student is in late adulthood.

⚡ **Typical Wizardry Student:** human Wiz 3; CR 3; Medium-sized human; HD 3d4; hp 9; Init +1; Spd 30 ft; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +0; Atk +0 melee (1d4–1/19–20, dagger); Full Atk: +0 melee (1d4–1/19–20, dagger) or +2 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; AL N; SV Fort +2, Ref +3, Will +5; Str 8, Dex 12, Con 10, Int 13, Wis 9, Cha 11.

Skills and Feats: Concentration +6, Craft (alchemy) +7, Knowledge (arcana) +7, Listen –1 (+1*), Speak Common, Speak Draconic, Spellcraft +9, Spot –1 (+1*); Alertness*, Brew Potion, Improved Counterspell, Iron Will, Scribe Scroll.

Spells Prepared: (4/3/1; base DC = 11 + spell level): 0—*detect magic*, *mage hand*, *open lock*, *read magic*; 1st—*mage armor*, *summon monster I*, *unseen servant*; 2nd—*resist energy*.

Spellbook: 0—*arcane mark, awaken***, *bard's bargain***, *clean***, *dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*clear conscience***, *comprehend languages, endure elements, identify, mage armor, magic missile, summon monster I, unseen servant*; 2nd—*knock, resist energy*.

**New spells begin on page 15.

Possessions: dagger, *cloak of resistance +1, wand of detect magic* (25 charges remaining), *potion of endure elements* (×2), *potion of mage armor* (×2), *scroll of read magic* (×3), *scroll of summon monster I* (×2), *scroll of invisibility*, alchemist's lab, acid (1 flask), alchemist's fire (1 flask), tanglefoot bag, thunderstone, tindertwig (×10), hourglass, magnifying glass, spell component pouch, spellbook, artisan's outfit, scholar's outfit, various arcane supplies, 2d4 gp in coins.

*The wizardry student gains Alertness when his familiar is within arm's reach.

♣ **Rat Familiar:** HD 3d8; hp 4; Atk +3 melee; AC 16 (+2 size, +2 Dex, +2 natural); SQ low-light vision, scent, improved evasion (Ex), share spells, empathic link (Su), deliver touch spells; Int 7; see *MM*, Chapter 2.

⚔ **Advanced Wizardry Student:** human Wiz 5; CR 5; Medium-sized human; HD 5d4; hp 14; Init +1; Spd 30 ft; AC 12, touch 12, flat-footed 11; Base Atk +2; Grp +1; Atk +1 melee (1d4–1/19–20, dagger); Full Atk: +1 melee (1d4–1/19–20, dagger) or +3 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; AL NG; SV Fort +2, Ref +3, Will +6; Str 8, Dex 12, Con 10, Int 14, Wis 9, Cha 11.

Skills and Feats: Concentration +8, Craft (alchemy) +10, Knowledge (arcana) +10, Knowledge (the planes) +4, Listen –1 (+1*), Speak Common, Speak Draconic, Speak Elven, Spellcraft +12, Spot –1 (+1*); Alertness*, Brew Potion, Craft Wand, Improved Counterspell, Iron Will, Scribe Scroll.

Spells Prepared: (4/4/3/1; base DC = 12 + spell level): 0—*detect magic, mage hand, open lock, read magic*; 1st—*mage armor, summon monster I, unseen servant* (×2); 2nd—*invisibility, resist energy, see invisibility*; 3rd—*dispel magic*.

Spellbook: 0—*arcane mark, awaken***, *bard's bargain***, *clean***, *dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*clear conscience***, *comprehend languages, endure elements, identify, mage armor, magic missile, summon monster I, unseen servant*; 2nd—*invisibility, knock, resist energy, see invisibility*; 3rd—*dispel magic, lightning bolt, protection from energy*.

** New spells begin on page 15.

Possessions: dagger, *bracers of armor +1, cloak of resistance +1, wand of summon monster I* (25 charges remaining), *wand of detect magic* (25 charges remaining), *potion of endure elements* (×2), *potion of mage armor* (×2), *potion of invisibility* (×2), *scroll of read magic* (×3), *scroll of summon monster I* (×2), *scroll of invisibility*, alchemist's lab, acid (1 flask), alchemist's fire (1 flask), antitoxin (2 vials), tanglefoot bag, thunderstone, tindertwig (×10), hourglass,

magnifying glass, spell component pouch, spellbook (×2), artisan's outfit, courtier's outfit, scholar's outfit, various arcane supplies, 3d6 gp in coins.

*The wizardry student gains Alertness when his familiar is within arm's reach.

♣ **Rat Familiar:** HD 5d8; hp 7; Atk +4 melee; AC 17 (+2 size, +2 Dex, +3 natural); SQ low-light vision, scent, improved evasion (Ex), share spells, empathic link (Su), deliver touch spells, speak with master; Int 8; see *MM*, Chapter 2.

Wizardry Instructors

Wizardry instructors at the University of the Arcane can be considered somewhat hidebound for their rigid arcane curriculums and their devotion to the idea that the most important lessons of wizardry mainly concern the intricacies of arcane dueling.

Like advanced wizardry students, many wizardry instructors fund their independent arcane research by crafting and selling magic items to students and private buyers. In fact, most instructors build a requirement for their magic items into their curriculums; the practice is accepted in the arcane community, though a few students grumble at not being taught how to make items of their own, at a much lesser cost.

The typical wizardry instructor is in his middle age; the advanced wizardry instructor is old.

⚔ **Typical Wizardry Instructor:** human Wiz 7; CR 7; Medium-sized human; HD 7d4; hp 19; Init +1; Spd 30 ft; AC 12, touch 12, flat-footed 11; Base Atk +3; Grp +2; Atk +2 melee (1d4–1/19–20, dagger); Full Atk: +2 melee (1d4–1/19–20, dagger) or +4 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; AL NG; SV Fort +3, Ref +4, Will +8; Str 8, Dex 13, Con 10, Int 16, Wis 12, Cha 14.

Skills and Feats: Concentration +10, Craft (alchemy) +13, Decipher Script +7, Intimidate +3, Knowledge (arcana) +13, Knowledge (the planes) +7, Listen –1 (+1*), Profession +7, Sense Motive +3, Speak Common, Speak Draconic, Speak Elven, Speak Gnome, Spellcraft +15, Spot –1 (+1*); Alertness*, Brew Potion, Craft Wand, Improved Counterspell, Iron Will, Scribe Scroll, Still Spell.

Spells Prepared: (4/4/3/2/1; base DC = 13 + spell level): 0—*detect magic, mage hand, open lock, read magic*; 1st—*comprehend languages, identify, mage armor, summon monster I*; 2nd—*fox's cunning, resist energy, see invisibility*; 3rd—*dispel magic, protection from energy*; 4th—*detect scrying*.

Spellbook: 0—*arcane mark, awaken***, *bard's bargain***, *clean***, *dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*clear conscience***, *discerning eye***, *comprehend languages, endure elements, identify, mage armor, magic missile, summon monster I, torchbearer***, *unseen servant*; 2nd—*fox's cunning, invisibility, knock, resist energy, see invisibility*; 3rd—*dispel magic, lightning bolt, protection from energy, slow*; 4th—*charm monster, detect scrying, scrying, summon monster IV*.

** New spells begin on page 15.

Possessions: dagger, bracers of armor +1, cloak of resistance +1, wand of summon monster I (25 charges remaining), wand of detect magic (25 charges remaining), potion of endure elements (×2), potion of mage armor (×2), potion of invisibility (×2), scroll of read magic (×3), scroll of summon monster I (×2), scroll of invisibility, scroll of freedom of movement, scroll of lesser globe of invulnerability, Dark Key (see page 90), silver mirror (*scrying* focus), alchemist's lab, acid (1 flask), alchemist's fire (1 flask), antitoxin (2 vials), tanglefoot bag, thunderstone, tindertwig (×10), hourglass, magnifying glass, spell component pouch, spellbook (×2), artisan's outfit, courtier's outfit, scholar's outfit, various arcane supplies, 3d10 gp in coins.

*The wizardry instructor gains Alertness when his familiar is within arm's reach.

☞ **Rat Familiar:** HD 7d8; hp 9; Atk +5 melee; AC 18 (+2 size, +2 Dex, +4 natural); SQ low-light vision, scent, improved evasion (Ex), share spells, empathic link (Su), deliver touch spells, speak with master, speak with rats; Int 9; see *MM*, Chapter 2.

⚔ **Advanced Wizardry Instructor:** human Wiz 9; CR 9; Medium-sized human; HD 9d4; hp 24; Init +1; Spd 30 ft; AC 12, touch 12, flat-footed 11; Base Atk +4; Grp +3; Atk +3 melee (1d6–1, quarterstaff) or +3 melee (1d4–1/19–20, dagger); Full Atk: +3 melee (1d6–1, quarterstaff) or +3 melee (1d4–1/19–20, dagger) or +5 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; AL NG; SV Fort +6, Ref +7, Will +12; Str 8, Dex 13, Con 10, Int 17, Wis 12, Cha 14.

Skills and Feats: Concentration +12, Craft (alchemy) +15, Decipher Script +8, Intimidate +3, Knowledge (arcana) +15, Knowledge (the planes) +7, Listen –1 (+1*), Profession +8, Sense Motive +4, Speak Common, Speak Draconic, Speak Elven, Speak Gnome, Spellcraft +17, Spot –1 (+1*); Alertness*, Brew Potion, Craft Wand, Improved Counterspell, Iron Will, Scribe Scroll, Silent Spell, Still Spell.

Spells Prepared: (4/4/4/3/2/1; base DC = 13 + spell level): 0—*detect magic, mage hand, open lock, read magic*; 1st—*comprehend languages, identify, mage armor, summon monster I*; 2nd—*fox's cunning, resist energy, see invisibility* (×2); 3rd—*dispel magic, protection from energy, slow*; 4th—*detect scrying, lesser globe of invulnerability*; 5th—*break enchantment*.

Permanent Spells: *alarm* (on the lock of the instructor's quarters), *comprehend languages, detect magic, mage's private sanctum* (on the instructor's quarters), *read magic, resistance, symbol of sleep* (on the door of the instructor's quarters).

Spellbook: 0—*arcane mark, awaken***, *bard's bargain***, *clean***, *dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*clear conscience***, *cock's crow***, *discerning eye***, *comprehend languages, endure elements, identify, mage armor, magic missile, summon monster I, torchbearer***, *unseen servant*; 2nd—*fox's cunning, invisibility, knock, resist energy, see invisibility*; 3rd—*dispel magic, lightning bolt, protection from energy, slow*; 4th—*charm monster, detect scrying, lesser globe of invulnerability, polymorph, scrying, summon monster IV*; 5th—*break enchantment, permanency, teleport*.

** New spells begin on page 15.

Possessions: quarterstaff, dagger, bracers of armor +1, cloak of resistance +2, wand of summon monster I (25 charges remaining), wand of detect magic (25 charges remaining), potion of endure elements (×2), potion of mage armor (×2), potion of invisibility (×2), scroll of read magic (×3), scroll of summon monster I (×2), scroll of invisibility, scroll of freedom of movement, scroll of lesser globe of invulnerability, scroll of polymorph, scroll of baleful polymorph, scroll of haste, Dark Key (see page 90), silver mirror (*scrying* focus), alchemist's lab, acid (1 flask), alchemist's fire (1 flask), antitoxin (2 vials), tanglefoot bag, thunderstone, tindertwig (×10), hourglass, magnifying glass, spell component pouch, spellbook (×2), artisan's outfit, courtier's outfit, scholar's outfit, various arcane supplies, 5d10 gp in coins.

*The wizardry instructor gains Alertness when his familiar is within arm's reach.

☞ **Rat Familiar:** HD 9d8; hp 12; Atk +6 melee; AC 19 (+2 size, +2 Dex, +5 natural); SQ low-light vision, scent, improved evasion (Ex), share spells, empathic link (Su), deliver touch spells, speak with master, speak with rats; Int 10; see *MM*, Chapter 2.

Sorcery Students

Students of sorcery at the University of the Arcane receive different, though equally structured, education in the arcane arts: an introductory selection of spells, feats necessary to perform competitively in arcane duels, and the primary spellcasting skills—Concentration, Knowledge (arcana), and Spellcraft. Unlike wizardry students, however, the focus on continued education does not include item creation; it is not as much a priority for Liberty's sorcery community.

Advanced sorcery students are the “upperclassmen” of the educational system—students who have set their sights on one day becoming instructors.

The typical sorcery student is in early adulthood; the advanced wizardry student is in late adulthood.

⚔ **Typical Sorcery Student:** human Sor 3; CR 3; Medium-sized human; HD 3d4; hp 9; Init +0; Spd 30 ft; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +0; Atk +0 melee (1d4–1/19–20, dagger); Full Atk: +0 melee (1d4–1/19–20, dagger) or +1 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; AL N; SV Fort +2, Ref +2, Will +5; Str 8, Dex 11, Con 10, Int 12, Wis 9, Cha 13.

Skills and Feats: Bluff +10, Concentration +6, Knowledge (arcana) +7, Listen –1 (+1*), Speak Common, Speak Draconic, Spellcraft +9, Spot –1 (+1*); Alertness*, Combat Casting, Improved Counterspell, Iron Will.

Spells Known: (6/6; base DC = 11 + spell level): 0—*clean, detect magic, mage hand, mending, read magic*; 1st—*identify, mage armor, unseen servant*.

Possessions: dagger, cloak of resistance +1, wand of charm person (25 charges remaining), wand of light (25 charges remaining), potion of endure elements, potion of mage armor, hourglass, magnifying glass, tindertwigs (×20), spell component pouch, artisan's outfit, scholar's outfit, various arcane supplies, 1d8 gp in coins.

*The sorcery student gains Alertness when her familiar is within arm's reach.

☚ **Snake Familiar:** HD 3d8; hp 4; Atk +4 melee; AC 18 (+2 size, +3 Dex, +3 natural); SA poison; SQ scent, improved evasion (Ex), share spells, empathic link (Su), deliver touch spells; Int 7; see *MM*, Chapter 2.

☚ **Advanced Sorcery Student:** human Sor 5; CR 5; Medium-sized human; HD 5d4; hp 14; Init +0; Spd 30 ft; AC 11, touch 11, flat-footed 11; Base Atk +2; Grp +1; Atk +1 melee (1d4–1/19–20, dagger); Full Atk: +1 melee (1d4–1/19–20, dagger) or +2 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; AL N; SV Fort +2, Ref +2, Will +6; Str 8, Dex 11, Con 10, Int 12, Wis 9, Cha 14.

Skills and Feats: Bluff +13, Concentration +8, Knowledge (arcana) +9, Listen –1 (+1*), Speak Common, Speak Draconic, Spellcraft +11, Spot –1 (+1*); Alertness*, Combat Casting, Improved Counterspell, Iron Will.

Spells Known: (6/6/4; base DC = 12 + spell level): 0—*clean***, *detect magic*, *mage hand*, *mending*, *message*, *open/close*, *read magic*; 1st—*identify*, *mage armor*, *torchbearer***, *unseen servant*; 2nd—*detect thoughts*, *see invisibility*.

** New spells begin on page 15.

Possessions: dagger, *bracers of armor +1*, *cloak of resistance +1*, *wand of charm person* (25 charges remaining), *wand of light* (25 charges remaining), *potion of endure elements*, *potion of invisibility*, *potion of mage armor*, *scroll of dispel magic*, hourglass, magnifying glass, tindertwigs (×20), spell component pouch, artisan's outfit, scholar's outfit, various arcane supplies, 2d4 gp in coins.

*The sorcery student gains Alertness when her familiar is within arm's reach.

☚ **Snake Familiar:** HD 5d8; hp 7; Atk +5 melee; AC 19 (+2 size, +3 Dex, +4 natural); SA poison; SQ scent, improved evasion (Ex), share spells, empathic link (Su), deliver touch spells, speak with master; Int 8; see *MM*, Chapter 2.

Sorcery Instructors

While more charismatic than their wizardry counterparts, sorcery instructors at the University are considerably less approachable. They enjoy speaking in complicated jargon, best understandable to those who have studied sorcery (delivering secret messages via the Bluff skill), and look down on wizardry students (and even wizardry instructors). They are therefore mistrusted, and it does not help their image much that they stress the importance of learning spells like *charm person* and *illusion*—and, in the case of advanced instructors, the oft-times devastating *touch of idiocy*.

Sorcery instructors see little point in item creation feats other than Craft Wondrous Item; their philosophy is to let the city's wizards expend their time and energy (and experience) creating magic trade goods. This is not a particularly rancorous philosophy—as are so many differences of opinion between Liberty's sorcerers and wizards—sorcerers just feel that, so long as wizards get the head-start of learning how to record spells onto scrolls, there is no point competing with them in their field of expertise.

The typical sorcery instructor is in his middle age; the advanced sorcery instructor is old.

☚ **Typical Sorcery Instructor:** human Sor 7; CR 7; Medium-sized human; HD 7d4; hp 19; Init +0; Spd 30 ft; AC 12, touch 12, flat-footed 12; Base Atk +3; Grp +2; Atk +1 melee (1d4–1/19–20, dagger); Full Atk: +1 melee (1d4–1/19–20, dagger) or +4 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; AL N; SV Fort +4, Ref +4, Will +10; Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 16.

Skills and Feats: Bluff +16, Concentration +10, Craft (alchemy) +4, Knowledge (arcana) +12, Listen –1 (+1*), Speak Common, Speak Draconic, Speak Elven, Spellcraft +14, Spot –1 (+1*); Alertness*, Combat Casting, Craft Wondrous Item, Improved Counterspell, Iron Will.

Spells Known: (6/6/6/4; base DC = 13 + spell level): 0—*bard's bargain***, *clean***, *detect magic*, *mage hand*, *mending*, *message*, *open/close*, *read magic*, *resistance*; 1st—*charm person*, *identify*, *mage armor*, *silent image*, *unseen servant*; 2nd—*detect thoughts*, *eagle's splendor*, *see invisibility*; 3rd—*dispel magic*, *major image*.

** New spells begin on page 15.

Possessions: dagger, *bracers of armor +2*, *cloak of resistance +2*, *wand of charm person* (25 charges remaining), *wand of light* (25 charges remaining), *potion of endure elements*, *potion of invisibility*, *potion of mage armor*, *scroll of dispel magic*, *scroll of eagle's splendor*, alchemist's lab, acid (2 flasks), alchemist's fire (2 flasks), antitoxin (2 vials), tanglefoot bag, thunderstone (×2), sunrod (×2), hourglass, magnifying glass, tindertwigs (×20), spell component pouch, artisan's outfit, scholar's outfit, traveler's outfit, various arcane supplies, 3d6 gp in coins.

*The sorcery instructor gains Alertness when her familiar is within arm's reach.

☚ **Snake Familiar:** HD 7d8; hp 9; Atk +6 melee; AC 19 (+2 size, +3 Dex, +5 natural); SA poison; SQ scent, improved evasion (Ex), share spells, empathic link (Su), deliver touch spells, speak with master, speak with snakes; Int 9; see *MM*, Chapter 2.

☚ **Advanced Sorcery Instructor:** human Sor 9; CR 9; Medium-sized human; HD 9d4; hp 24; Init +0; Spd 30 ft; AC 12, touch 12, flat-footed 12; Base Atk +4; Grp +3; Atk +1 melee (1d4–1/19–20, dagger); Full Atk: +1 melee (1d4–1/19–20, dagger) or +5 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; AL N; SV Fort +6, Ref +6, Will +12 Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 17.

Skills and Feats: Bluff +18, Concentration +12, Craft (alchemy) +4, Knowledge (arcana) +14, Listen –1 (+1*), Sense Motive +2, Speak Common, Speak Draconic, Speak Elven, Spellcraft +16, Spot –1 (+1*); Alertness*, Combat Casting, Craft Wondrous Item, Improved Counterspell, Iron Will, Still Spell.

Spells Known: (6/6/6/6/4; base DC = 13 + spell level): 0—*arcane mark*, *bard's bargain***, *clean***, *detect magic*, *mage hand*, *mending*, *message*, *open/close*, *read magic*, *resistance*; 1st—*charm person*, *discerning eye***, *identify*, *mage armor*, *unseen servant*; 2nd—*detect thoughts*, *eagle's splendor*, *see invisibility*, *touch of idiocy*; 3rd—*dispel magic*, *major image*, *protection from energy*; 4th—*detect scrying*, *dispel magic* (stilled).

** New spells begin on page 15.

Possessions: dagger, bracers of armor +2, cloak of resistance +3, wand of charm person (25 charges remaining), wand of light (25 charges remaining), wand of magic missile (3rd-level, 40 charges remaining), potion of endure elements, potion of invisibility, potion of mage armor, scroll of dispel magic, scroll of eagle's splendor, Dark Key (see page 90), alchemist's lab, acid (2 flasks), alchemist's fire (2 flasks), antitoxin (2 vials), tanglefoot bag, thunderstone (×2), sunrod (×2), hourglass, magnifying glass, tindertwigs (×20), spell component pouch, artisan's outfit, scholar's outfit, traveler's outfit, various arcane supplies, 3d10 gp.

*The sorcery instructor gains Alertness when her familiar is within arm's reach.

☠ **Snake Familiar:** HD 9d8; hp 12; Atk +7 melee; AC 20 (+2 size, +3 Dex, +6 natural); SA poison; SQ scent, improved evasion (Ex), share spells, empathic link (Su), deliver touch spells, speak with master, speak with snakes; Int 10; see *MM*, Chapter 2.

The Oubliette

Liberty has its share of magic-using criminals, and magic-using criminals are notoriously difficult to keep imprisoned. *Knock* makes a mockery of a locked cell door, and *gaseous form* ensures that an air vent is also an escape route—and even a thorough search doesn't always find every material component a spellcaster might hide on her person. So, to keep its spellcasting prisoners in custody, the city of Liberty created a prison specifically designed to keep them locked up: the Oubliette.

History of the Oubliette

During the reign of Emperor Orasir, the massive, thick-walled building at the southern end of town was a great library—a repository of historical records, treatises on a multitude of subjects, and books and scrolls relating nearly every myth or legend known to the world. Alas, during the siege by the High Kingdom, the library caught fire, and all of its priceless, irreplaceable documents were forever destroyed.

A few months later, Queen Inenya began to recognize a need for a place to keep magic-using criminals, as well as a place to store the tools of their trade. The abandoned library had some of the thickest walls in the city—perfect for foiling various detection divinations—and was compartmentalized, allowing for easy conversion from storage vaults to prison cells.

Over the next couple of years, the arcane watch arrested dozens of lawbreakers and imprisoned them in the old library, which came to be known in the spellcasting community as “the Oubliette.” Though a few powerful spellcasters did actually escape during those early years, the Oubliette gained a reputation as an inescapable prison—even if it was only true for the average prisoner.

Since then, the Oubliette has housed countless spellcasters, both arcane and divine, as well as their spellbooks and other equipment. Not all such items were returned, and while a few were destroyed for the public good, one rumor has it that the deepest dungeons of the Oubliette contain a small mountain of magic items, spellbooks, and spell components—all guarded by powerful wards and lethal traps.

A slightly different rumor says that there is only one magic item in the Oubliette's repository—a *sphere of annihilation*—and that all other confiscated items are fed into it. When asked, the watch wardens confirm the “piles of treasure” rumor, while the Drakes speak of “a lightless ball of pure negative energy that absorbs everything that touches it.” The watch captains merely smile.

Notable Figures in the Oubliette

In addition to being the city's magical prison, the Oubliette is Arcane Quarter's watch headquarters. Besides the two dozen watch wardens and half dozen arcane wardens who patrol the prison, another 2d6+6 watch wardens and 1d4+1 arcane wardens can be found here at any hour of the day or night—eating, sleeping, or just whiling away their time with games of chance. Further, Kaela Tersony, the Arcane Quarter's watch-captain, has her office here.

Estrinir, Watch Sergeant Cultist

“I don't care if you're a wizard, or a sorcerer, or some rich pervert with a bag of potions and a wand of getting away with murder. The law is the same for everybody. If you commit a crime using magic, you go to the Oubliette. What happens to you then is up to me.”

The Cult of the Silent Heart has infiltrated many levels of Liberty's infrastructure, and one of their most effective agents in the city watch is Estrinir, one of the Arcane Quarter's sergeant wardens. As a watch sergeant, Estrinir is able to ensure that cult members aren't arrested—or, if they are imprisoned in the Oubliette, that they are quickly and quietly released (or silenced before they can be interrogated).

Estrinir is a balding human still in his prime, well-muscled and stern of countenance, with a short, graying beard and a piercing gaze. He typically wears his watch warden livery and chain shirt, but leaves his helmet off. Vermis, Estrinir's familiar, usually stays coiled around Estrinir's right forearm.

Estrinir was recruited into the cult while he was still a student at the University of the Arcane. He was already dissatisfied with the public's attitude toward sorcerers, but felt powerless to effect any sort of meaningful change. When a senior instructor suggested he join the Drakes—the city's arcane wardens—Estrinir saw this as a chance to work within the system to correct the social inequities he saw around him, and he embraced his duties with unrivaled zeal.

Over the course of a few years, though, Estrinir realized that even his best efforts were making no more difference than he had been able to make as a sorcery student. When he was on the verge of abandoning Liberty once and for all, his superior approached him with a startling invitation into the ranks of a secret society dedicated to eradicating the prejudice toward sorcerers. Estrinir readily accepted, and, after a few tasks to prove his loyalty, he was inducted into the ranks of the Cult of the Silent Heart.

Estrinir has perpetrated a great deal of evil in the name of the Silent Heart. He has stolen, murdered, raped, and committed even more heinous atrocities, all under the noses of his fellow watch wardens. In fact, Estrinir helped cover up evidence that Kaillon, the missing University instructor, had been murdered.

Estrinir: male human War 2/Sor 4; CR 5; Medium-sized human; HD 2d8+4 plus 4d4+8; hp 38; Init +0; Spd 30 ft.; AC 14 (15 w/shield), touch 10, flat-footed 14 (15 w/shield); Base Atk +4; Grp +6; Atk +8 melee (1d6+3/19–20, +1 *short sword*); Full Atk: +8 melee (1d6+3/19–20, +1 *short sword*) or +4 ranged (1d4+2/19–20, dagger) or +4 ranged (1d6/19–20, light crossbow); Space/Reach 5 ft./5 ft.; SA spells; AL LE; SV Fort +4, Ref +1, Will +5; Str 14, Dex 11, Con 15, Int 11, Wis 8, Cha 14.

Skills and Feats: Bluff +4, Concentration +6, Intimidate +7, Knowledge (arcana) +4, Knowledge (local) +2, Listen –1 (+1*), Sense Motive +0, Speak Common, Spellcraft +4, Spot –1 (+1*); Alertness*, Iron Will, Weapon Focus (short sword), Improved Counterspell, Combat Casting.

*Estrinir gains Alertness when his familiar is within arm's reach.

Spells Known: (6/7/4; base DC = 12 + spell level): 0—*detect magic, mage hand, mending, message, open/close, read magic*; 1st—*charm person, disguise self, identify*; 2nd—*see invisibility*.

Possessions: +1 *short sword*, dagger, light crossbow, 20 bolts, masterwork chain shirt, masterwork light wooden shield (usually slung), tanglefoot bag (x2), thunderstone (x2), *scroll of dimension door*, *scroll of phantasmal killer*, *potion of cure light wounds* (x2), *wand of shocking grasp* (21 charges remaining), *potion of eagle's splendor*, alchemist's fire (1 flask), robe, spell component pouch, various arcane supplies, 20 gp in coins.

Allies: Nonur-Hesh (sorcerer-priest of Cult of the Silent Heart).

Enemies: None.

Tactics: Estrinir doesn't rely on his spells in combat; they're more for maintaining his cover and passing *messages* to his Silent Heart contacts. Instead, he relies on tanglefoot bags to keep melee fighters at a distance, alchemist's fire to keep healers busy, and thunderstones to disrupt enemy spellcasters. On offense, Estrinir employs his light crossbow until either a foe gets close, or he can safely administer a coup de grace with his +1 *short sword*, perhaps with a little extra damage via his *wand of shocking grasp*. If seriously pressed, he uses his *scroll of dimension door* to escape. He also keeps a *scroll of phantasmal killer* to dispatch anyone who might be getting a little too close to discovering his connection to the Cult of the Silent Heart. He keeps his *potion of eagle's splendor* on reserve for when he absolutely needs his *charm person* to work.

Vermis, Snake Familiar: HD 6d8; hp 19; Atk +7 melee; AC 19 (+2 size, +3 Dex, +4 natural); SA poison; SQ scent, improved evasion (Ex), share spells, empathic link (Su), deliver touch spells; Int 7; see *MM*, Chapter 2.

Typical Oubliette Guard

The guards at the Oubliette are recruited from among the ranks of the city watch, and given arcane training at the University of the Arcane, to prepare them with at least a rudimentary knowledge of sorcery and wizardry. They are under orders not to use lethal force against prisoners (though, in the heat of the moment, they sometimes overlook that fact). Their primary weapons against criminal spellcasters are tanglefoot bags, thunderstones, and their supply of *sleep* bolts.



Typical Oubliette Guard: male human War 3/Adp 1; CR 3; Medium-sized humanoid; HD 3d8+9 plus 1d6+3; hp 30; Init +5; Spd 30 ft.; AC 15 (16 w/shield), touch 11, flat-footed 14; Base Atk +3; Grp +5; Atk +7 melee (1d6+2/19–20, masterwork short sword); Full Atk: +7 melee (1d6+2/19–20, masterwork short sword) or +5 melee (1d4+2/19–20, dagger) or +5 ranged (1d8/19–20, light crossbow); Space/Reach 5 ft./5 ft.; AL LN; SV Fort +7, Ref +1, Will +3; Str 14, Dex 13, Con 16, Int 10, Wis 10, Cha 12.

Skills and Feats: Intimidate +5, Knowledge (arcana) +2, Listen +2, Spellcraft +1, Speak Common, Spot +2, Use Magic Device +4; Great Fortitude, Weapon Focus (light crossbow), Weapon Focus (short sword).

Spells Prepared: (3/1; base DC = 10 + spell level): 0—*detect magic* (×2), *light*; 1st—*sleep*.

Spellbook: 0—*detect magic*, *light*, *read magic*; 1st—*protection from evil*, *sleep*.

Possessions: masterwork short sword, dagger, light crossbow, 20 bolts, 10 *sleep bolts*, masterwork chain shirt, tanglefoot bag (×2), thunderstone (×2), *potion of bear's endurance*, *potion of owl's wisdom*, *scroll of dispel magic*, manacles w/average lock, 2d6 gp.

Notable Features of the Oubliette

The Oubliette is not truly an oubliette—a dungeon accessible only by a trap door—but rather a particularly sturdy library repurposed as a jail. Although the city's primary detention center is located in the Mercenary Quarter, the Oubliette serves as a prison for criminals with spellcasting or other magical abilities.

The building's only doors are heavy oak, reinforced with a pair of heavy wooden bars. All of the windows were bricked over many, many years ago.

Exterior Doors: 6 in. thick; hardness 5; hp 60; AC 5; break DC 28; Open Lock DC 35.

Entry

Inside the main doors of the Oubliette sits a single wooden desk, where a watch-sergeant acts as a sort of receptionist. Resting atop the desk in a small pool of dried wax is a perfectly spherical *stone of alarm*. In the event of trouble the watch-sergeant can trigger it by dislodging it; the resulting claxon alerts everyone on the Oubliette's ground level (and, if the door is open, everyone within a quarter-mile).

Going to Jail

When the city's watch wardens arrest someone with spellcasting abilities, or anyone they suspect of having potentially dangerous magic items (such as members of the Free Explorers' Society), they bring them to the Oubliette.

Processing

Once inside the Oubliette, prisoners are searched in one of the two sentinel chambers, by at least two watch wardens under the supervision of an arcane warden. Meanwhile, the arcane warden questions the prisoner under the effects of the statuary's *discern lies*. This processing step is meant to locate magic items or effects on the prisoner's person, so that they can be removed.

The questions the arcane warden asks are always the same: "What is your name?" and "Did you commit the crime you have been accused of today?" This helps the arcane warden to determine if the prisoner gives a false name—as well as whether or not the prisoner considers himself guilty of the crime.

If the prisoner does consider himself guilty, the arcane warden sometimes also asks "Do you feel you committed the crime while you were not in control of your actions?" This is something of a formality, to prevent prisoners from claiming that they were magically manipulated into committing their crimes. Of course, some prisoners feel that being drunk or in a murderous rage constitutes "not in control," so if they answer "yes" to the question, the arcane warden uses the sentinel statue to look for signs of lingering magic auras.

Any magic items confiscated by the wardens here are locked in the wooden chest affixed to the wall, to be retrieved after the prisoner has been locked away.

Incarceration

After being relieved of their weapons, armor, magic items, and any other potentially dangerous gear (including anything they could use to escape, such as thieves' tools), prisoners are taken to one of the holding cells. If the arcane warden feels that the criminal is a spellcaster, the prisoner goes to a magic-nullifying cell on the upper level; otherwise, he goes into one of the more mundane cells on the ground level. This is where the prisoner awaits trial.

Magic Items

While the wardens speak to witnesses (if any), other wardens open the chest in the sentinel chamber and take the prisoner's belongings to the captain's office, where they are later magically identified by volunteers from the University of the Arcane. (The expense is billed to the prisoner as a fine, or paid for by auction.)

Afterwards, the identified items are locked in the sealed vault on the dungeon level. If the prisoner is eventually released, his magic items are returned to him, though some may be sold at auction, to help pay the prisoner's fines. Items that prisoners leave behind—because they couldn't correctly identify the items as theirs, or because they were executed, or because they died while serving their sentences—become the permanent property of the Oubliette.

Auctions are held once per month, in the Bazaar. All non-cursed magic items that become the permanent property of the Oubliette are eventually sold at auctions, to help pay for the cost of identifying magic items and keeping the arcane wardens supplied with the tools of their trade. Cursed magic items, or magic items otherwise too dangerous to simply be sold off or donated to the University of the Arcane, are tossed into the *sphere of annihilation* in the sealed vault.

Behind the watch sergeant's desk is a small room where a group of four watch-wardens wait to search incoming prisoners (in one or both of the sentinel chambers), and generally stand guard.

Sentinel Chambers

Entering the interior of the Oubliette requires passing through one of two "sentinel chambers," which are also used as "processing rooms"—where prisoners are searched, subjected to *detect magic*, and otherwise disarmed. Any confiscated items are locked in heavy wooden chests affixed to the floor (Open Lock DC 25; break DC 25), to be retrieved later (see sidebar).

The sentinel chambers are so named because of the large statues in each room, carved in the likeness of resolute watch wardens. The statues were donated by the Church of Lod, many years ago, and cast continual *detect magic*, *discern lies*, and *invisibility purge* spells throughout the room. (The usual process of imprisoning criminals involves checking them for magic items or active spells, while asking them about the crimes in question. The DC for the Will save against *discern lies* is 18.)

Moderate divination; CL 10th; Craft Wondrous Item, *detect magic*, *discern lies*, *invisibility purge*; Price 3,600 gp.

Command word (4th x 10th x 1800) = 72,000 gp; immobile (x .05) = 3,600 gp

Mystic Seal

The mystic seal—another gift from the Church of Lod—ensures that summoned creatures the arcane wardens capture remain captured. The seal acts as a *magic circle against evil*, turned inward so that any extraplanar creature inside cannot escape. It also includes the special diagram that allows the *magic circle* to act as a *dimensional anchor*.

Faint abjuration; CL 10th; Craft Wondrous Item, *magic circle against evil*; Price 4,000 gp.

Continuous (4th x 10th x 2000) = 80,000 gp; immobile (x .05) = 4,000 gp

Holding Cells

The Oubliette's holding cells are used for short-term incarcerations, usually of criminals who have been stripped of all of their magical items and other potential weapons, and have no innate magical abilities. The cells aren't the most secure, because they are not intended to keep anyone imprisoned for more than a few hours, while long-term incarceration is arranged for them.

One key opens all of the holding cells; it is in the possession of the watch-sergeant on duty.

✂**Cell Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 25; Open Lock DC 25.

Barracks

At any given time, four full squads of watch wardens are present at the Oubliette: two squads on-duty, two squads off-duty. The wardens patrol the upper level and the holding cell area, one squad per floor (though the arcane wardens man posts inside the *magic circles* in the upper level).

The day and night watch-captains share an office on the ground level. Inside a secret compartment in the single desk

(Search DC 25) is a small, ornate chest—the replica of the larger chest for the *secret chest* spell. Inside the *secret chest* are various items designed to help the arcane wardens combat magic-using criminals: 4 *potions of cure light wounds*, 2 *potions of cure moderate wounds*, 4 *potions of remove fear*, 4 tanglefoot bag, 6 thunderstones, 3 *wands of alarm* (one with 21 charges remaining; two fully-charged), 2 *wands of detect magic* (50 charges remaining), 3 *scrolls of daylight*, 2 *scrolls of dispel magic*, 4 *scrolls of silence*, a *scroll of see invisibility*, and the Oubliette's copy of the Dark Key (see page 90).

Interrogation Room

The watch wardens of the Arcane Quarter occasionally need to perform interrogations, but seldom find torture necessary. The general procedure is to arrange for a ranking cleric of Lod to come cast *discern lies*. Since the authorities in Liberty are under no requirement to charge criminals in any particular time frame, they can jail suspects until such time as a ranking cleric is available to determine whether or not the wardens have the right person (or all the right persons). Though this can mean a delay of up to a week during particularly busy times for the Church of Lod, the wait is generally at most a few days.

Prison Cells

The prison cells in the dungeon and on the upper level are similar in design and function, though the dungeon-level cells are generally reserved for the most dangerous of inmates.

All of the cells feature the same kind of door, though the locks on the dungeon level are of better quality. Each of the cells on the upper level includes a *lesser globe of invulnerability*, while the cells on the dungeon level each include a *globe of invulnerability*.

In addition, the cell doors on the dungeon level usually have *alarm* cast on the locks at the beginning of each guard shift. The locks themselves are also protected with *glyphs of warding*; if anyone attempts to open the locks without the proper key, the spell glyph casts *blindness* on the individual trying the lock (DC 18 Fortitude save negates).

Continuous *lesser globe of invulnerability* (4th x 9th x 2,000) = 72,000 gp; immobile (x .05) = 3,600 gp

Continuous *globe of invulnerability* (6th x 11th x 2,000) = 132,000 gp; immobile (x .05) = 6,600 gp

✂**Upper Cell Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 25; Open Lock DC 25.

✂**Dungeon Cell Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 25; Open Lock DC 35.

Sealed Vault

The vault in the dungeon level is where the watch wardens store confiscated magic items. As such, the doors are protected with *alarm*, *hold portal*, and *arcane lock*. The *alarm* triggers when someone attempts to open the doors without the proper key.

The composition of the magical treasures in here varies on a weekly basis as new prisoners come and go; on any given week, the Oubliette's sealed vault contains 2d4 minor magic items, 1d6 medium magic items, and 1d3 major magic items.

Additionally, there are a few items that are always present:

+5 *Breastplate of Fortification* (moderate): This item was deemed simply too valuable to sell; the watch-captains keep it in the event of a major threat to the city.

Ring of Evasion: This magic item was actually mislabeled as a *ring of jumping*, and left behind when its owner was transferred to the Palace dungeons. He died a few years ago, and the item has simply never sold at the watch's impound auctions.

Staff of Earth and Stone: With only four charges left, the *staff* has never been a popular item at auctions, and has never sold.

Chaos Diamond: Almost as though it has a mind of its own, the *chaos diamond* somehow manages to be returned to the sealed vault every time it is removed, though no one who picks it up can recall what happened to it next. The diamond was designed to cast *lesser confusion* on any non-chaotic creature who possesses it (rather than inflicting a negative level); this is in addition to the ability for its wielder to cast *lesser confusion* as one of the diamond's powers.

Sphere of Annihilation: The Oubliette's most valuable magic item, far and away, is a *sphere of annihilation*. Captured from an evil adventurer almost 20 years ago, the *sphere* is a priceless treasure as well as a continual source of anxiety. After Wallengo assisted in the arrest of the wizard who had wielded it, he agreed with the Prince that the artifact was far too dangerous to leave at the University of the Arcane, and also that, if he were to take it into his charge, it would become too great a temptation to use. He controlled it long enough to put it at rest in the sealed vault, and the Prince gave orders that it was never to be disturbed again. After a few arcane wardens lost their lives defying the Prince's order, they swiftly lost interest in the *sphere*.

The arcane wardens eventually grew comfortable enough with the *sphere of annihilation* to, if not attempt to control, occasionally use the *sphere* to dispose of cursed magic items that the wardens collect in the course of their duties. (See "Going to Jail" sidebar.)

✦ **Vault Doors**: 4 in. thick; hardness 10; hp 120; AC 5; break DC 28; Open Lock DC 40.

The Mages' Guild

As with so many other special-interest groups in Liberty, the city's wizards have come together to form a coalition with the primary intent of furthering the causes of wizards and improving their lives. Despite being an essentially law-abiding organization, the Mages' Guild often attempts to take advantage of its political pull, not just to improve the lot of the wizard community, but to significantly degrade the civic status and quality of life of the city's sorcerers, as well.

History of the Mages' Guild

The Mages' Guild had its start in the early days of Cove Haven, with the magical dueling of arcane spellcasters, most of them from the ranks of the Blacksails, the pirate wizards who raided the coastline several times a year. After watching their houses and business burn down one too many times—collateral damage from the savage magic battles—the city's wizard community joined forces with Vezkin, Cove Haven's unofficial leader, to

draft laws governing arcane dueling. The wizards had formed a committee to write the laws—then they formed a council to enforce them.

Once the Wizards' Council started policing the ranks of Liberty's arcane spellcasters, they found that, to ensure that their policies stayed in effect, they had to stay in power. The city's wizards wanted their leaders to do more than just make laws and tell them what the prince expected of them; they wanted someone to tell the prince what wizards expected of *him*. The moment the Wizards' Council started representing their constituents to the city's government, they became a guild.

The Guild has come and gone over the years, waxing in power to the point that the prince had to slap them back down, and waning sometimes so much as to virtually cease to exist. They reached perhaps their lowest point after the invasion by the Southern Empire, when, despite the valiant attempts of scores of wizards to hold off the Imperial sorcerers, the city fell, and those few wizards who had survived were imprisoned. When Queen Inenya arrived to liberate the city once again, only six wizards remained.

Those six wizards formed the core of the city's new Mages' Guild, and, along with a few of the wizards who had helped reclaim the city, declared themselves Archwizards. Over the next several decades, these Archwizards restored some of the former power of the previous Wizards' Guild, but seeking to claim power of the city's sorcerers as well, declared themselves the "Mages' Guild." The tactic worked for a few years, until enough sorcerers petitioned the prince for the right to form their own guild, and the Mages' Guild were officially censured by Prince Fiorelle's predecessor for their overweening ambition.

In more recent years, since the rise to power of the Archchanter Ravindrian, the Mages' Guild has regained some of its former status. Meanwhile, the rival League of Sorcery has made little progress, aside from taking over the building once occupied by the Mages' Guild, along with custodianship of the Dark Gate. (The Archwizards wanted to relocate to a newer building, anyway, and the Dark Gate was more trouble to the wizards than it was worth.) Brokering this arrangement has firmly cemented Ravindrian as the ranking wizard of the Council.

The Archwizards' Council

The governing body of Liberty's wizard community is the Mages' Guild, and the officers of the Mages' Guild are the Archwizards. There are never more than seven: the Archabjurer (Miriel Silvercharm), the Archconjurer (Suvrayn), the Archdiviner (Zemdrall), the Archchanter (Ravindrian), the Archevoker (Holaf Blitzendraak), the Archillusionist (Twinkle Fairweather), and the Archtransmuter (Hrothgar Anvilbeard).

Despite what most non-wizards believe of them, the Archwizards' titles do not reflect their fields of jurisdiction, but rather their areas of expertise. When a question arises, or when a particular school of magic is required, the Council defers to the wisdom of the appropriate Archwizard. But all major decisions—and most minor decisions—are voted upon by the Council.

Like all political organizations, the Archwizards' Council experiences its share of tensions and disagreements, but, in most

circumstances, they work together toward common goals and support each other. If they can be accused of any misbehavior, it is that they have become somewhat less focused on the needs of Liberty's wizards of late, and more interested in garnering political power.

This attitude stems from Archchanter Ravindrian's vision of "a more stable Mages' Guild," which translates, at least in the short term, as ensuring that the highest-ranking officers of the Guild cannot be removed from office.

In the longer term, Ravindrian's goal is more about weakening the League of Sorcery—politically, but not physically. Ravindrian isn't interested in a war (at least, not until he's certain he can win it, and that the citizenry are just as fervent about it as he is).

Although his radical views actually serve the city after a fashion—by making the city's wizards distrustful of sorcerers, some of whom are members of the Cult of the Silent Heart—Ravindrian could, if he carries his crusade too far, actually create a pro-sorcerer backlash that could ultimately strengthen the cult. (Certainly, the Silent Heart already plays off of the Mages' Guild's antipathy toward sorcerers to encourage more sorcerers to join their cause.)

Hired Spells

The Archwizards of the Mages' Guild are available from after lunch until dusk to cast spells, though they only cast 6th- and 7th-level arcane spells. They are not capable of casting higher-level spells, and refuse to cast lower-level spells—referring customers to the Bazaar or the University, instead.

The Mages' Guild charges 10% more than the usual hired spell fee, which the Archwizard gets to keep as a "consulting fee." However, if the customer is a member of the Mages' Guild—at a one-time cost of 1,000 gp—the Archwizards usually waive the surcharge.

