

TO PROTECT THE FUTURE 01

Magical Combat, Defense, Necromancy

Summoned to the Arcane Hall, the PCs are asked to escort a young mage of prophecy to a safer location. Before they leave, however, the Hall comes under heavy attack by necromancers.

Getting the PCs Involved:

- They are hired by the arch-mage as the attack begins.
- One of the PCs, a mage returning for training, is asked to help when the attack starts.

Encounters:

- A raging golem comes staggering down a stairwell as skeletons approach from below. If the PCs could use the golem it would make the fight easier.
- A magic duel between a pair of necromancers and a fire mage blocks a corridor. The combatants ignore them, but the PCs must dodge their spells to cross.
- As the PCs pass a pile of corpses, a necromancer appears and animates the bodies. One of the corpses grabs the young mage's ankle!
- A necromancer controlling a zombie giant corners the PCs, but the badly injured arch-mage may help.
- As they finally escape the hall, a flock of bats attacks, controlled by a flying necromancer. The necromancer tries to grab the young mage.

Follow-up Adventure Ideas:

- The mage must get to the safe house.
- Who sent the necromancers?

SIDEQUEST DECKS:

ARCANE ACADEMY

Need adventure ideas for a wizard away at school or a group of wizards? Use our **SideQuest Decks: Arcane Academy**. Each card is a dynamic adventure!

Whether you have a campaign of youngsters studying at the world's premiere mage school, or a wizard or two in your party needs to visit a library or mentor for advice, or a mage must pass a sorcery test before progressing, this sidequest deck has multiple mini-adventures that fit your needs!

Draw a card for an adventure outline. The outline includes backstory, ways to get the PCs involved, encounter possibilities, and follow-up ideas. The other side of the card is the most important map for that adventure. Use maps from other cards as needed.

Use them to stock a hex crawl, develop a side trek on the fly, or chain some together for an entire campaign!

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BAKED BADS 03

Prank, Mystery, Potions

The school's sports team is holding a bake sale to raise money, but someone has slipped a lot of not-quite-functioning potions into the batter as a prank!

Getting the PCs Involved:

- The PCs are in charge of the bake sale.
- For detention, the PCs are assigned the task of rounding up victims.

Encounters:

- A student ate a cookie and then a muffin immediately after; now his hair is on fire, and he's floating around the campus igniting things.
- A student gets turned into an eagle, panics, and flies away.
- A teacher has confiscated treats from his class, and retired to his office. He's going to eat them all!
- A scheming student is stealing as many treats as possible from other students, for use in a future plan.
- A mob of angry students who've grown tiny butterfly wings are about to riot at the bake sale desk. They want their money back, the curses removed, and retribution.

Follow-up Adventure Ideas:

- Evidence planted at the scene suggests that the PCs were the pranksters! Can they clear their names?
- The sports team needs an even bigger event to pay for all the damages caused by the bake sale.

GHOSTWRITER 02

Hijinks, Ghost, Homework

An enterprising student summoned a spirit to do her homework, but it slipped out and is racing around school, filling in everyone's projects and tests with wrong information.

Getting the PCs Involved:

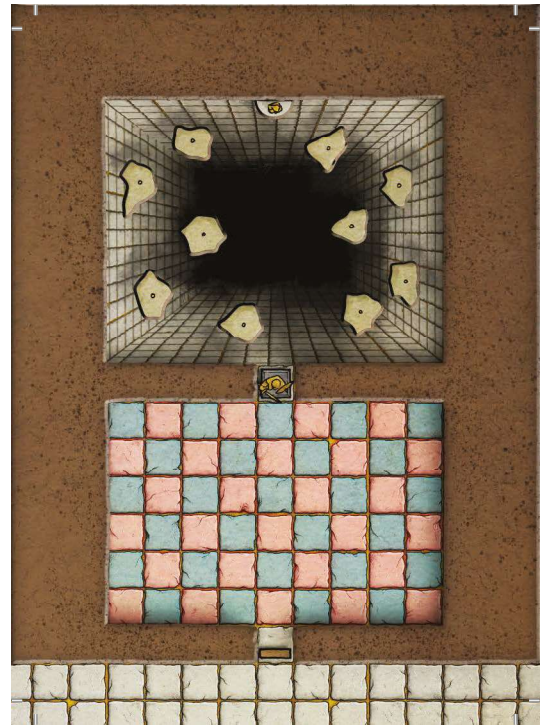
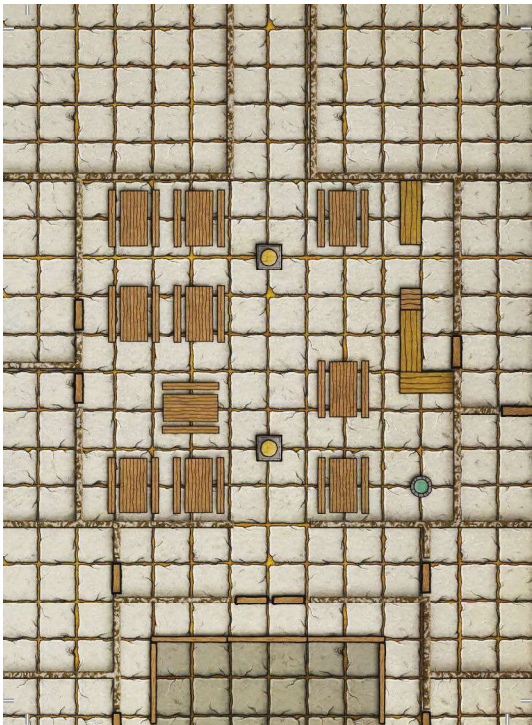
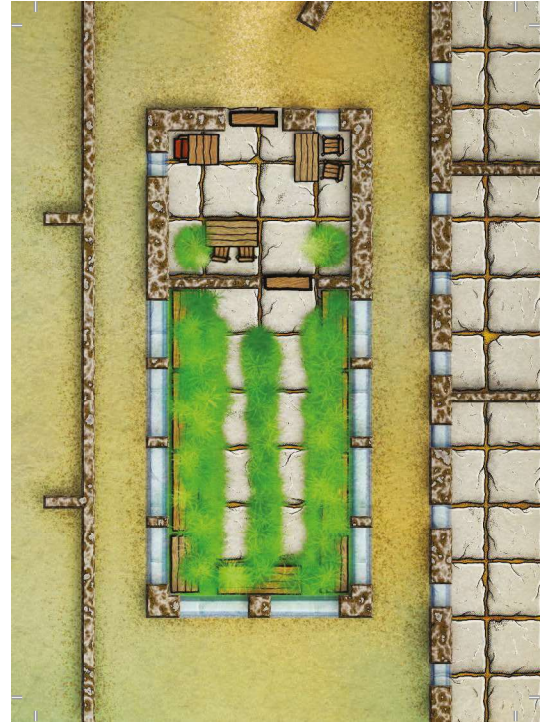
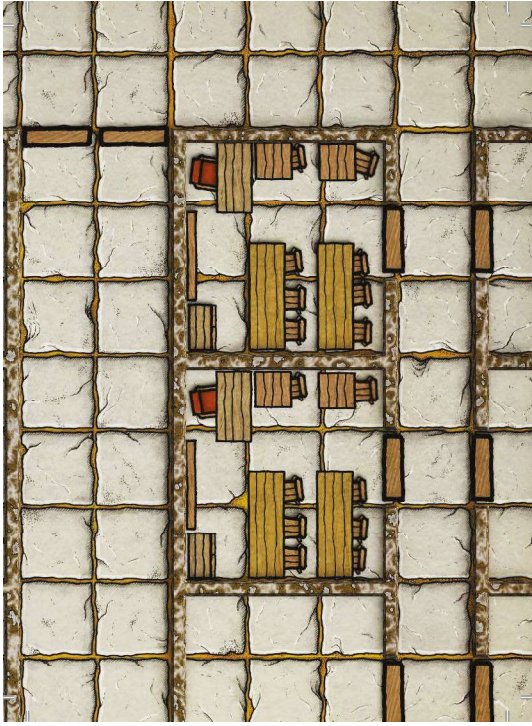
- The PCs are working on their homework when the spirit attacks and can't finish unless they catch it.
- The PCs contributed to the student summoning the spirit and will be in big trouble if found out.

Encounters:

- The PCs arrive just as an honor student starts testing spells that are mixed up, and they have to stop her from casting them.
- A lazy bully is laying schoolwork in the spirit's path, because wrong work is still done. Every time he feeds it, it gets stronger.
- Another student tries to catch the spirit in a magic mirror, but her trap will just split it into two spirits!
- A suspicious teacher corners the students and starts asking what they're doing running around the grounds. He will give everyone detention if he realizes what's up.
- The spirit gets into a teacher's office, and the PCs have to sneak in to catch it.

Follow-up Adventure Ideas:

- Someone gets evidence of the event, and tries to blackmail the PCs into another summoning.



LOST PET

05

Mystery, Creature, Contraband

A fellow student has lost his illegal pet jackalope and wants help finding it before the teachers discover it or it destroys something.

Getting the PCs Involved:

- The PCs are friends of the student who made the mistake.
- If the pet is caught by teachers, it will also reveal something that the PCs did against the rules.

Encounters:

- The jackalope mimics the PCs' voices and repeats insulting things that they've said in the presence of a bully, who gets very angry.
- Another student spots the jackalope and has to be persuaded not to go to the teachers to report it.
- The PCs think they've caught the jackalope, but it turns out to be a very angry gremlin that was disguised as something they wouldn't hurt, and it attacks them.
- The jackalope gets into the cafeteria while the staff are preparing lunch; the PCs have to chase it out without anyone spotting it.
- The jackalope burrows through a stone wall and into the greenhouse—full of deadly carnivorous plants.

Follow-up Adventure Ideas:

- The PCs have to help take care of the jackalope.
- The jackalope has a litter of kids, and the PCs are each offered one.

SPECIAL ELECTION

04

Election, Hijinks, Challenge

A new position has been added to the Student Council: Student Cryptozoology Liaison. It's an exciting position, and there's a snap election to fill it.

Getting the PCs Involved:

- One of the PCs decides to run for the position.
- The headmaster assigns the PCs to work as the election committee staff.

Encounters:

- Teachers require the PCs to solve ten minor fights and curses because "it's internal student politics".
- One of the candidates casts an illegal charm spell, turning a few dozen people into berserk supporters.
- The forbidden Student Group For Cryptozoological Liberty releases a hundred pixies during classes.
- Another candidate transmogrifies every picture in the school into a "Vote For Me" poster, and the PCs are responsible for cleaning up the mess.
- The official debate descends into chaos when two of the candidates challenge each other to a Wizards' Duel on stage.
- A trained miniature gryphon steals a ballot box in the middle of the election and tries to fly off with it.

Follow-up Adventure Ideas:

- The new liaison goes missing on her first field trip to find a rare breed of mushroom.
- A losing candidate becomes sour and starts trying to sabotage the student council's meetings.

THE SECRET HALLS

07

Explorations, Traps, Puzzle

As students travel through the school, a door opens to a place they've never seen before. The inscription suggests a great reward but magical traps bar the way!

Getting the PCs Involved:

- The entrance to the halls opens as they pass it.
- They find a manuscript about the halls in the library.

Encounters:

- The door of the halls will not open but a riddle proclaims "Treat me like raging fire if you would enter". The door opens if it is splashed with water.
- The floor of the next room is made of red and blue squares, stepping on the red makes them warmer and vice versa. They must balance their temperature against magical walls of fire and ice.
- A statue bars the way declaring that they have to tell it who it is. They can ask ten questions to which it can only answer yes or no; the answer is the headmaster.
- The floorless next room has only platforms swinging from ropes, as well as lots of vampire bats.
- The treasure is found but the pedestal reads "Take this gift but leave what I expect for giving it". It can't be taken until they say/write "thank you".

Follow-up Adventure Ideas:

- Others want the treasure.
- The headmaster tasks them with delivering it.

FOOD FIGHT

06

Hijinks, Curse, Creature

The school bully has found a loophole to open his own cafeteria, taking money from the school's cafeteria and leaving kids he doesn't like with the worst food options.

