THE REDHURST ACADEMY OF MAGIC ™

ADVENTURE SEEDS

WEB ENHANCEMENT #1

For use with the

d20 system

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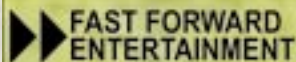**Graphic Design:** Matt Forbeck and Tim Bowman
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Published by Human Head Studios, Inc.
www.humanheadgames.com

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 the book 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 the first official enhancement 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.

This short piece features a liberal amount of adventure hooks for you to use in your campaign. Some of them are most appropriate to a game centered around Redhurst, while others are just fine for epics that only occasionally touch upon the finest school of wizardry in the Known Realms.

OTHER ENHANCEMENTS

This is the first of a number of web enhancements planned for *The Redhurst Academy of Magic*. The next in the series features the full rules for the spellflag game so beloved by Redhurst students and staff. After that, we present a full-fledged adventure for use on the Redhurst campus.

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.

REDHURST:
CAMPUS OF ADVENTURE

LET THE ADVENTURES BEGIN!

This document contains a baker's dozen of adventure hooks 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 Realm. It's something else altogether to use it.

We've retained the wide margins from the book so that you can make your own notes there in place of where the spy would normally put hers. Since these are just adventure hooks, you may have to do a bit of work to tailor the ideas to your own campaign, and now you have the space in which to do it.

NO PLAYERS ALLOWED!

If you're a player, do us all a favor and stop reading now. This document is for the DM's eyes only. If you continue reading it, you're sure to 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 a game.

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

Thanks!

CREATIVE STUDY AIDS

Campaign Type: This seed works best when the players are teachers at Redhurst.

Every year, it seems like some of the students at Redhurst decide that studying is just too much trouble. It's far easier to cheat. It's almost impossible for a student to use magic to cheat consistently and not get caught. The teachers often cast a *detect magic* spell during important exams, and any magic that seems out of place is ground for immediate removal from the test.

The best way to fool a wizard, though, isn't always with magic. Some students have devised other, more mundane ways of giving themselves a competitive advantage over their fellow students. These include things as simple as crib notes inserted up the sleeve to events as complex as having a friend cause a diversion in the hallway so you can sneak a look at a textbook after the exam has already begun.

One group of students has gotten particularly good at cheating, and Andarlin has made it his mission to find out how they're getting away with it. To that end, the teachers are giving every bit of help they can. Andarlin has even gone as far as to recruit snitches in the student body, but all efforts have proven fruitless.

It turns out that the students are cheating by writing the answers backwards on the ceiling of the classroom. They then use a tiny mirror to read the information they need at their leisure. Since they never look up to read the text, the teachers haven't thought to look there—yet.

Everyone Talks About the Weather

Campaign Type: This seed works best when the players are part of the staff at Redhurst. If they are part of the academy's guard, all the better.

Someone has figured out how to use Redhurst's weather control system, and it's making life difficult for the school. The system is controlled by touching a figure of the sun in the Sun Tower (#52) and a figure of the moon in the Moon Tower (#46). The original sculptures that were used as controls here have long since vanished, but substitutes work just as well.

The culprit is a curious student who likes to mess with things and maybe have classes cancelled once in a while. Either way, both the guards and the Redhurst spy are hunting for this kid. The guards just want to stop him. The spy, on the other hand, is interested in learning the student's secret and using it herself.

The first sign that something is wrong with the Redhurst weather is the snowstorm that hits the school as it sits in the desert lands of the Emerald Sultanate. At first, Andarlin and Christopha consider this just a fluke. They might even realize that the weather system has been activated, but they figure that it's just a one-time accident.

Then it starts happening again and again. Soon enough, a pattern starts to emerge. Bad weather hits during certain classes or exams, and good weather lasts all weekend long.

The student activates the system by walking into one of the towers and touching a miniature version of the appropriate icon, which he keeps in his pocket. He has to then get all the way over to the opposite tower for his latest orders to take effect.

The student realizes that he'll be in trouble if the guards ever catch him, so he's as circumspect about manipulating the system as possible. He'd better hope the school staff finds him before the spy does though. If she manages to get a hold of him first, he may not survive the experience.