Spellcasting	Cost	Typical Cost
Spell, 6th-level	Caster level x60 gp ¹	660 gp
Spell, 7th-level	Caster level x70 gp ¹	910 gp

1 See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not generally available.

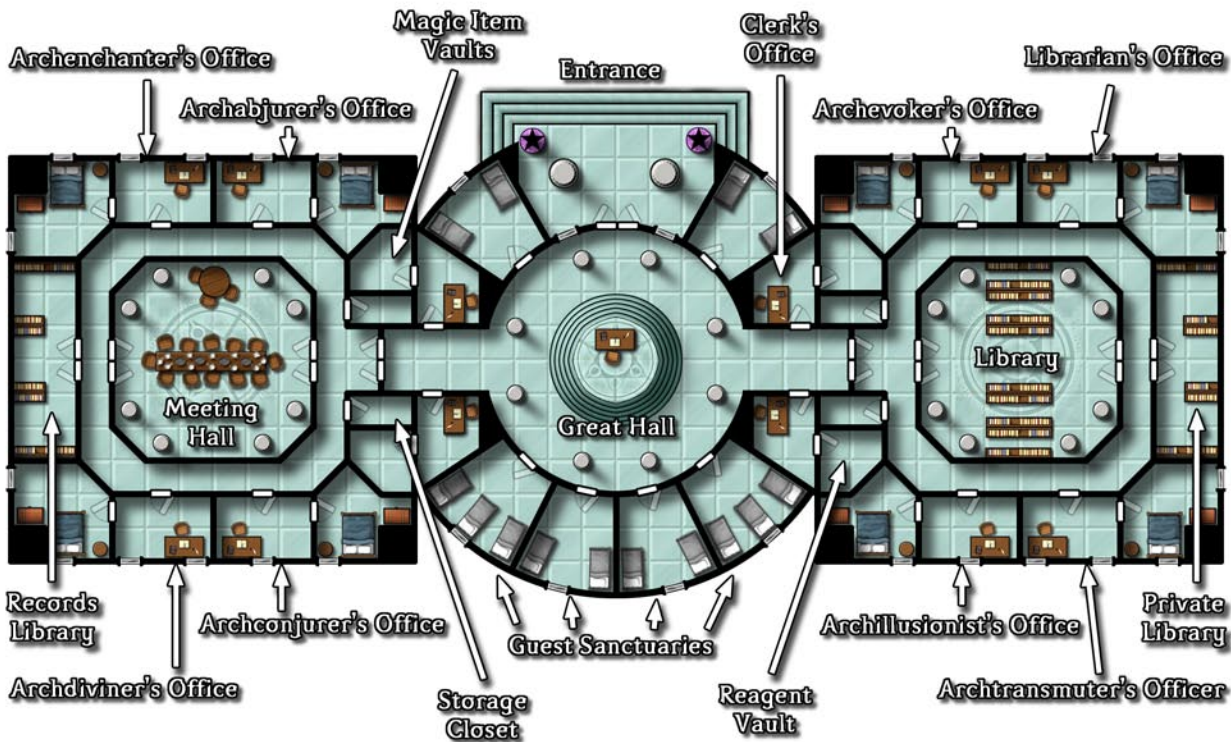
Notable Figures in the Mages' Guild

Although a few of the Archwizards are more powerful spellcasters, the most influential members are Ravindrian the Archchanter, Holaf Blitzendraak the Archevoker, and Suvrayn the Archconjuror. As the ranking wizard, Ravindrian is the chief policy-maker, and Blitzendraak is his strong right hand. (Suvrayn, conversely, is a troubled individual whose sins are threatening to catch up with him.)

Ravindrian, Archwizards' Council Archchanter

"I'm not suggesting that we outlaw sorcery. I'm suggesting that we require all sorcerers to wear a patch on their clothing, identifying them as sorcerers—and establish a curfew for all those wearing the patch. And I'm suggesting you vote your agreement with me—if you want me to vote for your tax initiative."

MAGES' GUILDHOUSE



The Archchanter and ranking wizard on the Archwizards' Council is a somber noble named Ravindrian, a stern-faced elf with jet-black hair and a disapproving expression. He wears rich clothing of the finest elven silks, and always wears a headband of shining platinum (his *headband of intellect*, a badge of his office).

His familiar Starweather usually occupies a perch near the window of Ravindrian's office at the Mages' Guild. But when Ravindrian is in public, Starweather generally stays in the sky (to keep watch for danger), or finds a convenient perch close by Ravindrian. Starweather never perches on Ravindrian.

Unlike most of the rest of the Archwizards, Ravindrian was not trained at the University of the Arcane. And unlike all of the other Archwizards, he was an aristocrat *before* he came to the Mage's Council. Ravindrian comes from a long line of elven nobles; in fact, he's actually something of the "black sheep" of his family.

Ravindrian came to the Mages' Guild via his membership in the Free Explorers' Society. After years of adventuring, he visited Liberty and observed that the Mages' Guild wielded great political influence—but very poorly. The guild almost exclusively acted to gain small concessions from the Lords' Council, when they could have asked for (and gotten) nearly anything they wanted. Ravindrian taught them how to put pressure on the Prince and the Lords, how to forge lasting alliances, and how to make the most of every little advantage. With Ravindrian's guidance, the Archwizards' Council prospered.

As the Archwizards' Council's ranking wizard, Ravindrian represents the city's wizards on the Lords' Council. And, as a leading advocate of the anti-sorcery movement in Liberty, Ravindrian is in an excellent position to call for new laws to limit the freedoms of sorcerers throughout the city. However, he has no real evidence that sorcerers are at the root of *any* of the city's problems; his prejudice stems entirely from his elven preference for wizardry.

Still, Liberty suffers from its share of arcane woes, and though not all of them can be traced back to sorcerers, Ravindrian works so hard to convince others that sorcery is the cause that he has long since taken to believing his own propaganda. Ironically, some of his theories are correct; an extremist faction of sorcerers *is* working to undermine the city's government. The stories Ravindrian spreads about sorcerers abducting children and conducting human sacrifices are, in fact, true of the Cult of the Silent Heart. Ravindrian just doesn't know enough about sorcerers to be able to make that distinction.

✶ **Ravindrian:** male elf Wiz 10 (enchanter)/Exp 4/Ari 2; CR 15; Medium-sized humanoid [elf]; HD 10d4 plus 4d6 plus 2d8; hp 49; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +9; Grp +8; Atk +8 melee (1d4–1/19–20, dagger); Full Atk: +8/+3 melee (1d4–1/19–20, dagger) or +10 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; SQ elf racial traits; AL LN; SV Fort +9, Ref +10, Will +21; Str 9, Dex 13, Con 11, Int 25, Wis 14, Cha 15.

Skills and Feats: Appraise +15, Bluff +7, Concentration +10, Craft (alchemy) +13, Decipher Script +15, Diplomacy +19, Gather Information +7, Intimidate +8, Knowledge (arcana) +26, Knowledge (geography) +15, Knowledge (local) +21, Knowledge

(nobility and royalty) +19, Knowledge (religion) +10, Listen +4 (+6*), Profession +9, Search +9, Sense Motive +14, Speak Common, Speak Draconic, Speak Dwarven, Speak Elven, Speak Gnome, Speak Goblin, Speak Halfling, Speak Orc, Spellcraft +19, Spot +4 (+6*); Alertness*, Combat Casting, Craft Staff, Craft Wand, Craft Wondrous Item, Improved Counterspell, Martial Weapon Proficiency (longbow), Martial Weapon Proficiency (rapier), Negotiator, Scribe Scroll, Spell Mastery, Spell Penetration.

*Ravindrian gains Alertness when his familiar is within arm's reach.

Racial Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on Will saves against enchantment spells or effects; low-light vision; Search check within 5 feet of a secret or concealed door; Martial Weapon Proficiency (composite longbow, composite shortbow, longbow, shortbow, and rapier) as bonus feats; +2 racial bonus on Listen, Spot, and Search checks (already figured into statistics given above).

Spells Prepared: (4+1/6+1/6+1/5+1/4+1/3+1; base DC = 17 + spell level): 0—*arcane mark, daze, daze, detect poison, mage hand*; 1st—*charm person* (×2), *mage armor, magic missile, shield, sleep, unseen servant*; 2nd—*daze monster, eagle's splendor, knock, locate object, resist energy, touch of idiocy, web*; 3rd—*daylight, deep slumber, dispel magic* (×3), *haste, lightning bolt*; 4th—*charm monster, crushing despair, detect scrying, dimension door, lesser globe of invulnerability, mnemonic enhancer* (already cast); 5th—*break enchantment, cone of cold, hold monster, wall of force*.

Permanent Spells: *comprehend languages, darkvision, detect magic, read magic, resistance, see invisibility*.

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, flare, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*alarm, animate rope, burning hands, charm person, comprehend languages, endure elements, floating disk, hold portal, hypnotism, identify, jump, mage armor, magic missile, magic weapon, mount, protection from chaos, protection from evil, shield, shocking grasp, sleep, summon monster I, true strike, unseen servant*; 2nd—*acid arrow, arcane lock, continual flame, darkvision, daze monster, detect thoughts, eagle's splendor, flaming sphere, fox's cunning, glitterdust, gust of wind, hideous laughter, knock, levitate, locate object, obscure object, owl's wisdom, protection from arrows, pyrotechnics, resist energy, scorching ray, see invisibility, summon monster II, summon swarm, web*; 3rd—*arcane sight, blink, clairaudience/clairvoyance, daylight, deep slumber, dispel magic, explosive runes, fireball, flame arrow, fly, greater magic weapon, haste, heroism, hold person, keen edge, lightning bolt, magic circle against evil, nondetection, protection from energy, rage, sleet storm, slow, suggestion, summon monster III, tongues, wind wall*; 4th—*arcane eye, charm monster, confusion, detect scrying, dimension door, fire shield, ice storm, lesser geas, lesser globe of invulnerability, locate creature, minor creation, mnemonic enhancer, polymorph, remove curse, resilient sphere, scrying, shout, solid fog, stone shape, stonewall, summon monster IV, wall of fire, wall of ice*; 5th—*baleful polymorph, break enchantment, cone of cold, contact other plane, dismissal, dominate person, fabricate, feeblemind, hold monster, major creation, mind fog, overland flight, passwall, permanency, prying eyes, secret chest, sending, summon monster V, symbol of sleep, telekinesis, teleport, wall of force*; 6th—*analyze dweomer, antimagic*

field, chain lightning, contingency, disintegrate, flesh to stone, geas/quest, globe of invulnerability, greater dispel magic, guards and wards, mage's lucubration, mass suggestion, repulsion, stone to flesh, summon monster VI, symbol of persuasion, true seeing; 7th—forcecage, greater arcane sight, greater scrying, greater teleport, insanity, limited wish, mass hold person, plane shift, power word blind, spell turning, summon monster VII, symbol of stunning; 8th—antipathy, binding, demand, irresistible dance, mass charm monster, polymorph any object, power word stun, summon monster VIII, symbol of insanity, sympathy, temporal stasis, trap the soul; 9th—crushing hand, dominate monster, freedom, imprisonment, mage's disjunction, mass hold monster, power word kill, summon monster IX, wish.

Prohibited Schools: Illusion, Necromancy.

Possessions: staff of charming (48 charges remaining), dagger, cloak of resistance +4, headband of intellect +6, bracers of armor +5, ring of counterspells (baleful polymorph), necklace of fireballs (type VII), scroll of limited wish, rod of cancellation, scroll of teleport, scroll of greater dispel magic, Dark Key (see page 90), alchemist's lab, spell component pouches (×10), spellbooks, artisan's outfit, courtier's outfit, noble's outfit, scholar's outfit, various arcane supplies, 2,400 gp in jewelry, gems, and clothing (in *secret chest*), 50 gp in coins.

Allies: Holaf Blitzendraak (Archwizards' Council Archevoker), Suvrayn (Archwizards' Council Archconjuror), Lord Fainren Hombil (advisor to Prince Fiorelle).

Enemies: Nonur-Hesh (sorcerer-priest of the Cult of the Silent Heart), Anzile (League of Sorcery Arch-Sorceress).

Tactics: Ravindrian is a bit better prepared for physical assault than most wizards in Liberty; he casts *sleep* or *deep slumber* to eliminate nimble foes (such as rogues), and *web* and *hold monster* to slow down the stronger ones. *Lightning bolt* (or a blast from his *necklace of fireballs*) usually finishes off all but the strongest opponents. When it comes to spells, though, Ravindrian makes ample use of his *rod of cancellation* and his various abjurations, and *dispel magic* and *greater dispel magic*—along with the occasional *touch of idiocy*. Against particularly difficult spellcasting opponents, though, Ravindrian relies almost entirely on *lesser globe of invulnerability* (for lower-level spells) and counterspells (for higher-level spells).

♣ **Starweather, Hawk Familiar:** HD 16d8; hp 24; Atk +11 melee; AC 20 (+2 size, +3 Dex, +5 natural); SQ low-light vision, improved evasion (Ex), share spells, empathic link (Su), speak with Ravindrian, speak with hawks; Int 10; see *MM*, Chapter 2.

Holaf Blitzendraak, Archwizards' Council Archevoker

"Hi do not believe det you zupport de Harchvizardz' Council in dis metter. Hi vant to hear you tell me, from your own lips, det you zupport uz. No. Hi vould prefer to zee you beg to zupport uz."

Holaf Blitzendraak has sandy brown hair, and wears his beard and mustaches in the style of his homeland. He dresses in northern High Kingdom garb, wearing the high-collared cape that is so popular in the High Kingdom's greatest courts. The overall effect is to make him appear as some sort of visiting official, though Blitzendraak has no authority in the High Kingdom whatsoever.

He always wears his platinum *headband of intellect*, his badge of office as an Archwizard.

Blitzendraak is the only member of the Archwizards' Council in Liberty to come from the High Kingdom. In fact, he hails from a small village on the far northern border of the High Kingdom—a village where the people were reviled for centuries because their ancestors once served Vyskandr the Heartless, the Lich-King who nearly conquered the entire continent. As a result of their physical and social isolation, the villagers learned to be as cold and unforgiving as the icy tundra all around them. And Blitzendraak is no exception; he is harsh, demanding, and merciless—qualities that serve one well in the northlands, but which only serve to make enemies in the south.

Archenchanter Ravindrian uses Blitzendraak's grating personality and sledgehammer tactics as a counterpoint to his own more subtle manipulations. Blitzendraak doesn't mind being used this way, largely because Ravindrian had led Blitzendraak to believe it's his own idea. Even on those occasions when he knows that Ravindrian is using him, Blitzendraak doesn't feel as though he's being manipulated—only well utilized.

As Archevoker, Blitzendraak's magic tends toward obvious displays of power. He is quick to anger, and he never refuses a challenge to a duel—if he doesn't, in fact, issue the challenge himself. His grasp of spellcraft is superior to nearly every other wizard's in Liberty, and his devastating evocations can leave opponents gasping for quarter after the first exchange. Blitzendraak's arcane dueling skills are rightly feared in Liberty.

Blitzendraak shares Ravindrian's despire for sorcerers. In the far north, sorcerers are rare, and most people from Blitzendraak's homeland believe that sorcerers are dragons in disguise. Despite his relative worldliness, Holaf was quite startled, when he arrived in Liberty many years ago, to find so many sorcerers casually walking the streets. (He was shocked when he was told that they had their own guild, and left outright speechless when he learned that sorcery was taught in the University of the Arcane.) His attitude makes Blitzendraak a perfect ally in Ravindrian's quest to rid the city of sorcerers—though, typically, Blitzendraak won't be completely happy until every last sorcerer in the world is dead and burned, and their ashes scattered to the four winds.

Kriegdonder, Blitzendraak's shocker lizard familiar, follows him everywhere like a loyal mastiff, hissing menacingly at anyone who ventures near the Archevoker without being invited.

⚔ **Holaf Blitzendraak:** male half-elf Wiz 9 (evoker)/Exp 3/Ari 2; CR 12; Small humanoid [half-elf]; HD 9d4+18 plus 3d6+6 plus 2d8+4; hp 70; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +7; Grp +7; Atk +7 melee (1d4/19–20, dagger); Full Atk: +7/+2 melee (1d4/19–20, dagger) or +8 ranged (1d4/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; SQ half-elf traits; AL N; SV Fort +10, Ref +9, Will +17; Str 10, Dex 12, Con 15, Int 22, Wis 13, Cha 15.

Skills and Feats: Appraise +12, Bluff +8, Concentration +14, Craft (alchemy) +18, Decipher Script +18, Diplomacy +16, Gather Information +9, Intimidate +10, Knowledge (arcana) +21, Knowledge (geography) +12, Knowledge (local) +17, Knowledge (nobility and royalty) +8, Listen +2 (+4*), Search +7, Sense Motive

The “Archnecromancer”

Rumor has it that the Council also includes an Archnecromancer, a powerful lich who dwells in a hidden chamber located somewhere underneath the Mages’ Guildhouse, who secretly guides the Archwizards’ Council, all of whom are mentally enslaved to him. The Archwizards, of course, vehemently deny this rumor—when they even bother to acknowledge it.

+6, Speak Common, Speak Draconic, Speak Dwarven, Speak Elven, Speak Gnome, Speak Halfling, Spellcraft +20, Spot +0 (+2*); Alertness*, Combat Casting, Craft Wand, Craft Wondrous Item, Improved Counterspell, Improved Familiar, Scribe Scroll, Spell Focus (evocation).

*Holaf Blitzendraak gains

Alertness when his familiar is within arm’s reach.

Racial Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on saves against enchantment spells or effects; low-light vision; +2 racial bonus on Diplomacy and Gather Information checks (already figured into statistics given above); +1 racial bonus on Listen, Search, and Spot checks (already figured into statistics given above).

Spells Known: (4+1/5+1/5+1/4+1/3+1/1+1; base DC = 16 + spell level, 17 + spell level for evocations): 0—*dancing lights, flare, light, ray of frost*; 1st—*burning hands, floating disk, mage armor, magic missile, shocking grasp, shocking grasp*; 2nd—*continual flame, darkness, flaming sphere, gust of wind, scorching ray, shatter*; 3rd—*daylight, fireball, lightning bolt, wind wall, tiny hut*; 4th—*detect scrying, fire shield, resilient sphere, wall of fire*; 5th—*cone of cold, sending*.

Permanent Spells: *comprehend languages, detect magic, read magic, resistance*.

Spellbook: 0—*arcane mark, detect magic, detect poison, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*alarm, animate rope, burning hands, comprehend languages, detect secret doors, detect undead, endure elements, enlarge person, erase, floating disk, hold portal, identify, jump, mage armor, magic missile, magic weapon, protection from chaos, protection from evil, protection from good, protection from law, reduce person, shield, shocking grasp, true strike, unseen servant*; 2nd—*acid arrow, arcane lock, bear’s endurance, blur, cat’s grace, continual flame, darkness, darkvision, detect thoughts, eagle’s splendor, flaming sphere, fox’s cunning, gust of wind, invisibility, knock, levitate, locate object, magic mouth, obscure object, protection from arrows, pyrotechnics, resist energy, scorching ray, see invisibility, shatter, spider climb, web, whispering wind*; 3rd—*arcane sight, blink, clairsentience/clairvoyance, daylight, dispel magic, displacement, explosive runes, fireball, flame arrow, fly, greater magic weapon, haste, keen edge, lightning bolt, magic circle against chaos, magic circle against evil, magic circle against good, magic circle against law, nondetection, protection from energy, shrink item, slow, stinking cloud, tiny hut, tongues, water breathing, wind wall*; 4th—*arcane eye, black tentacles, detect scrying, fire shield, fire trap, hallucinatory terrain, ice storm, lesser globe of invulnerability, locate creature, minor creation, mnemonic enhancer, phantasmal killer, polymorph, remove curse, resilient sphere, scrying, shout, stone shape, stonewall, wall of fire, wall of ice*; 5th—*animal growth, baleful polymorph, break enchantment, cone of cold, fabricate, interposing hand, mage’s private sanctum, major creation, overland flight, permanency, prying eyes, secret chest, sending, teleport, wall of force, wall of stone*; 6th—*analyze dweomer, antimagic*

field, chain lightning, contingency, flesh to stone, forceful hand, freezing sphere, globe of invulnerability, greater dispel magic, guards and wards, legend lore, repulsion, shadow walk, true seeing, wall of iron.

Prohibited Schools: Enchantment, Necromancy.

Possessions: dagger, bracers of armor +4, cloak of resistance +3, headband of intellect +4, wand of dispel magic (34 charges remaining), wand of magic missile (9th-level, 44 charges remaining), wand of lightning bolt (6th-level, 40 charges remaining), scroll of teleport, ring of counterspells (*baleful polymorph*), potion of cure moderate wounds, scroll of antimagic field, scroll of polymorph, Dark Key (see page 90), acid (1 flask), alchemist’s fire (2 flasks), tanglefoot bag, thunderstone (×2), tindertwigs (×20), alchemist’s lab, spell component pouches (×10), spellbooks, artisan’s outfit, courtier’s outfit, noble’s outfit, scholar’s outfit, various arcane supplies, 1,000 gp in jewelry, gems, and clothing (in *secret chest*), 40 gp in coins.

Allies: Ravindrian (Archwizards’ Council Archchanter), Suvravn (Archwizards’ Council Archconjuror).

Enemies: Varsinnii (Commerce Guild artisan), Lord Fainren Hombil (advisor to Prince Fiorelle).

Tactics: Blitzendraak feels that magic items are just another resource to be expended, and so meets any threat with blasts from his *wand of lightning bolts* and *wand of magic missiles*, and counters magical attacks with his *wand of dispel magic*. He is quite crafty, though, and doesn’t hesitate to toss a tanglefoot bag or a thunderstone to interfere with enemy spellcasters. He happily uses *gust of wind* to keep his opponents off balance, and tries to pin them against a wall, where they might be lined up for a *lightning bolt*. (If not, he’s equally happy to drop a *fireball* in their midst, or blast them with a *cone of cold*—though he doesn’t waste either spell if he’s not convinced he’s catching as many opponents as possible in the target area.)

♣ **Kriegdonder, Shocker Lizard Familiar:** Atk +7 melee CR 2; LA —; Small magical beast; HD 13d10+13; hp 35; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 21, touch 13, flat-footed 19 (+1 size, +2 Dex, +8 natural); Base Atk +7; Grp +3; Atk +7 melee (1d4, bite); Full Atk +7/+2 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA lethal shock, stunning shock; SQ darkvision 60 ft., electricity sense, immunity to electricity, low-light vision, improved evasion, share spells, empathic link, deliver touch spells, speak with Holaf Blitzendraak, speak with shocker lizards; AL N; SV Fort +4, Ref +5, Will +1; Str 10, Dex 15, Con 13, Int 10, Wis 12, Cha 6.

Skills and Feats: Climb +11, Hide +11, Jump +7, Listen +4, Spot +4, Swim +10; Improved Initiative. (Shocker lizards have a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. A shocker lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.)

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Lethal Shock (Su): Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any

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one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of lizards contributing) reduces the damage by half.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 12 half). The save DC is Constitution-based.



Suvrayn

Holaf Blitzendraak

Ravindrian

Suvrayn, Archwizards' Council Archconjuror

"We should keep an open mind about this. Acting rashly could have unforeseen consequences—and I know that none of us want that."

The Archconjuror of the Archwizards' Council, Suvrayn, is a political moderate, who is not convinced that sorcerers, or even a specific group of sorcerers, are responsible for all the problems Ravindrian lays at their feet. He is often the voice of reason in discussions in the Archwizards' Council, calling for a balanced and open-minded approach to addressing issues. He is also secretly in league with devils.

Many years ago, Suvrayn found himself vying with another conjurer for the recently-vacated position of Archconjuror. Though Suvrayn was the better choice, his opponent, a gnome wizard named Villy Gamboltop, was more popular, and was almost certainly going to win the favor of the Archwizards' Council. Suvrayn saw this as an intolerable lapse in judgment; an important post such as Archconjuror shouldn't be appointed by the result of a popularity contest.

Suvrayn began researching ways to get ahead in the race. After a few failed attempts at increasing his own popularity, or gaining the support of important political figures in Liberty, Suvrayn turned to what he was good at: conjuration. He began consulting with extraplanar powers—only to be rebuffed yet again. "What is meant to be is meant to be," they told him, or "The course of a ship is sometimes beset by raging calms." In short: "You're not going to win; learn to live with it."

Disgusted with such platitudes, Suvrayn determined to try a different tack: asking for extraplanar favors. Most such beings ignored him, though, until he contacted a devil named Mock. Mock told Suvrayn that Villy Gamboltop could be distracted from the race for the position by appealing to his appetite for exotic entertainments. In exchange for a favor—to be collected at a later date—Mock told Suvrayn about a new drug in Liberty: slyss. If Suvrayn could convince Villy to try some of the drug, the gnome would become too addled to successfully impress the Archwizards, making Suvrayn the only logical choice.

Suvrayn had his doubts, but went through with the plan—though he still warned Villy over and over that slyss might ultimately have addictive properties and that the gnome should consider carefully before trying it. But Villy tried it anyway, and quickly became addicted. He lost the appointment, and, a few weeks after Suvrayn took over as Archconjuror, Villy Gamboltop died in an alley in the Thieves' Quarter, murdered while trying to acquire more of the drug Suvrayn had introduced to him.

Now, Suvrayn has what he wanted, but his conscience weighs upon him. He knows that he was misled by Mock, but he also knows that he was ultimately responsible. And though he seems to have repaid Mock's favor by taking Mock's "brother" Gibe as his familiar, he is still periodically visited by Mock, who never asks for anything else, but still imparts information to Suvrayn—information that, if Suvrayn took advantage of it, could make him one of the city's most powerful men ... if he wasn't worried that doing so would end in even more innocent people being killed.

Suvrayn is a bald human in his early middle age. He wears the platinum Archwizard's *headband of intellect*, and comfortable,

loose-fitting Southern Empire garb—usually in bright colors such as orange or yellow. He often has a slightly concerned look on his face, as though he is giving something very serious thought. Gibe, his imp familiar, is always on his person, or nearby, disguised as a cat.

⚔ **Suvrayn:** male human Wiz 11 (conjurer)/Ari 1; CR 11; Medium-sized human; HD 11d4+11 plus 1d8+1; hp 56; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Atk +5; Grp +5; Atk +6 melee (1d4+1/19–20, +1 dagger); Full Atk: +6 melee (1d4+1/19–20, +1 dagger) or +7 ranged (1d4+1/19–20, +1 dagger); Space/Reach 5 ft./5 ft.; SA spells; AL LE; SV Fort +8, Ref +8, Will +14; Str 11, Dex 12, Con 12, Int 19, Wis 13, Cha 16.

Skills and Feats: Bluff +9, Concentration +15, Craft (alchemy) +13, Decipher Script +11, Intimidate +10, Knowledge (arcana) +17, Knowledge (local) +13, Knowledge (the planes) +17, Listen +1 (+3*), Speak Common, Speak Draconic, Speak Infernal, Spellcraft +19, Spot +1 (+3*); Augment Summoning, Combat Casting, Craft Wondrous Item, Improved Counterspell, Improved Familiar, Persuasive, Scribe Scroll, Silent Spell, Spell Focus (conjuration).

*Suvrayn gains Alertness when his familiar is within arm's reach.

Spells Known: (4+1/5+1/5+1/5+1/3+1/2+1/1+1; base DC = 14 + spell level): 0—**acid splash**, *detect magic*, *disrupt undead*, *mage hand*, *touch of fatigue*; 1st—*cause fear*, *identify*, *mage armor*, *magic missile*, *summon monster I*, **summon monster I**; 2nd—*arcane lock*, *flaming sphere*, *protection from good*, *resist energy*, *summon monster II*, **summon monster II**; 3rd—*dispel magic* (×2), *lightning bolt*, *nondetection*, *summon monster III*, **summon monster III**; 4th—*bestow curse*, *black tentacles*, **summon monster IV**, *wall of fire*; 5th—*break enchantment*, *mage's faithful hound*, **summon monster V**; 6th—*transformation*, **summon monster VI**.

Permanent Spells: *arcane sight*, *comprehend languages*, *darkvision*, *detect magic*, *read magic*, *resistance*, *see invisibility*.

Spellbook: 0—*acid splash*, *arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*alarm*, *animate rope*, *burning hands*, *cause fear*, *chill touch*, *comprehend languages*, *detect secret doors*, *detect undead*, *endure elements*, *expeditious retreat*, *feather fall*, *floating disk*, *grease*, *hold portal*, *identify*, *jump*, *mage armor*, *magic missile*, *magic weapon*, *mount*, *obscuring mist*, *protection from chaos*, *protection from good*, *ray of enfeeblement*, *shield*, *shocking grasp*, *summon monster I*, *true strike*, *unseen servant*; 2nd—*acid arrow*, *alter self*, *arcane lock*, *bear's endurance*, *blindness/deafness*, *bull's strength*, *command undead*, *continual flame*, *darkness*, *darkvision*, *detect thoughts*, *false life*, *flaming sphere*, *fog cloud*, *fox's cunning*, *ghoul touch*, *glitterdust*, *knock*, *levitate*, *obscure object*, *protection from arrows*, *pyrotechnics*, *resist energy*, *scare*, *scorching ray*, *see invisibility*, *spectral hand*, *spider climb*, *summon monster II*, *summon swarm*, *web*, *whispering wind*; 3rd—*arcane sight*, *clairaudience/clairvoyance*, *dispel magic*, *explosive runes*, *fireball*, *flame arrow*, *fly*, *gaseous form*, *greater magic weapon*, *halt undead*, *haste*, *lightning bolt*, *magic circle against chaos*, *magic circle against good*, *nondetection*, *phantom steed*, *protection from energy*, *ray of exhaustion*, *secret page*, *sepia snake*

sigil, sleet storm, stinking cloud, summon monster III, vampiric touch; 4th—*animate dead, arcane eye, bestow curse, black tentacles, contagion, detect scrying, dimension door, dimensional anchor, enervation, fear, ice storm, lesser globe of invulnerability, minor creation, mnemonic enhancer, polymorph, resilient sphere, scrying, solid fog, summon monster IV, wall of fire*; 5th—*baleful polymorph, blight, break enchantment, cloudkill, cone of cold, contact other plane, dismissal, lesser planar binding, mage's faithful hound, magic jar, major creation, overland flight, permanency, secret chest, sending, summon monster V, symbol of pain, teleport, wall of stone, waves of fatigue*; 6th—*acid fog, analyze dweomer, antimagic field, chain lightning, circle of death, contingency, create undead, eyebite, flesh to stone, globe of invulnerability, greater dispel magic, guards and wards, planar binding, repulsion, summon monster VI, symbol of fear, transformation, true seeing, undeath to death, wall of iron*; 7th—*banishment, control undead, finger of death, greater teleport, instant summons, mage's magnificent mansion, phase door, plane shift, spell turning, summon monster VII, teleport object*.

Prohibited Schools: Enchantment, Illusion.

Possessions: +1 dagger, bracers of armor +3, cloak of resistance +3, headband of intellect +2, ring of mind shielding, wand of summon monster I (40 charges remaining), potion of cure serious wounds, brooch of shielding (29 points remaining), Dark Key (see page 90), silver mirror (*scrying* focus), alchemist's lab, acid (1 flask), alchemist's fire (2 flasks), antitoxin (1 vial), sunrod (×2), tanglefoot bag, thunderstone (×2), tindertwig (×20), spell component pouches (×5), artisan's outfit, courtier's outfit, scholar's outfit, spellbooks, various arcane supplies, various adventuring supplies, 180 gp in locked chest, 20 gp in coins.

Allies: Ravindrian (Archwizards' Council Archchanter), Holaf Blitzendraak (Archwizards' Council Archevoker).

Enemies: Halina (high priestess of Umit).

Tactics: As a conjurer, Suvrayn relies mainly on summoning spells to keep his opponents busy. He prefers to start with his *wand of summon monster I*, just to buy himself time to assess his foes' abilities and summon a creature best suited to the challenge. Suvrayn prefers to summon intelligent creatures who might be capable of using his tanglefoot bag or thunderstones to slow down his opponents. For more immediate threats, he employs his *magic missile, flaming sphere*, and *lightning bolt* spells.

♣ **Gibe, Imp Familiar:** CR 2; Tiny outsider (evil, extraplanar, lawful); HD 12d8; hp 28; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 26 (+2 size, +3 Dex, +11 natural), touch 15, flat-footed 17; Base Atk +3; Grp -5; Atk +8 melee (1d4 plus poison, sting); Full Atk +8 melee (1d4 plus poison, sting); Space/Reach 2-1/2 ft./ 0 ft.; SA poison, spell-like abilities; SQ alternate form, DR 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5, improved evasion, share spells, empathic link, deliver touch spells, speak with Suvrayn, speak with imps, spell resistance 17; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 11, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (the planes) +6, Listen +7, Move Silently +9, Search +6, Speak Celestial, Speak Draconic, Speak Infernal, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

Spell-Like Abilities: At will—*detect good, detect magic, invisibility* (self only); 1/day—*suggestion* (DC 15). Caster level 6th. The save DC is Charisma-based.

Once per week an imp can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dexterity, secondary damage 2d4 Dexterity. The save DC is Constitution-based and includes a +2 racial bonus.

Faculty and Staff

- ♣ Archbjuer Miriel Silvercharm: half-elf Wiz 14/Ari 1.
- ♣ Archdiviner Zemdral: human Wiz 12.
- ♣ Archillusionist Twinkle Fairweather: gnome Wiz 12.
- ♣ Archtransmuter Hrothgar Anvilbeard: dwarf Wiz 16.
- ♣ Guildmembers: Assorted 1st–6th level wizards.
- ♣ Guards: 12 4th-level fighters.
- ♣ Servants: Assorted 1st–3rd level commoners.

Notable Features of the Mages' Guildhouse

The Mages' Guild only recently finished construction on their meeting hall, though the building itself has stood mostly finished for over three years. The delay came about because of all the *alarms, arcane locks, magic mouths, animated objects, programmed and permanent images*, and various *symbols* and permanent spells that the Wizards' Council insisted on emplacing throughout the building.

Unless otherwise specified, every door in the Mages' Guildhall has the following spells cast upon it:

Magic mouth (permanent): Every Archwizard casts at least two *magic mouths* on the door to his office—one that declares that the wizard is not present when the caster is not in his office, the other to declare that the wizard does not wish to be disturbed.

Symbol of stunning (permanent): Every door in the guildhall has a *symbol of stunning*, which triggers when anyone attempts to bypass the lock (by forcing the door or picking the lock).

Symbol of weakness (permanent): Every door in the guildhall also has a *symbol of weakness*, which triggers when anyone attempts to break the door.

✂ **Interior Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 25; Open Lock DC 35.

Entrance

When visitors pass through the entrance of the guildhall, a *magic mouth* on the doors welcomes visitors and suggests that they see the registrar in the Great Hall if they need assistance. If anyone deals more than 5 points of damage to the main doors, a *wall of force* flashes into existence just inside the doors, slowing (if not entirely stopping) forceful entry into the guildhall. Finally, if the *wall of force* is removed, a *symbol of persuasion* over the doors triggers, lasting for 140 minutes (presumably, long enough for the occupants of the guildhall to escape or otherwise mount a defense).

✂ **Exterior Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 25; Open Lock DC 30.

Great Hall

The Great Hall is part lobby, part gathering area. There are always at least two servants here to greet visitors, and 1d8–1 Guildmembers either passing through or standing about having a discussion.

The reception desk in the Great Hall is staffed by a human male named Hector. Unknown to nearly everyone except the Archwizards, Hector is actually a *permanent illusion* created by Twinkle Fairweather, the guild's Archillusionist.

"Hector" greets visitors with complete indifference, seemingly going over reams of paperwork. When Twinkle is present, Hector is officious and dismissive. (Twinkle feels that anyone who can't get past a lowly clerk—and an illusionary one at that—doesn't need to be wasting the Archwizards' time.) Because Hector is an illusion, he cannot be bribed or intimidated into giving visitors access to the Archwizards—though Twinkle can be sweet-talked, via Hector, with a Diplomacy check that successfully changes her attitude from "indifferent" to "helpful."

Archenchanter's Quarters

Despite a small but well-appointed house in the Palace District, Ravindrian's office is the center of his existence, and he frequently sleeps in the small, attached bedroom. His desk is piled high with documents relating to all sorts of subjects: from the rolls of the Mages' Guild to the upkeep of the city's public works (both mundane and magical).

The office contains a desk, chair, a few shelves, and, in the attached private room, a bed, a wardrobe, a wine rack (with three bottles of fine wine), and a small supply of writing implements, ink, candles, sealing wax, and so forth for his office. A perch for Starweather stands just next to the door to his sleeping quarters. Ravindrian also keeps the miniature duplicate of his *secret chest* in an *arcane locked* drawer in his wardrobe. The inside of the drawer is also protected by a permanent *symbol of insanity*.

The sleeping area contains Ravindrian's alchemy lab, his spellbooks, his arcane supplies, and his spare clothing. His spellbooks are all secured with locks, chained to the wall, and protected with *symbols of stunning*.

All of his furnishings are *animated*, with instructions to attack anyone who attempts to purloin or damage any of them. Additionally, his *secret chest* (the miniature duplicate) is hidden with *invisibility*.

Because Ravindrian is always so busy, he has a personal clerk, a 3rd-level wizard named Yjena. Yjena idolizes Ravindrian for his arcane and political acumen, but she finds his superior attitude and his contempt for underlings—particularly female underlings—distasteful. As a result, Yjena occasionally gives out information about Ravindrian's dealings to visitors, just to spite him. (Diplomacy checks to gain information from Yjena gain a +2 circumstance bonus. This bonus increases to +5 if a character appeals to Yjena's distaste for Ravindrian's less endearing qualities.)

✂ **Yjena:** 3rd-level female elf wizard.

✂ **Small Animated Objects:** Chair, perch.

✂ **Medium Animated Objects:** Wardrobe, shelves.

✂ **Large Animated Objects:** Desk, bed.

✂ **Spellbook Lock:** Open Lock, DC 35

✂ **Spellbook Chain:** Break DC 25

Archabjurer's Quarters

The guild's Archabjurer, Miriel Silvercharm, is well-liked among the other Archwizards, partly because she is pleasant company, but also because everyone in the Mages' Guild knows full well that it is by her efforts that the guildhouse is fortified and its members protected from harm.

Miriel's quarters are more sitting room than laboratory, and she rarely makes use of it as an office. Rather, her quarters see use as an impromptu meeting room, full of all the comforts of home: "a civilized island in the midst of a sea of intrigue and skullduggery." She frequently serves elven tea and halfling sweetmeats to her guests—and a number of guildmembers find any excuse to take a meeting with the Archabjurer.

The Archabjurer's prohibited schools are illusion and necromancy.

Archevoker's Quarters

Suvrayn's quarters are functional, if not particularly "lived-in." Suvrayn has a large apartment in the Arcane Quarter, and unlike some of the other Archwizards, sees no good reason to spend all of his time in the Mages' Guildhouse. He occupies his office from noon until just before sundown every day, and spends the rest of the day attending to personal business in the city. Suvrayn does keep his scrying mirror and some of his arcane supplies in his quarters here, but little else. A *symbol of persuasion* protects the door to his private quarters.

Archdiviner's Quarters

Zemdrall is also the divination instructor at the University of the Arcane, and divides his time between his duties here and there. When he is away from his office, Zemdrall does not bother with the defenses. Rather, he trusts that his reputation as Archdiviner will ensure that no one in his right mind would attempt to steal from him—or, at least, no one who isn't extremely capable at covering their tracks. Even so, the only item of any value that Zemdrall keeps in here is a large silver mirror (worth 2,000 gp) for *scrying*. All of the rest of his valuables are to be found in his quarters at the top of the Tower of Divination at the University of the Arcane.

The Archdiviner's prohibited school is illusion.

Archconjuror's Quarters

Holaf Blitzendraak spends little time in his quarters, preferring instead to lounge in the meeting hall, if he isn't in fact out prowling the local taverns. (His home is actually in the Noble Quarter.) But Blitzendraak's quarters convey a sense that he spends a great deal of time there, if only because the place is packed with mementos of his past exploits—at least, those that took place in the High Kingdom. (Blitzendraak plays at being homesick as a way of extolling the relative merits of his birthplace.)

Blitzendraak maintains a permanent *magic mouth* on his chair that tells visitors to leave anything requiring his attention

on his desk, or, if it needs immediate attention, to deliver it to Ravindrian. Blitzendraak also keeps a little statuette of Dro, the northern spirit of fire (an aspect of Tur, the God of Knowledge) next to his door. The statuette is *animated*, and attacks anyone who attempts to remove any of Blitzendraak's mementos. Blitzendraak makes periodic offerings of alchemist's fire to Dro, and keeps two bottles next to the statuette—which in turn uses them to disable thieves (or at least draw a lot of attention to them).

✠ **Tiny Animated Object:** Statuette.

Archillusionist's Quarters

Twinkle Fairweather spends most of every day in the guildhouse's Great Hall, using a *persistent image* to "staff" the reception desk with a rather imposing, illusionary human male clerk she calls "Hector."

Twinkle's quarters, on the other hand, appear to be a pair of store rooms packed with dusty crates of unused laboratory equipment, broken chairs, crumbling documents full of trivial details of staff meetings, and so forth. This is all a *permanent illusion*, of course, created by Twinkle to mask a comfortable, well-appointed office.

Even with her illusionary office, though, Twinkle takes a few reasonable precautions with her valuables. Her laboratory equipment (500 gp) is protected by an *alarm*, and her *deck of illusions* is stored in a small ivory box sealed with an *arcane lock*. She also keeps a *stone of alarm*, disguised with *silent image* to appear to be a gem-studded silver idol.

The Archillusionist's prohibited schools are conjuration and necromancy.

Archtransmuter's Quarters

The guild's Archtransmuter, Hrothgar Anvilbeard, uses his office as a workshop and laboratory, and rarely receives visitors there (usually preferring the Meeting Hall). His workshop is full of half-finished projects, including a *cloak of the bat* (requiring another 6,500 gp in raw materials and 520 experience points), a *cloak of ethereality* (requiring another 24,750 gp in raw materials and 990 experience points), and a finished set of *horseshoes of speed* with a tag attached that reads "STARSONG." (He created them for Halvyron Starsong, an elf ranger who commissioned and paid for them six months ago, but hasn't returned to collect them.) He also has four masterwork short swords and three masterwork heavy crossbows, all waiting to have *magic weapon* cast on them. (This is a project for the guild, to equip their guards with magic weapons.)

Hrothgar is also a friend of Griselda Grummsdottir (having been a friend of her grandfather's), and sometimes visits with her at Grumm's Forge to help her create more powerful magic weapons.

The Archtransmuter's prohibited schools are illusion and necromancy.

Component Vault

The Mages' Guild keeps a supply of common material components in this room, for use by the entire guildhouse staff. Although there are no single items in this room worth more than 5 gp, there are 6d6 applications of any given component.

Magic Item Vault

The guild uses this room to store those magic items that belong to the guild (rather than any given individual member). Obviously, a room full of such valuable items cannot remain unprotected. In addition to a pair of guards posted in the outer office at all times, the vault door is covered with the usual *magic mouth*, *symbol of stunning*, and *symbol of weakness* (see above), as well as a *symbol of persuasion*, compelling unauthorized intruders to instead protect the vault from other intruders (or surrender themselves to the guild guards, if no other intruders are present).

The stock in the magic item vault includes a dozen *potions of mage armor*, a half-dozen *potions of bear's endurance*, three *potions of spider climb*, two *potions of invisibility*, a *ring of counterspells* (with *flesh to stone* cast on it), a *lesser rod of metamagic* (extend), a *lesser rod of metamagic* (empower), a *staff of abjuration* (with 7 charges remaining), four *wands of detect magic* (three fully charged, and one with 18 charges remaining), a *wand of bear's endurance* (with 22 charges remaining), a *wand of dispel magic* (with 14 charges remaining), four *beads of force*, a *bracelet of friends* (with the Archabjurer, Archdiviner, Archchanter, Archevoker, Archillusionist, and Archtransmuter as the designated individuals), a 5-foot-by-10-foot *carpet of flying*, a *crystal ball*, a *helm of comprehending languages and reading magic*, a pair of *iron bands of binding*, a *robe of useful items*, four applications of *sovereign glue* and *universal solvent*.

✠ **Vault Door:** 2 in. thick (iron); hardness 10; hp 60; AC 5; break DC 28; Open Lock DC 35.

Records Library

The records library is a repository of all of the guild's business, dating back to the foundation of the guild—everything from membership rosters to voting records to the minutes of meetings. Not every record of the guild can be found here, though; some matters are deemed too secret to reveal or too trivial to bother with. And, as with any library, records have a tendency to get misplaced as guildmembers borrow them and return them to the wrong shelves—when they return them at all.

This vast collection of documents is arranged in seemingly randomly stacks on the unmarked shelves, but Qualmo, the guild's librarian, has a system that he, at least, finds logical. Finding a given document requires a DC 15 Search check per 5-foot section of the shelves, unless one uses Qualmo's system. Anyone who spends one minute studying the shelves may make a DC 30 Intelligence check to deduce on which shelf any given document might be found. Even then, though, finding a specific document still requires a DC 15 Search check; Qualmo's system only organizes the distribution of the documents on the shelves—not where on the shelf the document lies.

Library

The main library of the Mages' Guild contains what might be expected: shelf upon shelf of spellbooks, countless scrolls, and row after row of books on a wide variety of subjects. This library is accessible to all the members of the guild, provided they check in with Qualmo, the librarian. No book may be removed from the

library without Qualmo's permission—though it is understood among the Archwizards that they are exempt from this restriction.

Although the library contains numerous spellbooks (containing spells of 5th and lower level), it is also a repository of information: books of history, arcana, geography, and so on. Although the University's library of arcana and history is greater than that of the Mages' Guild, the library of nobility and royalty here is second to none in Liberty. (The Archwizards have a keen awareness of where true power lies in Liberty.)

Like the records library, the main library is arranged according to Qualmo's personal system. Finding a given book or document requires a DC 15 Search check per 5-foot section of the shelves, unless one uses Qualmo's system. Anyone who spends one minute studying the shelves may make a DC 30 Intelligence check to deduce on which shelf to look. Even then, though, finding a specific item still requires a DC 15 Search check.

To determine the contents of spellbooks found in the Mage's Guild's library, see Appendix B: Random Spellbooks. (Note that the main library contains no spells of greater than 5th level.)

✦ **Qualmo:** male human Exp 6/Wiz 5.

Private Library

The guild's private library is open only to the Archwizards and Qualmo. When anyone attempts to open the doors to the private library, a *magic mouth* warns them that, if they are not authorized to be inside, the librarian will be magically notified (by means of an *alarm* spell). These spells also activate when Qualmo and the Archwizards enter; they simply know that they are free to ignore it.

In addition to the small stock of high-level spellbooks, the private library includes two copies of the *clay golem manual* and one of the *stone golem manual*; two copies of the *tome of clear thought* (+1), one each of the *tome of clear thought* (+2) and (+3); and three copies of the *tome of leadership and influence* (+1), and two of the *tome of leadership and influence* (+2).

Like the records library, the main library is arranged according to Qualmo's personal system. Finding a given book or document requires a DC 15 Search check per 5-foot section of the shelves, unless one uses Qualmo's system. Anyone who spends one minute studying the shelves may make a DC 30 Intelligence check to deduce on which shelf to look. Even then, though, finding a specific item still requires a DC 15 Search check.

To determine the contents of spellbooks found in the Mage's Guild's library, see Appendix B: Random Spellbooks. (Note that the main library contains no spells of lower than 6th level.)

All of these books are secured to the shelves by a *chain of alarm*. This functions as a *stone of alarm*: The chain can be detached with the appropriate command word (most of which are known to the Archwizards, and all of which are known to Qualmo). If, however, the chain is broken, both halves of the broken chain emit a piercing screech for one hour.

