

Day 1 **Roll format:** Name *bonus* roll + 4 (library) = result

Taefull +18 $33+4=37$

What is the origin of "Frostbite"?

There is no actual record of anything like Frostbite anywhere. However, Taeful's roll was so good (and his knowledge of runes kicked in), that some good stuff was gleamed. It seems that Frostbite is made of astral ice. Astral ice, or Glimsilver, is the same material that Githyanki and Githzerai weapons are made of. (It melts, if you're curious, but only the bewitched heat of the 666th layer of the Abyss can do that). Anyway, this stuff cannot be worked, smithed or forged into anything on the Prime, the Inner Planes, the Astral, or the Outer Planes. For some reason no one understands, the only way to shape this stuff is in either 1) Junction or 2) in an artificial pocket dimension. The first choice is really no choice: Junction forbids the making of anything new by decree (you can buy and sell but not make); the second choice is dangerous but doable by higher level spellcasters. Pocket dimensions do tend to burst, bubble and become permanently detached from reality, so there's always a risk, but it is done (also, see below). To continue, among the various obvious magical qualities (like bonuses to enchantment, always sharp, nearly indestructible, etc.) are the following; 1) Rune mages report Glimsilver 'feels' like liquefied runes when being enchanted (only rune mages understand what the heck this means but they claim it makes the working of runes into the metal very easy and very powerful 2) all Glimsilver objects have one and only one specific 'resonance' that can be felt when activated, 3) Glimsilver artifacts tend to be unstable when near concentrated rune magic areas; if one of the runes 'resonates' near the artifact's frequency it can set up a runaway feedback (like your mic and speakers too close) and everything goes kaboom (think super-staff of the magi), 4) anytime you put Glimsilver artifacts in pocket dimensions there is a small but finite chance the artifact itself will tear the dimension loose and it will float away forever.

Jeremiah +21 $36+4=40$

Where in the underdark is the "cavern of many colors"?

Jeremiah's prodigious Knowledge skills allow him to gleam an answer from almost no information. There is nothing on a 'Cavern of Many Colors' in any of the tomes in the Geld Minar library. The library, vast and useful as it is, has no real information on Rune lords or their history. Some scant entries referring to Runic magic exist but they are always related to items, relics, and artifacts (and never with any real understanding)... like the Frostbite entry above. However, late in the day Jeremiah has a brainstorm... what if the old legends and fairy tales of the Gund Empire are watered down versions of Darnician history, places and people? If you looked into the old stories, fairy tales, children's cants... what would you find? And, indeed, after a long night, Jeremiah finds one single mention of a Cavern of Many Colors (sadly, the fragment is incomplete):

"but only Marquis Cat and Earl Rabbit lost themselves in the Caverns. The others, of course, remembered what old Man Winter had taught them. They remembered the secret path from Lord Perrin's house down past the roots of the World Tree, into the Land of the Druk-y-Druks, past the Gate of Silver Arm and into the Heart of the Dragon! The Marquis and the Earl wandered in the Caverns for a long time. They ran from the mindless Eyes of the Aboles, hid from the Claws in the Deep Water and, finally, having stumbled onto an old door, found themselves in the Cavern of Many Colors. It was in this Cavern that Marquis Cat learned

how to speak properly and Earl Rabbit got his Lucky Foot. But Old Man Winter had told them not to tarry too long in the color beams and the spinning rainbows nor to listen to the singing crystals... those all belonged to Lord Perrin!"

Wen +12 16+4= 20

How is "Frostbite" manipulated?

As Frostbite is likely of Runemagic origin, only 1) 8th or 9th level spells, 2) rune magic or 3) some specific trigger will set it off. If there is a specific trigger, a successful Intellego Vim roll (see Ars Magica conversion rules) will reveal what that trigger is. If more complex Rune magic is required, then an entire month in the 'lab' is required using the ArM rules for divining how foreign items work.

Tallum +13 21+4= 25

Who last wielded Frostbite and where

Nothing resembling Frostbite exists in the lore of any nation.

Day 2

Taefull +13 33+4= 37

Who sings the "song of opening?"

The 'Song of Opening' exists in two myths:

1) After Amn and Omn fought and El-Amn set them to be the Day and the Night, she sang the 'Song of Opening' to open their dreaming minds. With the Song, she was able to 'open' the encapsulated Godminds and spill small amounts onto herself. It was these small amounts that were the first Prime Thoughts; the Prime Thoughts, when fused with El-Amn's will and molded by her Desires, generated the first Gods. While those Gods did not know the Song of Opening, El-Amn decreed that the Godminds would be left open long enough for the various Gods to fashion whatever they wished (including more Prime Thoughts) to make reality. Once El-Amn felt burdened by the weight of all the near-infinite Prime-Thoughts created and wished to return to her sleep, she closed the Godminds and all three went to sleep. It is thought by the Druids that if the Song of Opening is used on El-Amn, she will awaken and the Day of Reckoning will be unleashed on Erendyl. No one knows what will happen, of course. The sylvan races maintain that, disgusted, El-Amn will cleanse Erendyl of the mortal races and start again. Other sages believe the catastrophe could be much worse and affect all of the Multiverse.

2) Legend also has it that the true Fey (the Progenitor race of the Elves), still knows small pieces of the Song of Opening and use it occasionally to make new things. Sages believe this is why Fey exists near, but away from the Prime, since too much Opening on the Prime could possibly awaken the Godminds. No one, not even the Gods, know if this is true since the Deep Fey (Far Arcadia) is un-mapable and ineffable even to them.

Metagaming, the 'Song of Opening' is the magic Lucas had learned with the help of the web- and dream-crawling Lolth. That giant lens machine he built in the underdark was what he used to 'cast' the Song of Opening; it used collected souls to power and focus the magic and rip open the fabric of reality. **Also, the end of this Campaign should not (unless you guys do something bizarre) end in any type of repeat of the last time...** trust me, this is all heading in a

COMPLETELY different direction... as Kaylo sort of knows a small piece of. BUT I HAVE ALREADY SAID TOO MUCH!!! mwuahahaha.....

Jeremiah $37+4 = 41$

What is the family tree of the Jade Empire throne?

The attached document is all you find on the brothers.

Wen +12 $23+4= 27$

What are the eleti?

There is no information at all on the Eleti. The word Eleti seems to come from Ancient Gundian and mean the 'Elect' or the 'Chosen.'

Tallum +2 $3+4= 7$

Research of maps of the underdark

Just found the standard big entrance locations everyone knows about:

1. The sewers of Dragonfall
2. Many of them in the dwarven kingdom of Taruk-Azik