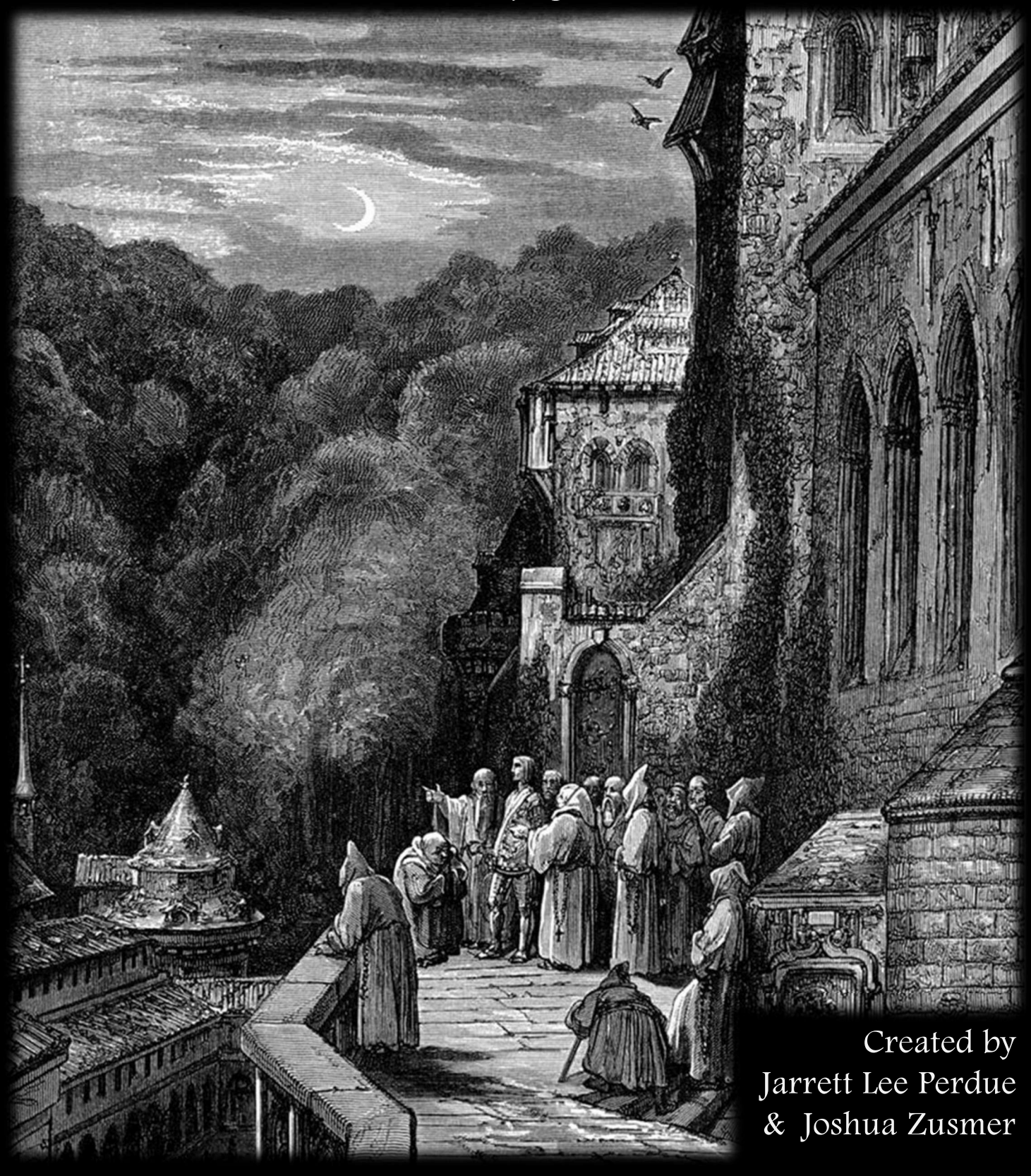
OLDE SCHOOL WIZARDRY

The Nine Ancient Runes of Magic

A Role-Playing Game



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The Nine Ancient Runes of Magic

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This silliness is dedicated to the memory of
Bob Eveland, who could always find The Story.

The Nine Ancient Runes of Magic

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CHAPTER I

Introduction

1 Chapter I: Introduction

Design Philosophy

Olde School Wizardry: The Nine Ancient Runes of Magic is a light-hearted game of creative problem solving that challenges players to use fairly limited characters to overcome (or flee) fantastic obstacles.

This game isn't an introduction to tabletop roleplaying. It assumes that players know what ability scores are, how to roll the funny dice, and what the role of a skilled Game Master (GM) is.

Indeed, **Olde School Wizardry** depends more heavily on the GM than many games, because it makes no effort to develop "complete" rules or systematize every possible action attempted by a player, leaving many decisions to be judged by the GM.

Tone & Theme

Each player takes on the role of a relatively unskilled (or even downright incompetent) novice wizard who must learn to cooperate with his peers in order to survive. **Olde School Wizardry** is inspired by various versions of the world's best-selling fantasy roleplaying game, but with a far "crunchier" system of magic. In **Olde School Wizardry**, magic is the hidden fire inherent in all created things. Wizards use the patterns and tones of the **Nine Ancient Runes of Magic** to invoke that hidden fire and create the mystic effects they desire.

The Nine Ancient Runes

CREATE	DESTROY
CONJURE	WARD
ENCHANT	RESTORE
DIVINE	TRANSMUTE

The OTHER ONE

Each of the **Nine Ancient Runes** operates as the verb in a wizard's spell. Novice wizards might have skill in only one or two of the Runes, while more accomplished wizards will have mastered more.

In addition to the Runes, each wizard also invests himself in the study of one or more **Magical Sciences**. These Sciences establish the object or focus of a spell (such as ice, candles, or geese).

Finally, through careful training, each wizard can utilize a number of **Formulae**. Working to modify the focus of the casting, Formulae are special techniques that allow the wizard to shape the parameters of the spell, such as quantity and duration, as well as adding other mystic effects. By combining Runes, Sciences, and Formulae, the spellcaster tailors each spell to his particular situation.

Example:
Marooned on an island, Smeldig Bunt, a capramancer (goat wizard), is confronted by a swarm of dreaded land piranha! He quickly invokes the Conjure Rune with Goat Science to summon a goat.

He uses a Temporal Formula to dictate that the Conjured goat will remain in the area for several minutes (long enough to provide a distraction) and, while the piranha swarm the unlucky creature, Bunt is able to beat a hasty retreat!

Olde School Wizardry uses a spell point system. Each Rune, Science, and Formula requires the caster to spend a certain number of points, called "**Quintessence**," to create the desired effects. A wizard has several different D6 dice pools reflecting the amount of skill that he has developed in any given Rune or Science, and a final pool for Formulae. Skills that don't involve spellcasting are resolved by 1D20 rolls modified by the character's ability scores, against the Difficulty (DC) assigned by the GM.

Why This System?

Since I first began roleplaying in 1981, I've found one of the most evocative aspects of the hobby to be the tactical applications of low-level magic in unexpected ways while facing steep odds – for example, *"If my only available spell is that silly, floating, invisible disc that follows my spellcaster around, how can I turn it into a weapon (or bluff) that makes my enemies quail? Flaming oil comes to mind …"*

Olde School Wizardry seeks to extend that style of problem-solving by opening up for players the ability to tinker with the attributes of any given spell, allowing them to tailor details of quantity, duration, and effect, while simultaneously creating limitations by requiring each wizard to specialize in certain Sciences. So perhaps the caster has the freedom to design "on-the-fly" a ranged, offensive spell that targets enemies around corners, but must deal with the requirement that his missile has to be composed of cheese.

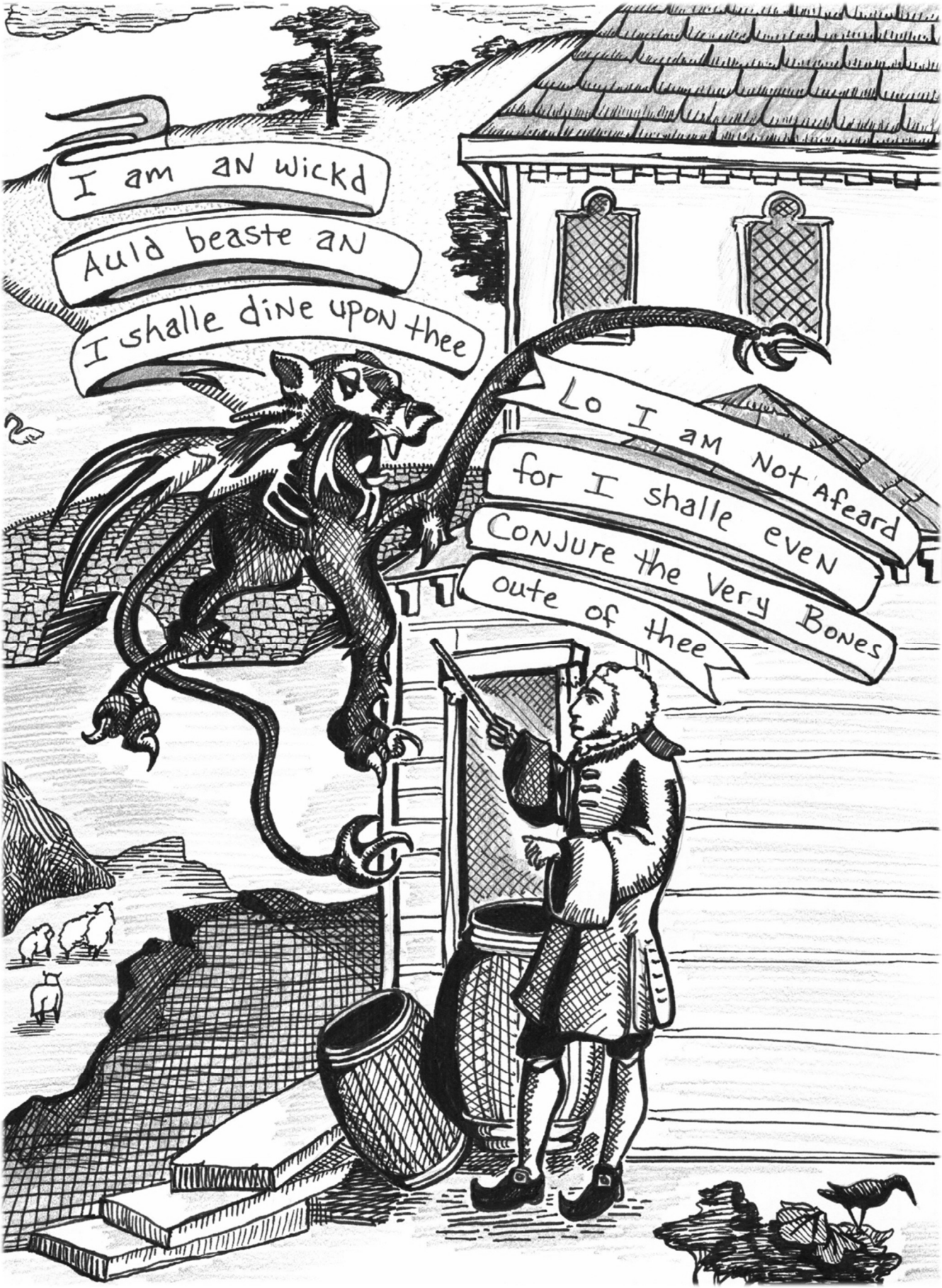
Characters

In the fantasy world of **Olde School Wizardry** there are powerful wizards who can shake entire kingdoms with reality-altering spells, practitioners of forbidden arts who work sinister magics that tear at the roots of society, and potent war-mages who make armies tremble.

Your characters are **NOT** those wizards!

Instead, your group takes on the roles of bumbling neophytes, eager apprentices, and "second string" wizards who will struggle against opponents who are often more competent and dangerous.

This is not a game about heroes, but about underdogs who may, with luck and cunning, be able to scramble toward the top of the heap, attain prestige, and join the ranks of those wizards who have attained legendary status … or, at the very least, live to see tomorrow.


I am aN wickd
Auld beaste aN
I shalle diNe upON thee
Lo I aM Not Afeard
for I shalle eveN
CONJure the Very Bones
oute of thee

CHAPTER II

Character Generation

Ability Scores

In **Olde School Wizardry,** ability scores are the measure of both a character's raw aptitude *and* his level of accrued skill.

The six abilities are Strength, Dexterity, Constitution, Wits, Lore, and Charisma.

Roll 3D6 and sum the total for each of the six ability scores **in order**. This may of course result in some fairly "lopsided" characters, such as a wizard who is brawny but unlearned, but these idiosyncrasies and limitations are grist for the mill when it comes to how unique characters emerge through play.

Ability scores modify 1D20 ability score checks according to the table below.

Table 2-1: Ability Score Modifiers

Ability Score	Modifier	Action Step (Dex)
3	-4	1
4-5	-3	2
6-7	-2	3
8-9	-1	4
10-11	+0	5
12-13	+1	6
14-15	+2	7
16-17	+3	8
18	+4	9

Wizardly Wisdom

"Money is the magic even the unschooled know how to wield."

- Minister Stobl Jabb, Auromancer

STRENGTH (STR)

Strength is a character's physical brawn and this ability score determines **Base Damage** when armed.

The Strength Modifier is added to 1D20 Strength checks (e.g. forcing a locked door).

The Strength Modifier is ***not*** added to Base Damage or hit rolls.

DEXTERITY (DEX)

Dexterity, a character's physical coordination and quickness, determines order of initiative (which **step** of a game round a character may begin action upon, see Table 2-1: Ability Score Modifiers).

The Dexterity Modifier helps determine a character's **Defense** -- his ability to defend himself from physical attack.

The Dexterity Modifier is added to hit rolls (both in melee and ranged attacks), and certain ability score checks (e.g. balancing on a ledge).

CONSTITUTION (CON)

Constitution, a measure of physical hardiness, determines **hit points** and **Death Threshold**.

Constitution helps determine **Quintessence.**

The Constitution Modifier is added to healing checks and certain ability score checks (e.g. resisting poison or disease).

WITS (WIT)

The Wits score is a measure of the character's ability to notice details and incongruities.

The Wits score is ***not*** a measure of the character's common sense or spiritual attunement.

Wits help determine **Quintessence**.

The Wits Modifier is added to rolls when a character is searching for traps, lurking enemies, or secret doors.

LORE (LOR)

Lore is a measure of the character's arcane learning and facility with various written languages and scripts. Lore is ***not*** a measure of the character's intelligence or ability to reason.

Lore is used to determine starting **Magic Pool**.

Lore is used to determine how many **Magical Formulae** a starting character knows and the maximum number of Formulae a wizard can memorize.

CHARISMA (CHA)

Charisma is a measure of the character's ability to communicate clearly and persuasively, even across linguistic barriers, and the Charisma Modifier helps determine a character's options for starting Magical Sciences.

The Charisma Modifier influences the reactions of non-player characters.

Secondary Attributes

Secondary attributes are determined by a character's ability scores.

BASE DAMAGE (DAMAGE)

A character's Strength ability score determines his **Base Damage** in hit points (HP) when he uses a weapon to strike an opponent in physical combat.

Table 2-2: Base Damage

Strength Ability Score	Base Damage	Improvised Weapon	Unarmed
3-6	1D6	1 HP	1 HP
7-12	2D6	1D6	1 HP
13-18	3D6	2D6	1D6

Unarmed attacks deal Base Damage -2D6 and most improvised weapons deal Base Damage -1D6, each to a minimum of 1 hit point of damage.

Example:
Frofurt Pole, a pumpkin wizard with a Strength score of 9, bashes a marauding flatware golem with a shovel (an improvised weapon) and rolls 1D6 for the number of hit points damage he inflicts.

DEFENSE (DEF)

A character's **Defense** determines the difficulty (DC) to hit him on a roll of 1D20 when he is able to actively defend himself (dodging, blocking, parrying, cowering, etc).

A character's **Defense** is equal to 10+ his Dexterity Modifier. Attacking foes who meet or exceed this target number hit the character.

HIT POINTS (HP)

A character's **hit points** are a measure of how much injury he can sustain before being knocked unconscious. A character's maximum hit points are equal to his CON score.

Characters with less than one hit point are incapacitated and unable to fight, cast spells, or move.

The GM may allow incapacitated characters to speak, scrawl notes in their own blood, or take similar, minor actions, but may choose to require a successful CON ability check if the character wishes to avoid immediately losing an additional hit point.

DEATH THRESHOLD (DEATH @)

A character's **Death Threshold** is a measure of how much injury an incapacitated character can suffer before dying.

A character's CON score expressed as a negative number is his Death Threshold (e.g. a wizard with a CON of 7 has a Death Threshold of -7).

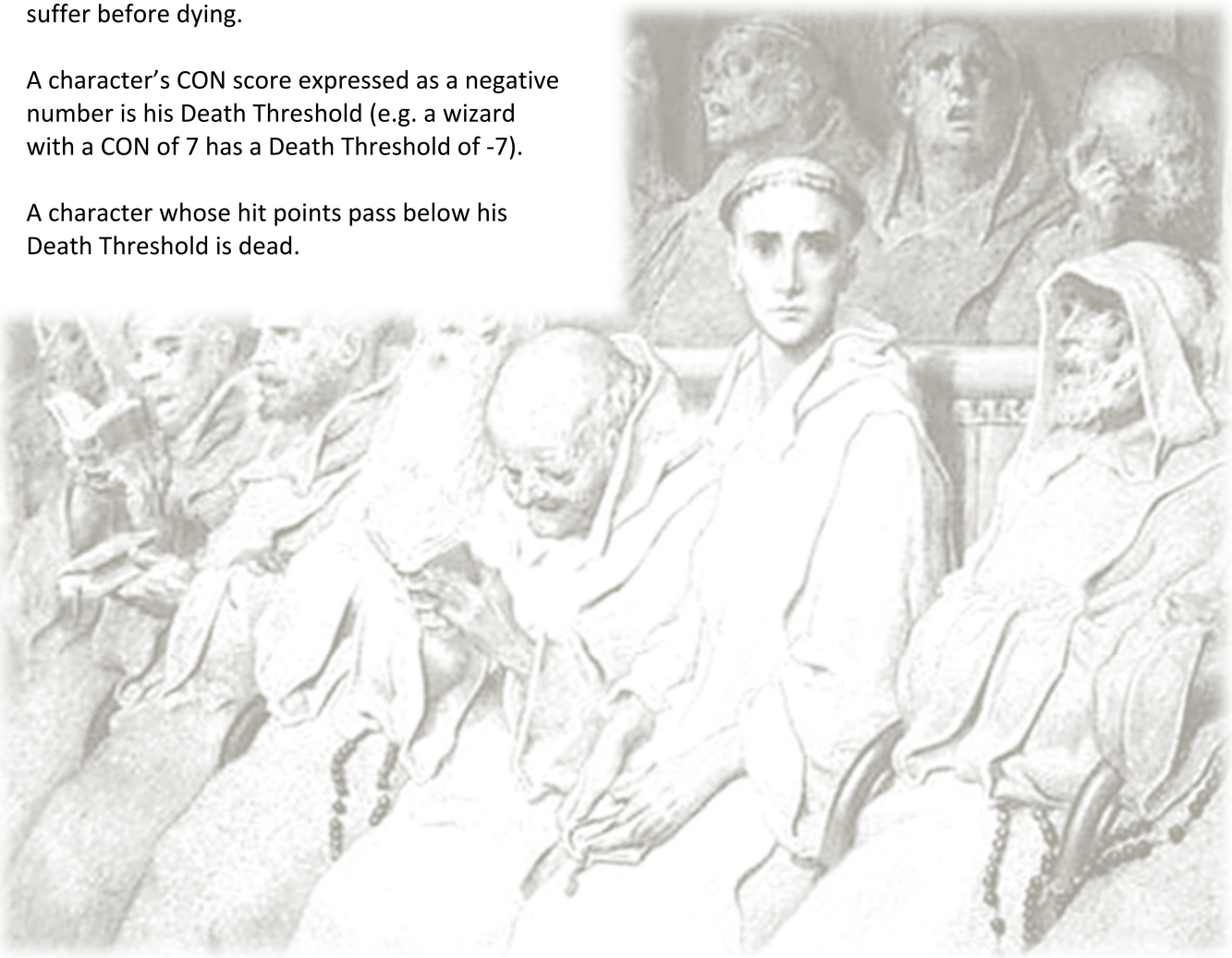
A character whose hit points pass below his Death Threshold is dead.

QUINTESSENCE (Q)

The human mind is not designed to conduct or contain the raw, unfettered flow of magic. **Quintessence** is a measure of how much magical energy a wizard can pass through his brain without taking injury.

A character's Quintessence score equals the average of his CON and WIT scores, rounded down. Quintessence is recovered at a rate of one point per hour of rest (no traveling, studying, spellcasting, or fighting).

A wizard who has exhausted his Quintessence may continue to cast spells but must substitute hit points instead, taking one point of damage for each point of Quintessence required in the casting, and risking permanent injury (see Spell Burn & Side Effects, page 37).



MAGIC POOL (MP)

A wizard's **Magic Pool** is an expression of how much expertise he has developed in casting magic spells. A character's Magic Pool is equal to his Lore ability score and is divided among the Nine Ancient Runes, Magical Sciences, and Formulae. Even the most dismally trained hedge wizard has at least one point in a single Rune, one point in a Magical Science, and one point in his Formulae Pool, reflecting his studies in various Formulae.

It is recommended that players allocate roughly a third of their wizard's Magic Pool to Runes, about a third to Magical Sciences, and a third to half of the points to Formulae Pool. In addition, all wizards are required to place at least one point in the "Spellcraft" Science. These allocations are permanent (points cannot later be shifted from one area to another). Points cannot be saved to spend later, though a wizard's Magic Pool may increase as he becomes more experienced (see Advancement, page 51).

Each Magic Pool point allocated grants a single die (1D6) that a player can roll to determine if his character is successful in invoking that portion of the spell, and represents the level of skill that the wizard has developed.

A 1D6 roll of 1-3 is a failure;
a 4-6 is a success.

Even a single success is sufficient to invoke a Rune, and likewise even one Science success is enough to shape the magic to the wizard's chosen focus.

Each Formula applied to a spell requires one or more successes to be rolled from the character's Formula Pool.

Wizardly Wisdom

"There is a special
Enchantment called Mystery.
To cast it requires no Quintessence.
To invoke it, merely do nothing."

~ Brober Bentbrock, Archchancellor
Collegium Mysterium (ret.)

Table 2-3: Chances of Success

Magic Pool	Dice Available	Chance of at least one success
1 point	1D6	50%
2 points	2D6	75%
3 points	3D6	87.5%
4 points	4D6	94%
5 points	5D6	97%
6 points	6D6	98.5%

Each success rolled costs the wizard one point of Quintessence.

A wizard is not *required* to roll all of the dice available when checking for success.

Example:
Lost in an abandoned mine, and fearful of tainted air, mudmage Gunstun Clam has two dice in the Create Rune, one die in the Divine Rune, two dice in Mud Science, and four dice in his Formulae Pool. He decides to Create some mud, which he can later use to help him discover (Divine) the direction to an exit.

Clam rolls as follows:
Create Rune (2D6), rolling 4 and 3 (one success)

Mud Science (2D6), rolling 5 and 1 (one success)

The spell succeeds, costing Clam two points of Quintessence. A tiny glob of mud is Created on the stony floor at the junction of two nearby tunnels.

Determining a Wizard's Runes

During character generation, a player may allocate points from the wizard's Magic Pool to any of **The Nine Ancient Runes of Magic**. The more points dedicated to a specific Rune the more proficient the wizard is in that particular application of magic. It is recommended that the player place no more than half of the wizard's points in Runes.

The Nine Ancient Runes are:

CREATE - the wizard calls a specific type of matter or energy (called a spell's "focus") into being

DESTROY - the wizard annihilates the spell's focus

CONJURE - the wizard calls a sample of a spell's focus to himself

WARD - the wizard provides protection from the spell's focus or prevents the focus matter from being touched

ENCHANT - the wizard endows the spell's focus with special properties

RESTORE - the wizard returns the spell's focus to a prior state

DIVINE - the wizard locates the spell's focus or gains certain information using it

TRANSMUTE - the wizard temporarily changes the spell's focus into something else

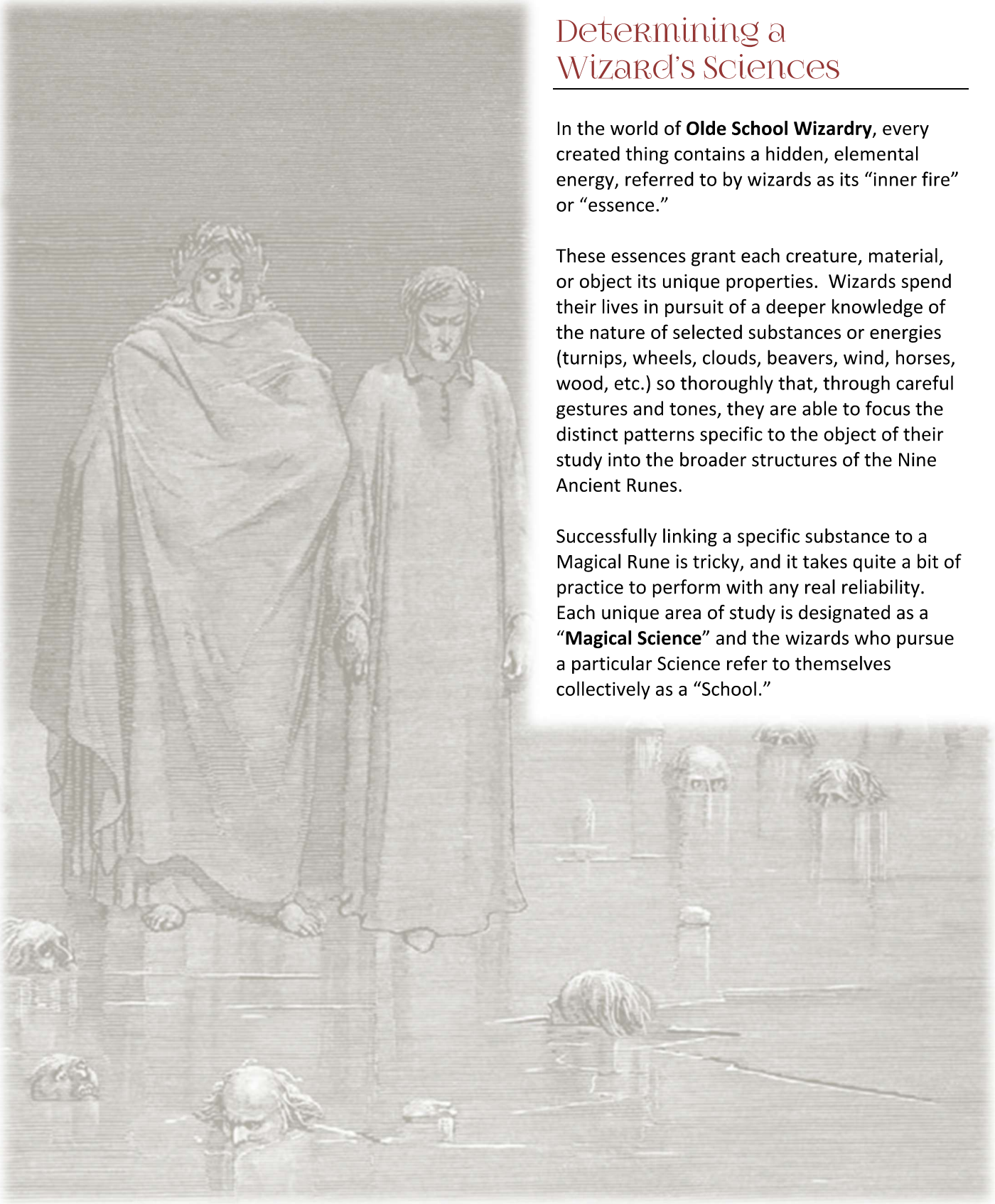
The OTHER ONE - the wizard does things not covered by any of the other Runes

Example:
Norvich Stow, has 9 points of Lore, and therefore 9 points in his Magic Pool. He allocates two points to the Enchant Rune (a good, all-purpose type of magical energy) and one point to Conjure, reasoning that if he is ever without his spell's focus he may be able to call to himself what he needs.

Stow saves the remaining six points to place in Magical Sciences (including the one point he is required to take in Spellcraft) and his Formulae Pool.

Traditions Among the Schooled

Among wizards there is a long-standing prohibition against practicing or pursuing any Cloth Science.



Determining a Wizard's Sciences

In the world of **Olde School Wizardry**, every created thing contains a hidden, elemental energy, referred to by wizards as its "inner fire" or "essence."

