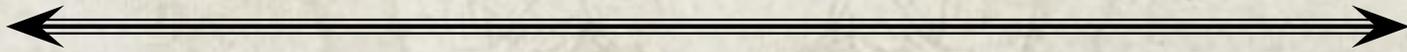


THE REDHURST ACADEMY OF MAGIC™



WHAT'S IN HER NAME?

WEB ENHANCEMENT #4

For use with the



Requires the use of the Dungeons & Dragons Player's Handbook, published by Wizards of the Coast, Inc.
This product utilizes updated material from the v. 3.5 revision.

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ABOUT THIS "BOOK"

Those of you who have purchased *The Redhurst Academy of Magic* and read it through know that it's a gold mine for DMs hungry for adventure ideas. Due to the nature of the book, however, we weren't able to spell out adventure hooks directly in the book, as that would have broken the metaphor under which it was constructed. The spy who wrote the bits in the margins, for instance, couldn't just throw in advice for DMs as she went along. It just wouldn't fit.

Through the wonder of the World Wide Web, however, we're able to offer you official web enhancements to *The Redhurst Academy of Magic*, free of charge. Since this is an adjunct to that book and not actually part of it, we are free to break the book's fourth wall, so to speak, and address d20 system DMs directly.

OTHER ENHANCEMENTS

This is the fourth of a number of web enhancements for *The Redhurst Academy of Magic*. The first in the series – *The Redhurst Academy of Magic: Adventure Seeds* – features a baker's dozen of adventure ideas to help you tie Redhurst into your campaign. The second – *The Redhurst Academy of Magic: Spellflag Rules* – details this exciting new wizard's game. The third – *The Founders' Day Cup* – is a short adventure, much like this. You can find these all available for free downloading at www.humanheadgames.com.

To keep up to date on the latest Redhurst developments, as well as to learn all about other upcoming releases from Human Head Studios, be sure to visit www.humanheadgames.com.

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WHAT'S IN HER NAME?

AN EXTRA-CREDIT CHALLENGE

LET THE ADVENTURE BEGIN!

This document contains an adventure that can help DMs take better advantage of *The Redhurst Academy of Magic* than ever. Once you've read the book, your head may be whirling with all sorts of different ideas about how to integrate the academy into your campaign. After all, it's one thing to discover the finest institute of arcane instruction in the Known Realms. It's something else to use it.

What's in Her Name is a d20 system adventure suitable for four 1st- to 3rd-level player characters. This adventure works best if the players are students at Redhurst. Otherwise, it may require a little tailoring to better fit your game.

We've retained the wide margins from *The Redhurst Academy of Magic: Student Handbook* so you can make your own notes there in the place where the spy normally puts hers. This should provide you enough space to easily tailor this adventure to your own campaign.

NO PLAYERS ALLOWED!

If you're a player, stop reading now. This document is for the DM's eyes only. If you continue reading it, you'll learn all sorts of things that your character couldn't possibly know, and it's hard to fake the proper ignorance in the course of the game.

So, please uphold the mythical Players' Code of Honor. Before temptation gets the better of you, turn around and walk away.

Thanks!

ADVENTURE BACKGROUND

A visiting professor with the Ignis School of Illusion offers her students an extra-credit challenge: Figure out her name. The heroes have one day to ransack the school's records, inquire with the staff, or sneak into the visiting professor's quarters in search of the secret. Anyone caught breaking school policy in the course of their investigation will be punished appropriately. At the same time, some members of the faculty are particularly eager to discover this mysterious teacher's name for their own reasons. Surely finding one little name can't be hard?

This "sneaker" romp is for Redhurst students (or prospective students) and is set entirely within the school. The visiting professor (referred to hereafter as "the Professor" or by her initials: ESA) arrived unannounced at Redhurst at the start of this semester. Dean Stentelindabree explained the Professor was "a friend from travel" and that she would be teaching two classes for upper-year students.

Currently, the Professor is teaching two classes. The first, "How to Not Be Seen," is a basic primer on nondetection, invisibility, misdirection, and camouflaging magic. It is intended for second-year students or higher.

The Professor's second class is only for students in or past their fourth year. It is simply titled "Drama," and the lower-years can only speculate about its contents. Given Dean Stentelindabree's love of theater, most students suspect the Professor gained her highly sought visiting professorship by offering this course.

