

Dropout's Party

An adventure for The Fantasy Trip

By [Henry J. Cobb](#)

Introduction

[Justin Carabott's great-grandfather](#) was a famous wizard, Justin's [grandfather](#) is the current grandmaster of the wizards of the island of [Mustrine](#), and Justin's father is a renowned brilliant enchanter in the island's capital city of Wyverndun, while Justin's one-year older cousin [Claire](#) is the rising star of her generation of wizards. Justin dropped out of wizard training at the age of nine, having only learned the Aid spell. Needless to say, Justin is a bit of a disappointment to the family. But still, his 20th birthday is fast approaching, and the rise to adulthood of the family's heir presumptive must be celebrated.

This masquerade party is also the unofficial graduation party for this year's dozen graduates of the Wyverndun Wizardry Academy, who may drop by to seek letters of recommendation from Justin's grandfather, Grandmaster Bentley Carabott. It is rumored that one of these graduates has stolen a book of experimental magics from the forbidden section of the academy's library and will auction this off during the party before fleeing the island with their ill-gotten loot.

The following [timeline](#) is a suggestion for the GM and can be considered an alternative universe where the player characters do not intercede. As they take action, they can prevent the triggers for some events or tip over some dominoes earlier than they would have fallen on their own.

The mission, should the party choose to accept it

[Nicole Galea](#) has learned of the book plot and for reasons of her own is looking for the help of a team that isn't native to the island. She will visit a tavern near the main dock of Wyverndun wearing her street clothes and make a discrete gesture across the doorway as she fails to cast Ward. She will repeat the attempt and succeed this time. She will then take a seat in the corner of the room as she slowly nurses an ale (a stronger beverage than she is used to) and wait for a group of suitable ruffians who don't ping her Ward as hostile.

Once the party introduces themselves, she will lift the side of her vest to reveal the dolphin hilt of her silver dagger staff and offer to pay them to attend "The Dropout's Graduation Party." She will then realize that, as strangers, they don't know what any of this means, and she will explain that the dagger is the trademark of the wizards of the island and outline what she knows of the plot. She will promise to provide suitable disguises for the team and ask that they attend the party in two days, discover the culprits, and tip her off so that she can stop the heist. She promises to meet with the group the day after the party to give them the reward money in addition to her savings of 100 gold coins, just so long as she gets all the credit.

If the group asks how they'll get past security, she will reveal that she will be the security. Given this unassurance the group should be on their guard but will also be told that they can only bring in hidden weapons. She will show a cheap inn for the group to stay at and will return the next day with their disguises and show them where the estate is. She will ask them to arrive there at 7 pm the next night. At

this point, she will warn them to not touch the [bushes](#) and not talk to anybody at the party, especially not the [grandmaster](#), who knows all his students too well to fool.

Characters

The Carabott family

Kelan Carabott was the wizard who foolishly and sloppily wove the great summoning and binding of [Gemshimmer](#) into the Stone of Whispers, and thus provided the reliable water source that Western Mustrine depends on. The elemental took its revenge to claim his first wife Sarah and almost claimed his infant son Bentley as well. He later married Orsel and together they built [Carabott Manor](#), but they died before they could have any further children.

Grandmaster Bentley Carabott, Human wizard, age 64

ST 8, DX 12, IQ 20, MA 10

Talents: Administrator, Detect Lies, Knife, Literacy

Spells include: 7-Hex Fire, 7-Hex Illusion, 7-Hex Shadow, Aid, Control Gate, Geas, Greater Magic Item Creation, Lesser Magic Item Creation, Lock/Knock, Long-Distance Telepathy, Mage Sight, Minor Medicament, Pentagram, Remove Cursed Object, Spell Shield, Spellsniffer, Staff III, Wizard's Wrath
Languages: Common, Merfolk, Sorcerers' Tongue

Weapon: Staff III enchanted (+2 damage) silver dagger (1d+1; Mana: 20)

Attacks and Damage: Punch (1d-4)

Armor: Stone Flesh ring stops four hits

Equipment: silken robes

Magic Items: Stone Flesh ring



Bentley's father Kelan was the great wizard whose sacrifice saved the island. Bentley considers himself to be a mere administrator with days filled to overflowing negotiating conflicts inside and outside of the Wizards' Guild and academy. The greatest crisis he's ever faced was the day his five-year-old grandson [Justin](#) dragged the dying six-year-old [Claire](#) into the manor. Bentley directed the boy to provide cardiopulmonary resuscitation while he ran up the stairs to grab a scroll of Minor Medicament, which would be the very next spell he'd commit to memory. Only Kelan's clever use of the [Shrieking Nettles](#) in his great battle to save the island dutchy kept Bentley from burning every bush on the island or at least uprooting them from the estate his father and stepmother left him.

Bentley's 42-year-old twin sons Joseph (Justin's father) and John (Claire's father) and their wives gave Justin perfunctory birthday wishes, then returned to their work on an enchantment for the duke, and so aren't attending the party.

When Bentley arrives back at the manor from the academy at 6:15 pm the night of the party, he'll walk up to his [study](#) and read a book on magical theory. At 6:30 pm, he'll leave the book and his bag that holds his wizard's chest, various scrolls, and two healing potions on his desk, then go downstairs to greet his graduating students and at least nod to birthday wishes for Justin, should any be given.

Claire Carabott, Human wizard, age 21

ST 8, DX 12, IQ 17, MA 10

Talent: Literacy

Spells include: 7-Hex Fire, 7-Hex Shadow, Aid, Control Elemental, Create Wall, Create/Destroy Elemental, Dispel Illusions, Drain Strength, Mage Sight, Minor Medicament, Regeneration, Spellsniffer, Staff III, Ward, Weapon/Armor Enchantment, Write Scroll

Languages: Common, Sorcerers' Tongue

Weapons: Staff III untalented silver dagger (1d-1, Mana: 4)

Attacks and Damage: Punch (1d-4)

Special Ability/Weakness: Deadly allergic to the [Shrieking Nettles](#)

Equipment: Black cotton outfit and black leather boots.

Magic Items: The two eyes of the dolphin head of her dagger-staff in her back belt scabbard are each 5-point powerstones, for a total of 4 Mana and 10 Power.



Claire's early brush with death drove her to study magic and assert her independence as she adopted the careful mental neutrality of the wizards of Mustrine (which they have taken to not accidentally trigger Ward and Detect Enemy spells). This sudden change in his cousin as she started her wizard's training left [Justin](#) with a distrust in wizards in general and would lead to him neglecting then leaving his own mystic studies. For her part, Claire's initial eagerness to introduce Justin to the study of magic soon soured into disappointment at his lack of effort. She has continued to push others away, including most recently rejecting [Anthony Grech](#)'s confession of love for her, which she considered unprofessional. Claire currently considers [Nicole](#) to be just a very dependable but rather quiet apprentice who, until the night of the party, she saw no point in confiding in. Claire wears the traditional dolphin-hilted silver dagger staff of the wizards of Mustrine, but she is (like most of them) untrained in its use as a weapon. Claire's current attitude towards Justin is a sense of annoyance that his incompetence ties her to the island to inherit estate and guild instead of moving far away from the scarlet blossoms that threaten her life. If only it had been her father, John, who had been born five minutes before her uncle Joseph instead of the other way around.

Claire will return to the manor (for the first time in four years) at 1pm on the day of the party and spend the rest of the day acting as a walking source of ST for Nicole's castings. Claire is too disciplined to expend mana unless she really must, and so after Nicole's casting of Ward at 6 pm. Claire will stagger inside six fatigue down and go rest quietly on the couch until 7:30 pm to recover to full strength. She will then have some cake and (slightly alcoholic punch), discover a few minutes after 8 pm that [Maia](#) intends to marry Claire's "[worthless cousin](#)," then take the excuse of bringing cake and punch to Nicole to walk out of the party and go vent at her dependable subordinate. After a few minutes of this, Claire will realize her own hypocrisy and apologize to Nicole for bringing up family matters with her apprentice. Nicole will start to respond then Anthony will step up and demand to speak to Claire. Claire will then follow him into the fruit grove, perhaps never to return.

