

The RiddleMaster D20 Sourcebook

They sat around the simple table, each silently preparing in his or her own way. Kelvyn's hands moved constantly, squeezing the edge of the wooden table or feeling along the grain as if he could discern the history of the table through touch alone. The son of a tinker, he learned how to take things apart at an early age. By the time he was four, he understood the workings of a spring wound clock. In his travels with his father he encountered devices both mundane and magical. By disassembling the latter he gained his own understanding of the arcane arts. He took things apart not to fix them, or to learn how to build them, but simply from an insatiable curiosity to understand how they work.

Kor Ana sa-Rama stared out the high tower window at the stars. In her mind she formed pictures by connecting the stars. She would not be satisfied until she could construct a cohesive picture that included every star within her field of vision. She was most comfortable when staring at the night sky. During her many journeys she had discerned much about the patterns of the heavens, how the movements of the stars corresponded to happenings around her, how the mysteries of the world could sometimes best be understood by looking away from the world.

Sanserry Sanrio prepared by looking at the ancient tapestries hanging on the walls, each one depicting a life or death struggle. She glossed over the scenes depicted, instead studying the feel of the contests. Each fight was unique; each opponent was a new challenge. Since finishing her training as a Sphinx Lord, Sanserry had not failed any test, nor lost any battle; she was always ready for the next fight.

Across from Sanserry, Talister the Fool spent these moments studying his adversaries. He looked from Kelvyn to Kor Ana sa-Rama, to Sanserry. Sometimes his glances were fleeting, bouncing off of one person to the next, sometimes he stared intently. As he watched an opponent, he would cock his head as if listening, or squint, or raise his eyebrows, his face always in motion. Talister could learn a tremendous amount from watching people, and he delighted in amazing people with details he had deduced about them. In his role as the Court Jester for King Saradon, he spent much of his time watching the supplicants to the court, treating each one as a puzzle to be solved.

Standing near the windows the Master observed the four. They had all progressed well these last few years. But only the most talented of the four would be allowed to enter the next circle of the Masters. The rest would need to find their own destinies. When she judged the time to be correct she announced:

“Let the Riddle Quest begin.”

How To Use This Book

The RiddleMaster is a role-playing sourcebook for use with the d20 game system. This book requires the use of the Dungeons and Dragons® Players Handbook, Third Edition or v3.5, published by Wizards of the Coast®. The RiddleMaster is a new base character class for players to explore. This book contains all the information needed to play a RiddleMaster, five new Prestige Classes, new Skills, Feats, Special Abilities and Spells for RiddleMasters.

There are also 13 riddles and riddle rooms which you can find either within the text of the interludes or collected at the end of this book. These can be used to enhance your own adventures.

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