

## The Great Academy Caper!

A solo adventure.

### Plot

- Goblin tribe shrine was raided – ancient scroll taken and brought back to academy for study
  - very significant to them, have dug tunnel under wall to get to school (past month – some noises heard – things vanish in cellars)
  - they don't remember what scroll did, only that an ancient sorcerer gave it to them for safekeeping (they stole it centuries ago)
  - they poised well to make students sick to distract senior wizards and then staged break-in at library – couldn't find it, but smashed a lot of things looking for it
  - staff suspect that someone plotting to steal some of the real treasures at the library – stepped up security
  - goblins on the prowl in the cellars and around tunnel – have regrouped and are planning to move into the library again.
- Players should suspect something going on at library after talking to other students – make their way there through subterfuge – deal with goblins without causing further damage and as a bonus figure out what they're after

### The Academy

- 180 students in three dormitories (boy and girl staggered floors, three floors each, 20 students to a floor, 2 students per room):
  - Corun Hall (gold and blue)
  - Lynwyth Hall (red and silver)
  - Berwyn Hall (green and purple)
- Popular sports are skim and ruggers (rugby) – there are big games twice per year against GsoM (ruggers and skim) – the Academy hasn't beat GSoM at ruggers in 78 years.
- Each class has 10-15 students.
- 20 instructors + the Dean (one instructor serves the Dean as secretary for one year – rotational job).
- 12 support staff (6 cooks, Kira the gardener, 5 maids/washerwomen)
- Academy is legally autonomous. Municipal law does not apply inside the walls.

### Locations

1. *Dormitories:* All students are under lockdown. Players start in their rooms. Two students to a room – Steph's roomie was pulled out when the craziness started. Hallway with rooms, plus garderobe and bathroom at each end. Instructors taking turns as hall wardens to patrol areas (MU10-15). 1 in 6 chance that warden is on the floor (roll every three turns). If seen, PCs will be chased and if caught will be sent back to rooms with 2 demerits. Knocking on any doors will gain the following response:

1-2	No response (cowering under the bed)
3	Hushed demand to go away
4-5	No response (fled)
6	NPC (pick one from above – reroll once all met)
7	Having sex/taking drugs/etc.
8	Comes out screaming to attack (-2 to hit due to stress and delirium) – 80% chance of fleeing in panic after first round. Reroll chance of encountering a warden.

DM can have PCs overhear one or more characters chatting as they walk by. There is nothing of value here, but if the players come up with good ideas run with it.

2. *Infirmary*: Guarded by 1 instructor. If PCs can sneak in they can talk to students, who will not recall seeing anything of interest. Feeling sick to stomach and weak, but because they are away from stones will recover soon.
3. *Garden*: PCs can find prints there – goblin tracks. Lead to library
4. *Library*: Two floors + cellar. Main level has librarian's office and student texts, maps, zoology, biology, botany. Etc. Librarian's office is locked – nothing of interest in there. Shelves were ransacked and no one has had time to clean it up yet – some books still in piles and others in neat stacks.

Upper floor has scrolls, maps, more complicated upper-year texts. Locked door at the end of the hall holds rare books. Can pick lock, but there's evidence of someone trying to force it open (door is AC 4, 100 hp, open locks roll penalised by -30%). Also a scroll library – ransacked with many of them shredded (goblins were searching for the scroll). If the players search the mess there is a 1 in 6 chance per turn spent searching that they will find a useable scroll (up to 5 can be found):

1-2	<i>light</i>
3-4	<i>magic missile</i>
5	<i>shield</i>
6	<i>floating disk</i>
7	<i>wizard eye</i>
8	<i>knock</i>

The cellar is a single room, filled with old crates and discarded junk (and a few broken magical devices). A hole has been dug into the north wall, which leads to a tunnel to outside. Four goblin warriors guard the entrance; they will not leave the cellar for any reason. The tunnel stretches about 200 feet, to end in a small gully.

When the PCs enter the goblins are creeping about the library, making sure no one is around before trying to break into the rare books room again. There is a 20% chance per turn that the PCs will run into 1d4 goblins. Should a fight last more than three rounds, the instructor outside will come in to investigate, arriving in 2d6 rounds. They will deal with the goblins first, then interrogate the PCs. The goblins will fight until half of their number are dead, then they will retreat to the cellar and regroup with the others.