Claire's issue is that the wizards of Mustrine use dagger-staves instead of sticks and so must touch each other with their hands to negate the range penalty for Aid (or other thrown spells). Having a man touch her causes Claire to flashback to Justin's clumsy untrained resuscitation and hence panic from her PTSD.

Azalea Carabott, Human, age 64

ST 10, DX 11, IQ 13, MA 10

Talents: Alertness, Boating, Cook, Diplomacy, Diving, Fisherman, Literacy, Knife, Net and Trident, Physicker, Pole Weapons, Swimming

Languages: Common, Merfolk

Weapons: fine dagger (1d)

Attacks and Damage: Punch (1d-3)

Equipment: Upper-class dress for the party.



Azalea's mother had been the commander of the island's small naval force (a few fishing boats pressed into service) during [Kelan's](#) great (and their final) battle. Azalea met [Bentley](#) during the memorial service with nothing in common but their loss, yet they've stayed together ever since. Azalea was never so proud of her [grandson](#) than the day she returned from a fishing trip to find that he had saved his [cousin](#), but she lost focus on him for a while as she nursed Claire back into health and then helped Bentley during his first few years as Grandmaster. It was only when she found post-dropout Justin sitting in his room and staring out at the sea that she'd ask her grandson, "Why don't we go catch something for dinner?"

Justin never would speak much on their trips to her favorite fishing spots around the island, but he seemed to take to fishing as a way to be alone with his thoughts. When he turned 15, Azalea let him go out on his own. She suspected that he had soon found somebody to meet with, given the way he scheduled his trips, so it was little surprise to her when he first brought [Maia](#) to the estate last year. Azalea hushed her husband when he seemed ready to object to the pairing, and she gifted the boat her mother had built to her grandson.

Justin Carabott, Human, age 20

ST 10, DX 12, IQ 10, MA 10

Talents: Boating, Fisherman, Literacy, Net and Trident, Pole Weapons, Swimming

Spell: Aid

Language: Common, Merfolk

Weapons: fine trident (1d+1), net (1d-3), untalented dagger (1d-1)

Attacks and Damage: Punch (1d-3)

Equipment: Non-enchanted [shimmernut](#) mask, Swimming trunks, Upper-class clothing, belt pouch with \$1054 in gems and coins, and two healing potions

Special note: His weapons (other than the dagger) are in his boat tied at the estate's pier, which he has also stocked up for provisions for two persons for two months. (Assuming the fishing is good.)



Justin had been sailing alone for several months when one day [Maia](#) stuck her masked face out of the water and asked for directions back to [Wyverndun](#). As they sailed back, he offered to give her a tour of the waters around the island that next weekend and she accepted. It was only after they grew close that she revealed that her family had sent her from a distant sea to attend the island's wizard academy. She had been too confined in her studies and had become lost on her first swim outside the school's lagoon. Having gotten to know her, before he knew anything about her, Justin decided that she would be the one exception to his general antipathy towards wizards. Now that she has graduated from the academy,

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they plan to elope on his boat during the masquerade party and sail back to her home waters, slipping away at midnight under the moonlight. (Realistically, their chances are about nil, but her heart will go on after his small boat is smashed by any one of the dangers of the open sea. [Bentley's](#) Detect Lies may prove useful should she return with a tale of Justin's capture by pirates or whatever it was that befell him.)

Blood is thicker than seawater, so Justin will remain if he learns about the plot against his [cousin](#) before he has a chance to depart. In this case, the most likely outcome will be that Maia will choose to stay with Justin to research and teach at the academy while he gradually takes on more responsibility in the running of the estate.

Justin will be awoken at 7 am to receive birthday greetings from his parents, uncle, and aunt, then rest until noon, when he will load the few items he thinks he'll need for the rest of his life into his boat. At 2 pm he will sail off to meet Maia at the academy and load all of her possessions onto the boat. They will return to the manor at 7 pm, having taken their time to have one last look around the island.

The Estate Staff

[Andre Micallef](#), Human, age 50

ST 12, DX 11, IQ 11, MA 10

Talents: Animal Handler, Carpenter, Crossbow, Driver, Handyman, Knife, Literacy, Naturalist, Quarterstaff, Toughness, Vet

Language: Common

Weapon: quarterstaff (1d+2), light crossbow (2d), dagger (1d-1)

Attacks and Damage: Punch (1d-2)

Special Ability/Weakness: Natural immunity to the [Shrieking Nettles](#)

Armor: Toughness stops one hit

Equipment: Wearing his best middle-class clothing for the party, with his weapons (other than the dagger) locked up (3/DX to pick) in his workshop next to the [stables](#).

Special note: The Micallefs have worked for the [Carabotts](#) for the past thirty years and raised their own two kids on the estate while helping Bentley and Azalea with their kids and grandkids. Bentley has tasked Andre with walking around the grounds during the party then providing a carriage ride back to the dorms or houses for those graduates who indulge a bit too much at the party. Andre frowned a bit when [Nicole](#) insisted on casting two light spells on the front of the carriage.



[Kathleen Micallef](#), Human, age 51

ST 10, DX 11, IQ 12, MA 10

Talents: Boating, Charisma, Cook, Diplomacy, Draper, Gardener, Housekeeper, Knife, Literacy, Physicker

Language: Common

Weapon: hidden very fine dagger (1d+1)

Attacks and Damage: Punch (1d-3)

Equipment: Wearing a middle-class maid outfit and catgirl glamour for the night of the party.

Special note: Kathleen met [Andre](#) when he started working for the [Carabotts](#) two months after she did, and they were wed that same year. Three months



later Kathleen was robbed on a shopping trip and Andre bought her a very nice dagger and insisted that she learn to use it, with the Carabotts' blessing.

Kathleen will spend the day of the party helping prepare, and on a noon shopping trip to the city, she will drop by the academy for any last-minute instructions from Bentley. One of the students will offer to give her whatever glamour she wants, which he would will away the next day. She will greet each attendee at the [front door](#) and ask them if they'd like fish, cake, punch, or meow. Almost everyone will ask for meow at which she will curtsy to them and say "meow," then gesture for them to enter the manor.

Other wizards

Anthony Grech, Human wizard, age 20

ST 8, DX 12, IQ 12, MA 10

Talents: Knife, Literacy, Naturalist

Spells include: Aid, Sleep, Speed Movement, Staff II

Language: Common

Weapon: Staff II silver dagger (1d-1, 1d occult)

Attacks and Damage: Punch (1d-4)

Equipment: Upper-class clothes, belt pouch with \$56 in coins and a healing potion.



Anthony was a promising student at the academy who hoped to become an ingredient hunter to support alchemy. For his senior project, he was assigned alongside [Nicole](#) to be [Claire](#)'s apprentices for her first enchantment job. Anthony would meet with Claire after hours, where they talked about the different plants he'd studied, and he learned of her allergy. One evening after having too much to drink, he proposed to her, and she not only turned him down but requested a different apprentice. It was only his family connections that kept him from flunking the year due to this black mark on his record.

Anthony will attend the party with no initial active hostile intentions towards Nicole, and so he won't ping on her Ward. As he, like most of the other students, only considers Nicole to be Claire's harmless sidekick. During the party, Anthony will drink heavily, leave the dining room and head out into the yard when Claire arrives to snack, then shortly after 8 pm he will have wandered near the front gate, see the way Nicole looks at Claire while they are talking and decide at that moment that Nicole is the one who "stole" Claire away from him. On the spur of the moment, he will ask Claire to talk to him privately. When they are in a secluded area (most likely on the east side of the fruit grove), he will scratch her with a stem from one of the bushes and then cast Sleep on her as she collapses. He will drag her further out of sight and then attempt to walk out the gate, and this will trigger Nicole's Ward at that moment. If he is pursued, he will attempt to use Speed Movement to run away. After his sprint, he will be weakened from fatigue at adjST three or less.