PATHS TO TAKE

Those heroes who take up this challenge must learn the different parts of the Professor's name and what their order is. For example, a person named "Kathryn" might go by "Kat," "Kathy," or "Ryn." Knowing these pieces, you could guess her name is something like "Kathryn" or "Rynkathy" and, with a little thought, figure out the true form.

From here, it's just a question of which path the group takes. They have the following options:

Breaking & Entering: The brute force method. The heroes secretly go where they shouldn't be and look for paperwork or clues.

Talking: With this friendly approach, the heroes simply ask questions to pry information from people: the Professor's friends, the heroes' friends, the Professor's enemies, and so on.

Spying: The heroes tail the Professor to see what she does, where she lives, and who she meets.

A successful adventure should combine at least two of these techniques. The answer to the Professor's challenge is in several pieces and requires mixing different sources of information. The following sections deal with how to handle these techniques in the game and what could happen in the heroes are noticed.

The heroes should recall the four main rules of Redhurst: do no harm, do not cheat, respect the staff, and respect the students. Technically, breaking and entering, spying, or weaseling information doesn't break any of those. Still, one risks being caught by security or by a professor.

PRying

Most Redhurst academics may be a little distracted, but they aren't stupid. As DM, assume that the NPCs are of reasonable intelligence, and adjudicate any character gambits and ploys. Usually, you can just roleplay these encounters. When in doubt, try a Bluff check (Cha) by the characters, opposed by a Sense Motive (Wis) check by the victim of the fast talking.

SPYING

There are two kinds of people who are likely to notice a spying attempt: the person being spied on and anyone else spying on her. Keep this in mind as the heroes sneak around.

When trying to eavesdrop, the heroes should make a Listen roll. To understand what's being said, the DC is normally 10 (+1 per 10 feet of distance), although this can change with the circumstances. If a Listen attempt fails, the heroes can sneak closer. Try a Move Silently (Dex) check versus the target's Listen (Wis) check. If the heroes succeed and get at least 10 feet closer, they may try to Listen again.

If heroes use the Hide (Dex) skill, checked against the target's Spot (Wis), or can somehow become invisible, they may be able to move close enough (within 10 feet) to not have to make a Listen check.

The heroes could also try to Read Lips (Int, trained only) versus DC 15.

If the heroes are noticed, it's up to you to determine how the noticer deals with the situation. The target might give chase, call the guard, use magic, yell, or simply walk away. If the target recognizes the heroes, she might report them to Khûdzak, the dean of students.

BREAKING IN

Breaking into a room or building can involve brute force (breaking windows), sweet-talking a janitor or staffer, or using Open Lock (Dex, trained only) versus a school lock (DC 25) or a dean's office lock (DC 30 plus trap). Any office door for a Dean has a spell trap that makes that Dean's key glow wherever he may be when

his door is unlocked. In practice, this means there is a 20% chance every 10 minutes after a break-in that the given dean notices that his office is open. Most deans investigate immediately.

Once the heroes are inside a room, a quick 10-minute Search (Int) or Spot (Wis) (DC 10) provide any physical clues available. (See later in the adventure for what these might be.) If the Search or Spot check fails, additional 10-minute searches may be done, and of course, each person in the room can look for information. A hero could take 10 or take 20, but that nearly guarantees a guard or professor notices the attempt.

Security prowls Redhurst both day and night. During any break-in attempt, there is a base 30% chance security notices during the initial entry, a 30% chance that guards stop by while the heroes search for clues, and a 20% chance they notice the heroes leaving the site of the crime. Feel free to adjust these percentages up or down by 10% based on smart or ill-planned actions on the part of the heroes. Having extra exit routes and other cunning plans can help the heroes pull off the perfect caper.

Leaving a scout or someone to distract an approaching guard means the guard only notices the break-in with a successful Spot (Wis) check. The guard only notice the heroes if he can successfully detect the worst-veiled member of the group. For example, if three students are invisible and the last crouches behind a plant, compare the guard's Spot check against the plant-shrouded hero's Hide check.

To hide from a guard who has noticed a break-in, try a Hide (Dex) check versus the guard's Spot (Wis) + 2 (since the guard is alerted). Escape Artist (Dex) allows a character to hide in a very small space (DC 30) and avoid being found by a quick search.