These essences grant each creature, material, or object its unique properties. Wizards spend their lives in pursuit of a deeper knowledge of the nature of selected substances or energies (turnips, wheels, clouds, beavers, wind, horses, wood, etc.) so thoroughly that, through careful gestures and tones, they are able to focus the distinct patterns specific to the object of their study into the broader structures of the Nine Ancient Runes.

Successfully linking a specific substance to a Magical Rune is tricky, and it takes quite a bit of practice to perform with any real reliability. Each unique area of study is designated as a "**Magical Science**" and the wizards who pursue a particular Science refer to themselves collectively as a "School."

There are hundreds of different Magical Sciences and wizards spend vast amounts of time in the effort to develop new ones, guarding their knowledge jealously.

To determine a wizard's starting Sciences, roll 1D20 and apply the character's Charisma Modifier.

If the character's Lore ability score is 15 or less, apply his Lore Modifier as well.

If the character has a Lore ability score of 16-17 *subtract* 3 from the roll.

Subtract 4 from the roll for a character with Lore 18, as most wizards are loathe to take on an apprentice whose aptitude is liable to eclipse their own!

Following this process, each character is permitted **two rolls** on Table 2-4: Magical Sciences; the higher the result, the more prestigious the Science. A wizard may select one Science of the listed value for each roll. The GM grants final approval of all Sciences chosen and may wish to adjust the chart to best reflect the tone of his or her campaign.

Table 2-4: Magical Sciences

Roll *w/ modifier*	Sciences
≤ 1	Lint, Snails, or Butter
2	Turnips, Rope, Straw or Pebbles
3	Shrewmancy, Weeds, Stew, Frogs, or Nuts
4	Clay, Bricks, Ladders, Beets, or Leather
5	Chickens, Goblins, Mud or Capramancy (goats)
6	Ash, Fog, Beavers, or Eggs
7	Badgermancy, Pumpkins, or Thatch
8	Wood, Swine, or Paper
9	Earth, Bone, Cheese, Shoes or Smells
10	Portal Magery (doors), Carnomancy (flesh), or Candle Binding
11	Air, Plants, Chains, or "Arboreal Schools" (specific varieties of tree)
12	Sand, Dwarfmagery (smaller versions of commonplace things), Wheels, or Iron
13	Stone, Steel, Spoons, Bells, Ice, or Plumbmutation (lead)
14	Metal, Hats, Glass, Horses, or Wind
15	Chronomancy, Teeth, or Hydromancy
16	Geese, Seasons, or Clouds
17	Water Fowl, Motives, or Lightning
18	"The Dark Magicks" or Weather
19	Necromancy (dead things), Wine, or Sound
20	Auromancy (gold)
21+	Pyromancy

*Underlined entries are **Substantial Sciences**; others are **Applied Sciences**

Auromancy

For reasons not understood, Auromancy (Gold Science) does not function with the Create or Transmute Runes.

*Then again, perhaps it **does** work with them, but Auromancers are clever enough to realize that if they ever do Create gold ex nihilo it will almost certainly mean living out their days imprisoned by greedy lords, doomed to work the same spell over and over to the point of exhaustion, the demands upon them limited only by the avarice of mankind.*

Substantial vs. Applied Sciences

The advantage to selecting a "Substantial" Science is that there is a much better chance that some of the focus substance is nearby when the wizard wishes to cast a spell.

Take Air Science, for instance. A wizard is fairly assured of having some about his person most hours of the day if he should need to whip up a quick Enchantment. Likewise, Iron Science can function whether the focus is an axe head, a huge gate, or merely a rusty nail.

On the other hand, Swine Science, an "Applied Science," requires that a whole, living animal be present. A bit of ham or a hoof will not do. The advantage to choosing one of the "Applied" Magical Sciences is that, when successfully linking a Rune to his Science, a wizard will affect at least one complete example of his focus.

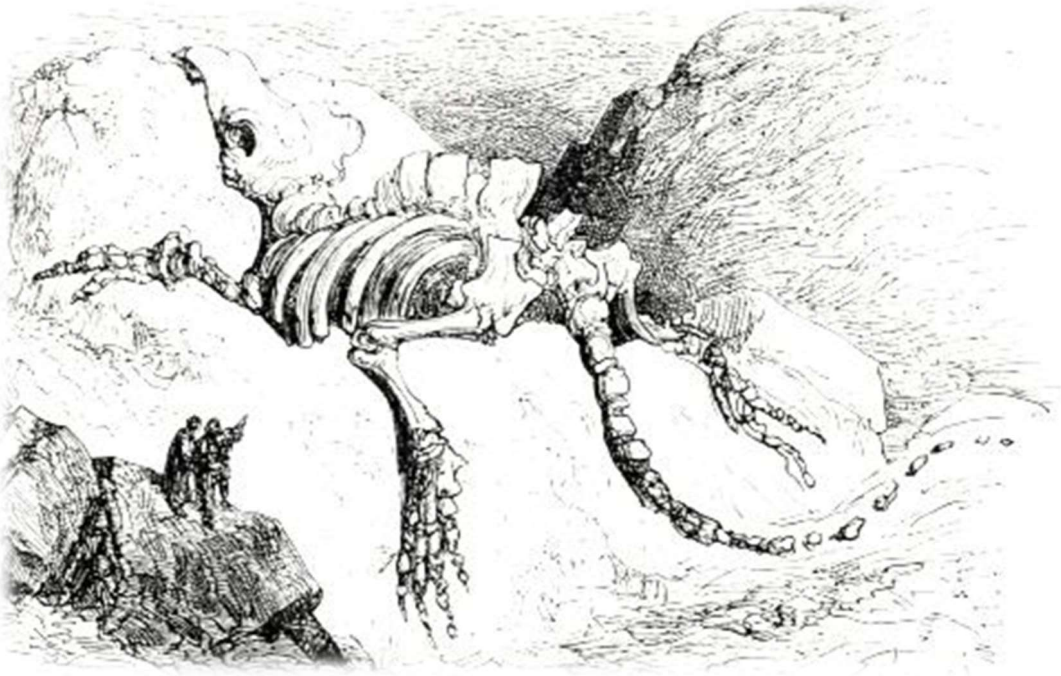
A wizard Conjuring hats will always get, at the very least, one complete hat to appear at his location. A wizard Conjuring steel, however, is only guaranteed of getting an infinitesimally small speck of that substance to appear *unless* he uses a Formula to dictate otherwise.

Tandabar's Principle

The Substantial Sciences are sometimes referred to as the "Elemental Sciences" and are distinguished from the Applied Sciences by Tandabar's Principle:

"Lo, when a thing be sundered, verily even in twain, and yet it standeth undiminished in its divers properties, that same is taken to be even an Elemental Substance."

Naturally, wizards are deeply divided over the question of whether the Substantial Sciences or the Applied Sciences are superior. Those in the former camp sometimes refer to the Applied Magical Sciences collectively as the "Gross Sciences," a term that is generally received as pejorative.



BASIC FORMULAE

Over the centuries, in an effort to channel the raw energy of the Nine Ancient Runes, wizards have developed countless Magical Formulae, some effective, others much less so.

Wizards categorize Formulae into four main groups or "Periods" based upon the characteristics that they add to a spell.

1. Formulae of the ***Spatial*** Period determine location or quantity.
2. Formulae of the ***Temporal*** Period determine duration.
3. Formulae of the ***Thaumic*** Period can be used to add special properties.
4. Formulae of the ***Puissance*** Period can be applied to a spell *multiple times* to add cumulative, minor effects.

Wizards may apply Formulae of each Period to a spell (see Casting Spells, page 17) and each Formula has its own Quintessence cost.

Starting characters have learned a number of Formulae equal to their Lore ability score. The maximum number of Formulae that a wizard can learn is double that number (Lore x 2).

Among the Formulae they have already learned, all novice wizards know the following three Formulae:

Minor Spatial Glyph

Period: Spatial **Runes**: Any
Cost: 1 Quintessence

Applied Science: A long stride away per Science success

Substantial Science: A healthy chunk per Science success

Minor Temporal Tweaker

Period: Temporal **Runes**: Any
Cost: 1 Quintessence

for 9 rounds

Lumen

Period: Thaumic **Runes**: Enchant
Cost: 1 Quintessence

it glows

The GM will roll for or assign a starting character's additional Formulae (see Magical Formulae, page 283). Each character receives a number of additional Formulae equal to his Lore -3.

If desired, the GM can use the "Quick Start Formulae" checklist (see page 371) to assign Formulae rapidly.

Nine pregenerated characters are also offered in Appendix L (see page 355) for those seeking to begin play right away.

Acquired Attributes

Experience Points, Wealth Rank, & Prestige

Through their adventures and escapades, characters will accrue **Experience Points** (XP). These points can be spent at certain times to reflect improvement or increasing diversity in a character's abilities (see Advancement, page 51). Characters begin with zero experience points.

A character's standard of living and his ability to make specific purchases is reflected by his **Wealth Rank** (WR). Acquiring money and goods can increase a character's Wealth Rank while making purchases, paying fines, and losing property can decrease it (see Wealth, page 46). As novice wizards, characters begin at Wealth Rank 1.

Prestige is the measure of a wizard's progress, if any, toward legendary status. Prestige is tracked throughout a character's career and may influence his ultimate fate (see The End Game, page 183). Characters begin with zero points of Prestige.

Finishing Touches

1. Select a name (for suggestions see Appendix B: Names in Olde School Wizardry, page 308).

2. Starting possessions – All characters start with a pair of shoes, underclothes, and a wizard's robe. This last article bears some further discussion.

   A well-made, ankle-length, black gown, a wizard's robe is immediately recognizable by both wizards and the "unschooled" alike.

   The distinctive cut includes a cloth belt and voluminous, loose sleeves, the interior hems of which are divided to form a number of spacious pockets.

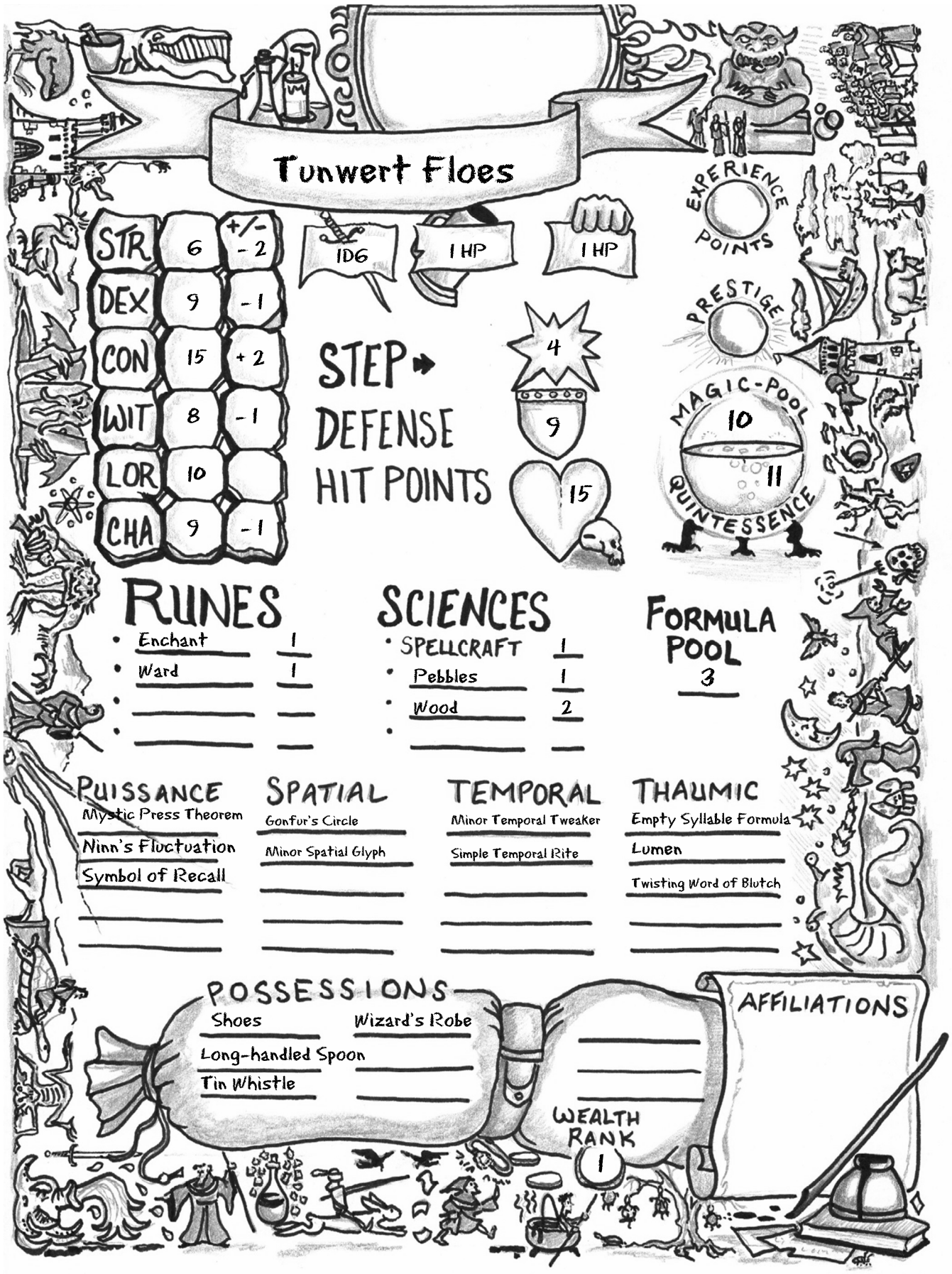
   The garment is topped off with a deep, detachable cowl, and the tip is usually worn tucked into the back of the wizard's belt.

   By far the most important feature of the robe is that it is a *wizard's* robe – it affords the wearer the protection of reputation – sending a clear signal that whoever wears it has mastered eldritch powers beyond the ken of most mortals!

3. The wizard's student house or any secret organizations which he joins through the course of his career can be recorded under "affiliations." These will be discussed in more detail later on.

4. Last of all, at the GM's discretion, each character may roll on the table found in Appendix C: "Guess What's In My Pocket", page 309.

A SAMPLE CHARACTER



CHAPTER III

Casting Spells (and other useful things)

Requirements

In order to cast a spell, a wizard must have both hands free, save for perhaps a wand, and be able to vocalize.

First, the wizard completes a series of complex gestures and utters certain carefully practiced syllables in order to invoke one of the Nine Ancient Runes of Magic and open the spell. Once the hidden fires of magic have been ignited, the wizard adds myriad, small modifications to technique and tone in order to focus the spell's raw power through a particular Science.

Next, the wizard quickly modifies the open spell with various Magical Formulae that govern the location or quantity, duration, and other aspects of the spell. Finally, the spell closes and the magic runs its course.

Because this process requires the wizard to concentrate both on speaking and making specific gestures, activities that preclude being able to cast spells include coughing in a smoke cloud, swinging from a rope, being stabbed with a pitchfork, and wielding a weapon.

Time: Rounds, Steps, & Initiative

In **Olde School Wizardry**, as in most roleplaying games, much of play takes place in a fairly free-form style, the GM asking players by turn what they would like their characters to do next. Some activities take only a moment or two of game time ("I go upstairs and see if anyone is in the library") while others clearly require more ("I take the afternoon to begin transcribing the sigils from the clay tablet"). When wizards decide to cast spells or combat erupts, however, the pace of the game shifts and time is tracked by game **Rounds**.

In **Olde School Wizardry** a game **Round** is flexible and represents the amount of time it takes for a wizard to do something important (a "Full Round Action").

Every game round is divided into 9 **Steps**, numbered from 9 (the first to occur) to 1 (the last to occur). The numbered steps of a round correspond to a character's Dexterity ability score divided by two (rounding down).

A character with Dexterity of 12 cannot act during steps 9-7 but must wait until step 6 or later to take an action.

Table 3-1: Action Steps

Dexterity Score	Action Step
≤ 3	1
4-5	2
6-7	3
8-9	4
10-11	5
12-13	6
14-15	7
16-17	8
18+	9

Full Round Actions

Normally a character may only attempt **one** action per round. Some of the Full Round Actions a wizard can attempt include:

- examine the focus of an active spell (see Examining a Spell Focus, page 31)
- study cryptic inscriptions
- search for secret doors or traps
- palm an object and slip it into his sleeve
- attack a foe with a weapon or barehanded
- aim and fire a bow
- hitch up his robes and run away

Wizardly Wisdom

"Bluff, intimidate, withdraw, and, if you have absolutely no other choice, resort to using magic."

~ Rollif Wince
ship's mage
The Lunar Kite

Partial Round Actions

Instead of taking a Full Round Action, a wizard can, if he wishes, take one of the following Partial Round Actions **per step**, beginning on the step that corresponds to his Dexterity ability score:

- invoke a Rune (rolling from his dice pool for the chosen Rune)
- focus a successfully invoked Rune upon a specific Science (rolling from his Science dice pool)
- modify a successfully invoked Rune with a single Formula (rolling from his Formulae dice pool)
- say something (taunt an enemy, scheme with an ally, beg for mercy, etc.)

On the round that they are successfully invoked, Runes are "open," meaning that they can be focused on a Science or modified with Formulae. Open Runes automatically close to modification at the end of step 1 of the round in which they are invoked.

A successfully cast spell takes effect during step 9 of the round ***after*** its Rune is invoked. If no Formula of the Temporal Period has been added most spells lasts 1D6 rounds, concluding on step 1 of their final round (spells cast using Create, Destroy, and Restore Runes are the exception).

Reminder:
A 1D6 roll of 1-3 is a failure; a 4-6 is a success.

***Each* success rolled costs the wizard one point of Quintessence. A wizard is not *required* to roll all of the dice available when checking for success.**

While some situations may lead to a wizard rolling his dice pool for one of his Runes or Sciences several times within the course of one round, a character can only roll each of the dice in his Formulae Pool once per round (though he may divide the pool across several steps).

Notes on the Nine Ancient Runes

When a GM judges the casting of a spell to interpret its effects, he or she must ask several questions:

1. *"What is the action of the spell?"*
   This is answered by the spell's Rune.

2. *"What is the focus of the spell? / What does it primarily affect?"*
   This is addressed by the spell's linked Science.

3. *"Where?" (for an Applied Science) or "How much of it?" (for a Substantial Science).*
   The question of **location** or **quantity** is answered by the spell's Spatial Formula. A spell may have only one Spatial Formula in effect. That caster's "**presence**" is a point in space chosen by the caster and detectable by one of his five sense.

4. *"How long does the spell and its effects last?"*
   The **duration** of the spell is revealed by its Temporal Formula. A spell may have only one Temporal Formula in effect.

5. *"With what effects?"*
   Formulae of the Puissance or Thaumic Periods address what additional **effects**, if any, the spell has.

The following notes will assist in interpreting the results of a casting and offer suggested default values for various Periods of Formulae as they apply.

CREATE

"I make [Science]*."*

Location / Quantity
***Applied Sciences**:* If no Spatial Formula is applied to specify location, the default Created is "*one of them, within the caster's presence.*"

***Substantial Sciences**:* If no Spatial Formula is applied to specify quantity, the default amount Created is "*an infinitesimally small amount within the caster's presence*."

Duration
If no Temporal Formula is applied, the default duration of this spell is permanent.

DESTROY

"I utterly annihilate [Science]*."*

Location / Quantity
***Applied Sciences**:* If no Spatial Formula is applied to specify location, the default Destroyed is "*the nearest one.*"

***Substantial Sciences**:* If no Spatial Formula is applied to specify quantity, the default amount Destroyed is "*an infinitesimally small amount of the nearest supply*."

Duration
If no Temporal Formula is applied, the default duration of this spell is permanent.

Traditions Among the Schooled

The Ward Rune is traditionally called a "boon" because, in the past, it was the most common beneficial magic bestowed by wizards upon the unschooled, often as a form of payment for services rendered.

However, the use of this term is now considered somewhat antiquated, and young wizards are liable to snigger behind their hands when hearing it used.

CONJURE

"I call [Science] *into my presence for a limited time."*

Location / Quantity
Applied Sciences: If no Spatial Formula is applied to specify the location from which the Science is Conjured, the default is "*the nearest one.*"

Substantial Sciences: If no Spatial Formula is applied to specify quantity of the Science Conjured, the default is "*an infinitesimally small amount from the nearest supply.*"

Duration
If no Temporal Formula is applied, the default duration before the focus returns to its original location is 1D6 rounds.

WARD

There are two separate applications of the Ward Rune:
Aversive Warding and **Inverse Warding**.

AVERSIVE WARDING

"*I prevent* [Science] *from entering or touching the designated area.*"

Area: If no Spatial Formula is applied, the default area of effect is "*the caster's person.*"

Note:
All Spatial Formulae modifying Aversive Warding use the "Applied Science" Formula description, regardless of the actual Science linked. Aversive Warding cannot be used to designate an area that *already* contains the Science.

INVERSE WARDING

"I prevent [Science] *in the designated location / quantity from being touched by any additional objects, creatures, or forces."*

Location / Quantity
Applied Sciences: If no Spatial Formula is applied, the default location of the Science Warded is "*the nearest one.*"

Substantial Sciences: If no Spatial Formula is applied, the default quantity Warded is "*an infinitesimally small amount of the nearest supply.*"

Duration
If no Temporal Formula is applied, the default duration for either Aversive or Inverse Warding is 1D6 rounds.

ENCHANT

"I imbue [Science] *with special properties."*

Location / Quantity
***Applied Sciences**:* If no Spatial Formula is applied, the default sample of the Science Enchanted is *"the nearest one."*

Substantial Sciences: If no Spatial Formula is applied, the default quantity Enchanted is *"an infinitesimally small amount of the nearest supply."*

Duration
If no Temporal Formula is applied, the default duration is 1D6 rounds.

Effect
If no Thaumic Formula is applied to specify the desired effect (ability decrease, paralysis, sleep, etc.) the default effect is chosen by the GM and it not always apparent to the caster (see Spell Burn & Side Effects, page 38 for suggestions).

Traditions Among the Schooled

An invocation of the Enchant Rune is sometimes called a "Labor."

Most young wizards ascribe this to the fact that, in the course of their magical training, use of the Enchant Rune was strictly limited to The Collegium Mysterium's Student Laboratory.

Actually, Enchant has long been recognized as the most "workmanlike" of Nine Ancient Runes and to cast the Enchant Rune, often at the behest of one's feudal lord, was traditionally called a "labor" or "work" of wizardry.

In fact, the term "Enchant" did not come into wide use until perhaps two hundred years ago.

RESTORE

"I negate a specified effect upon [Science]*."*

Location / Quantity
***Applied Sciences**:* If no Spatial Formula is applied, the default sample of the Science Restored is *"the nearest one."*

Substantial Sciences: If no Spatial Formula is applied, the default quantity Restored is *"an infinitesimally small amount of the nearest supply."*

Duration
If no Temporal Formula is applied, the default duration of this spell is permanent.

Effect
If no Thaumic Formula is applied to specify what Restorative property the spell's focus is to receive (blindness, hit points of injury, original shape, etc.), the default effect is chosen by the GM and is not always apparent to the caster.

DIVINE

There are two separate applications of the Divine Rune:

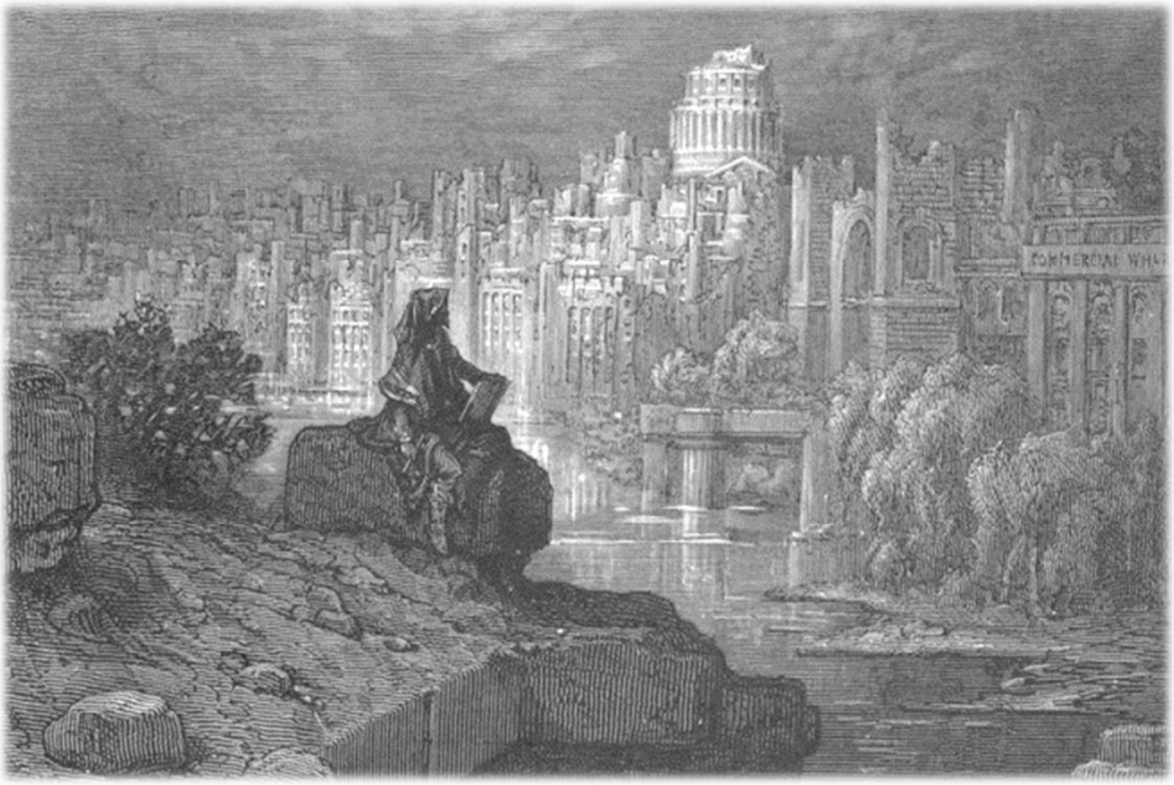
Divining and **Scrying**

DIVINING
"I discover information about [Science]*."*

SCRYING
"I discover information using the [Science] *in my presence."*

Duration
If no Temporal Formula is applied, the default duration of the spell is 1D6 rounds.

Effect
If no Thaumic Formula is applied to specify what information is to be revealed (health, location, proximity, etc.), the GM arbitrarily chooses one fact to be revealed by the spell.



TRANSMUTE

"I transform [Science A] *into* [Science B] *for the specified duration."*

Location / Quantity
Applied Sciences: If no Spatial Formula is applied, the default sample of the Science Transmuted is *"the nearest one."*

Substantial Sciences: If no Spatial Formula is applied, the default quantity Transmuted is *"an infinitesimally small amount of the nearest supply."*

Duration
If no Temporal Formula is applied, the default duration of the transformation is 1D6 rounds.

Note:
This is the only Rune that can be used in conjunction with two Sciences. If only one Science is successfully rolled, the GM selects the focus for the other Science arbitrarily (see Wild Casting, page 33).

THE OTHER ONE

"I _____ [Science]*."*

The OTHER ONE is an enigmatic Rune that can *only* be invoked to take a magical action not explicitly *or implicitly* permitted by any of the other eight Ancient Runes (see The Other One, page 32).

Location / Quantity
Applied Sciences: If no Spatial Formula is applied, the default sample of the Science involved is *"the nearest one."*

Substantial Sciences: If no Spatial Formula is applied, the default quantity involved is *"an infinitesimally small amount of the nearest supply."*

Duration
If no Temporal Formula is applied, the default duration of the spell is 1D6 rounds.

Possible Outcomes

When a wizard attempts to cast a spell there are five possible outcomes:

	Rune	Science	Formulae
1	✓	✓	✓
	Result: Spell cast as intended		
2	✓	✓	×
	Result: Defaults used		
3	✓	×	✓
4	✓	×	×
	Result: Wild Casting		
5	×		
	Result: No Quintessence points spent		

Possible Outcome 1

The spell is cast as the wizard intends.

Rune succeeds
Science succeeds
Formulae succeed

The wizard pays one point of Quintessence for each Rune, Science, or Formula success rolled.

Example:
Osmick Thing, helping his mates escape slavers by fleeing across a frozen river, turns back for a moment to thwart the pursuit. Thing uses Inverse Warding (one success rolled for the Rune on step 6 of the round) and Ice Science (two successes on step 5).

On step 4 he attempts to add a Spatial Formula, rolling two of the four Formulae dice in his Magic Pool, but fails. On step 3 Thing tries again, rolling his last two Formulae dice for the round and getting the one success he needs to allow him to add Meestaff's Chant.