Meeting Hall

The meeting hall of the Mages' Guild includes an octagonal table with eight chairs (one for each of the Archwizards, and one for Qualmo), with several gallery seats for interested guildmembers. Qualmo rarely makes use of his chair, having little to do with

guild politics. But the fact that his chair is always kept empty has led to speculation that it is for the secret "eighth member" of the Archwizards' Council: the Archnecromancer—speculation that the other Archwizards work to quash whenever it arises.

The hall is lit with *daylight* spells, cast upon the topmost portions of the eight columns, and giving the impression of natural light at all times. When there are no meetings in session, the furniture is reconfigured so that the meeting hall can serve as a dining hall or lounge.

Clerk's Office

The clerk of the Mages' Guild keeps his office here. His primary function is to collate guild documents and deliver them to Qualmo for storage in the appropriate guild library.

Librarian's Office

Qualmo the librarian has an office the same size as any of the Archwizards', though his is crowded with piles of books, documents, and maps, all waiting to be properly sorted according to his system and returned to the library shelves.

Qualmo has no assistants, essentially because the Archwizards trust only him with their most sensitive materials—which the librarian keeps in a *bag of holding* (type II), which Qualmo keeps with him nearly all the time. The bag is secured with a locked chain; Qualmo keeps the key to this lock in a water flask. The key is actually smaller than the lock, though; using it on the lock requires casting *enlarge person*—though if the person in question is holding or otherwise carrying the lock at the time, the key remains too small to fit the lock.

The contents of this bag include a *metamagic spellbook* (maximized; see Chapter 1), a spellbook containing the spells *forcecage*, *telekinetic sphere*, and *teleportation circle*, and a book detailing the history of the Cult of the Silent Heart.

Notations in the book, hidden with *secret page*, suggest that the cult is still active in the University of the Arcane's "secret tower" (though it does not specify how to find that tower). Qualmo was entrusted with the book by High Mage Wallengo and instructed to keep it secret and safe until his return—or to hand it over to Jyrsino in the event of Wallengo's confirmed death. Qualmo has only casually perused the book, though he is aware that it radiates dim magic; he suspects the book is *fire trapped*.

✦ **Locked bag of holding:** Open Lock DC 40; break DC 25.

The Bazaar

Nearly every major city has a market where magic items are bartered and sold, but few can match the sheer size and selection of Liberty's Bazaar. Cargo ships and caravans from all over the world bring magic items here, or they bring buyers who have come seeking treasures that are not readily available in their own lands.

But the Bazaar is more than just a giant magic shop. It is also a huge open-air market for the kinds of supplies that spellcasters (both arcane and divine) need: spell components, blank parchment and spellbooks, inkpens and ink, masterwork items, alchemical items, candles, and, of course, hired spells. For most students at the University of the Arcane, the Bazaar is not just a convenience, but a necessity.

History of the Bazaar

The Bazaar did not exist in any form—save, perhaps, as a vacant lot where fish were gutted and cleaned—until well after the defeat of the sorcerer-priests of the Cult of the Silent Heart, when Liberty was still called Cove Haven. Even then, it was not a market for magic items for centuries. In fact, the earliest recorded transactions occurring at the site were cattle auctions.

At some point before the arrival of Emperor Orasir, the marketplace began regular trading of magic items and accoutrements, though it was not exclusively a magic market. Then, while the Southern Empire occupied the city and constructed the massive tower that would become the University of the Arcane, the site became the temporary arcane academy.

When the academy finally relocated to the tower, the site was left to the small army of foreign merchants who had brought the construction supplies. For a time, the Bazaar served double-duty as a slave market, though most slave trading moved to the Mercenary Quarter when the Colosseum was finally completed. Eventually, after Queen Inenya reclaimed the city for the High Kingdom and slavery was officially outlawed, the magic merchants were virtually the only ones remaining.

The purpose of the Bazaar varied for many years, until students at the University of the Arcane petitioned for the right to seek housing outside the tower, and began moving into the apartments on the far side of the Bazaar. Suddenly, foot traffic through the

Bazaar radically increased, and the city's magic merchants were quick to take advantage. So, for several decades, the Bazaar has been the hub of nearly all activity in the Arcane Quarter.

Locating Specific Items in the Bazaar

While the Bazaar is a terrific repository of a wide range of magic items, it does not have everything. The Bazaar building itself is a permanent structure, but the Bazaar environment changes from day to day. Few of the stalls are permanent; the merchant selling wands today might be replaced tomorrow by a different merchant selling parchment. As a result, finding a specific item is a hit-or-miss proposition, wherein a shopper's perseverance is every bit as important as his haggling skills.

Each attempt to find any given magic item requires an hour's time. The chance of finding any given minor magic item in the Bazaar is determined by the item's price:

$$101 - (\text{magic item price} \times .02)$$

Alternately, a character trying to find a specific magic item may hire a magic item broker to do all the work. Magic item brokers add +5% to the chance of finding the item for each additional day, but they charge a 10% commission on the price of the magic item. However, the brokers don't like to put in a lot of work finding something that the customer finds for himself in the meantime, and so often insist that the customer not continue to look for



The Bazaar

the item on his own. To forestall any temptations the customer might feel, they require the 10% commission in advance, as a nonrefundable down payment. (And those who attempt to renege on a deal with a broker frequently find themselves hunted down by Ion, the kolyarut who has made the Bazaar his home.)

Used Items

In the case of items with charges, the merchants in the Bazaar are willing to sell partially-charged merchandise for a suitable discount. To determine the cost of a used magic item, using the following formula:

$$\text{Used Cost} = \text{New Cost} \times (.2 \times \text{remaining charges})$$

Hired Spells

Though some few 2nd- and 3rd-level spellcasters are available to cast spells for hire, most do not bother. It's much easier for those in need of spellcasting services to go instead to the University, where one cannot turn a corner without bumping into a spellcaster willing to cast spells for a little extra money.

Nonetheless, a large number of spellcasters—a great many of them University students—put their spellcasting talents to work in the Bazaar, casting cantrips and 1st-level spells for cash. Most commonly, they cast *detect magic*, *read magic*, and *identify* for the benefit of merchants who need to determine the value of goods brought in by adventurers. But *mending*, *comprehend languages*, and *floating disk* are also popular in the Bazaar.

Spellcasting	Cost	Typical Cost
Spell, 0-level	Caster level $\times 5$ gp ¹	5 gp
Spell, 1st-level	Caster level $\times 10$ gp ¹	10 gp

¹ See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 gp, that spell is not generally available.

Item Appraisal

Once a spellcaster has cast *identify* on a magic item to determine its magical properties, he usually makes a quick note of the item's nature and properties, then signs the note in some fashion (*arcane mark* being the most popular method). This ensures that the seller need not pay another spellcaster to *identify* the item again, should he not wish to sell it immediately.

Nearly all the merchants in the Bazaar are familiar with the spellcasters who provide this service (and some keep them on retainer), so simply writing up a list of magical properties and signing it usually isn't sufficient to fool a Bazaar merchant (though a good Bluff check would help).

Notable Figures in the Bazaar

The Bazaar is full of interesting individuals, from University students using what they've learned to make a quick profit, to professional merchants buying and selling magical wares, to artisans selling finely-crafted articles suitable for magic item creation, to amateur craftsmen peddling poorly-made and virtually worthless trinkets (usually to the younger students, who really don't know any better).

But by far the most interesting regular at the Bazaar is its self-appointed auditor, Ion—an extraplanar being devoted to fair trade.

Ion, Kolyarut Auditor

"I am here, of course, to mete out justice for your misconduct. But I see no reason to bring emotion into it; emotional response only clouds the mind. Here. Have a glass of wine. It will help you stop crying. I believe that every sentient being should face his or her judgment day with dignity."

Despite the disorganized nature of the Bazaar, the dealers are all more or less legitimate, and virtually no one seeks to take unfair advantage of anyone else. The regulars in the Bazaar believe this is due to their unspoken "honor system" agreement of policing themselves. But, while that system does work somewhat to keep the merchants honest, the real reason is that the Bazaar is policed by an inevitable—a kolyarut named Ion (pronounced "yon").

Ion appears as all kolyaruts do: a mechanical man of stern, even frightening, countenance. While among mortals, however, he goes disguised as a well-built elf male of middle years (to help explain his longevity)—fastidiously groomed and dressed in austere but expensive garments. He wears no jewelry, but does wear a pair of darkened spectacles, giving him a rather unreadable expression.

Ion has been in Liberty since the days of the Emperor Orasir—originally summoned by a High Kingdom expatriate who wanted revenge against a Southern Empire military commander who had betrayed him. After meting out justice, Ion became intrigued by the constant flow of agreements and transactions in the city, and stayed to monitor activities.

For a time, Liberty was scrupulously honorable, despite its own best efforts to the contrary. Ion punished anyone and everyone who reneged on a deal, or even so much as misrepresented their side of the bargain. Liberty was well on its way to becoming a lawful city.

This shift in the city's general character caught the attention of the dragon Irrigrim, who had been more or less unaware of the city having fallen into the hands of the Southern Empire. The dragon came to investigate, and soon discovered the presence of the inevitable. Irrigrim confronted Ion, and warned the kolyarut that, while it believed that every being had a right to do more or less as it pleased, the dragon did not appreciate the change in character the outsider had wrought.

The two struck a bargain: Ion was free to choose one area of the city to audit, but he was to leave the other areas to do as they pleased. At this time in the city, Emperor Orasir had made an agreement with the sorcerers of his own nation, offering them certain concessions in exchange for their support in establishing the University of the Arcane, and Ion had reason to believe that Orasir had no intention of actually granting those concessions once the tower was completed. Ion felt that ensuring a fair deal for the sorcerers was more important than any other bargains occurring at the time, and so chose the Arcane Quarter. (Of course, in time, Orasir lost all power in the city regardless, and was no longer in a position to enforce his agreement with the sorcerers.)

Ion's accord with Irrigrim does not prevent him from entering other parts of the city, but he is oathbound to enforce only bargains that originated in the Arcane Quarter. And, because so many agreements take place in the Bazaar, Ion finds plenty to do

there. Still, he pays close attention to news of the dragon, in hopes that one day, the dragon will expire—and, along with it, Ion's promise to audit only the Arcane Quarter.

Ion: inevitable (kolyarut); CR 12; Medium construct (extraplanar, lawful); HD 13d10+20; hp 91; Init +1; Spd 20 ft. (in banded mail), base speed 30 ft.; AC 27, touch 11, flat-footed 26 (+1 Dex, +10 natural, +6 banded mail); Base Atk +9; Grp +11; Atk: +11 melee touch (5d6, *vampiric touch*) or +13 melee (1d8+5/19–20, +2 *longsword*) or +11 melee (1d6+3, slam) or +10 ranged touch (*enervation ray*); Full Atk: +11/+6 melee touch (5d6, *vampiric touch*) or +13/+8 melee (1d8+5/19–20, +2 *longsword*) or +11/+6 melee (1d6+3, slam) or +10 ranged touch (*enervation ray*); Space/Reach 5 ft./5 ft.; SA *enervation ray*, spell-like abilities, *vampiric touch*; SQ construct traits, DR 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, SR 22; AL LN; SV Fort +6, Ref +7, Will +7; Str 14, Dex 13, Con —, Int 10, Wis 17, Cha 16.

Skills and Feats: Diplomacy +5, Disguise +12, Gather Information +12, Listen +11, Search +5, Sense Motive +12, Speak Abyssal, Speak Celestial, Speak Common, Speak Infernal, Spot +11, Survival +3 (+5 following tracks); Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quickened Spell-Like Ability (*suggestion*).

Spell-Like Abilities: At will—*discern lies* (DC 17), *disguise self*, *fear* (DC 17), *hold person* (DC 16), *invisibility*, *locate creature*, *suggestion* (DC 16); 1/day—*hold monster* (DC 17), *mark of justice*; 1/week—*geas/quest*. Caster level 13th. (The save DCs are Charisma-based.)

Enervation Ray (Su): A kolyarut can fire a black enervation ray at targets within 200 feet. The effect is identical with the *enervation* spell (caster level 13th).

Fast Healing (Ex): A kolyarut heals 5 hit points of damage each round as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

Vampiric Touch (Su): As a melee touch attack, a kolyarut can steal life force from its foe, as the *vampiric touch* spell (caster level 13th).

Possessions: +2 *longsword*, banded mail.

Allies: Jyrsino (headmaster of the University of the Arcane).

Enemies: None.

Tactics: Ion is a fairly fearless individual, believing that no single mortal in Liberty can best him in combat. He usually employs his *hold person* special ability to immobilize foes, then uses *suggestion* to force them to make reparations for their transgressions. If the reparation process would require longer than the *suggestion's* duration, he resorts to *geas/quest*, and brands the wrongdoer with his *mark of justice* (the word “deceiver” in Common, on the target's forehead). In more physical combat, Ion fights defensively with his +2 *longsword*, using *vampiric touch* if his hit points drop too quickly (and there are no witnesses who might expose him, or, at the least, accuse him of practicing necromancy).

Bazaar Denizens

- Merchants:** Assorted 1st–4th level experts.
- Student “Consultants”:** Assorted 1st–3rd level sorcerers or wizards.

The House of the Desert Star

The material components required for some spells are extraordinarily expensive—too expensive for the average component merchant, but too specialized and exacting for most gem dealers. Lady Qillanna of the House of the Desert Star operates a gem exchange that caters almost exclusively to spellcasters, providing gemstones and powdered gemstones in specific amounts, as well as crafted items that might otherwise be a bit scarce.

History of the Desert Star

The House of the Desert Star was constructed decades ago by Lord Nisorian Xilokiir, an elven nobleman from the Elven Court of il'Suriel, nestled in the Southern Empire's Star Desert. Nisorian had built the house specifically as a summer home for himself and his wife, Lady Qillanna, funding the construction with a small fortune in gemstones he had brought with him—partly for that purpose, but mainly to establish a gem exchange in the city of Liberty.

It was not long before Lord and Lady Xilokiir were not merely gem dealers, but local celebrities. Friends of the Prince and many of the city's own lords and ladies, they threw as many lavish parties and sumptuous feasts as they attended. In the process, they made countless contacts, and secured countless contracts. In fact, a great many heirlooms proudly worn by Liberty's nobility and financial elite were originally purchased from the House of the Desert Star.

HOUSE OF THE DESERT STAR



1 square = 5 feet



Components Available

Lady Qillanna keeps a stock of gems for spells with expensive material components and foci.

Table 1–1: Components

Item/Substance	Cost	Spell(s)
amber dust	1,000 gp	<i>teleportation circle</i>
artisan chest with replica	5,050 gp	<i>secret chest</i>
assorted gems	1,500	<i>refuge</i>
black and white canine statuettes	50 gp	<i>repulsion</i>
black onyx	25 gp	<i>animate dead</i>
black sapphire	1,000 gp	<i>soul bind</i>
crushed pearl	1,500 gp	<i>sympathy</i>
diamond	500 gp	<i>protection from spells</i>
diamond	1,000 gp	<i>protection from spells</i>
diamond dust	50 gp	<i>nondetection, restoration, stonесkin</i>
diamond dust	250 gp	<i>stoneskin</i>
diamond dust	100 gp	<i>restoration</i>
diamonds	5,000 gp (1,000 gp each)	<i>raise dead</i>
diamonds	10,000 gp (1,000 gp each)	<i>resurrection</i>
diamonds	25,000 gp (1,000 gp each)	<i>true resurrection</i>
eye ointment	250 gp	<i>true seeing</i>
gem or crystal	100 gp	<i>magic jar</i>
gems	1,000 gp	<i>trap the soul</i>
gold dust	25 gp	<i>arcane lock, fire trap, wall of iron</i>
herbs, oils, and incense	1,000 gp, plus 1,000 gp per level of the spell to be included in the <i>hallowed/unhallowed</i> area	<i>hallow, unhallow</i>
holy water and rare incenses	1,500 gp, plus 1,500 gp per 60-foot cube	<i>forbiddance</i>
holy water and rare incenses	1,000 gp, plus 1,000 gp per 60-foot cube)	<i>forbiddance (password)</i>
holy water font	100 gp	<i>scrying</i>
incense	25 gp	<i>augury</i>
incense and a sacrificial offering appropriate to the religion	25 gp	<i>divination</i>
incense and a sacrificial offering appropriate to the religion	25 gp	<i>divination</i>
ivory plaque	50 gp	<i>mnemonic enhancer</i>
ivory strips	200 gp (50 gp each)	<i>legend lore</i>
jacinth	1,000 gp	<i>astral projection</i>
jade circlets	1,500 gp	<i>shapechange</i>
jade dust	250 gp	<i>false vision</i>
jade dust	25 gp	<i>programmed image</i>
jade dust	10 gp	<i>magic mouth</i>
lead-based ink	50 gp	<i>illusory script</i>
matched platinum rings	50 gp	<i>shield other</i>
miniature ivory portal, small piece of polished marble, and tiny silver spoon	5 gp	<i>mage's magnificent mansion</i>
miniature platinum sword with a grip and pommel of copper and zinc	250 gp	<i>mage's sword</i>

Table 1–1: Components (con't)

Item/Substance	Cost	Spell(s)
mix of diamond, emerald, ruby, and sapphire dust	5,000 gp	<i>temporal stasis</i>
opals and arcane props	500 gp	<i>binding</i>
pearl	100 gp	<i>identify</i>
<i>phantom trap</i> dust	50 gp	<i>phantom trap</i>
powder of a crushed black pearl	500 gp	<i>circle of death</i>
powdered amber	500 gp	<i>sepia snake sigil</i>
powdered diamond	200 gp	<i>glyph of warding</i>
powdered diamond	400 gp	<i>greater glyph of warding</i>
powdered diamond	500 gp	<i>undeath to death</i>
powdered diamond	5,000 gp	<i>symbol of death</i>
powdered diamond and opal	1,000 gp	<i>symbol of fear, symbol of insanity, symbol of pain, symbol of sleep, symbol of stunning, symbol of weakness</i>
powdered jade	100 gp	<i>permanent image</i>
powdered opal	5,000 gp	<i>symbol of death</i>
powdered ruby	100 gp	<i>simulacrum</i>
powdered ruby	100 gp	<i>simulacrum</i>
powdered silver	25 gp	<i>bless water, consecrate</i>
prayer beads, prayer book, prayer wheel	500 gp	<i>atonement</i>
rare oils and unguents	1,000 gp	<i>reincarnate</i>
ruby dust	50 gp	<i>continual flame</i>
ruby dust	1,500 gp	<i>forcecage</i>
ruby or sapphire lens set in golden loop	1,500 gp	<i>analyze dweomer</i>
sapphire	1,000 gp	<i>instant summons</i>
set of marked sticks, bones, or similar tokens	25 gp	<i>augury</i>
silver bar	5 gp	<i>astral projection</i>
silver dust	25 gp	<i>consecrate, desecrate</i>
silver mirrors	1,000 gp	<i>scrying</i>
small ivory statuette with gems	1,500 gp	<i>contingency</i>
small replica of caster	5 gp	<i>project image</i>
special holy (or unholy) symbol of silver marked with verses of anathema	500 gp	<i>destruction</i>
special laboratory equipment	500 gp	<i>clone</i>
specialized laboratory supplies	1,000 gp	<i>clone</i>
tiny reliquary containing a sacred relic	500 gp	<i>cloak of chaos</i>
tiny reliquary containing some sacred relic	500 gp	<i>holy aura/unholy aura, shield of law</i>

Many years after their arrival, when they were fully established as gem dealers, Lady Qillanna took an interest in magic, and began studying wizardry at the University of the Arcane. Being a clever individual, she swiftly seized upon the idea that, in spellcasters, there was a built-in market for gems and precious metals. They needed a wide range of such items to cast spells, and she and her husband had them in volume.

Lady Qillanna soon convinced her husband to offer special services to spellcasters for their material components and foci: crushed and powdered gemstones, finely-ground gold and silver, and, perhaps most importantly, pearls (since every arcane spellcaster from the University learned *identify*).

When Lord Xilokiir decided to return to il'Suriel, Lady Qillanna converted the gem exchange to exclusively spell components. The other gemcutters and jewelers in the city took up the slack for non-component items, and the House of the Desert Star became Liberty's primary (and virtually only) source for expensive spell components.

Notable Figures in the Desert Star

For two decades, Lady Qillanna has lived mostly alone at the House of the Desert Star, aside from a small selection of servants and artisans who sometimes sleep at the Desert Star while they work on some time-intensive project or another.

Lady Qillanna Xilokiir

“I trade in the kinds of items valuable to all, but particularly valuable to spellcasters. Gemstones and ground gems, mainly, but also more exotic, hard-to-find items. I caution you, though: The quality of my wares is high, and the prices are commensurate with the quality.”

Qillanna Xilokiir is an elegant, austere-looking elf woman in her middle age, with long, curly, jet-black hair held back with her *circlet of persuasion*. She dresses in gold and green silks, and wears a southern-style veil whenever she goes outside. Being used to the southern heat, she always wears multiple layers of clothing in Liberty’s comparatively colder temperatures.

Unlike many elegant ladies in Liberty who claim the title, Lady Qillanna Xilokiir actually is a member of the nobility: a Lady of the Elven Court of il’Suriel, the so-called Kingdom of the Sand-Elves, located far to the south, in the midst of the Southern Empire’s vast Star Desert. She came to Liberty many decades ago with her husband, Nisorian, to set up a trading house.

They lived for many years in a luxurious home in the Nobles’ Quarter, but when Nisorian declared that they had spent enough time away from the Star Desert, Lady Qillanna refused to leave. She had grown fond of Liberty. Nisorian reluctantly left her behind, but it was the way of the Sand-Elves to make occasional journeys of self-discovery, and Lady Qillanna declared that this was hers, so he could hardly refuse.

Lady Qillanna has lived alone in Liberty for over twenty years now, in a spacious house in the Arcane Quarter, carrying on the trade business her husband started. Though she maintains more or less regular contact with Nisorian, she has yet to feel any strong compulsion to return to il’Suriel. In the meantime, she has become interested in the arcane arts, and has spent a great deal of her time learning wizardry.

Cigfrain, Lady Qillanna’s raven familiar, follows her from room to room in the House of the Desert Star; Qillanna has perches set up in every room specifically for her. Outdoors, Cigfrain perches on a bejeweled leather glove Qillanna wears.

⚡ **Qillanna Xilokiir:** female elf Wiz 8/Ari 9; CR 16; Medium-sized humanoid [elf]; HD 8d4–8 plus 9d8–9; hp 40; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +10; Grp +9; Atk +9 melee (1d4–1/19–20, dagger); Full Atk: +9/+4 melee (1d4–1/19–20, dagger) or +11/+6 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; SQ elf traits; AL CN; SV Fort +4, Ref +6, Will +14; Str 8, Dex 12, Con 9, Int 14, Wis 15, Cha 16.

Skills and Feats: Appraise +17, Concentration +3, Craft (alchemy) +6, Diplomacy +27, Knowledge (arcana) +25, Knowledge (dungeoneering) +7, Knowledge (nature) +7, Knowledge (nobility and royalty) +13, Listen +4 (+6*), Profession (merchant) +13, Search +4, Sense Motive +14, Speak Common, Speak Dwarven, Speak Elven, Speak Gnome, Spellcraft +8, Spot +4 (+6*); Alertness*, Scribe Scroll, Craft Wondrous Item, Eschew Materials, Improved Counterspell, Skill Focus (Knowledge [arcana]), Negotiator, Skill Focus (Diplomacy).

*Qillanna Xilokiir gains Alertness when her familiar is within arm’s reach.

Racial Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on Will saves against enchantment spells or effects; low-light vision; Search check within 5 feet of a secret or concealed door; Martial Weapon Proficiency (composite longbow, composite shortbow, longbow, shortbow, and rapier) as bonus feats; +2 racial bonus on Listen, Spot, and Search checks (already figured into statistics given above).

Spells Known: (4/5/4/3/2; base DC = 14 + spell level): 0—*arcane mark, daze, detect magic, mage hand*; 1st—*alarm, color spray, hold portal, protection from evil, unseen servant*; 2nd—*arcane lock, daze monster, locate object, minor image*; 3rd—*arcane sight, dispel magic, major image*; 4th—*illusory wall, lesser globe of invulnerability*.

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*alarm, charm person, color spray, comprehend languages, detect secret doors, floating disk, grease, hold portal, identify, magic missile, protection from evil, ray of enfeeblement, sleep, unseen servant*; 2nd—*arcane lock, continual flame, daze monster, detect thoughts, eagle’s splendor, fox’s cunning, glitterdust, locate object, magic mouth, minor image, obscure object, phantom trap*; 3rd—*arcane sight, dispel magic, major image, shrink item*; 4th—*fire trap, illusory wall, lesser globe of invulnerability, locate creature, minor creation, remove curse*.

Possessions: dagger, *circlet of persuasion*, *bag of holding* (type III), key to vault, 90,000 gp in spell components (in vault; see below), 300 gp in jewelry, gems, and clothing, 45 gp in coins.

Allies: Tamblin Troot (gnome spell components dealer), Moderil (elf nobleman).

Enemies: Griselda Grummsdottir (Grumm’s Forge taskmistress).

Tactics: Qillanna is not a combatant. If attacked, she casts defensive spells (*hold portal, protection from evil, illusory wall, lesser globe of invulnerability*) and does her best to flee. If given no choice, she uses *color spray, daze monster*, and *minor image* to distract her foes, and calls for help.

⚡ **Cigfrain, Raven Familiar:** HD 17d8; hp 20; Atk +12 melee; AC 23 (+2 size, +2 Dex, +9 natural); SQ low-light vision, improved evasion, share spells, empathic link, deliver touch spells, speak with Qillanna, speak with ravens, SR 22; Int 14; see *MM*, Chapter 2.

Desert Star Staff

⚡ **Artisans:** 1d3+1 experts of 2nd–4th level.

⚡ **Servants:** Three 2nd-level commoners.

Notable Features of the Desert Star

The House of the Desert Star is built in a traditional Sand-Elf style, very open and airy, but with sturdy supports at the five corners. Other than that, it appears much as any other Liberty mansion: well-appointed without being ostentatious, and well-fortified without being obvious.

Though Lady Qillanna conducts most of her business in the Main Hall, she also has a dining room for entertaining friends,

with a lovely view of the river and the walls of the Colosseum beyond, in the Mercenary Quarter.

✦ **Interior Doors:** 1–1/2 in. thick; hardness 5; hp 15; AC 5; break DC 18; Open Lock DC 30.

Entrance

The entrance to the House of the Desert Star includes a bell-pull and a pair of cunningly-carved darkwood doors. Qillanna pays Dezra to cast *alarm* and *wall of force* on the doors, so that when anyone attempts to enter unbidden, the doors are sealed, and the entire household is warned. Each of the windows is also protected in this way.

Inside the first closet in the foyer is a secret door (Search, DC 25) leading to Qillanna's bedroom, though there is no way to open it from this side.

✦ **Exterior Doors:** 1 in. thick; hardness 5; hp 10; AC 5; break DC 25; Open Lock DC 40.

Main Hall

The Desert Star's main hall is decorated as a sitting room, with comfortable chairs, a low table, and a sideboard where Qillanna keeps fresh fruits, sweetmeats, and excellent wine to serve her guests. Although Lady Qillanna does business in this room, she keeps nothing of any real value in the room; all of her treasures are stored in the vault.

Vault

Lady Qillanna's treasure vault contains the entirety of her stock of gems and valuable components, divided into bags, boxes, jars, and bottles. The door itself is made of iron with a darkwood veneer, and the *arcane lock* can be opened with the key Qillanna carries. If any object other than this key (such as a lockpicking tool) is inserted into the lock, or if the door or lock is damaged, a *wall of force* seals the door shut while a *symbol of sleep* renders everyone in the main hall and foyer unconscious, while an *alarm* spell notifies Qillanna that the other two effects have been triggered.

✦ **Vault Door:** 2 in. thick; hardness 10; hp 60; AC 5; break DC 35; Open Lock DC 45.

Master Bedroom

Lady Qillanna's bedroom is sumptuously-appointed, with silks and satins from il'Suriel, and a writing desk where she keeps her spellbooks. Qillanna keeps her other personal possessions in the chest at the foot of her bed.

A floor-length mirror stands before the secret door leading to the closet in the foyer, but she also hides it with *illusory wall*. The doors to her bedchamber are also protected with *arcane lock* spells; this includes the secret door.

✦ **Secret Door:** Search DC 25.

The House of Tamblin Troot

Decidedly the most progressive-thinking merchant in all of Liberty is Tamblin Troot—a gnome who drives the sales of his “familiar-ready” animals and creature-part spell components by hiring criers and putting up signs all over the Arcane Quarter, advertising his business.

History of the House of Tamblin Troot

Tamblin Troot's home and workshop originally belonged to the gnome Nodrim Gadfoodle. When Nodrim's wife died and he let his business fail, Tamblin offered to rent the building from Nodrim, in hopes of giving Nodrim enough income at least to survive. (And it didn't hurt that Tamblin and his wife preferred to rent, rather than shelling out for a home of their own.)

By the time Nodrim got back on his feet financially, Tamblin and his wife had made enough money to not only buy their home from Nodrim, but to expand it. Tamblin built several cages to hold his smaller stock, and a small shed and corral nearby for larger creatures. This cost him a small fortune, but Tamblin had recently received a substantial windfall—a windfall he used to fulfill his dream of becoming a successful Liberty businessman.

Tamblin's goal was to become the city's major supplier of familiars and animal-based spell components. Although there were already plenty of components dealers in Liberty, and most arcane spellcasters in the city were content with easily-procured animals for their familiars, Tamblin wanted to be their first—and, hopefully, only—destination for their needs. His plan was

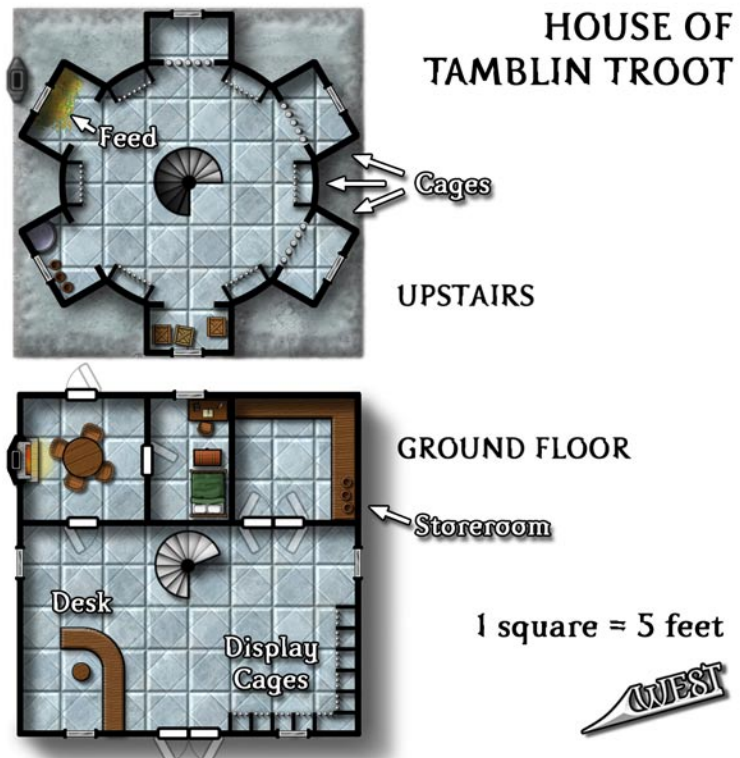


Table 1–2: Familiars Available

Creature	Size	Cost	Availability
Air Elemental	Small	150 gp	25%
Bat	Diminutive	5 cp	90%
Cat	Tiny	2 cp	95%
Celestial Hawk	Tiny	150 gp	40%
Dire Rat	Small	10 gp	60%
Dog, Guard	Small	25 gp	75%
Dog, Riding	Medium	150 gp	80%
Earth Elemental	Small	150 gp	25%
Ferret	Diminutive	1 sp	85%
Fire Elemental	Small	150 gp	25%
Formian worker	Small	280 gp	15%
Hawk	Tiny	1 gp	75%
Hedgehog	Diminutive	1 sp	90%
Homonculus	Tiny	280 gp	0%*
Ice Mephit	Small	280 gp	5%
Imp	Tiny	280 gp	0%*
Leopard	Medium	60 gp	30%
Lizard	Tiny	1 sp	90%
Monitor Lizard	Medium	60 gp	25%
Mouse	Fine	1/10 cp	100%
Owl	Medium	30 gp	45%
Owl	Tiny	5 gp	65%
Pseudodragon	Tiny	280 gp	20%
Quasit	Tiny	280 gp	10%*
Rat	Tiny	1/10 cp	100%
Raven	Tiny	1 sp	85%
Raven	Small	5 gp	50%
Screech Owl	Diminutive	100 gp	40%
Shocker Lizard	Small	150 gp	25%
Stirge	Tiny	75 gp	50%
Thrush	Diminutive	50 gp	75%
Toad	Diminutive	1 cp	99%
Viper Snake	Tiny	1 gp	70%
Viper Snake	Medium	30 gp	60%
Viper Snake, Fiendish	Tiny	60 gp	15%
Water Elemental	Small	150 gp	25%
Weasel	Tiny	5 sp	75%
Wolverine	Medium	30 gp	55%

* Sale of these creatures is illegal in Liberty; Tamblin Troot does not offer them.

simple: Make everyone believe that the House of Tamblin Troot was the *only* animal and animal component shop in the city.

Ever since, Tamblin spends most of his profits on advertising, sending criers out into the streets of the Arcane Quarter to tout the quality of his wares, and his low prices. He has also covered not only his own shop with huge signs, but he routinely goes out into the streets to paint directional arrows and ads on every building in the Arcane Quarter (and a few in the Divine Quarter).

These practices have not so much made Tamblin any enemies,

Table 1–3: Components Available

Creature CR	Spell Component Cost
less than 1	1 cp ¹
1	5 cp ¹
2	1 sp ¹
3	5 sp ¹
4–5	1 gp ¹
6–7	5 gp ¹
8–10	10 gp ¹
11–13	50 gp ¹
14–16	100 gp ¹
17–20	500 gp ¹
21–24	1,000 gp ¹
25–29	5,000 gp ¹
30–35	10,000 gp ¹
36–40	50,000 gp ¹
41 or more	100,000 gp ¹

¹ See spell description for additional costs. Non-creature components required for a spell are not available at Tamblin Troot's.

but they certainly haven't won him any friends. He still gets plenty of customers, but his touts get harassed and his signs get torn down on a regular basis. Tamblin takes it all in stride, as no one appears to mean him any serious harm, and he considers any publicity good publicity.

Familiars Available

Tamblin Troot keeps a small stock of “familiar-ready” creatures on hand, but not all possible familiars are in stock at any given time. Common creatures are usually in good supply, but creatures that must be captured in the wild (or summoned) are less readily available, and considerably more expensive. (See Table 1–2: Familiars Available.)

Components Available

The costs of Tamblin Troot's components are based on the CR of the creature from which the components come; the harder the creature is to defeat, the more expensive the components. (See Table 1–3: Components Available.)

Harvesting

Players will naturally leap at the chance to harvest components from each and every creature they encounter. The GM should try to discourage this kind of “butchershop mentality,” in a couple of ways. First, to successfully harvest components from a dead creature (without destroying the parts), a character must make a successful Heal check (DC 10 + creature's Size modifier). Finally, any given creature only yields up a number of applications of its component based on its size. (See Table 1–4: Harvesting.)

Notable Figures in the House of Tamblin Troot

Tamblin Troot lives with his wife in the house he rents from Nodrim Gadfoodle.

Table 1–4: Harvesting

Creature Size	Applications
Fine	1d4–2
Diminutive	1d4–1
Tiny	1d6–1
Small	1d8–1
Medium	1d10–1
Large	1d12–1
Huge	2d6–2
Gargantuan	2d8–2
Colossal	2d10–2

Tamblin Troot, Components Dealer

“Someone tore down my signs again? They must be jealous of my low, low prices!”

Tamblin Troot thinks of himself as a humble gnome who is kind to animals and good with people. He doesn’t cause problems and doesn’t make enemies. At the same time, however, Tamblin Troot is an ambitious gnome, who dreams of growing his meager business into a major enterprise some day. His overall goal is to bring more members of his family (and a good number of his friends) to live in Liberty, but he also plans to let them all live in luxury, in a fine big house (or several fine, smaller houses) in the prestigious Nobles’ Quarter.

Tamblin left most of his family behind in the High Kingdom just a few years ago when he came to Liberty to make his fortune. At first living in a cheap apartment in the Old Quarter and catching rats for a living, he scrimped and saved until he could afford a home in the Mercenary Quarter, where he caught a slightly better class of rat. He took jobs in nearly every quarter of the city, and though he was able to bring his wife Elinke to Liberty, he was not making money nearly fast enough to bring home pay for the rest of his family.

Then, one day, while looking for a particularly large rats’ nest in the Arcane Quarter, Tamblin chanced upon a hidden entrance to the undercity. Assuming that it was nothing more than an old, forgotten sewer tunnel that the rats were using to get into his client’s cellar, he followed it—and came upon a dead body. Though Tamblin was understandably shocked, he was also curious, so he took a closer look to see if he could determine who this person was, and how he might have gotten down here. The only thing on the corpse that might have held some clue to his identity was a large satchel, so Tamblin opened it up.

Tamblin was dismayed to find the satchel full of gold coins. Unable to carry both the body and the coins, he hid the coins and carried back the body. When no one could identify the corpse—and, more importantly, no one said anything about a large amount of money having been stolen—Tamblin went back for the gold.

Though he knew it must have belonged to someone, Tamblin guessed that whoever had brought it into the sewer hadn’t done so for any legitimate purpose. The body must have been that of a thief or smuggler, which meant that, rightfully ... finders keepers! Tamblin used the money—just over 500 gp—to buy himself a small house in the Arcane Quarter, and to acquire a stock of snakes, lizards, bats, and any other sort of animal that

wizards or sorcerers might want to purchase as familiars. (The rats he gathered up himself.)

Tamblin parlayed his windfall into the successful business he now runs—though he still worries that someone, someday, will come looking for their money. He hopes that, by that time, he’ll live in a fine house in the Nobles’ Quarter, with lots and lots of armed guards and locked doors.

Tamblin dresses in mismatched trousers and tunics, usually in garish colors. He also wears a white cloth apron with “TAMBLIN TROOT’S HOUSE OF FAMILIARS COMPANIONS LOWEST PRICES IN LIBERTY” embroidered on it in bright green thread.

✂ **Tamblin Troot:** male gnome Exp 5; CR 4; Small humanoid [gnome]; HD 5d6; hp 20; Init +1; Spd 20 ft.; AC 12, touch 11, flat-footed 11; Base Atk +3; Grp –1; Atk +4 melee (1d3/19–20, dagger); Full Atk: +4 melee (1d3/19–20, dagger) or +5 ranged (1d3/19–20, dagger); Space/Reach 5 ft./5 ft.; SQ gnome traits; AL NG; SV Fort +1, Ref +2, Will +7; Str 10, Dex 13, Con 11, Int 14, Wis 16, Cha 14.

Skills and Feats: Appraise +10, Craft (alchemy) +6, Diplomacy +14, Handle Animal +13, Knowledge (arcana) +10, Knowledge (dungeoneering) +7, Knowledge (nature) +7, Knowledge (religion) +5, Listen +5, Profession +11, Sense Motive +8, Speak Common, Speak Gnome, Spellcraft +10; Negotiator, Skill Focus (Handle Animal).

Racial Traits: Cantrips; low-light vision; +2 racial bonus on saving throws against illusions; +1 racial bonus on attack rolls against kobolds and goblinoids; +4 dodge bonus against giants; gnomes treat gnome hooked hammers as martial weapons; +2 racial bonus on Listen and Craft (alchemy) checks (already figured into statistics given above).

Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute), *dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 12 + spell level.

Possessions: dagger, alchemist’s lab, merchant’s scale, 3,000 gp in assorted spell components, assorted animals (including feed and cages), 200 gp in gems, jewelry, and clothing, 20 gp in coins.

Allies: Nodrim Gadfoodle (gnome alchemist), Kaela Tersony (watch captain).

Enemies: None.

Tactics: Tamblin Troot is no fighter. If he’s attacked, he orders his guard dogs to attack while he runs and calls for the watch. If he’s attacked in his store, he lets the shocker lizards out of their cages before he runs off.

Tamblin Troot’s Dogs

Tamblin Troot has three dogs that he has trained for protection, and to carry him around the city.

🐕 **Guard Dogs (2):** CR 1/3; Small animal; HD 1d8+2; hp 6; Init +3; Spd 40 ft.; AC 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural); Base Atk +0; Grp –3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); Space/Reach 5 ft./5 ft.; SA —; SQ low-light vision, scent; AL N; SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1; Alertness, Track.

Scent (Ex): Tamblin's guard dogs can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Tricks: Tamblin's guard dogs know the following tricks:

Fighting: Tamblin's guard dogs are trained to engage in combat; they know the tricks attack, down, and stay.

Guarding: Tamblin's guard dogs are trained to guard; they know the tricks attack, defend, down, and guard.

☛ **Dog, Riding:** CR 1; Medium animal; HD 2d8+4; hp 13; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural); Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); Space/Reach 5 ft./5 ft.; SA trip; SQ low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +8, Listen +5, Spot +5, Survival +1, Swim +3; Alertness, Track.

Scent (Ex): Tamblin's riding dog can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Trip (Ex): Tamblin's riding dog is trained for war. If it hits with a bite attack, it can attempt to trip the opponent (+1 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dog.

Tricks: Tamblin's riding dog knows the following tricks:

Riding: Tamblin's riding dog is trained to bear a rider; it knows the tricks come, heel, and stay.

Fighting: Tamblin's riding dog is trained to engage in combat; it knows the tricks attack, down, and stay.

☛ **Elinke:** 1st-level commoner.

Alchemy Emporium

While many alchemists specialize in one type of item or another—acid, holy water, thunderstones, and so on—Nodrim Gadfoodle's alchemy shop sells all the special substances anyone could ever use. But, since the death of his wife, Nodrim, known as "Pestle-Pounder" to most, has been less and less interested in running his business—and he really couldn't care less about his customers' needs.

History of the Alchemy Emporium

For a time, Gadfoodle's was the number one alchemy shop in Liberty. Nodrim and his assistant Bimpnottel ran the business efficiently and pleasantly—Nodrim creating the goods, and Bimpnottel making sure the customers were happy. It was clear to nearly everyone that Nodrim and Bimpnottel were made for each other, though it took Nodrim nearly three years to admit to his lovely assistant how he felt about her—and another year to propose that they marry.

The contentment that Nodrim and Bimpnottel felt working together was nothing compared to the bliss they felt once they were wed. For years they worked together, just happy to be near one another. Then, without warning, Bimpnottel became ill, and died before help could arrive from the Temple of Osai.

Nodrim was near-suicidal for a few years after. He showed no interest in providing for even his most basic needs; he created no more alchemical items, never opened his shop, and sat staring at Bimpnottel's empty bed from dawn each day until he could keep his eyes open no longer. If not for his friends cooking and cleaning for him, Nodrim would gladly have let himself starve to death, or grow ill and die, just so that he could be with Bimpnottel again.

After a time, Nodrim finally began showing an interest in his own welfare again. He began creating alchemical items again, reopened his shop, and even ventured out of doors once in a while to purchase food and alchemical supplies—but without any hint of his former enthusiasm. Without Bimpnottel, Nodrim's life is empty, and though he is no longer interested in dying so that he can join her, he definitely still wishes to be reunited with his wife.

Items Available

Nodrim knows that nearly everything he makes can be purchased elsewhere (though perhaps not all in one place), and, while he doesn't feel any particular compunction to meet every need of his patrons, he does realize that he needs to eat and pay for his supplies. So Nodrim offers a 10% discount if a customer buys 10 of any one item. (Tindertwigs are a special case; see below.)

Nodrim's prices are summarized in table 1–5: Nodrim's Prices.

Notable Figures in the Alchemy Emporium

Gadfoodle's alchemy emporium has only one occupant aside from Nodrim: his rat familiar, Booger.

Nodrim Gadfoodle, Gnome Alchemist

"Here's my prices: Buy nine, I'll give you the tenth free. No, it doesn't apply to tindertwigs. Well? Come on, make up your mind. I've got work to do."

Nodrim Gadfoodle is a pleasant-enough fellow, though he is often far too busy with his alchemy to spend time in idle chatting. He is brisk—sometimes to the point of being rude—but customers are usually willing to overlook Nodrim's personality quirks to take advantage of his discount for bulk purchases.

Nodrim was born in Liberty's Artisan's Quarter nearly a century ago. He enrolled briefly in the University of the Arcane, but found that he had little taste for spellcasting; he was far more intrigued by the art of alchemy. He left the University—much to the annoyance of his parents—and opened a shop to sell his alchemical creations (usually to students who hadn't learned the art so well).

He was joined within a year by an assistant—Bimpnottel Bepkor, who a few years later became his wife. Bimpnottel was almost as good at alchemy than Nodrim, and even shrewder at running their business. Together, they prospered—at least, well enough to afford to keep running it, and to set a little money aside for a few luxuries. Bimpnottel handled the customers, while Nodrim toiled away in the backroom workshop. Neither were ever happier.

When Bimpnottel died of an illness a little over ten years ago, Nodrim was devastated. He closed his shop for almost a

Table 1–5: Nodrim’s Prices

Item	Cost	Discount	Weight
Acid (flask)	10 gp	10 flasks for 90 gp	1 lb.
Alchemist’s fire (flask)	20 gp	10 flasks for 180 gp	1 lb.
Antitoxin (vial)	50 gp	10 vials for 450 gp	—
Everburning torch	110 gp	10 torches for 990 gp	1 lb.
Holy water (flask)	25 gp	10 flasks for 225 gp	1 lb.
Smokestick	20 gp	10 smokesticks for 180 gp	1/2 lb.
Sunrod	2 gp	10 sunrods for 18 gp	1 lb.
Tanglefoot bag	50 gp	10 bags for 450 gp	4 lb.
Thunderstone	30 gp	10 stones for 270 gp	1 lb.
Tindertwig	1 gp	20 tindertwigs for 18 gp	—

year, but when his savings ran out, he returned to work, though with considerably less enthusiasm than before. Nodrim throws himself into his alchemy, certainly, but is less interested in talking to his customers. If he didn’t need to make money to survive, he would much rather spend his days experimenting with special compounds, and discovering new applications for them.

However, unknown to even his closest friends, Nodrim’s goals are not academic. What he really wishes to do is create the next “must-have” alchemical item, and sell the secret of making it for 10,000 gp—enough to pay to have Bimpnottel resurrected.