If a guard catches the heroes, he takes them to Dean Khûdzak, the stoic, dwarven head disciplinarian. He reprimands them, notes the transgression in their school records, and informs the Professor of the attempt.

If Christoph, the head of security herself, catches the heroes, they may try to enlist her aid or sympathy or bargain for information about the Professor. Such attempts are destined to fail, after which Christoph delivers the heroes to Dean Khûdzak personally.

TIMELINE

Here is a timeline for the 24 hours following the Professor's issue of her challenge. This provides some background for the character's explorations. The notes in brackets feature events involving other interested parties. The challenge begins when the class ends at 3 PM, and the heroes have until 1 PM the next afternoon to have an answer.

- 1-3 PM** Illusion class. Extra credit assigned! At 3 PM, when it ends, get to work!
 - 3-5 PM** Next class (for good students who don't skip their classes). [The Professor's roommate is at work in the gardens. The Professor stops to chat with Stentelindabree, then returns to her office.]
 - 6-7 PM** Dinner. [Pentura tails visiting Professor and tries spells. Andarlin goes for a walk.]
 - 7 PM** Staff offices locked up for the night. Security night shift begins.
 - 8 PM** [Professor meets roommate in garden and they head home.]
 - 10 PM** [Christopha goes prowling. Stentelindabree goes home. Andarlin goes to his office.]
 - Midnight** Curfew for first years only. [A group of second-years try to break into visiting Professor's office.]
 - 3 AM** [Christopha finds a 4th-year student breaking into the Offices (#33).]
 - 6 AM** Staff offices unlocked.
 - 7-8 AM** Breakfast.
 - 10 AM-Noon** Morning class.
 - Noon-1 PM** Lunch. Staff offices closed, though some staff work through lunch at their desks.
 - 1 PM** Illusion class. Answers accepted.
- In general, let the characters make one attempt at learning a clue during each two-hour period. Make sure they take an hour for dinner. If they decide to skip on sleep, give them a -2 on all checks until they get at least four hours of sleep.
- Insane students can try up to twelve things before answers for the challenge are due. Prudent students should get at least four hours sleep and attend their classes promptly. They may have as few as seven attempts. Use the following timeline to guide their actions.
- 3-5 PM** After class, do you go to your next class, or try something?
 - 5-7 PM** You can grab dinner plus try something.
 - 7-9 PM** Any early evening attempt?
 - 9-11 PM** Nighttime. What now?
 - 11 PM-1 AM** Sleep, or try something?
 - 1-3 AM** Sleep, or try something?
 - 3-5 AM** Sleep, or try something? (No sleep: -2 to all actions.)
 - 5-7 AM** Sleep, or try something? (No sleep: -2 to all actions.)
 - 7-9 AM** Morning! Breakfast, plus try something? (Didn't get at least 4 hours of sleep: -2 to all actions for the rest of the day.)
 - 9-11 AM** You can skip your morning class if you want to try something.
 - 11 AM-1 PM** Grab lunch, then try something.
 - 1 PM-3 PM** Try one last thing and get to the illusion class just as it ends.

CLUES

Below are listed different Redhurst locations (including their map key location number from *The Redhurst Academy of Magic*) and people, plus the information one might (with the proper approach) glean from each. There's also a list of each possible clue, with a longer description of how they all fit together. There's more than one way to find out most of the information, and not all of the clues or details are necessary to get the extra credit. It's up to the heroes to decide when they have enough.

THE SECRET

Here is the basic solution for figuring out the Professor's name.

- 1) Her long and fully binding name is impossible to discover, but her nickname is solvable – and useful.
- 2) Her “fiendish nickname” has three parts for the characters to discover.
- 3) One part of her name is in official records.
- 4) Her roommate is kin and thus shares one part of her name.
- 5) Stentelindabree knows her professional title, which is one part of her name.
- 6) Her initials (and thus the order of the parts) are in her diary.
- 7) An “fiendish nickname” is ordered “title + family + personal/familiar.”

COMMON KNOWLEDGE

This is stuff the heroes can find from simply asking an upperclassman or friendly teacher. Gathering these answers is a good way to start off this investigation. You can give all or just some of these clues out.