Getting the PCs Involved:

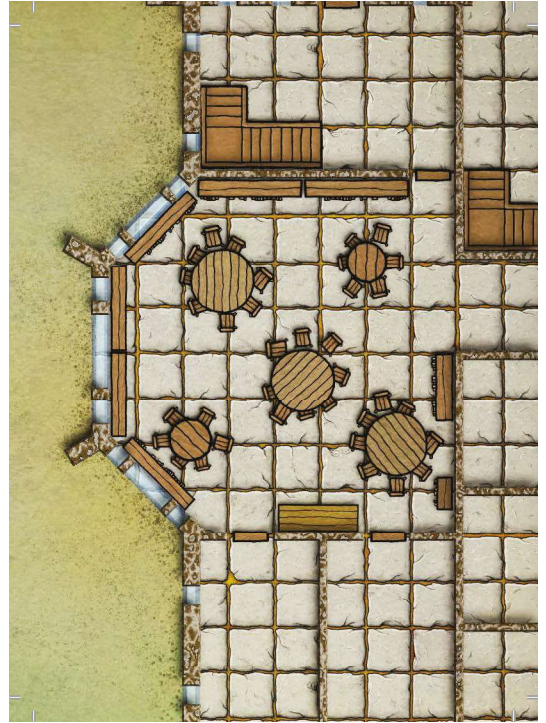
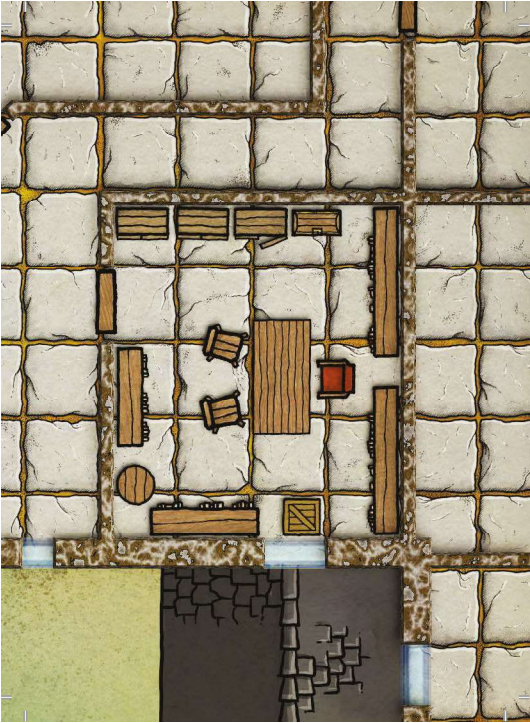
- The PCs have been rivals with the bully for a while.
- People who are tired of eating bread and mash get together a collection asking for help.

Encounters:

- A desperate cafeteria worker smuggles a hydra into the back to provide enough meat, but it breaks free and starts trashing the cafeteria.
- An angry student tries to curse the bully's food stall, causing food to spoil and rot, but doesn't know how to stop the curse.
- A rich student who the bully hates starts bribing people to get him a top-tier meal.
- A delinquent tries to get the PCs in on a heist to steal food from the bully.
- The bully offers to cut the PCs in on his scheme if they help him make sure that nobody else can set up rival food stalls.
- The PCs have to sneak into the bully's dorm room to recover the bylaws he stole and figure out a plan.

Follow-up Adventure Ideas:

- Now that people know about the loophole, dozens of students are vying to take over the cafeteria.



REVENGE OF THE JOCKS

09

Mystery, Mind Magic, Bullying

Being a jock in magic school is difficult. In possession of a knowledge transferring item, the jocks are going to suck data for good grades from the clever kids' heads!

Getting the PCs Involved:

- A clever kid starts failing tests & doing stupid things.
- They see the jocks doing something with a magical headband to another kid.

Encounters:

- In classes, the usually silent jocks are answering every question, their hands shooting up constantly. The teachers are shocked but pleased.
- The usually clever students have trouble thinking. The PCs must question them and find out that the last thing they remember is the jocks grabbing them.
- The PCs spot newly clever jocks arguing about who uses the item next and deciding who to use as fuel.
- One jock decides that the PCs are getting too close to the truth and gets other jocks to help capture them. The PCs must escape and subdue their captors before they too get their brains sucked!
- Now on the run themselves, the jocks panic, using the headband on anyone they meet as they search for an escape before the characters apprehend them.

Follow-up Adventure Ideas:

- Who gave the jocks the headband?
- Those affected may need special magic to recover.

STEAL THE HEADMASTERS HAT!

08

Hijinks, Comedy, Traps

Every year a competition is held to take an item of importance from one of the teachers. This year the target is the headmaster's hat.

Getting the PCs Involved:

- Another student challenges the PCs to prove they aren't a teacher's pet.
- Stealing the hat is actually a school tradition!

Encounters:

- The teacher's wing is protected by a gryphon that will only allow those who know the password to pass; they must find out what it is!
- Without the correct key, going through the headmaster's door just leads back to the corridor; so, they must either trick the magic or steal the key.
- The office is covered in webs, not from insufficient cleaning, but rather they and the spiders serve as part of the security system.
- As the PCs reach where the hat is stored, they find it resting on a cushion. When they try retrieving it, however, the hat grows tiny legs and runs off!
- Finally, they corner the hat but find it is magically slick. Now they have to find a way to actually grab it!

Follow-up Adventure Ideas:

- The headmaster set the competition up himself to test them for another mission.
- When the hat is finally caught, it tells them a riddle that leads to a greater treasure.

DEEP IN THE CASTLE

11

Quest, Magic Item

A certain jewel is hidden somewhere in the school and waits to be found.

Getting the PCs Involved:

- The teachers call for a treasure hunt: The students who retrieve the jewel first are promised top marks.
- The PCs learn about a secret jewel hidden in the castle, forgotten to history.

Encounters:

- The PCs see a corridor of liquefied stone to cross.
- The PCs are approached by a number of talking plants that pretend to know nothing about the jewel.
- The PCs find a hallway with glass walls that teleport whatever touches them. They must be avoided.
- A ghost suggests he knows something about the jewel. Questioning him reveals the jewel transforms its surroundings in unusual ways.
- In a book of the school's history, the PCs learn that the jewel's powers can only affect nonorganic matter.
- A seedy pupil offers to sell a piece of information to the PCs. If they accept, she tells them the jewel gives things the power to move when they normally can't.
- In the glass hallway's chandelier, the jewel rests.

Follow-up Adventure Ideas:

- The new home of the jewel causes trouble as knight armors start running around the school.
- The seedy pupil tricked the PCs and has the real jewel, giving only a fake to them.

THE PRANKSTER

10

Pranks, Tricksters, Potions, Library

A wave of pranks is occurring throughout the school and a lot of accusations are flying about as to who is responsible. The actual culprit is a trickster imp who is performing the tricks and feeding on the chaos.

Getting the PCs Involved:

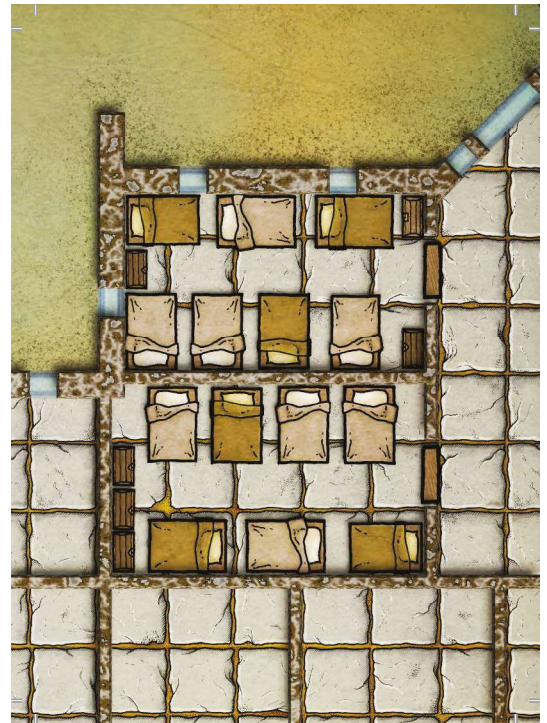
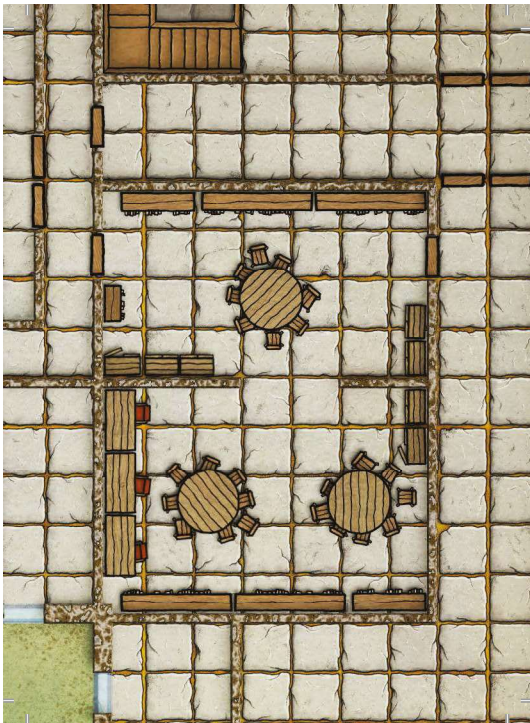
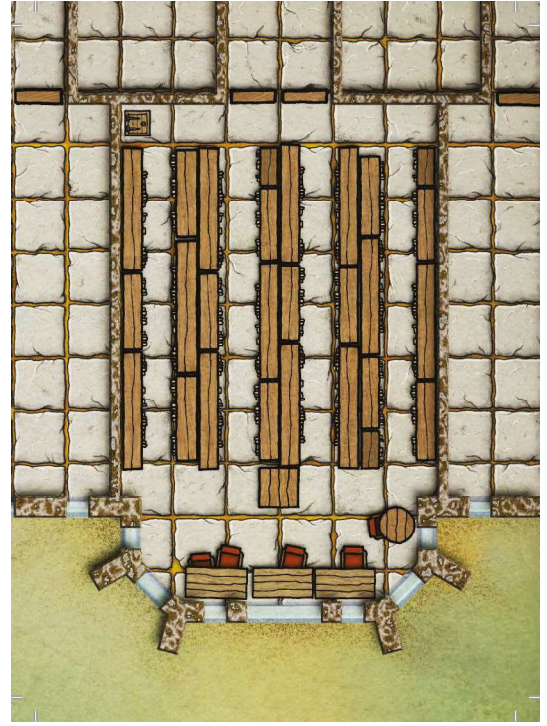
- Someone plays a prank on them, but the usual suspects all protest innocence.
- They are blamed for a prank they didn't play.

Encounters:

- In class, someone is tormenting one of the teachers with silly pranks. The evidence is found in the desk of the teacher's pet, but the student claims innocence.
- The PCs find the potions ingredient cupboard has been cleaned out. As the last people to check it, they will be blamed if they don't find everything quick!
- Blue foam starts erupting out of one of the dormitories. When the players get there, they spot the imp mixing potion ingredients, but it escapes. They must return all of the bottles before they are caught.
- The PCs research the imp they saw in the library, while the imp plagues them mercilessly with tricks trying to distract them.
- To drive the imp off, the PCs must play a trick on it, but it must be an elaborate one.

Follow-up Adventure Ideas:

- Who gave the trickster imp access to the school?
- Perhaps someone used the imp as a distraction.



BOOK WYRMS

13

Library, Pests, Research

The books in a section of the library are filled with pests that may eat away the pages.

Getting the PCs Involved:

- A character needs a book from a rarely used section of the library.
- Walking through a restricted section of the library, a character hears papers rustling.

Encounters:

- When the book is opened, a tiny dragon in the hollow of the spine attacks.
- The dragon calls out to its fellows. Many tiny dragons are in the library. If not attacked, they return to their books.
- Attacking could cause great damage to the library: Flame spells set the books on fire; Ice/Water will stain and smudge the books, etc.
- The PCs are given the "opportunity" by the librarian to fix the problem.
- A potions expert may know of something to treat the books with to protect them from damage.
- The librarian may know of a particular book the creatures are attracted to, which can be used as bait.

Follow-up Adventure Ideas:

- If the books are damaged, how are the PCs punished?
- What other creatures lurk in the books?

DEFUSING

12

Mystery, Quest, Ingredient

On a forbidden nocturnal tour, the PCs need to locate a special item hidden in the school to help a student caught in an ancient trap.

Getting the PCs Involved:

- On their own illegal nocturnal trips, the PCs find the poor fellow.
- Patrolling the hallways, the PCs find the pupil, but need to protect him from being expelled.

Encounters:

- Upon researching how to disarm such a trap, the PCs learn of a rare ingredient that the school only possesses one sample of.
- A servant elemental crosses the PCs' path, delivering rare ingredients to a certain teacher. The needed ingredient is not on it, currently.
- In order to get the ingredient, the PCs need to distract the elemental and secretly get into the quarters where the ingredient is kept.
- Disarming the trap makes a lot of noise and causes one of the school alarms to go off!
- The elemental tells the PCs it knows they took the ingredient, but it will keep its mouth shut if they return it unseen.

Follow-up Adventure Ideas:

- The ingredient is needed for a potion to help someone, but there isn't enough left. Time is critical.
- The ingredient has a side effect.

FORBIDDEN LORE

15

Dark Forces, Mystery, Book

One of the pupils steals a forbidden book. The PCs need to find out what he is up to and prevent it.

Getting the PCs Involved:

- The PCs see the student rushing past them with the stolen book under his arm.
- On duty, the PCs notice a dangerous book is missing. Only one student has been in this part of the library.