The Formula lets Thing affect "a goodly heap" of his Substantial Science and he chooses to target the frozen surface of the river to the depth of a fraction of an inch. The spell costs Thing four points of Quintessence.

The Rune closes on step 1 and the spell becomes active on step 9 of the following round, lasting for 1D6 rounds.

Possible Outcome 2 Defaults Used.

Rune succeeds
Science succeeds
Formulae fail

The power of the Rune is invoked, and while the spell is linked to the wizard's chosen focus, the caster has no control over duration, area, or other aspects of the spell.

The GM applies the defaults for that Rune or decides arbitrarily on these outcomes.

Example:
Intent on escaping town hastily, Quarvric Punt attempts to Transmute the water in a cistern into a horse.

He scores a success with the Transmute Rune, two with Water Science, and one more with Horse Science but, by the end of step 1 of the round, fails to roll any successes with Formulae.

Punt pays four Quintessence and the GM rules that a single watery steed does indeed rise from the stone trough, but that the change will last for a random number of rounds.

Possible Outcome 3 Wild Casting

Rune succeeds
Science fails
Formulae succeed

The Rune is invoked and the caster manages some control over the duration, range, and other effects of the spell, but the GM chooses the focus of the spell (which is not revealed to the caster until step 9 of the following round, when the spell goes into effect).

The wizard pays one point of Quintessence for each Rune and Formula success rolled.

Example:
Buntley Ham attempts to use his knowledge of Brick Science to deal with a pair of cudgel-wielding thugs who are lurking in wait at the mouth of an alley. On step 7 he invokes the Enchant Rune (two successes) but, after failing three times to focus the Rune upon Brick Science (steps 6-4), he successfully applies two Formulae.

On step 3 he adds A Flux, to make the spell effect a quantity of the material equal to his weight. On step 2, in hopes of trapping the thugs in place, he adds Gadfrew's Magic Palm, to make the focus sticky. The spell costs Ham four points of Quintessence.

Because he failed his Science, however, the GM decides that the spell's focus is the mud under everyone's feet rather than the brick walls flanking the thugs. The GM could just as easily have ruled that the magic was focused on wooden shutters nearby, the thugs' teeth, or even Ham's own boots!

Possible Outcome 4 Wild Casting

Rune succeeds
Science fails
Formulae fail

The caster determines which action the magic takes but the GM decides on the spell's focus, duration, area of effect and any other details or applies the defaults for that Rune.

Example:
Byer Twite, hoping to catch a rival wizard by surprise as he departs the privy, invokes the Enchant Rune (managing one success) but despite several increasingly frantic attempts, he doesn't manage to either focus the open Rune on a Science or roll successfully to apply any Formulae.

Twite pays one Quintessence and the GM rules that, on step 9 of the following round, the privy shed animates for an undisclosed number of rounds and begins to aggressively pursue the two wizards.

Possible Outcome 5 The spell fails

Rune fails

No Quintessence points are spent regardless of any Science or Formula successes and, apart from a bit of chanting and some odd gestures, nothing unusual takes place during that step as a result of this attempted casting.

Example:
Midway through an attempt to loot a legendary wizard's tomb, Jerpwell Sticks prepares to Restore Flesh in order to reattach a comrade's hands, inconveniently snicked off in a trap.

As his friend bleeds, the chamber fills with water, and the wizards face the prospect of a lengthy climb up a rusted iron ladder. Beginning on step 5, Sticks rolls two dice for Restore, but both fail and no spell is cast.

The only thing that Sticks loses is a split-second of time (one step of a round), but he can immediately attempt to invoke the Restore Rune on the very next step of the round.

In situations where there is no urgency, for instance, if Sticks isn't particularly concerned about drowning or his friend bleeding to death, he can elect to take his time and cast the Rune as a Rite (see Invoking a Rune as a Rite, page 27).

A WIZARD CAN

- Manipulate an open spell via Partial Round Actions on several steps in the same round (e.g. first focusing it on a Science, then adding a Formula on each of several following steps) regardless of who invoked the Rune.
- Add Formulae to an open spell, regardless of who invoked the Rune, whether or not the Rune has been focused on a Science yet.
- Add a Formula of a particular Period (Puissance, Spatial, Temporal, or Thaumic) to an open spell once per step, even if a Formula of that Period has already been added.

  If a Formula of the Temporal or Spatial Period has already been added to a spell, the newest Formula of the same Period **overwrites** any prior Formula of that Period, replacing it.
- Interact with more than one open spell during different steps of the same round.
- Invoke more than one Rune in the same round as separate Partial Round Actions, though unless the wizard is extremely skilled or well supported by comrades, this is probably a bad idea, as it is likely to result in either Wild Casting or spells that lack enough Formulae to make them effective.

A WIZARD CANNOT

- Change the Rune of an open spell.
- Add a second Rune to an open spell.
- Focus a Science on an open Rune in the same step that the Rune is invoked.
- Add a focus (Science) to a Rune that has been "Wild Cast."
- Change the focus (Science) of an open spell once the Rune has had a Science linked to it.
- Add a second Science to an invoked Rune (the exception being Transmute).
- Successfully cast a Science or a Formula if there isn't an open Rune to "ignite" the spell.
- Add more than one Formula to an open spell in a single step.

On the Topic of Wizards

"Wizards could undoubtedly accomplish amazing things, if it weren't for the meddling of other wizards."

~ Thoemont Heave
Administrative Secretary
Estates Arcanum

Invoking a Rune as a Rite

If a wizard wishes, rather than rolling for success from the dice pool for any particular Rune that he knows, he may instead take additional time to invoke the Rune with precision as a Full Round Action. This is called "invoking a Rune as a Rite."

For a wizard to invoke a Rune as a Rite he must have at least one die in his pool for that Rune.

No dice are rolled, but instead, the wizard gains a single, automatic success for the Rune (regardless of how many dice he has for it in his dice pool) and pays one Quintessence.

The chosen Rune is invoked, opening the spell for modification, on step 9 of the *next* round.

Cooperative Casting

Tapping into enough of the universe's innate magical energies to produce the desired spell effect can be terribly taxing. This is why many wizards, especially neophytes, practice cooperative casting.

Generally, one spellcaster invokes a Rune while his comrades take charge of focusing the Rune on the chosen Science and adding such Formulae as necessary to make the spell effective in the situation at hand.

This approach to casting spells has advantages. It allows wizards to divide among themselves the Quintessence cost of working a complex spell, as three or four novice wizards working in conjunction are often able to produce spells of greater complexity and magnitude than more skilled practitioners.

Cooperative casting also allows each wizard to begin developing an area of expertise so that even casters with little Lore, Dexterity, or Quintessence can "get in on the action," rather than watching passively.

If a wizard wishes to re-open a spell once its invoked Rune has closed at the end of step 1, in order to overwrite the Temporal Formula and extend the life of the spell for instance, he or one of his fellows must roll a success with Spellcraft Science and pay the Quintessence costs (see The Spellcraft Science, page 30).

Modifying a Spell

To interact with an open spell, a wizard must be able to either see or hear the spellcaster who successfully invoked the Rune. Beyond this requirement, there is no limitation on the range at which a wizard can interact with an open spell.

Reminder
An open spell is one with a Rune that has been invoked but which has not yet automatically closed at the end of step 1 of the same round.

A successful Science roll can only be applied to a single invoked Rune, even if there are multiple open spells in the caster's presence.

If two or more wizards attempt to focus different Sciences on a Rune *in the same step*, only the Science that has the most successes rolled is applied.

For example, if 3 successes are rolled for Eggs, 2 for Ladders, and 2 for Ash, then the Rune is focused on Egg Science. Each wizard still pays a Quintessence point for each Science success he rolled. If two or more Sciences tie for the greatest number of successes rolled in the same step while attempting to focus them upon an invoked Rune the result is a Wild Casting and no other attempts to link a Science to that invoked Rune will succeed.

If, within a given step, a wizard rolls more Formula successes than needed to apply the chosen Formula he still pays one Quintessence for each success rolled.

If two or more Formulae of the Spatial or Temporal Period are added to the same spell on different steps, only the most recent applies, overwriting any prior Formulae of that Period. In this way, spells cannot have more than one Formula from the Temporal or Spatial Periods in effect but may have any number of Formulae from the Puissance or Thaumic Period applied to them.

If two or more Formulae of the Spatial Period or the Temporal Period are added to the same spell *in the same step,* only the Formula with the highest Quintessence cost for its Period takes effect, though all Quintessence costs still apply. If they have the same Quintessence cost they cancel one another out and neither takes effect.

A spell does not need to have a Formula from each of the four Periods. Each of the Nine Ancient Runes has certain defaults in place (Enchant, for instance, has a Duration default of 1D6 rounds).

If an identical Thaumic Formula is applied to a spell more than once it has no additional effect upon the spell. Identical Formulae of the Puissance Period, however, do have a cumulative effect.

Example:
Thewston Rind, Jerdly Blink, and Farbert Moot have found themselves right in the midst of a pitched battle between the armies of two rival barons. Not keen on being skewered or trampled, the wizards work together to fashion a makeshift fortification.

Rind despairs of finding any use for his Sciences (Straw and Beets) but on step 5 he invokes the Create Rune (rolling two successes).

On step 4 Blink hastens to focus the Rune on Bone Science (wishing to leave nothing to chance, he uses all four of his dice and rolls two successes).

Simultaneously, Moot attempts to apply a Spatial Formula, an Efficacious Tone of Might, to make a large amount of magically created bone appear in a protective semicircle. He uses all three dice in his Formula Pool but fails to get the three successes required (he still pays one Quintessence for the single success he did roll).

On step 3, as the thunder of approaching hooves grows louder, Rind attempts Meestaff's Chant, rolls two Formula dice, gets two successes, and pays two Quintessence (though this Spatial Formula only requires one), choosing to have "a goodly heap" of created bone appear in a waist-high, hollow dome.

Also on step 3, Blink uses a Formula die to try and add A Half-Lug (a Puissance Formula that increases the amount of bone created by an armload more) but fails.

On step 2 Rind and Moot, who have both used all of their Formula dice for the round, duck to the ground and huddle together while Blink rolls his last Formula die and succeeds in adding A Half-Lug, choosing to supplement the soon-to-be-created dome with nasty-looking spines.

On step 1 Blink joins the huddle, careful to stay low enough to avoid decapitation.

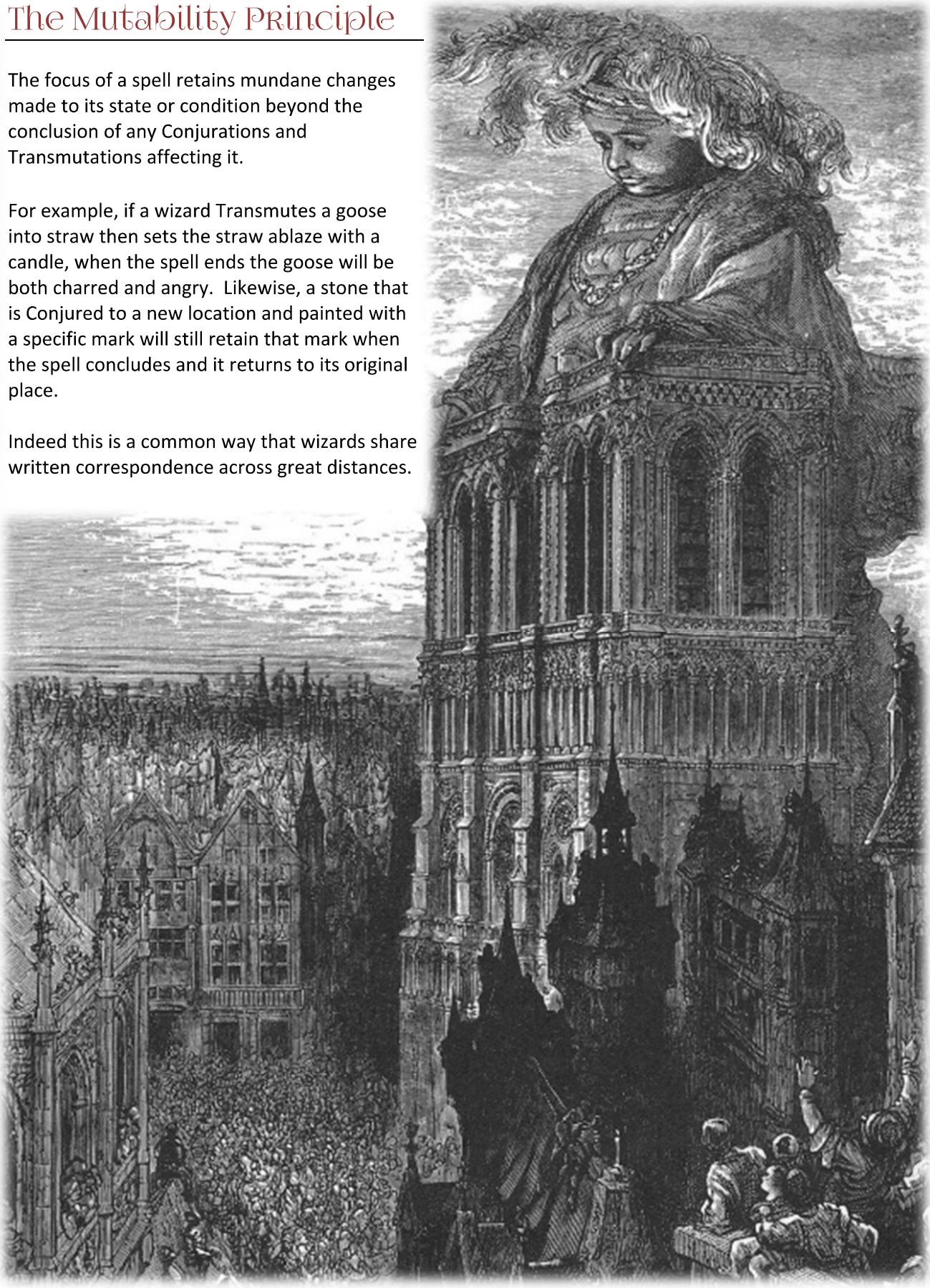
On step 9 of the following round, the spiked dome of bone appears just above the wizards and they settle in to wait things out. Once they believe the coast is clear, Rind plans to use Spellcraft to re-open the Rune while Blink adds a Temporal Formula to overwrite the Create Rune's default duration (permanent) with a Minor Temporal Tweaker that will cause the spell to expire, and the bone to disappear, after 9 rounds (see The Spellcraft Science, page 30).

The Mutability Principle

The focus of a spell retains mundane changes made to its state or condition beyond the conclusion of any Conjurations and Transmutations affecting it.

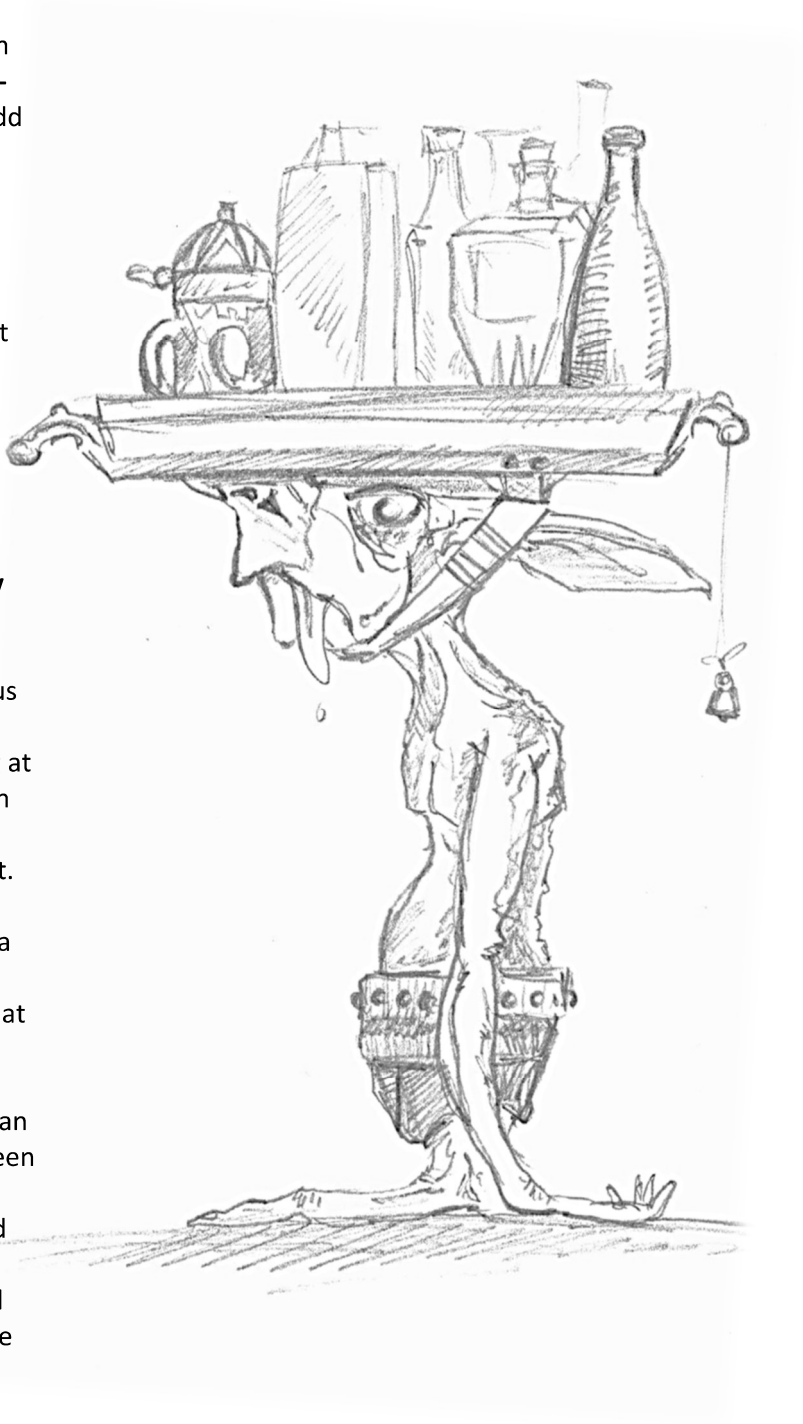
For example, if a wizard Transmutes a goose into straw then sets the straw ablaze with a candle, when the spell ends the goose will be both charred and angry. Likewise, a stone that is Conjured to a new location and painted with a specific mark will still retain that mark when the spell concludes and it returns to its original place.

Indeed this is a common way that wizards share written correspondence across great distances.



The Spellcraft Science

Unlike most Sciences, a wizard's proficiency in the **Spellcraft Science** reflects his ability to **re-open** and tap into a closed spell in order to add additional Formulae to it. For this to be possible, the spell's duration must not have ended.



If a wizard is able to roll at least one success with his Spellcraft Science, any wizard present can, in subsequent steps of that single round, add additional Formulae to the spell. Any caster modifying the spell pays the normal Quintessence cost for Spellcraft or any Formulae successes that he rolls that round.

A spell opened by Spellcraft automatically closes again at the end of step 1.

The wizard must be directly aware of the focus of an active spell (the object, creature, or substance defined by its linked Science) using at least one of his five senses in order to re-open it. A wizard can re-open a spell from any distance as long as he meets this requirement.

There is no limit to the number of times that a spell can be re-opened as long as it has a Temporal Formula (or a Puissance Formula that affects duration) still in effect.

Just as with any open spell, multiple casters can modify a re-opened spell. Once a spell has been re-opened by a caster via a Spellcraft Science success, any number of other wizards can add Formulae during the round that the spell is opened. Only the wizard re-opening the spell needs to roll for Spellcraft success and pay the resulting Quintessence cost.

Examining a Spell Focus

If a wizard is not present to observe a spell being cast but wishes to learn details about it, he must be able to study the spell's focus using at least **two** of his five senses.

To determine information about the spell, the wizard must examine the spell's focus as a Full Round Action and succeed at a DC 15 Lore check.

A successful Lore check will reveal whether or not the object, creature, or substance being examined is, in fact, the focus of a spell *and* one of the following (player's choice):

- which Rune was invoked in casting the spell
- which Science was used (exception: the Science cannot be determined through examination for spells where the Destroy or Divine Rune were used; for Warding spells the Science can only be determined if the examining wizard has Magic Pool points in the same Science)
- how many Formulae have been woven into the spell
- which Periods of Formulae the spell has
- the name of a Formulae that has been applied to a spell, provided that the examining wizard knows that same Formula

If a wizard has successfully examined a spell's focus, he can attempt to examine it again during subsequent rounds. However, if he fails his Lore check, he cannot make further attempts upon that particular focus until an **Interlude** has passed (see Advancement, page 51).

Example:
Fossly Prive (Lore 14) is in a tight spot. Attempting to steal some incriminating documents from a war-mage's tent, he has suddenly found himself magically rooted in place, unable to go a single stride further.

Prive begins to examine the articles in the tent in hopes of finding the focus of the spell that is trapping him here. With a +2 modifier from his Lore ability score, he must roll a 13 or better.

First, Prive examines the smoke from a lamp (he can see and smell it), but when he rolls a success he learns that no magic spell has been laid upon it.

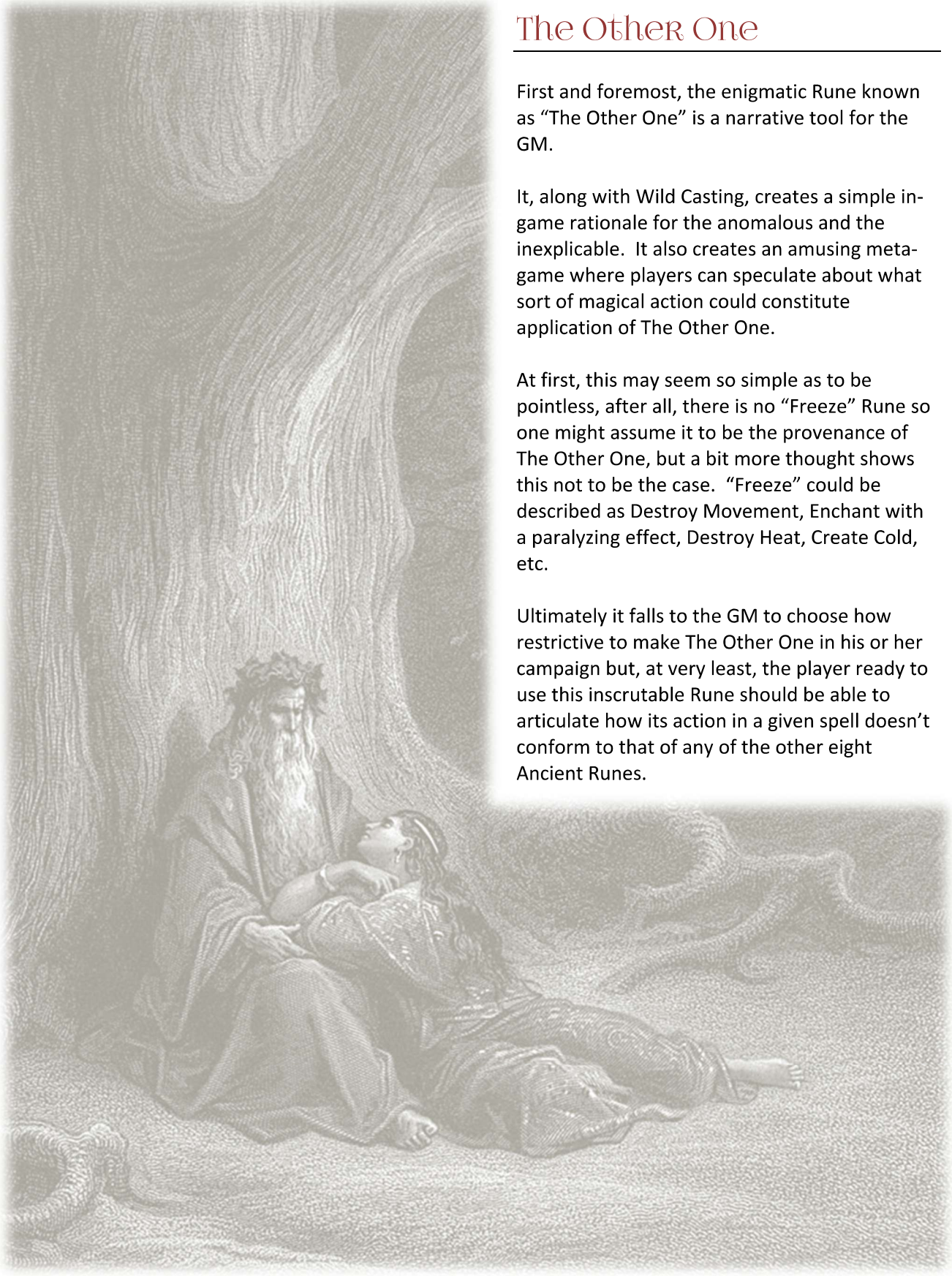
After two more increasingly frantic rounds, in which Prive rolls failures while trying to examine a tent pole and a camp stool, he successfully examines the rug underfoot (he can see it and, though his feet are stuck in place, he can hear the sound it makes when he stoops and draws his glove across it).

He learns that the rug is the focus of a spell and has had the Enchant Rune placed upon it. Though he has the option to continue to examine the rug, in the turn that follows, Prive plans to use Spellcraft to re-open the Rune and overwrite its Temporal Formula to end the spell and free himself before he can be found out.

Wizardly Wisdom

"Magic can seldom, if ever, achieve what a dozen semi-skilled laborers with the proper tools can't just as easily accomplish."

~ Cantlett Prop
Grade Two Supervising Engineer
The Ancient and Revered Order of Smithies and Artificers



The Other One

First and foremost, the enigmatic Rune known as “The Other One” is a narrative tool for the GM.

It, along with Wild Casting, creates a simple in-game rationale for the anomalous and the inexplicable. It also creates an amusing meta-game where players can speculate about what sort of magical action could constitute application of The Other One.

At first, this may seem so simple as to be pointless, after all, there is no “Freeze” Rune so one might assume it to be the provenance of The Other One, but a bit more thought shows this not to be the case. “Freeze” could be described as Destroy Movement, Enchant with a paralyzing effect, Destroy Heat, Create Cold, etc.

Ultimately it falls to the GM to choose how restrictive to make The Other One in his or her campaign but, at very least, the player ready to use this inscrutable Rune should be able to articulate how its action in a given spell doesn’t conform to that of any of the other eight Ancient Runes.

Wild Casting

At some point, perhaps sooner rather than later, the GM will be faced with the need to make a ruling on a Wild Casting. If a wizard successfully invokes one of the Ancient Runes, but no Science is successfully focused on that Rune by the end of step 1 of the game round, Wild Casting results.

It is then up to the GM to arbitrarily choose the spell's focus (perhaps with reference to Table 2-4: Magical Sciences, page 11) and judge what or who is changed by the Ancient Rune. All Formulae successfully applied still take effect and Quintessence costs are paid by casters as usual. If the Enchant or Restore Runes are Wild Cast, the GM should choose the effect. Table 3-2: Spell Burn & Side Effects (see page 38) may provide some inspiration.

A wizard **cannot** reopen a Wild Cast Rune in a subsequent round in order to focus it upon a Science (since the spell already has one, it was simply chosen at random by the GM vs. by a player). A wizard can, however, reopen a Wild Cast spell through use of the Spellcraft Science in order to add or overwrite Formulae.

This is an excellent opportunity for the comedic, bumbling tone of **Olde School Wizardry** to assert itself.

Failure, when success was anticipated, has the potential to be funny. Success for reasons completely unforeseen is often even funnier.

It is suggested, therefore, that Wild Casting should not usually be immediately lethal to the casters, unless of course the wizards are messing about with the Destroy Rune – it's *called* Destroy! – wizards playing with *that* particular fire deserve whatever they get.

Example:
Tindrick Cough, watching from his hiding place behind a barrel of pickled herring, spies upon a cabal that is making plans to abduct the Archduke.

Noticing that each of the conspirators is wearing a hat, Cough decides to work an Enchantment with his Hat Science in hopes of putting them to sleep before he legs it to go fetch his friends. He quietly invokes the Enchant Rune as a Rite, conserving his Quintessence for the Formulae he will need to add to the spell next round.

Unfortunately, Cough doesn't hear the pair of ruffians creeping up behind him. On step 9 of the second round the Enchant Rune is opened, but before the hapless wizard can do anything about it, on step 7 he finds himself being tackled and a sack popped over his head. Cough struggles, but can work no magic this round.

On step 1 the Enchant Rune closes and on step 9 of round three the Enchantment takes effect. The GM rules that Cough sprouts spines like a sea urchin. The ruffians leap back from the now-perforated sack with a yelp and Cough makes a dash for the door, running blind with his pursuers close behind.