If the PCs manage to get into the rare books room, the goblins will notice in 1d6 rounds, and follow them. Or, if they grow impatient they may try to capture the PCs and force them to open the door. Once inside, two goblins will engage the PCs while the others look for the scroll. They will find it in 10 rounds, and if they do they will run away.

5. *Dining Hall*: One large room plus a kitchen/larder and root cellar. 2 goblins are eating cured meat and drinking wine in the larder. Lots of salted meat, as well as root and dried vegetables and grains.
6. *Dean's Residence*: A small cottage with garden in one corner of the academy grounds. Guarded by instructor – Dean (MU 15) inside trying to divine nature of attack. Goblins staying away for now. The shaman has narrowed the search down to other buildings.

## Goblins

- Bloody Hands Tribe (dip their hands in the blood of their enemies)
- 10-20 warriors (too much to handle all at once) led by shaman who wants scroll back (chief and rest of tribe are back in home territory)
- Most warriors have standard stats, but one is a war leader with tattoos (+1 to hit, 2 HD)

## Hidden Surprises

There are several items of interest in the rare books room of the library:

- A red glass sphere with a ring inside (relic of Mogreth) – could connect to Tuurash in dreams.
- The goblins' scroll (wizard's scroll with the spells *magic missile*, *rending claw*, *summon lesser servitor*, *shield* (x2) – being studied because of extra spells.
- *dagger +1, returning* that has personality of long-dead Taymoran mage (woman named Jadikira, INT 16, WIS 11, AL C – can be persuaded to cast spells if the owner does things for her – and maybe teach).
- A jar of powder that transforms into aerial servant (can be used 3 times, then the aerial servant goes free).
- A copy of *Riders of the Winds* nestled on the shelves, containing several pages of hand-written notes that seem to indicate that the text of the book has several omissions, and a crude map showing where some citadels are probably located.
- A book entitled *Field Research on the Feasibility of Wild Magic – Vol. II* (focuses on encounters with the amber mages of Littonia) – theories on how it works and how a practitioner might do it. Emphasis on the fact that amber mages don't use spell books, but their magic seems to be more primal, more chaotic.

## Characters of Interest

**Percival “Percy” Caldwell** (distant cousin to Clifton): A bit of a twit, but a prankster at heart – rival to Luc's character – always tries to outdo him, uses money to buy his way out of trouble, but also employs snitches (to warn him of crackdowns)

- Has the distinctive Caldwell nose (upturned).
- Has heard about strange noises coming from cellar of dining hall and library, but they were sealed off before he could get in.
- Knows another way into cellars (sewers), but will not divulge unless they offer him something he wants – whatever PCs come up with or pranking someone (because he was dared to do it but can't because of lockdown – he won't leave his room because he knows Dean is watching him).
- Has pill sold to him by Rufferto that will turn all the water into beer – wants PCs to do it.

**Augustus “Gussie” Nettlefield** (friend of Percy's – shares a room with him)

- also knows about sewers, but will also remember hearing scratching noises coming from cellars and under one of the yards.

**Samara Elstaran** (from Malpoggi – serious student, wants to advance – derided by Percy for being rural, quiet, but dreams of taking him down)

- volunteers in infirmary – actually saw sick students – looked like food poisoning to her because of her knowledge of lizard men, but her advice was ignored by instructors because they were convinced it was something more serious.
- found bones under certain mattresses (*sickness bones*) that were planted by goblins – needs information in library to find out what it is, and doesn't want to go to teachers because she wants to prove it herself – PCs can get the info for her or they can convince her to share her thoughts through good roleplaying.
- Grew up in swamp – knew many lizard men and created her own war claw to imitate their fighting style (1d4 dmg).

**Kira Strellard** (gardener, F4, from Corunglain area)

- raises crops and tends flower gardens for school
- heard crash at library and investigated because there are some rare plants there – found prints that looked like goblin tracks to her (used to be warrior) – reported this to Dean

**The Dean** (Arandel Corun, MU 15: STR 11, INT 17, WIS 13, CON 9, CHA 15)

- Consummate politician, wants to put the Academy on the map and attract star lecturers. Responsible for instituting strict policies to ensure only the best graduate.
- Distantly related to the original Corun family, not afraid to use connections to bring prestige to school.
- Has isolated himself in his lab to divine the source of the problem – will not let city in to resolve problem, citing the school's charter.