- 1) “She teaches in the Ignes School.”
- 2) “She lives in the Right Dorm, with a roommate who works in the Walled Garden.”
- 3) “She has a roommate, who is also from her realm.”
- 4) “Her roommate is a medusa, strongly veiled by illusions, who enjoys gardening.”
- 5) “She is banned from the Library.”

THE PROFESSOR'S RECORDS

Location: The Offices (#33)

Clues: There are three things the heroes could learn here.

- 1) The Professor's familiar name is “Apri.” This can be found on her paperwork in the office files, which are kept in a closed closet. Also, Miraleebelle, the school secretary, knows this name.
- 2) Andarlin accepted Stentelindabree's recommendation to hire the Professor, but he prohibited the Professor from accessing the Library. This is in her file, and Miraleebelle knows it too.
- 3) The Professor is only at Redhurst for a single year. This is in her files, and Miraleebelle knows this as well.

THE PROFESSOR'S OFFICE

Location: The Professor's office in Ignis Hall (#23).

Clues: There are three things the heroes could learn here.

- 1) The Professor's initials (ESA) are on her diary, right where anyone could see them. They also form a command word she uses to open her magically locked diary, which the heroes could overhear.
- 2) The Professor is lawful evil. The heroes could learn this from questioning the Professor or using magical detection.
- 3) Andarlin can send the Professor home at any time. The heroes could learn this by questioning the Professor.

STENTALINDABREE'S OFFICE

Location: Dean Stentelindabree of Ignis' office (#23).

Clues: There are two things the heroes could learn here.

- 1) The Professor's professional name is "Elon." Stentelindabree knows this but doesn't like to share it. However, in her desk is the letter of introduction she wrote on the Professor's behalf, and it uses this name. Also, Stentelindabree calls the Professor by this name if she thinks no one is listening.
- 2) Stentelindabree trusts and likes the Professor, and they share a love of theatre. The heroes can overhear them talking to learn this.

ANDARLIN'S OFFICE

Location: Dean Andarlin's office (#34)

Clues: There are three things the heroes could learn here.

- 1) Andarlin has a scroll with a spell that can send the Professor back home any time he likes. He is not likely to talk about it, but it is sitting on his desk.
- 2) The Professor is both fiendish and lawful evil. The scroll makes that clear to anyone who can cast *read magic*.
- 3) Andarlin trusts her, with reservations. The heroes can learn this by questioning Andarlin.

CHRISTOPHA

Location: Outdoors

Clues: There are two things the heroes could learn here.

- 1) The Professor is lawful evil. Christophina learned this by magical means and may be willing to share with those who ask.
- 2) Christophina is trying to learn more about the Professor too and tails her when she can. She may be an ally for the heroes.

PENTURA TAGG

Location: Hallways of the Ignis School.

Clues: There are two things the heroes could learn here.

- 1) Pentura tries to cast a charm person on the Professor, but fails. A hero that makes a Spellcraft check (DC 16) can spot this.
- 2) Pentura considers the Professor a rival. Because of this, if she spots the heroes watching her, she approaches them and offers to help in their quest.

Lisel the Medusa

Lisel has had her snakes de-poisoned magically for her stay at Redhurst, but retains her petrification powers. Her face is usually magically shrouded as a mirror, for safety. She can break that spell with but a single word, but cannot then reestablish the spell herself (so everyone would know if she were to try petrifying someone). Her gaze requires a Fortitude save versus DC 15. She saves as Fort +3 (Con 12), Ref +7 (Dex 15), Will +6 (Wis 13), is AC 15, has 33 hp, carries no weapons other than 'biting snake hair' (1d4 plus finesse feat), and is a very kind and sweet person. She is an expert gardener (her snakes help her trim the plants) and is somewhat dim for an infernal medusa (Int 8).

THE PROFESSOR'S QUARTERS

Location: Her apartment in the Right Dorm (#29)

Clues: There are four things the heroes could learn here.