Maia, Merfolk wizard, age 20

ST 8, DX 11 (9), IQ 13, MA 10

Talents: Literacy, Walking

Spells include: 3-Hex Shadow, Cleanse Poison, Dark Vision, Illusion, Magic Rainstorm, Staff III, Staff to Snake

Languages: Common, Merfolk

Weapon: Staff II ivory wand (-, 1d occult at +3 DX)

Attacks and Damage: Punch (1d-4)

Special Ability/Weakness: Breathes oxygenated water

Equipment: [Shimmernut](#) mask¹ with Fresh Water enchantment, one-piece swimsuit, silk skirt, belt pouch with \$35 in coins and three healing potions. (Her books and other belongings are already stowed away in Justin's boat.)

Special note: Her Walking talent is the reverse of the Swimming talent and cuts her on-land DX adjustment up from -4 to only -2. Also, her snake spell is for a sea snake, which is itself at -2 DX on land.



Maia will arrive with [Justin](#) at the manor at 7 pm and they will talk with [Azalea](#) until [Claire](#) enters at 7:30 pm, at this point Justin will leave to go to his [storage room](#) to have one last look around for anything he's missed, and Maia will go talk to [Bentley](#), noticing [Anthony](#) leaving by the front door and the [cultists](#) entering the [cellar](#). After Claire storms out at 8:05 pm, Maia will excuse herself from Bentley and say that she'll go join the other students in the cellar. He will then ask why any of the students are in the cellar.

Nicole Galea, Human wizard, age 20

ST 8, DX 11, IQ 13, MA 10

Talents: Knife, Literacy

Spells include: Aid, Analyze Magic, Detect Magic, Light, Mage Sight, Minor Medicament, Staff III, Ward

Language: Common

Weapon: Staff III silver dagger (1d-1, 1d occult at +3 DX) (in purse)

Attacks and Damage: Punch (1d-4)

Equipment: White party dress, and next to her chair: sandals and her purse with \$45 in coin and 2 healing potions



When Nicole learned at age 12 that the cool and studious 13-year old [Claire](#) was dependent on [Minor Medicament](#) she spent her own weekends studying the spell so she could be useful to the older girl. Nicole will arrive at the estate at 1 pm the day of the party, dragging along Claire to reverse their apprentice/master relationship for the day to Aid Nicole's casting of the Light spell throughout the estate. Nicole will spend the day with Claire, mostly in quiet rest together to recover from fatigue. At 6 pm Nicole will cast her Ward spell at the [front gate](#) and then be stuck there the rest of the night (By Ward's 60-foot radius), resting in a lawn chair until the guests begin to arrive at 6:30 pm. Nicole won't see Claire again until 8:05 pm when Claire will ask inside the manor why [Maia](#) is clinging so closely to her [cousin](#) then storm out to the front yard after saying that Justin isn't worth Maia's time. Nicole will quietly listen as Claire vents (visibly thrilled that Claire is finally treating her as a friend and confidant), then [Anthony](#) will approach and ask to talk to Claire alone.

The following four graduates are in on the auction. They each carry a bag with a few books and, when asked, will pull out their copy of Bentley's recent textbook on Thaumatology for his autograph.

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Russell Bergson, Human wizard, age 20

ST 9, DX 12, IQ 11, MA 10

Talents: Literacy, Silent Movement

Spells: Aid, Dark Vision, Darkness, Lock/Knock, Staff, Trailtwister

Language: Common

Weapon: Staff untalented silver dagger (1d-1)

Attacks and Damage: Punch (1d-3)

Equipment: Dark Middle-class clothing, crude reptile man mask, belt pouch with 23 silver coins



Russell carries the traditional dolphin-hilted silver dagger-staff in order to blend in with the wizards of Mustrine, but his interests and homeland lie elsewhere. He will join the party at 7:30 pm, wait for the bidders to gather with him in the [cellar](#) as agreed, then cast Lock on the door and pull out [Kelan's](#) book of elemental binding. He expects the auction to be over slightly after 8 pm and he will then will away his spell and with a fair bit of change, pick up his few things from the dorm, then board a boat going anywhere else.

The following three apprentices will gather for the auction and have around \$1000 in gems and coins each.

Milo Bartolo, Human Wizard, age 20

ST 13, DX 9, IQ 10, MA 10

Talents: Literacy

Spells: Aid, Dark Vision, Darkness, Drop Weapon, Light, Meal, Minor Medicament, Shock Shield, Speed Movement, Summon Myrmidon

Languages: Common

Weapons: untalented silver dagger (1d-1)

Attacks and Damage: Punch (1d-1)

Equipment: Red hooded cloak over a red party outfit, belt pouch with 50 gold, 223 silver coins, and three gems that might total to around \$500 in value.



Milo carries the traditional silver dagger, but hasn't even bothered to learn the Staff spell, as he fights with his fists, just not very well with his untrained strength and clumsiness.

Luis Cassian, Human Wizard, age 20

ST 9, DX 11, IQ 10, MA 10

Talents: Literacy

Spells: Aid, Confusion, Darkness, Dazzle, Detect Enemies, Image, Lock/Knock, Minor Medicament, Staff, Summon Scout

Languages: Common

Weapons: Staff untalented silver dagger (1d-1)

Attacks and Damage: Punch (1d-3)

Equipment: Heavy zombie makeup and patched clothing, belt pouch with 70 gold, 223 silver coins, and one gems that might be worth \$50.



Kylie Seichel, Human Wizard, age 20

ST 8 (7), DX 11, IQ 12, MA 10

Talents: Knife, Literacy

Spells: Aid, Confusion, Illusion, Image, Look Your Best, Minor Medicament, Soothe, Speed Movement, Staff

Languages: Common

Weapons: Staff silver dagger (1d-1)

Attacks and Damage: Punch (1d-4)

Equipment: Fake elf ears attached to a wig, purple middle class dress, belt pouch with 53 gold, 67 silver coins, and two gems that might be worth \$300 combined.



Kylie is down one fatigue at the start of the bidding from her current Look Your Best spell. This won't help her much with [Russell](#), but she might be able to get [Milo](#) or [Luis](#) to pool funds with her, with the promise of an equal cut of the profits from reselling the book to a scholar she knows.

The Cultists

These two cultists have assassinated two of the graduates and are using the glamourised faces and names of the identities listed below. The actual Aiden Zammit died slowly and painfully so that his voice could be carefully mimicked, while this fake Rianne Busittin will be excused from talking much due to "She has a cold but didn't wish to miss everyone this last time before they went their separate ways." It was the actual Rianee that had brought the actual Aiden to meet with the cultists to discuss buying the book for them, but the cult decided to disintermediate the two wizards.

The fake Aiden will row a small boat with the fake Rianee on board up to the [pier](#) at 7:30 pm, then she will cast her Knock spell to open the pier-side gate, and the two will sneak in the back door of the manor. They will then join the graduates in the cellar. Once "Aiden" has identified that the book is [Kelan](#)'s work on elemental binding, they will slaughter whoever is there and then make their way back to their boat, burning [Justin's](#) boat to prevent pursuit. If questioned about the rings, he will explain that they just got engaged.

"Aiden Zammit", Human, age 26

ST 9, DX 12, IQ 14, MA 10

Talents include: Boating, Dagger Expertise, Disguise, Literacy, Mimic, Scholar, Silent Movement, Stealth

Language: Common

Weapon: silver dagger (1d), extra damage and -1 DX to be hit due to expertise.