Encounters:

- The student wants to: a) summon a demon to fulfill his wishes; b) find a cure for his father's sickness; c) brew a love potion to seduce his love interest; or d) bring back his deceased sister.
- The student's roommate tells the PCs that he hides a weird chest under his bed.
- Under the bed they find: a) chalk and a dagger; b) letters full of love to his family; c) a photograph of another student; or d) a family portrait with tear stains.
- The student spots the PCs snooping and attacks. Suddenly, if the PCs don't talk him out of it: a) a monster stalks the corridors; b) people get weird medical afflictions; c) a group of people stalks the student; or d) ghosts are called into the castle.
- If not stopped, a final ritual goes horribly wrong, destroying the student's magical abilities.

Follow-up Adventure Ideas:

- The student's family blames the PCs.
- The book has its own mind and lures another student.

FISHY

14

Mystery, Dark Arts, Creature

Witnessing her performing the dark arts, the PCs try to find out what a mistrusted teacher is planning. The teacher tries to weaken spells protecting the school.

Getting the PCs Involved:

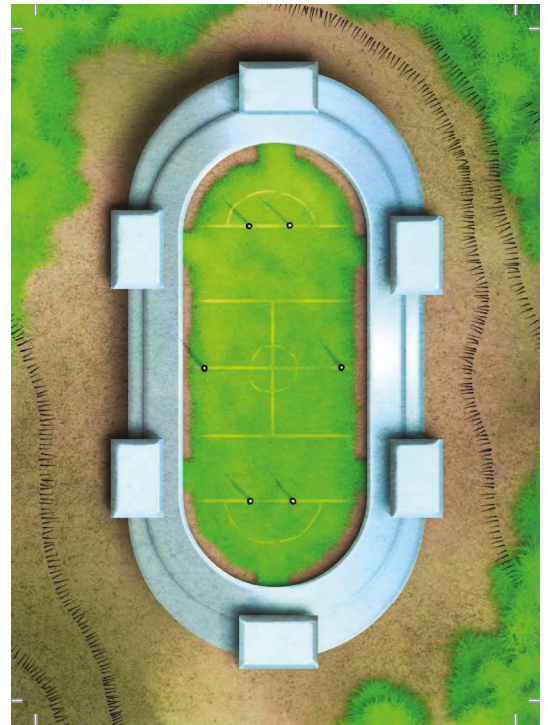
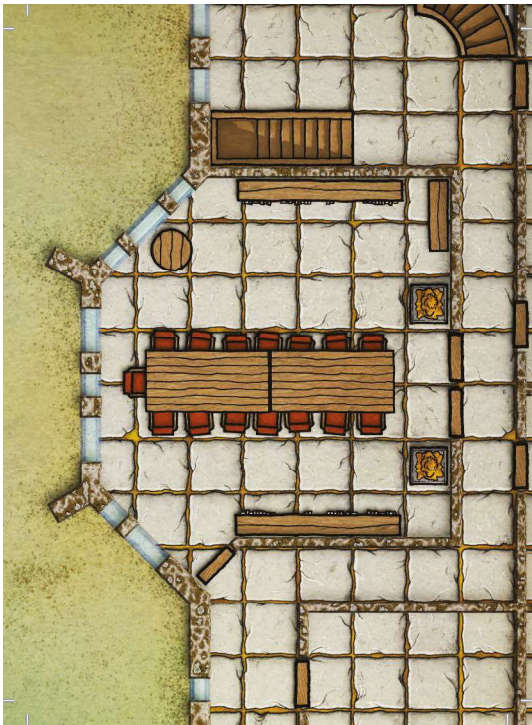
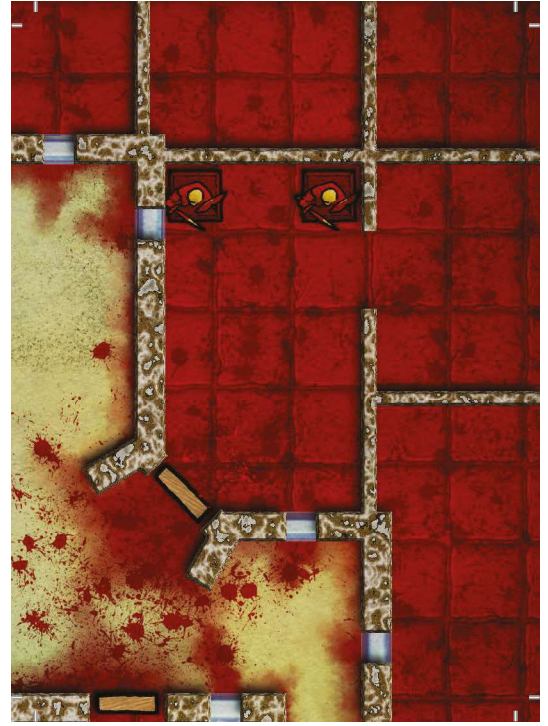
- The PCs witness the teacher perform a dark ritual behind her tower windows.
- The headmistress asks the PCs to keep an eye on the suspicious teacher.

Encounters:

- Confronted, the teacher denies all charges and gets angry. But the PCs glimpse a dark arts book.
- A band of fiends enters the castle, unimpeded by the school's protective spells.
- The teacher tries to steal a certain plant from the greenhouse to brew a potion.
- Using a will-bending potion, the teacher makes the headmistress tell of the protection spells' core crystal.
- Unsuspecting mortal tourists enter the school grounds before getting cornered by dangerous wildlife.
- A dragon appears in the sky, circling the school, waiting until the protection spells are abandoned.
- When attacked, the teacher fights back and starts a dangerous duel across the school grounds.

Follow-up Adventure Ideas:

- The dragon was the teacher's superior and will come back for the core crystal until defeated.
- A few students continue the teacher's work.



HALLOWEEN

17

Alternate Dimension, Traps

On Halloween, the PCs find themselves in a gloomy, empty alternate version of the school. They must find the way back through the Great Hall's mirror!

Getting the PCs Involved:

- A student shows a newly learned spell to the PCs, unwittingly transporting them to the twilight realm.
- Going to a dinner, they pass through a magic gate.

Encounters:

- From afar, the PCs hear lamenting screams but they cannot find the source.
- Suddenly, the walls around them start to bleed. Soon, the bloody fluid rises higher than their necks, forcing them to swim through the red liquid.
- No window or door can be opened or smashed. Whenever they try, their own shadow comes to life, trying to smash the PCs back.
- Disgusting mouths open in a wall. They talk to the PCs but always answer cryptically – and only respond to the previous question.
- A faceless ghost with a giant axe charges and will continue to follow the PCs wherever they go.
- Piles of bones and ashes lie wherever people should be. Disturbing them causes real world distress.

Follow-up Adventure Ideas:

- A student created this realm as a Halloween joke. But where did she learn such dark magic?
- A student was lost in the realm. Did they hear him?

GHOST TOWN

16

Dark Forces, Mystery

When visiting a nearby village, the PCs find it has been abandoned – the inhabitants are in hiding, while a dangerous wizard stalks the area.

Getting the PCs Involved:

- The PCs jaunt to the village as a free time reward.
- For a regular errand, the PCs enter the village.

Encounters:

- In a local shop, the PCs find everything hastily abandoned. Someone even left his or her wand!
- Following noises from a basement, the PCs find a very old wizard too stubborn to leave the village. He isn't really able to tell the PCs why everyone left, repeating "I am no fraidy cat!" over and over again.
- In a mailbox, letters referring to previous correspondence suggest they have warned the receiver about the great danger approaching them.
- The PCs are attacked by an evil wizard without asking (or answering) questions.
- The PCs are attacked again, this time by an anxious citizen who tells them they are all hiding from an evil wizard. He has just ventured out to retrieve a wand.
- When entering the hiding place, the evil wizard's people followed the PCs, and mass combat is imminent.

Follow-up Adventure Ideas:

- The evil wizard had agents among the citizens.
- The chaos was a distraction for a major dark ritual.

THE RACE

19

Contest, Race, Reward

A boon is promised to the champion of the school's annual race (broomsticks, dragon, pegasi, etc.)

Getting the PCs Involved:

- The PCs are behind on a subject and a teacher recommends they enter the race for a guaranteed 'A'.
- As part of another quest, the characters need something from the headmaster. If they win, he must let them borrow it.

Encounters:

- One PC must be the rider. The others can act as a "pit crew" by giving suggestions and casting enchantments to help.
- One opponent's team attempts to sabotage the party's mount or broomstick. (Use magic to make it weaker, etc.) If the PCs don't guard their mount, they'll have a disadvantage.
- An ambush awaits behind a blind corner. Sorcery prevents the audience from seeing.
- A "bystander" working with one team casts an illusion of a passage where there is a wall and vice versa.
- Two opponents are working together. One will try to take out the character if he is in the lead or close.

Follow-up Adventure Ideas:

- The PCs get their 'A' or a boon.
- Next year is a rematch!

CLASS PRESIDENT

18

Dark Forces, Subterfuge, Mystery

A group of students wants to throw the class president election with help from someone outside the school.

Getting the PCs Involved:

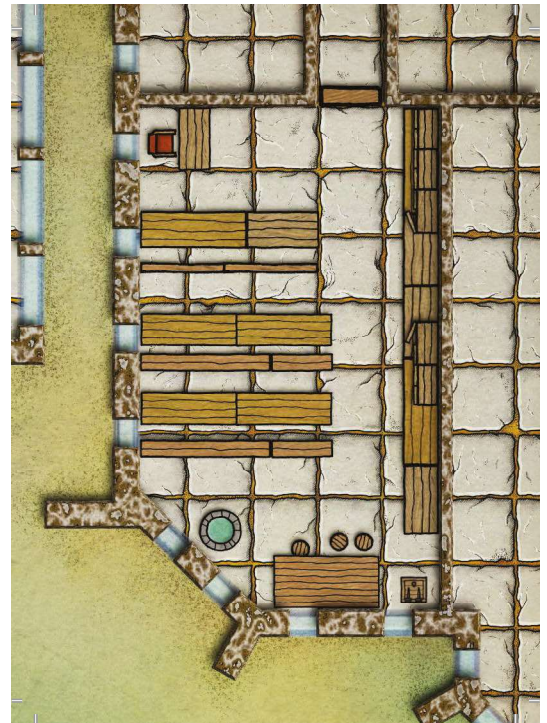
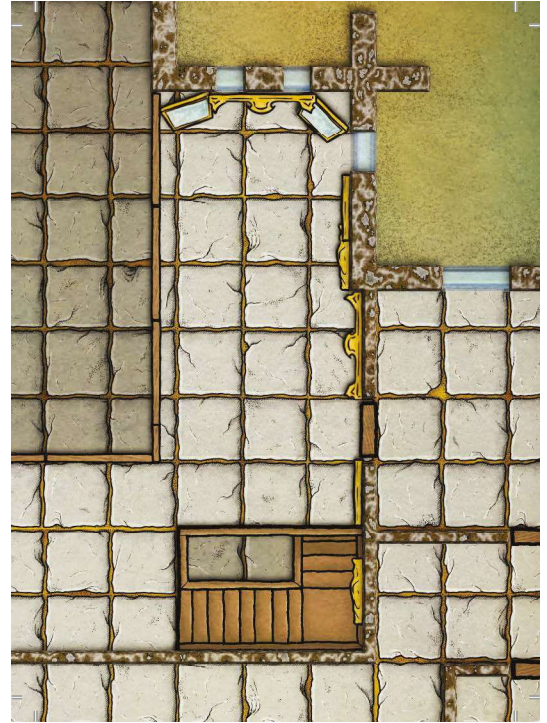
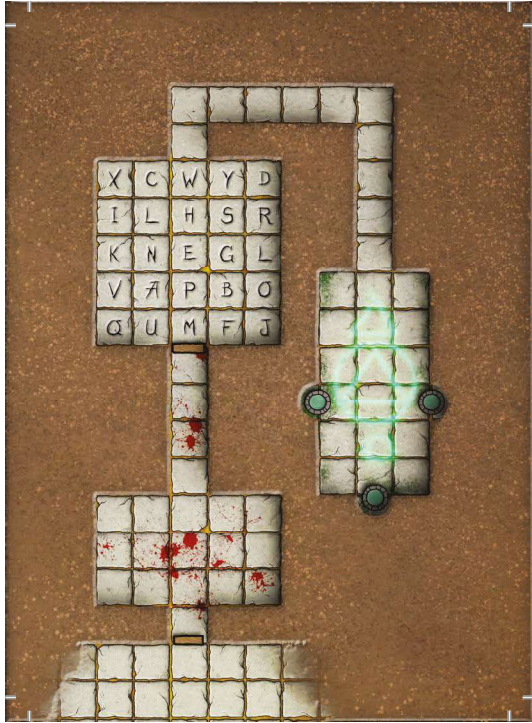
- A PC finds a note about an upcoming secret election meeting for an unlikely candidate.

Encounters:

- The PCs can attend. Nothing overt is mentioned, but a few rabble-rousers (and advisers to the candidate) stay behind and wait for the PCs to leave.
- The PCs may wish to follow the advisers, hoping to overhear things, steal notes, etc. The PCs will learn someone from outside is supporting the candidate.
- Several packages arrive for one of the advisers. If the PCs are careful, they may spot the adviser giving "gifts" to some other students. If asked, the students refuse to admit they are anything but gifts unless truth-magic is used.
- Dark rumors about the leading candidate cause suspicion. The source of the rumors is hard to find.
- If the campaign is not discovered before the vote, the PCs may spot something wrong with the magic vote counter. It double-votes for one candidate.