Wizardly Wisdom

"Let neither your apprentices nor your enemies think that they can calculate your capabilities.

If they can, they will, and eventually … inevitably … they will come to believe that the odds favor them."

~ Garfly Gads
War-mage of Langwall

Mastery

During character generation or as a result of increased expertise, instead of taking a *fourth* Magic Pool die in a particular Rune or Science, a wizard has the option to remain at three dice in his pool but develop "**mastery**" in that specific Rune or Science.

A character with mastery can, as a Partial Round Action, choose to take a single automatic success instead of rolling dice from his pool. The wizard pays one point of Quintessence when using mastery.

As a further option, in lieu of a wizard taking an eighth die in a Rune or Science, he may declare "**senior mastery**." In this case, he gains two automatic successes and pays two Quintessence points as a Partial Round Action.

Any successes taken through mastery or senior mastery are treated as a die result of "4."

A spellcaster must have mastery in a Rune or Science if he wishes to teach it to another wizard (see Interlude, page 51).

Traditions Among the Schooled

Wizards traditionally observe rigorous standards of both temperance and abstinence as outlined in such works as The Golden Pelican.

These restrictions are not undertaken on moral grounds, but rather as a practical effort to conserve Quintessence.

Wizards theoretically remain bachelors for life, which is why a favorite nephew is the most likely to be selected should a wizard decide to take on an apprentice.

The Specificity Principle

As wizards develop deeper knowledge of their chosen Sciences, they attain greater expertise and control in focusing the released power of the Nine Ancient Runes in accordance with their wills.

One way in which this manifests is the ability of skilled wizards to become increasingly specific when focusing a spell. Mechanically, every Science success rolled *beyond the first* allows the wizard to specify one detail about the spell's chosen Science. This detail must be expressed as a single word (an adjective).

It is up to the GM to interpret these adjectives. "Golden," for instance, might mean composed of gold or it may simply be taken to mean "yellow." "Deadly," on the other hand, could apply to anything that one could choke upon or which could do injury if dropped upon someone from a great height.

Example:
Lost and adrift in a skiff upon a vast subterranean sea, Egglard Spot takes measures to stave off starvation. He invokes the Create Rune, casting it as a Rite and paying one Quintessence. The following round he focuses the Rune upon Plant Science, rolling three successes.

Spot can specify two details about the Created vegetation, and he chooses "savory" and "edible." In later steps of the same round, he goes on to modify the spell with both The Spinning Radical Equation (a Spatial Formula that will produce "another one per Science success") and several applications of A Thing, a Puissance Formula that will further increase the quantity that he Creates.

The spell costs a total of eight Quintessence, but Spot soon finds himself floating through a school of gently bobbing peaches.

Developing New Sciences or "Branching"

Because books of Magical Lore are quite rare and incredibly expensive, and since most master wizards jealously guard knowledge of their Sciences, many less skilled spellcasters are forced to turn to trial and error if they wish to expand the scope of their arcane abilities.

At any point during play, a wizard may attempt to "branch" from one of the Sciences he knows by focusing an open Rune upon a separate but *thematically related* Science; thematically related here meaning, "*of similar substance or properties*" for Substantial Sciences and "*of similar function*" for Applied Sciences. For example, a mage skilled in Ice Science can attempt to focus an open Rune upon snow, glass, or very cold water whereas a wizard who practices Portal Magery may attempt to focus an open Rune upon lidded jars, chests, or portholes.

There are three steps for determining whether an attempt to branch is successful.

STEP ONE

The player articulates his or her rationale for why the object, substance, force, or creature which the wizard is attempting to affect is essentially the same in substance and properties as one of his or her known Magical Sciences.

For instance, "Mud Science is close enough to Clay Science because both are just a mixture of earth and water (substance), and both are wet and can easily be shaped by hand (properties)."

STEP TWO

The GM must make a judgment call, deciding if the two areas are indeed closely enough related to make the attempt feasible.

While it seems fairly clear that Mud Science would allow a wizard to manipulate wet clay, would it allow him to work magic upon a fired, clay jar or unfired pottery? Probably not; the GM must make a decision.

The feasibility of the attempt, however, should not be immediately revealed to the player, but instead discovered through trial and error.

STEP THREE

The wizard must roll to focus the Magical Science from which he is attempting to branch upon an open Rune, but the D6 difficulty for achieving a success becomes a 6 instead of the normal 4-6. Rolls of 4 and 5 do not cost any Quintessence and are merely treated as failed rolls.

Example:
Stottmyr Floats, bone wizard, has learned that he cannot be initiated into the clan of degenerate fish-people, and so earn his freedom, until he bests a giant clam in single combat.

As the creature clamps down upon the hem of his robe, Floats invokes the Enchant Rune. On the next step of the round, he attempts to focus the Rune upon clamshell, reasoning that clamshell and bone are essentially the same (a hard, protective substance that provides structure for animals and is left behind after they rot).

The GM considers the matter while Floats rolls his dice for Bone Science, disregarding any results other than sixes.

On his second attempt, Floats manages a success, the GM reveals that he is indeed able to focus the Rune upon clamshell, and Floats makes a note of it for future reference.

Later, having defeated the clam, the newly initiated Floats attempts to Enchant the driftwood tent poles of the crude structure where he rests via Bone Science. He reasons that, like bone, the tent poles provide an internal framework, retain the basic shape they had in life, and are pale in color.

While the GM considers a ruling, Floats invokes Enchant as a Rite and, on his second attempt to focus the Rune on Bone Science, he rolls two sixes.

At this point, the GM reveals that bone is not sufficiently similar to driftwood to allow branching. Floats pays no Quintessence for the Science successes, but must now act quickly to avoid Wild Casting.

In each separate situation where a wizard successfully focuses a Rune upon a new Science through branching the new Science is listed as a subcategory of the Science from which it branched (e.g. "Bone → Clamshell: once"). Over time, with practice, it is possible for a wizard to become increasingly proficient using a Science acquired through branching (see Improving a Science Acquired Through "Branching," page 53).

Chimerae

Wizards have discovered that living creatures are appallingly, perhaps even *inappropriately* complex. They come apart readily enough with generous application of the Destroy Rune, but Creating so much as even a single pigeon ex nihilo is an extremely tricky business.

When Creating a living thing (sentient or not), **five** Science successes are required for a complete success. If less than five successes are rolled then the creature created is a **chimera**; a being whose physical composition is drawn from the wizard's other Sciences, or GM fiat, or a combination thereof.

Though the wizard's knowledge of stone or cheese may give the creature an alarming appearance and may even, at GM discretion, grant unexpected and unpredictable properties, no additional Quintessence is required from the caster if less than five successes are rolled and a chimera results.

Indeed, the very presence of tusked rabbits, glass beavers, iron turnips, or similar queer monstrosities is evidence that a wizard has established his sanctum nearby.

Spell Burn & Side Effects

As noted prior, the human brain is not the ideal vehicle for channeling the energies found in the Nine Ancient Runes and prudent casters carefully shepherd their mental and physical reserves (their Quintessence) lest they become exhausted too swiftly.

However, in dire emergencies or the throes of obsession, wizards can continue to tax themselves with more casting even when fatigued.

Once a wizard's Quintessence reaches zero he can continue to work magic, but must substitute *hit points* for Quintessence at a one-for-one ratio.

This practice, called "**Spell Burn**," is not without its dangers. Each round that a wizard uses hit points in casting, he must roll 2D20 on **Table 3-2: Spell Burn & Side Effects**, adding one to the die result for ***each*** hit point he currently suffers as a result of Spell Burn. This roll is made at the end of step 1.

The effects are applied immediately and last until the spell ends. On a result of 36 or higher, all hit points lost due to Spell Burn are permanent.

Except when hit point loss is permanent, hit points lost due to Spell Burn are regained at normal rates of healing and are recovered ***before*** hit points lost due to other sources of injury (see Healing, page 41). Wizards who have lost hit points due to Spell Burn regain Quintessence at the normal rate of one per hour of rest, but must still roll on the Spell Burn table when casting until those lost hit points are healed.

Sometimes, when the focus of a spell has been woven with layer after layer of magical manipulation, the very essence of the spell's focus begins to become unstable and uncontrollable **Side Effects** begin to manifest.

If a spell's focus has more than four Formulae placed upon it as the result of one or more spells then, at the end of step 1, the GM rolls 2D20 on the chart below, adding +1 to the roll for every Formulae beyond the fourth. Any result above 36 is treated as a 36. These side effects persist until the spell ends, or the spell's focus combusts and is destroyed.

Table 3-2: Spell Burn & Side Effects

Result	Spell Burn to caster (*"The wizard…"*)	Side Effect upon focus (*"The spell's focus…"*)
3	remains unaffected	remains unaffected
4	becomes warm to the touch	becomes warm to the touch
5	Itches	causes itching when touched
6	begins to hum	begins to hum
7	produces visible symbols when speaking	one random Formula becomes permanent
8	leaves lingering shadows when moving	leaves lingering shadows when moving
9	becomes numb	causes numbness when touched
10	is blinded	causes blindness when touched
11	can see through objects	grants object-penetrating vision when touched
12	Shrinks	shrinks
13	Enlarges	enlarges
14	becomes sticky	becomes sticky
15	is rendered mute	causes muteness when touched
16	is rendered deaf	causes deafness when touched
17	grows hair	grows hair
18	leaves phantom images when moving	leaves phantom images when moving
19	changes color	changes color
20	gives off sparks and smells of brimstone	gives off sparks and smells of brimstone
21	Glows	glows
22	regains 1D6 Quintessence	one random Formula is doubled in effect
23	Transmutes [roll on Table 2-4: Magical Sciences, page 11]	Transmutes [roll on Table 2-4: Magical Sciences, page 11]
24	becomes translucent	becomes translucent
25	begins to hover	gains sentience
26	becomes highly magnetized	becomes highly magnetized
27	becomes ethereal	becomes ethereal
28	ages	begins to decay, thin, or desiccate
29	becomes young	reverts to prior condition
30	teleports	teleports
31	melts	melts, vaporizes, or condenses
32	petrifies	petrifies
33	grows limbs	grows limbs
34	gains 2D6 hit points	bestows 2D6 hit points when touched
35	begins blistering	causes blistering when touched [1-3 hit points per round]
36	Suffers permanent reduction of hit points lost from Spell Burn	Focus combusts and is utterly destroyed
37	permanent loss of hit points plus one derangement (see Derangements, page 310)	
38	permanent loss of hit points plus roll 2D20 again; the indicated result is permanent	
39	permanent loss of hit points plus 1D6 points are transferred from one ability score to another randomly	
40+	permanent loss of hit points plus two derangements (see Derangements, page 310)	

If the GM needs to make a ruling on the *intensity* of a given effect, then a simple 1D20 should suffice.

For instance, if the wizard "teleports," then a roll of a 1 might indicate that he merely shifts a half-foot to the left, whereas a 20 would leave him stranded in another dimension entirely until the spell ends.

Example:
While exploring a tropical island, Dermerd Barp (Dexterity 16, Quintessence 8, Enchant 2, Nut Science 2, Formula Pool 10), enters a clearing only to find himself surrounded by diminutive warriors of the Tchi-tchi tribe.

He realizes that he has but one opportunity to make a big impression before he is pincushioned with poisonous blow darts and so, with great flourish, he takes from the sleeve of his robe an acorn and tosses it into their midst.

On the next round the following takes place:

Step 8: *While the warriors regard the acorn pensively, Barp invokes the Enchant Rune (one success rolled).*

Step 7: *Barp focuses the Rune on Nut Science (also one success).*

Step 6: *Barp modifies the spell with Thaumic Hammer, a Formula which makes the spell affect anyone who can see its focus (rolling four of the ten dice from his Formula Pool and getting the three successes required).*

Step 5: *Barp adds Somnolent Chant, forcing those affected to fall asleep until awakened (rolling one die from his Formula Pool and getting the single success required for this Thaumic Formula).*

Step 4: *He rolls two more Formula dice and successfully adds Dorp's Golden Isle, which will prevent him from being put to sleep himself. This brings Barp's Quintessence to zero, though he still has 3 Formula dice available this round.*

Step 3: *In case not every Tchi-tchi warrior is looking at the nut, Barp adds A Half-Lug, a Puissance Period Formula that extends the spell's effect an arm's-length more in all directions (one success rolled; he suffers 1 hit point damage from Spell Burn).*

Step 2: *He attempts to add A Half-Lug again, since Formulae of the Puissance Period can be added to the same spell multiple times with cumulative effect, but fails (one die rolled).*

Step 1: *Barp rolls his last available Formula die for the round and adds A Half-Lug a second time (one success rolled; he loses a second hit point).*

Barp rolls 2D20 for Spell Burn and adds 2 for the hit point lost (result 25). His feet leave the forest floor and he begins to hover a few inches in the air.

The Enchanted Nut has been modified with five Formulae so the GM makes a Side Effects roll with a +1 modifier. A result of 6 indicates that the acorn will begin to hum softly.

Round Three

Step 9: *Since no Temporal Formula was applied, the GM rules that the acorn will retain its Enchantment for 1D6 rounds.*

A half-dozen Tchi-tchi (those who could either see the Enchanted nut or who were within two arm lengths of it) slump to the jungle floor unconscious.

By the end of the round, Barp finds himself alone in the clearing save for a few gently snoring locals.

CHAPTER IV

Injury, Healing, Death & other Minor Matters

Chapter IV: Injury, Healing, Death & Other Minor Matters

Injury

It's a big, old world, and despite the protection that their status as wizards affords within civilized lands, bumbling, young spellcasters are quite prone to suffer injury or even death at the hands of monsters, miscreants, or mis-cast spells.

Within a 9-step game round, a wizard cannot invoke a Rune, focus a Rune on a Science, or add Formulae to a spell **after** a step in which he takes physical injury from a source other than Spell Burn. Magic worked earlier in the round, prior to taking the wound, functions normally and the wizard can cast spells the following round if not incapacitated or killed.

Example:
Poclins Wry, embroiled in an unseemly street brawl, invokes the Conjure Rune on step 6 of the round (his Dex = 12), rolling two successes and spending two points of Quintessence.

On step 6 he is also unfortunate enough to be struck by a half-brick and suffers 6 hit points of damage from his total of 9. This injury prevents Wry from focusing the Rune upon his intended Science (Badgermancy) and he cannot attempt any additional casting until step 6 of the next round.

The spell will close at the end of step 1 and, unless another wizard steps in, Conjure will be Wild Cast next round on step 9.

Healing

Once each day of game time, injured wizards with zero or more hit points make a DC 10 check, adjusted by the character's CON modifier.

If the check succeeds, the character regains one hit point.

If the check fails, the character's hit point total remains the same.

If the character rests for the day (no traveling, studying, spellcasting, or fighting) the check is automatically successful.

During an Interlude, wizards recover all hit points lost from injury (see Interlude, page 51).

Incapacitation

Characters below zero hit points must make a DC 15 check, adjusted by the character's CON modifier, every 30 minutes of game time. If the check succeeds the character gains one hit point, if the check fails the character loses one hit point.

These checks continue every 30 minutes of game time until the character reaches zero hit points, is brought up to zero or more hit points through magical healing, or dies. If the character survives, upon rising to a positive hit point total, he permanently loses a point from one of his six ability scores (selected at random).

This loss modifies dependent Secondary Attributes as well (e.g. hit points become lower due to Constitution loss, Quintessence may become lower due to Constitution or Wits loss, lingering shock can reduce Lore and therefore cause the character to lose a point of his choice from his Magic Pool).

Death Threshold

If a character's hit points drop below his Death Threshold through injury, magic, or failed healing checks, he is dead.

Dead is dead.

While many amazing feats of magic are to be found in the world of **Olde School Wizardry**, and while a very few wizards have indeed found ways to sustain at least some functions of their wills and minds after their bodies have died, no magic has ever been found that can bring about complete resurrection.

Necromancers may move corpses about like grim puppets and Enchant them with unusual properties, but once the spirit has fled, it is gone from the mortal realm never to return.

A sobering thought.

Killing Wizards

It is widely held forth by the unschooled that the only certain way to slay a wizard is to immerse him in fresh water.

This dunking, so the reasoning goes, can quench the fires of magic that burn within the spellcaster and leave him vulnerable to the same forces that can lay normal men low – to wit, drowning.

According to this common knowledge, brackish, muddy, or salt water won't do. Instead, only the purest water will serve, and even a single grain of sand is purported to render the water "impure" and useless for thwarting wizards.

If these measures are not carefully observed, though it may seem that a wizard is temporarily vanquished, he is certain to come back for revenge in some form, perhaps casting baneful curses upon the perpetrators, their flocks, fields, or families from beyond the grave.

All of this "knowledge" is utterly and completely false of course. Wizards can meet death in the same way that any other mortal can.

Spellcasters go to some lengths to actively propagate the "pure water" myth, however, reasoning that if everyone "knows" how to get rid of a wizard, then they may not resort to conventional methods (which may well work).

Resting & Recovering Quintessence

Quintessence is recovered at a rate of one point per hour that a wizard rests.

Resting requires that the wizard do no studying, spellcasting, fighting, significant traveling or anything else that taxes him mentally or physically.

Doing Other Things
(Apart From Casting Spells)

In **Olde School Wizardry** a character's ability scores are not simply reflective of his innate ability, but also of his accrued skills, talents, and knowledge, including the aspects of the character that other games have dealt with via mechanics for character level, saving throws, combat matrices, proficiencies, skills, and feats.

Rather than establish rules for how to resolve situations in which a wizard attempts to pick a lock, disguise himself as a concubine, notice a tripwire without looking for one, or make a flying leap to the next rooftop, these situations are left in the capable hands of the GM to resolve. A few guidelines are here suggested:

- If there is no in-game time limit or significant consequence for failure, then a die roll probably doesn't need to be made.
- Modify 1D20 rolls with the appropriate ability score modifier (e.g. resisting disease with a 14 Constitution grants a +2 on the die roll).
- Use DC 10 for basic tasks; DC 15 for hard tasks; DC 20 for extremely hard tasks.
- With social or intellectual challenges, a dice roll shouldn't turn player success into failure. Let the *player* solve the riddle (or not), bluff the guard into leaving his post, or remember the old hermit's rhyme.

  This is why there are no ability scores in **Olde School Wizardry** reflecting character intelligence or common sense.

Combat

When magic, diplomacy, bluff, intimidation, and panicked flight fail, wizards and their minions may be forced to resort to violence.

Combat in **Olde School Wizardry** follows the same rules outlined prior.

- Initiative occurs by steps as determined by Dexterity score (DEX ÷ 2, rounded down).
- Attacks are Full Round Actions resolved with 1D20 rolls (modified by Dexterity) against a DC equal to the target's Defense (10 + DEX Modifier).
- Injury is determined by the attacker's Base Damage and is deducted from the target's hit points.

Weapon Types ***Optional***

A simple, Strength-based damage system has already been outlined. If more variation between weapon-types is desired, the GM can pick and choose from among the following rules.

However, since this is a game about spellcasting, wizards, and their antics, the GM should be cautious about developing extra granularity in areas that aren't on-theme.

If he or she wishes, these rules might only be applied to those non-player characters who've been trained extensively in arms rather than wizardry.

Rule: "First Strike"
Treat wielder as having Dexterity 18 (step 9) for determining initiative

Rule: "Two-handed"
Cannot use a shield effectively with this weapon

Broadsword
- +1 to wielder's Defense

Club
- Treat as improvised weapon (-1D6 damage)

Dagger
- Can be used in close quarters

Flail
- Ignore enemy's shield bonus to Defense
- Strikes wielder on natural hit roll of 1

Great Axe
- *Two-handed*
- +1D6 damage

Greatsword
- *Two-handed*
- +1D6 damage, cancels *First Strike*

Grenade
- 4D6 damage regardless of wielder's Strength
- Explodes in the wielder's hand on a natural hit roll of 1
- Fails to explode on a natural hit roll of 2-3

Hand Cannon
- *Two-handed*
- -2 to hit, 4D6 damage regardless of wielder's Strength
- 2 rounds to reload
- Explodes on a natural hit roll of 1, inflicting 6D6 damage upon the wielder

Lance
- *First Strike*
- Use while mounted: double damage when charging

Long Spear / Pike
- *Two-handed*
- *First Strike*
- Can attack from rear ranks

Mace / Battleaxe / Warhammer
- +3 damage vs. plate-armored foes

Pole Arm
- *Two-handed*
- *First Strike*
- +1D6 damage
- Can attack from rear ranks

Spear
- Can attack from rear ranks

Staff
- *Two-handed*
- If unshod treat as improvised weapon (-1D6 damage)

In some cases, the GM may wish to assign additional qualities to certain melee weapons.

Cheaply Made

- The weapon breaks if two or more 1s are rolled simultaneously when determining damage dealt.

Exceptional Balance

- The wielder gains +1 to Dexterity for determining initiative.

Keen-edged

- The wielder may re-roll a single die when determining damage dealt.

Poorly Balanced

- The wielder suffers -1 to Dexterity for determining initiative.

Poorly Forged

- The weapon is treated as an improvised weapon for determining damage.

Well-forged

- The wielder gains +1 to Defense.

Armor

Armor in **Olde School Wizardry** is ablative and is handled in abstract terms with no effort to account for every gauntlet, greave or pauldron. The armor's **Armor Rating** determines how many hit points of injury are subtracted from each blow the wearer is dealt.

For example, in the table below, a mail hauberk absorbs the first 4 hit points of damage from each hit the wearer takes. The values listed are merely approximate and they assume that the armor is in good repair and is complete.

Depending on craftsmanship, materials, and state of repair, the GM is welcome to vary them by a point or two if, for example, someone dashes into battle without a proper helm.

Table 4-1: Armor Rating (AR)

Armor Type	Armor Rating
Gambeson	1
Leather Armor	2
Mail Hauberk	4
Plate Armor	6

Shields, rather than being ablative in their effect like other types of armor, add to the target's Defense against frontal attacks. A small buckler may add a single point, whereas a crossbowman's large pavise might add four or even five points of defense from frontal attacks.

Example:
Vordis Gret, a man-at-arms employed to guard his master's laboratory against intruders, has Dexterity 6 (DEF 10 - 2 = 8), wears mail, and carries a round shield that conveys +2 Defense.

When the wereweasel Conjured by his master's rival springs at him, it must roll a 10 or better to hit. Though the weasel's savage bites inflict 2D6 hit points of damage, Gret ignores the first 4 points of each hit he takes.

A Note on Wizards and Armor

Most wizards do not wear armor. Armor is expensive, hot, takes time to get used to, and takes time to maintain.

More importantly, however, wizards themselves discourage the practice, the notion being that if wizards begin going about in shirts of mail, the conventional way to protect oneself against axes and arrows, it will get folk to thinking that axes and arrows may be *precisely* the way to deal with dangerous or uncooperative spellcasters.

Instead, wizards generally work to cultivate an air of eldritch mystery, at least while in civilized lands with any regard for law, and any neophyte who bucks tradition in this regard should count on being corrected by his betters.

Wealth

Wizards are assumed to be constantly borrowing small sums of money, repaying debts to family members and former schoolmates, and lending money to friends and colleagues.

If the GM and players do not wish to track this steady trickle of copper coins, **Olde School Wizardry** offers a system of Wealth Ranks (WR) to determine what a character can generally afford, how much cash he has access to at any given moment, and how much wealth he can scrape together for large and important purchases.

Each character, product, and service is assigned a Wealth Rank, corresponding roughly to an amount of copper coins (cp) of value as calculated on Table 4-2: Wealth Ranks (WR).

Table 4-2: Wealth Ranks (WR)

Value (in cp) *up to…*	Wealth Rank	Sample
2	1	Helping of Gruel
5	2	Candles (10)
10	3	Shovel
20	4	Lantern
50	5	Private room in an inn
100	6	Donkey
200	7	License to sell magical goods (annual)
500	8	Restorative tonic for blindness (a dose)
1,000	9	Cottage (2 story), year's rent
2,000	10	Cost to establish a Magical Laboratory
5,000	11	Horse (palfrey)
10,000	12	Fine for unauthorized magical dueling
20,000	13	Coach
50,000	14	Manor, year's lease
100,000	15	Minor book of Magical Lore
200,000	16	Small tower, cost to build
500,000	17	A minor baron's ransom
1 million	18	A modest Magical Library

(see Appendix E: Equipment for a more extensive list of goods and services)

Wizardly Wisdom

"Compound interest has crushed more rivals than any spell.

Have an enemy? Make a loan."

- Stewton Thews, Auromancer

Buying Things

Given availability, a character is assumed to be able to purchase any item or service with a Wealth Rank that is lower than his own.

A wizard can generally buy something with a WR equal to his own once per Interlude (see Interlude, page 51).

Finally, a character can afford to buy a product or service one WR greater than his own once per Interlude, but doing so immediately reduces the wizard's WR by one rank.

Buying in Quantity

If a wizard wishes to buy a product in quantity, the approximate value of the product in copper coins (its "cp") is multiplied by the units to be purchased to find the nearest equivalent WR.

This WR is compared to the wizard's own to determine if he may make the purchase or not.

Example:
Having been forced to vacate his townhouse by machinations of a rival, Gruwert Norv (WR 7), must move all his possessions to a dilapidated inn.

The GM decides there are a dozen porters to be had in the district at that hour, and Norv eagerly hires them all in order to get his things off the street.

The value of this service is WR 5 (2 cp x 12 men = 24 cp) and is easily within the displaced wizard's means.

Selling Things

When selling a product, being paid for a service, or acquiring wealth in less orthodox ways, the wizard gains a WR equal to the Wealth Rank of that product or service **minus two**.

If the resulting WR is lower than his own, then the wizard's Wealth Rating remains the same indicating that, while he may have made a bit of money, he hasn't brought in enough to substantially change his standard of living.

Example:
Though he hasn't obtained the proper license for selling magical goods, Stewins Frit (WR 3) has struck upon a scheme to quietly Create leather for a local tanner, reducing the craftsman's costs and labor in exchange for a share of the profits.

The GM rules that, after a month, the tanner pays Frit 100 cp (the equivalent value of a well-made saddle).

When calculating the effect of this income on Frit's Wealth Rank, the payment is WR 4 (100 cp or WR 6 – 2 ranks) and since it is higher than Frit's own WR, he increases to a Wealth Rank of 4.

Selling in Quantity

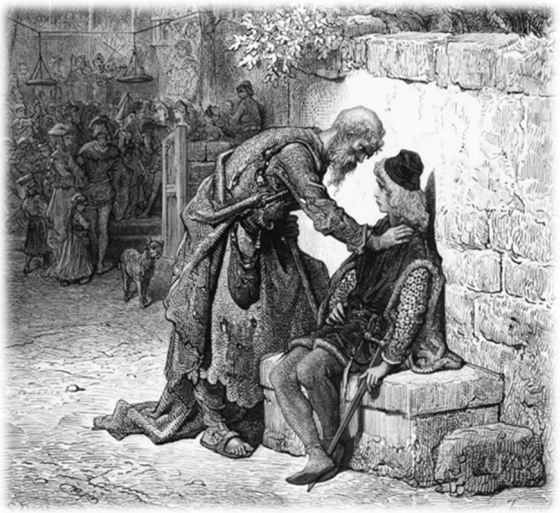
When a wizard sells something in quantity the value of the goods or services is multiplied by the number of units being sold.

The WR equivalent of this total -2 ranks indicates the seller's new WR.

If the result is lower than the wizard's current WR then his Wealth Rank remains the same.

Example:
Noperk Fwidds (WR 3), skilled in Rope Science, sells a cartload of rope in an effort to raise enough coin to ransom a captured friend.

A 50-foot length is WR 3 (roughly 10 cp value). Fwidds is selling 20 units and so moves up to Wealth Rank 5 (10 cp x 20 = 200 cp or WR 7; 7-2 = 5).



Fines

Fines are generally paid to the Estates Arcanum (see The Estates Arcanum, page 90) for such unlawful activities as unauthorized magical dueling or selling magically modified goods without the proper license, and they are handled like any other purchase.

If, however, a wizard is forced to pay a fine that is greater than his Wealth Rank, he drops one WR for each rank that the fine exceeds his own, to a minimum of one.

Some common fines faced by wizards include the following:

Table 4-3: Common Fines

Activity	Fine (WR)
Disrupting commerce or the general peace through an act of magic	10
Loss or unauthorized modification of property through an act of magic	WR of Property
Wounding through an act of magic	Victim's WR
Unauthorized magical dueling	12
Selling magically produced or modified products without the proper trademark	11
Forging a wizard's trademark	10
Presenting oneself as a wizard of greater prestige	11

Starting Money

There is plenty of money to be made from wizardry, but nearly all of it goes to well-established, well-connected masters who, like many tradition-bound tradesmen, take pains to both guard their professional knowledge and make opportunities for young, would-be rivals scarce.