Nodrim is a middle-aged gnome with a prominent bald patch in the midst of his dark brown hair. His nut-brown skin is always tinged with soot, ash, and other alchemical residue. He habitually wears a frayed, soot-stained tunic and heavily-patched trousers, along with a dirty leather apron. After a minute or so of conversation, Nodrim becomes a bit fidgety, and shortly thereafter begins tinkering with his alchemical equipment.

Booger, Nodrim’s rat familiar, usually sleeps in a little bed Nodrim has made in his workshop, close by his master. When Nodrim is out and about, Booger rides in a large pocket in Nodrim’s apron.

✦ **Nodrim “Pestle-Pounder” Gadfoodle:** male Gnome Wiz 1/Exp 2; CR 2; Small Gnome; HD 1d4+1 plus 2d6+2; hp 14; Init +0; Spd 20 ft.; AC 11, touch 11, flat-footed 11; Base Atk +2; Grp –3; Atk +2 melee (1d3–1, dagger); Full Atk: +2 melee (1d3–1, dagger) or +3 ranged (1d3–1, dagger); Space/Reach 5 ft./5 ft.; SA spells; SQ gnome traits; AL NG; SV Fort +1, Ref +0, Will +6; Str 8, Dex 11, Con 12, Int 16, Wis 13, Cha 13.

Skills and Feats: Appraise +5, Concentration +3, Craft (alchemy) +16, Diplomacy +10, Gather Information +5, Knowledge (arcana) +6, Knowledge (local) +8, Listen +3 (+5*), Profession (merchant)+5, Sense Motive +8, Speak Common, Speak Dwarven, Speak Elven, Speak Gnome, Speak Halfling., Spellcraft +6, Spot +3 (+5*); Alertness*, Negotiator, Scribe Scroll, Skill Focus (Craft [alchemy]).

*Gadfoodle Nodrim gains Alertness when his familiar is within arm’s reach.

Racial Traits: Cantrips; low-light vision; +2 racial bonus on saving throws against illusions; +1 racial bonus on attack rolls against kobolds and goblinoids; +4 dodge bonus against giants; gnomes treat gnome hooked hammers as martial weapons; +2

racial bonus on Listen and Craft (alchemy) checks (already figured into statistics given above).

Spell-Like Abilities: 1/day—*speak with animals* (burrowing mammal only, duration 1 minute), *dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 11 + spell level.

Spells Prepared: (3/2; base DC = 13 + spell level: 0—*arcane mark*, *detect poison*; *read magic*; 1st—*alarm*, *comprehend languages*, *identify*, *unseen servant*).

Spellbook: 0—*arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*; 1st—*alarm*, *comprehend languages*, *identify*, *mage armor*, *unseen servant*; 2nd—*arcane lock*; *detect thoughts*.

Possessions: dagger, alchemist’s lab, 1,750 gp worth of special substances and items, 100 gp worth of alchemical supplies, merchant’s scale, spell component pouch, 80 gp in locked chest, 10 gp in coins.

Allies: Tamblin Troot (gnome spell components merchant).

Enemies: None.

Tactics: Nodrim doesn’t like to fight, but, if given no other choice, he happily gives his attackers a free product demonstration, bombarding them with tanglefoot bags and, if the fight occurs outside, alchemist’s fire. For particularly tough opponents, Nodrim has no compunctions about breaking out his supply of acid. If forced to flee, he covers his escape with smokesticks.

♣ **Booger, Rat Familiar:** HD 3d8; hp 7; Atk +4 melee; AC 16 (+2 size, +2 Dex, +2 natural); SQ low-light vision, scent, improved evasion, share spells, empathic link, deliver touch spells; Int 7; see *MM*, Chapter 2.

Notable Features of the Alchemy Emporium

Gadfoodle’s Alchemy Emporium was once a homey sort of place, though since the death of Bimpnottel it has become a bit of a rat’s nest. Most of the floor space is taken up by boxes, crates, papers, and assorted laboratory equipment. Narrow paths run from door to door through the building, or to the larger pieces of furniture (such as the lab tables, the stove, and the bed). Only the “showroom” is reasonably free of clutter, but only because Tamblin Troot’s wife Elinke comes over every few days to clear away the debris so Gadfoodle actually looks like he wants customers to come inside.

Showroom

Gadfoodle's showroom is more of a demonstration floor, although it does have bins and shelves of all his products. Standing in the center of the room is a stone dummy that he uses to demonstrate his acid and alchemist's fire. The dummy stands atop an octagonal stone tile in the floor; Nodrim usually invites his customers to stand holding the dummy for a demonstration of his tanglefoot bags.

Nodrim keeps his stock of acid flasks in stands off to the left of the entrance, and his stock of alchemist's fire in wicker baskets to the right of the entrance (right next to a tub of water with a heavy wool blanket soaking in it, for emergencies). He only keeps three flasks of acid or alchemist's fire out in the showroom. If customers want more, he fetches them from the closet, which he keeps locked. Nodrim has had problems with would-be robbers before, and has no intention of supplying them with free ammunition.

✂**Locked Closet Door:** Open Lock DC 20.

Laboratories

Nodrim maintains two laboratories. The one off the showroom is for his "standards," and contains all the ingredients necessary for the standard alchemical items—including 1d4–2 of each item he offers for sale, completed and awaiting restocking.

The laboratory on the second floor is for his experiments. It is also where he stores his meager supply of capital: about 1,175 gp in assorted coins in a coffer lying out in the open on his workbench (but covered by an oily cloth).

Living Area

Gadfoodle's dining room, bedroom, and kitchen are more cluttered as the rest of his shop, largely because, without his wife, he no longer really cares how bad it looks. He has an unlocked chest full of his wife's belongings, including a silver necklace worth 85 gp and her wedding ring, worth 250 gp. If either of these were stolen, Gadfoodle would kill to get them back.

The Aviary

In a city the size of Liberty, flying mounts are merely uncommon, rather than unheard-of. Thus, it is only logical that the city should maintain a stable for flying creatures, as well as for horses. And, since such creatures are frequently magical in nature—which generally makes horses and other animals uncomfortable, if not outright panicky—the city's aviary is located in the Arcane Quarter.

History of the Aviary

Liberty has had several aviaries over the centuries since its founding, starting with the rookery of the pirate princess Timone, whose squadron of hippogriff-mounted raiders terrorized the sea around Cove Haven for years. Timone eventually formed the city's first aerial militia, though it lasted less than three years.

Many decades later, the city created yet another air brigade, albeit temporarily—this one formed of every flying creature and volunteer the city could muster, to defend itself against attacks

by giant wasps. Another consisted entirely of the paladin Lord Varwain, who flew his pegasus mount to slay the blue dragon Dizaria, after it had severely wounded Irrigrim, the bronze dragon who ordinarily protected the city from others of its kind.

These aerial defenders, and a dozen more just like them, each had their own base of operations in the city, every one paid for out of the city's coffers, specifically for the purpose of keeping the city safe from flying attackers. Sadly, though, all too often the defenders do their job too well, and the city finds it no longer needs them—or cares to pay to keep them flying.

The Aviary in the Arcane Quarter began a dozen years ago as another such example of airborne civil defense. After a flight of chimeras moved into the cliffside south of the city and began snatching up at first livestock, then citizens, the prince conscripted everyone in the city who owned a flying creature to patrol the sky over the city. Eventually, they provided air cover when a company of soldiers of the Order of the Lion stormed the chimeras' nests and slaughtered every last one.

Afterward, the "Air Defense League" patrolled the skies over and around Liberty for a few years, but mostly they quickly found other things to do with their time. Soon after, the city realized it didn't need much of an aerial defense force at all, and disbanded the Air Defense League, leaving only a Sky Marshal to oversee the city's aerial defenses. It would fall to the Sky Marshal to police the sky over Liberty, and hire additional aerial forces on an as-needed basis. (The city would decide afterward if the expenditure of funds was really necessary.)

Unsurprisingly, the position of Sky Marshal is not a particularly coveted one. There have been three since the affair with the chimeras. The latest is a drow ranger named Kila—a woman with a mysterious past and a somewhat hostile demeanor. Of course, some of that might be due to the fact that the city has once again begun reconsidering the need for even a Sky Marshal, and Kila's livelihood is most definitely at stake.

Notable Figures in the Aviary

In addition to Sky Marshal Kila, the Aviary has a small staff of attendants, headed by a group of druids who have taken it upon themselves to care for the flying creatures stabled there.

Kila, Sky Marshal

"Yes, I'm a drow. Yes, my people are responsible for all sorts of terrible deeds. Yes, it's my job to keep the city safe from things that can fly over the walls. Yes, I do my job, and yes, I do it better than anyone else can. Any other questions that are any of your business?"

Kila is an attractive dark elf woman just entering adulthood. She has long, snow-white hair, which she keeps in a single, long, thick braid. She usually wears breeches and a white jerkin, along with leather armor, leather riding boots, and leather riding gloves. She never goes anywhere without her darkening goggles, even if she only wears them around her neck.

Kila is one of the few drow living in Liberty, and has the distinction of being the only one to do so openly. Though she is mistrusted, and any *detect evil* spell reveals that she isn't exactly pure-hearted—but being evil isn't exactly a crime in Liberty.



Besides, Kila does her job, keeping the skies of the city free from aerial threats, and bringing down airborne criminals.

No one quite knows where Kila came from. She arrived in the city a few years ago, riding a dire bat, and immediately landed atop one of the upper spires of the University of the Arcane. After a long conversation with High Mage Wallengo, she surrendered herself to the city watch, until they were satisfied that she meant no harm to the city. When Kila volunteered her services to the city as an aerial watch warden, the watch captain was somewhat skeptical, but Wallengo vouched for her—and she has many times since proven her worth.

Of course, aerial crimes, even in a city the size of Liberty, are few and far between. Kila collects a decent monthly stipend for effectively spending her days sitting at the Aviary, waiting to be called to action. Since she became the city's sky marshal, she has actually apprehended only a half-dozen criminals and assorted aerial threats (generally giant owls, a flight of hippogriffs that nest near the city, and a manticore that periodically flies over the city, seeking prey).

Many people question whether or not the city actually needs a sky marshal—but a word from Wallengo was always good enough to deflect any serious indictments of Kila's usefulness. With Wallengo gone from Liberty, though, various voices in the government have again begun to consider dissolving the post of sky marshal. Kila is concerned that, once her job is taken away, the city will not only no longer need her around, but they will find an excuse to put her in jail. She has thought about approaching the new High Mage, Jyrsino, but she has heard that he is not interested in his own students, so she's fairly certain he wouldn't be interested in helping her with her problems.

✧ **Kila:** female drow Rgr 6/ Rog 2; CR 8; Medium-sized humanoid [elf]; HD 6d8+6 plus 2d6+2; hp 47; Init +3; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +7; Grp +7; Atk +11 ranged (1d6/×3, +1 *composite shortbow*) or +7 melee (1d6/19–20, short sword); Full Atk: +11/+6 ranged (1d6/×3, +1 *composite shortbow*) or +9/+9/+4 ranged (1d6/×3, +1 *composite shortbow* w/Rapid Shot) or

+7/+7 ranged (1d6/×3, +1 *composite shortbow* w/Manyslot) or +7/+2 melee (1d6/19–20, short sword); Space/Reach 5 ft./5 ft.; SA favored enemy (magical beasts: +4), favored enemy (animals: +2), spells, sneak attack +1d6; SQ drow traits, wild empathy, woodland stride, swift tracker, trapfinding, evasion; AL LE; SV Fort +6, Ref +11, Will +4; Str 11, Dex 16, Con 12, Int 13, Wis 15, Cha 14.

Skills and Feats: Balance +10, Handle Animal +11, Jump +13, Knowledge (arcana) +5, Knowledge (geography) +6, Knowledge (local) +6, Knowledge (nature) +6, Listen +2, Ride +16, Search +1 (–4 when wearing darkening goggles), Speak Common, Speak Elven, Speak Undercommon, Spot +11 (+6 when wearing darkening goggles), Survival +11, Tumble +10, Use Rope +4; Track, Rapid Shot, Manyslot, Endurance, Point Blank Shot, Mounted Combat, Mounted Archery

Racial Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on Will saves against spells or spell-like abilities; low-light vision; darkvision 120 ft.; Search check within 5 feet of a secret or concealed door; Martial Weapon Proficiency (short sword, and rapier) and Exotic Weapon Proficiency (hand crossbow) as bonus feats; +2 racial bonus on Listen, Spot, and Search checks (already figured into statistics given above); light blindness.

Darkening Goggles

Darkening goggles are specially treated lenses set in a leather-and-metal casing designed to hold the lenses over a humanoid's eyes. Difficult to craft, darkening goggles are expensive items usually carried only by drow who plan to go to the surface or to use spells that cause bright flashes of light. Wearing the goggles eliminates a creature's sensitivity to bright light. A wearer who would be blinded by bright light or suffer penalties while operating in bright light does not suffer those penalties while under such conditions. However, the design of the lenses limits the wearer's sight and peripheral vision, imposing a -5 circumstance penalty on Spot and Search.

Spells Known: (2/1; base DC = 12 + spell level): 1st—*charm animal* (×2); 2nd—*hold animal*.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*.

Possessions: short sword, +1 composite shortbow (+0 Str), 40 masterwork arrows, 20 +1 arrows, *sleep arrows* (×6), +1 leather armor, *ring of feather falling, potion of protection from arrows 10/magic, potion of cure light wounds*, darkening goggles (see sidebar), bit and bridle, exotic military saddle (dire bat), silk rope, 100 gp in locked chest, 15 gp in coins.

Allies: Wallengo (former High

Mage of the University of the Arcane).

Enemies: Enderil Silverkey (elf merchant), Godfrid of Wainsworth (elf merchant), Moderil (elf noble).

Tactics: Kila is especially dangerous from the saddle of her dire bat. She can fire three arrows at a single target using Rapid Shot, and if her foe is in the air, she makes at least one of those arrows a *sleep arrow*, in hopes of letting the fall do all the work for her. On the ground, she prefers to use her bow, but if forced into melee combat, she fights defensively with her short sword, looking for an opportunity to get some distance between her and her opponent.

♣ **Shriekdark, Dire Bat Mount:** CR 2; Large animal; HD 4d8+12; hp 30; Init +6; Spd 20 ft., fly 40 ft. (good); AC 20, touch 15, flat-footed 14 (-1 size, +6 Dex, +5 natural); Base Atk +3; Grp +10; Atk +5 melee (1d8+4, bite); Full Atk +5 melee (1d8+4, bite); Space/Reach 10 ft./5 ft.; SQ blindsense 40 ft.; AL N; SV Fort +7, Ref +10, Will +6; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +4, Listen +12, Move Silently +11, Spot +8; Alertness, Stealthy.

Blindsense (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Aviary Workers

✂ **Handlers:** 1d4 2nd–4th level druids.

✂ **Attendants:** 2d4+2 1st–3rd level experts.

The Artisans' Estate

At the hub of Liberty's artistic and craftwork community lies the Artisans' District, and at the heart of the district lies the Artisans' Estate—a semi-independent collective of free-thinking woodworkers, jewelers, painters, poets, actors, and others of the creative bent. The members of this loosely-knit organization cohabit the mansion home of Voltigur, a half-elf craftsman who encourages them to explore their freedom of expression in all things: art, music, dance, handicrafts, politics, relationships, sex, drugs ... whatever it takes their fancy to try next.

History of the Artisans' Estate

After the defeat of Emperor Orasir by the forces of the High Kingdom, many of the dispossessed nobles who had been forced to flee the Southern Empire's rule returned to find their ancestral homes so much smoldering ruins. Some rebuilt, while others, who had spent all their money reclaiming their land, could only afford to refurbish a few vital rooms in what were once magnificent mansions. What they couldn't afford to repair, they left to their heirs. More than a few once-prosperous families slowly bled themselves dry trying to restore a measure of their former glory. And, when they did, they sold their ancestral estates for a pittance, just so they could afford to start all over again somewhere else.

One such mansion came on the market just as the master artisan Voltigur was making his name and fortune. Although he paid a small fortune for a dissolute nobleman's estate, he really didn't mind; his star was on the rise in Liberty, and within a year he could have afforded two more just like it. He actually had little use for most of the building; all he really cared about were the few rooms he needed as workshops.

The rest of the mansion Voltigur gave to his friends and colleagues, as a sort of artists' retreat. At first they numbered slightly less than a dozen, spread over twenty-odd rooms, but in only a matter of months, the place was overflowing with artists looking for a place to express themselves—along with their friends, lovers, and casual acquaintances. All of this is according to Voltigur's plan, though, if "let's see what happens" can be called a plan.

Voltigur believes that art lies in combining elements together in ways no one has ever tried—and that extends to society. If a priest of Umit were to spend an evening discussing politics with a slyss addict, what conclusions might they reach? Could a peasant farmgirl from the Outwalls express herself as part of a troupe of actors—and would it ultimately change her values for better, or for worse? If an otherwise tight-laced noblewoman were to pose nude for a sculptor, would he capture the essence of her nobility—or her femininity? And would she thereafter shed her inhibitions, or cleave more tightly to them?

As with all of his creations, Voltigur knows that the experiment might not yield the truly sublime results for which he hopes. But, again as with all of his creations, he is perfectly willing to abandon it if it goes too far awry; ultimately, he has invested only a small amount of his time and money in his Artisans' Estate, and he could easily relocate to the Sceptered City and start all over, if the mood strikes him. Liberty's dilettante community would certainly miss him, but he feels that every man must chart the course of his own destiny, regardless of the obstacles. He is not willing to forego his own creativity just to make others happy.

In the meantime, Voltigur designs clothing and jewelry for the city's elite, and dabbles in painting, poetry, architecture, and anything else that takes his fancy. He has conducted numerous social and romantic experiments, mixing people from different walks of life just to see what will happen (though he often loses interest until something truly spectacular occurs).

Visiting the Estate

Spellcasters seeking fine clothing and jewelry for the creation of rings and wondrous items need look no further than the Artisans' Estate. Voltigur charges only for the raw materials involved—provided the person for whom he is creating the item is willing to stay at the estate throughout, specifically to participate in Voltigur's social experiment.

Voltigur likes to tell his clients that he must observe them in a natural setting to judge their temperament and ensure that his creation is a proper match. "I can hardly dress a grim dwarf in pinks and yellows, or ask an elf to wear a solid gold bracer, can I?" And, sometimes, he declares that the client is "unsuitable for such fine creations" and refunds their money.

All of this is a sham, though. Voltigur simply works on whatever interests him, and the only reason he wants his clients to stay on the premises is to add another element to his cultural mixing pot. The other residents of the Artisan's Estate take full advantage of any visitors, however. They usually convince visitors that everyone contributes equally toward work and expenses, but then assign the visitors to do the work no one else wants to do, or bilk them out of a few gold pieces. (One of their favorite tricks is to throw a few assorted coins in a hat, and pretend to be collecting donations for a feast. After the visitor contributes, the collector pockets his own money, and buys some outrageously expensive treat with the visitor's money.)

Notable Figures in the Artisans' Estate

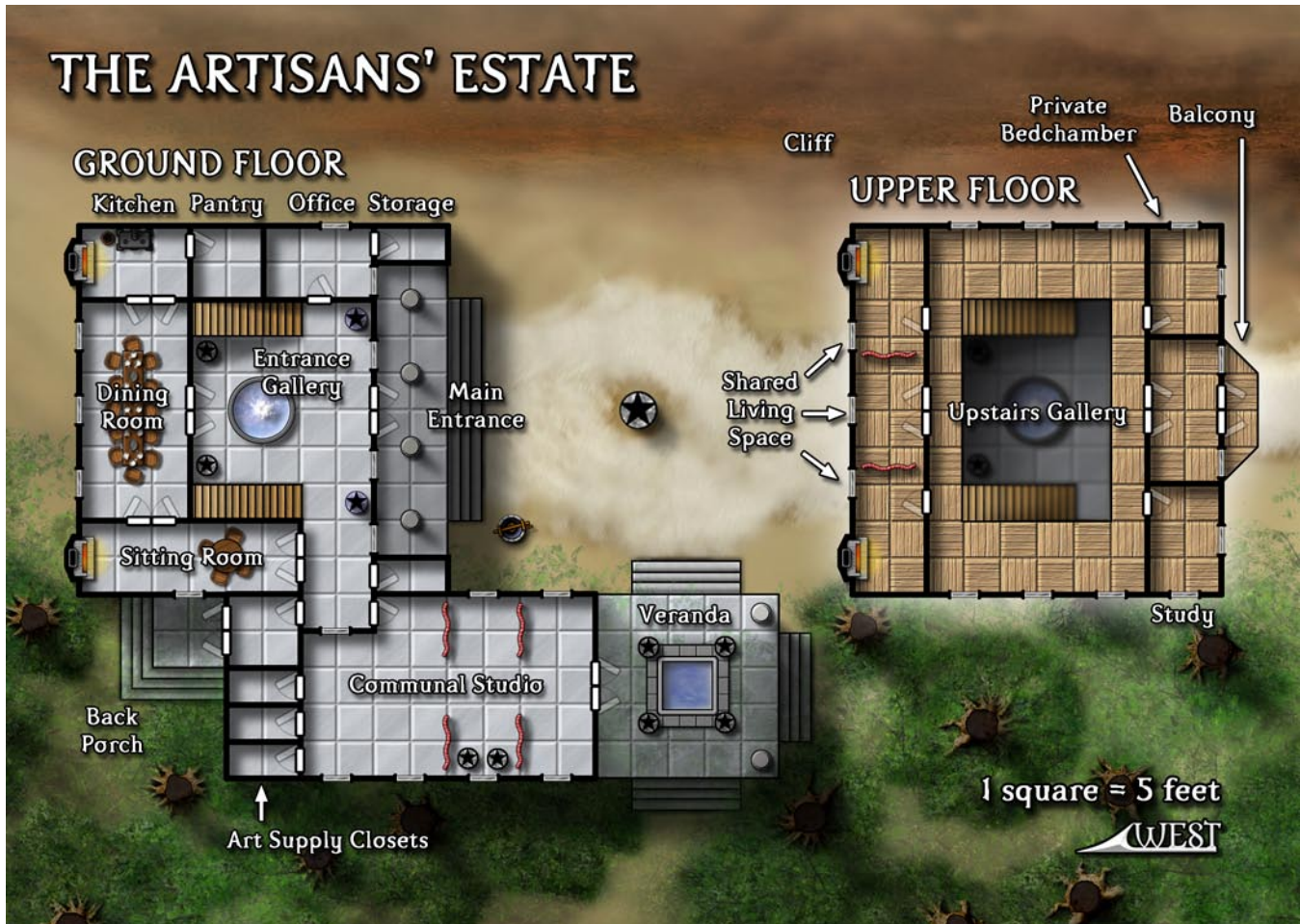
The Artisans' Estate is full of all manner of colorful characters, from high-minded artistes and passionate philosophers to lowly hustlers and demented drug addicts. But by far the most compelling figure in the Artisans' Estate is its owner and leader, the master artisan Voltigur.

Voltigur, Master Artisan

"I do what I do—and I do it as well as I can—because I love what I do. Some might tell you that it is education and training and years of practice that makes fine craftsmanship. I disagree. All of that serves you nothing if you do not love what you do."

The recognized leader of the Artisans' Estate is Voltigur, a half-elf master craftsman well respected in both the artisan community and the whole of the Arcane Quarter for the quality and originality of his creations. He has friends throughout Liberty, including Lady Miana, a foreign noblewoman who is a great patroness of the arts. His creations even find their way into the possession of Prince Fiorelle.

Artisans from as far away as Sceptren come to Liberty to seek Voltigur's opinion, guidance, instruction ... and approval. His home, the Artisans' Estate, has become more than just the haven for creative people he originally envisioned when he purchased the building several years ago. It is virtually a hostel, cabaret, and



bordello all in one, frequented by not only artisans and artists, but their friends, their acquaintances, and the city's elite, all seeking to be associated with the estate's avant-garde atmosphere.

Voltigur does not entirely object to this situation; he spends many enjoyable hours discussing art, philosophy, and politics with his visitors—who sometimes include important political figures, from as far away as the High Kingdom. In fact, patroness Lady Miana is a regular visitor, and she often stays all night ... in Voltigur's bed.

The master artisan is not sure if Lady Miana truly loves him, or if she just loves being associated with him and the artistic community. She certainly showers him with lavish gifts, and introduces him to influential people, but, in his heart of hearts, he knows that their relationship can go nowhere. And, it worries him somewhat that he knows that Lady Miana numbers the Prince among her political enemies. Voltigur suspects that Lady Miana doesn't have Liberty's best interests at heart—which tells him that, ultimately, he can't trust anything she says or does.

Voltigur is a distinguished-looking half elf just approaching middle age. He has prematurely gray hair, and sports a thin mustache and narrow stripe of a beard. He has a lock of snow-white hair (bleached, though he carefully hides that fact), and dresses in tight-fitting white clothing, which he wears strategically undone. He also carries an ashwood cane with a concealed masterwork rapier inside (though it's mostly just for show; he knows very little about fighting).

✦ **Voltigur:** male half-elf Exp 14; CR 13; Medium-sized humanoid [elf]; HD 14d6; hp 45; Init +1 (+1 Dex); Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +10; Grp +9; Atk +10 melee (1d6-1/18-20, masterwork rapier); Full Atk: +10/+5 melee (1d6-1/18-20, masterwork rapier) or +11 ranged; Space/Reach 5 ft./5 ft.; SQ half-elf traits; AL CG; SV Fort +4, Ref +5, Will +12; Str 8, Dex 12, Con 11, Int 17, Wis 17, Cha 17.

Skills and Feats: Appraise +20, Craft (clothing) +23, Craft (jewelry) +23, Craft (toolmaking) +23, Diplomacy +27, Gather Information +15, Knowledge (architecture and engineering) +12, Knowledge (history) +11, Knowledge (local) +12, Knowledge (nobility and royalty) +12, Listen +4, Profession +20, Search +4, Sense Motive +14, Speak Common, Speak Dwarven, Speak Elven, Speak Gnome, Speak Undercommon, Spot +4; Leadership, Skill Focus (Craft [jewelry]), Skill Focus (Craft [painting]), Skill Focus (Craft [toolmaking]), Skill Focus (Diplomacy).

Racial Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on saves against enchantment spells or effects; low-light vision; +2 racial bonus on Diplomacy and Gather Information checks (already figured into statistics given above); +1 racial bonus on Listen, Search, and Spot checks (already figured into statistics given above).

Possessions: masterwork rapier, *cloak of charisma* +2, *marvelous pigments* (5 pots), 4,000 gp in assorted tools and masterwork tools, 2,000 gp in assorted clothing outfits, 12,000 gp in assorted jewelry, 180 gp in coins.

Allies: Lady Miana of Sceptren (patroness of the arts), Umbrarosa (illusionist performance artist), Henzl (Halls of Learning music instructor), Valastiel (Halls of Learning dance instructor), Atala (high priestess of Lani), Dezra (magic item craftsman).

Enemies: Halina (high priestess of Umit).

Tactics: Voltigur has been trained in the art of swordsmanship—or, at least, the basics. If attacked, he fights entirely using total defense, hoping that the city watch comes along while he valiantly holds off his assailants. If he is ever actually wounded in a fight, Voltigur takes the fight more seriously, and attacks to wound.

Estate Denizens

✦ **Artisans:** 2d4+2 1st–6th level experts.

✦ **Criminals:** 1d4+1 Criminals; see Appendix A to randomly determine Criminals.

✦ **Dilettantes:** 2d6+6 1st–4th level aristocrats.

✦ **Guests:** 1d4+4 Citizens; see Appendix A to randomly determine Citizen guests.

✦ **Hangers-On:** 2d12+12 1st–2nd level commoners.

✦ **Performers:** 2d4+4 1st–4th level experts (70%) or 1st–3rd level adepts (30%).

✦ **Troubadours:** 1d3 1st–3rd level bards.

✦ **Visitors:** 1d3 NPCs; see Appendix A to randomly determine NPC visitors.

Notable Features of the Artisans' Estate

The Artisans' Estate was once a beautiful mansion, but years of neglect saw it fall into disrepair, even before Voltigur and his artisans took residence. And, because none of the artisans are particularly skilled at carpentry or masonry, the building has seen only rare and sporadic repairs since. It has, on the other hand, seen countless “enhancements” in the form of woodworking, sculpture, painting, and so forth—many of which are only half-finished, and most of which are mediocre, at best. So now the once-proud estate is a mish-mash of art styles and media—and is considered something of an eyesore by its neighbors.

Entrance Gallery

The entrance gallery of Voltigur's estate is extraordinarily gaudy, though the occupants and visitors consider their decorations the height of “free expression.” The statuary is all painted with random designs in garish colors, the once-tasteful chandelier is covered with bits of scrap metal (including the key to the front doors), and the fountain flows with water frequently dyed to match the evening's other decorations.

The residents of the estate rarely close the main doors of the gallery. When Voltigur opened his home to all of his friends, he told them that the doors would always remain open. (On the other hand, it might not be a coincidence that many of the estate's residents see regular bathing and laundering their clothes as a distraction from their creativity.)

✦ **Exterior Doors:** 1 in. thick; hardness 5; hp 10; AC 5; break DC 25; Open Lock DC 40.

Office

The residents of the estate consider this room the “office” because, when they moved in, it was the only one that contained a desk and several chairs. Although they keep no official records and rarely have closed-door meetings, they do find it occasionally useful to have a private space where they can talk business. The room contains all of the things that the residents feel they may need, including a light crossbow, 18 bolts, a handaxe, a light wooden shield, and a small, wooden chest containing 47 gp, 73 sp, and 120 cp (the estate’s “operating funds”). The key is in Voltigur’s possession, though he generally just leaves it hanging from a hook in his room.

✦ **Chest:** hardness 5; hp 25; AC 5; break DC 30; Open Lock DC 30.

Communal Studio

The estate’s communal studio is a centralized collection of projects being undertaken by the various artists in residence, including sculptures, paintings, woodcarvings, and so forth. At any given time, the studio contains 2d6+6 art objects in varying states of completion. (Roll on the Art Object table to determine the value of any given item, then subtract 1d6×10% of the total value to reflect the fact that the item is not yet finished.) The supply closets off the studio contain 3d6×10 gp worth of raw materials, usually in the form of semi-precious stones and paint, as well as 1d6 sets of artisan’s tools and 1d2–1 sets of masterwork artisan’s tools.

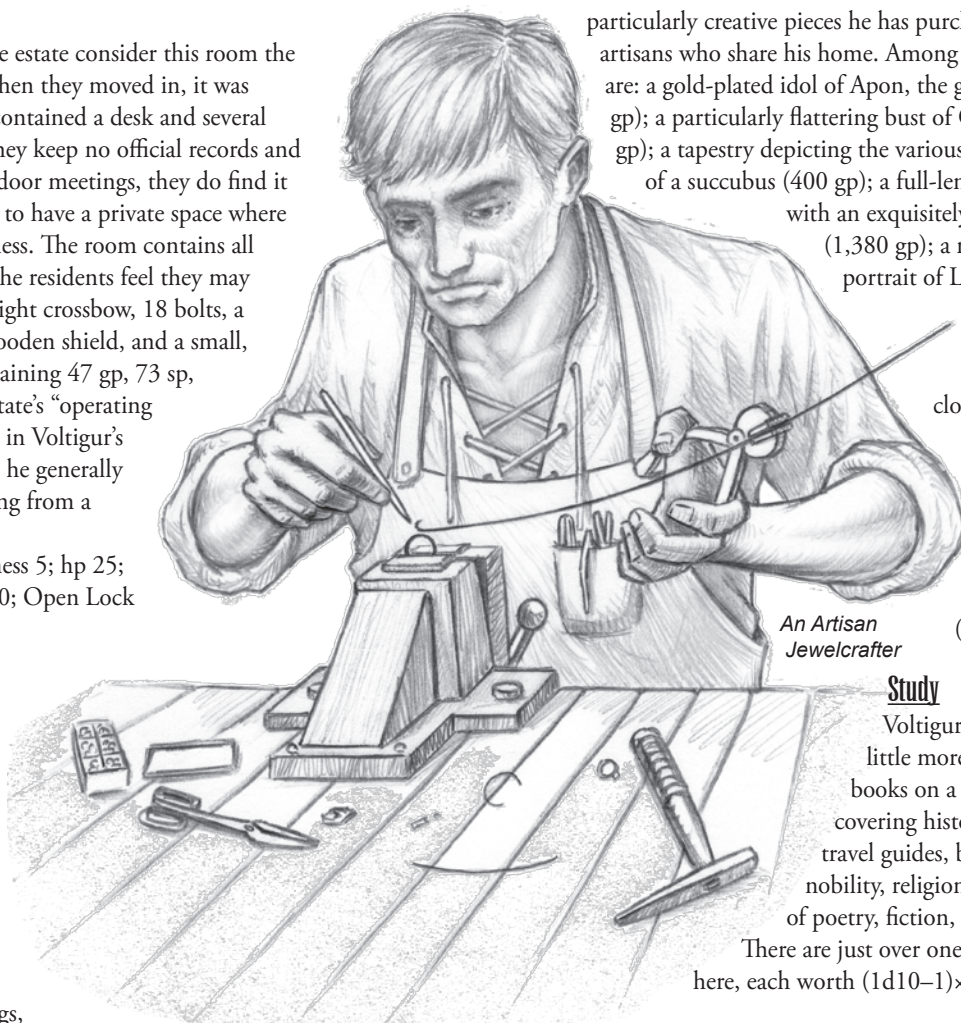
Private Bedchamber

Voltigur’s bedroom is a rather opulent affair, and somewhat more tastefully decorated than the other areas of the mansion, filled with satin pillows, lace curtains, and a four-poster bed covered with silk sheets and comfortable furs.

Voltigur keeps his personal valuables in this room (as listed in his possessions). He also keeps the key to the chest in the office hanging on a hook next to the door. Although Voltigur has a key to his private bedchamber, he only carries it when he goes out, and rarely locks the door, in any case.

Upstairs Gallery

The upstairs gallery is for Voltigur’s personal collection, which includes mainly his own creations, as well as a handful of



An Artisan Jeweler

particularly creative pieces he has purchased from the artisans who share his home. Among his prized pieces are: a gold-plated idol of Apon, the god of the sun (190 gp); a particularly flattering bust of Queen Inenya (320 gp); a tapestry depicting the various sexual conquests of a succubus (400 gp); a full-length silver mirror with an exquisitely-carved frame (1,380 gp); a masterfully-rendered portrait of Lady Miana of Sceptren in a gilded frame (1,450 gp); a water clock set with gems marking the hours, on a mother-of-pearl face (1,600 gp); and a bejeweled suit of full plate armor (2,850 gp).

Study

Voltigur’s private study is little more than a collection of books on a variety of subjects, covering history, architecture, travel guides, biographies, the nobility, religion, and a fair amount of poetry, fiction, and pornography.

There are just over one hundred books in here, each worth (1d10–1)×10 gp.

The Arcane Emporium

For those with the budget to spend, major magic items are available at selected—and heavily guarded—locations in Liberty. In the case of major wondrous items, one must visit Dezra the Ancient, at the Arcane Emporium.

History of the Arcane Emporium

The ancient wizard Dezra settled in Liberty with the specific intent of starting a business selling magic items that he had acquired more over years of adventuring. Well past his prime, he found that, more than anything else, he wanted to put down roots somewhere and just not think about combat spellcasting ever again. Having collected enough treasure to buy all of Liberty, and being powerful enough to keep it, he found that the city was all too willing to let him have his quiet retirement.

The ancient wizard spent ridiculous sums on his home, having more magical guards and wards installed than the average king’s tomb, and paying his hired guards enough so that they don’t mind so much being permanently *enlarged*, and their minds laid bare to him via *telepathic bond*. Over half a century of adventuring, Dezra had made many powerful enemies, and had no intention of being unprepared, should any of them come to call.

As the years went by, though, Dezra experienced an unexpected sense of profound boredom. His time in the Free Explorers' Society had accustomed him to frequent random attacks and world-threatening crises, and just sitting around in a magically-fortified house just didn't have the same sense of satisfaction as casting maximized *chain lightning* spells at armies of foes. Dezra needed something to do.

Dezra turned to creating magic items. He had crafted a great many items for his adventuring companions and the Society in general over the years, so he was no stranger to the process, and he found that it gave him something to think about and look forward to each day. In a matter of weeks, Dezra went from being a bored old man to being on retainer for the Free Explorers' Society, and then to supplying the city of Liberty with all manner of magic items for a wide variety of purposes. He no longer had time to be bored; he even had a waiting list a year long.

But Dezra hadn't reckoned on the fact that he was no longer exercising his magical muscles; creating magic items wasn't much of a challenge to him intellectually. He began to experience what some wizards call "arcane dementia": forgetting the finer points of certain skills, losing track of the talents he'd developed over the years, and even finding himself unable to grasp more complex spells. The more time he spent creating magic items, the more he could feel his mind becoming dull. And, since he wasn't adventuring all that much anymore, he wasn't pushing himself to

learn anything new (or relearn anything he once knew). For all intents and purposes, Dezra was becoming senile.

At first, Dezra fought against the creeping decay of his faculties, setting off on grand adventures to other kingdoms and other planes, all the while pushing himself to his limits—but still finding that his limits were nowhere near as remote as they used to be. After being slain and subsequently *resurrected* in a battle with an ancient blue dragon in the southern desert, Dezra decided to retire from adventuring for good.

Although he had not seen any of his old enemies in almost ten years, Dezra became very worried that, should they find out about his condition, he would never be safe again. So he fortified his home even further, and retired once and for all, becoming a virtual recluse. While everyone in the city (and for some distance around) fears the might of Dezra, no one knows the truth of the matter: Dezra retains but a shadow of his former magical prowess.

These days, Dezra takes great pains to keep his weakness a secret. He rarely goes outside, and when he does, he goes heavily guarded, and loaded down with every magic item in his arsenal. He fears what could happen if he were to be challenged to a duel by some upstart, and the severe damage that would be dealt to his reputation when he inevitably lost. So, whenever he feels even the least bit threatened, he looses a torrent of deadly spells, then flees at the first opportunity back to his panic room.

ARCANE EMPORIUM



The city watch, for their part, suffer Dezra's occasional use of excessive force, believing that he could easily destroy the city if they were to confront him; they afford him a great deal respect, and an even greater amount of leeway.

Magic Items Available at the Arcane Emporium

The Arcane Emporium is not stocked to the rafters with every major magic item anyone could ever want. While Dezra does not mind expending his experience points to craft magic items, he does not care to squander them, either. If he is not likely to sell a given magic item any time soon, he sees no need to create it. If an item is expensive (in terms of experience points), Dezra prefers to work strictly on commission.

Dezra deals only in wondrous items, and he does not bother with items of less than 25,000 gp value. (They are readily available in the Bazaar, or in the Blue House.)

He also does not deal at all in magic armor or weapons; he prefers to leave such items to the dwarves at Grumm's Forge.

The chance of finding any given major wondrous item in the Arcane Emporium is determined by the item's price:

$$101 - ([\text{magic item price} - 25,000] \times .002)$$

If Dezra does not have a given item in stock, he can create it, but he generally has other work in progress, and may not be able to start immediately. When a character commissions Dezra to create a wondrous item, roll 10d10 to determine how many days the character must wait before Dezra can begin crafting the item. If the character is willing to spend a bit more, Dezra can cut that time down to 3d10 days—but charges an additional 10% “rush fee.”

Dezra obviously cannot craft any item for which he does not meet the requirements, though he may have such items in stock.

Notable Figures in the Arcane Emporium

Aside from his squad of *enlarged* bodyguards, Dezra lives alone at the Emporium. He no longer even has a familiar; it died several years ago—and his depression at its passing lent even further to Dezra's encroaching senility.

Dezra the Ancient

“When you've lived as long as I have, you'll learn that adventure and excitement are nowhere near as important to you as a big, comfortable house and a nice, warm fire on cold nights.”

Dezra has lived in Liberty for many years, after amassing a staggering amount of wealth as a member of the Free Explorers' Society. Already old by the time he retired from active adventuring, Dezra has spent his autumn years crafting magic items for younger adventurers, and his work is so prevalent that his maker's mark is often mistaken for the official symbol of the Society.

All the years he has spent crafting magic items have taken their toll on Dezra. He has poured so much of his expertise and creativity into every item he has ever made that he finds it impossible to cast the higher-level spells he once cast almost routinely. He finds them too taxing, both mentally and physically. Spells that once seemed logical now seem like meaningless jargon;

spells that he once cast effortlessly are now too exhausting to even prepare. Dezra has been diminished by his craftwork.

These days, Dezra rarely leaves his home. Attended by a devoted staff of servants and bodyguards (upon whom he has cast permanent spells to make them more efficient), Dezra has no longer has any need to venture out into the city. This suits him quite well, since he doesn't want anyone to see how physically mental and fragile he has become—and the magical defenses he could once conjure at will are now only available to him in his home, in the form of magic items. Dezra fears what could happen, should someone attack him in his weakened state.

Dezra is very, very old. He dresses all in white robes, to match his snow-white hair and wispy beard. He frequently dozes off when people aren't speaking directly to him. He has no familiar; his last familiar died many years ago.

Dezra: male human Wiz 11/Exp 2; CR 12; Medium-sized human; HD 11d4–11 plus 2d6–2; hp 23; Init –1; Spd 30 ft.; AC 12, touch 12, flat-footed 9; Base Atk +6; Grp +5; Atk +6 melee (1d4–2/19–20, +2 dagger); Full Atk: +6/+2 melee (1d4–2/19–20, +2 dagger) or +7 ranged (1d4–2/19–20, +2 dagger); Space/Reach 5 ft./5 ft.; SA spells; SQ special qualities; AL NG; SV Fort +7, Ref +7, Will +17; Str 7, Dex 9, Con 9, Int 23, Wis 15, Cha 15.

Skills and Feats: Appraise +10, Concentration +13, Craft (alchemy) +22, Decipher Script +16, Diplomacy +9, Knowledge (arcana) +22, Knowledge (geography) +18, Knowledge (history) +14, Knowledge (local) +16, Knowledge (the planes) +16, Sense Motive +7, Speak Common, Speak Draconic, Speak Dwarven, Speak Elven, Speak Goblin, Speak Orc, Speak Undercommon, Spellcraft +22; Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Craft Staff, Craft Wand, Improved Counterspell, Scribe Scroll.

Spells Prepared: (4/6/6/5/4/3/2; base DC = 16 + spell level): 0—*arcane mark* (×2), *mage hand*, *mending*; 1st—*identify*, *mage armor*, *magic missile*, *unseen servant* (×3); 2nd—*daze monster*, *flaming sphere*, *levitate*, *locate object* (×2), *whispering wind*; 3rd—*clairaudience/clairvoyance*, *dispel magic* (×3), *lightning bolt*; 4th—*detect scrying*, *lesser globe of invulnerability*, *resilient sphere*, *scrying*; 5th—*baleful polymorph*, *break enchantment*, *teleport*; 6th—*analyze dweomer*, *greater dispel magic*.

Permanent Spells: *arcane sight*, *comprehend languages*, *darkvision*, *detect magic*, *read magic*, *resistance*, *see invisibility*, *telepathic bond* (with guards), *tongues*.

Spellbook: 0—*arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*alarm*, *animate rope*, *burning hands*, *cause fear*, *charm person*, *chill touch*, *color spray*, *comprehend languages*, *detect secret doors*, *detect undead*, *disguise self*, *endure elements*, *enlarge person*, *erase*, *expeditious retreat*, *feather fall*, *floating disk*, *grease*, *hold portal*, *hypnotism*, *identify*, *jump*, *mage armor*, *magic aura*, *magic missile*, *magic weapon*, *mount*, *obscuring mist*, *protection from chaos/evil/good/law*, *ray of enfeeblement*, *reduce person*, *shield*, *shocking grasp*, *silent image*, *sleep*, *summon monster I*, *true strike*, *unseen servant*, *ventriloquism*; 2nd—*acid arrow*, *alter self*, *arcane lock*, *bear's*

endurance, blindness/deafness, blur, bull's strength, cat's grace, continual flame, darkness, darkvision, daze monster, detect thoughts, eagle's splendor, false life, flaming sphere, fog cloud, fox's cunning, glitterdust, gust of wind, hideous laughter, hypnotic pattern, invisibility, knock, levitate, locate object, magic mouth, minor image, mirror image, misdirection, obscure object, owl's wisdom, phantom trap, protection from arrows, pyrotechnics, resist energy, rope trick, scare, scorching ray, see invisibility, shatter, spectral hand, spider climb, summon monster II, summon swarm, touch of idiocy, web, whispering wind; 3rd—arcane sight, blink, clairaudience/clairvoyance, daylight, deep slumber, dispel magic, displacement, explosive runes, fireball, flame arrow, fly, gaseous form, greater magic weapon, halt undead, haste, heroism, hold person, illusory script, invisibility sphere, keen edge, lightning bolt, magic circle against chaos/evil/good/law, major image, nondetection, phantom steed, protection from energy, rage, ray of exhaustion, secret page, sepia snake sigil, shrink item, sleet storm, slow, stinking cloud, suggestion, summon monster III, tiny hut, tongues, water breathing, wind wall; 4th—arcane eye, black tentacles, charm monster, confusion, crushing despair, detect scrying, dimension door, dimensional anchor, fire shield, fire trap, greater invisibility, hallucinatory terrain, ice storm, illusory wall, lesser geas, lesser globe of invulnerability, locate creature, mass enlarge person, mass reduce person, minor creation, mnemonic enhancer, phantasmal killer, polymorph, rainbow pattern, remove curse, resilient sphere, scrying, secure shelter, shadow conjuration, shout, solid fog, stone shape, stonewalk, summon monster IV, wall of fire, wall of ice; 5th—animal growth, baleful polymorph, break enchantment, cloudkill, cone of cold, contact other plane, dismissal, dominate person, dream, fabricate, false vision, feeblemind, hold monster, interposing hand, lesser planar binding, mage's faithful



Dezra the Ancient

hound, mage's private sanctum, major creation, mind fog, mirage arcanas, nightmare, overland flight, passwall, permanency, persistent image, prying eyes, secret chest, seeming, sending, shadow evocation, summon monster V, symbol of sleep, telekinesis, telepathic bond, teleport, transmute mud to rock, transmute rock to mud, wall of force, wall of stone; 6th—acid fog, analyze dweomer, antimagic field, chain lightning, contingency, control water, disintegrate, flesh to stone, forceful hand, freezing sphere, geas/quest, globe of invulnerability, greater dispel magic, greater heroism, guards and wards, legend lore, mage's lubrication, mass bear's endurance, mass bull's strength, mass cat's grace, mass eagle's splendor, mass fox's cunning, mass owl's wisdom, mass suggestion, mislead, move earth, permanent image, planar binding, programmed image, repulsion, shadow walk, stone to flesh, summon monster VI, symbol of persuasion, transformation, true seeing, veil, wall of iron; 7th—banishment, control weather, delayed blast fireball, ethereal jaunt, forcecage, grasping hand, greater arcane sight, greater scrying, greater teleport, instant summons, limited wish, mage's sword, mass hold person, phase door, plane shift, power word blind, prismatic spray, project image, simulacrum, spell turning, summon monster VII, symbol of stunning, teleport object, vision, waves of exhaustion; 8th—binding, demand, greater planar binding, greater prying eyes, greater shadow evocation, greater shout, incendiary cloud, iron body, mass charm monster, maze, mind blank, moment of prescience, polar ray, polymorph any object, power word stun, prismatic wall, protection from spells, scintillating pattern, screen, summon monster VIII, sunburst, symbol of insanity, temporal stasis; 9th—crushing hand, etherealness, freedom, gate, imprisonment, mass hold monster, meteor swarm, prismatic sphere, shapechange, soul bind, summon monster IX, teleportation circle, time stop.