Attacks and Damage: Punch (1d-3)

Equipment: "Lion Man" costume and mask, sleeping gas bomb in his book bag, vial of Corrosive Poison in belt pouch.

Magic Item: silver ring with Immunity to Sleep enchantment, value \$1050

Special note: In the real Aiden's costume, glamourised to look like him and mimicking the dead wizard's voice.



"Rianne Busittin", Human wizard, age 24

ST 8, DX 13, IQ 13, MA 10

Talents: Knife, Literacy, Silent Movement

Spells include: 3-Hex Fire, Illusion, Lock/Knock, Sleep, Staff III

Language: Common

Weapon: Staff III silver dagger (1d-1, 1d occult at DX+3, Mana: 0/2)

Attacks and Damage: Punch (1d-4)

Equipment: "Lion Woman" costume and mask, sleeping gas bomb in her book bag, vial of Corrosive Poison in belt pouch.

Magic Item: silver ring with Immunity to Sleep enchantment, value \$1050

Special note: She is wearing Rianne's costume and is glamourised to look like the dead wizard. She has just expended her two points of mana to unlock the pier-side gate. If [Bentley](#) uses his Mage Sight (or her death) to overcome her Glamour he will recognize her as a former student of his. [Claire](#) is the only other person at the party who is also likely to recognize this true face.



Gordon "The Composer" Leafhumber, Halfling wizard, age 35

ST 6, DX 14, IQ 20, MA 10 (8)

Talents: Bard, Literacy, Priest, Thrown Weapons

Spells include: 7-Hex Fire, 7-Hex Illusion, Aid, Control Elemental, Drain Strength, Geas, Great Voice, Long-Distance Telepathy, Long-Distance Teleport, Look Your Best, Remove Thrown Spell, Reverse Missiles, Spellsniffer, Staff V, Wizard's

Wrath, Word of Command: Believe

Languages: Common, Sorcerers' Tongue

Weapon: Staff V aspen wand (-, 1d+2 occult)

Attacks and Damage: Punch (1d-4)

Equipment: violin, belt pouch

Magic Items:

- Staff V (Mana: 12): aspen wand
- Diamond ring with 10 point powerstone (His wedding ring for Gemshimmer)

Special note: He uses the wand like a bow to play his violin. Like many before and after him Gordon didn't last the full six months vigil at the [Stone of Whispers](#) but his was one of the few cases where the other two watchers voted him away from the stone in his case for singing along with Gemshimmer. The public doesn't know that he is "The Composer" who founded the cult. The PCs may encounter Gordon when he plays at the funeral for the two students his cultists replaced for the birthday party.



Other NPCs

Duke Edgar Lauron II, Human, Age 34

Creatures

Gemshimmer

Is just an ordinary Air Elemental (ITL 87), of unusual size (ST 80, DX 12, IQ 8, MA 20) and [age](#). As a young (and foolish) wizard [Kelan](#) spent four months with just his wizard's chest, gauntlet of Acid Touch, and [notebook of collected research](#), inscribing the runes of binding into the 30-foot tall upper half of the

[Stone of Whispers](#) that is above the ground. Satisfied with his handiwork he summoned his wife Sarah and their friends to help him carve out the basin for the Lake of Whispers then cast the summoning and binding of Gemshimmer. Kelan's triumph at providing a reliable source of fresh water for Western Mustrine turned bitter when driven mad by Gemshimmer's whispers, Sarah walked into the new lake one night, with their infant son [Bentley](#) in her arms. Kelan was only able to save the boy from the ever-rough waves of the lake. Kelan would always include silence in the bindings and limit the power of the elementals he bound thereafter. Now only the Guardians of the Stone are allowed near it, and there is no fishing on the lake or the East Wizardrun river until it splits into the North and South Wizardrun rivers near [Goerinape](#).

While no more innately brilliant than any other of its kind, Gemshimmer has learned and strengthened over its 63 years. While the scholars of Cidri know little of thermodynamics (and wizards tap into the world's mana field in apparent violation of the science), Kelan taught Gemshimmer how to use wind shear, temperature differences, and the mana field to catalyze storms (which it is commanded by its binding to do each sundown and usually accomplishes within a half-hour, given the local conditions at the Lake of Whispers.) A trick Gemshimmer learned on its own was to cast Lightning from its storms. This acts as a Lightning Rod (ITL 163) of 12 dice strength (though constructed from storm clouds and not wood). Whenever Gemshimmer is inside one of its storms it is in its own element (ITL 86) and hence heals one hit per turn, but once it has regained its full strength it will put that point into charging its "rod", for one die every 5 turns, and a complete recharge in 5 minutes. Gemshimmer doesn't know how to distinguish wizards from other humans so once freed it will keep its distance and strike from above (at -4 DX for non-wizard using a rod, and at least another -4 DX for altitude (ITL 133)) and will only hit a human sized target with an automatic success roll. In combat take the amount Gemshimmer rolled above an automatic success and use that as the distance in hexes to scatter in a random direction then apply the attack for the destruction of whatever it hits (ITL 167), or if it hits earth or stone treat this as a "missile-spell mining operation" (ITL 71), with the resulting splinters from stone. Its current binding keeps Gemshimmer from directly targeting humans (or inside the designated circle of protection around the Stone of Whispers), but it is under no obligation to protect humans from falling rocks or trees.

[Claire](#) and the other wizards in her family have discussed the matter and their current thinking is that should Gemshimmer ever escape the stone the only method of dispatching it would be to taunt it into a cave so that it would be outside of its element and hence subject to the Destroy Elemental spell (ITL 30), or at the very least within range of the Control Elemental spell (ITL 25). A missile spell duel using Wizard's Wrath or an ambush using a self-powered Insubstantiality item and an Invisibility potion have also been considered. If pressed on what her great-grandfather would do about Gemshimmer Clarie will first suggest that there are a lot of other wizards in the duchy then if the questioner really wants to know Kelan's opinion they can go search the bottom of the bay for his dagger-staff and find out if his ghost is still bound to it.

[Shimmernut Trees](#)

grow natively on [Mustrine](#) and other nearby islands. The oil from the nuts is used to make perfumes, but the most unusual aspect of the trees is that their wood can be used for masks with a variant of the **Fresh Water** enchantment that is innately self-powered (same cost of \$3000 plus \$50 or more for the mask itself, and same time and ingredients). This is a slightly less powerful version that produces no water or oxygen itself but instead takes in oxygen from the air and combines it with water already present in the

mask to enable merfolk to breathe freely on land. The process isn't 100% efficient so a merperson using the mask must drink an additional two quarts of water per day (with correspondingly higher salt consumption in the water or in addition to it), as compared to a human in the same environment. This is, however acceptable enough that the masks are one of the island's major exports to the surrounding mernation and several merfolk students attend the wizards' academy of Wyverndun while wearing these masks during the day, then retire to their underwater dorms in the school's lagoon at night.

Shrieking Nettles

look much like rose bushes, but Naturalists who are familiar with the native flora of Mustrine (or those with Area Knowledge of the island, or long residence there) can identify them on a 3/IQ roll, and at +2 to IQ when they are in bloom as currently. They make no more sound than any other plants of their size and are most remarkable for the sounds those scratched by their thorns make. Anybody who enters a hex with one of these bushes (counting as a fallen body hex (ITL, p. 118) for movement and in solid hedges eight feet tall around the estate) needs to make a 3/DX roll or suffer a scratch. The victim gets twice the hits stopped of their armor and magical protections (but not toughness) as a bonus to DX for this roll. A failed roll inflicts a scratch that does insignificant damage, but the sap inflicts great stabbing pains. The victim must immediately make a 3/ST save (2/ST if they have Toughness) or yell loudly (as per ITL, p. 73). Unless they made a critical success on the ST save they will suffer the effects of shock (-2 DX as if they had just taken 5 hits damage as per ITL, p. 118) for the next minute. Those who roll a critical failure on their very first ST save, however make no sound at all. They simply fall over in allergic shock, with halted breathing counting as drowning and losing 1 fatigue at the end of each turn. Once reduced to zero adjST they are dying and will be dead within the hour unless they are treated with resuscitation (ITL, p. 120) or the casting of the Minor Medicament spell (ITL, p. 20) and characters with at least IQ 15 can cast this spell on themselves while so paralyzed (remember to include the -2 DX on this casting from the pain). Note that Cleansing won't help as the problem is the person's own malfunctioning immune system. [These allergic characters](#) will automatically suffer this allergic shock thereafter whenever they fail their DX save to avoid being scratched.