Follow-up Adventure Ideas:

- If the unlikely candidate is elected, what does the group who helped demand?
- Even if the campaign to throw the election is averted, the PCs haven't gotten to the root cause.



MIRRORLAND

21

Alternate Dimension, Search

Off to rescue a student who fell in, the PCs travel into a magical mirror to locate the student. Curiously though, all their spells have the opposite effect there!

Getting the PCs Involved:

- One of their friends fell into the mirror and can't exit.
- On their watch, a student fell into the mirror and needs to be rescued.

Encounters:

- Trying to read any text proves difficult, as it is back-to-front. But the content also differs, stating the exact opposite of what it means.
- Spells result in an opposite effect. The spells wear off when leaving the mirror (including reviving people).
- Every mirror shows the view through a different copy of magical entry looking glasses. A burglary can be witnessed through one, a wedding through another. They need to find the correct exit mirror.
- Doppelgangers of friends and colleagues live in mirrorland. But relationships are also reversed...
- The little helpful homunculi living in the castle are vicious, malevolent little beasts in mirrorland.

Follow-up Adventure Ideas:

- While the PCs were away, doppelgangers from mirrorland replaced them and caused a lot of chaos.
- Once leaving your traces in mirrorland, your doppelgangers can always watch you through every mirror, waiting for an opportunity.

DANGER DUNGEON

20

Dungeon, Dark Forces, Contest

A key test requires the students pass through a "Dungeon", but evil forces have infiltrated it.

Getting the PCs Involved:

- Students can pick their teams; PCs can be a group.
- An accident has occurred and students are missing in the danger room. A teacher asks the nearest students or advisers (the PCs) to go in with him.

Encounters:

- An initial room shows signs of battle. A book was left behind. It shows someone reached out to dark forces for help. It has clues on weaknesses of future foes.
- A trap is in the next hallway. Darts fire from the walls. Blood on the floor gives a clue something is not right.
- Several minions are on guard in a room.
- A door is labeled "Follow your path ahead". The hall after it has tiles of letters. Full weight must be placed on them. The correct path spells the school's name or the word "magic". Stepping on a bad tile gives a jolt. Flying/levitating would be a good idea, too.
- The leader of the dark forces is in the final chamber attempting to create a circle so more dark forces can enter the school. The PCs must stop him!
- It isn't over yet! Coins in a treasure chest are a shape-shifting mimic creature. (The chest itself isn't.)

Follow-up Adventure Ideas:

- The PCs are thanked but still graded mercilessly.
- Who initially reached out to the dark forces?

ON THE LOOSE

23

Accident, Hunt, Creature

A particularly incompetent teacher released a dangerous creature. The PCs are asked to help locate and seal it back into the glass orb in which it was held. The only trouble is: It duplicates over time!

Getting the PCs Involved:

- Students: As trusted students, the PCs are asked to do what is considered a minor chore.
- Staff: To protect the students, the PCs are selected to get the creature back.

Encounters:

- A student is stung by the creature. While the creature tries to flee, the student must be brought to the infirmary lest he or she suffers consequences!
- Another creature can be seen on the outside of a window in a tower. Flying, careful climbing, or other techniques are necessary to catch it.
- The PCs see another creature and witness how it swells and duplicates. Both flee in opposite directions.
- Several dozen of the creatures amass to form a giant version of themselves.
- The creatures enter the sports field and hide on the grass and in the crowd—during a match!
- A student finds a creature in the soup, making the PCs realize the last bunch hides in the kitchen!

Follow-up Adventure Ideas:

- A student hid a single specimen as a pet.
- The glass orb, now full of several creatures, is stolen.

THE VISITOR

22

Dark Forces, Acquaintance, Visitor

A relative or acquaintance of a character wants to visit. In reality, the person is possessed and attempting to scout the school for its possessor's purposes.

Getting the PCs Involved:

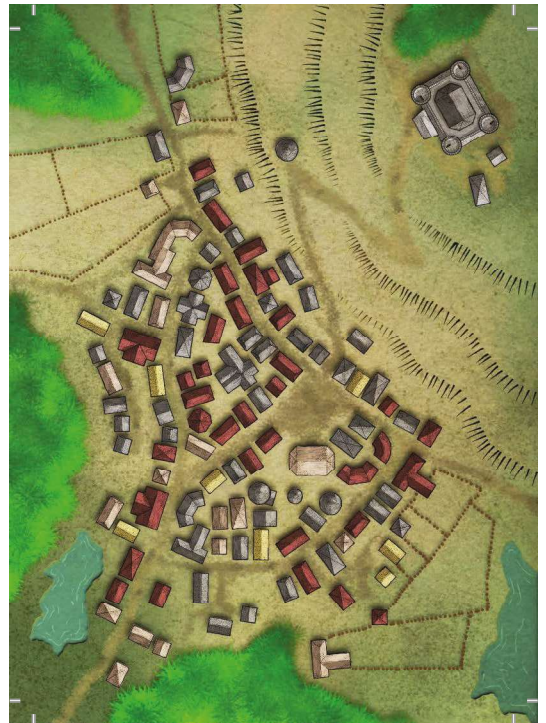
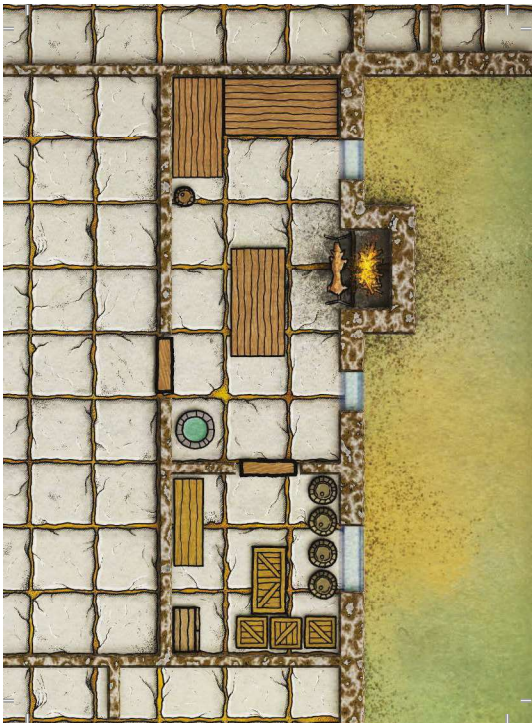
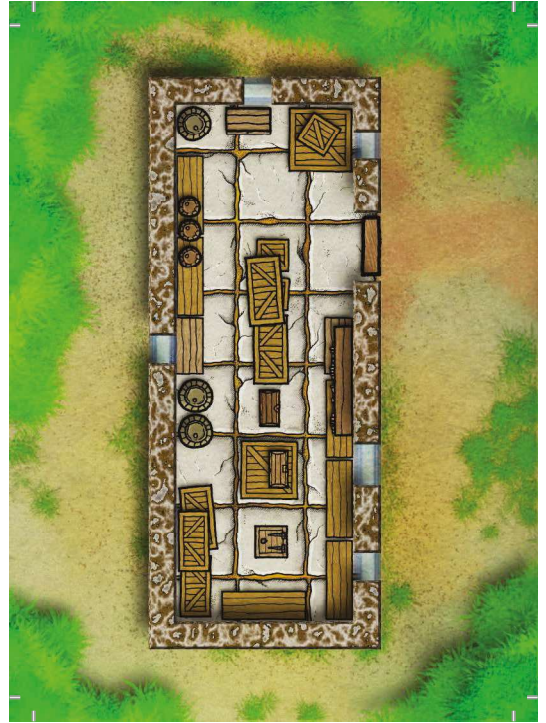
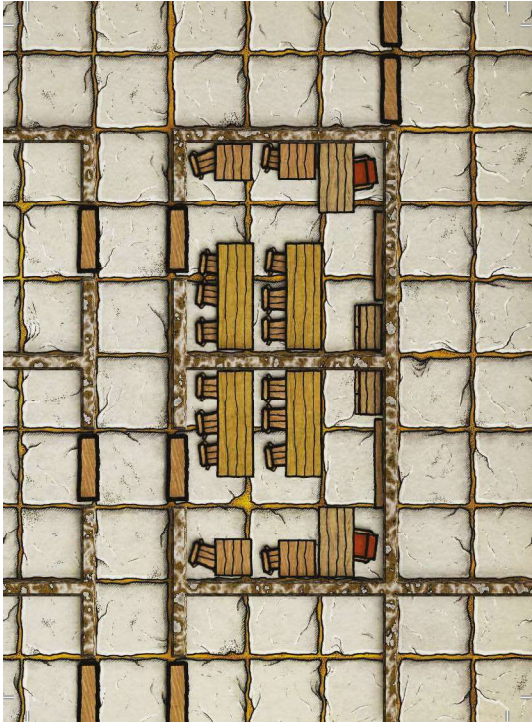
- A letter arrives from a relative or acquaintance stating the other person will be in town for business and would like to meet up and perhaps tour the school.

Encounters:

- The PCs can ask a professor to set up the tour.
- The PC and acquaintance meet up in the best dining establishment near the school. The acquaintance does his or her best to impress the PC.
- Everyone goes to the school to take a tour. The acquaintance has some unusual mannerism.
- The group meets the professor/tour guide. When greeting, the acquaintance's hands seem clammy.
- The acquaintance lingers near the forbidden section of the library, staring at the shelves and reading the titles visible under his or her breath.
- The acquaintance asks to see any captured fiends who are held at the school.
- If not watched closely, the acquaintance may "get lost", maybe asking to use the privy to sneak off.

Follow-up Adventure Ideas:

- If questioned with strong magic, the acquaintance's possession will be apparent.
- What does the possessing entity plan next?



PROBLEMATIC PARCEL

25

Curse, Investigation

A PC receives a letter with a curse in it: Things the PC touches will temporarily turn to rubber. To reverse the effect, the PCs must find who sent the letter.

Getting the PCs Involved:

- A PC receives the letter disguised as a letter from home or the headmistress.

Encounters:

- The PC tries to eat something, turning the food in his or her mouth to rubber.
- The sender message on the letter is hexed. The real one points to a close mortal village.
- A mortal bumps into the PC, its skin turning rubber for a couple of minutes.
- Mortal children mock the PCs for their clothing or wands, and might eventually throw stones at them.
- The abandoned storage unit the letter was sent from was a trap! The PCs are ambushed by a pack of beasts.
- The storage unit contains personal items that can be traced back to one of the students' father.
- While absent, the cursed PC's room has been ransacked and a valuable item has been stolen. In the room is another beast – and the student who wrote the cursed letter in her dad's storage unit.

Follow-up Adventure Ideas:

- The student's mom ordered her to steal the item.
- The curse wasn't lifted completely...

PET HUNT

24

Hunt, Hijinks, Creature

A friend of the PCs brought a creature to school that just escaped. The PCs must track it down.

Getting the PCs Involved:

- A friend brought the illegal pet.
- A very friendly staff member keeps illegal pets, and one of them escapes.

Encounters:

- A classroom is disturbed as the invisible beast jumps through the room.
- 100s of rodents stream the halls, fleeing the beast.
- Causing chaos in the kitchen, a bag of flour explodes, making the creature semi-visible.
- A student with a rat familiar hides on a chandelier to protect her pet from the vicious beast waiting below.
- When cornered, the creature attacks and will only stop fighting back when sedated or knocked out.
- A teacher hating the pet owner gets a whiff of the hunt, closely following the PCs in hope of collecting damning evidence.
- A student confuses two spells and accidentally enlarges the lion to elephant size, while making it slightly more visible as well.
- Outside, the beast has fun jumping high in the air to knock students off their broomsticks.

Follow-up Adventure Ideas:

- The creature needs to live somewhere.
- A hurt student's influential parents are unhappy.

PROTECT THE MORTALS

27

Rival Wizards, Investigation, Village

The PCs are trusted to guard the human village from a local, mortal-hating group of violent wizards.

Getting the PCs Involved:

- If prefects, the PCs are trusted to help the teachers.
- It may be the PCs' duty to help endangered mortals.

Encounters:

- Mortal children, calling themselves a "detective group", follow the PCs to find out what they are up to.
- In a residential area, the wizards set fire to a bunch of houses before running off.
- In a shopping area, the wizards let all glass (windows, glasses, etc.) explode before running off.
- The wizards assault a wedding party, forcing them to revere the wizards.
- A couple of explosions in an abandoned house alarm the PCs. It is just mortal kids playing with fireworks, but one of them severely hurt himself.
- Witnessing a spell, the police try to arrest the PCs for further interrogation.
- One of the teachers asks for the PCs' help to put up a protection spell, but cannot finish it as she is knocked out by an attack from one of the wizards.

Follow-up Adventure Ideas:

- Some mortals have seen things not for mortal eyes and need to be taken care of.
- One of the wizards managed to escape – kidnapping a little mortal boy.