The Grand Tour

Campaign Type: This seed works best when the players hail from outside of Redhurst.

The heroes have been invited on a tour of the Redhurst campus. Perhaps they know someone in the school. Maybe they've applied to take on an intern. Or it could be they are simply curious. Either way, they find themselves wandering about the school with one of the faculty members as a guide.

As the heroes go along, they may notice that one of the members of their group is casing the place for a future break-in. She spends a great deal of her time asking about various security efforts and details like the height and thickness of the walls.

The heroes have a chance to shop in the Redhurst Academy Store (#54). As they leave, the proprietor, Renshaw, yells that someone has stolen a valuable pearl from its position of honor. The heroes stand as accused of the crime as any of the other visitors and must now go out of the way to prove their innocence.

The heroes may leap straight away to announcing that the mysteriously curious woman is a thief. She probably stole the pearl, right?

Wrong. It was one of the other members of the tour group. Perhaps it's the young boy who needs to get home to help take care of his younger siblings. Or maybe it's the old wizard visiting the stomping grounds of his youth—or so he says. Or it could happen that the pearl ends up in the possession of one of the heroes, having been slipping onto his person by the true culprit, who plans to use the chaos from this revelation to steal more costly items from the store.

Once the situation is sorted out, Renshaw is extremely grateful. He offers the heroes a 10% discount every time they shop in his store, something that could come in handy if the heroes spend time here a lot.

THE REDHURST ACADEMY OF MAGIC CAMPUS

1) Mordant School Of Necromancy
2) Thaumant School of Transmutation
3) Dorm
4) The Deadwalk
5) Jecture's Tower
6) Hothouses
7) Jecture School of Divination
8) Staff Housing
9) Barracks
10) Rightwatch
11) Walled Garden
12) The Vault
13) The Library
14) Kitchen/laundry
15) Cistern
16) Fields
17) Necropolis
18) Tomb of the Founders
19) Lake Marion
20) Faculty Housing
21) Dining Hall
22) Stores
23) Ignes School of Illusion
24) Labs
25) Wolkhart School of Evocation
26) Dorm
27) The Warrens
28) The Auditorium

29) Dorm
30) Gym
31) Leftwatch
32) Nammor School of Enchantment
33) Offices
34) Dean's Tower
35) Grand Hall
36) Training and Duelling Grounds
37) Bisechen School of Conjuration
38) Maintenance
39) Aegis School of Abjuration
40) Dorm
41) Dean's Gate
42) Chapel
43) Museum
44) Stables
45) Menagerie
46) Moon Tower
47) Bull Tower
48) Main Gates
49) Statue
50) Ox Tower
51) The Dragon's Flagon
52) Sun Tower
53) Public House
54) Store
55) Hall of Healing

1 inch = 400 feet

THE GUILD MEETING

Campaign Type: This seed works for just about any kind of campaign.

The International Guild of Wizards (IGA) holds its annual awards ceremony on the Redhurst campus this year. This is an opportunity for all sorts of mischief on behalf of the spy and others, as well as a great reason for the heroes to visit.

If the heroes are outsiders—not part of Redhurst or the IGA—this may be one of their few chances to have a decent excuse to visit the campus. The IGA's Spell of the Year award is one of the most prestigious in the wizarding community. It's also one of the IGA's top recruiting times, as those who pay the 500 gp fee are eligible not only to vote on the final round of spells but also gain free access to the winning spell so they can copy it into their spellbooks.

As the ceremony is being held in Redhurst this year, the campus plans to make several quick stops throughout its traditional route and beyond to pick up as many IGA members as it can. This means the heroes can get on at just about any point, and you can showcase the campus to them.

Whether or not any other mayhem occurs during the awards is up to you. You could certainly combine this seed with one or more of the others to ratchet up the tension. After all, with so many witnesses around, Redhurst would rather look even better than usual.

Even within the context of the awards ceremony, there is room for adventure. There could be intrigue over someone stealing the sealed results envelopes. Perhaps once the winning spell is announced, one of the losing wizards takes exception with the judges and a fight breaks out.