- 1) The Professor's housemate goes by "Lisel" and has a monogrammed scarf 'LSL' (shared middle initial). If asked, the friendly Lisel mentions that she and the Professor share a family name: "Secundar."
- 2) The Professor is very ethical (completely lawful). Lisel reveals that the Professor would never violate a contract.
- 3) If the heroes ask Lisel for the Professor's name, she refuses politely. She explains that true names may be used to command people of from the Professor's realm and thus are kept secret.
- 4) The Professor and Lisel are here for only one academic year. Lisel may reveal this after mentioning how she will miss the place.

THE LIBRARY

Location: The Library (#13)

Clues: There are seven things the heroes could learn here by asking Lexandri the librarian about the Professor and her name.

- 1) The Professor is a fiendish creature and names are important to her kind.
- 2) Such names are long and difficult to pronounce. Just find her "nickname."
- 3) Such nicknames are structured into three pieces.
- 4) With such nicknames, the family name is often in middle and shared by relatives.
- 5) The last part of the nickname is always personal.
- 6) True names from the Professor's realm can be used to command and are thus kept secret.
- 7) The Professor is banned from the library.

MISCELLANEOUS CLUES

These are things the characters might notice, overhear as rumors, be told by the Professor's colleagues, or discover using many of the above clue locations. Use this list to keep the heroes on their toes and control the information flow.

- 1) "Names are power."
- 2) "She issued the challenge to make sure her name was secure."
- 3) "Her full name is too complex to figure, but her nickname is still powerful."
- 4) "With her nickname, you can *charm* her at will."

OTHER COLLEAGUES

These are members of the faculty who, while not necessarily possessing clues, are likely people for characters to pursue.

- 1) The secretive Magister Wrent doesn't care to help. He enjoys watching the students scramble around.
- 2) Karlenbraggat, always curious, could be persuaded to help.
- 3) Misuki Narataki politely refuses to become involved in this.
- 4) Dean Rockwell would, if he knew the Professor was fiendish, oppose her.
- 5) Seer Laboh Alahseyer thinks hunting for the Professor's name is unethical.

FALSE LEADS

You can sprinkle these in to complicate matters for the heroes. Tread carefully here so as to not derail them entirely.

- 1) "She is actually Ignes, the founder, whose bones went missing long ago." [Nope.]
- 2) "She is Malificus the demon, risen again." [Sorry, no.]
- 3) "Elon Secundar Apri" [Oh wait, that's actually the right answer, with all three parts in the right order.]

WHAT'S IN IT FOR ME?

There are varying levels of success for this adventure. Simply not being caught is at least a minor success. Finding one part of the Professor's nickname is a good try. Finding two parts vaguely worries her. Finding all three is darn good detective work.

Flaunting the Professor's nickname to everyone is both impolite and likely to make the Professor become the hero's enemy. Using her initials as a different nickname ("Esa"), much as her roommate does, is a nice compromise between familiarity and contempt.

If the heroes tip the Professor off about her rivals, or they find part of her name and do not reveal it to anyone else, they earn the Professor's gratitude. Showing discretion gets the heroes into her good graces. This includes high marks and even private tutoring on the nature of the fiendish planes, if desired.

If the heroes provide what they find to Christophara or Pentura Tagg, they score big points with those ladies. They can cash in this favor when they need help in the future. Having either or both ladies on your side (at least once) can be handy. Whether such rewards are ethical, is something the heroes can debate with their gods, their teachers, or their friends.

If the heroes find all three parts of the Professor's nickname and figured out that they can *charm* her with it, their semester is made. The Professor always appre-

ciates their work and gives them extra tutoring. They are guaranteed top marks for the course. The ethics behind this are questionable though.

For heroes with a gutsy streak, blackmailing the Professor with her name (in part or whole) is an option. As it happens, where she comes from, blackmail is simply part of the way of life. Doing so earns the heroes her respect. This can translate into better grades, special lessons, and even direct magical assistance.

However, the Professor doesn't take blackmail lightly. So warned that the heroes are willing to extort her, she works hard to find something against the heroes, even going so far as to secretly manufacture problems for them.

Finally, if the heroes do succeed in finding all three parts of the Professor's nickname, and she finds them using it for spells or barter or favors – poof – she's gone. If the heroes *charm* her with her name, she leaves – poof – at the semester's end. If her nickname becomes widely known, the Professor recovers her scroll from Andarlin and uses it to return home. The heroes could be responsible for Redhurst losing one of their better teachers, if they aren't careful.

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