THE STRIKE

26

Fey, Staff, Uprising

The school's friendly spirits and brownies are on strike, and everything is in chaos!

Getting the PCs Involved:

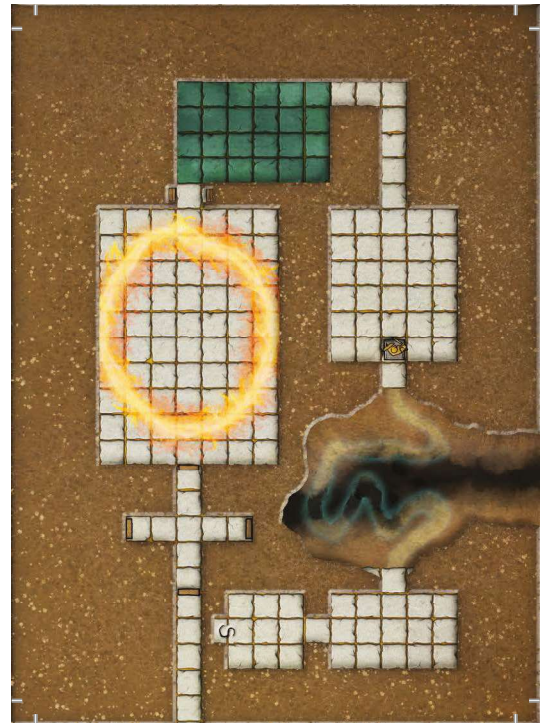
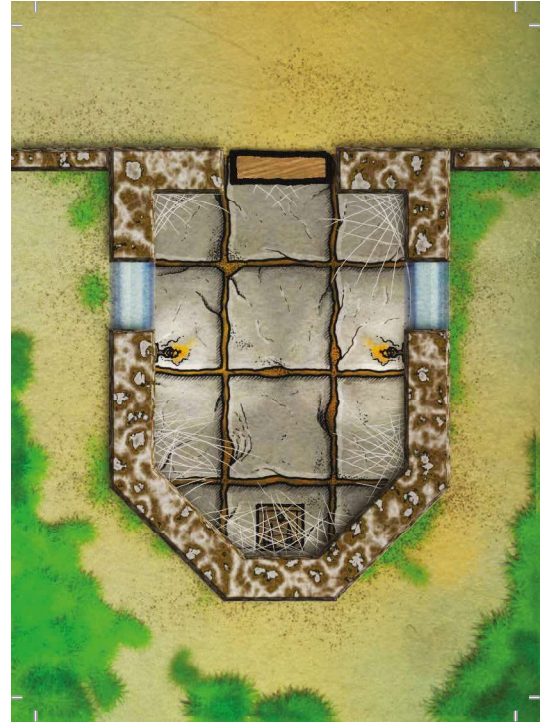
- The PCs are friends with the local brownies, and are given warning of what is to come.
- The PCs have been taking advantage of the staff fey.

Encounters:

- The cafeteria is out of breakfast, and students are fighting over the remnants of fruit and cereal.
- A teacher arrives to class with the wrong ingredients, because he grabbed them himself, and all the practice spells go haywire.
- The PCs run into an angry confrontation between picketing brownies and shouting students, which is escalating towards violence.
- A teacher attempts to bring in magic-creatures to act as scabs, but they're surly and incompetent.
- Bullies start forcing younger students to take over cleaning and cooking duties for them. Teachers are too busy dealing with the strike to intervene.
- The PCs catch a group of students in the middle of robbing the administrative office – they're setting it up to look like the strikers did it.

Follow-up Adventure Ideas:

- Class supplies or trips are cut because the school needs to divert spells to pay their workers more.
- An anti-fey movement starts among some students.



SCARED

29

Horror, Spirit, Tomb

More and more students are found shaken, hair white, unable to talk about what happened. The PCs need to find out more about the apparition and its motivation.

Getting the PCs Involved:

- One of the PC's friends is affected and asks for help.
- The PCs are asked to find out more.

Encounters:

- A victim tries to explain what he or she saw, but can't say more than something about floating garments.
- Reading a victim's mind, the vision is very short and ends abruptly, but the PCs see blood-red eyes – and a blue cloak, the staff uniform from 100 years ago.
- Books or people know lost ghosts can turn into a specter after 100 years, bleaching pigment and weakened by light.
- In one part of the castle, all spiders are white, and someone has extinguished all light here.
- The specter charges, putting out all light sources to the other end of the room, then attacks.
- If defeated, the specter becomes a normal ghost, leads the PCs down to its body in the basement, forgotten 100 years ago, and asks them to bury it.

Follow-up Adventure Ideas:

- Among the body's possessions is a school map including a room no one knows about.
- An unknown ghost attends the funeral, asking the PCs to investigate this ancient murder.

RUNAWAY BOY

28

Hunt, Wilderness, Lycanthropy

After receiving bad news, a student ran off into the dangerous wildlands. Everyone is asked to comb the area in groups to get him back in one piece.

Getting the PCs Involved:

- The PCs are one group that is asked to help.

Encounters:

- Centaurs cross the PCs' way. They haven't seen the boy, but they warn the PCs they sense something dangerous having newly arrived to the woods.
- A wild manticore lives in one part of the wildlands. It attacks without warning.
- Warned by arrows grazing their ears, the PCs learn they have entered elf territory. Politely but firmly, they are asked to leave. The elves have seen a boy coming past, but they told him the same.
- The PCs come across a treeman badly damaged by scratch marks. It tells them a giant wolf has done this – the boy is easy prey out here.
- Voices in the distance turn out to be another group of students who heard the boy crying in a nearby cave.
- Night falls when the PCs reach the cave. There is the boy – turning into a werewolf.

Follow-up Adventure Ideas:

- The boy confesses to the PCs that, as a wolf, he has killed someone.

SURPRISE

31

Test, Dungeon, Puzzle

The PCs wake up with no memories in a dungeon full of intricate challenges and puzzles of increasing danger. This is an exam area, but a rival rigged it.

Getting the PCs Involved:

- Students are regularly put through the surprise exam.
- Rival staff is testing this exam area with the PCs.

Encounters:

- The corridor branches off in three directions, but all lead back to that same intersection. Taking the correct hallway three times is necessary, and that can only be revealed by a spell written on the ceiling.
- Snakes made of fire circle through a huge hall, and the only way of traversing it is by flying through them on a broomstick.
- A potion must be brewed to walk through a block of solid water. The ingredients are there but mislabeled and must be identified first.
- An automaton with rudimentary magical powers must be dueling. But it doesn't stop fighting once disarmed.
- A room leads over a chasm with an invisible twisting bridge over it.
- Enlarged snakes guard a room and must be fought or tricked to pass through.

Follow-up Adventure Ideas:

- The person who rigged the test blames it on the PCs.
- After completing the test, no one has noticed they went through all this, and everyone doubts the PCs.

SPHINXED

30

Riddle, Quest

A teacher tasks the PCs to go talk to the mountain sphinx elder to convince him to become a teacher. Though highly intelligent, sphinxes are not particularly fond of wizards and don't follow human ethics.

Getting the PCs Involved:

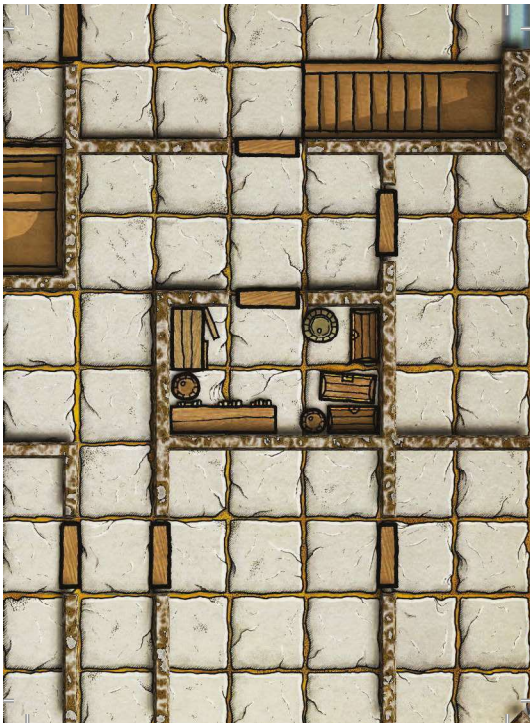
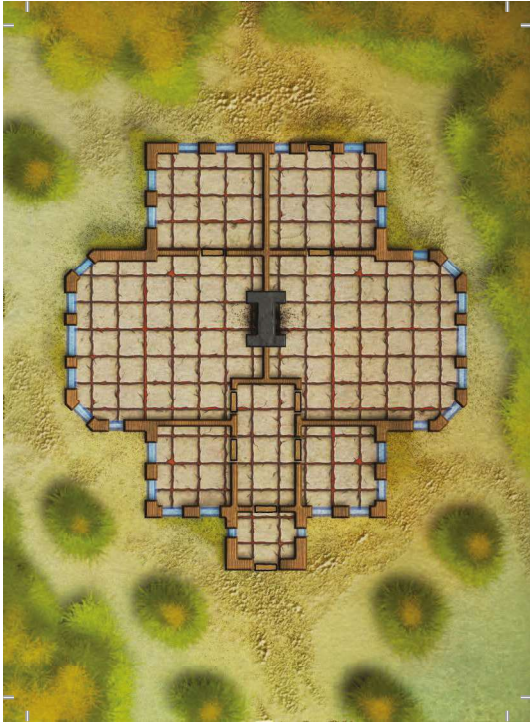
- A teacher or the headmaster thinks this is the right task for the PCs.
- The school needs some bit of knowledge only a sphinx would know.

Encounters:

- On their way to the sphinx aerie, a pack of mountain lions attacks the PCs. The lions are sent by the sphinxes, and the PCs handling of them will determine the sphinxes' attitude to the PCs.
- A guard sphinx stops the PCs. It appears very menacing and will only let the PCs in when it sees the blood of at least one of them – or its own.
- Talking to the sphinxes, a PC makes a gaffe using a gesture considered rude by the creatures.
- The sphinx elder wants a riddle solved before talking to them: "I can make you freeze, I can make you run. You think I am danger, but I am only her son." (fear)
- The elder only accepts the offer if the PCs promise a dark secret in the school they can uncover.

Follow-up Adventure Ideas:

- The sphinx teacher is cruel to a student.
- The teacher uncovers and abuses the secret.



TRAPPED

33

Hunt, Mystery, Puzzle

The PCs stumble into a room that is actually a weird creature trapping people. In its impossibly big interior, they need to find the way out.

Getting the PCs Involved:

- The PCs look for their classroom.
- The PCs are sent to investigate a strange new door.

Encounters:

- On a wall of windows, staring eyes are reflected.
- The PCs or NPCs try to use magic and notice that it is considerably weaker or twisted. The creature feasts on their magical powers.
- Other people hide in a corner, drained of all power and having lost all will to be free. Twenty years ago, they were students in a different magic school.
- One wall is all doors of different shapes and sizes. They lead to either walls, or other doors in the same room.
- In the room's center, thousands of crystal balls roll around. They reveal more eyes, but also a white rabbit hidden somewhere in the room.
- The most secure way to get out is to find and follow the rabbit – it knows safe entrances and exits.

Follow-up Adventure Ideas:

- The room is a parasite and needs to be destroyed.
- One of the trapped persons used to be a dark and dangerous wizard.

TOURNAMENT TIME

32

Test, Riddle, Puzzles

The PCs must pass a course of difficult challenges to prove their skills and their school's superiority. Trials is hinted at by an item they gain one day in advance.

Getting the PCs Involved:

- The PCs are selected to compete as a team in a tournament between schools.
- The PCs' school is challenged by another school to prove their staff's team skills.

Encounters:

- Trial 1: The PCs must traverse a parkour of flesh-eating plants and harvest the fruit at their core.
- Hint: Potion bottle. If analyzed, it is a special liquid used to water certain flesh-eating plants.
- Trial 2: Within a dream, the PCs must get a dream jewel from a Slumber Specter by bargaining with it.
- Hint: Stone tablet. It can only be read while asleep or sleepwalking and contains details to the trial.
- Trial 3: A horror house with vampires and werewolves must be searched for using a special wand.
- Hint: Box with multiple items to distract these creatures, including crosses and silver, and a foreign text about the wand. It must be opened with blood.

Follow-up Adventure Ideas:

- A defeated school does not accept the tournament's result and declares war.
- The special wand has a will of its own, setting up the tournament to find the worthiest wielder.

WILD LIFE

35

Unusual Creatures, Wilderness

The school is having a field trip to the wilderness to study the local wildlife's behavior.

Getting the PCs Involved:

- The students must study the wildlife as an excursion.
- The students have an outdoor lecture, while the staff has to do some research on the wildlife.