Making sure that everyone gets back home after the awards can be a major headache too. If the heroes like, they can jump off at any of the stops, possibly making for a whole new direction for the campaign.

IN PLAIN SIGHT

Campaign Type: This seed works for just about any kind of campaign.

It's long been rumored that some of the students at Redhurst are not of the major races. Some of them might not even be humanoid, despite all appearances to the contrary on campus. The rumors are, of course, true.

In the current student body, there is at least one student who is not nearly what he seems: a young copper dragon by the name of Berlitad. His mother placed him here under Andarlin's protection to hide him from his father, an ancient beast who wishes to destroy all his progeny to ensure that they cannot claim from him his coveted hoard of treasure.

Berlitad has been *polymorphed* into the form of a young elf, and he recently enrolled in the school. His command of the Common tongue is poor, but he is learning quickly. He is a good kid, although he loves mischief for its own sake too. This makes it all too likely that he will slip up and somehow reveal his real nature.

If someone learns of Berlitad's true identity, it's only a matter of time before the dragon's father finds out Berlitad's location too and comes calling. This is sure to cause serious trouble at the school, as Andarlin has sworn to protect all of his students, no matter who they may be.

Once Berlitad is revealed to be a dragon, Andarlin may ask the heroes to take the student away to someplace else where he will be safe. This could be a secret hideout in one of the more distant of the Known Realms, or it might involve finding Berlitad's mother and placing him back into her custody.

LOST IN THE KNOWN REALMS

Campaign Type: This seed works for just about any kind of campaign.

On a dare, a couple of students stayed behind in one of the places that Redhurst frequently visits. Someone needs to find them and get them back into class—now!

There are a few different ways you can come at this.

First, Andarlin could contact the heroes and ask them to locate these two lost students roaming around the heroes' own base of operations. This might be a great way to introduce Redhurst into your campaign, as if the heroes manage to complete this task, they will earn Andarlin's undying gratitude.

Second, the heroes could stumble upon the students and learn of their predicament. Finding themselves truly cut off from Redhurst, the students are now filled with regret and plead with the heroes to help them find their way back to Redhurst.

Third, Andarlin could agree to teleport heroes he already knows off to the Known Realm in which the students are lost.

In each case, Andarlin cannot return the campus to its last stop at the moment, but he promises to do so in the future, at a predetermined time. It's just up to the heroes to find the students, make sure they're safe, and then be in the right place at the right time.

To add a wrinkle to the story, it could be that the students didn't go missing voluntarily. Perhaps they were mugged, or maybe they were kidnapped by ignorant locals who hope to be able to torture the secrets of Redhurst out of these young souls. It might even turn out that the Redhurst spy is behind this, having tipped off some of the local rogues about the opportunity for riches in kidnapping such obviously wealthy kids.

MUTANT GOLEM RETURNS

Campaign Type: This seed works best if the players are part of the academy staff.

In the past, Redhurst has had the unfortunate tendency to get rid of any "mistakes" in its magical research by dumping the "waste" into the nearest sea. In most cases, this is not a problem. The seas are large, and most of what they swallow is gone forever. In some cases, though, the results of those mistakes are a bit more resilient. In one such case, an experimental flesh golem has managed to fight its way back to the surface of the sea and is currently terrorizing the nearby shores.

The heroes may learn of the golem's existence the hard way: via direct attack. Alternatively, Andarlin might hear of the golem's existence and ask the heroes to help clean up the problem for him—quietly if possible.

If the golem is too large for the heroes to defeat, they must determine where the creature came from and then use that knowledge to defeat it. In this case, the golem was created by a Mordant graduate student who was experimenting with creating such creatures out of fiendish parts. When he realized he was discovered, he knew the golem would be destroyed. He gave the creature one last order: "Come back to me." That's what the creature is still trying to do.

The best way to defeat the creature is for the heroes to figure out which student made the thing and then arrange for the student to countermand his earlier orders. The kicker is that the former student is now a teacher in the Mordant School: Tendiff McBaird. Tendiff is not ready to admit that he had anything to do with the golem's creation. The heroes must confront him physically with his creation for him to crack.