Bladed weapons can be coated in the sap (under the same risks as above) to inflict the same effects as a scratch on the first hit, but this self-neutralizes within the hour and has yet to be replicated with a potion.

Maps

Western Mustrine



Breakwater of Wyverndun harbor (A)

These building sized stones are notable mostly for the role of [Kelan's](#) earth elementals in carving them out of the basin that would hold the [Lake of Whispers](#), but they are just ordinary stone now, helping to protect the city from the storms of the Valer Sea. The southeast passage (Near [Carabott Manor](#)) is shallow and subject to strong tides (Kelan was a wizard, not a hydrologist) and is used only by small boats at still tide. (This inconvenience would drive [Bentley](#) to hire a [carriage driver](#) for his commutes to the [Academy](#).) The main passage (near the A) is suitable for all ships most times of the day.

Garden of Wyverndun (B)

Note while the city of Wyverndun is not itself walled (except for those parts bordering [the Stormcleaver hills](#)), the walls around the garden are high, thick, and well patrolled. The wizards and alchemists of the Academy find much to aid their production and research here, and even offer guided tours; on those days the plants are on their best behavior. This is usually after they've been well fed after a funeral or execution. After some complaints of runoff (and escapes) by the merstudents, both southeastern drains were closed off and the garden now drains only to the west out into the Valer Sea.

The Academy of Wyverndun (C)

trains wizards from the age of six to twenty, and generally has two dozen merstudents who reside in their own submerged dormitory to the southwest where they are supervised by three merteacher full wizards. The short pier that extends south of the Academy leads to stone steps to the west down into the submerged facilities and on its east side has a boathouse with four small boats.

The city of Wyverndun (D)

and its harbor. The fort of Wyverndun, and hence the administrative center of city and island, and residence of the duke's family, is at the black star. As the South Wizardrun river enters the city it is contained in a canal.

Carabott manor (E)

is on the south coast here and surrounded by other manors of the Mustrine elite. See the map of the [manor grounds](#) below. There is a network of minor roads branching off from the south costal road to separate the traffic for these elites from the main commercial route of the South Road.

The village of Chimewaltz (F)

is notable for their forest products and the Chimewaltz road sees many wagons to and from Wyverndun. The Whispering Path that leads northeast from here is forbidden to all but the [Guardians of the Stone](#), and those fast couriers who are able to deliver supplies and messages to them and return before the whispers of the night close in on them.

Lake of Whispers (G)

Three wizards of sound health and spirit reside here, serving their six-month vigils protecting the Stone of Whispers. Those who endure this watch are usually promoted. It isn't the nightly storms over the Lake of Whispers that bother them much (as the lightning must never strike within their circle of protection), but the whispers on the wind from the air elemental [Gemshimmer](#).

The village of Goerinape (H)

is named after the bridge that connects its two halves on either side of the South Wizardun river. There are small canals to water the now fertile plain of Lakotense that spread out here and to the southwest.

The village of Gidebree (I)

doesn't have the canal system of Wyverndun and so the North Wizardrun river fans out into Gidebree swamp on the shores of the Valer Sea, all the way west to the slopes of Gide hill. There is rumored to be some sort of undead haunting the hill, but the wizards have been unable to lure it into their traps.

The Omsicance mountains (J)

have a few monsters, but what mountain range doesn't? The dragons stay well away from the Stone of Whispers, for Gemshimmer's binding only protects humans from its fickle ways. There are no birds in the eastern part of the Aymar forest to the south of the mountains, but for reasons all its own Gemshimmer doesn't seem envious of the freedom of the giant flying insects there. The Corinrun river (north of the J) is dry almost all of the time but every few years the local moisture exceeds Gemshimmer's ability to collect it all and natural storms in the mountains flood this down to Gidebree swamp.

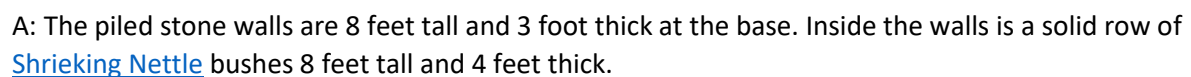
The Stormcleaver hills (K)

have a wall to the south along the border of [Wyverndun](#) to prevent raids by the small population of trolls who live in the caves here. But there is no such protection along the eastern side so trips along the southern part of the north costal road to [Gidebree](#) are conducted only during the day.

Carabott Manor

Orsel [Carabott](#) was Kelan's second wife and hence Bentley's stepmother. The manor she built was like the war machines she provided for their battle, with a logic all its own, but at least unlike her great scorpion that crushed her after loosing its final bolt, the house she built has stood the test of time without any fatalities for half a century.

(This map is a tactical megahex to the hex. So Nicole's Ward radius extends halfway to the fountain (D) and almost to the grove (K).)



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B: The main gate is open for the night, with Nicole's Ward spell extending across its 12-foot width. Nicole is resting in a lawn chair at point B to inspect guests (and wave the player characters through as previously arranged.)

C: The gravel driveway extends from the street outside, through the gate, past the manor, and to the stables.

D: The 10-foot diameter white marble fountain has a statue of a mermaid on the north side, facing south, lying on a sculpted rock with back arched and stylized waves crashing over her. There is a bound water elemental (ST 6, DX 12, IQ 8, MA 16) that gathers and purifies water from the sea breeze to spit this out from the statue's mouth into the fountain. The water in the fountain is only fit for watering the horses and [Kathleen](#)'s gardens, but there is a hook sculpted into the waves to put a bucket to collect water directly from the mouth. Even though all the naughty bits on the statue are just barely covered by the stylized rock and waves, [Bentley](#) still considers the statue to be an embarrassment, but like the [bushes](#), it's part of the estate his father left him. If Control Elemental or Dissolve Enchantment is cast or six hits of damage are inflicted on the statue past its four hits stopped of stone, the elemental will be released and make its way as quickly as possible out to the open sea. [Nicole](#) talked [Claire](#) into holding her so she could lean up to cast a light spell as a stylized golden halo on the statue.

E: The two horses are resting tonight next to a carriage that lights up the stable with the two light spells on it. The glow of these can be seen in the windows.

F: The porch has an extension of the roof from the main building over it but is open on the sides.

G: The rear porch is also covered and open to the sides.

H: Kathleen's garden provides fresh vegetables all year round.

I: There is a path of walking stones from the rear porch at G to the gazebo here.