For instance, the master wizards of the Estates Arcanum require licensing fees for the lawful sale of magical goods, insist that wizard-tradesmen emblazon a registered mark of trade upon their goods, and impose stiff fines upon those who don't comply.

It is suggested that, unless the GM feels strongly otherwise, characters begin play at WR 1, without much in the way of spending money or equipment (perhaps supplemented only by a roll from Appendix C: "Guess What's in my Pocket", page 309).

This provides immediate motivation for the neophytes to begin making deals, accepting shady contracts, and taking risks.

CHAPTER V

Advancement

In **Olde School Wizardry**, the GM should design each game session in such a way as to confront the players with various challenges and opportunities.

These can come in the form of dangerous monsters, attacks from factions of rival wizards, traps, curses, tasks assigned by social superiors, guarded caches of wealth or Magical Lore, etc.

Rather than try to quantify the degree of challenge in every case (i.e. attempting to set specific values for recognizing that a troll chieftain is far too dangerous an opponent and choosing to avoid it vs. looting a bandit's treasury vs. slaying a rampaging land piranha), it is preferable to simply assign a single Experience Point (XP) per session.

This stance rests on a theory of experience advancement in which a game session is a social contract between GM and players. The players agree to give up some hours of their time in order to inhabit the imaginary world that the GM has sloshing about in his or her head, and in exchange, the GM does his or her very best to make things entertaining and interactive.

Players who consistently contribute to the campaign by showing up and participating should be acknowledged, and allowing their characters to progress and change mechanically is one way to keep things fresh and engaging.

Interlude

From time to time, between adventures, the GM should declare an **Interlude**. This flexible period of game-time represents a relatively uneventful span of time, anywhere between two days and three months in duration, during which the characters can attend to magical research, training, and other more mundane activities. It is during this time that Experience Points are spent.

Minor Labors

During an Interlude, characters may perform ANY of the following "**Minor Labors**," no more than once each:

- Regain any lost Quintessence.
- Regain any lost hit points (except for those lost permanently due to Spell Burn or loss of Constitution). This is an exception to the normal rules for healing (see Healing, page 41).
- Spend 5 experience points to increase an ability score by 1 point. This increase affects any secondary attributes derived from this ability score as well (Quintessence, hit points, Defense, Magic Pool, etc).
- Make a purchase equal to the wizard's Wealth Rank or Wealth Rank +1
- Forget one Formula. The wizard removes a Formula from the list of those that he has memorized and is able to cast.

  The Formula so discarded should be one that the caster has not used for at least several months of game time.

  Because a wizard can know a maximum number of Formula equal to his Lore x 2, forgetting a Formula can be an effective way of freeing himself up to learn a more useful Formula that he has discovered during play.
- Study a book of Magical Lore (see Books of Lore, page 56)

- Learn a rumor about a cache of magic, magical phenomenon, or cache of wealth.

- Attempt to verify a known rumor.

  For a Wealth Rank 10 cost, the wizard gains a 10% chance to verify whether a single, known rumor is true or not. For each additional WR of cost the chance to verify the rumor increases by 10%.

- Perform a favor for a GM-controlled character, placing them in his debt.

  The GM chooses a name (see Appendix B: Names in Olde School Wizardry, page 308) and selects the identity of the person based upon the sum of the wizard's Charisma and Prestige.

Table 5-1: Debtors

Score	Debtor
3-13	Peasant, Farmer, Craftsman, Commoner, Shepherd, Laborer
14-17	Wizard, Merchant, Artificer, Guildmaster, Knight
18+	Lord, Noble, Fantastic Creature

See Appendix F: Boons Asked of Wizards, page 316 for suggestions.

MAJOR LABORS

During an Interlude, characters may undertake ONE of the following "**Major Labors**":

- Improve a known Rune by 1 point
- Improve a known Science by 1 point
- Increase Formulae Pool by 1 point
- Improve a Science acquired through "Branching"
- Attempt to learn a Rune from a wizard or book
- Attempt to learn a Science from a wizard or book
- Attempt to learn a Formula from a wizard or book
- Attempt to Create a new Formula
- Teach a Rune, Science, or Formula to one or more students
- Compose a book of Lore

Improve a Known Rune, Improve a Known Science, or Increase Formulae Pool

If, by having increased his Lore ability score, the wizard has more points in his Magic Pool than the sum of all his known Runes, Sciences, and Formulae Pool points, he may add a single point (die) to one of his Runes or Sciences (including Spellcraft). Or, if he wishes, the wizard may add a single point (die) to his Formulae Pool instead.

Improve a Science Acquired Through "Branching"

If, on 10 separate occasions during non-Interlude game-play, a wizard has successfully focused an open Rune upon a thematically related Science through branching, then during an Interlude he may declare the new Science "theoretical." Thereafter the wizard's difficulty with the branched Science improves to a 1D6 result of 5-6.

After 10 *more* separate, successful uses at a difficulty of 5-6, during an Interlude the wizard may declare the new Science "perfected."

Thereafter, the wizard's difficulty with the branched Science becomes normal (success achieved on a 1D6 roll of 4-6), and the wizard automatically gains the same number of points in the added Science as the known Science from which it branched.

Points in Sciences acquired through branching are **not** counted when totaling a wizard's Runes, Sciences, and Formula Pool for comparison to his Magic Pool, but are simply listed as a subcategory of the original Science.

Attempt to Learn a Rune or Science

If, by having increased his Lore ability score, the wizard has more points in his Magic Pool than the sum of all his known Runes, Sciences, and Formulae Pool points, he may attempt to learn a Rune or Science in which he has no points.

The wizard must have access to either a spellcaster who has mastered the magic in question and is willing to reveal the necessary techniques or a book that contains detailed instructions on how to perform the magic.

Finally, the wizard must succeed in a Lore check of the listed Difficulty:

- New Rune DC 10
- New Science DC 20

In addition to the character's own Lore Modifier, the check is further modified as follows:

- If learning from another wizard, apply the *instructor's* Lore Modifier and Charisma Modifier to the roll.

- If learning from a book, apply the book's Lore Modifier.

If the wizard's Lore check succeeds, he now knows and may cast as normal the new Rune or Science at a single point of skill (one die).

If the wizard's Lore check fails, he gains nothing from his studies and must wait until the next Interlude if he wishes to make another attempt to learn that Rune or Science.

Example:
Thuefrick Roob (Lore 12, Magic Pool 13), after completing as payment the three risky tasks required of him by a senior wizard, finally receives a lesson in Stone Science.

The instructor, Master Garbaro Spit, has Lore 16 and 8 points of Charisma. Against a DC of 20, Roob makes a Lore check, rolling an 11. He adds +1 for his Lore Modifier, adds +3 for Master Spit's Lore Modifier, and subtracts 1 for Spit's Charisma Modifier.

The result of 14 is insufficient for Roob to acquire Stone Science, but he is free to attempt to learn it again in a future Interlude if Spit is still willing to teach him.

Attempt to Learn a Formula

A wizard may commit to memory, and therefore use at will, a number of Formulae equal to his Lore ability score x 2.

In order to learn an additional Formula, the wizard must have access to either a spellcaster who has mastered Spellcraft, knows a given Formula, and is willing to teach it, or a book that contains detailed notes on how to perform it.

Finally, the wizard must succeed in a Lore check of the listed Difficulty:

- Additional Formula = DC 15 + the Formula's Quintessence cost

In addition to the character's Lore Modifier, the check is further modified as follows:

- If learning from another wizard, apply the *instructor's* Lore Modifier and Charisma Modifier to the roll.
- If learning from a book, apply the book's Lore Modifier.

If the wizard's Lore check succeeds, he now knows the Formula, lists it among those he has memorized, and may cast it as normal. If the wizard's Lore check fails, he must wait until the next Interlude if he wishes to make another attempt to learn it.

Attempt to Create a New Formula

It is the ambition of many wizards to leave their unique mark on the world of "The Schooled" and to be lauded by their peers for developing innovative and effective Magical Formulae.

If a wizard wishes to undertake the creation of an entirely new Formula he must have less than Lore x 2 Formulae memorized and listed as known.

Next, by making reference to other known Formulae for comparison, the player must write out a description of the proposed magic, including precise details about its effects, which Period the Formula belongs to, which Runes it will function with, and the Quintessence cost required to add it to a spell.

Finally, the wizard must succeed in a Lore check.

- New Formula = DC 15 + 5 x the Formula's Quintessence cost

In addition to the wizard's own Lore Modifier, the check is further adjusted by the Lore Modifier of the best Magical Laboratory to which the wizard has access.

Success means that, with GM approval, the wizard has created a working Formula, may name it, and may immediately add it to his list of known Formulae.

Failure means that the spellcaster must wait until the next Interlude if he wishes to try again.

Magical Laboratories

Wizards hoping to create innovative, new Formulae will need the help of a Magical Laboratory.

Each laboratory has a Lore Rating, usually between 10 and 18, reflecting the quality of the equipment found therein and impacting a wizard's attempt to develop new Formulae (see Table 5-2: Lore Ratings).

A very basic laboratory (Lore 10) contains instruments for marking time, scales of various sorts, apparatus for determining hardness and density, containers for isolating the magical effects to be observed from outside interaction, various reagents to assist in detecting subtle changes, charts for comparing odors and colors, raw materials for a wizard's Magical Science, test subjects (usually goblins, small plants, or animals), and a host of materials for noting observations.

It requires a purchase of Wealth Rank 10 (around 2,000 cp) to establish such a collection, with each additional point of Wealth Rank so invested increasing the laboratory's Lore Rating by one point.

Table 5-2: Lore Ratings

Lore Rating	Modifier
2-3	*-4*
4-5	*-3*
6-7	*-2*
8-9	*-1*
10-11	*+0 Basic Magical Laboratory*
12-13	*+1*
14-15	*+2*
16-17	*+3*
18-19	*+4*

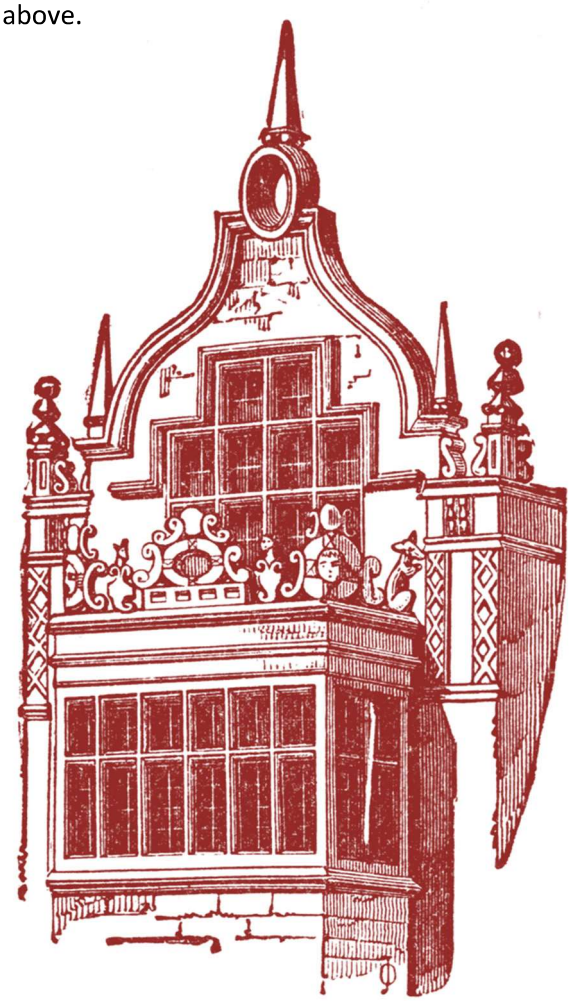
Teach a Rune, Science, or Formula

This Interlude option allows the wizard to instruct one or more students, whether the characters of fellow players or GM-controlled characters, in a single Rune, Science, or Formula.

In order to teach a Rune or Science, the wizard must have achieved mastery for that particular magic.

In order to teach a specific Formula, the wizard must have mastery in the Spellcraft Science and know the Formula that he wishes to teach.

The wizard's Lore and Charisma Modifiers are added to the student's Lore check as outlined above.



Books of Lore

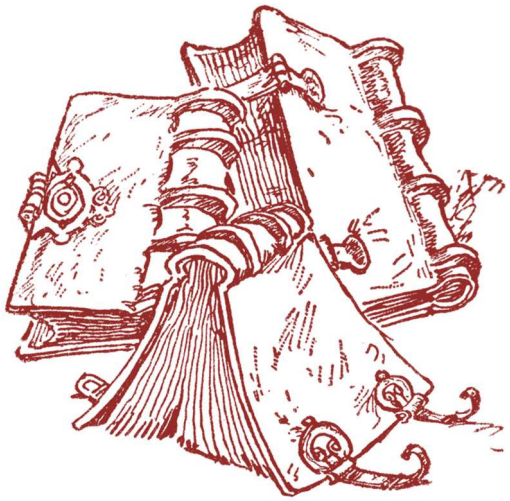
In the course of his career, a wizard will doubtless come across collected notes, folios, or tomes of Lore left behind by his peers among the ranks of "The Schooled" and detailing their own magical researches.

Indeed, the pursuit of additional magical learning is implicit in **Olde School Wizardry**. Of course, not all books are of equal value or depth of insight when it comes to illuminating the intricacies of a particular Magical Science or the optimal method for applying a certain Formula.

Therefore, every book or collection of notes on magical learning is assigned its own Lore Rating, typically from 3 to 18. The higher the Lore Rating the more profound the arcane insights offered the reader. More obtuse writings have lower Lore Ratings as do those whose revealed arcane knowledge is fairly limited, inaccurate, or cursory.

A book's Lore Rating is used to calculate its Lore Modifier when a wizard studies it (a Minor Labor) or uses it in a Major Labor by attempting to learn a Rune, Science, or Formula contained therein.

In addition to determining its Lore Rating, for each book or set of papers containing magical theory, history, or technique, the GM decides upon the text's **Contents**. Contents might include any of the following:



- Precise instructions on how to invoke the Restore Rune
- Details on Weed Science and the latent magical properties of various plants
- Directions for modifying spells with the Temporal Formula "Gunstun's Dream"
- Cryptic clues pointing to the secret location of Vorr's Lost Sanctum and the cache of Magical Lore hidden therein
- A note scrawled in the margin of a page, revealing that Timmiuc Vrice is terrified of mice
- Historical details about a series of duels between the wizard Sticklin and five less prestigious wizards, including notes on which of his spells helped him achieve victory
- Contextual hints that suggest this book was actually penned by a lesser wizard *pretending* to be Thewdulus Brong
- A tidal chart indicating when the entrance to Bluddvour's Grotto, rumored to contain a hoard of gold and other loot, is above water
- A description of the diet and breeding habits of the great northern land whale
- A partial travelogue of an expedition into a far dimension where everything is composed of reddish glass

For each of the items listed in the book's Contents (usually between one and ten), the GM sets a difficulty, generally between 5 (for books that are clearly organized, contain indexes, or are written for others to read) and 30 (for texts that are disorganized, incomplete, vague, or intentionally cryptic).

Study a Book of Magical Lore

When, during an Interlude, a wizard studies a book as a Minor Labor, a 1D20 roll is made for the effort, adjusted by both the book's and the wizard's own Lore Modifiers.

Contents of an equal or lower DC are revealed to the reader. Though a wizard may study a book only once per Interlude, he may return to his study of a particular volume during future Interludes in hopes of learning any yet undiscovered secrets contained in the text.

The relationship between a book's Lore Rating (its depth of magical insight) and the difficulty of discovering its specific Contents (its clarity) allows for great variety among texts.

A wizard who is utterly brilliant but hopelessly deranged may produce a few scattered notes (written entirely in code of course) that have a Lore modifier of +4, but with a DC of 26 to piece together the puzzle of the unique Formula found therein.

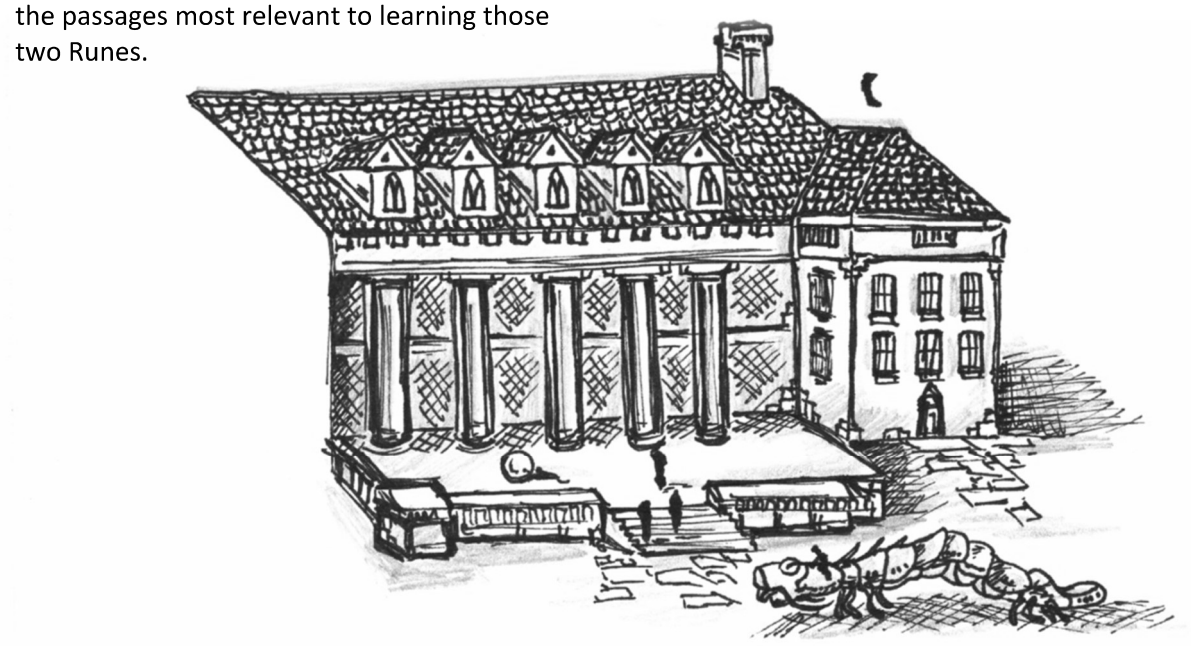
Likewise, a fairly uninspired and humdrum spellcaster may write a small, concise manual on the Conjure and Ward Runes that carries a Lore modifier of -1 but is quite straightforward, offering a DC 7 Lore check for readers to locate the passages most relevant to learning those two Runes.

Example:
During an Interlude from his usual exploits, Stufford Poke (Lore 14) takes time to study a copy of The Golden Pelican (Lore 8) that he discovered (pilfered) from among the items in his former master's estate. Including both his own Lore Modifier (+2) and the book's (-1) the final result of his Lore check is 18.

Poke learns that The Golden Pelican is primarily a philosophic work about the role of magic in a utopian society (DC 5), that it includes extravagant dietary rules to aid wizards in maximizing their Quintessence (DC 14), that portions of the guidelines were developed by the Seven Stone Wizards including the prestigious V.M. Stord (DC 15), and finally he discovers a number of indirect references through which he can imply the correct technique for casting Golden Staff Method, a Formula of the Spatial Period (DC 18).

For his Major Labor this Interlude, Poke will attempt to learn Golden Staff Method from the book (a DC 17 Lore check), again adding both his own and the book's Lore modifiers.

In the future, Poke plans to study the Golden Pelican further, hoping to wrangle still more secrets out of the text.



SAMPLE BOOKS OF LORE

Several sample books of Lore are presented below. More can be found in Appendix G: Sample Books of Lore, page 317.

PRINCIPIA ARCANUM

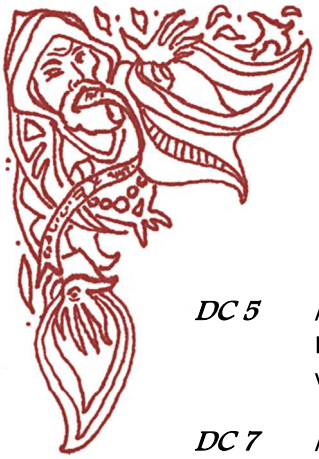
An Introduction to the History of Magical Theory
Lore 6 (-2)

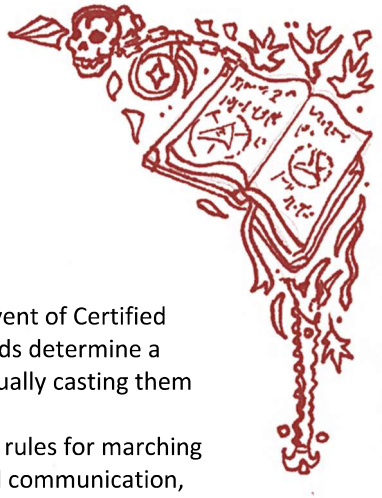
DC 1	This widely disseminated, dense volume is the first book of Lore that most apprentice wizards are required to read, their imaginations a'fever with visions of potent spells	***DC 10***	Doodles, rants, and complaints by former bored and frustrated readers (apprentice wizards) scrawled in the margins
DC 5	Lengthy discussions on the elements of magical theory, the nature of "inner fire" (Quintessence), and the discovery of the Nine Ancient Runes by the legendary magus "Math"	***DC 12***	Fundamentals of Magic, 72 short essays and commentaries on the monograms of Elios
DC 9	The Pseudepigrapha of Elios, a series of 19 monograms from lectures given in the birch grove on the banks of the River Clye	***DC 15***	The rudiments of Spellcraft Science, entirely by inference
		DC 16	The realization that no actual Runes or Formulae are to be found anywhere in this book.

MYSTIC RINDS

by Dridebeer Locks
Lore 14 (+2)

DC 4	Catalogs several thousand regional varieties of cheese with detailed discussion of their comparative texture, bouquet, flavor, elasticity, hue, density, etc.	***DC 13***	Commentary by Dridebeer Locks on the questionable efficacy of Master Quart's approach to invoking Runes
DC 11	Passages of poetry, extolling the virtues of cheese	***DC 14***	Thaumic Period Formula: Sympathetic Principle
DC 12	Sufficient notation to imply the basic techniques of Cheese Science		





TANDABAR'S TACTICA

Lore 16 (+3)

DC 5 A foreword explaining how the text is considered passé since the advent of Certified Hypothetical Arcane Belligerence, the process whereby dueling wizards determine a victor through declaring which spells they *can* cast rather than by actually casting them

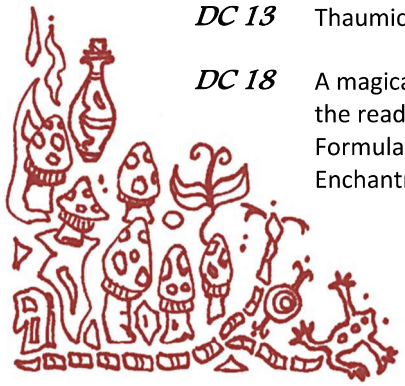
DC 7 A concise if somewhat dated discussion of battlefield magic including rules for marching order, proper arrangement of a wizard's campaign tent, signaling and communication, disposition of magically summoned allies, and lists of spell combinations to be used before and during the melee.

DC 10 Thaumic Period Formula: Tandabar's Slight

DC 12 Thaumic Period Formula: Tandabar's Belligerent Function

DC 13 Thaumic Period Formula: Tandabar's Rite of Wounding

DC 18 A magical trap, triggered only when select passages are read in a certain order, causing the reader to be rendered utterly silent (and unable to cast spells) by Thaumic Period Formula: The White Shroud; the effect lasts until the book is destroyed or the Enchantment upon it reopened and a new Temporal Formula applied



Compose a Book of Lore

As a wizard acquires more skill in his chosen craft, he may wish at some point to compose his own writings on Magical Lore, perhaps for the instruction of an apprentice or edification of a colleague.

If the wizard wants to create a meaningful text on a Rune or Science he must first have achieved mastery in it.

During an Interlude, a wizard can compose notes on only one Rune, Science, or Formula as a Major Labor.

He requires materials sufficient to compose the unbound notes equal to a Wealth Rating of 10 (WR 11 for a Science). The writer may choose to leave his notes as they are or have them further organized and bound together (possibly requiring an additional Interlude to complete).

Any number of sets of notes can be collected together, the required WR cost of 7-9 reflecting not simply the physical act of binding the pages but a degree of editing and arranging as well.

The completed text has a Lore Rating equal to the wizard's own Lore ability score.

The basic DC for a reader to comprehend any given part of the work's Contents is 10, further modified as follows:

Table 5-3: Composition Modifiers

Modifier	Descriptor
+/-	The inverse of the writer's **Charisma Modifier***
+2-5	The work was completed hurriedly or in less than ideal conditions
+3-5	The work is incomplete
+5	For each derangement the writer had
-1	The writer had the work bound
-2	The writer had the work finely bound
-3	The writer had the work lavishly bound
-2	Each additional wizard of equal or greater **Lore** who assisted in the writing as a **Major Labor**

*** e.g. Charisma 15 (+2) would equal -2**

CHAPTER VI

Campaign & Setting

Character Background

The following is intended merely to spark some ideas for players introducing a new wizard – far richer character development will of course emerge through actual play.

PRODIGY

Though born to a common family, having seen a wizard perform a spell in the market square, you were somehow able to imitate him accurately enough to work rudimentary magic.

The Collegium Mysterium, that most ancient and prestigious school of wizardry, quickly swept you up, provided some proper instruction, and is watching your progress with interest to see if it was merely a fluke.

FAMILY TRADITION

Your uncle, elder brother, or great uncle is a wizard. He called in various favors, wrote a letter of recommendation, and helped direct the usual bribes in order to get you into the Collegium Mysterium.

You now have upon your shoulders the burden of upholding the family's reputation for arcane excellence.

SAVED EVERY COPPER

Your family carefully saved money for years to pay application fees and various bribes to get you enrolled in the Collegium Mysterium.

Regarded by many of your peers as a low-born rube, you'll have to work twice as hard to get treated with the respect you deserve.

SECOND SON (OR THIRD, OR FOURTH)

Of noble birth, your older brothers stand to inherit the title and family lands. Rather than merely have you hanging about the estate, you've been sent off to learn magic as a gentleman's trade.

IN DEBT

You owe a lord's ransom (with interest!), and within the boundaries of your scruples you'll need to find a way to start paying down your debt before you are thrown into debtor's prison or worse. Surely magic will provide the quickest way out of this mess?

HUNTED MAN

Pursued for crimes you didn't commit (or possibly did), and now under a new identity, you have begun a new life in hiding among the ranks of wizards.

QUEST FOR JUSTICE

Only a fresh-faced youth when the local baron unlawfully seized your family's land, the hardships you've endured have forged a cold, hard resolution within your heart; the power of magic will help you set things to rights.

MATES

Attached at the hip, when your best chum took it into his head to become a wizard, you readily followed suit. Now you've got to look after him and make sure he doesn't get disintegrated or turned into anything nasty.

BLIND AMBITION

Fools! If only they realized how brilliant you *really* are they'd throw themselves at your feet. Now you have no choice but to prove your superiority to the simpletons, one spell at a time.

Magical Education

Wizards are, as a rule, keenly jealous of their accumulated arcane knowledge. It is, after all, what sets them apart from the masses of "unschooled" artisans and craftsmen.

For this reason, many wizards decline to take on an assistant or, if they do, it is merely to have someone available to carry the Quintessence cost of invoking Runes or applying a few basic Formulae while the wizard himself pursues the perfection of his Science. Therefore, rather than receiving much instruction, the assistant is often left to pick things up on his own.

A true apprenticeship is rare and many times will only begin when the senior wizard has begun to feel the end of his life approaching. In these cases, instruction tends to be a muddled, half-finished affair in which the younger wizard gets what is, at best, a partial education in the Sciences that granted his mentor such prestige.