Fiendish Flesh Golem

Large Construct (Extraplanar)
Hit Dice: 9d10+30 (79 hp)
Initiative: -1
Speed: 30 ft. (6 squares)
Armor Class: 18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple: +6/+15
Attack: Slam +10 melee (2d8+5)
Full Attack: 2 slams +10 melee (2d8+5)
Space/Reach: 10 ft./10 ft.
Special Attacks: Berserk, smite good
Special Qualities: Construct traits, damage reduction 5/adamantine and 5/magic, darkvision 60 ft., immunity to magic, low-light vision, darkvision 60 ft., resistance to cold 5 and fire 5, natural weapons considered magic weapons for purpose of overcoming damage reduction.
Saves: Fort +3, Ref +2, Will +3
Abilities: Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1
Skills: —
Feats: —
Environment: Any
Organization: Solitary or gang (2–4)
Challenge Rating: 9
Treasure: None
Alignment: Neutral

A fiendish flesh golem is a ghoulish collection of stolen fiendish body parts, stitched together into a single composite form. No natural animal willingly tracks a fiendish flesh golem. The creature wears a tattered set of wizard's robes in which it was clothed when created. It has no possessions and no weapons. It stands 8 feet tall and weighs almost 500 pounds.

A fiendish flesh golem cannot speak, although it can emit a hoarse roar of sorts. It walks and moves with a stiff-jointed gait, as if not in complete control of its body.

Combat

Berserk (Ex): When a fiendish flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

Smite Good (Su): Once per day, the fiendish flesh golem can make a normal melee attack to deal an extra +9 points of damage against a good foe.

Immunity to Magic (Ex): A fiendish flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem gets no saving throw against attacks that deal electricity damage.

Construction

The pieces of a fiendish flesh golem must come from the corpses or fiendish humanoids that have not decayed significantly. Assembly requires a minimum of six different bodies—one for each limb, the torso (including head), and the brain. In some cases, more bodies may be necessary. Special unguents and bindings worth 500 gp are also required. Note that creating a flesh golem requires casting a spell with the evil descriptor.

Assembling the body requires a DC 13 Craft (leatherworking) check or a DC 13 Heal check.

CL 8th; Craft Construct, *animate dead, bull's strength, geas/quest, limited wish*, caster must be at least 8th level; Price 20,000 gp; Cost 10,500 gp + 780 XP.

ONE OF OUR MONSTERS IS MISSING

Campaign Type: This seed works best if the players are part of the academy staff.

One of the creatures from the menagerie (#45) has escaped. It's up to the heroes to find the creature and recapture it before it harms one of the students or anyone else. Andarlin would prefer that the students not be told about the creature's escape until it becomes absolutely necessary. He fears that such news would not only damage the school's reputation but also cause panic to rage throughout the campus. Far better to resolve this matter quickly and quietly.

The kind of creature that has escaped is up to you. The school is known to have a basilisk on campus, but just about any other kind of monster would do. A blink dog, for instance, would be hard to capture and could be the inspiration for a more light-hearted romp. A displacer beast on the loose, however, would make for an adventure filled with potentially lethal encounters.

The creatures in the menagerie come to Redhurst in a number of ways. Sometimes they are creatures that, for one reason or another, attacked either the school or members of the Redhurst. Other times, a member of the Redhurst staff manages to capture a creature and bring it back home for study. More rarely, an ally nation or simply a group of adventurers might donate a captured creature to the menagerie. Sometimes this is done in the interests of research, but other times it's a way for someone to get rid of a creature they would otherwise have to kill.

The real danger here comes if the creature manages to corner or even hurt or kill a student. At that point, the entire school will be shut down and all of the faculty resources dedicated to recapturing or killing the escaped creature. Andarlin may worry about bad publicity, but he's far more concerned about one of his charges actually being hurt.

PARTY TIME

Campaign Type: This seed works best if the players are students at Redhurst. This is a light-hearted romp that can provide a nice change of pace from a more serious game.

When you're a Redhurst student, you're under a lot of pressure to study hard and do well. The wash-out rate here is high, and there are always a dozen wait-listed applicants ready and willing to take any vacant place. People back home have the highest expectations of the young men and women they send to Redhurst, and disappointing them is the greatest fear most students feel.