Encounters:

- Razor Butterfly: A mesmerizing flock of sharp glass butterflies. They prune local trees & attack the PCs.
- Rolling Dragon: A small ball of fur rolling around the landscape that is actually a tiny dragon that wants to set fire to any blue things it sees.
- Gargoyle Badger: A badger that can talk and will turn to stone when exposed to sunlight.
- Melter Slime: Slimy white creatures that slowly melt anything they sit on, without it getting hot.
- Rainbow Lamb: A shy and rare creature able to gallop on summoned rainbows. It can summon these rainbow bridges to connect searchers to what they seek and help them regain their health.
- Shadow-hugger: A hardly visible, dark creature that hugs a person's shadow and stays with him or her.

Follow-up Adventure Ideas:

- The Shadow-hugger starts to steal the PCs' belongings and hide them in the shadows.
- A few drops of Melter Slime are stuck on a PC's sole, quickly multiplying.

WEREWOLF

34

Hunt, Mystery, Lycanthropy

The PCs received intelligence that one of the students is a werewolf. They need to follow and observe.

Getting the PCs Involved:

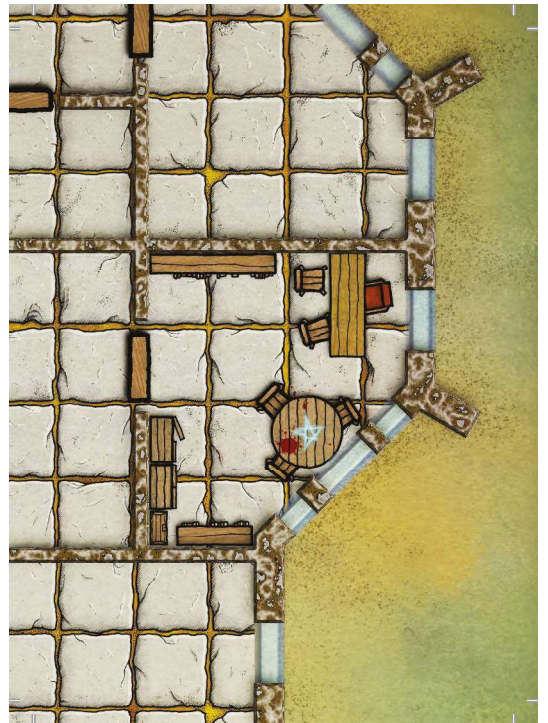
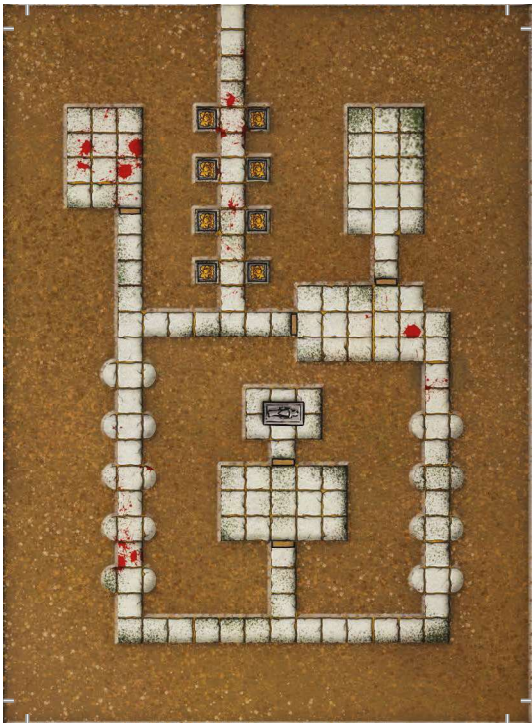
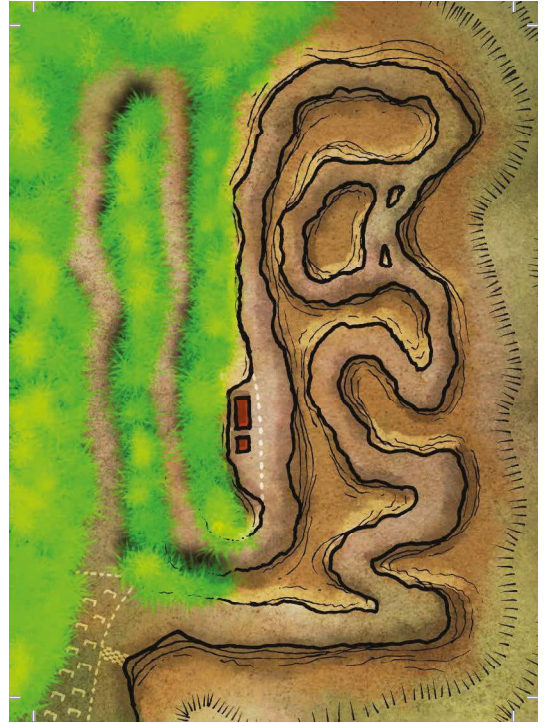
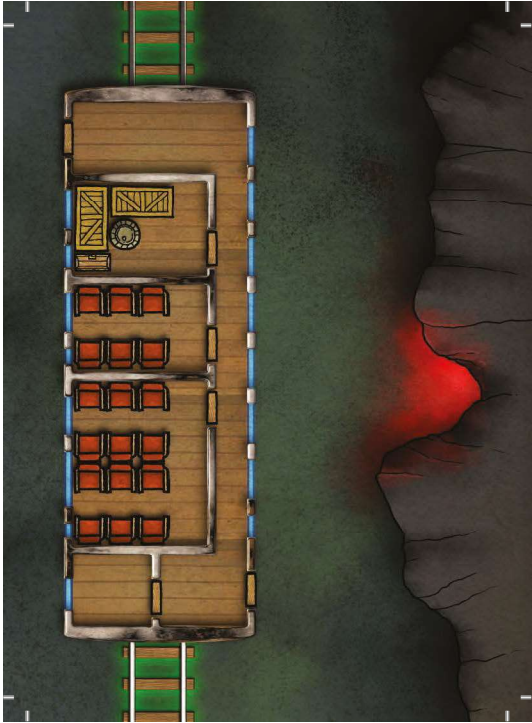
- During a full moon, the common room is ravaged, but no clear culprit can be identified.
- The PCs hear a howling from a common room during a full moon and find the room ravaged.

Encounters:

- A student sneaks into the potions room, stealing some supplies. As it turns out, he only wants to make a love potion.
- A student runs off into the woods as night falls. She wants to harvest Night Blooms, but is attacked by a winged boar.
- Two students furtively leave the common room when night falls. They meet behind the castle under the moonlight for a secret date.
- A student sneaks out of the dorm at night. He breaks into the kitchen to steal some raw meat. He isn't the werewolf – but he knows her.
- The actual werewolf sneaks into the castle's basement to chain herself there and be fed stolen meat by her brother so she won't hurt anyone.

Follow-up Adventure Ideas:

- Parents and some teachers want her locked up for the rest of her life, but she asks for the PCs' help.



THE BROOMSTICK RALLY 37

Race, Wilderness, Sabotage

The mountains and forests near the school may be dangerous and dark, but they are also the site of the Broomstick Rally. Each year teams race to be first!

Getting the PCs Involved:

- The reward for winning the Rally is an item they need.
- A character's crush is very into the Broomstick Rally and asks him or her to win.

Encounters:

- A race around the school will decide who gets pole position. However, several riders use underhanded means to gain an advantage.
- The race begins with the first section involving grasping vines, flailing foliage, and crushing creepers.
- Halfway through, a pit stop has been set up, but the pole position leader has booby trapped it.
- A canyon and cave section tests the rider's agility, but the Mountain Trolls and their thrown rocks test his or her resolve. Can they find a short cut, or defeat the trolls without losing too much time?
- On the home stretch the leaders pull out all the stops, and a hex-fight breaks out as they race to the finish. The PCs can defend themselves or return fire!

Follow-up Adventure Ideas:

- Having won the Broomstick Rally the players qualify for a world contest!
- The other schools have their own preferred contests, they are challenged to take part.

WRONG TURN 36

Dark Forces, Trip, Mystery

While on the ride to school at the beginning of the year, staff starts to behave weirdly. Apparently, they all have been bewitched by an unseen force, trying to abduct the whole vehicle to a different location.

Getting the PCs Involved:

- On the train, the PCs notice something is wrong when teachers behave oddly.
- Only the PCs are not bewitched. They have to take control without alarming students.

Encounters:

- The train diverges from its normal track, into an area that is gloomy and dark. The lights and heat go out.
- One of the service people stands there, endlessly pouring juice into an overflowing cup—hexed!
- Something invisible rams a PC and steals something from him or her. It is hard to follow.
- Scared giant bats hit the train and enter through the windows, furiously attacking.
- The train stops abruptly in dark wastelands, riding only on magical tracks. A red-glowing cave is nearby.
- The PCs are confronted by the four invisible abductors. They need all students for a summoning sacrifice in their cave. They need to be fought!

Follow-up Adventure Ideas:

- There were five invisibles—one hides in the train.
- The invisibles already summoned something small, approaching from within the cavern.

DEFENSE AGAINST THE LIGHT ARTS? 39

Mystery, Curses

Every school has its bad pupil but now someone is cursing the pupil trying to ensure good behavior—with dire consequences.

Getting the PCs Involved:

- Instead of losing his or her temper, one school bully is suddenly strangely docile and nervous.
- The headmaster suspects something is going on, and hints heavily that it may be worth looking into.

Encounters:

- Many of the school's worst pupils now seem docile. However, they also jump when the school bell rings, or anything similar.
- One of the goody-goody students has a bell and is using it to terrify the affected pupils.
- Suspicious, the PCs follow her, and they see her use the bell. The pupil she uses it on reacts as if seeing what the pupil most fears.
- The student with the bell is revealed to be a cats-paw when the PCs spot her getting instructions on who to curse next from one of the teachers.
- The PCs must either confront and defeat the teacher, or sneak into the teacher's office and break the enchantment to free the bad pupils from the curse.

Follow-up Adventure Ideas:

- The teacher was using the bell curse to bring the school's grades up, without it the Ministry decides to send an observer.

THE CASTLE GHOST 38

Murder, Mystery, Beasts

One of the silent castle ghosts is becoming disruptive and it is time to lay it to rest. While hunting it, however, the PCs discover that the ghost was trying to warn them of danger!

Getting the PCs Involved:

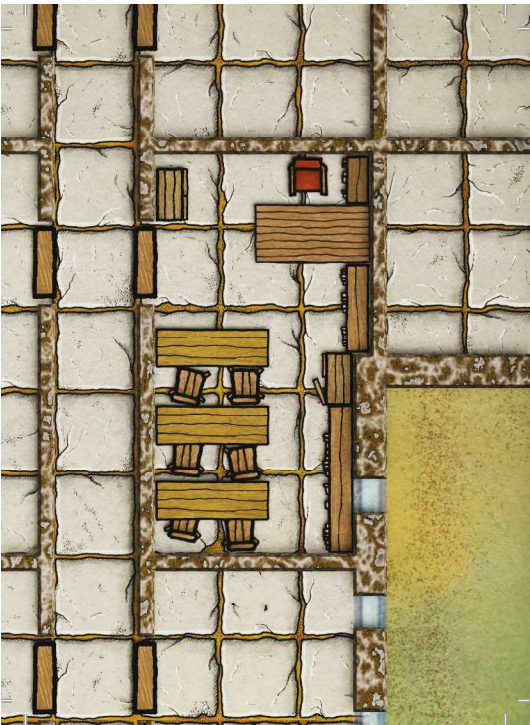
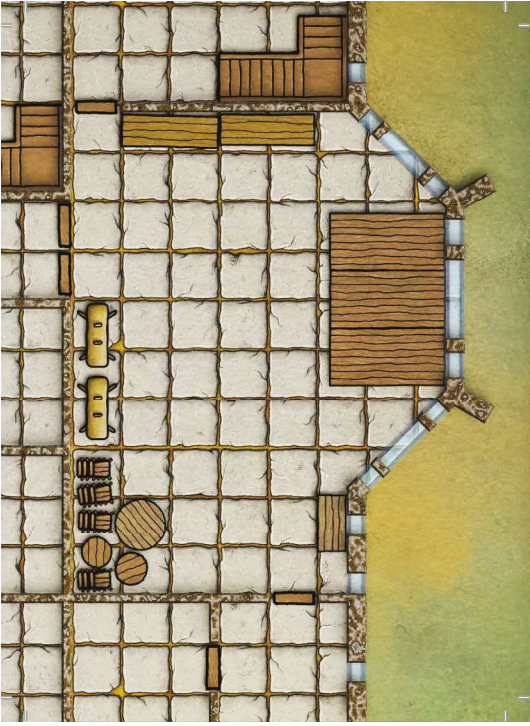
- The ghost starts victimizing them with pranks then flying away to one particular part of the school.

Encounters:

- As they search for the ghost it leaps out and attacks them. But it doesn't hurt them and once again flees toward the same part of the school it always does.
- The ghost leads them into an old part of the castle where they eventually reach a skeleton and realize from its clothing it is the body of the ghost. The ghost mimes choking and being poisoned.
- The PCs examine the body, and perform research in the library. They finally realize that they are dealing with a poisonous cow-like creature that breathes poison and whose gaze causes catatonia.
- The ghost shows them the area of the school where the beast has made its nest and is defending a clutch of eggs.
- The PCs must either kill or neutralize the creature, with the ghost's help!