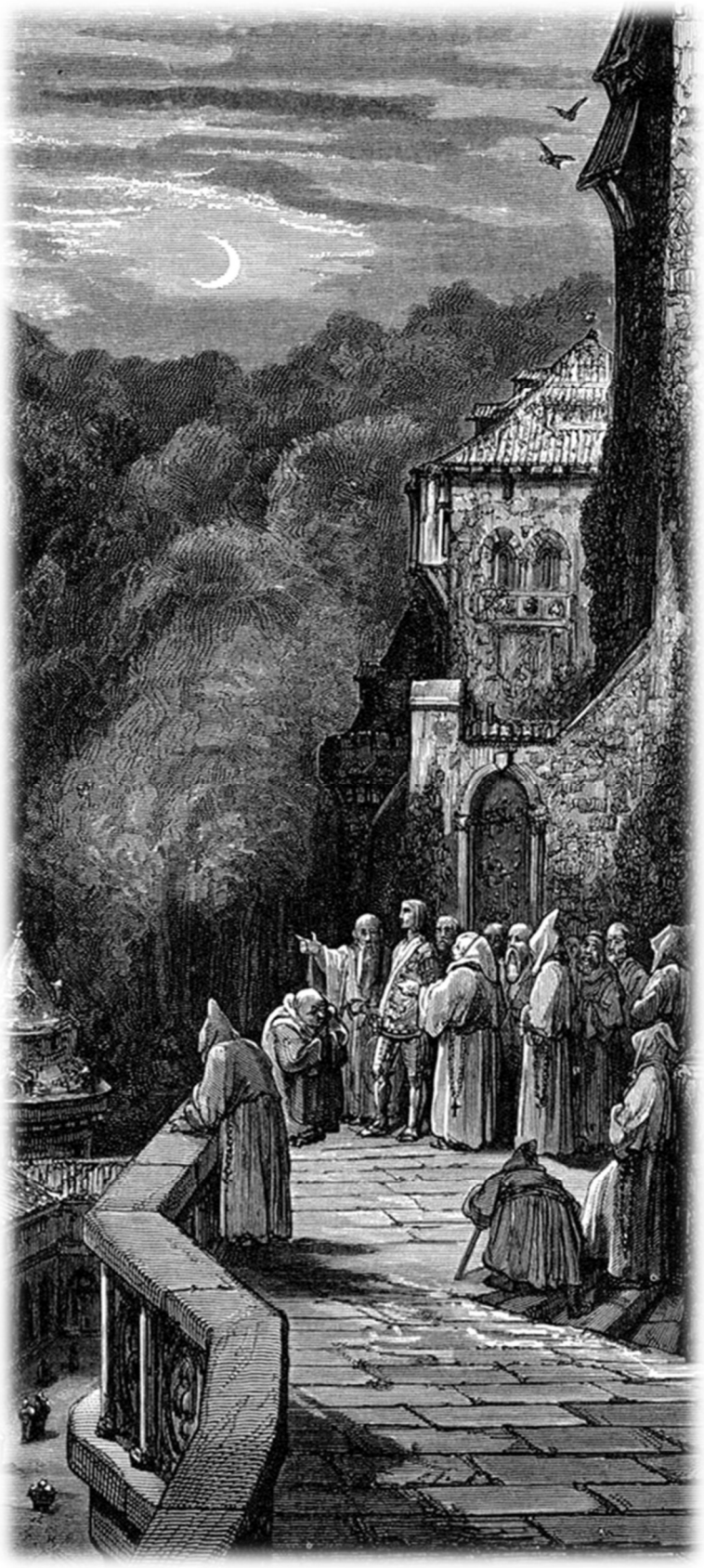
Finally, many wizards choose to take their arcane knowledge with them to their graves in hopes of preserving their reputations as masters of the esoteric.

Rather than be collected and organized by agents of the Estates Arcanum or pillaged by ambitious apprentices, many a wizard's library is intentionally destroyed by carefully prepared spells, triggered to activate upon the moment of his death.

Tuition

The Collegium Mysterium's academic year is divided into autumn and spring semesters.

Tuition, called the "Semester Reckoning," runs about 1,000 cp (WR 9) per semester, plus lab fees for students who have progressed beyond their second year.



The Collegium Mysterium

In order to address the deficits and potential dangers created by such an unpredictable approach to magical education, **The Collegium Mysterium** was founded some centuries ago by a handful of visionary (and profit-minded) mages, for the preservation and growth of the Magical Sciences.

Preparation for the prospective student starts at around ten years of age, when he begins to receive instruction in the basics of grammar, rhetoric, choral singing, math, poetry, languages, history, and philosophy.

The quality of this primary education varies quite a bit. The second son of a nobleman may have a private tutor, himself a wizard of no particular repute, whereas an ambitious merchant may be able to send one of his offspring to live and study for several years at a school in the city.

A few aspiring wizards are fortunate enough to be trained by a relative who is a spellcaster (usually an uncle) and they may actually acquire a rudimentary knowledge of magical theory while still fairly young. Of course, many adolescents fall by the wayside at this stage of their education. Lads who cannot carry a tune or discipline their minds to recite a few dozen stanzas of verse are deemed unfit for further schooling and are dismissed.

For those who persevere, admission to The Collegium Mysterium is a lengthy process that requires many letters of recommendation, a rigorous entrance examination to demonstrate academic competence, and any number of sizeable "gifts" to members of the faculty and administration in order to expedite the process.

If all goes well, the student (who is usually now between 14 and 18 years of age) will be admitted to the Collegium's famed School of Magic.

The High Conclave

While the Archchancellor and administrative staff handle day-to-day business for the Collegium Mysterium, the High Conclave is the institution's actual policy-making body.

Approximately twice a year (theoretically at vernal and autumnal equinoxes) the chairs of the nine most prestigious Magical Schools within the Collegium assemble, one wizard representing each of the Nine Ancient Runes, and they proceed by order of rank into the designated chamber.

None of this is accomplished without considerable squabbling, faction-building, and bargaining, however, as being selected to march in procession to conclave is considered to be an accomplishment of note.

Furthermore, there is no standard scale whereby rank is determined apart from consensus.

The haughty wizard who attempts to place himself at the head of the line without the backing of an influential coterie will quickly become the target of ridicule or utter disregard and is likely to suffer the consequences of hostile measures (everything from slashing the funds allotted to his school, to a vote on his outright dismissal) once the conclave actually convenes.

Once called to order, the members of the High Conclave open the record to review unfinished business from the prior meeting before going on to consider such weighty matters as increases to student tuition, the status of donor contributions, and funding for the various house rowing teams.

In addition to helping approve budgets and providing fiscal oversight, it is standard practice for each chair to put forth measures that will advance the status and interests of his own Magical School or those within the faction of his supporters.

These measures are debated, sometimes at great length, and are approved, rejected, or tabled for future consideration on the basis of a simple majority of votes by members of the High Conclave.

A Typical Education in Wizardry

Stilton Pinch, the bird-chested third son of the bellicose Sir Maurel Pinch (the so-called "Eagle of Plopsbridge") has been accepted into the Collegium Mysterium, in no small part because of his father's influence and reputation.

His name now on the rolls of the School of Magic, Stilton's first year of study is guided by that ubiquitous text, *The Principia Arcanum*, and focuses on magical theory, conditioning, and the fundamentals of the Spellcraft Science. He is enrolled in such basic courses as *Introduction to Gesticulations* and *Beginning Elemental Theory*.

While the Chair of the School of Magic is technically the Archchancellor himself, Pinch has no real contact with that worthy, instead finding that his classes are taught by the junior-most members of the Collegium Mysterium's faculty (a rather harried and put-upon bunch) along with a number of upperclassmen who have been enlisted as teaching assistants.

By the middle of his first year, with an initial round of examinations behind him and a new batch of classes underway, Stilton becomes occupied with attempts to pledge a student house.

He knows quite well that the social connections formed within his house, along with his family pedigree and the recommendations of certain professors, will pave the way when later he applies to his chosen school of study within the Collegium Mysterium.

And so, with gifts in hand, Stilton approaches an upperclassman of House Tandabar, a particularly ancient and prestigious fraternity of student wizards, seeking a sponsor for admission.

For Stilton, the next several months will be punctuated by esoteric midnight oaths, strange and uncomfortable "trials" (theoretically designed to test his character), and endless rounds of menial chores in service of the current members of the house.

Grades

Professors of the Collegium Mysterium do not use any sort of standardized scale for rating the progress of their pupils.

One might find a student-wizard's official record containing such marks as:

- Unsatisfactory
- Poor
- Scarce Half-baked
- meh.
- Scarcely Adequate
- Adequate
- Fair
- Proficient
- With Advanced proficiency

Some professors merely initial the record for students who demonstrate an adequate grasp of their subject or decline to do so for those who do not meet their satisfaction.

If the GM finds it necessary to determine a student's mark in a particular class, roll 1D20 and add both the character's Lore Modifier and Charisma Modifier to the result.

A score of 15 should generally earn the student a mark of "fair" or the equivalent thereof, with higher or lower totals reflecting a better or worse final grade for the course.

By the beginning of his second year, having been accepted into House Tandabar, Pinch finds himself busy with classes such as *Silent Choir*, *Basic Runic Theory*, and *Thaumic Conditioning*.

These courses, along with help from housemates, will prepare him against the approach of his second year finals, at which point he will be required to properly invoke at least one of the Nine Ancient Runes of Magic upon demand, or face dismissal.

Toward the close of his second year, Stilton will also apply for admittance to one of the Collegium's various schools.

While every would-be wizard imagines himself as the next great pyromancer, the reality is that the few seats in the most prestigious schools are bespoke years or even decades in advance, generally secured by familial connections and social rank, and so many student-wizards have to settle for whatever school will take them in.

On the advice of his peers in House Tandabar, Stilton applies to The School of Glass and is accepted after little more than a cursory interview with the Chair (who is himself a Tandabar alumnus).

Admission to a Magical School

Some magical schools within the Collegium Mysterium require that those wishing to enroll first demonstrate competence in that school's chosen Science, in order to show that they are both fit and serious about their dedication to the Art.

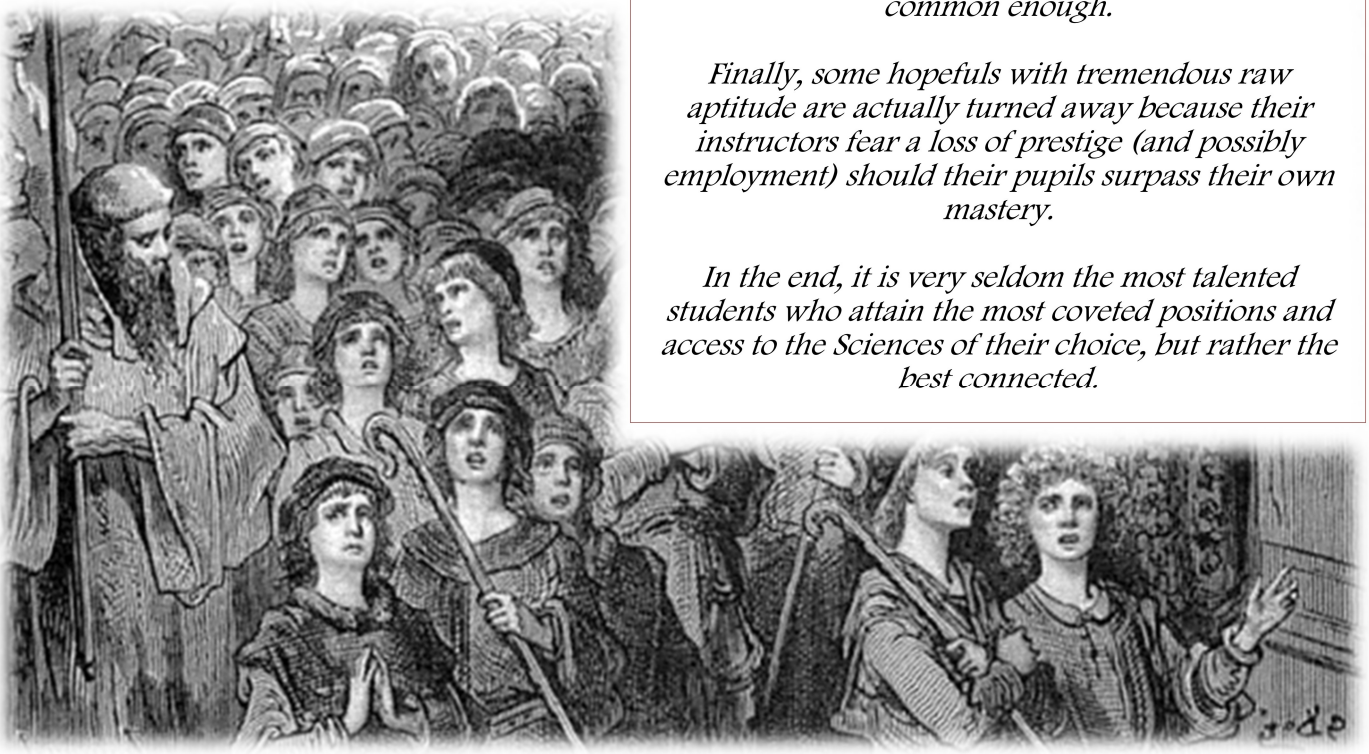
Even then, the wizard-in-training is not assured of being accepted to study his Science of choice, and often as not he must settle for entry into a school of lesser prestige.

A mere rumor, for instance, may be enough to prevent admittance: "I heard his uncle practices in Stone – can you imagine? No, he's not at all the sort we're looking for."

Though those few who can afford it may seek out a credentialed master for private instruction, many an apprentice covers his own tuition and upkeep by moonlighting as a tutor for other would-be underclassmen of his school. This practice is considered unlawful and is discouraged, and not without good reason for, with such semi-skilled practitioners working their magics, accidents are common enough.

Finally, some hopefuls with tremendous raw aptitude are actually turned away because their instructors fear a loss of prestige (and possibly employment) should their pupils surpass their own mastery.

In the end, it is very seldom the most talented students who attain the most coveted positions and access to the Sciences of their choice, but rather the best connected.



In his third year at the Collegium Mysterium, Pinch at last begins to study in earnest his chosen Magical Science.

Over the next two years, he must pass a series of demonstrations for the Chair of his school, or face probation or even outright dismissal.

By the first part of his fourth year, Stilton has gained supervised laboratory access, and he now scrambles to enroll in classes such as *Interpretive Place*, *Exploded Dimensionalities*, and *Intensive Placements*, wherein he will learn the Formulae necessary to channel his magic to the satisfaction of his instructors.

Once he has passed his demonstrations and begun his fifth year, Stilton gains the rank of "Probationary Apprentice" and finally enjoys unrestricted access to both the laboratory and the Collegium Mysterium's famed library, wherein he may pursue his own research on any topic that piques his interest.

This increased liberty comes at a price however.

Graduation from the Collegium requires that he completes a one year "practicum" of field experience prior to his commencement.

As a practicum student, Stilton is placed at the disposal of the Collegium administration, and may be called upon at any time to complete "special assignments."

While usually this simply means that he is required to serve as a "teaching assistant" (conducting those courses for underclassmen that the faculty members themselves find far too tedious), there are no actual limitations as to what these assignments may entail.

A Selection of Practicum Student Assignments

- *Renew the Wards upon the Collegium walls to keep underclassmen from sneaking out at night.*
- *Assist one of the Collegium Mysterium's donors with a sudden infestation of chimera.*
- *Supervise underclassmen as they use the laboratory.*
- *Recover magical texts "accidentally" removed from the Collegium library.*
- *Conduct "supervisions" for underclassmen, testing their abilities.*
- *Escort a member of the faculty or administration on a trip or assist them in a private, commercial venture.*
- *Investigate a rumor of a cache of Magical Lore for the administration.*
- *Conduct a survey of a ruined wizard's tower.*
- *Visit an alumnus to seek donations for the Collegium Mysterium.*

Pinch finds that one final hurdle yet stands between him and graduation from the Collegium.

As a practicum student, he is automatically enrolled in the "Golden Order" and accorded the rank of "associate member."

Inclusion in this "ancient and esoteric society" automatically obligates Pinch to meet a financial contribution goal of 5,000 cp [WR 11] before he can move to the grade of "esteemed member" -- a prerequisite for his graduation.

Fortunately, Stilton's family is able to provide some of the necessary coin, but in the weeks before his convocation he finds himself contacting several alumni to secure loans.

He will begin his wizarding career in debt to a handful of senior spellcasters, and therefore at their beck and call until his obligations are fulfilled.

Upon the day of commencement, traditionally Midsummer Day, the Vice Chancellor carefully records Stilton Pinch's name in the official Collegium Register.

This entry notes the year, Pinch's magical school of study (in his case "Glass"), and his rank within that year's graduating class.

Pinch is also registered with the Estates Arcanum, receiving the long-awaited title of "Wizard," and he will, from now on, be accorded the legal rights and protections thereof.

The Ancient and Mysterious Rite of Initiation

Upon enrollment in the Collegium Mysterium, The Chair of the School of Magic, usually the Archchancellor, places a golden basin of water before the assembled students with great ceremony.

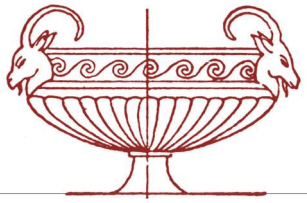
After declaring the water utterly pure, perhaps even going so far as to invoke a Divine Rune to confirm this fact, with great flourish he places a single pebble in the basin.

It is, of course, common knowledge among the unschooled that immersion in pure water is the only sure means of killing a wizard (see Killing Wizards, page 42*).*

Students then approach the dais and one by one the Chair "anoints" them, pouring a dipper of water over their heads.

As each student leaves the dais, the Chair shows them the dry pebble, which he palmed, and whispers to the initiate, "the water is pure."

In so doing, the young wizard-in-training learns a pair of valuable lessons: first, very little that the unschooled know about wizards is actually true, and second, the hand can be quicker than the eye.



Student Houses of the Collegium Mysterium

Following is a selection of some of the major student houses of the Collegium Mysterium.

ADMIRALTY HOUSE

Common Schools of Study

Wood, Rope, Hydromancy, Wind, Weather

House Colors

Gold on Blue

Many graduates go on to become junior ship's mages--an exciting, rigorous, and dangerous profession with frequent openings owing to the high mortality rate--or to take positions as clerks, factors, record keepers, or prognosticators within the Admiralty.

This student house operates under substantial grants from the Archduke's Admiralty to develop magical support for the fleet of The Grand Duchy of Walvia. Admiralty House maintains a lengthy and proud tradition of wizards skilled in deftly manipulating wind, air, and water.

Fourth year students of Admiralty House, upon finishing their spring round of demonstrations, may petition to undergo an additional series of extremely rigorous examinations conducted directly by Admiralty staff.

These assessments extend beyond application of the Magical Sciences to include navigation, sailing, naval law and nautical custom, and they have a well-deserved reputation for being the most arduous examinations that aspiring wizards can sit for. Those taking top marks win immediate renown.

Notable Alumni

Sir Brandavere Whelt
Heroic ship's mage of the Battle of Sladki; uttered the famous last words, "She'll bloody well float if I tell her to!"

Captain Marvus Pent
Credited with the discovery of the isles of Infernia and Twosday

Fwinlet Tuddwind
Creator of Temporal Formula, "Tuddwind's Lubricated Pattern"

Egglet Sticklin
Author of *Seven Years Upon the Norp*

* Out of Flesh, Knowledge

Founded by a bequest from the famous former Archchancellor Brober Bentbrock, this house was once considered among the Collegium Mysterium's most prestigious.

Events in more recent decades, however, have seen a precipitous decline in the reputation of Bentbrock House as prominent graduates (among them even some of the former Archchancellor's own relations) have become involved in a series of scandals.

Now a byword for decadence and debauchery, the wizards of Bentbrock House are most interested in bending magic to serve their own pleasures.

BENTBROCK HOUSE

Common Schools of Study

Carnomancy, Goblins, Spoons, Butter, Ale

House Colors

Pink

Notable Alumni

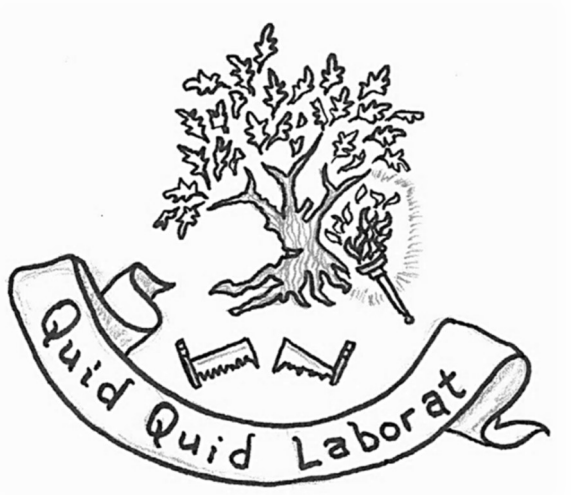
Voes Habwrit
Inventor of "sweet cane," an incredibly potent and addictive stimulant derived from Aedis Isles sugar cane

Kollbrith "Twelve Fingers" Smips
Infamous lord of vice, Smips operates a fleet of pleasure barges upon the lower Clye

Morgill Pheffer
Creator of Thaumic Formula, "Pheffer's Beguiling Enchantment"

Phosp Spritely
Author of *The Wizard's Mind*, a satirical work on the prevalence of paranoia and egotism among spellcasters

Mellard Bentbrock
Corpulent, outlaw flesh-mage; among other things, Bentbrock uses his flesh golem "gynunculi" as doppelgangers to maintain a formidable spy network



* Whatever Works

HOUSE BULLBRIAR

Common Schools of Study

Plants, Bone, Hydromancy, Wood

House Colors

Black on White

Compounded from a handful of now defunct minor student houses, House Bullbriar is most notable for its vehement egalitarianism -- a concept many wizards find quite shocking.

Rather than being evaluated upon their pedigree and social standing, applicants are assessed based upon their personal aptitude and interest in applying magic to meaningful tasks.

In addition to the utter scorn of houses such as Tandabar, Westie, and Tempest, another result of this approach is that Bullbriar has gained a reputation for indiscriminately taking in absolutely anyone willing to pledge (except women and foreigners of course).

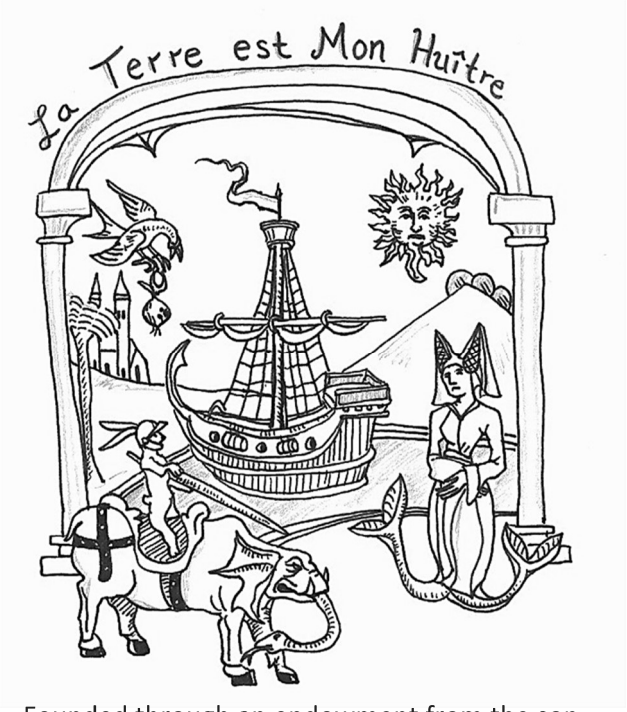
House members have no time for metaphysical hypotheticals, spellcasting as performance, or even magic as the catalyst for effecting a utopia, focusing instead on specific combinations of magical application that can create concrete changes.

Along with its untraditional approach to admission, this emphasis on practicality over tradition has seen Bullbriar rise to become the fastest growing of the Collegium's student houses.

Notable Alumni

Jeridad Stove
Holds patent for all road building and maintenance between Auksford and Dundrin-on-Clye

Mienus Morf
Inventor of Morf's Miracle Thresher, a micro-golem powered device that radically increases the efficiency of certain agricultural labor



HOUSE CHEAUX

Common Schools of Study

Cheese, Shoes, Hydromancy, Wind, Horses

House Colors

Purple

Founded through an endowment from the son of a prominent Plukish merchant, House Cheaux exists solely to provide well trained ship's mages, prognosticators, and support personnel for La Société des Marchands Libertines, a powerful mercantile consortium.

Those accepted into this small house benefit from substantial scholarships (and the services of the house's own private chef), but are obligated to four years of service to the Cheaux family upon graduation.

Many who pledge to House Cheaux are criticized for having sullied the pure calling to pursue the Magical Sciences by their grasping after filthy lucre.

Notable Alumni

M. Branoir Cheaux
Patriarch of Basileau; founder of House Cheaux

Worst Glutl
Author of *Ars Anguilla*, a catalog of eels and the stranger sorts of fish

Timis Cheaux
Owner "Le Sorcier Salubre" vineyards

* The Art for the Sake of the People

Despite their focus on fairly utilitarian Magical Sciences, students enrolled in Cotter House endure continual scrutiny from agents of the Estates Arcanum who are leery that members may be secretly attempting to develop and perfect Human Science.

In addition, young wizards hoping to join "The Circle of Man" often pledge to Cotter House in the (mistaken) belief that they will be able to make contact with devotees of that esoteric society.

In reality, however, the humanists of this house aren't interested in dominating mankind or magically producing people, but rather they are actually concerned with how to improve the day to day lot of mankind through application of the Magical Sciences to areas as mundane as sanitation, food supply, and transportation.

Misunderstood idealists, however good their intentions, few members of Cotter House can afford to continue their quixotic campaigns for reform for very long following their commencement, and many end up working in Dentistry or some other fairly pedestrian branch of magical practice.

COTTER HOUSE

Common Schools of Study

Stew, Bricks, Teeth, Wood, Swine, Plants, Stone, Hydromancy

House Colors

Red on Black

Notable Alumni

Gvery Prest
Founder of Gong-gate, the magical portal network that moves nightsoil from Dundrin-on-Clye to the skies above the surrounding fields

Huuvley Let
Chief Inspector of Wells and Fountains, The Free Plukish City of Grandille

Barclet Rind
Author of *On the Application of the Magical Sciences to Agricultural Pursuits*

* Where is the Necessary Please?

The Collegium Mysterium's reputation for excellence spans the world and even reaches into several adjacent dimensions. It is not so unusual, therefore, to find that some applicants hail from well beyond the civilized lands found on proper maps.

While tradition and national interests obstruct many of these would-be-wizards from entering a course of study, in some cases special concessions are made (such as when fabulous wealth or political advantage are involved).

These students are carefully directed, by the time-honored expedient of speaking loudly and slowly, toward Foreign House, where "their folk" are assumed to be at liberty to speak among themselves in their own tongues and to observe whatever customs their people keep without troubling anyone else.

FOREIGN HOUSE

Common Schools of Study

Capramancy, Paper, Clouds

House Colors

Blue

Notable Alumni

Tietromov Ushtaan
Grand Vizier of East Vazmorva

Fjalik Galeedimed
Diamond Prince of Gujgwaligot

Bdoc
Warlord of the Shadow Sun

The Xadoon of G'thorr

* What Are You Looking At?

Having recently broken away from Bullbriar on the grounds that its parent house had become too soft, members of Haus insist that the best way to cultivate maximum Quintessence is through vigorous physical exertion and that physical contests are the best way to judge a wizard as both a spellcaster and a man.

Named for former Bullbriar head, Barnley Haus, who was said to have eschewed magic when dealing with a river troll incursion, and relied instead only upon his fists alone, most members are practiced pugilists who routinely turn up to classes with blackened eyes and missing teeth.

It has come as a bit of a surprise that Haus House's rowing team has performed so poorly in the Collegium Mysterium's regular regattas, but their tactic of attempting to fight mid-race boarding actions may be to blame.

HAUS HOUSE

Common Schools of Study

Weeds, Leather, Chickens

House Colors

Red on Gold

Notable Alumni

Habstag Gunt
Wizard and bodyguard to His Grace, the Duke of Bullishire

Lavely "Jackcrow" Whoep
Infamous smuggler and gangster

A popular recent addition to the roll of the Collegium Mysterium's recognized student houses, members of Persimmon House routinely break from centuries of tradition, replacing the standard, black wizard's robe with elaborately embroidered gowns that include fur-trimmed hoods, dagged sleeves, and colorful brocade.

Persimmon House's divergence from tradition is not merely confined to questions of wardrobe, however, as they hold magic to be, first and foremost, an artform -- an avenue for individual expression.

When student wizards of this house perform magic, it is with great concern for presentation, originality, and flourish rather than for mere efficacy or raw power.

Members tend not to be particularly distinguished in academics but are extremely well-informed in matters of court fashion among the landed elite (both Schooled and unschooled).

PERSIMMON HOUSE

Common Schools of Study

Ice, Hats, Smells, Glass, Swans, Arboreal Schools, Candle Binding

House Colors

Ever Changing

Notable Alumni

Havvefrew Pick
Court wizard to the Duke of Stolz, known for creating Pick's Singing Fountain, a sentient, prognosticating jet of crystalline spray

The wizard known as "Vv"
Creates delicate, floating ice sculptures each summer solstice, sending them downriver to the delta and out to sea

* Toward Tomorrow

HOUSE POWTLIN

Common Schools of Study

Metals (various), Stone, Chains, Wheels

House Colors

Silver on Purple

Devoted to the idea of material progress, House Powtlin has quietly cultivated partnerships with many craft guilds, both locally and overseas, with the result that, despite the fairly pedestrian nature of the Magical Sciences they study, members are almost always able to secure employment upon graduation from the Collegium Mysterium.