There comes a time, though, when the students just need to blow off some steam. While the school mixers and the various athletic events can help out with that some, it's often not enough. There's a long-standing tradition of holding illicit parties at Redhurst, ones that don't appear on the school's official schedule, and every year the students do their best to continue it.

Some of these parties involve alcohol, usually ale brought in from an outside tavern. Some students have even managed to purloin a bit of Redhurst Ale for such occasions.

The biggest trouble is finding a location for the party away from the guards and the rest of the staff. Most staff members ignore quiet celebrations, but many of these parties quickly grow beyond any student's ability to control. If such a party is discovered, it's sure to be closed down, and all attendees can expect a stack of demerits.

Enterprising students use their magic to hide their parties. Some manage to swipe magic items—like a portable hole—in which they can hold their bash. Others manage to find ways to set up spells to keep noise from escaping an area. It's really up to the students and their ingenuity to keep coming up with new places and methods for holding parties, as the staff learns new ways to keep the students in line every time a party is discovered.

Privacy
Illusion (Glamer)
Level: Brd 2, Clr 2, Sor/Wiz 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Area: Up to 20-ft.-radius emanation centered on a creature, object, or point in space.
Duration: 1 min./level (D)
Saving Throw: Will negates; see text or none (object)
Spell Resistance: Yes; see text or no (object)

This spell is similar to a *silence* spell in that people outside the radius of the spell cannot hear sounds emanating from inside the area of effect. However, those inside the spell's radius can hear each other and outside sounds perfectly fine.

The spell can be case on a point in space but the effect is stationary if not cast on a mobile creature. If the spell centers on a creature, the effect radiates from the creature and moves with it.

An unwilling creature can try a Will save to negate the spell and can use spell resistance. Items in a creature's possession or magic items that emit sound receive the benefits of saves and spell resistance, but unattended objects and points in space do not.

THE PRODIGAL STUDENT

Campaign Type: This seed works best if the players are students at Redhurst.

Not every student has a wonderful time at Redhurst. The pressures to succeed here are immense, and many students wash out every year, returning home in shame. Some few refuse to deal with the ignominy of such a life and instead strike out on their own, often never to be heard from again. But every now and then, one of these students comes back to Redhurst, sometimes to stay.

One of those students has recently arrived. Carbola Bax left Redhurst under a cloud two years ago, in her first year at the school, but she's returned to complete her studies. Resuming where she left off, her former classmates are now two years ahead of her, and few of them remember much about her other than that she kept to herself—and flew out over the school's walls after trying to stab Andarlin with a dagger. Why she's been welcomed back is a mystery.

Carbola is even less likely to interact with her fellow students now than before. It turns out that she is a princess from a war-ravaged realm, sent here by her parents for her own protection. Enemies of her father's kingdom send assassins to kill her all the time, and she was apparently convinced that Andarlin was either working with them or had been replaced by a doppelganger who was. In the time since, Andarlin has managed to work through the situation with Carbola and her father, and she has returned to Redhurst, believing it to be the safest place for her in the Known Realms.

Carbola's life really is in danger. Her father's enemies are sure to make attempt after attempt on her life. The challenge for the heroes is not only to protect her but to develop a lasting friendship with her so that she finally has some people living around her who she can wholly trust. Without that luxury, Carbola is sure to crack under the pressure again, which could result in her attacking someone else again, perhaps with fatal results.

THE QUEST FOR KANARCH

Campaign Type: This seed works best if the players are part of the academy staff.

Kanarch, the school's former head steward, spent many years skimming the fat from Redhurst's book, accumulating a fortune in ill-gotten gains. Sadly, he was as prepared as he was cunning. When Andarlin finally realized what Kanarch was doing, the steward had long since made good his escape route, and the dean of Redhurst was unable to prevent the wily gnome from making off with as much cash as he could carry.

Andarlin and Christopha pursued Kanarch as best they could, but the trail quickly grew cold. Eventually, they were forced to give up. It looked like the gnome was gone for good.

Recently, though, rumors have surfaced that Kanarch has been seen lurking around Redhurst. If these are true, it could represent the school's first real chance to nab the thief. The real question, of course, is why Kanarch would want to return to the scene of his crimes.