Possessions: +2 dagger, staff of abjuration (26 charges remaining), bracers of armor +3, cloak of resistance +4, Dark Key (see page 90), alchemist's lab, silver mirror (scrying focus), spell component

pouches (×5), artisan's outfit, courtier's outfit, scholar's outfit, spellbooks, various arcane supplies, 74,000 gp in assorted magic items (magic arms and armor, potions, scrolls, staves, wands, and wondrous items), 250 gp in coins.

Allies: Kaela Tersony (watch-captain), Beringo (Free Explorers' Society chairman), Ravindrian (Archwizards' Council Archconjurer), Holaf Blitzendraak (Archwizards' Council Archevoker).

Enemies: Griselda Grummsdottir (Grumm's Forge taskmistress).

Tactics: Dezra relies on the arsenal of arcane magic in his home to protect him. If attacked, he uses his *staff of abjuration* to cast *lesser globe of invulnerability*, and, if his attackers seem disposed to melee attacks, *repulsion*. At the same time, he mentally summons his guards via his *telepathic bond*. Next, he instructs his various animated furnishings to attack his assailants, while he *teleports* to his safe room. From there he telepathically directs his guards in their defense of him and his home; if they are defeated, Dezra remains in his safe room (the main vault) until his attackers have left. But if the attackers persist in trying to reach him, Dezra uses the *teleportation circle* effect of his safe room to transport himself to the entry of the Oubliette, to inform the sergeant-warden on duty that his home is under attack.

Notable Features of the Arcane Emporium

The Arcane Emporium may be the best-guarded building in Liberty, because Dezra values his privacy, and has the magical power to protect it. He lives a somewhat luxurious lifestyle, though his furnishings are sparse and he has only a single servant (other than his bodyguards).

Entryway

Although there are two entrances to Dezra's home, only the front entrance is visible from the street; the rear entrance is hidden by an *illusory wall*. Both entrances sport darkwood doors four inches thick. Furthermore, the doors are protected by *symbol of fear* spells, which trigger if anyone attempts to open the doors by force. Over the door is a *magic mouth* that shouts "Attack!" if anyone attempts to carry out any of Dezra's faux wares (see Showroom).

Just inside stands one of Dezra's *enlarged* guards, who confiscates weapons, wands, staves, rods, and any other item that looks remotely suspicious or out of place (masks, helmets, or particularly large items, such as braziers, carpets, censers, and so on). Animals—including familiars—are not allowed inside the Emporium. Anyone who refuses to relinquish his or her items is escorted right back outside—forcibly, if necessary.

✂ **Exterior Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 25; Open Lock DC 40.

Showroom

Dezra stores most of his magical wares in the showroom, other than a few particularly high-value (or highly dangerous) items he keeps stored in his vaults. Among these items are the following:

- *Apparatus of the crab:* Dezra is selling this item on consignment for a seafaring wizard friend of his, and just has never received a suitable offer for it.

- *Brazier of commanding fire elementals:* Dezra keeps this item in stock as an additional security measure; he can use it to summon a Large fire elemental if intruders prove more than a match for his guards.
- *Carpet of flying* (5 ft. by 10 ft.): Dezra likes to keep a *carpet of flying* handy for sheer utility value—and because it makes a handy escape vehicle if an emergency arises in the Emporium. Additionally, Dezra has *animated* several otherwise non-magical items, including a Small brazier, a Large carpet, a pair of Small staves, and a Medium-sized mirror. Each of these items has *magic aura* cast upon it so as to appear valuable, but is actually an additional security measure. The items remain at rest until commanded to attack, either by Dezra, one of the guards, or the *magic mouth* in the entry.

Living Quarters

Dezra's living area occupies the majority of the southern half of the Emporium. The rooms are crammed full of his various personal belongings and adventuring trophies, many of which are otherwise valueless. In fact, aside from his large silver mirror (used for *scrying*) and a copy of the Dark Key (a gift from the Mages' Guild), Dezra has less than 1,000 gp worth of possessions in his quarters. He has learned from long years of practice that he can generally use *minor* or *major creation* to whip up any short-term item he needs, and the only things he tends to keep are those items from his past that cannot be duplicated by magical means (short of a *limited wish*).

Small Item Vault

Dezra uses a set of eight locked iron chests in this room as small item storage: wondrous items such as amulets, beads, cubes, gloves, and so forth. The chests are not magical, but are sealed with *arcane lock* spells. The contents of each chest vary, depending on what Dezra has in stock on any given day. An *enlarged* guard stands duty in here at all times.

The chest in the northwest corner of the room contains only one item: a *cube of force*. Dezra sold it some time ago, but the buyer disappeared before he could take it home; Dezra has been hanging onto it out of a sense of obligation, but he would sell it again at three-quarter the usual price if anyone wanted one badly enough.

✂ **Iron Chests:** hardness 10; hp 60; AC 5; break DC 28.

Main Vault

Dezra's main magic item vault contains all the larger items, such as braziers, censers, mirrors, and so on. Dezra keeps his spell components in here in four more iron chests, and keeps everything else stored on four tall shelves. Two of Dezra's *enlarged* guards are always on duty here: one inside and one outside.

✂ **Iron Chests:** hardness 10; hp 60; AC 5; break DC 28.

Barracks

Dezra's twelve *enlarged* guards occupy the outbuilding just east of the Emporium. With four guards on duty in the Emporium, the remaining eight spend their spare time in here, or running errands for their master.

Enlarged Guards (12): male human Ftr 4; CR 4; Large humanoid [human]; HD 4d10+12; hp 40; Init +4; Spd 30 ft.; AC 16, touch 9, flat-footed 16; Base Atk +4; Grp +13; Atk +10 melee (1d4+7, whip) or +9 melee (2d6+7, guisarme); Full Atk: +10 melee (1d4+7, whip) or +9 melee (2d6+7, guisarme) or +4 ranged; Space/Reach 10 ft./10 ft.; SA special attacks; AL N; SV Fort +7, Ref +1, Will +1; Str 20, Dex 11, Con 16, Int 8, Wis 11, Cha 10.

Skills and Feats: Intimidate +7, Listen +5, Spot +6; Alertness, Exotic Weapon Proficiency (whip), Improved Initiative, Quick Draw, Weapon Focus (whip), Weapon Specialization (whip).

Possessions: Masterwork whip, masterwork guisarme, masterwork half-plate, tanglefoot bag, potion of cure moderate wounds, potion of haste, potion of bull's strength (x2), potion of mage armor, 190 gp.

Tactics: Dezra's *enlarged* guards are under orders to capture, rather than kill, though if things get too rough, they are at their own discretion. Accordingly, they have been recruited specifically for their particular weapon skills: whips and guisarmes (whips for opponents within 20 feet, and guisarmes for opponents 15 feet away). They use their whips to disarm or trip foes, and their guisarmes to trip or to simply assault foes into submission. In a pinch, though, they are all too happy to immobilize foes with grapple attacks.

The Blue House

Whereas the Arcane Emporium or Grumm's Forge specialize in certain kinds of magic items, and buyers can find all of the "common" magic items in the Bazaar, the Blue House carries a wide variety of "prestige items"—medium magic items and the more expensive minor magic items: specifically potions, oils, rods, scrolls, staves, wands, and wondrous items.

Named for its distinctive blue glass windows, and blue tile walls, the Blue House is best known for its permanent resident: a djinni, imprisoned in the house by magic during the days of the Imperial occupation.

History of the Blue House

To secure their aid in conquering Cove Haven, Emperor Orasir offered land in the city to every sorcerer who agreed to fight for him. Once the city was in his hands, Orasir made good on his promise, granting generous parcels to each and every sorcerer who had survived. Among these was the Sorcerer-Vizier, a man named Miryat.

Miryat was Orasir's most powerful sorcerer, and there was little that was beyond his abilities. As soon as he had his property, he began construction of an opulent mansion, all of it colored blue: sky-blue tiles, cobalt-blue windows—even bricks infused with blue glass. But this was not an eccentricity on Miryat's part; there was method to his madness. Miryat used the "blue house" to imprison a djinni named Zoolal, who he had summoned to act as his personal slave.

The sorcerer lived in the house until the combined forces of Prince Dolmir and Queen Inenya reconquered the city, and Miryat was forced to flee south again—leaving his house and his djinni behind. At first, the queen's troops tried to take the house

away from the djinni by force, but Zoolal would have none of it. After being rebuffed over a dozen times, the queen finally decided the house wasn't worth the effort, and left Zoolal to his own devices. After all, the djinni couldn't leave the house, so it wasn't really a threat.

Over time, a few brave individuals entered the building, just to talk to the djinni inside, and, despite being confined as he was, Zoolal not only made several acquaintances, but he made friends—people who were willing to visit him on a regular basis and bring him news of the outside world, and more than a few diversions.

A great many of these were wizards, including a young lady named Kiryati, an ambitious young wizard who had a dream of starting a business making and selling magic items. Zoolal offered the use of his home, and Kiryati became the first resident magic crafter of the Blue House.

Kiryati died many years ago, but Zoolal by then had gotten used to having a cadre of wizards around, and so the Blue House has been Liberty's busiest magic item workshop and merchant house for several decades now.

Magic Items Available at the Blue House

The Blue House generally keeps a fairly large supply of magic items on hand—but not everything. The Blue House deals in potions and oils, rods, scrolls, staves, wands, and wondrous items, but not in magic armor or weapons, except on commission.

The chance of finding any given magic item in the Blue House is determined by the item's price:

Potion/Oil: 101 – (magic item price × .03)
 Rod: 101 – ([magic item price – 2,000] × .0075)
 Scroll: 101 – (magic item price × .025)
 Staff: 101 – ([magic item price – 10,000] × .002)
 Wand: 101 – ([magic item price – 10,000] × .02)
 Wondrous Item: 101 – (magic item price × .01)

If the Blue House does not have a given item in stock, they are willing to create it, but they cannot start for 1d8 days. If the character wishes, the Blue House wizards can start immediately, but they charge an additional 10% fee for the convenience.

The wizards of the Blue House obviously cannot craft any item for which they do not meet the requirements, though they may have such items in stock.

Notable Figures in the Blue House

The staff at the Blue House consists almost entirely of young wizards fresh out of the University of the Arcane, who work in shifts, alternately working on magic items and handling customers. But the true master of the Blue House is the djinnil, Zoolal.

Zoolal, Djinni

"You have come into my home and caused disarray! You will suffer for your impertinence!"

Zoolal has been in Liberty since the Blue House was built, during the reign of Emperor Orasir. Because he cannot leave the house voluntarily, he has over the years gathered about him a force of volunteer wizards to act as the custodians of his home. And though

they do not know it, Zoolal is hoping that they discover a means of releasing him from his imprisonment.

Despite his long incarceration, Zoolal is not particularly bitter; his race is long-lived, and being stuck in a wondrous mansion for centuries is far preferable to being at the beck and call of any half-wit who can rub a ring. The wizards who act as the clerks in the Blue House rarely ever call upon Zoolal, leaving him with a great deal of free time to feast and drink, to browse through his collection of magic items, and to conduct his own research on how he might be freed.

Zoolal has made little progress over the years, though he has learned that the must remain in the Blue House until such time as the rightful owner releases him. Since he has outlived Miryat, the sorcerer who originally constructed the house and imprisoned him, Zoolal can only conclude that the ownership of the house has passed to someone else: a child or grandchild of Zoolal's, perhaps, or some other designated heir. Zoolal would pay much to know the identity of this person.

Of course, some might argue that, because the High Kingdom conquered Liberty and seized everything within, the Blue House belongs to the High Kingdom—or, at the very least, to the Prince of Liberty, who took the city away from the High Kingdom. But Zoolal knows that long-lived djinn do not recognize the political machinations of mortals as true definitions of ownership; in the eyes of a djinni, the rightful owner is not who he owns the deed. The rightful owner is he who can actually command Zoolal—and no one who has tried has ever succeeded.

Zoolal is a massive figure, 11 feet tall and broad-shouldered. His skin is a pale blue, accentuated by the light from the blue glass windows of the Blue House to lend him a kind of unearthly glow. He has a topknot of jet-black hair, and shining eyes with a gold tinge to them. He wears a long, black loincloth, curly-toed shoes, and gold jewelry.

Zoolal, djinni: CR 8; Large outsider (air, extraplanar); HD 10d8+20; hp 65; Init +8; Spd 20 ft., fly 60 ft. (perfect); AC 16, touch 13, flat-footed 12 (–1 size, +4 Dex, +3 natural); Base Atk +7; Grp +15; Atk +13 melee (1d10+12, *maul of the titans*) or +10 melee (1d8+6, slam); Full Atk +13/+8 melee (1d10+12, *maul of the titans*) or +10 melee (1d8+6, 2 slams); Space/Reach 10 ft./10 ft.; SA air mastery, spell-like abilities, whirlwind; SQ darkvision 60 ft., immunity to acid, plane shift, telepathy 100 ft.; AL CG; SV Fort +7, Ref +9, Will +7; Str 23, Dex 19, Con 14, Int 14, Wis 15, Cha 15.

Skills and Feats: Appraise +12, Concentration +12, Craft (any one) +12, Diplomacy +4, Escape Artist +14, Knowledge (any one) +12, Listen +12, Move Silently +14, Sense Motive +12, Speak Auran, Speak Celestial, Speak Common, Speak Ignan, Spellcraft +12, Spot +12, Use Rope +4 (+6 with bindings); Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

Spell-Like Abilities: At will—*invisibility* (self only); 1/day—*create food and water*, *create wine* (as *create*

water, but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk*. Once per day, a djinni can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 20th. The save DCs are Charisma-based.

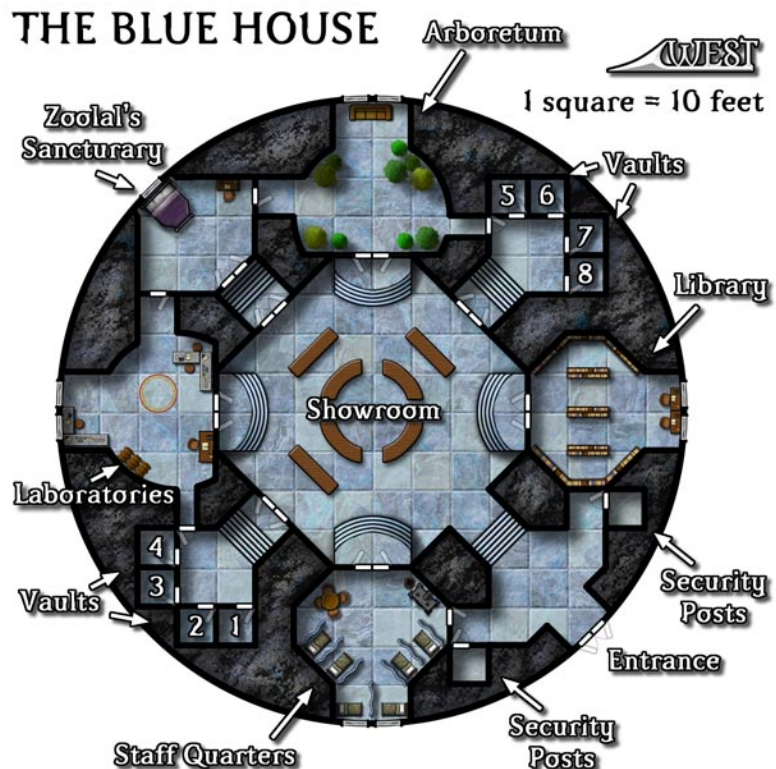
Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).

Whirlwind (Su): A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed. The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than the djinni might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 20 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 20 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 20 Reflex save each



round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The djinni can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

Possessions: *maul of the titans*, keys to library, 740 gp in gems and 1,400 gp in coins in locked chest, 25 gp in coins.

Allies: Blue House wizards.

Enemies: Jadzir i'Kot (Southern Empire vizier).

Tactics: As soon as any battle begins, Zoolal turns himself invisible, then retrieves the *maul of the titans* he keeps in his private chamber. Over the next few rounds, he activates the Blue House's defenses (see Notable Features of the Blue House), starting with the *solid fog* on the ground floor, then the *wall of force* on the main entrance, then the *wall of force* on the rear entrance, and finally the *webs*, starting with whichever one is closest to his opponents. If any opponents come near, Zoolal attacks them with his maul.

Typical Blue House Wizard

"Welcome to the Blue House. I am here to assist you. If you are carrying any bags of holding, portable holes, or handy haversacks, I'm afraid I must ask you to leave them with me."

Clerks in the Blue House work in shifts to mind the shop, in exchange for access to the house's spellbooks and a small stipend. Each clerk works once a week, for approximately six hours (from midday to evening meal, when the Blue House closes its doors). They also spend one day each week copying spellbooks, and another day crafting magic items. During the rest of the week, they are allowed to spend their free time copying spells in the Blue House's extensive library.

The clerks share the shop's magical gear, including the *bracers of armor* +2, the *cloak of resistance* +4, the *staff of abjuration*, and the *bracelet of friends*—all of which are meant to be used in defense of the Blue House and its stock.

⚡ **Typical Blue House Clerk:** human Wiz 6/Exp 1; CR 6; Medium-sized human; HD 6d4 plus 1d6; hp 20; Init +0; Spd 30

ft.; AC 12, touch 10, flat-footed 12; Base Atk +4; Grp +3; Atk +3 melee (1d4–1/19–20, dagger); Full Atk: +3 melee (1d4–1/19–20, dagger) or +4 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; AL N; SV Fort +6, Ref +6, Will +16; Str 9, Dex 10, Con 10, Int 18, Wis 14, Cha 16.

Skills and Feats: Appraise +11, Concentration +6, Decipher Script +13, Diplomacy +13, Knowledge (arcana) +13, Knowledge (dungeoneering) +11, Knowledge (local) +11, Listen +2 (+4*), Sense Motive +11, Speak Common, Speak Draconic, Speak Dwarven, Speak Elven, Speak Gnome, Spellcraft +17, Spot +2 (+4*); Alertness*, Brew Potion, Craft Wand, Craft Wondrous Item, Iron Will, Negotiator, Scribe Scroll.

*The typical Blue House clerk gains Alertness when his familiar is within arm's reach.

Spells Known: (4/4/4/3; base DC = 14 + spell level): 0—*detect magic* (×3), *read magic*; 1st—*identify* (×4); 2nd—*daze monster*, *locate object*, *web*; 3rd—*dispel magic*, *hold person*, *ray of exhaustion*.

Spellbook: 0—*arcane mark*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *touch of fatigue*; 1st—*alarm*, *burning hands*, *charm person*, *color spray*, *detect secret doors*, *detect undead*, *endure elements*, *enlarge person*, *expeditious retreat*, *feather fall*, *floating disk*, *hold portal*, *identify*, *mage armor*, *magic missile*, *magic weapon*, *obscuring mist*, *protection from evil*, *ray of enfeeblement*, *reduce person*, *shield*, *shocking grasp*, *sleep*, *summon monster I*, *true strike*, *unseen servant*; 2nd—*arcane lock*, *bear's endurance*, *blindness/deafness*, *blur*, *bull's strength*, *cat's grace*, *continual flame*, *darkness*, *daze monster*, *detect thoughts*, *flaming sphere*, *fox's cunning*, *gust of wind*, *invisibility*, *knock*, *locate object*, *magic mouth*, *obscure object*, *phantom trap*, *resist energy*, *scorching ray*, *see invisibility*, *spider climb*, *touch of idiocy*, *web*, *whispering wind*; 3rd—*arcane sight*, *blink*, *clairaudience/clairvoyance*, *daylight*, *deep slumber*, *dispel magic*, *fly*, *gaseous form*, *greater magic weapon*, *haste*, *hold person*, *keen edge*, *lightning bolt*, *magic circle against evil*, *protection from energy*, *ray of exhaustion*, *shrink item*, *stinking cloud*, *suggestion*, *wind wall*; 4th—*arcane eye*, *bestow curse*, *black tentacles*, *charm monster*, *confusion*, *detect scrying*, *ice storm*, *illusory wall*, *lesser globe of invulnerability*, *locate creature*, *mnemonic enhancer*, *remove curse*, *resilient sphere*, *scrying*, *summon monster IV*; 5th—*baleful polymorph*, *break enchantment*, *dominate person*, *feeblemind*, *hold monster*, *interposing hand*, *mage's faithful hound*, *mind fog*, *permanency*, *secret chest*, *telekinesis*, *teleport*, *wall of force*, *waves of fatigue*.

Possessions: dagger, *bracers of armor* +2, *cloak of resistance* +4, *staff of abjuration* (18 charges remaining), *wand of detect magic*, *bracelet of friends*, *wand of magic missile* (3rd-level; 41 charges remaining), tanglefoot bag, thunderstone, spell component pouches (×2), spellbooks, courtier's outfit, noble's outfit, 150 gp in gems, 1,000 gp in pearls, 50 gp in various arcane supplies, 125 gp in locked chest, 25 gp in coins.

Tactics: If they are threatened or sense that a theft is occurring, the Blue House clerks use the *staff of abjuration* to cast lesser *globe of invulnerability* on themselves or *resilient sphere* on the item being filched, then use the *bracelet of friends* to summon aid (additional Blue House clerks). Use of the bracelet activates the *magic mouths*

located in every room, which shout for Zoolal. Once Zoolal arrives, the clerks use their *daze monster*, *web*, *hold person*, and *ray of exhaustion* spells to assist the djinni however they can.

☛ **Raven Familiar:** HD 7d8; hp 10; Atk +6 melee; AC 17 (+2 size, +2 Dex, +3 natural); SQ low-light vision, improved evasion, share spells, empathic link, deliver touch spells, speak with master; Int 8; see *MM*, Chapter 2.

Notable Features of the Blue House

In addition to the blue tiles and blue glass that give Zoolal's home its name, the Blue House is also shaped roughly like a gigantic bottle—which was part of Miryat's scheme for entrapping a djinni inside the building. The Blue House functions much like an *efreeti bottle*, but with the additional restriction that Zoolal cannot leave the “bottle,” and that a character who wishes to command the djinni must enter the building himself.

Entrance

The entrance of the Blue House is a pair of sturdy wooden doors faced with a stunning mosaic in different shades of blue glass, depicting Zoolal's face blowing wind as though from the heavens. The doors are rarely locked, but Zoolal makes sure that the locks are sturdy.

☛ **Exterior Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 25; Open Lock DC 40.

Security Posts

The security posts are little more than holding areas for the valuables that customers bring *in* to the Blue House—particularly the magical kind that might be used to steal. A house wizard is always here during the day, with a *wand of detect magic*, to take customers' magic items into temporary custody in one of the two rooms.

☛ **Doors:** 2 in. thick; hardness 5; hp 20; AC 5; break DC 25; Open Lock DC 25.

Arboretum

Zoolal's favorite room in the Blue House is the Arboretum, and he spends many of his waking hours there, gazing out at the city. When he is in the Arboretum, Zoolal always leaves the door to the showroom open, to keep an eye on what is transpiring there.

Laboratories

The wizards of the Blue House use this room to conduct their magical experiments, and to craft the items that they sell. The room contains two complete alchemists' labs, with enough replacement parts for another lab, as well as numerous empty vials (suitable for potions and antitoxins), flasks (suitable for alchemist's fire), a handful of metal rods, wooden staffs, and wooden wands (nonmagical), and an assortment of other small objects suitable for crafting into magic items.

Generally, there are 1d3 Blue House wizards working in the laboratories during the day, and 1d3–1 working in the laboratories at night.

Library

The Blue House's library of spellbooks is rivaled only by that of the University of the Arcane. Zoolal has just shy of 100 spellbooks on his shelves, and his wizards are charged with copying at least one for the library before they are allowed to leave the service of the Blue House.

To prevent theft, each book is chained to the shelf on which it resides with a sturdy lock. Zoolal carries the huge keyring on him at all times, and the wizards come to him when they need to pull a book down from the shelves. Each chain and lock is *alarmed*, so that Zoolal is alerted if anyone breaks a chain or tampers with a lock.

To determine the contents of the Blue House's library, see Appendix B: Random Spellbooks.

☛ **Book Chain Lock:** Open Lock DC 30.

Showroom

The Blue House's showroom is where the wizards display the magic items they have for sale. At least two wizards are always here, greeting and assisting customers.

The shelves are mainly packed with scrolls, but the GM can use the table below to determine wares randomly (and judge rough ratios of one item to another—but use the system on page 76 to determine whether a specific item is present). All of the items on the showroom shelves are medium magic items.

01–20	Potion/Oil
21–26	Rod
27–76	Scroll
77–80	Staff
81–90	Wand
91–100	Wondrous Item

Staff Quarters

The wizards of the Blue House share this barracks-like room, and not only sleep in here, but prepare their meals, wash their clothes in a wooden tub, and, every so often, bathe in the same wooden tub. Each wizard keeps his personal belongings (including his spellbook) in a heavy wooden chest next to his bed (often using it as a nightstand, for late reading).

During the day, 1d3–1 wizards can be found in here. After supper, 2d4 wizards are in the staff quarters, mostly sleeping (though there is a 25% chance of any given wizard being awake; roll separately for each wizard).

☛ **Chests:** hardness 5; hp 25; AC 5; break DC 33; Open Lock DC 30.

Zoolal's Sanctuary

As the largest resident, and the recognized “master” of the Blue House, Zoolal maintains the largest quarters. Unlike every other resident of the building, though, Zoolal does not keep valuable possessions in his chambers; what he needs he creates with *create food and water*, *create wine*, or *major creation*. The only permanent furniture in the room are an oversized bed and a writing table (and Zoolal rarely finds use for the latter).

Vaults

The vaults are used to store the Blue House's most valuable items, including a *rod of the viper* (in vault 1), a *scroll of baleful polymorph*, a *scroll of mage's private sanctum*, a *scroll of teleport*, and a *scroll of permanency* (all in vault 2), a *staff of defense* with 38 charges (in vault 3), a *wand of suggestion* with 44 charges (in vault 4), a *wand of dispel magic* with 35 charges (in vault 5), a *robe of useful items* with half the patches missing (in vault 6), and a *helm of telepathy* (in vault 8), which Zoolal is extremely reluctant to part with, for fear that it might fall into the wrong hands. Vault 7 is stocked with blank spellbooks for use in the library.

Each vault door is made of heavy wood, with an extremely sturdy lock. The keys for these locks are also on Zoolal's keyring.

✦**Exterior Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 25; Open Lock DC 40.

The House of Umbrarosa

The home of the Fey Queen Umbrarosa is either one of the most beautiful buildings in all of Liberty—or one of its gaudiest, depending on whom you ask. Ornate balustrades and fluted columns adorn the outside, while intricate mosaics and stunning frescoes decorate nearly every available inch of interior wall space. The mansion gives the impression that its owner has far more money than sense, and has never once consulted an architect before ordering more construction.

History of the House of Umbrarosa

The dark secret of the House of Umbrarosa is that it is all an illusion. The true structure at the center of the false image is little more than a two-room shack, packed with moth-eaten finery and discarded garbage. Its owner, known in public circles as “Umbrarosa,” is actually a wizened old illusionist named Rosa suffering from a peculiar form of dementia that compels her to create elaborate images to support her delusion that she is a fey queen.

Although her house has been steadily growing and changing as she thinks of new features she wishes to add to her home, Umbrarosa is an accomplished illusionist, and is careful to disguise her new illusions as new construction—complete with fey workers toiling away day and night until the work is done. Umbrarosa, of course, stays close by throughout the “expansion,” ensuring a steady stream of illusions (rather than one long one).

Obviously, an illusion of this size does not go entirely unnoticed by spellcasters with access to *detect magic* or *arcane sight*, but the basis of illusion is misdirection. For one thing, spellcasters don't go around casting divination spells all the time (just as most people don't bother looking up everywhere they go). For another, the permanent *ghost sound* around her home (which Umbrarosa employs to simulate the sound of faint music) usually convinces passersby that that is the source of any illusion magic they detect.

There are a few spellcasters who have noticed the illusionary house over the years, and while most of them have decided that it's really none of their business, a few have probed deeper—and even discovered that the fabulously beautiful Fey Queen is actually a grimy, decrepit old human woman. Every last one of those

individuals has mysteriously vanished, though a few of them have turned up as bloated corpses floating in the bay. Beautiful faerie queen or deluded old woman, Umbrarosa has some powerful allies ... who do not take well to her being threatened.

Notable Figures in the House of Umbrarosa

Umbrarosa lives absolutely alone in her home—though she has a host of illusionary fey servants.

Umbrarosa, the Fey Queen

“We are pleased that you find our humble home so delightful. Pray, eat your fill, then let us drink to your health. There are no finer spirits in the mortal lands than this Fey wine, and we gladly share it with friends.”

Umbrarosa is a splendidly beautiful woman, youthful in appearance, but with an air of great age. She appears to be high elf with pale blue hair and sparkling blue eyes, and always appears dressed in fine silks and satin gowns. She wears a golden tiara (her *circlet of persuasion*) and carries a small silver scepter (her *wand of major image*). A pure white owl accompanies her at all times.

Umbrarosa's secret is that she is not a queen. Nor is she a fey. For that matter, her real name isn't even Umbrarosa. Her real name is Rosa, and she is a capable, if somewhat elderly, illusionist, who has lived in Liberty all her life. She is also the mother of Sepris, the current master of Liberty's Thieves' Guild.

Rosa studied at the University of the Arcane, and was on course to become the University's illusion instructor. Then she fell in love with a Southern Empire sailor named Memnik, and abandoned her studies to travel with him, but soon after caught him with another woman in a southern island bordello. It was then that she realized that Memnik not only had lovers in every port of call, but that he had just been using her to finance his travels—and he had spent all of her money.

She left him immediately, and worked her way back to Liberty, performing illusions in the streets to buy food, and serving as a scullery maid aboard any ship that would have her. Midway back, Rosa realized that she was pregnant with Memnik's child, and shortly after she reached Liberty again, she gave birth to a son: Sepris.

Rosa spent the next several years doing odd jobs, performing in the Artisans' Quarter, and even dancing in Old Quarter taverns, until she was able to buy a modest house at the edge of the Arcane Quarter, in the shadow of the University tower. By then, Sepris was a young boy, and his years of prowling the streets and alleys of the Old Quarter had turned him into quite a little thug. Rosa foresaw a bad end for her son, but was unable to convince him to change his ways.

When Sepris got in trouble with the law and fled Liberty aboard a merchant ship, Rosa gave him up as dead. (She actually prayed he would die at sea—rather than become like his father.) She grieved for a while, and stopped taking care of her home. By the time Sepris returned in the guise of the foreign nobleman Hasperis, Rosa's home was crumbling, overgrown with weeds, and overrun with rats and other vermin—and Rosa herself was a

hopeless alcoholic, once again eking out a few meals performing magic tricks.

Shortly after his return Sepris sought out his mother, and, shocked at her condition, spent a small fortune to sober Rosa up and get her healthy again. Rosa was deeply grateful, but she knew in her heart where the money had come from. Sepris had not changed; if anything, he was even more of a criminal than he had been when he left Liberty. Rosa was disappointed in her son, but Sepris had big plans for the Thieves' Guild, and though Rosa wanted nothing to do with those plans, she couldn't drive her son away by exposing him to either the Thieves' Guild or the law.

After Sepris became head of the Thieves' Guild, he began giving her money to renovate her home. But Rosa instead spent the money on expensive clothes and extravagant baubles, and when Sepris found out, he was furious with her. She promised to return all of her purchases and spend the money as he had intended—but after he left, she couldn't bring herself to part with her most treasured possessions. So, instead, she used her illusions to make it *appear* as though she was renovating her house and improving herself.

Once she started using illusions to deceive her son, Rosa found that it was just as easy to deceive almost anyone. She created more and more elaborate illusions to disguise the dilapidated hovel she lived in, and crafted not only a new image for herself, but an entirely new history and persona. She became Umbrarosa, Queen of the Fey, and claimed that her home was her people's "embassy" in the land of mortals.

Most people, of course, accept that the reclusive, ethereal beauty with a wisdom beyond her apparent years is exactly who she says she is. And, for reasons even Umbrarosa does not understand, when actual Fey come to the city, they play along with her ruse—even in private. Now, Rosa has begun to believe that she really has somehow been crowned the Queen of the Fey, and that she will live forever.

Sepris, of course, is disgusted at his mother's elaborate fantasy, and refuses to speak to her unless she appears in her true form and uses her real name. He has not yet realized, however, that her "Fey palace" is just as much an illusion as her Umbrarosa guise—but Umbrarosa isn't worried; her Fey subjects will not allow him to harm her.

While not subject to an illusion, Rosa is an aged human woman, frail of form and dressed in dirty, frayed finery. Her gray hair is tangled, and she appears positively gaunt, with hollow cheeks and sunken eyes. Her teeth are yellowed, and broken off in some places. Her owl familiar, Fatima, accompanies her, disguised as a pure white snowy owl—though, beneath this illusion, Fatima is every bit as plain as Rosa.

✠ **Umbrarosa:** female human Wiz 11 (illusionist); CR 11; Medium-sized human; HD 11d4–11; hp 18; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +5; Grp +3; Atk +3 melee (1d4–2/19–20, dagger); Full Atk: +3 melee (1d4–2/19–20, dagger) or +7 ranged (1d4–2/19–20, ranged); Space/Reach 5 ft./5 ft.; SA spells; AL CN; SV Fort +3, Ref +6, Will +9; Str 7, Dex 14, Con 9, Int 16, Wis 12, Cha 17.

Skills and Feats: Concentration +13, Decipher Script +11, Diplomacy +13, Knowledge (arcana) +17, Knowledge (local) +9, Knowledge (nature) +9, Listen +1 (+3*), Perform (act) +13, Speak Common, Speak Elven, Speak Gnome, Speak Sylvan, Spellcraft +19, Spot +1 (+3*) (+6 in shadows); Alertness*, Craft Wand, Craft Wondrous Item, Greater Spell Focus (illusion), Scribe Scroll, Skill Focus (Perform [act]), Spell Focus (illusion), Widen Spell.

*Umbrarosa gains Alertness when her familiar is within arm's reach.

Spells Prepared: (4/5/5/5/3/2/1; base DC = 13 + spell level, 15 + spell level for illusions): 0—*dancing lights, daze, ghost sound, ghost sound, light*; 1st—*color spray, disguise self, disguise self, magic aura, silent image, ventriloquism*; 2nd—*blur, hypnotic pattern, invisibility, minor image, minor image, misdirection*; 3rd—*deep slumber, dispel magic, displacement, major image, major image, suggestion*; 4th—*charm monster, detect scrying, greater invisibility, rainbow pattern*; 5th—*false vision, mirage arcana, persistent image*; 6th—*permanent image, programmed image*.

Permanent Spells: *arcane sight, comprehend languages, detect magic, read magic, resistance, see invisibility*.

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, flare, ghost sound, light, prestidigitation, ray of frost, read magic, resistance*; 1st—*alarm, charm person, color spray, comprehend languages, detect secret doors, disguise self, endure elements, hypnotism, identify, magic aura, magic missile, mount, obscuring mist, protection from evil, silent image, sleep, summon monster I, unseen servant, ventriloquism*; 2nd—*arcane lock, blur, continual flame, darkness, daze monster, detect thoughts, fog cloud, fox's cunning, glitterdust, hideous laughter, hypnotic pattern, invisibility, magic mouth, minor image, mirror image, misdirection, obscure object, phantom trap, see invisibility, summon monster II, touch of idiocy*; 3rd—*arcane sight, clairaudience/clairvoyance, daylight, deep slumber, dispel magic, displacement, illusory script, invisibility sphere, magic circle against evil, major image, nondetection, phantom steed, sepia snake sigil, suggestion, summon monster III*; 4th—*arcane eye, charm monster, confusion, crushing despair, detect scrying, greater invisibility, hallucinatory terrain, illusory wall, minor creation, phantasmal killer, rainbow pattern, resilient sphere, scrying, shadow conjuration, summon monster IV*; 5th—*break enchantment, dream, false vision, feeblemind, major creation, mind fog, mirage arcana, nightmare, permanency, persistent image, prying eyes, secret chest, seeming, shadow evocation, summon monster V*; 6th—*contingency, globe of invulnerability, greater dispel magic, mass suggestion, mislead, permanent image, programmed image, shadow walk, summon monster VI, true seeing, veil*.

Prohibited Schools: Necromancy, Transmutation.

Possessions: dagger, wand of major image (37 charges remaining), potion of eagle's splendor (×5), bracelet of friends, circlet of persuasion, 1,500 gp in assorted gems, jewelry, and clothing, 600 gp in locked chest, 25 gp in coins.

Allies: Sepris (Sepris, leader of the Thieves' Guild; also known as Hasperis, an officer in the Seafarer's Guild).

Enemies: None.

Tactics: Umbrarosa is gifted with illusions, but little else. She has used *contingency* to cast *mislead* upon herself in the event she is attacked. While her illusionary duplicate draws her assailants away,

Umbrarosa uses the *bracelet of friends* her son gave her to summon him, his lover Omoki, his friend Parkol, and their assassin friend Qualt. When Umbrarosa is on the offensive, however—as sometimes happens when she is particularly angry—she casts *charm monster* or *deep slumber*. If the *charm monster* works, she uses the time to prepare and cast *feblemind* on her would-be attacker, before turning him out into the streets as a warning of the Fey Queen's wrath.

♣ **Fatima, Owl Familiar:** HD 11d8; hp 9; Atk +8 melee; AC 23 (+2 size, +3 Dex, +8 natural); SQ low-light vision, scent, improved evasion (Ex), share spells, empathic link (Su), deliver touch spells, speak with master, speak with owls, spell resistance 16; Int 11; see *MM*, Chapter 2.

Notable Features of the House of Umbrarosa

To the average eye, Umbrarosa's home is an expansive mansion with gracefully-curved lines and intricately-worked carvings depicting leafy trees and vines, interlacing to form delicate arches over doorways, or delicate lattices on the windows. Permanent *dancing lights* provide illumination in the form of small, blue lamps. Permanent *ghost sounds* fill the air with the sound of faint music from an unseen source.

The House of Umbrarosa is often a beehive of fey activity, though, at any given time, there most likely aren't any actual fey present. Illusionary fey guests drift from room to room, admiring the illusionary artwork and conversing in reverent whispers, while being attended by illusionary fey servants bearing trays of illusionary food and drink, or tending to exotic, illusionary pets.

The illusions Umbrarosa has cast on her home include sturdy doors inside and out, covered with etched copper and secured by elaborate locks. Even so, her illusionary visitors come and go without appearing to use the doors, because Umbrarosa feels that a true fey doesn't need to use doors. Passersby sometimes see curious fey creatures simply appear or disappear just outside the main doors, without ever actually opening or closing the doors.

Inside, actual visitors are met with grand halls and dining rooms and balconies all seemingly too large to fit inside the confines of the building—a fact most visitors attribute to the otherworldly nature of the Fey Queen. All the rooms and passages are meticulously crafted to connect appropriately, even though a visitor standing in a room in the east wing might, in reality, be standing just west of someone in the west wing and not ever realize that the rooms overlap (let alone that there is someone else in the same room).

✂ **Illusionary Exterior Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 35; Open Lock DC 40.

✂ **Illusionary Interior Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 25; Open Lock DC 35.

Umbrarosa's Bedchamber

The actual hovel that forms the core of Umbrarosa's home is the most disguised area of the building. (After all, Umbrarosa doesn't want to be reminded how poor she really is every time she lays down to take a nap.) To ensure that no one stumbles onto her secret, though, Umbrarosa has created a permanent *mage's private*

sanctum to prevent anyone getting too good a look at her true home, and has placed a permanent *symbol of persuasion* on the door to help make the truly inquisitive feel a bit more inclined to believe whatever lie Umbrarosa chooses to tell them about it.

The hovel is a one-room shack with boarded-over windows and mold growing on the walls. Umbrarosa's gorgeous, gilded, four-corner bed with satin sheets and lace curtains is actually a collection of shipping crates with piles of rags and blankets on top. The magnificent fireplace—glowing with an otherworldly light—is a broken-down brazier Umbrarosa uses to cook her meals and keep warm. And the massive chests and intricately-carved closets are illusions to cover her piles of clothing—which are, in turn, faded and dirty finery disguised as beautiful, exotic gowns.

The only real security Umbrarosa has in this room is a small chest she keeps buried under the floor (because she lost the key) containing her handful of jewels and money.

✂ **Illusionary Chests/Cabinets:** hardness 5; hp 25; AC 5; break DC 33; Open Lock DC 35.

Grumm's Forge

Though many smiths in the city make masterwork weapons and armor, and quite a few are capable of magically enhancing them, everyone in Liberty knows that the best magic arms and armor are made at Grumm's Forge.

Sadly, with the death of Grumm, his daughter has taken over the business, and the quality of the smiths' craftsmanship has begun to suffer. Production has dropped off sharply, and there are rumors that many of the best smiths are planning to quit if things get any worse.

History of Grumm's Forge

The forge at the eastern end of the Arcane Quarter has been there for as long as anyone can remember. Shortly after the great exodus of refugees from the High Kingdom during the reign of Vyskandr the Undying, a dwarf smith named Jarmund brought his wife and young son to live in the city, safe from the depredations of the Lich-King's minions. But more importantly, Jarmund brought his magical forge.

Jarmund quickly made a name for himself. His forge halved the time it normally took to turn an armload of steel rods into the finest fighting gear in the land, and his business expanded even more rapidly when Lord Snowden defeated Vyskandr and thousands of expatriated High Kingdom citizens marched north again to recapture their homeland. Jarmund, however, was killed in the fighting, and his son elected to remain in Liberty, rather than return to a home he barely remembered.

The business has passed from father to son over the years, and the arms and armor of the dwarves' forge have been carried and worn by some of history's most famous figures—as well as a great many of the city's lords and ladies. Even Prince Fiorelle has a full suit of magic plate armor crafted by Jarmund's son, and a magic sword crafted by Jarmund himself, and originally carried by his ancestor, Milius the Third, who wielded it in the civil war between Lord Snowden and Duke Ravenhearst (on the duke's side, though Fiorelle downplays this fact at every opportunity).

In modern times, the business has fallen to Griselda, who has not performed as admirably as her lineage would suggest. Although none of her smiths are particularly happy with her leadership, none of them are planning to desert. They have a long, proud tradition of being armorsmiths and weaponsmiths, and they're not about to give it up over a few miscommunications.

Items Available at Grumm's Forge

The dwarves of Grumm's Forge specialize in magic weapons and armor, though they also craft the masterwork items necessary for the process.

Griselda Grummsdottir is the only wizard at the forge capable of magically enhancing weapons or armor. Because she is only 12th level, the maximum bonus she can provide is +4.

The chance of finding any given magic item in the Blue House is determined by the item's price:

Armor: 101 – (magic item price × .006)
 Weapon: 101 – (magic item price × .003)

Should Grumm's Forge not have a given item in stock, they are willing to create it, but they cannot start for 1d4+1 days, and charge an additional 10% fee for the convenience.

Notable Figures in Grumm's Forge

Most of the smiths at the Forge actually live nearby, and only Griselda actually lives on the premises.

Griselda Grummsdottir

"Aye, we can enhance the magic of this weapon. I'll put one of my—Torval! I don't pay you to stand around woolgathering! Now, did you want ... what? Hey, they work for me! I can talk to them however I want! Now, do you want your sword enhanced or not?"

Griselda is a fairly attractive young dwarf woman with reddish hair and ruddy cheeks. She wears a simple wool dress and a brown leather apron. When she's working, she wears her hair tied up in a loose bunch. She generally carries her club at all times. Her +1 *dragonbane greataxe*—handed down in her family for generations—rests on a rack in her bedchamber. She is followed at all times by her formian worker familiar, which she has taken to calling "Useless Insect." It generally stays a short distance behind her, and is completely at her beck and call.

Griselda's great-great-grandfather moved into Liberty during the reign of Vyskandr the Undying, along with all the other High Kingdom refugees. Her forebears made magic weapons and armor for the High Kingdom army when they rallied to Lord Snowden's call to retake their homeland from the forces of the Lich-King, and again when Duke Ravenheart challenged Snowden's right to be king—and

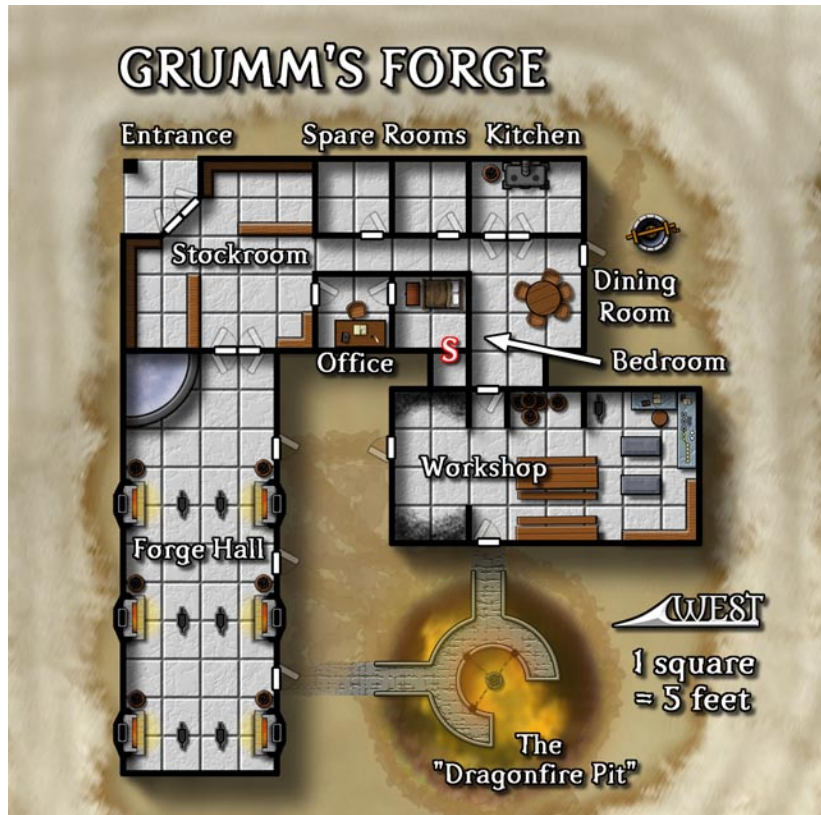
yet again when Liberty declared its independence from High Kingdom rule.