Follow-up Adventure Ideas:

- The magical beasts instructor finds the clutch of stone eggs and wants to help tame them.



DETENTION SUMMONING

41

Dark Forces, Chase, Fiends

Everyone in detention that day is forced to copy old scrolls as punishment. One scroll wasn't checked and summons a fiend!

Getting the PCs Involved:

- The PCs pulled a prank and are serving detention, which is being supervised by a student prefect, not a teacher.
- A friend is serving detention and the PCs walk by to check on him or her.

Encounters:

- The fiend runs out and attempts to find a private place to construct an interdimensional gate.
- The PCs must use magic or careful observation to quickly find the fiend.
- If the PCs ask a teacher, he either doesn't believe the situation or denigrates their abilities. With much cajoling, he'll "look into it."
- The PCs find the fiend one way or another. Depending on how much time it took, there may be several fiends.

Follow-up Adventure Ideas:

- Was this an accident or is there a darker purpose?
- A subtler fiend was also summoned by another student, but it disappeared before it was even noticed...
- Somehow, the PCs are blamed for the mess.

WEIRD SÉANCE

40

Dark Forces, Hijinks, School Dance

Two adventurous students have been experimenting with forbidden magic to try and get a date for the student dance. Now a succubus is loose and must be banished before the teachers realize!

Getting the PCs Involved:

- The adventurous students brag that they don't need to bother getting dates.
- The PCs helped get some summoning ingredients.

Encounters:

- The succubus is summoned, but leaves the summoners in an infatuated daze. The PCs find them still blissful next to a summoning scroll!
- An alluring scent leads the PCs through the school, and they find more enthralled students asking where she went. The PCs must allay the fears of a teacher who shows up, without getting everyone in trouble.
- Several students are fighting over who she preferred. The fight threatens to draw the teachers' attention.
- They spot the succubus but she sees them and flees around a corner. They follow only to find she has enthralled the strongest student to try and stop them.
- The succubus is heading to the dance hall! Inside, she'll do an enthralling dance to hypnotize all!

Follow-up Adventure Ideas:

- The summoning book goes missing, who has it?
- They tried two summoning rituals, but the first one seemingly didn't work. Except it did...

TIME OUT

43

Quest, Experiment

A misfired experiment has trapped the PCs and nearly half a class of students outside of time!

Getting the PCs Involved:

- A PC flubs a spell disastrously while in class.
- Another student tries to show off to impress the PCs and makes a mistake.

Encounters:

- The PCs have to figure out how to escape the classroom with all the doors and windows frozen and invulnerable.
- In the hall, an impromptu duel causes the space to be filled with beams of solid energy that hiss slightly to life as the PCs approach and their magics merge.
- A student panics and tries to run away, only to get stuck in a crowd of immobile people.
- A grumpy spirit manifests to try to force the PCs back into the timestream, but it doesn't actually know how to so it's just yelling and getting in the way.
- The group needs to gather ingredients to reverse the spell, but only a few spells can be used outside time.

Follow-up Adventure Ideas:

- A student involved in the disaster tries to recreate it to gain more study time but ends up frozen instead!
- A student was left behind! The PCs have to figure out how to step out of time and into the past to save him or her.

THE SUBSTITUTE

42

Deception, Creature

A shapeshifting creature has kidnapped and replaced a teacher, and only the PCs know.

Getting the PCs Involved:

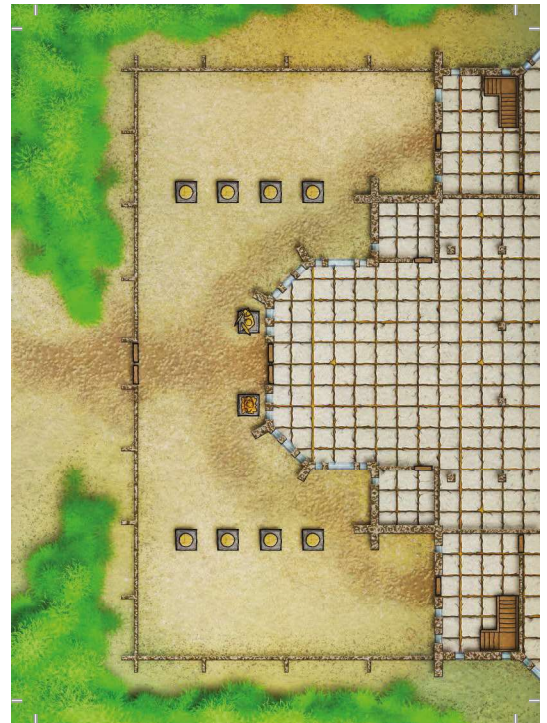
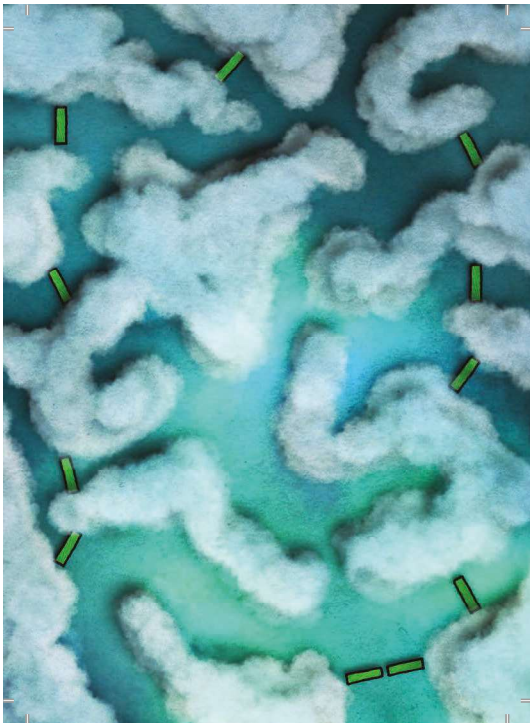
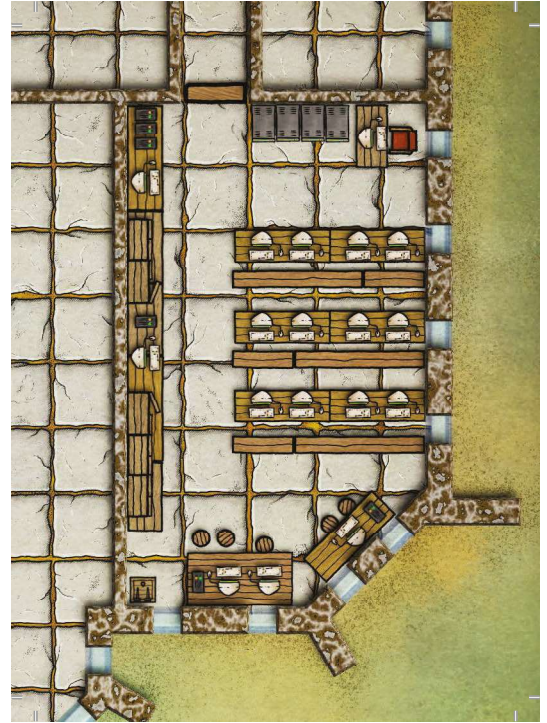
- One of the PCs reports for detention and spots the creature in its natural shape for a few moments.
- The real teacher sends a message for help using a PC's homework, which vanishes.

Encounters:

- The creature teaches ineptly. A student gets cursed.
- The PCs confront the creature, who threatens the teacher's life if anything happens to it.
- The creature tries to break into the teacher's locked cupboard and then runs away when spotted.
- If the PCs approach another teacher, he believes they're hallucinating/cursed and penalizes them with detention for telling tales.
- The creature impersonates a PC to trick the others into breaking into the teacher's cupboard for it.
- The creature gives the PCs detention and sends more creatures to subdue and replace them, too.
- The PCs stalk the creature to find out where it's keeping the teacher hidden.
- Another student tells PCs about spells in the library that force hidden creatures to reveal themselves.

Follow-up Adventure Ideas:

- Just what treasure was the teacher was hiding?
- The creature admits that it had a partner. Who?



MIXING TECHNOLOGY WITH MAGIC 45

Hijinks, Quest, Modern

An enterprising student tried to hook the school up for internet; the system has caught all sorts of rogue spells, and now dangerous game constructs are everywhere!

Getting the PCs Involved:

- A PC loves technology and is invited to the launch.
- A PC is friends with the student who hooks things up.

Encounters:

- The teachers have been turned into NPCs! Each one can only say and do one thing.
- Some areas have been administrator-locked; anyone or anything trying to enter them hits an invisible wall.
- A group of students have looted weapon crates and are now running around the dorms wildly shooting at everything that looks even slightly dangerous.
- One internet hub is guarded by a giant lizard, who is eating everything shiny that it sees and laying eggs. It is only vulnerable from behind.
- Another hub is protected by an anti-virus program, which takes the form of a knight in armor and attacks anyone who tries to unplug that hub.
- The third hub can't be accessed because a boss NPC is standing in front of it. She demands twenty of a particular herb to move. The herbs are hard to find.

Follow-up Adventure Ideas:

- The school caught a virus, and its spells are all running sluggishly and poorly.

DETENTION! 44

Puzzles, Escape

An angry teacher throws the whole class into detention - a crystal maze full of puzzles that must be solved.

Getting the PCs Involved:

- The PCs are in class when the teacher loses his cool.
- The PCs are friends of the class who get sent in, and decide to get detention to save them.

Encounters:

- The PCs encounter a sapphire golem who attacks them while demanding that they solve complex math problems. Successful answers cause it to fracture and weaken.
- A corridor is polished to a mirror-sheen, and the PCs' reflections mimic them perfectly. The door out is on the other side of the reflection.
- The PCs run into a group of students from their class, who have gone into hiding and want the others to solve all the puzzles for them so they can escape.
- A bronze key is suspended in the middle of a green flame; the PCs have to put the fire out to recover it, then find the room's keyhole, concealed in an illusion.
- A painting of a historical event has a major error, which conceals a magical key.

Follow-up Adventure Ideas:

- The teacher offers extra credit if the PCs will help him design an even better maze for the next detention.
- The principal launches an investigation into the teacher's methods and wants the PCs as witnesses.

HEAD(LESS) MASTER 47

Hijinks, Dark Forces

In the grandest traditions of the mage's academy, a new headmaster is to be selected. The lack of a head is an excuse for mischief. More importantly, certain powers granted the headmaster cannot be exercised.

Getting the PCs Involved:

- The outgoing headmaster asks the group to make sure that the academy does not get into too much trouble during the interregnum.
- The guards are overstretched already and take on the PCs as extra help sorting out the mess.

Encounters:

- A group of prankster magi run riot in the streets. Magical traps turn a street into a gauntlet of nonlethal misfortune.
- A dare goes wrong, and opening a sealed door releases a horde of monsters.
- The remaining monsters begin to congregate, preparing for some metamorphosis.
- In one of the arcane laboratories, a bound creature takes advantage of its loosened bindings and overpowers its caretakers.
- Those who wish the chaos to continue attempt to disrupt the inauguration ceremony.
- If needed, the new headmaster arrives to help put things in order.

Follow-up Adventure Ideas:

- Cleanup can begin with a new headmaster in place.

DREAM LOGIC 46

Curse, Dreams

A vengeful dark wizard hit the PCs with a Sleeping Beauty curse. Now they must navigate their own dreams to find the spirit forcing them to slumber.