Recently, in addition to being sneered at by the students of more prestigious houses, House Powtlin has begun to draw serious criticism because some alumni have cooperated in trade arrangements with the Ancient and Revered Order of Smithies and Artificers.

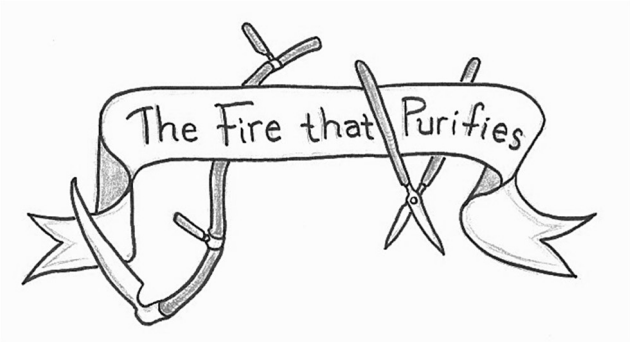
This development has sundered House Powtlin from House Bullbriar and Cotter House, traditional allies in their struggle to gain the respect of more established and prestigious student houses.

Notable Alumni

Goebert Tidd
Materials Coordinator on the Mark IV Velocipede Project

Vomes Brundick
Creator of Spatial Formula, "Brundick's Locomotion"

Stureguard Wince
Proponent of the Trans-Norp Viaduct Project



REFORM HOUSE

Common Schools of Study
Turnips, Rope, Bricks, Weeds, Straw, Thatch

House Colors
White on Green

Wizards, of course, are not subject to the jurisdiction of mundane courts, answering instead to the Estates Arcanum.

The Judicial Branch never resorts to capital punishment, even when dealing with the most dangerous of legally recognized practitioners, instead relying upon fines, bans, exile, and imprisonment to maintain order.

In some cases, where these measures aren't proving effective, the Estates Arcanum may assign the guilty wizards to a term of reeducation at the Collegium Mysterium.

Assigned to Reform House, these students are thieves, drunkards, and perpetrators of fraud to the man.

Closely supervised by both proctors and practicum students, they are made to attend to matters of routine campus maintenance.

Notable Alumni

Captain Weems Hant
Special attache to Dundrin-on-Clye City Watch

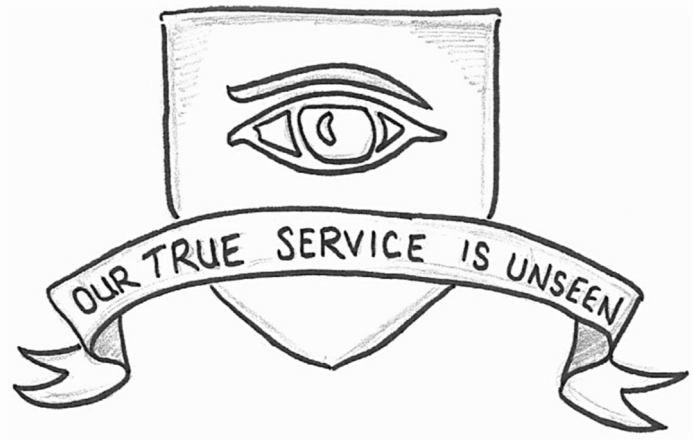
Griddley Lipet
War-mage of Langwall

SCHOLARS IN RESIDENCE

House Colors
Gold on Black

Not properly a student house in their own right, scholars in residence are instead a collection of wizards who have successfully graduated, but for one reason or another have chosen to remain at the Collegium Mysterium.

They continue to pay tuition for the privilege of using the library, dining hall, and laundry but are largely left to their own devices (provided that they don't cause anything important to detonate).



SHADOW HOUSE

Common Schools of Study
Fog, Motives, Sound

House Colors
Grey on Black

Small, exclusive, and admitting only the very well-bred, Shadow House has long provided diplomatic advisers (spies) to the Archduke.

While most members of the house will not actually go on to enter the Archduke's service directly, they still maintain a carefully cultivated reputation for subterfuge and misdirection.

Shadow House is known for academic excellence, and it is rumored that, owing to extensive use of the Divine Rune, house study guides often include examination questions prior to the professors actually writing them.

Members are nominal rivals with House Umbra, but they generally view trainee wizards of that house as something more akin to a collection of tasteless jokes than as serious rivals.

Notable Alumni

Putlyn Forbs
Ambassador to the Plukisk city-state of Parleth

Gvarly Gein
Author of *The Black Isle of Gvaaaa*, an account of a survey undertaken through mental projection

Garbot Wurst
Creator of Thaumic Formula, "Wurst's Thread"

Fillck Yine
Director of the Estates Arcanum's Collections Branch

* Small Things Make Base Men Proud

As everyone knows, all wizards are male, women being constitutionally unsuited to channel the "inner fire" that allows spellcasters to invoke the Nine Ancient Runes.

This long held knowledge is as ubiquitous as it is utterly false, and in reality, it is only the power of social convention that prohibits women from learning magic.

Nevertheless, despite the considerable weight of tradition, some talented and enterprising women do manage to secure admission to the Collegium Mysterium, usually in the guise of young men.

Rather than risk scandal, if these women are identified, the administration quietly invites them to join Sterngore, a student house known for producing conservative, understated scholars of extremely high merit.

The fact that Sterngore is almost entirely female goes unacknowledged, and many students graduate from the Collegium Mysterium without ever realizing that there is anything particularly distinctive about this relatively small house.

HOUSE STERNGORE

Common Schools of Study

Steel, Seasons, Earth, Ladders, Wheels

House Colors

Silver on Grey

Notable Alumni

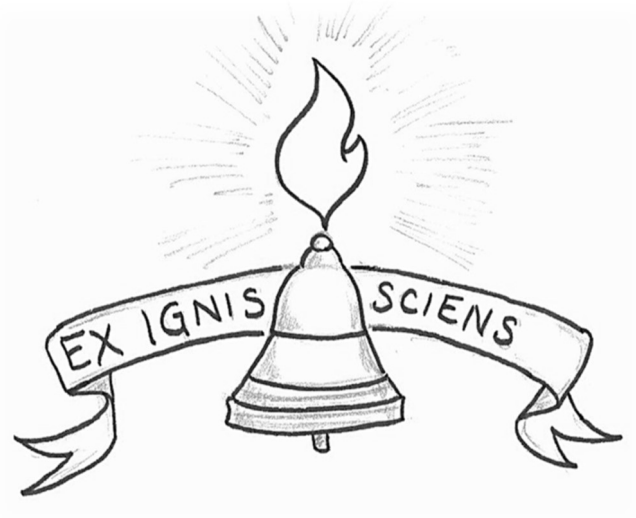
H. Aldrip Shook
Lector Prime, Estates Arcanum Librum Branch

Balifrew Aard
Chief Warden of Noosegate, the persistent magical portal connecting Craeg Vale to Dundrin-on-Clye

Hoef Gunstun
Creator of Magical Formulae, "Gunstun's Dream" and "Gunstun's Fable"

R.K. Stiffler
Author of *On Falling: a Collection of Maths Pertaining to How Objects Utilize their Inner Ignis as a Means of Propulsion* and creator of Spatial Formula, "Stiffler's Stone"

Q. Purdgrove Quamond
Creator of Thaumic Formula, "Quamond's Ethereal Guide"



* Out of the Flame, Knowledge

Staunch traditionalists, members of House Tandabar are generally less concerned with the actual practice of magic than with the status and social connections that membership in their house confers.

Though Tandabar admits only the well-connected and politically savvy, it remains one of the larger of the Collegium Mysterium's student houses and is certainly one of the most prominent.

It is common for Tandabar students to linger long after class is over to curry favor with their professors, and taking top marks in their classes is a matter of both great pride and earnestness for members of this house, as these accomplishments often translate directly into prestigious court positions or lucrative appointments in the Estates Arcanum upon their graduation.

Highly competitive, Tandabar jockeys with Admiralty House, Sterngore, Tempest, and Shadow House to produce the top graduates each year. Other houses receive only their contempt.

HOUSE TANDABAR

Common Schools of Study

Air, Sand, Geese,
Plumbmutation, Clouds

House Colors

Gold on Purple

Notable Alumni

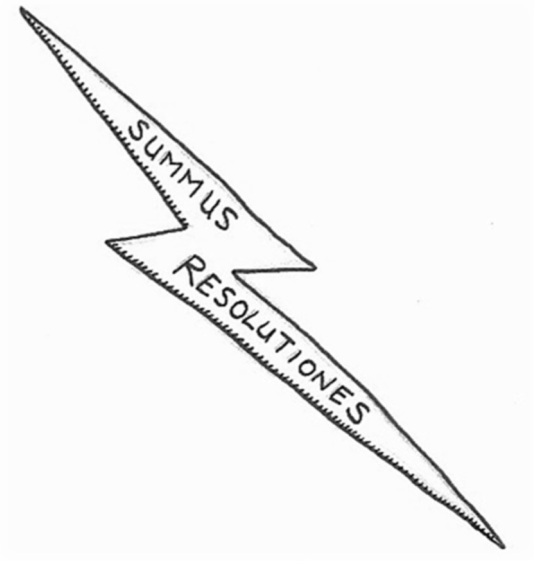
Ashwick Slumpet
Warden-Director of the Ducal Mint, Dundrin-on-Clye

Blorfatt Vormer
Archchancellor [ret.] and author of *Vormer's Theses*, a work on Runic theory

Wulstan Dorp
Creator of Puissance Formula, "Dorp's Golden Isle"

Vrice Gore
Creator of Magical Formulae, "Gore's Spectral Wasp" and "Gore's Sigil of Choice"

Larbill Gulp
Minister of War, Fuwike



* We Are the Solution

Tempest House claims to be able to trace its lineage, teacher to pupil, all the way back to Math the Mage who, according to legend, was instrumental in the expulsion of the Auld and the disintegration of their empire.

Predictably, members value pedigree and traditionalism above all else, and admission is strictly by invitation.

Most graduates go on to serve as apprentices under established gentlemen wizards of means, living lives entirely cloistered from the unschooled.

TEMPEST HOUSE

Common Schools of Study

Bells, Arboreal Schools, Pyromancy, Auromancy, Hydromancy

House Colors

Red on Blue

Notable Alumni

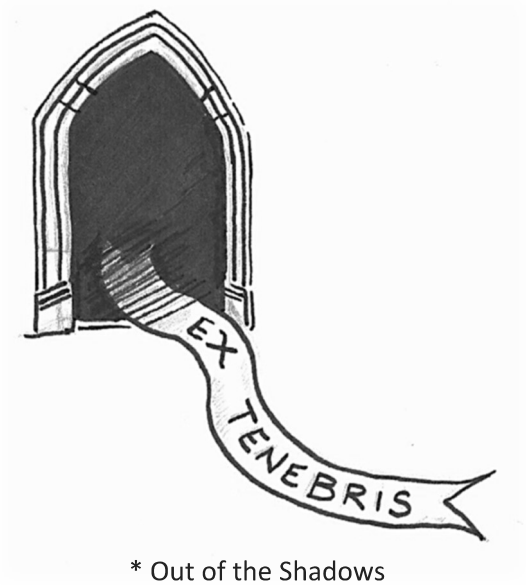
Helmuck Haff
Castellan of *Aedivar*, Mage-lord Hwill's wandering isle

Stopple Quirt
Author of *A Precise Mathematics of the Heavens*, an incredibly thorough, if soul-crushingly dull, work on astronomy

Jorstan Rice
Creator of Thaumic Formula, "Rice's Discord"

Gorvic Blat
Author of *Blat's Bestiary*

Jumley Brong
Creator of Magical Formulae, "Brong's Cacophony" and "Brong's Forceful Bell"



* Out of the Shadows

HOUSE UMBRA

Common Schools of Study

The Dark Magicks

House Colors

Black

Devotees of the late Droymet Piml and other enigmatic practitioners of The Dark Magicks, members of House Umbra exert themselves to create an air of eldritch mystery. In fact, pursuit of this goal may even take priority over the development of actual magical capacity.

Aided by the fact that very few non-practitioners can accurately describe just what exactly "The Dark Magicks" entail and precisely what they empower the skilled spellcaster to do, House Umbra remains decidedly enigmatic.

Rumor says that membership requires students to undergo a series of increasingly complex rituals, always performed in utter darkness.

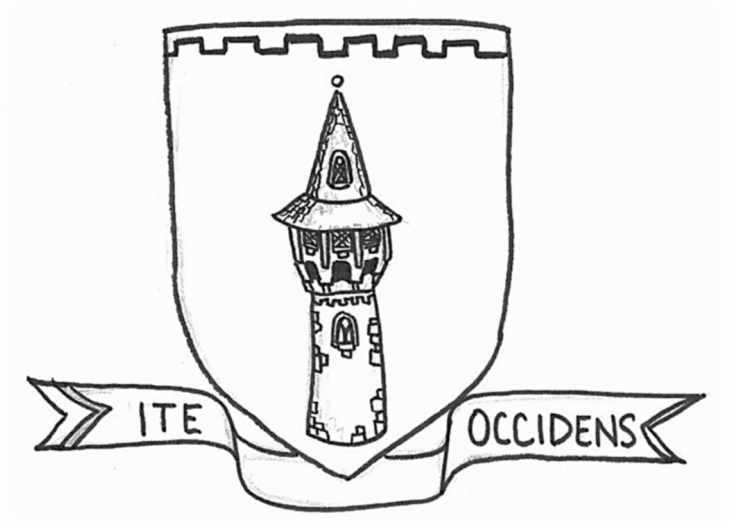
House Umbra's leadership considers Shadow House to be their chief rivals, charging that the latter group, "sullies the Name of the Darkness."

Beyond merely wishing to be perceived as mysterious, some wizards of House Umbra actually appear to venerate powers that dwell beyond any dimension habitable by mortal men and would gladly draw those same powers closer, even if it meant their own obliteration.

Notable Alumni

Fustan Wallusch
Uttered the Seven Dire Prophecies before being utterly consumed by The Dark Fyre.

Voebert "Pall" Ricts
Author of *It Worketh in the Dark*, a book of Lore whose pages usually appear blank



* Go West!

WESTIE HOUSE

Common Schools of Study

Wine, Necromancy,
Lightning, Waterfowl

House Colors

Black on Gold

Among the very oldest of current student houses, and composed almost entirely of the wealthy sons of various noble families, the members of Westie House take tremendous pride in their station and indeed feel that they are well enough established that doing much of anything is largely beneath them.

Quite a few members of the house don't actually graduate, finding the notion of sitting on a bench for a lecture or studying for demonstrations to be utterly ridiculous, but after drifting around the Collegium Mysterium for a year or two ("seeing the world" as they call it) they return to the chateaus and palaces from which they came, now claiming a gentleman's interest in the practice of magic.

Despite this celebration of idleness, Westie still manages to produce a fair number of skilled wizards who, owing to their station, have access to Magical Sciences considered too exclusive for the majority of spellcasters to properly employ.

Though briefly renamed "Occidental House," Westie takes its name from the westernmost tower of White Gull Keep, the original campus of the Collegium Mysterium, where the student body was once housed.

When they deign to notice them, members of Westie are sharply critical of students of House Tandabar whom they regard as newcomers and upstarts.

Notable Alumni

Herdmont Twist
Magister General, Estates Arcanum

Foedrick Flast
Pyromancer and Judex of the Ninth Grade

Drubley Garber
Author of *Seven Winsome Magics*

Scorvin Dont
Vice Chancellor, Collegium Mysterium

Breumer Felt
Author of *Encyclopedia de Convocatii*, a catalog of things Conjured

* Magic for Magic's Sake

WHAT HOUSE

Common Schools of Study
Motives, Chronomancy, Dwarfmagery, Portal Magery

House Colors
Green on White

Originally named "House Three" for reasons that can neither be clearly recalled nor coherently explained, What House's members are a motley collection of brilliant intellectuals, eccentrics, and madmen.

So ardent are students of this house in their pursuit of magic that it often leads wizards of What to neglect such trivial matters as washing, eating, and attending classes.

Members of this house pay no particular heed to either tradition or social conventions, unless it is to thumb their noses, nor are they especially interested in practical applications of magic.

Students of What House who graduate are among those wizards most likely to build sanctums in remote locations where they can recklessly pursue the perfection of their Magical Sciences.

Notable Alumni

Hoobrad Thing
First known master of What Science

Keller Frit
Author of *Musings on Snails*, a landmark work on the subject with dozens of color illustrations

Onowns Gone
Creator of Gone's Lurking Face

Organizations, Orders, and Esoteric Societies

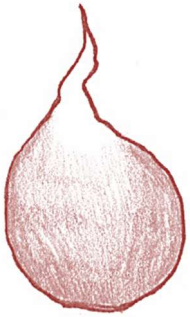
While a wizard's student house membership and primary school of study are perhaps the most defining characteristics of his early years of magical practice, some spellcasters foster additional affiliations, aligning with those of like mind and common interests, as they pursue their goals. The following are several examples of these esoteric, magical orders.

THE CABAL

This order is devoted to the pursuit of a Magocracy, with their own enigmatic masters poised to oversee all the affairs of mortal men.

In addition to many secret handsigns and phrases, members also stitch a small, red teardrop-shape to the inside of their left sleeve.

Meant to invoke the gravity and earnestness of their undertaking, often it instead calls to mind a small radish.



THE CIRCLE OF MAN

Devotees to the yet undiscovered discipline of Human Science, this cadre of wizards works together to develop and master this potentially supreme Magical Science.

Members are required to pursue their individual Magical Sciences, no matter how esoteric, in an effort to branch them far enough to eventually acquire Human Science.

Wizards and the Ignorance of Human Physiology

One unfortunate side effect of the efficacy of the Magical Sciences in healing wounds and ailments (at least among those who can afford the rates charged by wizards) is a pervading ignorance of human physiology.

For instance, when the Restore Rune can, coupled with the proper Thaumic Formula, rid the body of any toxins, few people go to the trouble to try and discover the function of the liver.

The dissection of corpses is strictly taboo, as people assume that only Cabalists practicing forbidden blood magics or power-mad spellcasters attempting to develop Human Science would undertake to do such things.

THE NEW AULD ORDER

Members of this fraternal society hold that, despite all Lore to the contrary, the ancient elfin Auld, driven from the world by powerful works of magic, really weren't the sadistic, oppressive overlords that popular legend has made them out to be.

These wizards seek ways to bridge dimensions in hopes of re-establishing contact with the Auld and possibly even inviting them to return to the fields men know.

THE GOLDEN RULER

This order seeks to restore integrity to The Estates Arcanum and the corpus of magical case law ("The Measure") in the face of inflated claims of skill, cronyism, and rampant corruption.

Members have assigned themselves to monitor and document the *actual* capabilities of individual wizards in detail in order to challenge the status quo.

Beyond simple observation (spying), they may go as far as to arrange elaborate scenarios into which they lure unwitting spellcasters in order to test their true capabilities.

Needless to say, many order members are motivated far more by jealousy than any sense of equity and fair play.

SECRET DISCIPLES OF THE ANCIENTS

Members of this only nominally secret organization hold a firm belief in the importance of understanding pre-Auldish human culture and society of bygone millennia.

Their ultimate goal is to effect a return to an imagined, idyllic world like that prior to the Auldish Domination.

Members frequently use the organization's rhetoric to make this supposed "culture of the ancients" mean whatever the speaker happens to wish at the time.

The Secret Disciples sometimes fund expeditions to lost cities and buried tombs in order to recover artifacts of the ancients and document findings of interest.

EGALITARIAN GROSS GOVERNANCE SOCIETY

This group asserts that, despite all evidence to the contrary, all wizards are equal.

Members themselves disagree as to whether this equality reflects merely the prestige and rights of the individual wizard, or the practicality of the various magical arts (some holding that Lint Science can accomplish anything that Pyromancy may). In any case, they are certain that the mass of all wizards (their "gross" ranks) should be given equal place in respect and authority within any arcane bodies of governance.

Obviously most members of this society hail from the ranks of those practicing less prestigious Magical Sciences.

The most militant arm of the E.G.G.S. stages protests at formal wizard duels and even attempts to destroy the Certified Hypothetical Arcane Belligerence records upon which such contests depend.

The Estates Arcanum

Established following the reign of Tyrannus the Overlord, the Estates Arcanum is a fraternal confederation of wizards that purports to protect the interests of all registered spellcasters and serve the common good with regard to promoting commerce, order, and the preservation of Lore.

The Estates Arcanum is divided into a number of branches, each with its own area of oversight.

THE LIBRUM BRANCH

This division of the Estates Arcanum oversees the registration, sale, and transportation of books containing Magical Lore.

When a wizard dies, all "works of Lore" (including books, unbound notes, letters, and memoirs) to be found among his estate become the property of the Estates Arcanum in trust for the very practical reason that nobody wants just anybody thumbing through a book that may reveal the particulars of the Destroy Rune or any comparable feat of dangerous magic.

As most wizards are celibate, this rather self-serving policy generally goes unchallenged, there being few acknowledged heirs to offer contest.

Librum Branch Lectors or "Readers" will review all the texts collected, catalog their contents (e.g. "Mago-philosophic Treatises," "Collected Spatial Formulae," "Chronomancy: Studies on," etc.), and then determine how each tome or collection of papers is best to be disposed of.

Some are immediately deemed too dangerous and are destroyed or locked away in Estates Arcanum vaults.

This, for instance, is the suspected fate of all works on "Human Science."

Most works of Lore eventually go to auction, where wizards who have registered with the Estates Arcanum are able to bid upon them, with the proceeds of the sale going to maintain the Librium Branch.

Those few works that don't sell, or which are judged "unsuitable" for auction, are placed on long term loan with the library at the Collegium Mysterium.

Naturally, many volumes of the greatest practical interest (those containing useful Formulae for instance) are quickly placed among this latter category, where wizards of the Estates Arcanum can quietly procure them without competition.

In cases where a wizard has specifically registered and bequeathed his works of Lore to an apprentice, comrade, or successor (paying the requisite registration costs and filing the correct cosigned documentation before nine Schooled witnesses) and the will is in order and not challenged by Estates Arcanum officials, his books are surrendered to the named heirs after the Lectors have cataloged (and culled) them.

On the Topic of Wizards

"Organizations exist to maintain the status quo, not to accomplish their avowed purpose."

- A Primer on the Science of Human Motives by Halvric Stime

THE MUNDANE BRANCH

This division of the Estates Arcanum deals primarily with crimes committed upon wizards by the unschooled--most notably fraud (the result of some unscrupulous and enterprising fellow trying to pass himself off as a wizard), though Mundane Branch officials also deal with cases involving slander, theft, property damage, or assault upon a registered spellcaster by the unschooled.

This branch works closely with crown authorities to advise local lords of the facts in a case and to see that justice is done (meaning that the unschooled are properly punished by the nobility for meddling with wizards).

It is worth noting that the Estates Arcanum does *not* assert direct authority over the unschooled, nor does it take upon itself the power to exact punishments, as this would be far too evocative of the days of Tyrannus the Overlord.

However, authorities who don't cooperate or meet the expectations of the Estates Arcanum may find their lands facing "censure" – a formal withdrawal of all magical oversight and law within that region!

Theoretically, the Mundane Branch also hears claims from unschooled plaintiffs against wizards, in large part to reduce what is commonly known as the "pitchfork factor."

Even the most potent wizard has good reason to avoid enraging the local populace to the point at which the unschooled form a mob and proceed to burn the wizard's sanctum down around his ears.

In practice, however, rather than entertain accusations every time a goodwife's cow goes dry, the Estates Arcanum generally limits itself to hearing claims from those holding the rank of baron or above, reasoning that these lords will represent their vassals should such minor matters arise.

The Lesson of Tyrannus

Among the names of famous wizards from antiquity, none equals "Tyrannus the Overlord" in sheer weight of infamy.

Rising from obscure roots to establish an impregnable sanctum somewhere in the northern wilds, Tyrannus grew to such power and hubris that he eventually aspired, by sheer arcane force, to establish himself at the head of an absolute magocracy.

Uprooting a mountain from its earthly moorings, his "sky citadel" cast a pall across the lands below, and many were quick to bend the knee once a rain of plummeting granite had reduced their halls and fortifications to so much pitiful rubble.

In the end, the progenitors of those who would one day become the Archduke's elite Gryphon Knights succeeded in bringing Tyrannus and his citadel crashing into the sea ("The Rock of Tyrannus" can still be seen at low tide near the mouth of the River Clye), but the legacy of Tyrannus has lived on.

To this day, the unschooled remain extremely wary of any spellcaster who may harbor designs to bring to heel the realms of men.

Wizards, too, keep a careful watch on their own ranks, having established the Estates Arcanum to regulate the activities of wizards and their interactions with the unschooled, lest one among them again rise in an attempt to lord his arcane powers above all others.

THE JUDICIAL BRANCH

The powerful Judicial Branch of the Estates Arcanum concerns itself with the business of magical case law and disputes between wizards.

This arm receives any petition for the appointment of a Judex to oversee a legal duel, ensuring that Certified Hypothetical Arcane Belligerence protocols are properly observed (meaning no actual magic is used).

This division also hears appeals of Judex rulings and levies heavy fines for overruled appeals. When a wizard goes to "trial" to formally demonstrate his skill at a particular feat of magic, whether voluntarily or as the result of an appeal, officials of the Judicial Branch preside and rate the proficiency of the casting for inclusion within "The Measure" -- the vast corpus of arcane case law.

On the Topic of Wizards

There is an inverse relationship between the respectability of an institution and its actual efficacy.

~ Horfatt Glii, Cabalist

Finally, the Judicial Branch investigates accusations of malfeasance that do not fall under the jurisdiction of The Mundane or Commercial Branches.

These crimes include (but are not limited to) practice of forbidden Lore, attempts to tamper with Estates Arcanum records, or murder of a fellow wizard.

In these cases, agents of the Judicial Branch may arrest wizards, bring them to an Estates court, and hold them over for trial.

A Judex will assemble a jury of nine wizards who will hear the evidence and vote to convict or acquit.

It is worth noting that no Estates jury may hear the testimony of a witness who is not himself a wizard registered with the Estates Arcanum.

If the defendant is found guilty, with reference to precedent, the jury will deliver a sentence: an official reprimand, a fine, a geas, or (for those acts deemed to be most heinous) imprisonment.

THE CUSTODIAL BRANCH

The Custodial Branch is composed of those wizard-wardens who provide security for the other branches of the Estates Arcanum, whether that be by guarding a collection of books as Lectors evaluate them, watching over the transfer of property following an auction, or assisting a Judex with the apprehension of an accused wizard who has taken flight.

Wizards of this branch also maintain the Wards upon Estates Arcanum libraries to prevent tampering with The Measure or other records.

Finally, under the direction of the dreaded Janitor Arcanorum, they function as gaolers in the Estates Arcanum's secret prison, the Carcer Oblivio.

THE CLERICAL BRANCH

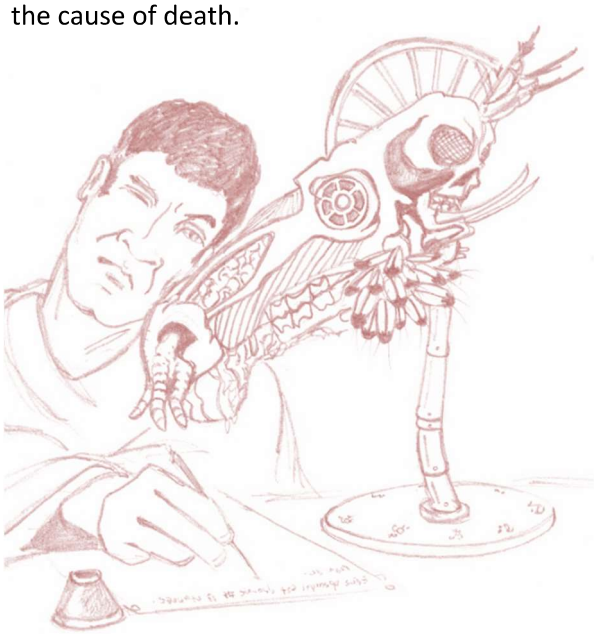
It should come as no surprise that an institution as ancient and solemn as the Estates Arcanum generates vast amounts of official records.

Wizard-clerks of the Clerical Branch face the awesome task of carefully arranging, cataloging, and preserving the records within the extradimensional vaults of the Judicial Branch library.

Along with maintaining and updating The Measure and accessing relevant portions of arcane case law when a request comes from a contestant in a duel (for the requisite fee of course), the wizard-clerks also keep a complete list of every wizard to have ever registered with the Estates Arcanum.