Now that the family business has passed to Griselda, the first woman to run the famous forge, she feels tremendous pressure to maintain the family's standards. Sales have dropped off, suggesting to her that the customers have lost confidence in her ability to produce the same quality of magic arms and armor. Worse, the journeymen who toiled so hard for Griselda's father have gotten lazy and insubordinate; even the apprentices regard her with an untoward familiarity.

Griselda knows why they treat her this way: She is "only a woman," and when they aren't undermining her authority, they are trying to gain her hand in marriage (in order to take control of the Forge away from her). Either way, they show her nothing but contempt.

In reality, nothing could be further from the truth. Griselda is simply not the shrewd, even-handed merchant her father was. Griselda's father could be stern or even harsh with his workers in public, but in more private surroundings, he took the time to explain to them what he expected of them, and even lent his aid when they needed help—at the forge or at home. Griselda, however, only saw one side of her father, and so never learned the important lesson of effective management. Business has only dropped off because Liberty is enjoying a time of peace now. And the dwarves who court her affections genuinely find her attractive.

⚔ **Griselda Grummsdottir:** female dwarf Wiz 12/Exp 2; CR 13; Medium-sized humanoid [dwarf]; HD 12d4+24 plus 2d6+4; hp 78; Init -1; Spd 20 ft.; AC 9, touch 9, flat-footed 9; Base Atk



+7; Grp +8; Atk +8 melee (1d6+1, club); Full Atk: +8/+3 melee (1d6+1, club) or +6 ranged (1d6+1, club); Space/Reach 5 ft./5 ft.; SA spells; SQ dwarf traits; AL LN; SV Fort +7, Ref +4, Will +13; Str 12, Dex 9, Con 14, Int 19, Wis 13, Cha 15.

Skills and Feats: Appraise +9, Concentration +17, Craft (armorsmithing) +24, Craft (weaponsmithing) +26, Diplomacy +7, Intimidate +7, Knowledge (arcana) +19, Knowledge (dungeoneering) +9, Knowledge (local) +7, Listen +1 (+3*), Speak Common, Speak Dwarven, Speak Gnome, Speak Goblin, Speak Terran, Speak Undercommon, Spellcraft +21, Spot +1 (+3*); Alertness*, Craft Magic Arms and Armor, Craft Rod, Forge Ring, Improved Familiar, Leadership, Scribe Scroll, Skill Focus (Craft [armorsmithing]), Skill Focus (Craft [weaponsmithing]).

*Griselda Grummsdottir gains Alertness when her familiar is within arm's reach.

Racial Traits: +1 racial bonus on attack rolls against orcs and goblinoids; +2 racial bonus on Will saves against spells and spell-like abilities; +2 racial bonus on Fortitude saves against all poisons; +4 dodge bonus against giants; +4 bonus on ability checks to resist bull rushes or trip attacks (when standing on the ground); darkvision 60 ft.; stonecunning; dwarves treat dwarven waraxes and urgroshes as martial weapons; +2 racial bonus on Appraise and Craft checks related to stone or metal.

Spells Known: (4/5/5/5/4/3/2; base DC = 14 + spell level): 0—*arcane mark, mage hand, mending* (x2); 1st—*endure elements, hold portal, identify, magic weapon, true strike*; 2nd—*arcane lock* (x3), *bull's strength, pyrotechnics*; 3rd—*dispel magic* (x2), *greater magic weapon* (x3); 4th—*dimension door, fire shield, lesser globe of invulnerability, polymorph*; 5th—*fabricate* (x2), *major creation*; 6th—*analyze dweomer, antimagic field*.

Permanent Spells (self): *arcane sight, comprehend languages, darkvision, detect magic, read magic, resistance, see invisibility*.

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*alarm, burning hands, cause fear, charm person, chill touch, color spray, comprehend languages, detect secret doors, disguise self,*

endure elements, enlarge person, erase, expeditious retreat, feather fall, floating disk, grease, hold portal, hypnotism, identify, jump, mage armor, magic aura, magic missile, magic weapon, mount, obscuring mist, protection from chaos, protection from evil, ray of enfeeblement, reduce person, shield, shocking grasp, silent image, sleep, true strike, unseen servant, ventriloquism; 2nd—*acid arrow, arcane lock, bear's endurance, blindness/deafness, blur, bull's strength, cat's grace, continual flame, darkness, darkvision, daze monster, detect thoughts, eagle's splendor, flaming sphere, fog cloud, fox's cunning, glitterdust, gust of wind, hideous laughter, hypnotic pattern, invisibility, knock, levitate, locate object, magic mouth, minor image, mirror image, misdirection, obscure object, owl's wisdom, phantom trap, protection from arrows, pyrotechnics, resist energy, rope trick, scare, scorching ray, see invisibility, shatter, spectral hand, spider climb, summon swarm, touch of idiocy, web, whispering wind*; 3rd—*arcane sight, blink, clairaudience/clairvoyance, daylight, deep slumber, dispel magic, displacement, explosive runes, fireball, flame arrow, fly, gaseous form, gentle repose, greater magic weapon, haste, heroism, hold person, illusory script, invisibility sphere, keen edge, lightning bolt, magic circle against chaos, magic circle against evil, major image, nondetection, phantom steed, protection from energy, rage, ray of exhaustion, shrink item, sleet storm, slow, stinking cloud, suggestion, vampiric touch, water breathing*;

Griselda Grummsdottir



4th—*bestow curse, black tentacles, charm monster, confusion, detect scrying, dimension door, enervation, fire shield, fire trap, greater invisibility, hallucinatory terrain, ice storm, lesser globe of invulnerability, minor creation, polymorph, rainbow pattern, remove curse, resilient sphere, scrying, shadow conjuration, shout, solid fog, stone shape, stonewall, wall of fire, wall of ice*; 5th—*animal growth, baleful polymorph, blight, break enchantment, cloudkill, cone of cold, dismissal, dominate person, dream, fabricate, false vision, feeblemind, hold monster, mage's faithful hound, major creation, mind fog, mirage arcana, nightmare, overland flight, passwall, permanency,*

persistent image, prying eyes, secret chest, seeming, sending, shadow evocation, transmute mud to rock, transmute rock to mud, wall of force, wall of stone; 6th—analyze dweomer, antimagic field, contingency, disintegrate, flesh to stone, freezing sphere, globe of invulnerability, greater dispel magic, mislead, move earth, permanent image, repulsion, shadow walk, stone to flesh, transformation, true seeing, undeath to death, veil, wall of iron.

Possessions: club, +1 dragonbane greataxe, 6,000 gp in magic melee weapons (+1 bonus), 6,000 gp in magic ranged weapons (+1 bonus), 16,000 gp in magic melee weapons (+2 bonus), 4,000 gp in magic armor (+1 bonus), 4,000 gp in magic armor (+2 bonus), 2,000 gp in masterwork melee weapons, 2,000 gp in masterwork ranged weapons, 2,000 gp in masterwork armor, masterwork artisan's tools, item, hourglass, magnifying glass, spell component pouches (×5), artisan's outfit, various arcane supplies, 1,000 gp in raw materials, 900 gp in *secret chest*, 50 gp in coins.

Allies: Murgunn and Gunnedol (dwarf blacksmiths), Hrothgar Anvilbeard (Mages' Guild Archtransmuter).

Enemies: Qillanna Xilokiir (elven spell components dealer), Dezra (magic item crafter).

Tactics: Anyone who starts a fight in Grumm's Forge is in a lot of trouble; the workers can easily and instantly lay their hands on magic weapons and shields with +2 enhancements. Once a fight starts, Griselda readies her club, and casts *lesser globe of invulnerability* or *bull's strength* on herself, depending on whether her opponent attacks with magic or physical means. If she gets the opportunity, she casts *true strike* to get in a solid blow. If she and her workers cannot defeat their foes quickly, though, Griselda casts *fire shield* or *antimagic field* (depending on the nature of her opponents), and fights defensively until she can cast *dimension door* and escape with as much of her stock (and, secondarily, her workers) as possible.

☛ **Useless Insect, Worker Formian Familiar:** CR 1/2; Small outsider (lawful extraplanar); HD 1d8+1; hp 5; Init +2; Spd 40 ft.; AC 23, touch 13, flat-footed 21 (+1 size, +2 Dex, +10 natural); Base Atk +1; Grp -2; Atk +3 melee (1d4+1, bite); Full Atk +3 melee (1d4+1, bite); Space/Reach 5 ft./5 ft.; SQ *cure serious wounds*, hive mind, immunity to poison, petrification, and cold, *make whole*, resistance to electricity 10, fire 10, and sonic 10, improved evasion, share spells, empathic link, deliver touch spells, speak with Griselda Grummsdottir, speak with formians, SR 17; AL LN; SV Fort +3, Ref +4, Will +2; Str 13, Dex 14, Con 13, Int 11, Wis 10, Cha 9.

Skills and Feats: Climb +10, Craft (weaponsmithing) +8, Hide +6, Listen +4, Search +2, Spot +4; Skill Focus (Craft [weaponsmithing]).

Cure Serious Wounds (Sp): Eight workers together can heal a creature's wounds as though using the cure serious wounds spell (caster level 7th). This is a full-round action for all eight workers.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Make Whole (Sp): Three workers together can repair an object as though using the make whole spell (caster level 7th). This is a full-round action for all three workers.

Forge Denizens

☛ **Dwarf Blacksmiths:** 12 2nd–5th level experts.

Notable Features of Grumm's Forge

Grumm's Forge is constructed in a modified "longhouse" style, with a low roof and wooden walls, but with a cut stone foundation. The windows are all heavily shuttered, and can be secured with thick, locking, metal bolts. Griselda insists on all of the shutters being locked when the room in question is not in use, and harshly punishes anyone who fails her.

☛ **Shuttered Windows:** Open Lock DC 30; break DC 40.

Stockroom

From just before sunrise until just after sunset, the stockroom of the foundry is staffed by Griselda and at least one blacksmith. The shelves are stacked with masterwork swords, axes, maces, hammers, spears, polearms, and the walls are covered with masterwork armor and shields. And wherever there are a few free inches of space, Griselda hangs up masterwork daggers and darts.

At night, Griselda not only locks and bars the door, but puts every last weapon and piece of armor away in a pair of reinforced treasure chests secured with massive locks, and casts *arcane lock* on every lock, and *hold portal* on the door. The process takes her and three assistants over an hour, but Griselda feels that it is worth every second.

☛ **Chests:** hardness 5; hp 25; AC 5; break DC 33; Open Lock DC 35.

☛ **Exterior Doors:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 35; Open Lock DC 40.

Forge Hall

The forge hall is where most of the work goes on in Grumm's Forge. Half a dozen dwarves labor in the heat of this room every day, often working until well past sundown, creating masterwork weapons and armor. The forge hall workers only produce the various components, but do not assemble them; that work is done in the crafting hall.

Workshop

The workshop is where the masterwork weapons created in the forge hall are given their final touches, usually in the form of intricate filigree and detailed engravings. This is where the various swords, axes, hammers, and other weapons and armor are assembled (handles attached, leather straps riveted in place, and so on). At any given time there are 1d4–1 finished pieces in here awaiting a final polish before being sent to the showroom. The GM can randomly determine what these pieces are using Table 7–2: Armor (25%) or Table 7–9: Weapons (75%) from the *DMG*.

Living Area

The living area of Grumm's Forge consists of a kitchen, a dining room, two spare rooms (used as bunkrooms for the blacksmiths),

and Griselda's private quarters. For an attractive (by dwarf standards) female living alone among so many dwarven males, Griselda is extraordinarily confident, sleeping with the doors to her office and bedroom open every night. It is not out of trust, though, but mistrust. With her door open, she can hear every coming and going in the hallway outside, and can spring out of her bed at a moment's notice to deliver a scathing reprimand.

In the southeastern corner of Griselda's bedroom is a secret door, behind which is her secret vault. Griselda keeps her treasury inside this vault: 28,400 gp, 12 platinum bars worth 500 gp each, 25 cold iron rods (each weighing 50 pounds), four mithral rods (each weighing 25 pounds), and one bar of adamantine (weighing 50 pounds).

✂**Secret Door:** Search DC 30.

Dragonfire Pit

This is Griselda's pride and joy: the magical forge of her great-great-grandfather, Jarmund. The pit itself is nonmagical, and, despite the name, not actually lit by a dragon's fire; it is merely kept burning day and night. The forge, however, provides the magical benefit, halving the crafting time for any weapon or piece of armor created using it. Griselda uses it only rarely herself, and only for the benefit of extremely wealthy clients. She is not yet savvy enough to realize that she could corner the market on the armorsmithing and weaponsmithing business in Liberty if she were to allow any or all of her able blacksmiths to use it.

Griselda would be devastated at the loss of Jarmund's forge, and would spare no effort to not only recover it, but see to it that the thieves were stoned to death for their temerity. Fortunately, the forge weighs almost three tons, and actually rests inside a 20-foot deep pit; no one is serious enough about wanting it to arrange to haul that much solid metal away.

Moderate transmutation; CL 9th; Craft Wondrous Item, *fabricate*; Price 90,000 gp. Continuous: 5th-level spell x 9th-level caster = 90,000 gp.

The Aqueduct

Although Liberty's aqueduct serves to provide water to the palace's cisterns, it runs through the Arcane Quarter, where most of its primary features—including a secret passage—are located.

History of the Aqueduct

Unlike nearly all of Liberty's other cultural and architectural wonders, the aqueduct was not built during the reign of Emperor Orasir, but in fact has stood since the days of Prince Vezkin. When Vezkin began construction of his castle on the bluff overlooking the city, the biggest challenge facing his architects was how to move water uphill to supply the castle in the event of a siege. They considered diverting the river, or constructing a vast underground reservoir, but ultimately discarded both ideas as too costly. (Cove Haven was still a lawless town at this time, with no system of taxation.)

History records that it was Vezkin himself who came up with the solution: an aqueduct, to carry water from the river along the hillside, beneath the bluff, and directly into the castle's cisterns. His engineers built one end of the aqueduct so

that it collected water from the waterfall under high pressure, which impelled it along the length of the lead-lined aqueduct. Building the other end into the cliffside below the castle, rather than trying to force the water up to the level of the castle's courtyard, ensured that gravity would do its part as well, and the water level in the cistern would be roughly equal to the water level in the river.

When Orasir captured the castle and had it rebuilt as a grand palace, he had his engineers replace the lead lining with ceramic tiles, which he then paid his sorcerers to magically fuse together, preventing the leaks that had plagued the original aqueduct for centuries. In the process, his engineers installed a series of maintenance hatches in the upper surface of the aqueduct, allowing them easy access both during the reconstruction, and in the event of repairs afterward.

However, Orasir afterward became concerned that these hatches could also be used by enemies. If hostile forces shut off the main valve at the river end of the aqueduct, they could climb inside and walk through it into the unguarded lower levels of the palace. They would have to swim the last few hundred feet, but once even one person got through, that individual could infiltrate the palace via the cisterns and open the palace gates to invaders—or simply assassinate Orasir in his bed.

Orasir's engineers considered the matter long and hard, but they never got a chance to do anything about it. Prince Dolmir and Queen Inenya attacked shortly after they started work, and they were forced to simply seal up their access hatches. After the armies of the High Kingdom recaptured the city, Queen Inenya's engineers—who were not familiar with the principles of the aqueduct—examined the lead seals and declared that they had been placed there to repair weak sections of the structure.

Although Inenya suspected that they might have a more sinister purpose, her engineers warned her that removing even one to investigate would have disastrous results, effectively diverting thousands of gallons of water under high pressure into the city streets. Mudslides, they told her, would wash much of the Arcane Quarter into the bay. Inenya, in any event, had more important matters to address, and so took the engineers at their word.

The seals have been cracked a few times by curious repairmen, and, in truth, there have been a few calamities as a result. However, the largely northern-educated engineers do not realize that opening one of the upper hatches—as opposed to the ones nearer the bottom, where the water pressure is much higher—will not produce the same effect. As recently as the beginning of Prince Fiorelle's reign, a city engineer produced a report that theorized as much, but Fiorelle only gave it a cursory inspection, and the document has languished in the palace's library of records virtually ever since.

Notable Features of the Aqueduct

The Liberty aqueduct is not particularly unusual in construction, except for the lead-sealed hatches.

Opening any of the hatches east of the Oubliette (including the one *in* the Oubliette) has no effect on the aqueduct or the water pressure inside. Opening any hatch further west has an effect similar to setting off a trap.

Between the Oubliette and the Palace District gate, dealing more than half a hatch's hit points in damage creates a CR 5 hazard: The water pressure fires the hatch straight up like a shot from a catapult. The hatch has a +15 ranged attack bonus and deals 6d6 points of damage. Beyond the Palace District gate, the hazard is CR 7: a +20 ranged attack bonus, and 8d6 damage.

A DC 20 Search check or a DC 15 Knowledge (architecture and engineering) check spots the danger, though the DC of both checks drops by 5 once any amount of damage has been dealt to the hatch (as jets of water shoot out at high speed). Disable Device is useless for the purposes of preventing the hatch from exploding, however, since the water pressure causing the explosion can only be relieved by shutting off the flow from the waterfall.

✦**Lead-Sealed Hatch:** 3 in. thick; hardness 5; hp 30; AC 5; break DC 45.

The League of Sorcery

Liberty's sorcerers may not be as well-respected as the city's wizards, but they are nonetheless a formidable lot, and have their own guild, and a seat on the Council of Lords who advise Prince Fiorelle. Unfortunately, sorcerous traditions do not separate the schools of arcane magic into separate categories as the wizard traditions do, and, consequently, have considerably fewer "ranking officers" in their organization. This translates to less political power

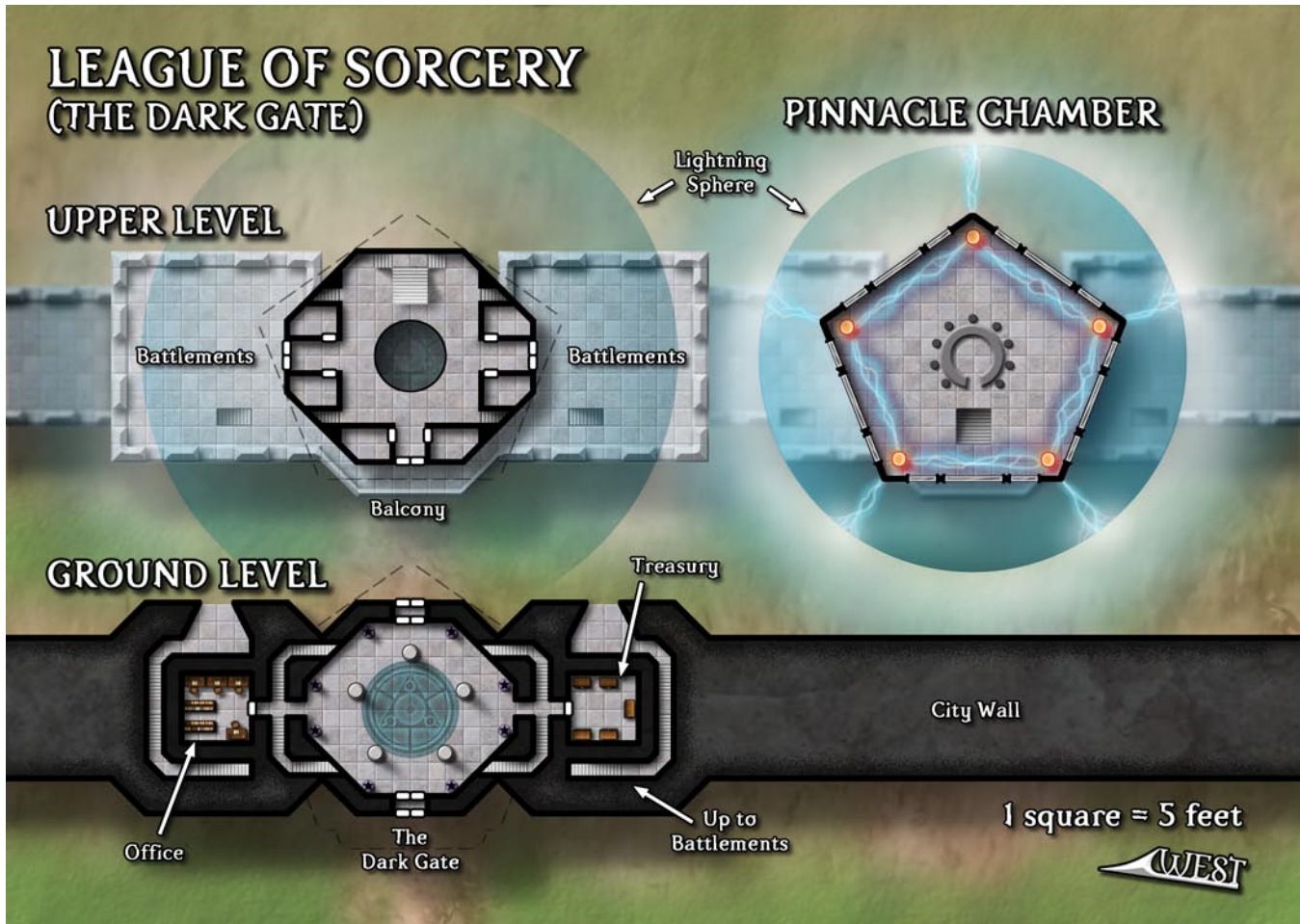
for the League of Sorcery—a fact of which every sorcerer in the city is acutely aware.

History of the League of Sorcery

The League of Sorcery technically began over a century before the annexing of the city by the Southern Empire, but it had very little political power and no real function until Emperor Orasir imprisoned most of the city's wizards and appointed his own royal sorcerers to oversee all arcane matters in his new city. Then, when the High Kingdom reclaimed its city, it was many years before Liberty's sorcerers were allowed to form their own guild—by which time the wizards had their own infrastructure firmly in place.

Since that time, the fortunes of Liberty's sorcerers have waxed and waned, though they have never quite compared to the Mages' Guild, in either political or arcane power. With a smaller leadership and less overall constituents, the League of Sorcery has had to make do with the leavings of their wizard rivals.

A perfect case in point is the League of Sorcery's guild hall, which was, until recently, the Mages' Guildhall. Built into and around the gatehouse at the southern edge of the city, the guildhall is barely large enough for a meeting room and an office or two, but the bulk of the structure is taken up by the fearsome Dark Gate (see below). Into this space must fit some twenty sorcerers and a staff of servants and scribes.



The Guild has suffered the indignity of such cramped quarters for two reasons. First, they have been given leave to modify and expand the gatehouse according to their needs, even though they have yet to truly begin. (They are having some difficulty with the Engineers' Guild who claim that the proposed modifications are structurally unsound. The sorcerers feel that the engineers are being difficult because of their general antipathy toward sorcerers; Anzile believes that they are simply afraid to work in such close proximity to the Dark Gate.)

Second, control of the Dark Gate is an awesome responsibility, but it is also a great honor, and, in some ways, a powerful tool. The controllers of the Dark Gate are also the keepers of the Dark Keys (see sidebar)—the amulets that allow safe passage through the gate. In effect, the League of Sorcery decides who can use the Dark Gate. Those who wish to pass through the Dark Gate must seek permission from the League of Sorcery; such individuals are issued amulets just long enough to get them through the gate, at which point they must surrender them to the League of Sorcery again.

Of course, many of the city's key spellcasters and important figures have amulets of their own, including the Prince and most members of the Lords' Council, as well as the city's Watch-Captains, the High Mage of the University of the Arcane, and Sir Gaspar, the Master of the Order of the Lion. It is even rumored that the mysterious Sepris, the leader of the city's criminal underworld, has one.

Additionally, the Mages' Guild kept a number of Dark Keys for themselves when they turned the Dark Gate over to the League of Sorcery. There is some confusion about the precise number in the wizards' possession, but they are entitled to as many as they can justify needing, and so, when asked for an exact count, they invariably state "exactly as many as we need."

Notable Figures in the League of Sorcery

The understaffed League of Sorcery relies heavily on its highest-level member for all of its affairs—arcane, political, judicial, and organizational. Anzile, the Arch-Sorceress, is adept at all her duties, though she rarely finds enough hours in the day to fulfill them all.

Anzile, Arch-Sorceress

"I have never been one to shrink from danger. Many think they can take advantage of me because I am 'just a woman.' But I allow nothing—neither the political struggles of the Lords' Council, nor some coward's vague threats—to deter me from doing what is best for this city, and for the League of Sorcery."

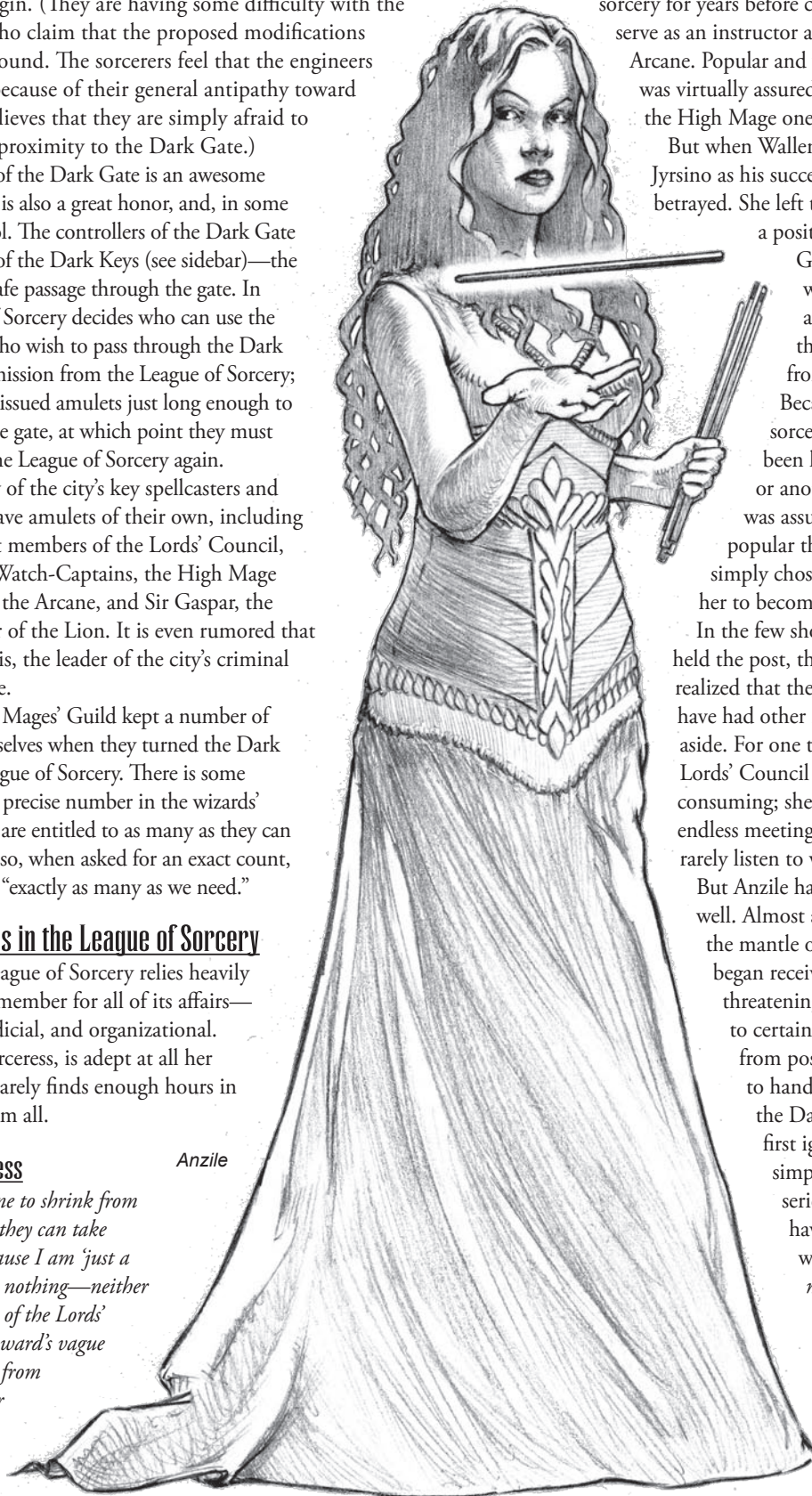
Anzile

The leader of the League of Sorcery is young half-elf woman named Anzile. The daughter of a Southern Empire merchant and an il'Suriel elf courtesan, Anzile studied the art of sorcery for years before coming to Liberty to serve as an instructor at the University of the Arcane. Popular and well-respected, Anzile was virtually assured to replace Wallengo as the High Mage one day.

But when Wallengo left and named Jyrsino as his successor, Anzile felt betrayed. She left the University and took a position in the Sorcerer's Guild—and, as luck would have it, she arrived shortly before the Arch-Sorcerer retired from active membership. Because so many of the sorcerers in the guild had been her students at one time or another, her nomination was assured—and she was so popular that the other candidates simply chose to step aside and allow her to become Arch-Sorceress.

In the few short months she has held the post, though, Anzile has realized that the other nominees may have had other reasons for stepping aside. For one thing, her role on the Lords' Council is stressful and time-consuming; she attends seemingly endless meetings, and the other Lords rarely listen to what she has to say.

But Anzile has other problems, as well. Almost as soon as she assumed the mantle of Arch-Sorceress, Anzile began receiving *messages* subtly threatening her unless she agreed to certain demands—anything from postponing guild meetings to handing over amulets for the Dark Gate. Anzile at first ignored the threats as simple harassment, but a series of strange "accidents" have convinced her that whoever is behind the *messages* is very serious indeed. So Anzile has taken to carrying her collection of wands with her wherever she goes, prepared for any eventuality. Anzile is an



attractive half-elf woman still many years from middle age. She has long, luxuriant red hair, and brown eyes. A devoted follower of Lani, Anzile is in excellent physical shape, and wears gowns specifically tailored to subtly show off her figure, but also elegant enough to wear to state functions. Each of her outfits also includes hidden pockets for her wands.

Vanaga, her snake familiar, usually wraps herself around Anzile's arm. But, since the threats against Anzile began, Vanaga lies draped about Anzile's neck, prepared to bite anyone who might attempt to grab Anzile from behind.

✦ **Anzile:** female half-elf Sor 14; CR 14; Small humanoid [half-elf]; HD 14d4; hp 38; Init +1; Spd 30 ft.; AC 14, touch 14, flat-footed 14; Base Atk +7; Grp +6; Atk +6 melee (1d4–1/19–20, dagger); Full Atk: +6/+1 melee (1d4–1/19–20, dagger) or +8 ranged (1d4–1/19–20, dagger); Space/Reach 5 ft./5 ft.; SA spells; AL CG; SV Fort +7, Ref +8, Will +14; Str 9, Dex 12, Con 10, Int 16, Wis 14, Cha 20.

Skills and Feats: Bluff +15, Concentration +17, Craft (alchemy) +12, Diplomacy +16, Gather Information +9, Knowledge (arcana) +20, Knowledge (local) +11, Listen +2 (+4*), Search +3, Speak Common, Speak Draconic, Speak Elven, Speak Gnome, Speak Undercommon, Spellcraft +22, Spot +2 (+4*); Alertness*, Combat Casting, Improved Counterspell, Craft Wand, Spell Focus (enchantment), Spell Focus (evocation).

*Anzile gains Alertness when her familiar is within arm's reach.

Racial Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on saves against enchantment spells or effects; low-light vision; +2 racial bonus on Diplomacy and Gather Information checks (already figured into statistics given above); +1 racial bonus on Listen, Search, and Spot checks (already figured into statistics given above).

Spells Known: (6/8/7/7/7/5/3; base DC = 15 + spell level; 16 + spell level for enchantments and evocations): 0—*arcane mark, dancing lights, daze, detect magic, flare, light, ray of frost, read magic, resistance*; 1st—*charm person, hypnotism, identify, magic missile, sleep*; 2nd—*daze monster, eagle's splendor, flaming sphere, scorching ray, see invisibility*; 3rd—*deep slumber, dispel magic, fireball, lightning bolt*; 4th—*charm monster, detect scrying, scrying, wall of fire*; 5th—*baleful polymorph, cone of cold, teleport*; 6th—*chain lightning, globe of invulnerability*; 7th—*limited wish*.

Possessions: dagger, cloak of resistance +3, ring of protection +3, wand of detect magic (24 charges remaining), wand of charm person (31 charges remaining), wand of magic missile (1st-level; 43 charges remaining), wand of magic missile (3rd-level; 45 charges remaining), wand of magic missile (5th-level; 49 charges remaining), wand of fireball (5th-level; 50 charges remaining), wand of dispel magic (31 charges remaining), *potion of cure moderate wounds, potion of fly*, Dark Key (see page 90), silver mirror (*scrying* focus), alchemist's lab, acid (1 flask), alchemist's fire (2 flasks), antitoxin (2 vials), sunrod (×2), tanglefoot bag (×2), thunderstone (×2), tindertwig (×50), hourglass, magnifying glass, spell component pouches (×5), artisan's outfit, courtier's outfit, noble's outfit, scholar's outfit, various arcane supplies, 1,000 gp in gems, jewelry, and clothing, 50 gp in coins.

Allies: Atala (high priestess of Temple of Lani).

Enemies: Ravindrian (Mages' Guild Archchanter), Nonur-Hesh (sorcerer-priest of the Cult of the Silent Heart).

Tactics: Being on her guard lately, Anzile wastes no time in a fight. In an open area, she uses her *wand of fireball* to shake up her attackers, then follows up with *cone of cold* and *chain lightning* (if there are multiple attackers). In tighter quarters, she uses her *wands of magic missile*. (Normally, she would start with the 1st-level version; lately, though, she goes straight for the 5th-level one.) She follows *magic missiles* with *wall of fire*, then *lightning bolt*. If her attackers outnumber her by more than three to one, she defensively casts *teleport* to escape.

✦ **Vanaga, Snake Familiar:** HD 14d8; hp 19; Atk +10 melee; AC 24 (+2 size, +3 Dex, +9 natural); SA poison; SQ scent, improved evasion (Ex), share spells, empathic link (Su), deliver touch spells, speak with master, speak with snakes, spell resistance 19; Int 12; see *MM*, Chapter 2.

League Denizens

✦ **Ranking Sorcerers:** Six sorcerers of 7th–12th level.

✦ **Guildmembers:** Assorted 1st–6th level sorcerers.

✦ **Servants:** Assorted 1st–3rd level commoners.

Notable Features of the Sorcerers' Guild Hall

The cramped quarters of the League's guild hall are dominated by the Dark Gate, but also include barracks converted to office space and secure storage, a gathering hall, and a chamber reserved for private meetings. The place is so small, in fact, that none of the sorcerers or their servants live on the premises, Anzile included.

Lightning Sphere

The Dark Gate is crowned with a ring of spires that generate a sphere of lightning. The lightning sphere is active only when the inner and outer doors of both gates are closed and barred (as they are when the city is imperiled). Otherwise, the lightning merely crackles around the five copper-sheathed columns atop the pinnacle chamber, providing some pretty lights and giving the air around the Sorcerers' Guild Hall a slightly odd odor.

When the lightning sphere is active, anyone attempts to force open the inner and outer doors of the Dark Gate must make a DC 15 Reflex save or be struck by a 10d6 *lightning bolt*.

Office

The offices of the League of Sorcery consist of a half-dozen desks crammed into a small space off the main floor. Long ago it was a barracks, but no soldier has set foot in it in decades, if not centuries due to its proximity to the Dark Gate.

During the day, most of the guildmembers are found here. At night, it is deserted except for the occasional sorcerer burning the midnight oil. Most of the activity in here consists of creating and sorting official documents.

Treasury Vault

The storage vault opposite the office contains the sum total of the League's treasures, ceremonial vestments, and piles of records brought over from their old guild hall. The door is reinforced with

Dark Keys

The Dark Keys are amulets created by the Mages' Guild (and now the League of Sorcery) to enable the individuals carrying them to bypass the Abyssal maze as quickly as possible. Wielding the Dark Key while attempting to navigate the maze of the Abyss grants a +15 insight bonus on the Intelligence check required to find the exit.

Strong conjuration; CL 15th; Craft Wondrous Item, moment of prescience; Price 120,000 gp. Use-activated: spell level 8 x caster level 15 x 2000 = 240,000 gp; 50 charges (240,000/2) = 120,000 gp

iron and protected by an *arcane lock*, and the entire vault is protected by a permanent *symbol of stunning* (13th-level caster).

The treasury contains 14,324 gp worth of coins, gems, and art objects, divided more or less equally between four large chests. Each chest is opened by solving a magical puzzle, requiring a DC 30 Spellcraft check. (Each chest has a different puzzle, but once a character solves the puzzle, she may open the chest without

repeating the Spellcraft check.) The chests may also be opened by casting *dispel magic* or simply destroying the chest.

In a separate chest (with the same locking mechanism) is a supply of three fully-charged *wands of dispel magic*, two *wands of magic missile* (5th-level), a *cloak of Charisma* +3, and a *tome of leadership and influence* (+4). A *staff of abjuration* (20 charges remaining) rests in the northwest corner of the room.

✦**Chests:** Faint abjuration; CL 7th; Craft Wondrous Item, *arcane lock*; Price 20,000 gp. Continuous: 2nd-level spell x 5th-level caster: 20,000 gp.

✦**Door:** 4 in. thick; hardness 5; hp 40; AC 5; break DC 35.

Gathering Hall

The gathering hall is currently used primarily as a space for the workmen who are expanding the guild hall, though the League holds its larger meetings in there after evening meal, when the workmen have gone home. The room is loaded with benches, tables, tools, and building supplies, in varying states of disarray.

Pinnacle Chamber

The Pinnacle Chamber is meant to serve as the primary meeting space for the League's leaders. Currently, though, it is undergoing renovation, and is only available about half the time during the day. The central feature of the Pinnacle Chamber is the pentagonal conference table—a gift from the Mages' Guild, who hadn't had a use for it in over a decade, anyway. Because the table is only designed to seat five—and there are a total of seven ranking sorcerers—Anzile usually stands during official meetings, or has additional chairs brought up from the gathering hall.

The Dark Gate

The secret of the Dark Gate is that the gatehouse contains a planar gate leading to the Abyss, created during the siege on the city by the forces of Emperor Orasir in an attempt to keep the invading army from breaching the gatehouse. Although the attempt failed, the Emperor's sorcerers were unable to altogether close the gate, and so instead installed eight warding statues, each of which, when



The Dark Gate

anything of an evil alignment attempts to emerge from the gate, summons a trumpet archon.

When the Mages' Guild moved into the building after the liberation of the city, they let it be known that they had *dispelled* the gate—but, in truth, they had merely disguised the area with a *permanent image* (Will save DC 16) of a long, dark passageway.

Because this passageway runs straight through the planar gate, intruders frequently wander directly into the open gate. The far end of the passageway seems to grow increasingly distant, and eventually vanishes altogether, to be replaced by the winding tunnels of a particularly maze-like layer of the Abyss.

Warding Statues: Strong conjuration; CL 17th; Craft Wondrous Item, *summon monster VIII*; Price 61,200 gp each. "Command word": spell level 8 x caster level 17 x 1800 = 272,000 gp; immobile, charged, = 61,200 gp

Planar Gate: Strong conjuration; CL 20th; Craft Wondrous Item, *plane shift*; Price 280,000 gp. Continuous: spell level 7 x caster level 20 x 2000 = 280,000 gp

Navigating the Abyss

The exit from the Abyss is not terribly difficult to find—if one has a Dark Key (see sidebar) or some other means of navigating the outer planes as a guide. But for those without a Dark Key, escaping the Abyss may be virtually impossible.

Upon entering the Abyss, and once each half-hour afterward, a character may make a DC 25 Intelligence check (as a full round action) to discern the proper direction. The GM should roll this check secretly.

Upon the final successful check, the character emerges back on the Prime Material Plane on the far side of the Dark Gate from which he or she entered. A character must make only one successful check to find the appropriate exit, but each check that fails by 5 or more adds one to the number of successful checks necessary to escape.

Ten minutes after a character enters the Dark Gate, and every ten minutes thereafter, roll on the following encounter table. Roll once for each individual group, no matter how many characters are in the group.

Table 1–6: Dark Gate Encounters

Roll	Encounter	EL
01–05	No encounter, though the character(s) have the distinct feeling of being watched by malevolent eyes.	—
06	A lone adventurer—a 3rd–6th level fighter (01–50), cleric (51–80), wizard (81–95), or rogue (96–100)—approaches the character(s) and explains that he is lost in the maze, and begs for help. If allowed to join the character(s), he has a pretty good idea where the exit is, and grants a +1 circumstance bonus to Intelligence checks to navigate the maze. He is armed only with a dagger (having expended or discarded his other supplies and equipment trying to elude the demons).	3–6
07–09	A crowd (1d10+5) of dretches swarm over the character(s).	7–10
10–11	A pair (01–30) or gang (31–100) of babaus begin stalking the character(s), waiting for the perfect moment to stage their sneak attacks.	8 (pair) or 9–11
12	A succubus, disguised as a female adventurer, pretends to be lost in the maze, and begs for help. If allowed to join the character(s), she tries to convince the character(s) that she knows where the exit is, but cannot get past the demons that guard it. If a lone character ever drops his guard, though, the succubus attacks.	7
13–15	A single vrock (01–50) or a gang (51–100) rush the character(s). If there is a full gang of five vocks, three of them perform the Dance of Ruin while the other two attack.	9 or 12–14
16–17	A bebilith singles out one member of the group and attacks, attempting to carry that character away (where it can slaughter its victim in private).	10
18	A single hezrou (01–85) or a gang (86–100) of hezrous charge into the midst of the characters, trying to overwhelm them with their stench ability as they attack.	11 or 13–16
19	A retriever emerges from the darkness, carrying a screaming adventurer in its mouth. The adventurer cries for help, and if the character refuses, the retriever pauses a moment before carrying the adventurer away. If the character helps, though, he must battle the retriever to rescue the adventurer. The adventurer is a 3rd–6th level fighter (01–25), cleric (26–50), wizard (51–70), or rogue (71–85) or a succubus in disguise (86–100), with no equipment.	11
20	A glabrezu approaches the character(s) and offers to lead them out of the maze, explaining that the maze is an unwarranted incursion upon the demonic realms and that the more powerful demons simply want mortals to stop using it as a shortcut. It is telling the truth, more or less, and if the group agrees, the glabrezu leads them partway through the maze before mentioning that they are very near now to the remains of previous mortals who entered the maze unbidden. The glabrezu points out that a great many of their magic items still remain, because they are anathema to demons: holy weapons, <i>blessed</i> items, and so forth. The glabrezu then asks if the heroes want to carry those items out with them, and if the heroes decline, he leads them the rest of the way to the exit, true to his word (though the GM should roll for one more encounter at the exit). If they accept, though, he leads them into a trap consisting of a succubus and 2–5 vocks.	13 (14–15, see text)

The Whispering Walk

The bleak and blasted hilltop just south of the city's Dark Gate is a magical dueling ground, used by sorcerers and wizards for centuries to settle their differences. Rumor has it that this was once the site of a cult of sorcerers devoted to dark sacrifices, who were vanquished and their tower destroyed in the early days of the city.

Many claim that they have seen ghostly figures moving among its monoliths at midnight, and those few brave souls who have ventured out to have a closer look have returned hopelessly mad—when they have returned at all.

History of the Whispering Walk

Despite popular legend, the Whispering Walk was never the site of any structure other than the ring of cracked monoliths that stand there to this day. The tower of the Cult of the Silent Heart actually still stands, inside the city walls, built over by the massive tower of the University of the Arcane.

The great henge has actually stood since the days when the gods were more active in the world they had made, and walked the streets of Liberty, directly interfering with the lives of mortals. Built by the hand of Lod, the Father of the Gods, himself, the henge was a mighty fortress, from which the Master of Thunder watched over his favorite city.

When Lod clashed with his nephew, Mol, the God of Secrets and Shadows (who held sway over the Thieves' Quarter), their conflict eventually reached the point where they ceased acting through mortal agents and battled directly. The resulting devastation left the city in ruins, but it also resulted in a pact among the gods to leave the mortal realms alone. Thus, when Lod left, so too did his castle on the hill.

However, what the gods make cannot be so easily unmade, and rather than destroy his mighty stronghold, Lod simply let it fade out of the world of mortals and into the Land of Whispers: the Ethereal Plane. And though Lod sometimes visits there, to watch his favorite city from afar, most mortals are no longer aware of its existence at all; even the memory of it has been mostly erased. From time to time a powerful spellcaster magically travels to the Land of Whispers and sees the great fortress, though no mortal may enter without Lod's permission.

For the most part, though, Lod's citadel is home only to ghosts and spirits. They endlessly wander about its vast halls, reliving bygone days, or watching the doings of the mortals in Liberty with jealous eyes. And, every so often, they are treated to a spectacular display of arcane magic, as wizards and sorcerers clash in the material arena all about them.

Notable Features of the Whispering Walk

The monoliths of the Whispering Walk are still imbued with some of the magic left from the days when Lod still walked the halls of his castle.

The Antimagic Field

Most prominent is a sort of *antimagic field* effect which rings the area. Spells or other magical effects used inside function normally, but cannot penetrate the circle formed by the stones, though effects that would extend beyond the circle are not completely negated, provided they originate at a point inside the circle. By the same token, magic from outside the circle has no effect on those within.

For example, a *fireball* cast at a target inside the circle detonates normally, but any part of the 20-foot radius spread outside the circle is unaffected, as though it had met a stone wall. If, however, the target of the spell were outside the circle, the spell would be completely negated as though it had been countered.

Similarly, a *globe of invulnerability* cast within 10 feet of the circle would cover the caster at its normal radius everywhere except where the *globe* intersected the circle.

As with all *antimagic fields*, though, additional *antimagic fields* that intersect with the circle are unaffected, as is the circle itself. Spells such as *wall of force*, *prismatic sphere*, and *prismatic wall* also remain unaffected.

Creatures summoned inside the circle appear as normal, but may not exit the circle, just as creatures summoned outside the circle may not enter it. Incorporeal undead are under the same restriction. If an incorporeal undead or summoned creature crosses the circle, it winks out of existence; summoned creatures are dispelled, and incorporeal undead are sent to the Ethereal Plane, and may not return until midnight.

