

Encounter One: Start with a Bang

Spring in Verbobonc city is renowned for its unpredictable weather but with the sun shining and the breeze coming in from the south, today seemed like an excellent day to peruse the wares being sold by the artisans and mages who work in the Wrinkle Academy. The shouts of merchants extolling a particular item's attributes and potion masters promising their brew's amazing properties combines with the screech of owls, lizards and rats in cages. A group of apprentices, their black robes fluttering, rush past you to gaze in wonder at a tiny red dragon that is curled up contently on velvet pillow in a large copper bound cage.

The characters all happen to be clustered together when an unfortunate accident occurs. Read:

From out of the crowd streaks a small red pea, no bigger than a cherry. From the pea's source you see a blue-robed female mage, looking both horrified and embarrassed. The pea strikes the ground in the midst of your group, and blossoms into a ball of fire.

This 5th level student instructor, a half-elf named Jorana, has accidentally sent a fireball into the group. She intended it to go up and explode, like fireworks, but lost control of the spell's direction when someone bumped her arm.

Have all the characters make Reflex saves as the errant fireball erupts in their midst. Rather than just kill off the characters this soon with an unluckily high random roll, though, use the pre-determined damage roll provided below. If you'd like, you can even roll dice in secret but ignore the result of your roll and announce the damage below instead.

APL 2: 12 points of damage, Reflex DC 15 half.

APL 4: 18 points of damage, Reflex DC 15 half.

Magister Har, the head of the Wrinkle Academy, noticed the accident and rushes over to help immediately.

"Oh, my! We are so terribly sorry for the error. To think that one of OUR students would be so negligent in his use of magic." An elderly gnome says, his hair unkempt and wearing a wrinkled frock as he rushes to your group. He draws a wand from a quiver on his belt and offers it to you. "I fear that I cannot use this wand of healing myself, but if one of you are capable, by all means, use it to restore any injuries my poor student has caused."

Threnodee, Magister Har's dust mephit familiar, takes particular interest in any character rendered unconscious by the fireball. To any characters who fell unconscious please read the following when they are revived:

You regain consciousness to see sitting crouched over you a small dingy looking creature; its drooped wings spread like a dusty cloak behind it. It watches dejectedly as you raise your head off the cobblestones and slowly puts away the two copper pieces it was holding in anticipation. Rising, the creature scuffs its heels in disappointment and plods to the elderly gnome's side.

While the party is healing themselves, the student instructor (a half-elf named Jorana) comes over and apologizes to both the party and, particularly, to Magister Har. Magister Har waves her off with an "Oh, my, it's quite alright, an accident you can learn from, everyone seems not much the worse for it."

After the party has recovered somewhat, Magister Har introduces himself:

The gnome gives a formal bow, almost losing the jauntily colored hat he wears in the process, and introduces himself. "My name is Obble Quillkeeper Humbleburrow Har, and I am the Magister of the Wrinkle Academy. I must say that I am impressed with your capability to survive my students' error, most would have perished in the explosion, and that of course would have been most unfortunate for—well—everyone involved!"

Choose the character that looks the most nimble and athletic.

"I often have need of such hearty and nimble individuals like you; I was hoping that perhaps we might have a meeting of minds. I have just received a spool of silver wire, which needs to be attached to a rod atop that spire." The Magister points to one of the high windows of the Wrinkle Academy, where a long mast of some sort juts out into the sky. "If I could perhaps have you and your companions attach the end of the wire to the base of that rod I would be all too happy to provide you with an opportunity that would be mutually beneficial."

The rest of Encounter One is at per the adventure.

Encounter Three: Dead Explorers

Development: If the characters examine Adan Langmuir, read:

This man is particularly well-dressed in warm woolen trousers held up with a silken sash, a fine silk shirt, a sturdy leather vest, and a chain shirt. He is crumpled on the ground, a longsword and a fine shield nearby. His head is badly damaged, just like his companions.

- **Search DC 10:** The man wears a signet ring with a distinctive symbol. A DC 10

Errata – VER6-02: Delve the Wizard's Dungeon

Changes appear in shaded text

Knowledge (Nobility and Royalty) or Bardic Knowledge check, or DC 20 Knowledge [Local-VTF] indicates that the seal is of the Langmuir family, one of the noble houses of Verbobonc.

- **Search, DC 15:** The shield is inscribed with an inscription: "To my nephew Adan, with his defense in mind. LL." A DC 10 Knowledge (Nobility and Royalty) or Bardic Knowledge check, or DC 15 Knowledge [Local-VTF] indicates that this dead man would be Adan Langmuir, nephew of Lord Ludovic Langmuir.

Encounter Five: In the Gribnix

Area A: The Foyer

Just past the heavy door, a short hallway leads to a small foyer. Ten sets of hooks line the walls here, about four feet from the floor. Most of the hooks contain small heavy cloaks, powdered with dust and quite old. Three exits lead out from this chamber: one to your left, one to your right and another straight ahead further into the hall.

Area C: The Kitchen

Obble Har was on kitchen duty on the morning of the disaster, forty years ago.

You enter a large, low room that has all the look of a dining room. Two long low tables, each flanked by long benches, provide a comfortable area for small people to eat. The tables have all been cleared and are covered with dust. A dark wooden door at the far end of this room is slightly ajar, and from the open door comes a low sound like moaning. A slightly cold, wet smell comes from the door at the far end of the dining room.

Any character that succeeds at a DC 15 Listen check here in the dining room realizes that the moaning sound is too regular to be a creature moaning, and is probably blowing air. There is nothing of interest remaining in the dining room, as Obble Har cleaned it up after breakfast on the day of the disaster many years ago.

Encounter Seven: You Again

Gurtom has his see the unseen and entropic warding invocations active when he confronts the characters. He has also used a charge from his wand of false life, so add 1d10+3 hit points to his total given above. If he rolls a 1 or a 2, he uses another charge (the hit points don't stack; the new total replaces the old).

Finally, Gurtom begins the encounter with his *potion of invisibility* in his hand

Player Handout #1: Ancient Map

