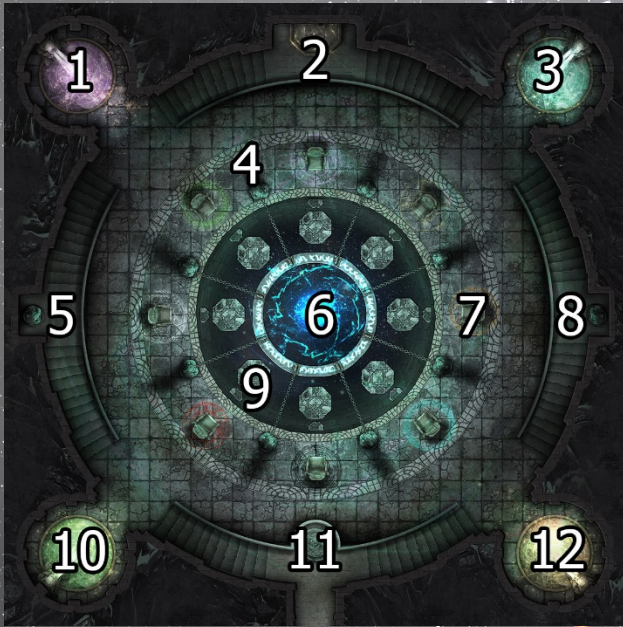




Hall of the Eight - GM Resource Sheet



Plot hooks — Why the party might need to visit the Hall

- 1 Finally, the Evil Eight have each ascended to Archmage of their Schools. Finally they will convene their first meeting in the Astral Plane. The Cirklet will be activated with evil at last. No one can stop them. And yet... The Council of the Divination School has grasped the plan — too late to stop Icxin Vell rising as their Archmage, but not too late to stop the meeting. On their request, the party must travel to the Hall of the Eight and assassinate Vell before the Eight can convene.
- 2 Bilbahdos, High Mage of the School of Evocation has been kidnapped and transported to the Hall of the Eight. A kindly, naïve wizard, he too easily fell for the deception of his evil Archmage. His friends are sure he is to be sacrificed in a dark ritual. Can the party rescue him!
- 3 Gaberrerdax, an ancient Red Dragon, has woken from his slumber beneath the Hills of Ibbisard and now threatens all the Northern Kingdoms. A confederation of rulers from those lands has beseeched the party to seek advice from the Eight, the only people with the knowledge and power to defeat this great threat. Their evil is surely a match for the dragon, but what could the cost be?

The Eight Archmagi

- 1 Flenti Riggash, the Archmage of Conjuration, Summoner of Worlds
- 2 Gen of Dawn Hall, the Archmage of Necromancy, Caller of the Dead
- 3 Karia Ha Kerinn Din, the Archmage of Evocation, Wright of the Energies
- 4 Mistress Mave Higgans, the Archmage of Abjuration, Master Protector
- 5 White-Eye, the Archmage of Transmutation, Smith of All Things
- 6 Icxin Vell, the Archmage of Divination, Watcher of the Winds
- 7 Willim of the Last Wanderers, Archmage of Enchantment, Mindweilder
- 8 Sennight Suam, the Archmage of Illusion, Great Deceiver

Setting

In the Astral Plane, the Hall of the Eight has for countless ages served as a meeting place for the Eight Archmagi of the Schools of Magic. Only when all are present and enthroned can the Cirklet of Merous be activated. The four Wells of the Lost wait for the wise actions of an Archmage. The orrery waits to predict for its beholder the movements of the planes. But ill-fated times have come to the Hall. A long-worked plan, many centuries in the making, has installed an evil wizard at the head of each School. Infiltration and deception; dark plans and evil intentions. The Evil Archmagi are ready - their first meeting is imminent...

A Guide to the Hall of the Eight (see the numbered map opposite)

- 1 The Well of Rage, where magic lost to rage waits to be channelled.
- 2 The Font of Magic — a spring that pours forth pure magical energy.
- 3 The Well of Grief, where magic lost to grief waits to be channelled.
- 4 The Chained Men — eight statues holding the immense chains that anchor the Cirklet of Merous.
- 5 Merous of Merm — a statue depicting the first and only Great Archmage, who cast the Cirklet using combined astral and dragon magic.
- 6 The Cirklet of Merous — a focus for the energies of the Astral Plane and through which the most powerful spells can be cast by combined magic.
- 7 The Thrones of the Magi - carved from petrified dragons, there are seats for the Schools of Conjuration, Necromancy, Evocation, Abjuration, Transmutation, Divination, Enchantment, and Illusion.
- 8 Fifthro of the Pen and Blade — a statue depicting the architect of the Hall
- 9 The Casting Stones — eight platforms that hover over the Astral Plane and are used to cast spells through the Cirklet of Merous.
- 10 The Well of Envy, where magic lost to envy waits to be channelled.
- 11 The Orrery of the Planes — depicting the known planes and their changing relationships to each other.
- 12 The Well of Lust, where magic lost to lust waits to be channelled.

Guardians outside the Hall

- 1 A retinue of six Githyanki warriors, guarding the stair.
- 2 A pair of garmorms, lurking behind some floating chunks of rock.
- 3 A neh-thalggu, or Brain Collector, dwelling near the area in the hope of obtaining brains.
- 4 A quartet of Astral Lions. Resembling stone statues, they come to life to attack intruders.
- 5 A horde of Astral Wraiths, menacingly circling the entrance as they swim through the Astral Sea.
- 6 A Smoke-Crystal Construct, standing guard in front of the entrance.
- 7 Four Mage-Mummies, undead wizards with powerful spellcasting.
- 8 Wizard Acolytes of the Schools of Illusion and Transmutation, mind-controlled by the Archmagi.