The Doorway to Whispers

The fact that incorporeal undead occasionally appear in and around the Whispering Walk at midnight is the source of the rumor of spectral figures wandering the area. It is also the reason why individuals who enter the area around that time go mad or sometimes disappear.

The wall between the planes is temporarily weakened at midnight every night. Although this does not allow unfettered passage between the Material Plane and the Ethereal Plane, anyone standing inside the circle formed by the henge can clearly see the Ethereal Plane, from a point within Lod's ethereal castle. Although this does not actually drive individuals insane, speaking of this sight is usually taken as a sign of fancy—and insisting that it was real is taken as a sign of madness.

Further, a corporeal creature who touches or is touched by an incorporeal undead while within the circle at midnight actually does transport the corporeal creature to the Ethereal Plane. Most such individuals are torn apart by the ghosts and specters who prowl the area. Some escape but have no way to return to the Material Plane. A very few are capable of returning under their own power, but their warnings to stay away from the area at midnight are all too frequently unheeded.

Chapter Two: People

Some of the people who frequent the Arcane Quarter actually live elsewhere in the city (or even outside the city walls). They might have official business there, or just take a keen interest in religion—or the role it takes in the city’s politics—but they are all familiar faces, in their own way.

Valedin Featherquill, Sage

“It was the summer of the year that Prince Pandrex ruled Liberty, if I recall correctly. A rift had opened up in the center of the Alassier Wood, and all manner of fiendish creatures poured forth from within. This was some years after the Kingdom of Tarion invaded the woodland realm, and the armies of my forest kin had redoubled their numbers since those dark years. A good thing, too, for Xebael, one of the most powerful fiends ever seen upon this plane, came bubbling up from the depths of the earth to lead the unholy horde to terrible victory over any who dared oppose him.”

Valedin Featherquill is an aged elf who seems to be constructed from a number of sharp angles. His violet eyes are constantly haunted by a far-away look, and he always appears to be distracted and lost in thought. He wears his long, jet black hair tied back, away from his face. His clothes, which consist primarily of loose robes, tunics, and trousers, are woven from silk of the finest quality, yet they are always rumpled and wrinkled. If anything can be said of Valedin, it is that he is verbose to a fault. Rare is the moment when he is seen with his mouth shut, and he enjoys pontificating about little-known arcane trivia and the finer details of obscure history.

Valedin is visiting Liberty from the High Kingdom. He is staying at the University of the Arcane, and High Mage Jyrsino has granted Valedin limited access to the Library Hall. (It’s Jyrsino’s hope that the sage will come across some information about the death of the instructor Kaillon—though he doesn’t want anyone to know that he’s looking for information.)

But Valedin is actually not terribly interested in such mysteries. He’s actually in Liberty looking for information on the legendary weapon *Nyctophobos*—a night-black rapier said to have been created by Mol, the god of shadows, in the days when he and the other gods walked the streets of Liberty. Valedin has reason to believe that *Nyctophobos* is still somewhere in the city, perhaps languishing in some treasure vault somewhere, forgotten or perhaps just unrecognized. He hopes to track it down by discovering when it was last seen, and trace its movements from there. So far, he’s had very little luck, but he’s not yet giving up.

Despite not being able to finish the mission he set out to pursue, Valedin has uncovered some very interesting pieces of information about the University of the Arcane. Most of Liberty’s historians know that a human sacrifice cult plagued the city during its early days, until it was brought down by Prince Vezkin. Though it is widely believed in Liberty that the tower once stood on the site of the Whispering Walk, Valedin has learned that the

tower was actually *inside* the city walls—and, in fact, was never actually destroyed. By researching city records, Valedin Featherquill has learned that the bloody tower of the Cult of the Silent Heart served as the core of the University of the Arcane.

It is obvious to Valedin that even the oldest instructors at the University do not know about the evil tower that lies at the center of their school—or, rather, that some do, and are keeping it a secret. Because Valedin believes that the only reason they might do so is that they are somehow devotees of the cult, he has not yet shared his findings with anyone at the University. And he is not sure he ever should.

In the meantime, though, he is seriously considering finding lodgings elsewhere in the city. Considering that an instructor disappeared from inside a locked room in the University just a few weeks ago, Valedin feels he might be safer somewhere else. (Perhaps the Old Fortress, in the Old Quarter; the sage has heard that the place is haunted, and he’d like to investigate.)

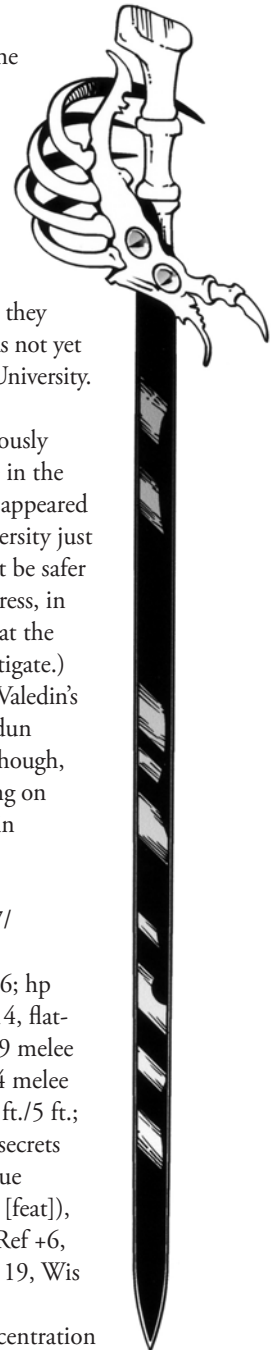
The raven Mordun usually rides on Valedin’s shoulder, or on his left arm, when Mordun isn’t in motion. When Valedin travels, though, Mordun flits along ahead of him, settling on any convenient post or sign until Valedin catches up, then flitting ahead again.

⚔ Valedin Featherquill: male elf *Wiz* 7/
Loremaster 6; CR 13; Medium-sized humanoid [elf]; HD 7d4+7 plus 6d4+6; hp 47; Init +2; Spd 30 ft.; AC 16, touch 14, flat-footed 14; Base Atk +6; Grp +7; Atk +9 melee (1d8+3, +2 *longsword*); Full Atk: +9/+4 melee (1d8+3, +2 *longsword*); Space/Reach 5 ft./5 ft.; SA none; SQ greater lore, lore, secret (secrets of inner strength), secret (the lore of true stamina), secret (applicable knowledge [feat]), summon familiar; AL N; SV Fort +7, Ref +6, Will +14; Str 13, Dex 14, Con 13, Int 19, Wis 15, Cha 12.

Skills and Feats: Appraise +13, Concentration +7, Decipher Script +18, Gather Information +5, Knowledge (arcana) +23, Knowledge (history) +14, Knowledge (religion) +9, Knowledge (the planes)

Nyctophobos

For more information on *Nyctophobos*, “the Fear in the Dark,” see *Artifacts of the Ages: Swords and Staves*.



+16, Profession (scribe) +7, Speak Abyssal, Speak Celestial, Speak Common, Speak Draconic, Speak Elven, Speak Infernal, Spellcraft +20; Craft Wondrous Item, Diligent, Eschew Materials, Greater Spell Penetration, Improved Counterspell, Scribe Scroll, Skill Focus (Knowledge [arcana]), Spell Penetration.

Racial Traits: Immune to magic *sleep* spells and effects; +2 racial bonus on Will saves against enchantment spells or effects; low-light vision; Search check within 5 feet of a secret or concealed door; Martial Weapon Proficiency (composite longbow, composite shortbow, longbow, shortbow, and longsword or rapier) as bonus feats; +2 racial bonus on Listen, Spot, and Search checks (already figured into statistics given above).

Spells Prepared: (4/5/5/5/5/3/2/1; base DC = 14 + spell level): 0—*arcane mark, detect magic* (×2), *read magic*; 1st—*comprehend languages, erase, identify* (×2), *magic aura*; 2nd—*arcane lock, detect thoughts, knock* (×2), *locate object*; 3rd—*arcane sight* (×2), *dispel magic* (×2), *tongues*; 4th—*arcane eye, dimension door, dimensional anchor, locate creature, scrying*; 5th—*contact other plane, prying eyes, sending*; 6th—*analyze dweomer, legend lore*; 7th—*greater arcane sight*.

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*alarm, charm person, comprehend languages, detect secret doors, detect undead, erase, hold portal, hypnotize, identify, mage armor, magic aura, floating disk, true strike*; 2nd—*arcane lock, continual flame, detect thoughts, fox's cunning, knock, levitate, locate object, obscure object, phantom trap, see invisibility*; 3rd—*arcane sight, clairaudience/clairvoyance, dispel magic, illusory script, nondetection, secret page, shrink item, tongues*; 4th—*arcane eye, detect scrying, dimension door, dimensional anchor, locate creature, scrying*; 5th—*contact other plane, secret chest, prying eyes, telepathic bond, sending*; 6th—*analyze dweomer, guards and wards, legend lore, true seeing*; 7th—*greater arcane sight, greater scrying, vision*.

Possessions: *longsword* +2, *bracers of armor* +2, *ring of protection* +2, *elixir of vision* (×5), *goggles of minute seeing, headband of intellect* +2, 8,170 gp in secret chest, 15 gp in coins.

Allies: None.

Enemies: None.

Tactics: Fighting of any sort is not really Valedin's forte. As with all elves, he knows well the arts of swordplay and archery, though he is by no means an expert at either. The weapon he chooses to wield, in the event that he feels he must, is an ancient longsword of elven manufacture. Enemies tend to underestimate the scholarly elf, which has led more than one of them to a bloody fate beneath his enchanted blade. Given that the majority of his spells are utilitarian in nature, Valedin rarely uses magic if he is forced into a fight, unless it is to facilitate a speedy escape.

☛ **Mordun, Raven Familiar:** HD 13; hp 23; Atk +8 melee; AC 21; SQ alertness, deliver touch spells, empathic link, improved evasion, low light vision, share spells, speak with animals of its kind, speak with master, spell resistance 18; Int 12; see *MM*, Chapter 2.

Haevnan, Cult Sorcerer

"We were denied our destinies a thousand years ago. The 'good people' of this city burned us alive in our homes, and threw themselves a great celebration even as we lay burned and dying. But our time has come again. The Silent Heart will live again—but for that to happen, your heart must be stilled."

Haevnan is a nondescript man in early middle age, with thick, prematurely gray hair. He dresses in a plain outfit reminiscent of the ones worn by the instructors at the University of the Arcane, though his outfit includes his *cape of the mountebank*.

His quasit familiar, Chamox, usually flies alongside him invisibly. When Haevnan has dealings with non-cultists, though, Chamox often takes the form of a rat or a snake, to further reinforce Haevnan's claims of being a wizard or a sorcerer.

Haevnan is one of the few members of the Cult of the Silent Heart who operates above-ground. He handles the cult's dealings in the Arcane Quarter, seeking out and inducting new recruits, kidnapping victims for the cult's sacrifices, intimidating or murdering the cult's enemies, and generally just sowing fear and distrust in Liberty. Haevnan is the orchestrator of the conspiracy against the city.

Haevnan was born Hunar, the youngest son of a wealthy foreign nobleman who had lived in the Nobles' Quarter for many years. When Hunar was old enough, his father sent him to the University of the Arcane to be trained as a wizard, but Hunar instead proved to have a knack for sorcery.

During his training, Hunar became aware of a group of malcontents among the students—wizards and sorcerers who felt that the University's teachings were too slow, and didn't cover subjects that didn't meet the city's approval (like necromancy and certain mind-controlling enchantments). This group was determined to learn these "lost arts," from whatever sources they could find. Hunar volunteered to help them—not so much out of agreement with their goals, but because he was bored and looked forward to causing some mischief.

This group took to calling themselves "the Silent Ones," and undertook a series of covert raids on the Library Hall and the components repository, and even filched items from the personal stores of some of the instructors. Hunar's role in these raids was usually to create some sort of big distraction, buying the others time to carry out their plans unnoticed. Hunar proved to be very good at creating chaos—though, of course, his father was not nearly so amused at hearing how much trouble his son was getting into.

Eventually, the group learned of the existence of a secret door in the University tower that lead to the undercity—where, they had heard, the library's proscribed books and scrolls were stored. The group found the door, and the hidden library, and voraciously pored over the forbidden lore. Some of the members of the group were repulsed by the nature of the books, but Hunar and a few others couldn't get enough. Some mentioned rituals and ceremonies that involved sacrificing an arcane spellcaster's familiar to gain greater arcane power. The Silent Ones decided to try it, and, by drawing lots, chose Hunar's familiar as their sacrifice.

The rush of magical energy they gained was exhilarating—but short-lived. The Silent Ones began to make more familiar sacrifices—first their own, then familiars they kidnapped from

other students. The University at first took the disappearance of the familiars as a series of cruel pranks, but soon realized that something more sinister was going on, and students became more careful with their familiars.

The Silent Ones went back to the hidden library, looking for alternatives. After several days of searching, they finally found a book that described how power could be gained by sacrificing wizards. It wasn't long before Hunar and the other sorcerers in the group found an excuse to become suspicious of the wizards in their group. Needing to keep them silent about the group's activities, of course, the sorcerers in the Silent Ones overpowered their wizard brethren and sacrificed them, one at a time.

So began the new Cult of the Silent Heart. Hunar and his companions took code names to use within the cult: Hunar became Haevnan, and his companions became Kozun and Nonur. They recruited a few more sorcerers from the University to join them—and a few wizards to serve as sacrifices. But when their activities came to the attention of the Order of the Lion, the cult had to go underground—literally, to the undercity.

In the ten years since, the former Silent Ones have founded their own sorcery-based religion, occasionally emerging from their hidden temple to abduct and sacrifice victims in order to grow their arcane power. Haevnan volunteered to be the cult's recruiter in Liberty, and he has succeeded beyond their wildest dreams. In the last three years he has more than quadrupled the cult's membership, and brought in over a hundred victims to be sacrificed.

Haevnan remains mobile, never staying in the same place longer than a week or so, except when he occasionally retreats to the safety of the undercity, and the cult's secret temple there. He most commonly operates out of the Artisans' Quarter, where people are more willing to accept whatever story he gives them, and even find his secretiveness alluringly mysterious. That Haevnan has gone undiscovered so long is a testament to his ability to make people believe almost anything—even as their friends are disappearing around them, with no suspects but Haevnan.

✶ **Haevnan:** male human Sor 8/Clr 6; CR 14; Medium-sized human; HD 8d4+8 plus 6d8+6; hp 69; Init +0 (+0 Dex); Spd 30 ft.; AC 13, touch 13, flat-footed 13; Base Atk +8; Grp +9; Atk +10 melee (1d4+1/19–20, *dagger of venom*); Full Atk: +10/+5 melee (1d4+1/19–20, *dagger of venom*) or +9 ranged (1d4+1/19–20, *dagger of venom*); Space/Reach 5 ft./5 ft.; SA spells, rebuke undead; AL CE; SV Fort +8, Ref +4, Will +15; Str 13, Dex 11, Con 13, Int 12, Wis 15, Cha 16.

Skills and Feats: Bluff +22, Concentration +16, Diplomacy +5, Knowledge (arcana) +12, Knowledge (local) +7, Knowledge (religion) +10, Listen +2 (+4*), Speak Common, Speak Undercommon, Spellcraft +14, Spot +2 (+4*); Alertness*, Skill Focus (Bluff), Iron Will, Improved Counterspell, Leadership, Improved Familiar, Spell Penetration.

*Haevnan gains Alertness when his familiar is within arm's reach.

Sorcerer Spells Known: (6/7/7/6/3; base DC = 13 + spell level): 0—*daze, detect magic, message, open/close, ray of frost, read magic, resistance, touch of fatigue*; 1st—*charm person, identify, magic missile, ray of enfeeblement, sleep*; 2nd—*blindness/deafness, touch of idiocy, web*; 3rd—*dispel magic, fireball*; 4th—*enervation*.

Domains: Evil, Trickery.

Cleric Spells Prepared: (5/4+1/4+1/2+1; base DC = 12 + spell level): 0—*cure minor wounds* (×2), *guidance, inflict minor wounds* (×2), *resistance*; 1st—*command, cure light wounds, doom, disguise self* (domain spell), *entropic shield*; 2nd—*bear's endurance, hold person, invisibility* (domain spell), *lesser restoration, undetectable alignment*; 3rd—*bestow curse, cure serious wounds, nondetection* (domain spell).

Possessions: *dagger of venom*, masterwork heavy mace, *ring of protection* +3, *potion of cure light wounds, potion of cure moderate wounds, wand of darkness, cape of the mountebank, necklace of fireballs* (type II), Dark Key, spell component pouches (×5), artisan's outfit, courtier's outfit, noble's outfit, scholar's outfit, various arcane and divine supplies, 250 gp in gems, jewelry, and clothing, 20 gp in coins.

Allies: Kozun-Kosh (High Warden, priest of the Cult of the Silent Heart), Nonur-Hesh (sorcerer-priest of the Cult of the Silent Heart), Rallet (sorcerer of the Cult of the Silent Heart), Melistra (succubus), Estrinir (cultist watch-sergeant).

Enemies: Anzile (Arch-Sorceress of League of Sorcery), .

Tactics: Haevnan strikes hard and fast. He first casts *sleep* to get rid of weaker opponents, then *entropic shield* to give himself some defense against ranged attacks. If a significant number of opponents are left, Haevnan follows up with a *fireball* spell—or one from his *necklace of fireballs* if he doesn't have the room to cast without being interrupted by an attack of opportunity. If only one or two foes remain, Haevnan casts *hold person, blindness, or touch of idiocy*. If he's overwhelmed by opponents, though, he uses his *wand of darkness* to confuse them, then escapes with his *cape of the mountebank*.

✦ **Chamox, Quasit Familiar:** CR 2; Tiny outsider (chaotic, extraplanar, evil); HD 14d8; hp 34; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 18 (+2 size, +3 Dex, +3 natural), touch 15, flat-footed 15; Base Atk +3; Grp –6; Atk +8 melee (1d3–1 plus poison, claw); Full Atk +8 melee (1d3–1 plus poison, 2 claws) and +3 melee (1d4–1, bite); Space/Reach 2–1/2 ft./0 ft.; SA poison, spell-like abilities; SQ alternate form, DR 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10, improved evasion, share spells, empathic link, deliver touch spells, speak with Haevnan, speak with demons, SR 19; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Speak Abyssal, Speak Common, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse.

Spell-Like Abilities: At will—*detect good, detect magic, and invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based. Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms

include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

Poison (Ex): Injury, Fortitude DC 13, initial damage 1d4 Dexterity, secondary damage 2d4 Dexterity. The save DC is Constitution-based and includes a +2 racial bonus.

Melistra, Seductress

“Um ... I’m sorry ... I just ... hi. My name is Melistra. I never do this sort of thing ... Are you ... busy? Would you like to get a glass of wine ... maybe talk? Get to know each other? My family has been out of town for almost a month, now, and I’m getting a little starved for companionship.”

Melistra appears as an attractive blonde with long, straight hair and soulful eyes. She wears relatively conservative clothes, but leaves them strategically undone, as though they might have come loose accidentally, and she just hasn’t noticed. When talking to men, she makes it a point to casually touch them on the arm or leg—and when listening to them, she tends to bite her lip and twirl her hair.

The Cult of the Silent Heart has recently recruited this succubus to aid them in their machinations, employing her to seduce and weaken their opponents. Melistra finds it all very amusing—though their insistence that she only beguile the men *they* select is a constant source of frustration for someone who lives for temptation.

The cult has given Melistra many targets in Liberty; the latest is Zilmithir, the University’s Spellfinder General. It is Zilmithir’s job to investigate the disappearance of the University instructor Kaillon, and Melistra has been assigned to keep him confused, distracted, and off-balance. She followed him around for a few days until he took notice of her, then initiated a romantic relationship. Since then, she has used her *charm monster* and *suggestion* abilities to keep him from being too curious about her, and *detect thoughts* to know when Zilmithir is getting too close to the truth about Kaillon’s disappearance. As for keeping him off the trail of Kaillon’s killers, she has found that keeping him dizzy with love more than does the trick.

Melistra has so far avoided using energy drain on Zilmithir; though, the effect is far too obvious to cover up with a mere enchantment—and simply doing away with Zilmithir would raise far too much suspicion with the city’s arcane community (particularly the new High Mage). So, night after night, Melistra lures Zilmithir to her apartment in the Artisans’ Quarter, where she keeps his mind *far* from thoughts of murdered wizards and secret cults.

⚡ **Melistra (succubus)**: CR 7; Medium outsider (chaotic, extraplanar, evil); HD 6d8+6; hp 33; Init +1; Spd 30 ft., fly 50 ft. (average); AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural); Base Atk +6; Grp +7; Atk +7 melee (1d6+1, claw); Full Atk +7 melee (1d6+1, 2 claws); Space/Reach 5 ft./5 ft.; SA energy drain, spell-like abilities, summon demon; SQ DR 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, SR 18, telepathy 100 ft., *tongues*; AL CE; SV Fort +6, Ref +6, Will +7; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26.

Skills and Feats: Bluff +19, Concentration +10, Diplomacy +12, Disguise +17 (+19 acting), Escape Artist +10, Hide +10, Intimidate

+19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Speak Abyssal, Speak Celestial, Speak Draconic, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings); Dodge, Mobility, Persuasive. (Succubi have a +8 racial bonus on Listen and Spot checks. While using her alter self ability, a succubus gains a +10 circumstance bonus on Disguise checks.)

Spell-Like Abilities: At will—*charm monster* (DC 22), *detect good*, *detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus’s kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the *suggestion*. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vroock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A succubus has a permanent *tongues* ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Allies: Haevnan (sorcerer-priest of the Cult of the Silent Heart), Kozun-Kosh (High Warden, priest of the Cult of the Silent Heart), Nonur-Hesh (sorcerer-priest of the Cult of the Silent Heart), Rallet (sorcerer of the Cult of the Silent Heart), Estrinir (cultist watch-sergeant).

Enemies: Zilmithir (Spellfinder General), Wallengo (former High Mage of University of the Arcane).

Tactics: Melistra is a lover, not a fighter. If any sort of combat starts, she does whatever it takes to get away unscathed, shy of revealing her true nature—unless, of course, she is the target of the attack. (She can always return later in a different disguise.) If unable to escape, she uses *charm monster* to convince her opponents to attack each other—or *suggestion* to make them think they’ve already won.

Kaela Tersony, Watch Captain

“Let’s not make any more fuss over this than we’ve already made, buck. I’m tired, I’m pissed off, and I don’t have to ask you this nicely. Now drop the steel.”

Kaela Tersony isn’t young, and she doesn’t make any attempt to look like she is. She lost any vanity a long time ago, after she earned her first scars in tussles with street toughs, thugs, and the occasional bandit. She keeps her wiry, shoulder-length auburn hair braided and tied up beneath a sweat-stained bandana, and does little to conceal her knee-jerk distrust of outsiders from her keen green eyes. Her skin is weather-worn, with a rash of freckles across her cheeks that grows darker in the summertime. She is rarely seen without a light crossbow, and wears a well-made set of studded

leather armor beneath a well-worn lime green cloak. Korso, her hawk familiar, usually flies high above, seeking signs of danger.

Kaela was born in the Artisans' Quarter to a sculptress and her nobleman lover. The nobleman left the sculptress before Kaela was born, and the sculptress raised her young daughter more or less alone. The only "father" Kaela ever knew was her mother's brother, an Arcane Quarter watch-sergeant. His devotion to enforcing the law rubbed off on his niece, and when she was old enough, she enrolled in the Academy of Arms.

Kaela's mother died a few years later. Though she was still close to her uncle, Kaela felt no particular connection to Liberty anymore, and joined the Free Explorers' Society. After a few adventures in the High Kingdom, Kaela got the news that her uncle had been murdered, and rushed home to Liberty to see the killers brought to justice. She learned that her uncle had been trying to locate a kidnapped wizard and, during a raid on an underground temple, he had been killed by a sorcerer named Nonur-Hesh.

Joining the watch, Kaela has made it her mission to track down Nonur-Hesh, to make him pay for his crimes. Her greatest ally has been Zilmithir, the University's Spellfinder General—though lately he has been extremely distracted, and barely speaks to her. So, although he has never been particularly on her side before, Kaela is considering approaching High Mage Jyrsino with her suspicions about a secret cult operating in the city.

✦ **Kaela Tersony:** female human Ftr 7/Wiz 2; CR 9; Medium-sized human; HD 7d10+7 plus 2d4+2; hp 57; Init +3 (+3 Dex); Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +8; Grp +10; Atk +11 melee (1d6+2, masterwork short sword) or +13 ranged (1d8+1 or 1d8+1+1d6 nonlethal, +1 *merciful light crossbow*); Full Atk: +11/+6 melee (1d6+2, masterwork short sword) or +13/+8 ranged or +11/+11/+6 (1d8+1 or 1d8+1+1d6 nonlethal, +1 *merciful light crossbow*); Space/Reach 5 ft./5 ft.; SA spells; AL LN; SV Fort +7, Ref +6, Will +9; Str 14, Dex 17, Con 12, Int 15, Wis 16, Cha 15.

Skills and Feats: Climb +4, Diplomacy +7, Handle Animal +7, Intimidate +12, Jump +4, Knowledge (local) +7, Listen +6, Ride +10, Search +7, Speak Common, Speak Draconic, Speak Goblin, Spellcraft +7, Spot +9, Swim +4; Alertness, Combat Casting, Far Shot, Point Blank Shot, Precise Shot, Rapid Reload, Rapid Shot, Scribe Scroll, Weapon Focus (light crossbow), Weapon Specialization (light crossbow).

Spells Prepared: (4/3; base DC = 12 + spell level): 0—*detect magic, detect poison, light, read magic*; 1st—*color spray, ray of enfeeblement, shield*.

Spellbook: 0—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, touch of fatigue*; 1st—*alarm, charm person, color spray, hypnotism, ray of enfeeblement, shield, sleep*.

Possessions: +1 studded leather, +1 *merciful light crossbow*, masterwork sap, masterwork short sword, *wand of color spray*, *cloak of resistance* +1, Dark Key, 120 gp in locked chest, 9 gp in coins.

Allies: Zilmithir (University arcane investigator).

Enemies: Haevnan (sorcerer-priest of the Cult of the Silent Heart), Nonur-Hesh (sorcerer-priest of the Cult of the Silent Heart).

Tactics: If one thing can be said of Kaela's fighting style, it is that she prefers to take folks alive. In some especially tough cases, she's happy to let the bolts fly where they may, whether or not the bloke survives. Between her small arsenal of spells and her light crossbow, she's brought more than her fair share of felons and scofflaws to justice before the local magistrate. Much of Kaela's training and expertise is based around the crossbow, and her reputation as an excellent marksman ends many fights before they start.

✦ **Korso, Hawk Familiar:** HD 9; hp 28; Atk +11 melee; AC 18; SQ alertness, empathic link, improved evasion, low light vision, share spells; Int 6; see *MM*, Chapter 2.



Zilmithir & Kaela Tersony

Watch Wardens

The Arcane Quarter's watch wardens are employed by the Mages' Guild, and paid by the city, to make sure that the quarter is a safe place for major commerce. Though a few are corrupt, most are upright citizens (though the tendrils of the Cult of the Silent Heart reach nearly everywhere). The watch wardens do their job, and, at the same time, try to be pleasant to everyone they meet.

A typical watch warden patrol in the Arcane Quarter consists of four wardens, a sergeant warden, and an arcane warden sergeant. Usually, the entire patrol carries their crossbows at the ready (though not cocked or loaded). Like all watch wardens in Liberty, they only draw steel when an opponent does the same, though even then, they are more likely to strike for nonlethal damage (suffering the -4 penalty for doing so).

Patrols in the Arcane Quarter are regular. Once every hour, the wardens make a complete circuit of the quarter, passing by all of the larger buildings (particularly the Bazaar) and checking private homes to ensure that the doors are locked and nothing suspicious appears to be going on. This patrol is actually faster at night—there are less crowds to push through, and aside from a few drunken students dragging themselves home from the Artisans' Quarter, there's little happening at night to warrant the wardens' involvement.

If the wardens arrest someone they suspect of carrying magic items, the arcane warden uses his *wand of detect magic* to determine which items might be magical, so they can be confiscated. Known or suspected spellcasters are manacled and gagged, to prevent them from casting spells with verbal or somatic components.

The arcane warden also carries an assortment of items, potions, and scrolls aimed at dealing with spellcasters:

- **Tanglefoot bags:** The Drake usually hands these out to the watch wardens to throw at spellcasting criminals or summoned creatures.
- **Thunderstones:** The Drake usually hands these to the watch sergeant to throw at spellcasting criminals.
- ***Potion of bear's endurance:*** The Drake may use this to bolster himself or his patrol, or partially counteract the effects of Constitution damage, at his discretion.
- ***Potion of owl's wisdom:*** The Drake may use this to improve his Will saving throw, or to increase his chances at spotting a Bluff attempt.
- ***Scroll of daylight:*** The Drake may use his *scroll of daylight* to counteract mundane or magical darkness.
- ***Scroll of dispel magic:*** The Drake may use his *scroll of dispel magic* to counterspell an opponent's spells, or to dispel some magical effect.
- ***Scroll of silence:*** The Drake may use his *scroll of silence* to prevent the prisoner from casting spells with verbal components.
- ***Scroll of see invisibility:*** The Drake may use his *scroll of see invisibility* to detect invisible criminals.
- ***Scroll of knock:*** The Drake may use his *scroll of knock* to gain access to locked doors, chests, and coffer.

Typical Arcane Warden

⚔ **Typical Arcane Warden:** male human Ftr 2/Adp 2; CR 3; Medium-sized humanoid; HD 2d10+4 plus 2d6+4; hp 33; Init +5

(+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 15 (16 w/shield), touch 11, flat-footed 14 (15 w/shield); Base Atk +2; Grp +4; Atk +6 melee (1d6+2/19–20, masterwork short sword); Full Atk: +6 melee (1d6+2/19–20, masterwork short sword) or +4 melee (1d4+2/19–20, dagger) or +4 ranged (1d8/19–20, light crossbow); Space/Reach 5 ft./5 ft.; AL LN; SV Fort +5, Ref +1, Will +3; Str 14, Dex 13, Con 15, Int 11, Wis 11, Cha 12.

Skills and Feats: Concentration +2, Craft (alchemy) +3, Intimidate +5, Knowledge (arcana) +2, Listen +2 (+4*), Spellcraft +1, Spot +2 (+4*); Alertness*, Combat Casting, Improved Initiative, Toughness, Weapon Focus (light crossbow), Weapon Focus (short sword).

*The arcane warden gains Alertness when his familiar is within arm's reach.

Spells Prepared: (3/1; base DC = 10 + spell level): 0—*detect magic* (×2), *touch of fatigue*; 1st—*protection from evil*.

Spellbook: 0—*detect magic*, *light*, *touch of fatigue*, *read magic*; 1st—*endure elements*, *protection from evil*, *sleep*.

Possessions: masterwork short sword, dagger, light crossbow, 20 bolts, masterwork chain shirt, masterwork light wooden shield (usually slung), tanglefoot bag (×2), thunderstone (×2), *wand of detect magic* (25 charges remaining), *potion of bear's endurance*, *potion of owl's wisdom*, *scroll of daylight*, *scroll of dispel magic*, *scroll of silence*, *scroll of see invisibility*, *scroll of knock*, manacles w/average lock, 2d8 gp.

⚔ **Hawk Familiar:** HD 4d8; hp 16; Atk +5 melee; AC 16 (+2 size, +3 Dex, +1 natural); SQ low-light vision, improved evasion (Ex), share spells, empathic link (Su); Int 6; see *MM*, Chapter 2.

Typical Watch Warden

⚔ **Typical Watch Warden:** male human War 2; CR 1; Medium humanoid; HD 2d8+4; hp 16; Init +1 (+1 Dex); Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Attack/Grapple: +2/+4; Atk +5 melee (1d6+2, club); Full Atk: +5 melee (1d6+2, club) or +4 melee (1d6+2, short sword) or +3 ranged (1d8, crit 19–20, light crossbow); AL LN or N; SV Fort +5, Ref +1, Will +1; Str 15, Dex 12, Con 14, Int 11, Wis 12, Cha 12.

Skills and Feats: Climb +3, Intimidate +6, Knowledge (local) +1, Speak Common, Spot +3, Swim +4; Improved Initiative, Weapon Focus (club).

Possessions: Studded leather armor, club, short sword, light crossbow, 10 bolts, dagger, bullseye lantern, 10 gp in coin.

Typical Sergeant Warden

⚔ **Typical Sergeant Warden:** male human War 5; CR 4; Medium humanoid; HD 5d8+10; hp 36; Init +1 (+1 Dex); Spd 30 ft.; AC 14, touch 11, flat-footed 13; Base Attack/Grapple: +5/+8; Atk +9 melee (1d6+3, club); Full Atk: +9 melee (1d6+3, club) or +9 melee (1d6+3, masterwork short sword) or +7 ranged (1d8, crit 19–20, masterwork light crossbow); AL LN or N; SV Fort +6, Ref +2, Will +2; Str 16, Dex 12, Con 14, Int 11, Wis 12, Cha 12.

Skills and Feats: Climb +5, Intimidate +9, Knowledge (local) +2, Ride +2, Spot +4, Swim +5; Improved Initiative, Power Attack, Weapon Focus (club).

Possessions: Studded leather armor, club, masterwork short sword, masterwork light crossbow, 10 bolts, dagger, *potion of cure light wounds*, *potion of delay poison*, bullseye lantern, 25 gp in coin.

Chapter Three: Plots

Wherever people gather in numbers, everyone has something to hide: a crime, an affair, a murder, a conspiracy—whatever people feel guilty about doing, or having done. Liberty is no different. Guarding one's secrets is practically the official pastime in Liberty. (An old joke in the city goes that every Liberty child's first words are "Are you with me or against me?") This is not to say that no one in the city can be trusted—only that, in Liberty, one must be careful what one says, and to whom.

Most of the plots in Liberty, like the people who advance them, come and go: the theft of a well-guarded treasure, the murder of an inconvenient spouse, a business rival ruined here, a political rival disgraced there. But other plots carry on. Alliances and enmities live on after allies and enemies are gone. Some plots are as old as the city itself.

Liberty's major plots revolve around various factions in the city, and those factions touch all quarters. This section describes those that have the most bearing on the Arcane Quarter.

The Cult of the Silent Heart

The Cult of the Silent Heart reveres an aspect of Vurkis, the god of evil. Naturally, they are forced to remain underground: While the city does not dictate which gods the people can worship, it does frown on the observance of certain rituals. This includes blood sacrifices, the specialty of the Cult of the Silent Heart. Central to the cult's rituals is an ancient form of augury in which they read messages from their god in the last beats of hearts they cut from living victims. The longer a heart beats, the more auspicious the message.

In the days when the city was still called Cove Haven, the cult, consisting mainly of sorcerers and priests trained in arcane arts, established a foothold in the lawless pirate town. In a place where people were murdered every night, the cult's activities hardly caused a ripple. When, Vezkin, the first Prince of Cove Haven, began to bring order to the community, the cult's activities became all too apparent. Still, they were mostly safe from prosecution; the citizens of Cove Haven, even at their most outraged, were no match for the cult's arcane powers.

To confront the cult's power, Vezkin made an arrangement with a group of wizards out of the Southern Empire. If they would help Vezkin and the people of Cove Haven drive out or destroy the cult, the wizards were welcome to whatever treasures, magical or mundane, that they found within. Five Imperial wizards pledged their aid, but only two survived with their minds intact. As their reward, they carried off many documents and grimoires sacred to the cult.

The cult itself had survived, though. Some few citizens of Cove Haven had secretly been members, and they simply withdrew to their homes before the attack had ever begun, taking many of the cult's sacred relics with them. They hid these items in their homes,

along with a sorcerer-priest named Sollk-Hesh, until they could rebuild their order in caves and tunnels they hollowed out beneath their homes and businesses—in what is now the Old Quarter. Digging deep and disguising their activities, they remained hidden for centuries. In time, Emperor Orasir conquered the city and built his Imperial Academy, a learning center for anyone gifted with arcane abilities. Among the Academy's treasures were various magical manuals and tomes that had been looted from the cult's tower centuries before.

The cult saw its chance. Under false pretenses, their sorcerers joined the university and set about using it to advance the cult's causes. Unfortunately for the Silent Heart, sorcery was all but outlawed in Liberty after the return of the High Kingdom, and it took many, many years for the cult to reestablish its formerly firm hold in the University.

The cultists have a simple but effective method for recruiting new members. Planting a series of clues that lead to a "hidden library," the cult allows rebellious and free-thinking students to locate a cache of tomes and manuals on the cult's rituals and ceremonies. The students then either form a new cell of the cult—or are abducted and sacrificed.

Among the latest to join the Cult of the Silent Heart in this way are three students: Nonur, Haevnan, and Kozun. These became the core of the latest cell of Silent Heart, recruiting more students to the cause, purloining magical books and items from the University, and engineering "accidents" for anyone who came too close to finding them out.

Twelve years after its latest "refounding," the Cult of the Silent Heart is almost at full strength again. In addition to the sorcerers from the University and the League of Sorcery who have been converted, dozens of Vurkis worshippers—descendants of the original cultists—have flocked to the new cult. Divided into cells scattered all over the city, they have infiltrated several key positions, using fear, distrust, and intimidation to make great strides in spreading evil throughout Liberty.

The Cult of the Silent Heart waits only until they locate the last few lost scrolls that they need to perform a great ritual, which the cult's leaders believe will bequeath some of Vurkis's own power to their sorcerer-priest, Nonur-Hesh. With that power, Nonur-Hesh intends to slay key figures in the city—the Prince, the high priests of the temples, the masters of the Imperial University, and so forth—and seize control of Liberty, converting it to the worship of Vurkis. The cult expects resistance, of course, but they actually look forward to it; to fight on when all hope is lost requires a strong heart, and strong hearts bear longest.

Agenda: Subvert the sorcerers of the Imperial University; locate the final sacred scrolls; perform the ritual of apotheosis; convert all of Liberty to the worship of Vurkis, the god of evil.

Structure: One high priest (the Sorcerer-Priest; Sor 8/Clr 8), assisted by five wardens (Clr 8) and eleven sorcerers (Sor 8). Each

of these save the high priest has an initiate (Adp 4) as an assistant. The remainder of the cult, some 60 or more cultists (Com 1–3), are organized into cells of 3–5, each led by either a warden or a sorcerer. The cult is protected by 24 guards (War 4), generally distributed one per cell, with the remainder watching over the high priest.

Members: Nonur-Hesh (sorcerer-priest of the Cult of the Silent Heart); Kozun-Kosh (High Warden, priest of the Cult of the Silent Heart); Haevnan (sorcerer-priest of the Cult of the Silent Heart); Rallet (sorcerer of the Cult of the Silent Heart); Estrinir (watch sergeant, cultist of the Cult of the Silent Heart).

Bases of Operation: Hidden network of tunnels below Soot Street; secret shrines in Old Quarter; hidden temple in Noble Quarter.

Enemies: Imperial University wizards; Temple of Lod clergy; Temple of Apon clergy.

Symbol: A hand holding a bloody heart.

The Arcane Rift

The people of Liberty have no great love for sorcerers. Before the reign of Vyskandr the Undying, before the flood of High Kingdom refugees, sorcerers were strictly part of the Southern Empire. The few sorcerers who dwelled in the north claimed to have the blood of dragons flowing in their veins (and some few were actually dragons in disguise) leading the people of the High Kingdom to be very suspicious—and frightened—of them. And, of course, the fact that southern sorcerers were instrumental in conquering Liberty for Emperor Orasir didn't exactly endear them to northern folk. Northerners didn't trust sorcerers until several of them stood side-by-side with northern wizards when Lord Snowden reclaimed the High Kingdom from Vyskandr's forces.

Even so, Liberty's citizens haven't been able to fully let go of their animosity toward the arcane spellcasters who once subjugated their forefathers. They would have passed laws against the use of sorcery as soon as Prince Dolmir regained the city, were it not for the fact that the city's sorcerers ran the University of the Arcane—and threw the doors open to the city's wizards, as well. The understanding was that if sorcerers weren't welcome in the city, wizards weren't welcome in the greatest library in the world. Grudgingly, the city agreed to allow sorcerers to live among them—though, as the saying goes, no one wanted their daughters marrying one.

Obviously, over the years, the public attitude toward sorcerers has softened somewhat. Sorcerers are now part of Liberty's daily life. Perhaps the only place where the old animosity is still felt is within the University of the Arcane, where the sorcery students and wizardry students are taught separately, study separately, and live separately, but share the same arcane resources.

The Library's supply of historical and arcane tomes is not inexhaustible; students learn early on that the best way to get access to the rarer volumes is to gang together and lay claim to as many as possible, as soon as the library opens its doors each day. So wizards often end up with books that sorcerers need, and sorcerers have the books that wizards need—often for weeks on end; when students know that a given book is particularly valuable to their "rivals," they tend to hide them in the library at the end of each day, when all books must be returned to their shelves. Sometimes they are willing to make exchanges. But, more often than not, they resort to arcane dueling.

The rivalry between sorcerers and wizards is no more evident anywhere else than in arcane duels. Although sorcerers duel sorcerers and wizards duel wizards—both in the University's formal competitions and the less formal, spur-of-the-moment ones—they are encouraged by their instructors to take an "us-versus-them" attitude toward one another. They are taught to believe that their own brand of arcane magic is superior, that *they* are superior—magically, intellectually . . . and morally. That kind of thinking has prevailed, despite all evidence to the contrary, for over a hundred years.

The Cult of the Silent Heart takes full advantage of this mentality, convincing sorcery students that there is a conspiracy against them in the city (and in the University). So long as the city's sorcerers feel persecuted by wizards, they are willing to believe anything—perhaps do anything—the cult tells them. And that gives the Cult of the Silent Heart good reason to assist in fostering the sorcery-wizardry rivalry—frequently, by putting their members in instructor positions inside the University.

Although the cult uses the rift for its own purposes, the rift is not the result of any particular organized plot. Sorcerers dislike wizards, and wizards dislike sorcerers, and while they sometimes maneuver against one another—socially, politically, academically, and magically—they do so without any overarching master plan. There is no agenda, no structure, and no base of operations. Leaders occasionally arise, but only until they have achieved specific goals. The arcane rift is not so much a cohesive plot as it is a disorganized movement.

Appendix A: Encounters

The streets of Liberty aren't completely safe to travel, even in an ostensibly well-patrolled area such as the Arcane Quarter. The following encounter table outlines some of the encounters that can take place in the Arcane Quarter, and are intended as a guideline to help GMs develop Arcane Quarter encounters of their own. Each encounter is written so that it applies to an encounter with a single player character; the GM might wish to alter the "script" a little if a PC is not alone when the encounter occurs.

Events are encounters that might not directly involve the PCs, but in which the PCs can become involved, if they so choose.

Citizens are encounters with the more or less honest folk who live or work in the Arcane Quarter.

City Guard encounters involve a brush with the law.

Spellcasters are those people who study arcane magic: sorcerers, wizards, or apprentices.

Criminals are those people who make their livings illegally: pickpockets, footpads, burglars, and assorted thugs—but also the confidence tricksters and hustlers peculiar to the Artisans' Quarter.

NPCs are characters who are described somewhere in this book (a page reference is provided) who might happen to cross the PCs' path. They aren't always interested in the PC, but the encounters are written so as to provide the GM with a way to introduce the NPC to the player(s).

Generating Encounters

Encounters are more frequent during the day: Roll on this table once for every half-hour that a PC is on the street during daylight hours.

Encounters are less frequent after dark: Roll on this table once for every hour a PC is on the street during nighttime hours. The Artisans' Quarter is somewhat busier, though; roll on this table once for every half-hour that a PC is in the Artisans' Quarter during nighttime hours.

Event

Quarrel: Two or more people arguing loudly, 10d10×3 feet away. If a PC goes to investigate, roll twice on the encounter table to determine who is involved (ignoring results of 50 or less).

Arrest: A watch patrol (see page 98) is making an arrest, 10d10 feet away. If a PC lingers at the scene, the guard may question the PC or, if the PC acts suspiciously, arrest the PC as well.

Fire: Something is on fire, 10d10×3 feet away. The distance the PCs are from the fire, divided by 3, is the percentage chance that someone else has already seen the fire and called for help. After the initial call a crowd of 1d100 people gathers (over the next hour) to either watch the fire or to help put it out.

Citizen

Beggar: 1d4 beggars (Com2) ask the PC for money. If the PC gives out any coins or other valuables, another 1d4 beggars

immediately approach the PC, looking for a handout. The beggars follow the PC around so long as he stays in the same general vicinity, (even if the PC has already given them money) and only give up if the PC departs the area, chases them away with threats (Intimidate), or proves to them (via Bluff or Diplomacy) that he has nothing more to give. Each beggar carries 1d3 cp, in addition to any coins given to them by the PC.

Busker: 1d6 street entertainers (Exp 2) perform nearby: dancing, singing, tumbling, and generally amusing the crowd. During the performance, they send one of their number through the crowd, looking for tips. Roll a d20. On a 15 or better, the performance is memorable; a tip of 1–2 sp is appropriate. On a 10 or better, the performance is great; a tip of 5 cp to 1 sp is appropriate. On a 5 or better, the performance is enjoyable; a tip of 1–5 cp is appropriate. On a 4 or less, the performance is routine; a tip of 1–2 cp is appropriate (though maybe a bit generous).

d%	Encounter
01–35	No encounter
36–45	Roll on Event Chart
46–65	Roll on Citizen Chart
66–75	Roll on City Guard Chart
76–85	Roll on Criminal Chart
86–00	Roll on NPC Chart

d%	Event
01–40	Quarrel
41–85	Arrest
86–00	Fire

d%	Citizen
01–10	Artisan
11–18	Beggar
19–27	Busker
28–30	Drunkard
31–34	Guttersnipe
35	Lunatic
36–45	Merchant
46–50	Noble
51–60	Peddler
61–65	Prostitute
66–70	Rake
71–80	Sailor
81–00	Spellcaster

d%	City Guard
01–90	Patrol
91–00	Soldier

d%	Criminal
01–15	Burglar
16–35	Confidence Trickster
36–45	Footpad
46–65	Hustler
66–90	Pickpocket
91–00	Thug
d%	NPC
01–04	Anzile
05	Dezra
06–17	Estrinir
18–21	Griselda Grummsdottir
22–23	Haevnan
24–28	Holaf Blitzendraak
29–30	Ingramara
31–33	Ion
34–36	Jyrsino
37–46	Kaela Tersony
47–51	Kila
52–56	Melistra
57–59	Nodrim “Pestle-Pounder” Gadfoodle
60–62	Qillana Xilokiir
63–67	Ravindrian
68–72	Suvrayn
73–82	Tamblin Troot
83	Umbrarosa
84–88	Valedin Featherquill
89–96	Voltigur
97–00	Zilmithir

Drunkard: The PC encounters a drunkard. Roll again on the Citizen table, and if the result is again “Drunkard,” the person is a Commoner 1 (with 1d3 cp). Otherwise, treat the drunkard as one person of the indicated type of encounter, except that the person is at least partially inebriated (d10: 1–4, treat as shaken; 5–7, treat as staggered; 8–9, treat as stunned; 10, treat as unconscious; add +2 to the roll if the encounter occurs at night).