It turns out that the gnome hurried flight forced him to leave most of his money behind. He's concealed it somewhere on campus. If word of this gets out, the entire place is sure to be overwhelmed by treasure seekers of all stripes, ranging from greedy outsiders to ambitious students.

Just where this fortune may be is up to you. It could be inside a portable hole sewn into the inside of the Redhurst mascot's skull. Maybe it's buried under the Tomb of the Founders. It could be at the bottom of Lake Lethe. Perhaps it's in a secret part of the Vault or hidden in a remote part of the stacks of the Redhurst Library of the Arcane.

Savvy heroes may realize that to truly succeed here, they need to let Kanarch into the school, follow him to wherever the treasure is hidden, and then nab him before he can make off with it. The others hunting for Kanarch complicate the matter horribly. This is a dangerous game, but the potential rewards certainly make it attractive.

THE REAL WORLD

Campaign Type: This seed works for just about any kind of campaign.

Since Redhurst travels from plane to plane as well as world to world, there's literally no place that it can't go. This includes any fictional setting your mind can conjure, whether from movies, TV, novels, songs, or even your own brain. One strange but exciting option is for Redhurst to show up in the real world too.

Andarlin has discovered relatively high-tech worlds like our own and has decided that learning more about them is vital to Redhurst's continuing research. He has no desire to alert the local authorities to Redhurst's existence though. Instead, he teleports the school deep in the heart of an old-growth forest and then sends out a task force to investigate the world.

If the heroes are part of that task force, they are sure to stumble upon all sorts of trouble. Their unfamiliarity with modern culture is sure to mark them as outsiders, and any open use of magic sparks off all sorts of trouble. The government is sure to want to arrest anyone caught practicing real magic, mostly so that the secrets of this sort of arcane power can be pulled apart.

If the school is discovered, it can always teleport away, but it might not be as simple as that. An attack helicopter landing in the center of the Training Grounds might cause enough havoc to keep Andarlin from getting to the teleportation controls quickly. He might also be loathe to leave without first recalling the task force.

Student heroes might have the chance to wander off and get into all sorts of trouble of their own. They might even be able to bring back all sorts of materials and technology that you would never find in a typical fantasy setting. Even something as simple as a ball-point pen or a flashlight would be an amazing toy for such students.

How long you maintain contact with our world is up to you. If you keep the mix up for too long, you can radically alter the nature of your campaign. If that sounds like fun, though, more power to you.

A SPY AMONG US

Campaign Type: This seed works for just about any kind of campaign.

One of the heroes gets his hands on the copy of the Redhurst Student Handbook with the spy's notes in it. Essentially, this is identical to the book Human Head publishes. The hero brings it to Andarlin, who now can finally confirm what he's suspected for so long: there is a spy within the ranks of the Redhurst faculty. Worst of all, that person was involved in the murder of Andarlin's parents.

Andarlin wishes to keep his knowledge of the spy's activities secret. He reasons that as soon as the spy knows she's been discovered, she'll bolt. He asks the heroes for their help in learning her true identity and bringing her to justice.

For her part, the spy is sure to learn of her exposure sooner or later. She often uses the *ring gate* network to listen in on conversations throughout the school, and it's only a matter of time before someone makes a careless remark that tips her off. Once this happens, she drops all pretenses and makes an attempt on Andarlin's life before fleeing. As she goes, she does her best to hurt as many people as possible, perhaps going so far as to set the school ablaze.

We've carefully not said who the spy is for two reasons. First, it's up to you who she is. You can tailor the answer to fit your campaign best and not worry about running afoul of any official answers. Second, since the spy's identity isn't revealed in the book, if you decide to use this adventure seed you can let the heroes read the entirety of *The Redhurst Academy of Magic* without fear of giving anything away.

Played properly, this cat-and-mouse game between the heroes and the spy should keep tensions in the school running high. Knowing that just about anyone on the school's staff could be the spy should cause paranoia to run rampant, as the heroes can't be sure they can trust anyone but themselves. Once the spy is unmasked, though, matters go from bad to worse, as the spy is playing for keeps.

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