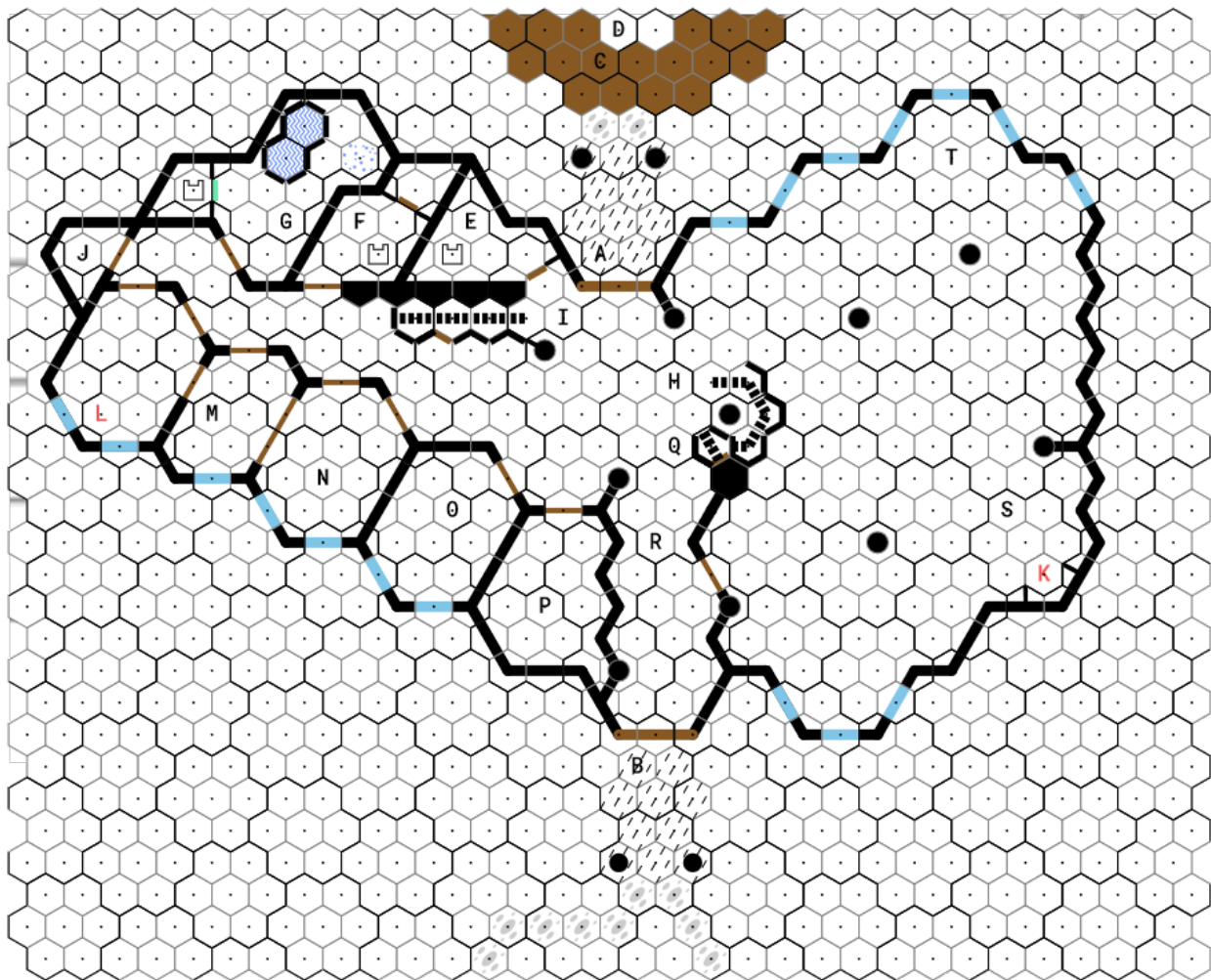
J: There is another path of walking stones from the rear porch at G to the rear gate, landing and pier where Justin's boat is tied up.

K: [Anothony](#) may lure [Claire](#) to this small grove of varied fruit trees, as much of it is outside [Nicole](#)'s reach while she maintains her Ward on the front gate.

L: See the [next map](#) for the interior of the main building.

Manor Ground Floor

This map and the next two are at tactical scale.



A: The front door is unlocked during the party and opens out onto the covered front porch.

B: The back door is unlocked during the party and opens in from the covered rear porch. There are steppingstone paths to the gazebo to the southwest and to the rear gate (and then to the pier) to the southeast.

C: The driveway turns from the northwest (to the front gate) around the fountain towards the stable to the east.

D: The fountain, as described above.

E: Toilet and sink, the water for this originates in a small tank on the west roof just south of the ridge and is routed through pipes hidden in the thick support wall here (and then in pipes exposed just under the ceiling of the kitchen. This is provided by another water elemental bound to the roof tank that provides two flows of water, hot and cold for these facilities.

F: Another restroom like E, but with a closet that has supplies, including a few Slime Poison potions that need to be poured down the drains (that dump directly into the sea) every month or so, or as needed.

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G: In addition to the third toilet (behind the curtain to the west), this room has both a bathtub and a shower. It also has a larger sink against the SE wall (at the G) above which is a large mirror which is almost always covered by two wooden doors which latch shut. Filling the bathtub, especially with warm water, will empty the tank, and this may take all day to refill (depending on weather conditions). Bentley has considered binding a stronger water elemental to speed this up, but has been distracted by all his other concerns and hence just takes showers.

H: The spiral staircase starts at ground level here and climbs clockwise up one of the support columns.

I: The main staircase starts at ground level here and climbs up to the west alongside the support wall on its north side. There is a small cleaning supply cabinet under these stairs that includes a broom sturdy enough for Andre to use as a quarterstaff. [Kathleen](#) will be waiting here for much of the night to greet guests.

J: The pantry has a variety of cooking supplies.

K: The “fire” in the fireplace is a bound fire elemental (ST 6, DX 13, IQ 8, MA 10) whose intensity is set by human command and is compelled to never harm a human (though watch out that you’re not burned by something that it has already heated up before you touched the item). [Kelan](#) was a bit too literal in the binding enchantment he put on the stone in the shape of a log here and it won’t consider even a half-elf to be “human”. This binding can be broken under the same conditions as those on the fountain in front of the manor.

L: The kitchen has another fake fireplace like K with another fire elemental bound to a stone log at this point. The two windows are set near the ceiling, one foot high and barred, but generally opened. The main sink (against the west wall here) is piped into the same plumbing as the bathrooms.

M: The family dining room.

N: The main dining room. For fancy events like tonight, the doors between M and N are slid out of the way to make a larger space.

O: [Bentley](#) will only retreat to this parlor if he needs to discuss an issue privately. The room is otherwise not much used.

P: Storage room, and also [Justin’s](#) workshop for boating items like to work on nets or sails.