Guttersnipe: 1d4+1 street children (Com 1) spy the PC and begin harassing him or her by begging for money, asking for help finding the way home, offering to work for the PC as a servant (in exchange for 1d4 cp), trying to touch (or hold) the PC’s clothing, armor, and weapons, and generally doing whatever they can to distract and disorient the PC. Giving away money has much the same effect as giving money to beggars (see above), and letting a guttersnipe hold anything portable means that the child attempts to run off with it (leaving the rest of the guttersnipes to hinder any pursuit). Meanwhile, one of the guttersnipes uses the opportunity to practice his pickpocket skills (Sleight of Hand +4). If caught, the guttersnipe explains that he merely wanted a better look, and wasn’t intending to steal whatever item he was caught trying to steal. Each guttersnipe carries 1d3–1 cp, in addition to any coins given to them by the PC.

Lunatic: A person of dubious mental health approaches the PC and tries to involve the PC in his or her particular delusion. The GM should feel free to improvise whatever madness the lunatic exhibits, but in a pinch, the GM can roll once on the Citizen table to generate the lunatic’s appearance, and once again to generate the lunatic’s delusion. (For example, a peddler who believes he’s a noble, or an insane-looking prostitute.) How dangerous this person might be is up to the GM, but a good guideline is to roll a d10: 1–5, Commoner (level 1d4+1); 6–8, Expert (level 1d3+1); 9–10, Warrior (level 1d3). Also at the GM’s discretion, there is a 10% chance of a 5 sp reward for returning the lunatic safely to the Asylum, in the Noble Quarter. A lunatic carries 1d3–1 coins (d10: 1–6, copper; 7–9, silver; 10, gold), and he usually has some outlandish story of how he came by it.

Merchant: The PC encounters a merchant—a shopkeeper (Expert 4) or a hired worker or apprentice (Expert, level 1d3). The merchant isn’t particularly interested in the PC unless the PC somehow gets his attention. (The merchant’s goal is simply to get wherever he’s going, and do whatever he’s doing, without getting robbed.) If the encounter occurs at night, though, the merchant might (at the GM’s discretion), offer the PC 1d4+5 cp to act as an escort and bodyguard until he reaches his destination. A merchant carries 1d4+6 cp, as well as a number of silver pieces equal to his level.

Noble: The PC encounters a noble (Aristocrat, level 1d4) from either the Noble Quarter or the Palace Quarter. The noble is visiting a temple in the Divine Quarter on some legitimate business (if the encounter takes place in the daylight hours), or is pursuing something a bit more clandestine (if the encounter takes place at night). In the former case, the noble is accompanied by 1d3 men-at-arms (War 1), and a 25% chance of 1d2 additional nobles (each accompanied by one man-at-arms). In the latter case, the noble is accompanied by 1d2 men-at-arms (War 1). Nobles each carry 1d10 cp, 2d4 sp, and 1d6 gp, plus 1 sp and 1 gp per level. The men-at-arms each carry 1d4+6 cp, plus 1 sp per level of the noble they guard.

Peddler: A street peddler (Expert 1) approaches the PC, offering useless trinkets, sweetmeats, or similar low-cost items (such as candles or torches) at a cost of 1 cp each. There is a 40% chance that the peddler is also offering various “religious relics,” at a cost of 1 sp each. The peddler continues trying to make a sale until chased away (Intimidate), convinced that the customer has no money to spend (Bluff or Diplomacy), or another customer presents himself. In addition to 1d10+5 cp worth of merchandise, the peddler carries 1d4+1 sp in coin.

Prostitute: A well-dressed woman (Com 1) approaches a male PC and says: “You look like you could use a warming up, handsome. I’ve got a nice, soft bed just your size. Just a silver piece, and you get a nice, soft bed-warmer, too.” This woman is a prostitute, working out of the Artisans’ Quarter. She’ll negotiate down to as little as 7 cp, if the PC is in too much of a hurry to go indoors.

Engaging the services of a prostitute risks disease, though there is less risk than in the Old Quarter: There is a 25% chance of contracting “Sailor’s Lament” (Contact DC 14; Incubation

1d3 weeks; Damage 1d2 Con and 1d2 Cha). Each prostitute carries 1d6+4 cp.

Rake: A well-dressed young man approaches a female PC and says: “Hello, beautiful. I wonder if a lovestruck gentleman could buy you a drink in a fine establishment just up the road? Perhaps treat you to a fine meal, and dance until dawn?” This man is a rake, working out of the Artisans’ Quarter. His goal is to seduce the female PC, then leave her in the morning.

Rakes are not known for their discretion, however. There is a 25% chance of contracting “Sailor’s Lament” (Contact DC 14; Incubation 1d3 weeks; Damage 1d2 Con and 1d2 Cha). A rake carries 1d4+2 sp.

Sailor: The PC encounters 1d6 sailors (Exp 1/War 1). They are heading further into the city on some business—to visit the shrine of Esmerna (the goddess of the sea), or perhaps to the brothels of the Old Quarter—and aren’t actively looking for trouble. But if a PC gives *them* any trouble, their pride demands that they teach the PC a lesson. Sailors in port carry 1d10 cp, with a 50% chance of an additional 1d10 cp and 1d3 sp.

Spellcaster: The PC encounters one or more arcane spellcasters, who are on their way to or from the University of the Arcane, or on an errand. Arcane spellcasters usually avoid trouble, but if the PC seems intent on causing trouble, they see it as an exercise in using magic for self-defense. Arcane spellcasters carry 1d6 gp, with a 50% chance of an additional 1d6 gp and 1d10 sp.

d%	Arcane Spellcaster
01–25	1d4 Sorcery Students
26–50	1d6 Wizardry Students
51–65	1d3 Advanced Sorcery Students
66–80	1d4 Advanced Wizardry Students
81–90	Sorcery Instructor
91–00	Wizardry Instructor

Guard

Patrol: The PC comes upon a patrol of 4 wardens and a sergeant (see page 98) in the pursuance of their duties. If the PC is breaking any laws at the time, they attempt to arrest him. If not, the wardens scrutinize the PC, looking for any evidence of illegal activity (such as a bloodstain, an out-of-place item of value, or a particularly strong desire *not* to be scrutinized by the watch), and if they find anything, they take the PC back to the nearest watch post for questioning. If they can’t spot anything suspicious about the PC, they don’t bother him.

Soldier: The PC comes upon 1d4+1 of Liberty’s soldiers (Ftr 1), on a visit to a temple in the Divine Quarter. The soldiers have no particular interest in the PC unless the PC is committing a crime, or has obviously just done so (cleaning blood off a weapon, for example, or carrying an armload of loot). Soldiers carry 2d4+2 cp and 1d4 sp.

Criminal

Burglar: The PC encounters a burglar (Rog 2). The burglar tries to stay out of sight (Hide +12, Move Silently +12), so the PC must make an opposed Spot or Listen check, respectively, to notice the burglar. If this encounter takes place during daylight hours, the

GM may rule that the burglar is instead scouting a possible target. But unless the PC calls for the watch, the burglar isn’t interested in the PC, preferring instead to quietly vanish. A burglar typically carries 1d6 cp, but if the encounter takes place after the burglar has concluded a robbery, he is carrying an additional 10d10 gp worth of coin, gems, jewelry, and art objects. There is a 10% chance that the burglar is a member of the Thieves’ Guild; if the PC kills the pickpocket, the Guild tries to learn who did the deed, and attempts to exact vengeance.

Confidence Artist: A well-dressed man (Rog 1) approaches the PC and asks if the PC has change for a gold coin. (He explains that he owes a friend 5 sp, but his friend doesn’t have change.) The PC may make a DC 15 Spot check to note that the gold coin has been “clipped”—the edges have been carefully shaved down, and the coin is actually worth only about 9 sp. If the PC notices, the man claims that he was completely unaware of the clipping; he has a Bluff skill modifier of +8.

Should the PC detect his lie, the man uses Bluff again to create a diversion, allowing the man to disappear into the crowd (Hide check; skill modifier +8). If the PC catches the man, however, he continues to insist that he was unaware—though the city watch know him, and don’t fall for his story.

Footpad: A footpad (Rog 1) armed with a dagger attempts to approach the PC by stealth and intimidate her into handing over any and all valuables she’s carrying. If the PC fights back, the footpad may flee, at the GM’s discretion. However, attempts to convince the footpad that the PC has nothing worth stealing fall on deaf ears. The footpad would just as well force the PC into a dark alley, where the footpad could possibly dispatch the PC and then search the body. A footpad carries 1d6 cp, with a 50% chance of carrying 1 sp as well. There is a 20% chance that the footpad is a member of the Thieves’ Guild; if the PC kills the footpad, the Guild tries to learn who did the deed, and attempts to exact vengeance.

Hustler: A well-dressed woman (Exp 1) approaches a male PC and says: “You look like you could use a warming up, handsome. I’ve got a nice, soft bed just your size. Just a silver piece, and you get a nice, soft bed-warmer, too.” This woman is a hustler, running a prostitution scam. She’ll negotiate down to as little as 7 cp, if the PC is in too much of a hurry to go indoors. However, while the PC avails himself of her services, two thugs (War 2) attack the PC, striking for nonlethal damage, with the intent of robbing him and splitting the money with the “prostitute.” The hustler carries 1d6+4 cp. Each of the thugs carries 2d4 sp.

Pickpocket: A pickpocket (Rog 1) attempts to lift something off the PC (Sleight of Hand +7). GMs should ignore this encounter if the situation is not conducive to picking pockets—if the PC is on a deserted street, for example, or if the PC is being particularly careful. A pickpocket carries 2d6+3 cp and 1d4+1 sp. There is a 25% chance that the pickpocket is a member of the Thieves’ Guild; if the PC kills the pickpocket, the Guild tries to learn who did the deed, and attempts to exact vengeance.

Thug: A group of 1d4+1 thugs (War 2), armed with clubs and daggers, approach the PC and demand all of the PC’s valuables. If the PC refuses—for any reason—they attack. They prefer to use their clubs, but resort to their daggers if the PC draws a weapon.

Each thug carries 1d4+1 cp. There is a 10% chance that the thugs are members of the Thieves' Guild; if the PC kills any of the thugs, the Guild tries to learn who did the deed, and attempts to exact vengeance.

NPC

Anzile: The Arch-Sorceress (see page 89) emerges from a storefront directly in front of the PC, pointing a wand at the PC (her 5th-level *wand of magic missile*), and angrily demanding "Why are you following me?" If the PC can convince her that he wasn't following her, Anzile seems dubious, but apologizes and goes on her way. If the PC reacts at all aggressively, Anzile uses her wand, though she switches quickly to her *wand of charm person*. (Her goal is to interrogate the PC, not kill him; she wants to know who has been threatening her.) When she learns that she was mistaken—she and the PC were merely traveling the same direction on the same street—she apologizes, and buys the PC a *potion of cure moderate wounds* by way of recompense.

Dezra: The PC sees a half-dozen ogre-sized warriors approaching, acting very alert and very protective. A successful DC 13 Spot check reveals that they are guarding a frail, old man (Dezra; see page 73) sitting in an ornate chair that seems to be walking along under its own power. If the PC attempts to approach or speak to Dezra, he casts a spell (*resilient sphere*), and a shimmering sphere of energy appears around him. At the same time, two of the big bodyguards move to interpose themselves between Dezra and the PC, saying "Do not speak to the master. Do not approach the master. You get one warning." They remain there until the rest of the procession has passed, then follow.

If the PC ignores their warning, or otherwise attempts to cause trouble, the two bodyguards attempt to grapple the PC, while Dezra casts *hold monster* on the PC. If this fails, Dezra changes tactics and casts *teleport*, taking himself and his chair back to his safe room. The bodyguards then gang up on the PC, using nonlethal damage until the PC stops fighting back.

Estrinir: Estrinir, the cultist watch-sergeant (see page 41), emerges from an alleyway near where the PC is standing, and, suddenly noticing the PC, narrows his eyes with suspicion. He scrutinizes the PC intensely as he walks by, then stops and demands to know the PC's name and business. Estrinir has just been delivering a *message* to his cultist contacts in the supposed privacy of the alley, and he believes that the PC might have overheard him. So long as the PC doesn't do or say anything that implies that he *did* actually overhear Estrinir's *message*, Estrinir is content to let the PC go.

But if the PC intimates in some fashion that he knows Estrinir's business, the watch-sergeant attempts to arrest him; should he succeed, he locks the PC in an isolated cell in the Oubliette, then uses one of the Oubliette's *scrolls of detect thoughts* to find out what the PC knows about the Cult of the Silent Heart. If the PC knows *anything*, Estrinir arranges for a couple of guards loyal to the cult to attempt to murder the PC in his cell. If the PC *doesn't* know anything, Estrinir finds a couple of crimes to pin on him, then claims that he recognized the PC from "witness descriptions." The cultist watch-sergeant then tries

to have the PC imprisoned for a few years—or less, if the PC promises to leave Liberty and not come back.

Griselda Grummsdottir: The dwarven taskmistress (see page 83) trudges down the street—a strange, insect-like creature trailing along behind her, carrying a chest with a big, heavy lock on it. Griselda looks irritated, and in no mood for interruptions. But as the PC approaches, a young elf stumbles into the insect creature (Griselda's formian worker familiar), causing it to drop the chest. Her face a mask of fury, the dwarven woman turns and begins berating the elf for not watching where he was going, and the elf beats a hasty retreat. Unsatisfied, the dwarf begins berating the insect creature for being clumsy, beating it with a small cudgel, even as it scrambles to pick up the fallen chest.

If the PC tries to intercede, Griselda turns her attention to him, instead. The PC can calm her down with a successful Diplomacy check opposed by her Intimidate check. If the PC tries something more physical, though, Griselda casts *dimension door*, taking herself and her familiar away.

Haevnan: The PC rounds a corner and comes face-to-face with Haevnan, the Silent Heart cultist (see page 95), deep in conversation with another cultist (Adp 4). The PC catches Haevnan saying "... find another wizard ..." just before the two cultists notice the PC and fall silent. They regard the PC suspiciously for a moment, before Haevnan turns back to his companion and resumes, seemingly where he left off: "As I said, if he won't lower his prices, we need to find another wizard to cast that spell. Maybe your friend at the University? Why don't you check with her and get back to me?"

If the PC makes a successful Sense Motive check opposed by Haevnan's Bluff check, he realizes that this last part is a charade of some kind; Haevnan was saying something altogether different about a wizard before the PC came by. Should the PC try to follow Haevnan, the cultist strolls casually to the Dark Gate and goes inside. If the PC is able to follow, Haevnan uses *dispel magic* to try to suppress the PC's amulet, leaving the PC open to attack by the spirits of the gate.

Holaf Blitzendraak: The Mages' Guild's Archevoker (see page 47) approaches the PC and says "Heff you zeen am en varing filet unt golt? Hi heff ben waiting for heff dem orning." Holaf was to have had a meeting with Ulenderas, the evocation instructor at the University of the Arcane, but Ulenderas was delayed and hasn't been able to send a message to let Holaf know.

If the PC understands Holaf (either because the PC is intuitive, or has met northerners before), Holaf is delighted, and says "Et ez ap lezure toom eat somvun en dez zitty who dozzn't ezk me do konzently rebeat myzeff!" Holaf carries on a conversation with the PC for a few minutes, then Ulenderas arrives. (Ulenderas is one of those people who must ask Holaf to repeat himself.)

If Holaf finds out the PC is a wizard, he insists that the PC come by the Mages' Guild sometime in the coming week for a drink. Really, Holaf just wants to talk to someone who can understand him; he isn't interested in doing any favors—though if the PC has any influence in the town, Holaf looks for a way to capitalize on it, offering free spellcastings or scrolls in exchange for the PC helping out with various votes before the Lords' Council.

Ingramara: The ogre mage librarian from the Library Hall (see page 28) is walking down the street when an off-duty watch warden, obviously inebriated, catches sight of her. He stares, goggle-eyed, for a moment, then shouts “Look out!” in a drunken slur. Pulling out his short sword, he rushes at a confused Ingramara, intent on attacking her.

The PC sees this, and, with a successful Sense Motive check (DC 12), realizes that Ingramara isn’t aware that the watch warden is looking at *her*. A brief combat ensues, with the PC getting involved if he so desires. The watch warden, unless stopped, attacks Ingramara. Ingramara, for her part, prepares *cone of cold* until she realizes that she is the target of the attack; then she switches to *gaseous form* and *invisibility* instead, in an attempt to get out of harm’s way.

If the PC aids Ingramara, she offers him a reward (one of her scrolls, if the PC is an arcane spellcaster; otherwise, she offers a potion). Should the PC seriously injure the watch warden, Ingramara speaks on the PC’s behalf, but doesn’t offer a reward. (She feels that the PC exercised unnecessary force.)

Ion: This encounter should occur just after the PC has made a purchase in the Bazaar.

The PC is leaving the Bazaar when a well-dressed, stern-looking man in dark spectacles approaches. He introduces himself as Ion (see page 57), and asks about the item the PC just bought: Was it a good bargain? Does the PC feel as though she was treated fairly? Ion explains that he has had difficulties with similar items in the past, and is seeking a good price on a high-quality item.

Within a day, the PC’s item malfunctions, either breaking or simply failing to work—in either case, becoming worthless. If the PC returns to the Bazaar, the seller has vanished, but he shows up a day later at the PC’s residence, with the word “DECEIVER” branded on his forehead, seeming very contrite. He refunds the PC’s money and suggests a more reputable dealer.

Jyrsino: The University’s High Mage (see page 26) approaches the PC and asks the PC to deliver a letter to a friend of his. Jyrsino gives the PC a gold piece, and promises four more, if the PC will go into a nearby tavern and ask for “Kaillon.” He warns the PC that Kaillon has some enemies, so the PC should be careful about drawing too much attention. The PC should then meet Jyrsino at another tavern just up the street.

If the PC agrees, Jyrsino waits until the PC goes inside, then he uses *disguise self* to appear as a beggar, and waits across the street from the tavern. Inside, asking for Kaillon gets some attention to the PC, though no one appears to know who that is. However, a cultist of the Silent Heart who is drinking inside the tavern waits until the PC leaves, then follows him out—at which point, Jyrsino uses his *medallion of thoughts* to see if the cultist knows anything about Kaillon. Jyrsino’s goal is to follow the cultist using *locate creature*, follow up with *clairvoyance* to get a good look at where the cultist goes (and who he talks to), then return later using *teleport*.

Of course, the PC knows none of this, and might be a little frustrated to find that his other 4 gp aren’t waiting where Jyrsino said they would be. Jyrsino makes a mental note to deliver a platinum coin to the PC later, but makes no real effort to follow up.

Kaela Tersony: The Arcane Quarter watch-captain (see page 97) approaches the PC with a patrol of four wardens, a watch-sergeant, and an arcane warden. “This one,” she tells the watch-sergeant, who then orders his men to hold you. “This won’t take a minute,” Tersony tells you, “but don’t do anything stupid.” The arcane warden then casts *detect magic* from his wand. Assuming the PC doesn’t resist, the Drake quickly finds all the PC’s magic items, and asks the PC to hand them over to the sergeant. Once the Drake has found them all, Tersony looks them over, and says, “He hasn’t got it. He can go.” After the sergeant hands the PC back the magic items, the watch-captain makes a brief apology and the group moves on. If the PC asks (and makes a DC 15 Diplomacy check), Tersony explains that they are looking for a stolen magic item—but what it is is none of the PC’s business.

If the PC resists this search, Tersony uses her *wand of color spray* to soften up the PC, while the Drake uses a tanglefoot bag to lock the PC down. After subduing the PC, the wardens conduct their search, then arrest the PC for resisting arrest. They release the PC after a few days—assuming they can’t find anything incriminating about him.

Kila: The PC is walking down the street when a bee the size of a small pony drops out of the sky right in front of him, splattering on impact and spraying the PC with insect gore. If the PC looks up, he catches a glimpse of a giant bat zipping through the sky before it passes behind a building.

A short while later, the bat, with Kila, the city’s Sky Marshal (see page 67), aboard, lands near the spot where the bee dropped. While the bat greedily crunches on the bee’s remains, Kila searches through the debris, eventually coming up with a broken arrow.

Should the PC approach Kila about the mess she made of his clothes, she merely smirks at him. If the PC is insistent that Kila owes him something, she gets offended, and tells him, “I owe you what the city pays me for: a sky clear of threats. If you’d prefer cash, you can take that up with the city.”

Provided the PC doesn’t make a serious attempt to stop her, she climbs back up on her dire bat and flies away. If the PC does try to stop her, she puts her hand on the hilt of her short sword and says “Do you really want to spill blood over a stain on your pants?” If the PC persists, she uses total defense, attempting to keep the PC at bay until a watch patrol arrives.

Melistra: Reroll this encounter for a female PC.

The Silent Heart’s succubus (see page 96) wanders through the streets, disguised as a demurely-dressed (though shapely) woman. Catching the PC’s eye, she favors him with a stunning smile. If the PC approaches her, she tells him that she is a southern noblewoman who has been left on her own while her husband has returned to their homeland on business. “He’s been gone for weeks, now, and I miss him terribly. I just like to wander around the city when he’s not home. You meet such ... *interesting* people.”

If the PC shows interest in her, Melistra is willing to arrange a tryst—but lets the PC make the first move. However, she plays hard to get, and insists on absolute privacy, even if it takes several days to set it up. “I have some standing in the community. I can’t be seen ... dallying ... with a young man when my husband

isn't around." She makes sure that the PC provides a completely private location before she agrees to meet him there—then waits until he's sexually sated and asleep before feeding on him.

Nodrim "Pestle-Pounder" Gadfoodle: The gnome alchemist (see page 65) is trundling down the street, pulling a small cart loaded with alchemical supplies (and a good-sized rat sitting on top of the pile, surveying everyone they pass). The PC notices that one wheel of the cart is wobbling precariously, and could fall off at any moment—but the gnome doesn't seem aware of the problem.

If the PC attempts to warn or help Pestle-Pounder, he seems nonplussed at first; he assumes they want to buy something from his cart, but everything there is just raw materials. "None of it is ready yet. Come by my shop." Pestle-Pounder just doesn't get it until the PC point out the broken wheel.

Once he knows about the wheel, Pestle-Pounder gives the wagon an experimental roll, utters a quick "huh," and thanks the PC. He then proceeds to methodically remove all of his packages from the wagon and tighten the wheel. If the PC helps, Pestle-Pounder gives him a silver piece for his trouble.

Qillana Xilokiir: The elf noblewoman (see page 60) is buying food from a merchant stall when a pickpocket (see Criminal encounters, above) leans past her, apparently trying to edge closer to the stall—but actually quietly filching a pouch containing three 50-gp gems from Qillana. Lady Qillana does not appear to notice; the PC can make a Spot check (DC 14) to notice the theft.

If the PC intervenes and recovers the stolen gems, Lady Qillana thanks him and gives the PC a 10-gp gem as a reward. If the PC doesn't intervene (or fails to recover the gems), Qillana isn't worried. She actually noticed the theft, and casts *locate object* to find out where her gems went.

Ravindrian: The Mages' Guild's Archchanter (see page 46) is leaving a friend's home as the PC is passing nearby, and, as the PC watches, a young woman (Sor 5) slips out of the shadows and begins following Ravindrian. From where the PC is, he can see that the woman appears to be seething with anger.

If the PC follows, he observes an interesting confrontation. Ravindrian eventually notices the young woman and turns to confront her. The woman, a sorcerer named Korja, accuses Ravindrian of being at the heart of some kind of conspiracy; Ravindrian, in turn, belittles Korja and dares her to prove her assertions by challenging him to a duel. The argument becomes more and more heated, until, finally, Korja loses her temper and indeed challenges Ravindrian. They set the duel for the next day at the same time—and if the PC is anywhere near, Ravindrian asks the PC to witness the duel. The stakes are that, if Ravindrian loses, he cease his persecution of the city's sorcerers; if Ravindrian wins Korja must donate 60 hours of each week to working for the Mages' Guild.

If the PC attends the duel, he's not the only one. Several sorcerers and wizards turn out at the Whispering Walk to see the duel. But it goes rather predictably; Korja loses, and badly—Ravindrian attacks with vicious contempt, just throwing offensive spells at her until she can't counterspell them anymore.

She takes quite a bit of damage in the process, though Ravindrian leaves her alive.

Suvrayn: The Mages' Guild's Archconjuror (see page 50) has been visiting a tavern that his imp familiar has told him that the Guild's Archdiviner has been frequenting on some sort of "fact-finding" mission. (Since this is the same tavern where Suvrayn introduced his rival Gambolpot to slyss, Suvrayn is understandably worried.) The PC sees Suvrayn exit, and, moments later, strike up a conversation with someone who isn't there. If the PC can see invisible things, she sees that Suvrayn is having his conversation with a cat.

Should the PC listen in (a DC 0 Listen check, with appropriate penalties for distance), she hears Suvrayn saying something about "killing him if he gets too close." If the PC sticks around to hear more, Suvrayn might notice the PC (a Spot check opposed by the PC's Hide check); if he does, Suvrayn approaches the PC and demands to know who she is. Meanwhile, his familiar uses the distraction to escape. Suvrayn relies almost exclusively on bullying and bluffing—but if it comes to it, he happily challenges the PC to a duel (with his stake being that the PC must never interfere in Suvrayn's affairs again—including speaking of them to anyone else).

Tamblin Troot: The PC spots the gnome live components dealer (see page 63), accompanied by a couple of large dogs, busily engaged in putting up signs about his business: "LIVE COMPONENTS," "FAMILIARS FOR SALE," "BEST PRICES," and so on. As the PC watches, though, a small gang of guttersnipes (see Citizen encounters, above), no more than 13 or 14 years old, begin removing Tamblin's signs and throwing them away in alleys, gutters, and so forth. Tamblin is so preoccupied with his signs that he doesn't notice that any of them are missing until he puts up his last one, then steps back to survey his handiwork—at which point he utters an anguished wail, and begins frantically searching for his missing signs.

If the PC intervenes with the guttersnipes, they run off. If the PC informs Tamblin of their prank, he hops on his riding dog and chases the children away, before returning and giving the PC a little piece of etched wood that reads "PRESENT THIS CHIT FOR OVER" on one side, and "ONE RAT AT HALF PRICE!" on the other side. If the PC brings this chit to Tamblin's shop, Tamblin sells the PC a rat, suitable for becoming a familiar, at a cost of 1 copper coin. (Tamblin is trying a new marketing technique he calls "cutting off a piece" (referring to the piece of wood).

Umbrarosa: The PC sees the self-proclaimed Fey Queen (see page 81) meandering through the streets on one of her rare visits out of her house. She royally greets everyone she passes (including, sometimes, animals and even plants), and most people regard her dubiously as she passes. When she reaches the PC, she stops, as though somewhat startled, then says in a surprised whisper: "Lord Wintertree! We were not aware you had come to this city of mortals! We assume by your disguise that you wish to keep your visit here a secret. Very well, then. We shall not reveal your secret."

If the PC seems confused, Umbrarosa stops referring to the PC as "Lord Wintertree," but gives the PC a lot of theatrical

winks, as though she's merely playing along. However, if the PC claims to actually be Lord Wintertree, Umbrarosa asks him the details of his mission here, inquires after the well-being of Lady Wintertree, and generally deluges the PC with questions along those lines. Finally, she requests the pleasure of the PC's company at a dinner in his honor.

Should the PC attend, Umbrarosa does indeed throw a lavish dinner party. The PC is the only guest, though Umbrarosa insists that there are several other guests in attendance "who wish to keep their presences in the city a secret—even from you." However, after the PC leaves, he is accosted by a trio of thugs (see Criminal encounters, above), who attack the PC (using nonlethal attacks). If they defeat the PC, they tell the PC "Stay away from here, or it'll be a lot worse next time." (These thugs were sent by Sepris, who makes it a habit to have his mother's house watched.)

Valedin Featherquill: The PC is standing on the street at some point, when a voice says "Could you stand just a bit to your left? You're blocking my light." The elderly elf sage Valedin Featherquill (see page 93) is sketching a building in the Arcane Quarter—one that he feels has some historical significance.

If the PC expresses any interest in the drawing, Valedin happily shows it to the PC. The quality isn't very good (Valedin is not a skilled artist), but Valedin really just wants a visual reminder of the building for future reference. Should the PC asks what makes this building so special, Valedin explains that the building was once a storehouse of weapons, back in the days when Liberty was still called Cove Haven. Valedin believes that many of the weapons stored there were created by the gods themselves—and, he further believes, one of those weapons (*Nyctophobos*) is still in the city somewhere.

Voltigur: The charismatic leader of the artisan community (see page 70) is carousing with several friends when they come upon the PC. As they pass, Voltigur bumps into the PC and tangles his clothing with the PC's gear. He humbly apologizes, but as he and the PC disentangle, Voltigur drops a letter and doesn't notice.

If the PC makes a successful DC 12 Spot check, she notices the letter. If she returns it, Voltigur thanks her and departs. If she keeps it and reads it, though, she learns that the letter is from Lady Miana of Sceptren, describing in very lurid language their last tryst—and, in even more lurid language, her plans for their next.

Should the PC turn this letter over to Lady Miana, the noblewoman rewards the PC with a bracelet worth 50 gp. But, if the PC seems to have any knowledge of the contents of the letter, Miana warns the PC that, if she ever breathes a word about what she's read, Miana will see to it that she is escorted out of the city.

Zilmithir: The University's Spellfinder General (see page 30) passes the PC on the street, looking a bit preoccupied. As the PC watches, Zilmithir walks a few steps, stops, turns slowly in place, then moves on. He has cast *detect secret doors* and is maintaining concentration as he searches for a hidden entrance to the Undercity.

If the PC interferes or otherwise tries to distract Zilmithir, Sting, Zilmithir's pseudodragon familiar, lands nearby and telepathically tells the PC: "Don't be a nuisance. We don't come around while you're working and ... what? I'm guessing ... scatter the dung around?" Sting's goal is to keep the PC busy while Zilmithir goes about his business, and if the PC proves too troublesome, Sting uses his tail-stinger to try to put the PC to sleep for a little while.

Appendix B: Random Spellbooks

Because the contents of every spellbook in Liberty's libraries would be a lengthy (and repetitive) list, the GM should use the tables below to determine what can be found in any given spellbook in the University of the Arcane, the Mages' Guild libraries, and the Blue House. (These tables can, of course, be used to randomly generate any spellbook.)

Table B-1: Spellbook Spell Levels

d%	Spell Levels
01–60	Low
61–90	Mid
91–00	High

Table B-2: Individual Spell Levels

Low-Level	Mid-Level	High-Level	Spell Level	Spell's Caster Level ¹
01–05	—	—	0	1st
06–50	—	—	1st	1st
51–95	01–05	—	2nd	3rd
96–100	06–65	—	3rd	5th
—	66–95	01–05	4th	7th
—	96–100	06–50	5th	9th
—	—	51–70	6th	11th
—	—	71–85	7th	13th
—	—	86–95	8th	15th
—	—	95–100	9th	17th

¹ These numbers assume that the creator is a wizard.

Table B-3: Arcane Spells in Spellbooks

0-Level Arcane Spells (Market Price: 100 gp)	
d%	Spell (1 page)
01–04	<i>acid splash</i>
05–08	<i>arcane mark</i>
09–13	<i>dancing lights</i>
14–17	<i>daze</i>
18–24	<i>detect magic</i>
25–28	<i>detect poison</i>
29–32	<i>disrupt undead</i>
33–37	<i>flare</i>
38–42	<i>ghost sound</i>
43–44	<i>know direction</i>
45–50	<i>light</i>
51–52	<i>lullaby</i>
53–57	<i>mage hand</i>
58–62	<i>mending</i>
63–67	<i>message</i>
68–72	<i>open/close</i>

73–77	<i>prestidigitation</i>
78–81	<i>ray of frost</i>
82–87	<i>read magic</i>
88–94	<i>resistance</i>
95–96	<i>summon instrument</i>
97–100	<i>touch of fatigue</i>

1st-Level Arcane Spells (Market Price: 100 gp)

d%	Spell (1 page)
01–03	<i>alarm</i>
04–05	<i>animate rope</i>
06–07	<i>burning hands</i>
08–09	<i>cause fear</i>
10–12	<i>charm person</i>
13–14	<i>chill touch</i>
15–16	<i>color spray</i>
17–19	<i>comprehend languages</i>
20	<i>confusion, lesser</i>
21	<i>cure light wounds</i>
22–24	<i>detect secret doors</i>
25–26	<i>detect undead</i>
27–29	<i>disguise self</i>
30–32	<i>endure elements</i>
33–35	<i>enlarge person</i>
36–37	<i>erase</i>
38–40	<i>expeditious retreat</i>
41	<i>feather fall</i>
42–43	<i>grease</i>
44–45	<i>hold portal</i>
46–47	<i>hypnotism</i>
48–49	<i>identify</i>
50–51	<i>jump</i>
52–54	<i>mage armor</i>
55–56	<i>magic missile</i>
57–59	<i>magic weapon</i>
60–62	<i>mount</i>
63–64	<i>magic aura</i>
65–66	<i>obscuring mist</i>
67–74	<i>protection from chaos/evil/good/law</i>
75–76	<i>ray of enfeeblement</i>
77–78	<i>reduce person</i>
79–80	<i>remove fear</i>
81–82	<i>shield</i>
83–84	<i>shocking grasp</i>
85–86	<i>silent image</i>
87–88	<i>sleep</i>

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89–90 *summon monster i*

91–93 *floating disk*

94–95 *true strike*

96 *undetected alignment*

97–98 *unseen servant*

99–100 *ventriloquism*

2nd-Level Arcane Spells (Market Price: 200 gp)

d% **Spell (2 pages)**

01 *animal messenger*

02 *animal trance*

03 *arcane lock*

04–06 *bear's endurance*

07–08 *blindness/deafness*

09–10 *blur*

11–13 *bull's strength*

14 *calm emotions*

15–17 *cat's grace*

18–19 *command undead*

20 *continual flame*

21 *cure moderate wounds*

22 *darkness*

23–25 *darkvision*

26 *daze monster*

27 *delay poison*

28–29 *detect thoughts*

30–31 *disguise self*

32–34 *eagle's splendor*

35 *enthrall*

36–37 *false life*

38–39 *flaming sphere*

40 *fog cloud*

41–43 *fox's cunning*

44 *ghoul touch*

45–46 *glitterdust*

47 *gust of wind*

48–49 *hypnotic pattern*

50–52 *invisibility*

53–55 *knock*

56 *phantom trap*

57–58 *levitate*

59 *locate object*

60 *magic mouth*

61–62 *acid arrow*

63 *minor image*

64–65 *mirror image*

66 *misdirection*

67 *obscure object*

68–70 *owl's wisdom*

71–73 *protection from arrows*

74–75 *pyrotechnics*

76–78 *resist energy*

79 *rope trick*

80 *scare*

81–82 *scorching ray*

83–85 *see invisibility*

86 *shatter*

87 *silence*

88 *sound burst*

89 *spectral hand*

90–91 *spider climb*

92–93 *summon monster ii*

94–95 *summon swarm*

96 *hideous laughter*

97 *touch of idiocy*

98–99 *web*

100 *whispering wind*

3rd-Level Arcane Spells (Market Price: 300 gp)

d% **Spell (3 pages)**

01–02 *arcane sight*

03–04 *blink*

05–06 *clairaudience/clairvoyance*

07 *cure serious wounds*

08–10 *daylight*

11–12 *deep slumber*

13–15 *dispel magic*

16–17 *displacement*

18 *explosive runes*

19–20 *fireball*

21–22 *flame arrow*

23–25 *fly*

26–27 *gaseous form*

28–29 *gentle repose*

30 *glibness*

31 *good hope*

32–33 *halt undead*

34–36 *haste*

37–38 *heroism*

39–40 *hold person*

41 *illusory script*

42–44 *invisibility sphere*

45–47 *keen edge*

48–49 *tiny hut*

50–51 *lightning bolt*

52–59 *magic circle against chaos/evil/good/law*

60–62 *magic weapon, greater*

63–64 *major image*

65–66 *nondetection*

67–68 *phantom steed*

69–71 *protection from energy*

72–73 *rage*

74–75 *ray of exhaustion*

76 *sculpt sound*

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77	<i>secret page</i>
78	<i>sepia snake sigil</i>
79	<i>shrink item</i>
80–81	<i>sleet storm</i>
82–83	<i>slow</i>
84	<i>speak with animals</i>
85–86	<i>stinking cloud</i>
87–88	<i>suggestion</i>
89–90	<i>summon monster iii</i>
91–93	<i>tongues</i>
94–95	<i>vampiric touch</i>
96–98	<i>water breathing</i>
99–100	<i>wind wall</i>

4th-Level Arcane Spells (Market Price: 400 gp)

d%	Spell (4 pages)
01–02	<i>animate dead</i>
03–05	<i>arcane eye</i>
06–07	<i>bestow curse</i>
08–10	<i>charm monster</i>
11–13	<i>confusion</i>
14–15	<i>contagion</i>
16–17	<i>crushing despair</i>
18	<i>cure critical wounds</i>
19	<i>detect scrying</i>
20–23	<i>dimension door</i>
24–26	<i>dimensional anchor</i>
27–28	<i>enervation</i>
29–30	<i>enlarge person, mass</i>
31–32	<i>black tentacles</i>
33–34	<i>fear</i>
35–37	<i>fire shield</i>
38–39	<i>fire trap</i>
40–42	<i>freedom of movement</i>
43	<i>geas, lesser</i>
44–46	<i>globe of invulnerability, lesser</i>
47–48	<i>hallucinatory terrain</i>
49–50	<i>ice storm</i>
51–52	<i>illusory wall</i>
53–55	<i>invisibility, greater</i>
56–57	<i>secure shelter</i>
58	<i>locate creature</i>
59–60	<i>minor creation</i>
61	<i>modify memory</i>
62	<i>neutralize poison</i>
63–64	<i>resilient sphere</i>
65–66	<i>phantasmal killer</i>
67–68	<i>polymorph</i>
69–70	<i>rainbow pattern</i>
71	<i>mnemonic enhancer</i>
72–73	<i>reduce person, mass</i>
74–76	<i>remove curse</i>

77	<i>repel vermin</i>
78–79	<i>scrying</i>
80–81	<i>shadow conjuration</i>
82–83	<i>shout</i>
84–85	<i>solid fog</i>
86	<i>speak with plants</i>
87–88	<i>stone shape</i>
89–91	<i>stoneskin</i>
92–93	<i>summon monster iv</i>
94–96	<i>wall of fire</i>
97–99	<i>wall of ice</i>
100	<i>zone of silence</i>

5th-Level Arcane Spells (Market Price: 500 gp)

d%	Spell (5 pages)
01–02	<i>animal growth</i>
03–05	<i>baleful polymorph</i>
06–07	<i>interposing hand</i>
08–09	<i>blight</i>
10–12	<i>break enchantment</i>
13–14	<i>cloudkill</i>
15–17	<i>cone of cold</i>
18–19	<i>contact other plane</i>
20	<i>cure light wounds, mass</i>
21–23	<i>dismissal</i>
24–26	<i>dispel magic, greater</i>
27–28	<i>dominate person</i>
29	<i>dream</i>
30–31	<i>fabricate</i>
32–33	<i>false vision</i>
34–35	<i>feeblemind</i>
36–39	<i>hold monster</i>
40	<i>secret chest</i>
41	<i>magic jar</i>
42–43	<i>major creation</i>
44–45	<i>mind fog</i>
46–47	<i>mirage arcane</i>
48–49	<i>mage's faithful hound</i>
50–51	<i>mage's private sanctum</i>
52–53	<i>nightmare</i>
54–57	<i>overland flight</i>
58–60	<i>passwall</i>
61	<i>permanency</i>
62–63	<i>persistent image</i>
64–65	<i>planar binding, lesser</i>
66–67	<i>prying eyes</i>
68–69	<i>telepathic bond</i>
70–71	<i>seeming</i>
72–74	<i>sending</i>
75–76	<i>shadow evocation</i>
77	<i>song of discord</i>
78–79	<i>summon monster v</i>

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80	<i>symbol of pain</i>
81	<i>symbol of sleep</i>
82–83	<i>telekinesis</i>
84–88	<i>teleport</i>
89–90	<i>transmute mud to rock</i>
91–92	<i>transmute rock to mud</i>
93–95	<i>wall of force</i>
96–98	<i>wall of stone</i>
99–100	<i>waves of fatigue</i>

6th-Level Arcane Spells (Market Price: 600 gp)

d%	Spell (6 pages)
01–02	<i>acid fog</i>
03–05	<i>analyze dweomer</i>
06	<i>animate objects</i>
07–09	<i>antimagic field</i>
10–12	<i>bear's endurance, mass</i>
13–14	<i>forceful hand</i>
15–17	<i>bull's strength, mass</i>
18–20	<i>cat's grace, mass</i>
21–23	<i>chain lightning</i>
24–25	<i>circle of death</i>
26	<i>contingency</i>
27–28	<i>control water</i>
29	<i>create undead</i>
30	<i>cure moderate wounds, mass</i>
31–33	<i>disintegrate</i>
34–37	<i>dispel magic, greater</i>
38–40	<i>eagle's splendor, mass</i>
41–42	<i>eyebite</i>
43	<i>find the path</i>
44–45	<i>flesh to stone</i>
46–48	<i>fox's cunning, mass</i>
49	<i>geas/quest</i>
50–52	<i>globe of invulnerability</i>
53	<i>guards and wards</i>
54	<i>heroes' feast</i>
55–56	<i>heroism, greater</i>
57	<i>legend lore</i>
58–59	<i>mislead</i>
60	<i>mage's lucubration</i>
61–62	<i>move earth</i>
63–64	<i>freezing sphere</i>
65–67	<i>owl's wisdom, mass</i>
68–69	<i>permanent image</i>
70–71	<i>planar binding</i>
72–73	<i>programmed image</i>
74–75	<i>repulsion</i>
76–78	<i>shadow walk</i>
79–81	<i>stone to flesh</i>
82–83	<i>suggestion, mass</i>
84–85	<i>summon monster vi</i>

86	<i>symbol of fear</i>
87	<i>symbol of persuasion</i>
88	<i>sympathetic vibration</i>
89–90	<i>transformation</i>
91–93	<i>true seeing</i>
94–95	<i>undeath to death</i>
96–97	<i>veil</i>
98–100	<i>wall of iron</i>

7th-Level Arcane Spells (Market Price: 700 gp)

d%	Spell (7 pages)
01–03	<i>arcane sight, greater</i>
04–07	<i>banishment</i>
08–10	<i>grasping hand</i>
11–13	<i>control undead</i>
14–16	<i>control weather</i>
17–19	<i>delayed blast fireball</i>
20–21	<i>instant summons</i>
22–25	<i>ethereal jaunt</i>
26–28	<i>finger of death</i>
29–31	<i>forcecage</i>
32–35	<i>hold person, mass</i>
36–38	<i>insanity</i>
39–42	<i>invisibility, mass</i>
43	<i>limited wish</i>
44–45	<i>mage's magnificent mansion</i>
46–48	<i>mage's sword</i>
49–51	<i>phase door</i>
52–54	<i>plane shift</i>
55–57	<i>power word blind</i>
58–61	<i>prismatic spray</i>
62–64	<i>project image</i>
65–67	<i>reverse gravity</i>
68–70	<i>scrying, greater</i>
71–73	<i>sequester</i>
74–76	<i>shadow conjuration, greater</i>
77	<i>Simulacrum</i>
78–80	<i>spell turning</i>
81–82	<i>statue</i>
83–85	<i>summon monster vii</i>
86	<i>symbol of stunning</i>
87	<i>symbol of weakness</i>
88–90	<i>teleport object</i>
91–95	<i>teleport, greater</i>
96–97	<i>vision</i>
98–100	<i>waves of exhaustion</i>

8th-Level Arcane Spells (Market Price: 800 gp)

d%	Spell (8 pages)
01–02	<i>antipathy</i>
03–05	<i>clenched fist</i>
06–08	<i>binding</i>
09–12	<i>charm monster, mass</i>

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13	<i>clone</i>
14–16	<i>create greater undead</i>
17–19	<i>demand</i>
20–22	<i>dimensional lock</i>
23–26	<i>discern location</i>
27–29	<i>horrid wilting</i>
30–32	<i>incendiary cloud</i>
33–35	<i>iron body</i>
36–38	<i>maze</i>
39–41	<i>mind blank</i>
42–44	<i>moment of prescience</i>
45–48	<i>telekinetic sphere</i>
49–51	<i>irresistible dance</i>
52–54	<i>planar binding, greater</i>
55–57	<i>polar ray</i>
58–60	<i>polymorph any object</i>
61–63	<i>power word stun</i>
64–66	<i>prismatic wall</i>
67–70	<i>protection from spells</i>
71–73	<i>prying eyes, greater</i>
74–76	<i>scintillating pattern</i>
77–78	<i>screen</i>
79–81	<i>shadow evocation, greater</i>
82–84	<i>shout, greater</i>
85–87	<i>summon monster viii</i>
88–90	<i>sunburst</i>
91	<i>symbol of death</i>
92	<i>symbol of insanity</i>
93–94	<i>sympathy</i>
95–98	<i>temporal stasis</i>
99–100	<i>trap the soul</i>

9th-Level Arcane Spells (Market Price: 900 gp)

d%	Spell (9 pages)
01–03	<i>astral projection</i>
04–07	<i>crushing hand</i>
08–12	<i>dominate monster</i>
13–16	<i>energy drain</i>
17–21	<i>etherealness</i>
22–25	<i>foresight</i>
26–31	<i>freedom</i>
32–36	<i>gate</i>
37–40	<i>hold monster, mass</i>
41–44	<i>imprisonment</i>
45–49	<i>meteor swarm</i>
50–53	<i>mage's disjunction</i>
54–58	<i>power word kill</i>
59–62	<i>prismatic sphere</i>
63–66	<i>refuge</i>
67–70	<i>shades</i>
71–76	<i>shapechange</i>
77–79	<i>soul bind</i>
80–83	<i>summon monster ix</i>
84–86	<i>teleportation circle</i>
87–91	<i>time stop</i>
92–95	<i>wail of the banshee</i>
96–99	<i>weird</i>
100	<i>wish</i>



The Arcane Quarter



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