Getting the PCs Involved:

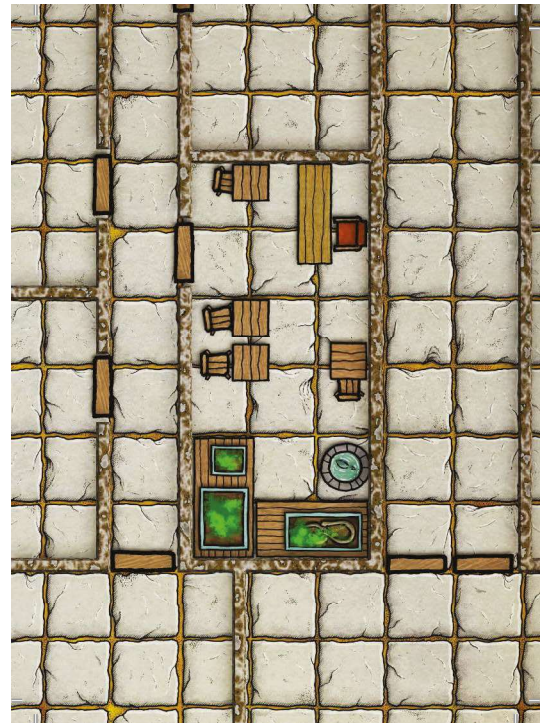
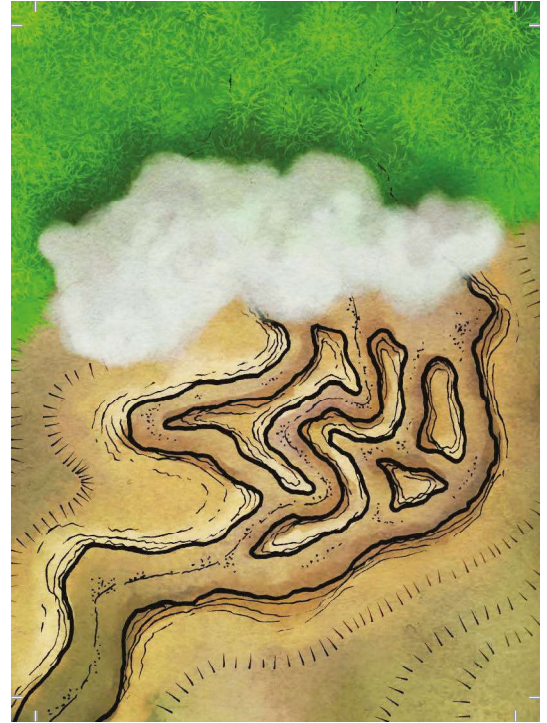
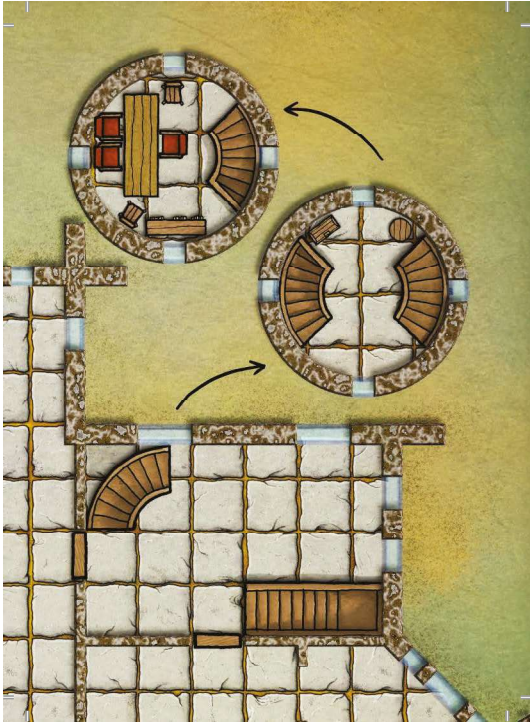
- The PCs upset a dark wizard of some kind earlier.
- There is a prophecy that the PCs will upset the dark wizard, so she acts ahead of it.

Encounters:

- In order to advance in the dream, the PCs have to reach a door that keeps appearing at the edge of their vision, and runs away when they approach.
- A vengeful dark wizard hit the PCs with a Sleeping Beauty curse. Now they must navigate their own dreams to find the spirit forcing them to slumber.
- To escape a room, the PCs have to give a stressful presentation while only wearing their underwear.
- A bully or enemy of the PCs appears, but as a terrible and high-unstoppable demonic force.
- A person one of the PCs deeply cares for appears, claiming to have come to save him or her, but it's a dream construct leading them deeper into trouble.
- The PCs have to let go of their worries and fly into the clouds to find the exit of the dream.

Follow-up Adventure Ideas:

- The PCs need to figure out who cursed them, before she strikes again!
- A dream-person slipped into the real world...



THE STORM REGATTA

49

Race, Sabotage

The PCs are chosen as representatives for an inter-school magic balloon race.

Getting the PCs Involved:

- The PCs are chosen randomly by a school lottery and must compete or else fail the year.
- The PCs really want to do it and convince a teacher to let them compete.

Encounters:

- Before the race, several competitors approach the PCs to form alliances against other racers.
- One school's balloon is powered by a wind spirit, who summons a storm at the start of the race to throw the other balloons into chaos.
- The balloons must pass through a narrow and winding ravine, bringing the crews in range of attack spells that set off a confusing melee.
- A band of goblins in a pirate balloon invade the race in an attempt to steal valuable magical balloon parts.
- The balloons pass through a cloud of adamant starlings, who mistake them for predators and try to drive them away.
- The final leg of the race requires passing through giant redwoods, where branches and vines tangle progress and giant spiders wait in ambush.

Follow-up Adventure Ideas:

- The PCs are accused of cheating! Who is setting them up, and why?

THE TOME OF MIDNIGHT

48

Dark Forces, Theft, Conspiracy

At first glance, the Tome of Midnight is a collection of histories. In truth, it is a dangerous book of arcane power and malevolent intelligence. It has been acquired by an influential circle of wizards, who believe they can use the Tome's lore for good ends.

Getting the PCs Involved:

- Concerned agents seeking to destroy the artifact engage the PCs to investigate.
- The PCs have encountered the Tome and the circle before, and know them to be a bad combination.

Encounters:

- The spokesperson for the circle will not allow anyone to disturb the wizards as they study in their tower.
- The tower is guarded by beautifully crafted constructs.
- A bound outsider roams inside the library, testing those it encounters.
- As the PCs ascend the tower, they pass through the circle members' private laboratories.
- The circle's leader has been thoroughly corrupted and has slain the others. He casts vile spells from the book and calls upon blasphemous allies.

Follow-up Adventure Ideas:

- The Tome attempts to bargain with the PCs. It can offer much in return for its continued existence and will not be easily tricked.

THE FROG APPRENTICES

51

Curse, Hijinks, Creatures

A cursed textbook turns the PCs into frogs and drops them into a class terrarium.

Getting the PCs Involved:

- One of the PCs is having trouble in school and checks a book out of the library to help.
- The PCs are part of a study group, and an NPC member brings the textbook.

Encounters:

- The PCs have to break open the terrarium without hands, using just the magic they still know.
- A giant snake also breaks out of its cage, and stalks the PCs across the room.
- The PCs have to figure out how to actually get out of the class, with all the doors and windows closed.
- A pair of brownies spots the PCs and tries to catch them to safely return them to 'their' cage.
- The PCs have to cross the halls to find help without being spotted by any of the delinquents and bullies who are skipping class.
- The PCs must find a way to communicate their problem to a teacher, or else develop a counter-charm as frogs.

Follow-up Adventure Ideas:

- Now uncursed, the textbook contains a lot of dark spells. Who wrote it?
- In the middle of the night, a gremlin tries to steal the textbook for some dark purpose!

A DAY WITHOUT MAGIC

50

Hijinks, Wild Magic

An astrological event has made magic unreliable, and the students are forbidden from using it for the day.

Getting the PCs Involved:

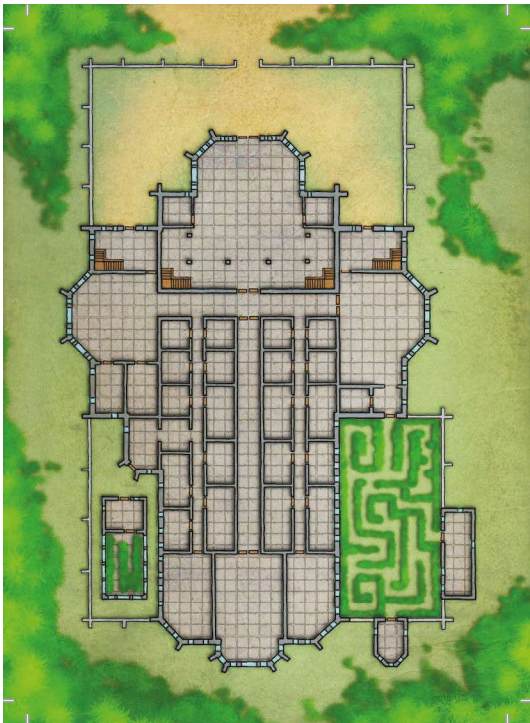
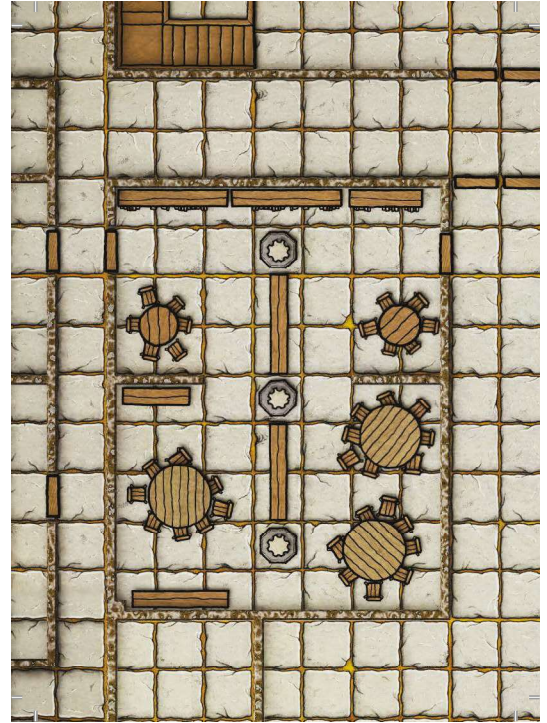
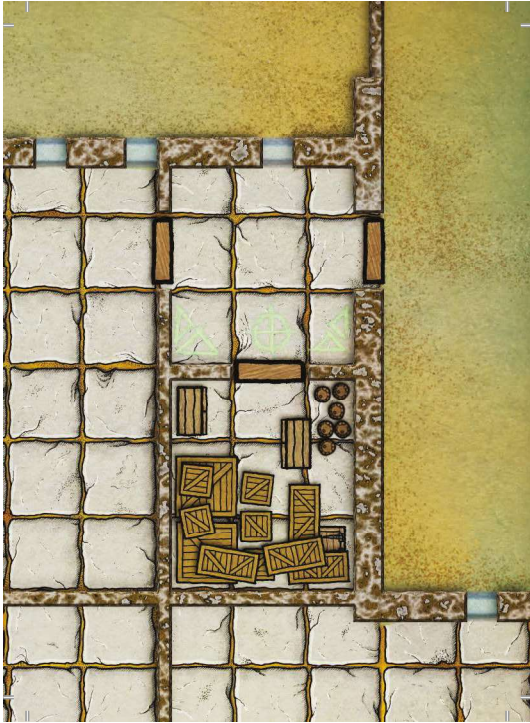
- The PCs wake up to find important notices posted to their doors about the restriction.
- The PCs are in class when the lights flicker, and then an announcement is made forbidding magic.

Encounters:

- The magical stairways that lead from class to class have gone rogue, and the PCs are nearly late!
- A bully decides to flaunt the rules and casts a hex on a PC, only to have it turn into a raging monster.
- In class, a teacher forgets the no-magic rule and tries to cast a levitation spell—the teacher falls to the ground injured. The students have to help the teacher... without spells.
- The head of gardening conscripts students to help feed the magical plants, which are withering on the vine without their feeding spells.
- A thief takes advantage of the chaos to steal a rare gem from the headmaster's office, but spots the PCs and bolts – if they don't chase him, he'll escape.

Follow-up Adventure Ideas:

- A dangerous being locked in the school was freed by the chaos. Where is it?
- A teacher's powers did not return to normal at the end of the conjunction. Can she be helped?



HOSTILE TAKEOVER

53

Poison, Dark Forces, Teachers

The coffee (or other substance) delivered to the teacher's lounge/offices has been tainted. Those who drank it have had their powers muted. Evil forces wish to weaken the school's defenders before attacking.

Getting the PCs Involved:

- The PCs are students who are close to one of the first teachers who notices his lack of magical powers.
- A teacher asks her favorites (the PCs) to look into it. Others are leading the main investigation.

Encounters:

- The cause must be discovered. As more teachers lose their magic the cause is easier to discern. But the longer this takes the more teachers are affected.
- A staff member is a spy. He signals the forces outside when to strike. (Because many teachers are affected; or several are but the substance has been found; or if only a few are affected and it should be called off.)
- If the PCs were thinking of spies, they may spot him as he uses a color light spell in a tower window.
- If the attack is on, the dark powers summon fiends to serve as shock troops. These will eat up any defense spells or grunts around the school. The spells will be less effective if many teachers were poisoned.
- If the shields go down, the leaders attack.

Follow-up Adventure Ideas:

- Do the victims' magical powers return after just resting, or is a specific potion or spell required?

ARTIFACT HEIST

52

Hijinks, Heist, Curse

The PCs need to steal a magic item from the school's Confiscated Items storage.

Getting the PCs Involved:

- The PCs are blackmailed by someone who knows something they did.
- A friend of the PCs needs the artifact, but will be expelled if he gets one more strike.

Encounters:

- The PCs subtly interrogate teachers or assistants for information about the storage room.
- The PCs must steal a magical key from a teacher.
- The hallway leading to the storage room is covered in trapped wards that teleport anyone who touches them into a lake outside the school.
- The storage room door is a portal to a pocket dimension that attempts to drain the PCs' magic.
- The storage room is protected by a pair of furniture golems.
- All of the confiscated items are covered in illusions to disguise them as other objects; only a careful study can reveal their true natures.
- Removing a confiscated item without completely counterspelling it sets off alarms and causes the return portal to the start to collapse!

Follow-up Adventure Ideas:

- Someone finds out the PCs pulled the heist off and wants them to steal something else...