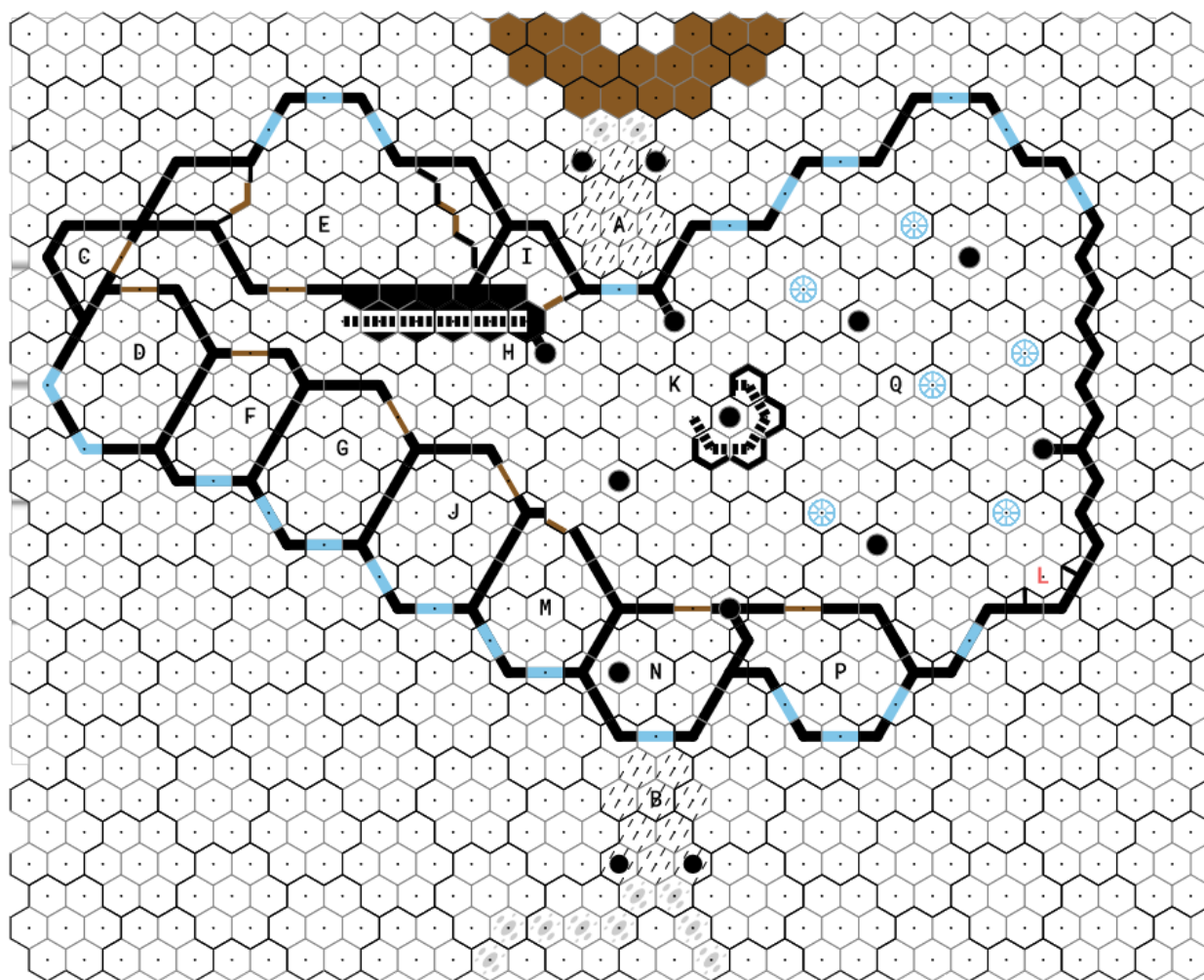
Q: These stairs lead to the [cellar](#) door.

R: The rear corridor has paintings of various [family members](#).

S: [Claire](#) will collapse on the sofa here in front of the fake fire from 6 to 7:30 pm, then go to the main party in the dinning room. Nicole has cast light spells on all the support columns in the main hall on both floors, but these will go mostly unused tonight.

T: At 6:30 pm [Bentley](#) will return downstairs, find that Claire has taken the spot next to the fireplace and take his seat here to greet the students as they arrive. At 7:30 pm he’ll see that the crowd has thinned out (assume that they’ve all gone home) and be about to retire himself when [Maia](#) walks up to him and they have a discussion. [Claire](#) will arrive here just before 8 pm and ask Maia what her plans are.

Manor Upper Floor



A: The roof over the front porch.

B: The roof over the rear porch.

C: This closet has shelves and boxes on the floor full of [Bentley's](#) books and magical research tools. Given five minutes, each wizard or scholar could find up to ten pounds of books and knicks here worth 10 times one plus their degree of success on a 3/IQ roll in gold pieces. (For merely literate heroes make this a 5/IQ roll, but unless they roll a critical failure they'll at least find something worth 10 gold.) Bentley has put Lock-5 on this door.

D: Bentley's study also has Lock-5 spells on the door and the iron grates over the two windows. (Somebody could reach through the four-inch spacing on the grates to smash the window then toss in a staff snake or slinker without overcoming the spell.)

E: Bently and [Azalea](#)'s master bedroom has two closets, her larger one to the east and his smaller one to the west.

F: [Claire](#)'s old bedroom hasn't been used since that one tragic summer 15 years ago. [Kathleen](#) cleans the room every few months, but the few items Claire left here remain untouched.

G: [Justin](#) moved into this bedroom when he returned from the academy 11 years ago.

H: There is a railing here over the main staircase that goes down to the main corridor on the ground floor.

I: Another small closet, with clean sheets and curtains for the upper floor bedrooms. The thick wall that starts here and goes to the west supports the ridge of the west side of the roof, which slants down to the west. (The east side of the roof is flatter and supported by the columns.)

J: The library started with the nautical maps and references of [Azalea](#)'s mother, which Azalea and Justin have added to. There are a considerable number of fictional works also (though it's hard to distinguish on Cidri where everything has happened and will happen again), again mostly nautical romances and adventures.

K: The spiral staircase ends here, but the support column it wraps around continues up to support the roof.

L: Yet another fake fireplace with a fire elemental bound into a stone log that functions identically to the one on the ground floor.

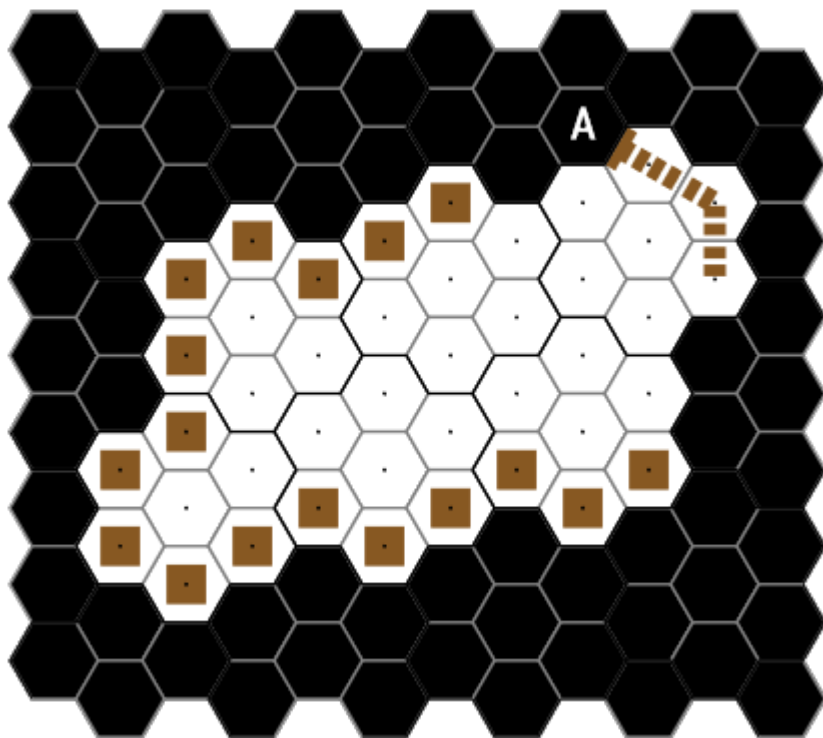
M: This guest bedroom is kept in good condition, but rarely used.

N: [Kathleen](#)'s workshop. Various sewing supplies can be found here.

P: The [Micallefs](#)' bedroom.

Q: These six skylights are a bit too effective at letting in light so the upper living room is rarely used. [Bentley](#) has never staged a party on the scale his father did and so never sees an overflow here from the ground floor.

Cellar



A: This sturdy (ST 40) door up to the main floor opens in above the wooden stairs that go down another 10 feet from the four-foot down landing on the other side of the door, to a cellar floor that has 8 feet of headroom, with 6 feet of stone to the tiles on the main floor. Noise (ITL, p. 73) from the cellar floor to the main floor adds 5 hexes as per a shaft and another 5 hexes when the door is closed, after tracing a path through the door. [Nicole](#) has cast one light spell on the center of the ceiling. Not that she thought anybody would be using the cellar this evening, but instead to gain an excuse to spend a little more time with [Claire](#). There are boxes of random household items piled around the edges of the cellar that count as fallen body hexes.

The [auction group](#) will start to gather here at a quarter to 8pm after getting [Grandmaster Carabott's](#) autograph on their copies of his textbook, one at a time. [Kylie](#) will sit (uncomfortably) on one of the boxes during the auction.

Combined timeline

Previous days

All of these dates are relative to [Justin's](#) 20th birthday.

