

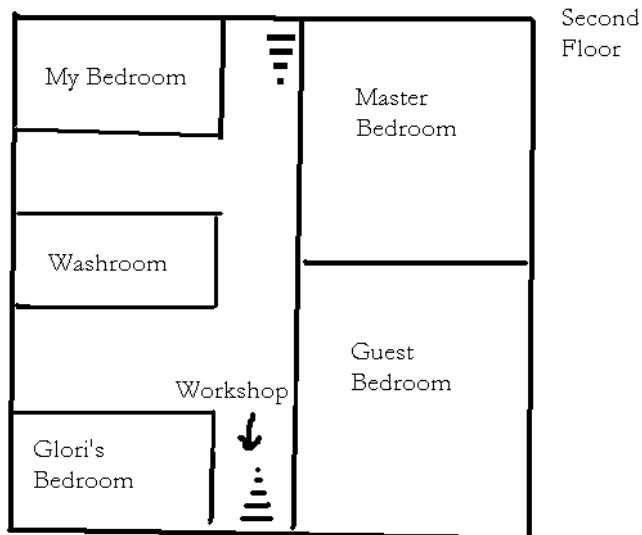
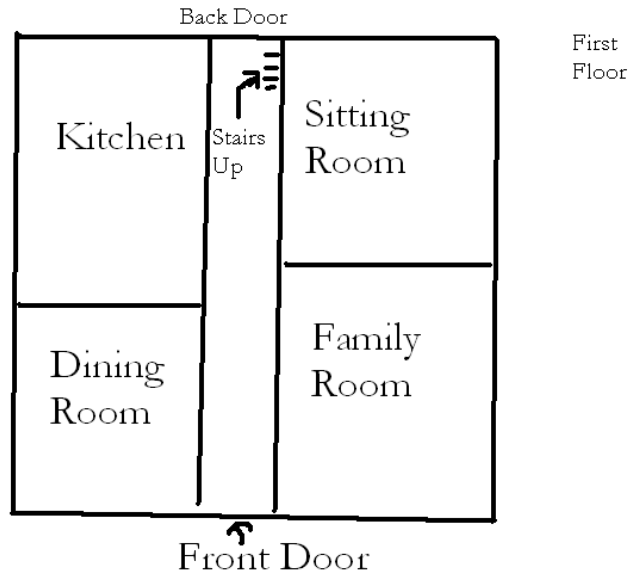
APPENDIX III: Player Handout 1

This is a hand-delivered note received by one of the PCs via courier. The handwriting is legible but obviously hurried. No salutation or closing adorns the note, although the courier reveals whom the letter came from.

It has come to my attention that some acquaintances of a friend of mine are having difficulty regarding their deceased father's estate in Baneta. I mentioned that you might be able to offer them some assistance in their dilemma, as it is a problem of unusual dimensions. I told them of your particular talents in dealing with unusual problems, and they are keen to meet you. They are staying at The Pride in the Artisan's Quarter. Present yourself to them in the evening, and bring along any other hearty adventurers you can muster. They are sibling gnomes named Greer and Gloriola Flintwhistle. Their father was the toymaker Buzzy Flintwhistle.

Player Handout 2

If the PCs ask for a map of the estate, Greer draws them the following maps. You can add a couple other details as needed, such as doors or large pieces of furniture. Greer was not allowed into the workshop enough to really have a good idea of what the third-floor looks like, and he has no idea that the attic is even there.



Player Handout 3

[A messenger wearing the insignia of the College of Magic delivers the following note to you. He does not wait for a reply, disappearing into the crowd.]

In your travels you seem to have stumbled across one, or possibly more, items of inconceivable importance to Pekal. Circular puzzle locks consisting of five-letter combinations guard these items. It is imperative to the future safety of our principality that these items be left alone and not disturbed. Already some of these items have been unearthed by the greedy and the foolish, and if more of them fall into the wrong hands, a terrible force - one that has been trapped away for many years - may again wreak indescribable evil upon our lands. The Fate Scribe may have seen fit to embroil your destiny's with that of this fell power. Beware and be vigilant, or you may be the tools of destruction - your own and Pekal's.

A Friend

[As your eyes read the last word, the message bursts into flames and the ashes blow away.]

Player Handout 4

The wooden soldiers' riddle.

"Listen if you hope to survive!"

"The black gem cannot be defeated."

"An incantation shows the black gem's flaws."

"The first word hides where stars draw close."

"Five below the middle, and twenty to the left."

"The middle word hides in the tools that made the first."

"The last word hides named by the children's love for the black gem."

"Recite the three to weaken the black jewel."

"Know what you do before you do what you know."

"The powers of the past should remain there."