

A dusty tome is pulled from a neglected shop shelf. A blinding light radiates from its pages. The party vanishes as the Book clatters to the ground.

I
Stay the
path

II
Heed
advice

III
Choose
your
battles
wisely

IV
Beware
distractions

V
Persist
through
adversity

VI
Begin
anew

EX LIBRIS AN ESCAPE

ENDYL

Intx, quills and parchment rest on a table before a large door. Carved into the table's surface is the following:

Turn the page; open the door
Back to the life you knew before.
Armed anew; with knowledge as key
Use what's at hand to set us all free.

THE MAZE

The party awakens in the center of a maze. As they advance they find numbered scraps of parchment with strange warnings or riddles. After they emerge, they are able to look back and see that the maze is actually a large, ornate letter P.

YOU ARE HERE

As the party realizes this, the voice of the Book speaks. It was once the property of the scholar Pendyl, who imbued the Book with consciousness. After Pendyl's death the Book languished with no purpose. Lonely, the Book wishes to help those worthy of the knowledge it contains. The Book explains that they must travel along the illuminated page through a series of encounters,

then falls silent. If the party can survive the tale, they can help the Book escape by allowing its consciousness to imbue items of their own.

GM's Note: You may treat the red trail that runs counterclockwise around the page as the 'path' the party must travel. Suggested order of encounters is also described counterclockwise along this page, beginning with The Maze and ending with An Escape.

BLACKLETTER FOREST

If the party strays from the path, they find themselves wandering through a thick forest of text. Within is Titivillus, a scribal demon who encourages procrastination and laziness. He will consistently encourage the party to stay and relax, even offering them (cursed) items in return. Attempting to leave causes Titivillus to attack. After escaping, they notice a disembodied hand pointing back to the path.

A WARNING

Upon exiting the base of the illuminated P, the party comes upon a grid of strange floating letterforms. Beyond is a locked door with two keyholes, both of which must be unlocked to proceed.

w	t	h	l
e	n	h	a
t	i	i	a
r	h	n	e
h	k	t	n

How to Solve: Three words are deconstructed within this chart according to a pattern. Find and identify the keyword to unlock both locks on the door.



Titivillus - See Blackletter Forest

Harpy - A terrible screech pierces the air as the basket rises up the wall. A winged harpy dives down toward the party sporting twin daggers in each hand. The harpy sets about trying to cut the rope and the group must fight it off while continuing to move upward.

Knight and Snail - The party comes across a noble chevalier battling a fierce, slithering snail. The knight's armor and the snail's shell are damaged, indicating a long battle. If the party tries to intervene on behalf of either combatant, both will turn and attack the party.

THE ASCENDERS

Shortly after returning to the path, the group comes to a wall. A basket large enough to hold the party sits at its base. The

basket is rigged to a rope-and-pulley system and it looks like it's a long haul to the top of the wall. The rope and pulley must be operated manually from the tower at the top of the wall.

A TRAP A disembodied hand swoops down to grab the party. It can be avoided, but anyone unlucky enough to be caught is flown to the Blackletter Forest and dropped from above. The rest of the party finds a side trail to lead them there.



Hidden words: watch, learn, think, think
Keyword: think
To open door, insert keyword into both keyholes. 'think twice'