245 years ago: The fort of [Wyverndun](#) is established on a hill to provide warning of monsters, and a small fishing settlement grows around it.

64 years ago: Kelan begins work on the Stone of Whispers, [Bentley](#) and [Azalea](#) are born.

63 years ago: Bentley's mother [Sarah](#) is (indirectly) killed by Gemshimmer.

58 years ago: Kelan establishes the Wyverndun Wizardry Academy and enrolls his son Bentley.

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51 years ago: [Kathleen](#) is born, Kelan marries his second wife, Orsel.

50 years ago: [Andre](#) is born, Orsel and Kelan build the manor.

43 years ago: [Orsel](#), Kelan, and Azalea's mother are lost during the battle of Wyverndun. Bentley and Azalea meet and get married.

42 years ago: Bentley and Azalea have twin sons Joseph (Justin's father) and John (Claire's father).

30 years ago: [Micallefs](#) start working for the Carabotts.

22 years ago: John marries

21 years ago: [Claire](#) is born, and Joseph marries.

20 years ago: [Justin](#) and the other future students of his class of the wizard academy are born.

15 years ago: Claire almost dies of her allergy, then later that year becomes a student at the academy.

14 years ago: Justin becomes a student at the academy and struggles to learn wizardry. [Maia](#) also joins the academy at the same time, but she is very much a "fish out of water" and so doesn't mingle much outside of the two-dozen other merstudents (most of which were years ahead of her). Maia and Justin will attend several classes together over the next few years, but both wrapped up in their own difficulties won't even bother to learn each other's names at this time.

12 years ago: Bentley becomes grandmaster of the Wizards' Guild and Headmaster of the academy.

11 years ago: Justin drops out and goes fishing.

8 years ago: [Nicole](#) learns of Claire's allergy, and secretly starts imagining a role for herself in the life of the year-old girl she adores.

5 years ago: Justin begins solo sailing and meets Maia, for what appears to be the first time for both of them.

4 years ago: Claire makes a brief visit to the manor and clashes with Justin. The next month Justin discovers that Maia is a wizard in training, and she learns that he is a dropout, but they both accept this. Justin starts acting as Maia's "at sea" apprentice so she can train more on the spells she is learning. He would read out from her borrowed from the library spellbooks and cast Aid on her as she swam alongside his boat.

Last year: Claire graduated, rented an apartment near the Wizards' Guild and began her first job as a weapon enchanter there. She took on Nicole and [Anthony](#) as her student-apprentices, but soon fired him and replaced him with [Rianne](#). Azalea gave her family boat to Justin, with the thin excuse that she hadn't had a chance to sail it much lately and is getting too old for the sea. Maia's senior project was the perfection of the staff to sea-snake spell variation, but she spent a lot more time in the boat resting in Justin's arms in his boat than casting while swimming. He brought her to the manor and introduced her to his grandparents. Azalea pressured Bentley to accept Maia's path.

Four days ago: Rianne learned of the book plot and lead [Aiden](#) to meet with the cult. They do not return.

Three days ago: Rianne and Aiden fail to show up and Claire's current enchantment work was suspended. Nicole heard a rumor that some sort of illicit trade will be made during the party.

Two days ago: Nicole talked Claire into attending the party (and helping her setup the Light spells that day), then ran off to [recruit strangers](#) to the island at the docks.

Yesterday: Nicole met again with the PCs and provided them with costumes and directions to the manor.

The day of the party

7 am: Justin is awoken to receive birthday greetings from his parents, uncle, and aunt, then goes back to sleep. Bentley sets out for the Wizards' Guild, Azalea, Andre, and Kathleen start party preparations.

Noon: Justin wakes up again, has lunch then load the few items he thinks he'll need for the rest of his life into his boat. Nicole and Claire meet Kathleen who is delivering a message to Bentley the three women then travel to the manor in a carriage driven by Andre.

1 pm: Nicole begins casting Light spells everywhere on the manor, with Aid from Claire. They will spend most the next five hours resting up to recover fatigue. Justin sails away from the manor to avoid Claire.

2 pm: Justin arrives at the academy lagoon and meets Maia there. They load all of her possessions on his boat.

3 pm: Justin and Maia set sail from the academy and take the scenic route back towards the manor.

6 pm: Nicole casts Ward at the front gate and rests there ([Grounds B](#)) while Claire goes inside to rest in front of the fireplace. ([Ground floor S](#))

6:15 pm: Bentley arrives back at the manor from the academy and goes up to his study. ([Upper floor D](#))

6:30 pm: Bentley walks down the main stairway, asks Kathleen to bring him some tea, greets Claire, then sits at T. After delivering his tea, Kathleen waits at the front door and greets the students as they arrive.

7:00 pm: Justin and Maia arrive back at the manor and go inside to the dining room. ([Ground floor M/N](#))

7:30 pm: Now rested Claire gets up and heads to the dining room. Anthony grabs a drink then walks out to the front yard. Maia follows Justin to the storage room (Ground floor P) then she leaves him there and goes to see Bentley (Ground floor T). The fake Aiden arrives with the fake Rianee at the pier, he ties their boat up, she casts knock on the pier side gate, they enter the rear door then go into the cellar to wait for the auction. (Maia notices this as she heads towards Bentley.)

7:45 pm: [The students](#) begin to gather in the [cellar](#).

8:00 pm: [Russell](#) casts lock on the cellar door then starts the auction for the book.

8:05 pm: Claire goes to join Bentley and Maia, learns of Maia's plans with her "worthless cousin" then excuses herself, and grabs cake and punch to take to Nicole.

8:10 pm: [Anthony](#) interrupts Nicole's response to Claire. He leads Claire to the fruit grove and scratches her with a [nettle branch](#) then casts Sleep on her as she falls over. The fake [Aiden](#) will demand to see the book, determine that it is the item the cult is looking for, gas bomb the students in the cellar then make

his way back to his boat with the fake [Rianne](#). At the same time Anthony is making his way out the front gate.

Further Events

[Bentley](#) is aware that [Gemshimmer](#) continues to grow stronger every year and is within a few decades of breaking free and will most likely take revenge on Wyverndun. But he doesn't have an alternative water source at the moment.

If the [cultists](#) escape with [Kelan's](#) book, they will seek to use this to control Gemshimmer (and most likely just accidentally release the elemental as above).

If they are thwarted and [Claire](#) survives, and she has the book, then she may be able to develop a solution in a few decades.

The funerals

If the PCs remain on good terms with at least one of the Carabotts they may get invited to attend (or at least witness from a distance) the funeral two days after the birthday party of the discovered remains of the impersonated students and the other fatalities. This will start on the grounds of the [Academy](#) with an apprentice swinging an incensing burning censer leading the litter bearers with the corpses wrapped in white cotton sheets (to cover up the results of organ extraction for potions and enchantments) and all followed by a drummer, a flutist, and finally a [halfling](#) playing a violin. If the PCs ask it will be explained to them that the smoke and music should keep the group safe for long enough, and that the cotton is undyed so as to not give the trees indigestion. This group will then pass through a gate into the [Garden](#) and return an hour later with empty litters. At which point the garden gate will again be doubled barred. As the crowd disperses [Bentley](#) will sit and chat with [Gordon](#) for a bit.

Worship

Following rumors the PCs should get a chance to peek in on a church session which everybody will mask up for and a figure will suddenly appear behind a podium wearing a Shimmernut mask (not enchanted) and sing out the praises of Gemshimmer. If threatened this figure will quickly disappear. This is of course Gordon stepping up then back off a stool behind the podium.

Pilgrimage

At some point Gordon will get the notebook (possibly over Bentley's dead body) and lead his elite on the road to [Chimewaltz](#) then the [Stone of Whispers](#).

¹ Wooden Mask model provided by CC license from <https://sketchfab.com/idmental.id>