Wizards are not required to register with the Estates Arcanum, but those who do so enjoy certain privileges.

For instance, any time a report is made to the Estates Arcanum of the death of a registered wizard, be he however modest in prestige or skill, there will be at least a cursory investigation by a Judicial Branch Quaestor, who will employ the Divine Rune to determine the cause of death.



If a wizard was intentionally killed, rather than simply expiring from natural causes or an all-too-common magical accident, an inquest will be opened and a Judex dispatched to investigate the matter. In addition to this benefit, registered wizards may bid on works of Lore in auctions, register wills, and obtain licenses to sell magically produced goods; privileges that unregistered wizards do not enjoy.

All graduates of the Collegium Mysterium are automatically registered with the Estates Arcanum upon their commencement.

Privileges of Estates Arcanum Registered Wizards

- *permitted to bid in Librum Branch auctions*
- *permitted to register a will with the Estates Arcanum*
- *may obtain a license to produce or sell magically created or modified goods*
- *may legally duel another registered wizard*
- *may have his abilities documented in The Measure via formal trial*
- *enjoys the protection of the Estates Arcanum's Mundane Branch*
- *his death may be investigated by agents of the Judicial Branch*

THE COMMERCIAL BRANCH

This department of the Estates Arcanum regulates the sale of goods produced or modified by magical means.

It also registers and maintains records of wizards' sigils, their unique marks of trade, which must appear on any goods they produce.

The Commercial Branch issues licenses for the lawful sale of magical goods, seizing property and levying steep fines upon those who fail to do so.

This branch works closely with the Administrative Branch to protect commerce, both magical and mundane.

Long ago it became plain to both wizards and unschooled lords that too much dependence on magical commerce could create vulnerability for a realm.

For instance, it was realized that, however convenient it may seem at the outset, if most grain is magically produced, then the death or retirement of but a few men could result in famine for an entire region. Likewise, if that handful of wizards should have their spells modified by agents of an enemy crown, it could spell doom.

It is for this reason that Cloth Science, in any form, is traditionally included among the lists of "forbidden Lore." After all, it was reasoned, how would women occupy themselves if not with carding, spinning, and weaving? It could only lead to trouble. As a result, Cloth Science is outlawed among wizards, and production of cloth remains the exclusive preserve of the unschooled.

One beneficial side effect of this arrangement, however, is that the Guild of Drapers and Clothworkers ensures that neither agents of the Estates Arcanum nor faculty of the Collegium Mysterium ever need to pay for new robes.

THE COLLECTIONS BRANCH

This small, but active department within the Estates Arcanum is composed of wizard-reeves who, in close conjunction with both Judicial and Clerical Branches, ensure that fines, debts, and dues are paid in a timely fashion.

These wizards, who are experts in appraisal, are deputized and empowered to spirit away the property of those who demonstrate reluctance or inability to meet their financial obligations to the Estates Arcanum.

THE ADMINISTRATIVE BRANCH

Overseen by the Magister General and his staff, the Administrative Branch works to coordinate the action of the various other branches of the Estates Arcanum.

These influential wizards make appointments, set budgets, and gently seek to steer the grand bureaucracy of the Estates Arcanum in such a way as to maintain the status quo.

Since wizards tend to be competitive, and rivalry between branches and squabbles over jurisdiction can go back centuries, this is no small feat.

The Administrative Branch also works across the borders of kingdoms and principalities by placing official advisors in various crown courts.

The Estates Arcanum frames this practice as fitting homage rendered to Archdukes, Overmarshalls, and kings, but of course these advisors are also positioned to balance the interests of the thrones that they advise with those of wizardry in general.

THE NINTH BRANCH?

Many have speculated that *surely* there must be a *Ninth* major Branch of the Estates Arcanum's vast, magical bureaucracy.

What purpose might agents of this most enigmatic of organizations serve?

Divinations on the topic have been strangely muddled in their results, examination of Clerical Branch records reveal nothing clear, and the Magister General refuses to acknowledge that such a group even exists; yet it hardly seems likely that so many rumors could be entirely unfounded.

Dueling

When wizards clash, the results can be messy, unpredictable, and dangerous. Far worse, at least in the eyes of established arcane masters, is the fact that the outcome is often fairly *undignified,* with wizards getting turned into things, being reduced to overtaxed wrecks, or having their brains catch on fire.

It also gets the unschooled pondering the mortality of wizards; never a good state of affairs.

Therefore, rather than providing a ready source of entertainment for the on-looking peasantry, wizards have developed an elaborate structure for dealing with conflict between rival mages.

Classifications of Magic within The Measure

A "Casting of the First Order" is one that has actually been witnessed by authorities and documented in the official annals of the Estates Arcanum ("The Measure") during a formal arcane demonstration or "trial."

A "Casting of the Second Order" includes Runes, Sciences, and Formulae that have never actually been documented via trial, but which have been entered into the vast corpus of Certified Hypothetical Arcane Belligerence records as something the wizard theoretically could do if he so wished.

A "Casting of the Third Order" is one in which the wizard asserts his ability to cast a certain Rune, Science, or Formula, but where there is no prior documentation to verify his claim. If the jury, with reference to the wizard's prestige and other verified works of magic, finds that the wizard's claim is credible, it is recorded in the official annals of the duel and becomes a Casting of the Second Order.

This system, called "**Certified Hypothetical Arcane Belligerence**," proscribes how formal challenges are to be given, establishes rules for the contest, outlines the number of required witnesses, and dictates how the duel is to be documented.

Perhaps most importantly, the system allows the duel to take place entirely *without* recourse to the actual use of magic.

Instead, using forms that are as traditional as they are antiquated, the wizards declare by turns what magical feats they are *capable of*, and the winner is proclaimed on the basis of these assertions.

Should a challenge be made and accepted, it is incumbent upon the challenger to prepare a written notice of the forthcoming engagement, signed by both contestants and at least two other wizards. This notice is filed with the Estates Arcanum's Judicial Arm.

Next, it is customary for each party to retain an Estates Arcanum clerk who will compile the records that will be consulted during the duel itself. Strictly speaking, this step is optional, but it is very unlikely that a wizard's claims about his own abilities will go uncontested during the duel.

The challenger includes in his notice a petition to the Estates Arcanum for the appointment of a Judex to authorize and oversee the duel. The Judex will also oversee the submission of results for filing within the corpus of Arcane case law ("The Measure") following the duel.

The determination of which Judex presides over the contest depends chiefly on the reputations and Magical Sciences of the combatants. The Judex must be a master in a Science of equal or greater prestige than either of the duelists, as no wizard would consent to be judged by a practitioner of an "inferior" Science (see The Magical Sciences, page 11).

In the days prior to the actual duel, it is not uncommon for deals to be made, bribes paid, and debts of service incurred in order to secure the appointment of a Judex that one contestant or the other believes to be more favorably disposed toward him than his rival.

Next, a jury of nine wizards is assembled, with four chosen by each of the two contestants (the Judex serves as the ninth and foreman). It is the work of the jury to witness the duel and ensure that the proper forms are followed.

During the duel, when either contestant asserts his claim to be able to cast a Rune, Science, or Formula and that claim is refuted by his opponent, the jury members review the documented feats of magic that have been performed by the wizard with regard to his education, any magical trials undertaken, and the records of his prior magical duels.

Furthermore, they consider the skill with which the magic was accomplished (*competent*, *adroit*, *a fine work*, *truly a fine work*, *a great working of magic*, etc.) before casting their votes as to whether that particular spell is possible and the proficiency with which it could be employed.

It is important to note that there is no standard scale by which these ratings are bestowed or compared between witnesses, and all evidence therefore is entirely anecdotal and subject to interpretation.

The Judex presides throughout, certifying the accuracy of the available documentation, reviewing and interpreting the records, and resolving the inevitable stalemates by finding in favor of one combatant or the other. In addition, he requires each of the wizards present to note the record at each stage.

DUELING: Quick Resolution

The following procedure can be used to quickly determine the results of a duel, should the GM and players prefer not to roleplay through the various stages.

Duel Rating

(Charisma Modifier + Lore Modifier + Wealth Rank) x Prestige

The wizard with the higher rating wins the duel, though if the total Duel Ratings are within 20 points of each other the result can be appealed, assuming that the spellcaster seeking the appeal can afford the required fee.

In the case of an appeal, each contestant rolls an additional 1D20 and adds it to his Duel Rating to determine the victor.

A wizard who is dissatisfied with a jury's decision can request an appeal to the Estates Arcanum. The Judex presiding over the duel decides on the spot whether to deny or approve this request. If upheld, the Judex can either note the appeal and continue the duel or halt the contest and reconvene it after a trial by the Estates Arcanum.

Officials of the Estate's Arcanum's Judicial Branch review the filed appeal and either deny it, levying a fine upon the petitioner, or set a trial date. At trial, the wizard formally demonstrates his prowess in a particular feat of spellcasting. Having observed this Casting of the First Order, Estates officials may either overturn or uphold the jury's original ruling, potentially invalidating the results of the duel.

A Portion of a Typical Duel

Swinemage Varig Yalp has agreed to magically fortify the granary of a local knight, however, in agreeing to do so, he failed to first confer with Lejmont Twist (a Spoon Wizard resident in the region) to inquire whether Twist wished to take the contract instead.

Twist was offended by this perceived slight to his prestige, and so he challenged Yalp to a duel. Once the challenge was accepted, Twist filed with the Estates Arcanum, petitioned for the appointment of a Judex to oversee the contest, and hired a clerk to compile official records.

After a lengthy swearing in of the contestants and jury and a formal opening of the record, Twist, who according to records from the Collegium Mysterium has been practicing magic for several years longer, chooses whether he or Yalp will "cast" first.

When speaking, both wizards adopt the traditional forms, as laid out in The Measure.

The Cost of Dueling

Dueling is an expensive undertaking and generally thought of as the preserve of well-established wizards.

However, since it is the loser of a duel who is liable to the Estates Arcanum for the cost of a petition, some senior spellcasters will occasionally challenge an "up and coming" young wizard over a minor matter for the simple purpose of ruining him financially before he can become a proper rival.

Petition to the Estates Arcanum for a Judex to authorize and oversee a duel	**WR 11+** *to be paid by the loser*
Fee to hire a wizard-clerk to compile relevant Certified Hypothetical Arcane Belligerence records	**WR 10**
Fee to file an appeal of a jury's decision	**WR 12**
Fine for an overruled appeal of a jury's decision:	**WR 13**
Fine for unauthorized magical dueling	**WR 12**

Twist
"At even this time and verily even upon this mortal acre, if I do so willeth it to be, I do avow that it may please me to invoke, even with tremendous power and celerity, the Ancient Rune of Enchantment."

Yalp
"I do recognize this invocation and contest-eth it against thee not, nor call thee false in this thing."

Twist
"I do acknowledge that thou hast recognized it, and I do avow the power of the Runes."

Yalp
"I too avow the power therein, and say they are sore mysterious even in their very potency."

The Judex
"Let it well be mark-ed by all who doth stand in witness that the lasting potency of the most excellent and Ancient Runes hath been acknowledged as is meet. And let it be well mark-ed too, all ye in witness, that lo, even these souls both Schooled and Learned in the ancient and inscrutable Ars Arcanum, even the same, verily they doth acknowledge that the will of man may govern-eth this thing, even as his mind doth find it meet."

Jury
"Let it be so mark-ed as is right."

Yalp
"For my part, I avow that, should I so chooseth, I may as it please me focus the Ancient Rune so invoked upon the ancient and supreme Science of Swine."

Twist
"I contest this thing utterly and do even refute it entire. I avow that, should I so chooseth, I may as it do please me focus, with greater potency still, the Ancient Rune so invoked with the still greater and more noble Science of Spoons."

Yalp
"I contest that greater potency is exercised in the linking of the Ancient Rune."

Twist
"I yet avow it."

Yalp
"Let the record shew that I do contest it."

Twist
"Let the record shew that likewise I avow it, even though he doth contest it."

The Judex
"So even the record doth shew. Let The Measure be opened, inasmuch as it may illuminate all that is true in this matter and wherein we may perceive what is right."

Jury
"We affirm even the opening of The Measure, wherein we may perceive the truth of these matters.

Why Duel At All?

Should a wizard who has been publically challenged to a duel by an opponent who has a prestige rating within nine points of his own choose to decline the challenge, then he loses a point of prestige.

Magical Theory: Why Do the Nine Ancient Runes Work?

Wizards have expended tremendous time and energy in an effort to discover precisely why the Nine Ancient Runes function as they do. Needless to say, the theories that have emerged are both plentiful and contradictory.

INNER FIRE THEORY

The hidden fires of magic are inside every physical thing. The caster's body movements and recited tones merely mold the already-present fire into useful shapes via the Nine Ancient Runes.

Most things happen this way: birds fly because their wings, if watched carefully enough, form the Enchant Rune; cattle rutting in the field move in such a way as to correspond to the Create Rune, and so beget offspring; a hearth fire, functioning naturally, Transmutes wood into ash; etc.

THE LEGEND OF MATH

An ancient dragon, a creature of elemental fire, taught Math, the first wizard, the secret movements and tones of the Runes.

They form a sort of elemental language upon which the fundamental properties of all created things operate.

PRIME ELEMENTAL THEORY

Some wizards hold that there are four "Prime Elements": fire, air, water, and earth, and a like number of "Adulterated Elements" (though this nomenclature is often accompanied by tittering laughter among even the most sober practitioners of the mystic arts): smoke (or speech), vapor, mud, and metal.

Wood is a matter of great contention among philosophically minded wizards.

Some insist that it is the *proper* Adulterated Element that occupies the conjunction of water and earth, while others are steadfast in their belief that wood instead belongs at the junction of earth and fire.

A splinter group holds that, owing to its inherent warmth, flesh is actually the conjunction of earth and fire, and therefore all wood is actually a lesser form of flesh, though nobody much listens to them. This is the stuff that great debates, lasting feuds, and subsequent duels are made of!

QUINTESSENCE THEORY

Alongside water, air, earth, and fire, magic is the "Fifth Element" and thus the term "Quintessence" or Fifth-Essence (of matter).

THEORY OF COMPLEMENTS

The Nine Ancient Runes form four distinct, complementary pairs of action and opposite counter action, with The Other One hovering outside of all normal patterns.

Wizards, however, disagree vehemently over precisely *which* Runes form each pair. For instance, the majority view is that Create and Destroy are held to be "compliments," except by that dissenting philosophic branch, "the Restorationists," that holds Destroy and Restore to be the proper pairing.

HEREDITARY THEORY

Use of the Nine Great Runes is hereditary. Something yet undiscovered within the blood makes it possible.

This is also why wizards shouldn't marry, beget offspring, or spit too often, as it will reduce their own Quintessence.

Therefore, if a senior wizard does take on an apprentice, it will usually be his nephew, ensuring that his knowledge will remain within the bloodline.

MENTALIST THEORY

The ability to shape magic is a completely mental phenomenon, and the Nine Ancient Runes, with accompanying gestures and tones, merely serve to focus the practitioner's errant mind for the mental labor.

Theoretically, a wizard could cast spells entirely without recourse to the Runes if his mind were perfectly focused and adapted to the task -- a feat that no wizard has yet accomplished.

NOVENARY THEORY

The number nine is, as should be self-evident, the number of perfection and the number of magic.

It is distressing to many wizards to notice how often the universe neglects to take notice of this fact.

Take the Prime and Adulterated Elements for example. There are, by most estimates, eight of them.

Where is the ninth?

Some wizards glibly opine that magic itself is the ninth element, and that certainly has a nice ring to it, but then somebody will go and point out that all the most ancient sources specify that *fire* is the element of magic.

Perhaps that is mere metaphor or an unfortunate result of difficulties in translation, but it has led some wizards to speculate that The Other One is, in fact, *the* Rune of magic from which all other magic flows.

This is unsettling talk, not least of all because very few wizards actually know how to invoke The Other One to any purpose.

Indeed, no few among the more "progressive" sort of wizard will, if pressed, hint that he isn't altogether certain that The Other One really exists at all.

Perhaps, they'll suggest, The Other One is a sort of convenient place-holder to explain all those works of magic accomplished by other wizards without anyone being quite sure of how they pulled it off.

The Hierarchy of Sciences
or "Why Are My Choices of Science so Wonky?"

Wizards are, generally speaking, a petty, quarrelsome, and prideful lot, and the study of Magical Sciences is usually quite divisive. Significant status is attached to the pursuit and mastery of various Schools of Magic, and the secrets of those Sciences deemed more prestigious tend to be more closely guarded and less accessible to would-be students.

Certain Magical Sciences are prestigious because they have such ready application to commerce or war, while others enjoy prestige simply because they are obscure, esoteric, and highly technical.

Some of the more "practical" Sciences have less status among wizards because they are seen as pedestrian and common in their application rather than being topics worthy of a gentleman wizard's attention. After all, having the power to produce leather on command is certainly *practical*, but in some regards, it puts the magical practitioner on the same level as the unschooled craftsman who labors in a tannery.

Finally, some Sciences are prestigious for philosophical reasons – fire, for example, is held by many wizards to be the "prime element" and so the ranks of pyromancers are limited to a tiny cadre of social and political elites who guard their Lore zealously.

All of these factors combined ensure that the recognized hierarchy of Magical Science, which ranks teeth above steel, for instance, is complex, counter intuitive, and frequently in flux.

Formulae & Magical Theory

Periods … you know, those large wooden things that hold up docks and things.

~ L. Pediwick, Th. D.

Those wizards who subscribe to the theory of the Prime Elements are often quick to support their claims by pointing out that Formulae fall into four Periods.

Fire they associate with the Temporal Period, as light is the means by which the passing of time can be judged to occur. Air, the medium of distance, corresponds to the Spatial Period; water, singular for its mutability, the Thaumic; and earth the Puissance Period.

Proponents of Prime Elemental Theory contend that various Magical Sciences lend themselves more readily to the application of specific periods of Formulae.

Of course, a stonemage will take more readily to the basic, blocky adjustments of Puissance, or so the reasoning goes, whereas the flowing unpredictability of Ale Science, a derivative of Hydromancy, lends itself to the complexity of Thaumic Formulae.

The utter absence of anything resembling actual evidence to support these assertions does not reduce their popularity among the Schooled in the least.

Unschooled Player Characters
or Why Would You Want to do That?

Though this is a game entirely concerned with the exploits and misadventures of wizards, whether through a desire to play against type, a contrarian streak, or yet more inscrutable motives, some player may take it into his or her head to create a character who is not a wizard.

In this case, the GM may wish to assign one of the following advantages or allow the player to roll 2D6 to select one.

Table 6-1: Unschooled Advantages

Roll	Advantage
2	Holds the title to a distant, decrepit estate
3	Knows where a guarded cache of treasure is hidden.
4	Is owed a favor by a lord or prominent merchant
5	May add one point to any two ability scores
6	Owns a boat
7	Owns a riding horse and tack
8	Has a loyal henchman (valet, manservant, groom, shield bearer, etc.)
9	Has been trained in a trade (brewing, carpentry, thatching, etc.) and holds membership to the appropriate guild
10	Owns a weapon of quality (may reroll a single 1 when calculating damage)
11	Is wealthy (roll 2D6 to determine wealth rank)
12	Has a Lore Ability Score. Though not a wizard, this clever fellow has picked up a thing or two about magic and has 1-6 points of Lore.

Fraud

From time to time, some deceitful and foolish scoundrels among the unschooled community will take it into their heads to pass themselves off as wizards.

While the Estates Arcanum does not assert its authority to arrest, try, or sentence an unschooled offender, agents of the Mundane Branch freely volunteer their services to unschooled lords when it comes time to invent nasty ways to chasten those convicted.

Narrative Initiative

Managing any roleplaying game well requires a bit of practice, much less a freewheeling game like **Olde School Wizardry** that not only encourages players to do the unexpected but outlines rules that pretty much ensure a certain degree of chaos.

In addition, without the constraints of a GM mandated plotline or the structure of a classic dungeon crawl, even veteran players can sometimes feel at a bit of a loss as to what exactly they should do next.

The concept of Narrative Initiative can help encourage players to take an active role in creating the story that emerges through play while ensuring that the shared world remains interactive--responding to player choices.

The narrative initiative begins with the GM, who poses a number of events (challenges and opportunities) for the players.
Example:

1. Abundant rains have caused the local tributary, normally quiet and scenic, to become a deadly, rushing, brown torrent which has eaten two bridges, a mill, a score of cows, and many acres of pasture. The flood has cut the district off from outside authority and aid until the waters subside.

2. Weemly Jerkt, a former classmate and assistant to Master Goes, the apprentice of a wizard of some repute, calls upon the characters to secure their assistance in helping his master perform spells to tame the flood.

3. The wicker golem servant of Voedder Mine, a second wizard of even greater power and reputation, also visits the characters, looking for assurance that they will be present (and ready to carry some of the strain of casting) when its master rebukes the swollen waters, taking the fame for the deed for himself.

4. Several river trolls have been washed down from the highlands, and the brutes are running amuck, badly outclassing the local peasant muster.

5. The roof of the hall, inn, or hovel in which the characters are staying develops a leak.

6. A derelict cloud-mansion of unknown origins has run aground in the treetops of a local wood.

The players now have the narrative initiative, and they can decide which of the events (if any) to pursue.

Much like rooms in an "old school" dungeon, some of these events are enough to totally outclass the neophyte wizards and should be avoided after a bit of initial investigation, whereas others should offer a crack at acquiring allies, new Formulae, or wealth.

When the tempo of play begins to lag, or the players are uncertain of what steps to undertake next, the narrative initiative returns to the GM, who advances each event that the characters have not resolved to its next logical step.

1. The flood waters begin to subside.
2. Master Goes attempts to Create a temporary bridge over the river, but his results are lackluster and earn him the scorn and enmity of Mine.
3. If they did not heed his summons, Voedder Mine, having created a magical bridge of his own, sends his golem to rebuke the characters and order them out of the district by the morrow for their failure to assist him.
4. Trolls raid a farm just up the lane. The locals come to beg for the characters to intervene.
5. The leak grows worse and begins to interfere with rest and research.
6. Several strange and dangerous creatures disembark from the derelict cloud-mansion and take up residence in the wood. A peasant sees one and shares the tale, mentioning that the beast was busily burying something under a sprawling holly tree (treasure perhaps?).

Campaign Types

Following are several sample campaign types for **Olde School Wizardry**. Each provides the players a rationale for their characters to work together and offers the neophyte wizards some long-term goals.

The Student Wizards

The characters are practicum students enrolled at the Collegium Mysterium.

They must cooperate to complete the various assignments that are thrown their way by a largely uncaring and incompetent administration.

At the same time, the characters are in direct competition with one another over who will finish first in their class and, top honors in hand, go on to secure the most lucrative appointments in the Admiralty, Estates Arcanum, ducal court, or elsewhere.

If this weren't enough, each practicum student also faces the challenge of trying to raise enough money to fulfill his financial obligation to the Golden Order--a requirement for graduation!

Agents of the Estates Arcanum

The characters are young field agents employed by the Estates Arcanum.

They may begin fairly humbly, perhaps as agents of the Collections Branch, ensuring the rapid remittance of fines, or with the Custodial Branch, providing magical security for officials, books of Lore, or objects of power, but success will see them transferred to the Mundane or Judicial Branches where they will be tasked to investigate cases of magical fraud or the untimely deaths of fellow wizards.

The characters must learn to navigate all the usual bureaucratic quagmires and petty inter-departmental rivalries if they are to succeed, and they will be faced with the lure of corruption from the very start.

The Colonists

The characters are colonists in a far land or alien world.

In an age when magic and artifice has made exploration easier than ever before, nations seek to expand their influence abroad, and the Grand Duchy of Walvia is no exception.

The Duckpond Council has granted charters for the founding of new colonies, some across the southern seas in the Aedis Isles, some in neighboring dimensions.

The young wizards are sent along to advise colony leaders (who may not be the most competent lot), protect settlers from harm, deal with any natives, and help the new community thrive economically.

Over time, if the colony is successful, colonial leaders may seek to reevaluate their relationship with the fatherland, and the wizards may have to choose whether to become leaders of a rebellion or staunch loyalists.

College Administrators

The characters are part of the administrative staff of the Collegium Mysterium's newest campus.

Separated from their alma mater by many leagues, or perhaps even many worlds, the young wizards have been selected from among their recently graduated peers to help establish a new branch of the Collegium Mysterium.

Along with this tremendous honor comes an enormous number of responsibilities.

Facilities must be completed, applicants vetted, faculty retained, programs of study adapted, and finances attended to, all in a manner that upholds the gravitas of the institution.

The wizards won't be expected to do it all on their own of course--quite the contrary, they will find that they must continually report upon (and justify) their activities to the nine member visiting board, each of whom harbors his own agenda and vision for the new school.

Journeymen Wizards

The characters are young, impoverished, freelance wizards, trying to scrape together a living.

Having completed their formal training, the neophytes struggle to make a place for themselves in a highly competitive world where older, well-established spellcasters seem to hold all the cards.

As freelancers, they may begin deeply in debt or merely penniless, but without substantial reputations of their own, they stand little chance of netting legitimate contracts. When they do find work, it may only serve to earn them the ire of senior wizards who will regard them as newcomers and upstarts.

Desperation and debt collectors will continually push the novice wizards toward shadier bargains and contacts willing to use them as proxies in their own illicit dealings.

However, the temptation to run amok has to be held in check by the knowledge that the Estates Arcanum is ready to make life very unpleasant for those who buck too hard against the system.

Contract Spellcasters

The characters are bound by contracts and oaths to the service of a powerful individual or organization.

Whether a city council, a great baron, or a powerful merchant house, each of the young wizards has pledged his service to some vast and powerful interest.

Depending on exactly whom their patron is, their duties might include anything from ensuring the defense of a walled town (acting as magically trained watchmen or investigators), to spying upon rivals, to protecting caravans of exotic goods.

Naturally, not everyone in their master's service will be well-disposed toward the neophytes and the wizards may be hard-pressed to prove their loyalty.

Gutter Mages

The characters aim to improve their station by operating on the wrong side of the law.

Not all young wizards find themselves able to complete their formal training. Sometimes the machinations of rivals are sufficient to see them expelled from the Collegium Mysterium, and in other cases, they simply cannot cover the cost of tuition.

In addition, whether through a streak of bad fortune or simply because opportunities are too scarce, some wizards who do manage to finish their education cannot find a legal and reputable means of employment--senior wizards or peers with better social connections occupy all the available positions.

So it is that some neophytes, desperate and destitute, gravitate toward the larger cities, organize themselves into gangs, and begin a life of skullduggery and crime.

The town watch (who may employ contracted wizards of their own), rival gutter mage gangs, unschooled criminals, and the Estates Arcanum all threaten to make this lifestyle a short one, but with enough wits and ruthless pluck, a gutter mage may rise to take the helm of his own criminal empire.

Game Master Fail Safes

Much of the fun of **Olde School Wizardry** comes from the efforts of the players to shape effective spell combinations out of limited (and often unlikely) resources.

This system invites constant innovation and frequent judgment calls by the GM. For this reason, it is likely enough that eventually even a seasoned GM will make a poor call, either disallowing a reasonable proposal or allowing a use of magic that is overpowered enough to "break the game."

Examples of the latter would be spells that have significant perpetual effects with no likelihood of ever expiring, magic that restores Quintessence at an equal or faster rate than it is spent, or spells that convey permanent immunity to harm with little or no cost.

Most of these situations can simply be resolved by admitting the mistake, begging the players' pardon, making a note, and moving on.

Sometimes, however, for the sake of continuity or narrative, other methods may be preferable. Following are several ideas for the GM to consider:

Anomalous Linguistic Convergence

*The world of **Olde School Wizardry** is host to a curious phenomenon whereby the languages spoken there, though etymologically unrelated, happen to coincide almost perfectly with various languages of our world.*

So it is that Common Walvian may sound quite like English, Olde Walvian rather like Latin, and various Plukish dialects may have striking similarities to French, Spanish, and Italian, but this is merely a case of cosmic serendipity.

Fortunately, Anomalous Linguistic Convergence extends to the development of alphabets as well, though one could well expect to find the word "duck" spelled "dugk," "duhc," or even "pduck."

This happy coincidence frees the GM to introduce puns and homophones into his or her riddles, passwords, names, and other linguistic clues with a clear conscience.

1. ### Most spells are fragile.
   If re-opened via Spellcraft, a simple Temporal Formula can end most spells in short order. In particular, objects, creatures, or substances that come into being via the Create Rune are vulnerable.

   A Minor Temporal Tweaker, a simple Formula known by almost every wizard, can spell swift doom for the foci of such spells.

   Remember, however, unless he was present at the initial casting, a rival wizard will need to examine the spell's focus using at least two of his senses to determine that magic has been worked upon a creature or object before attempting to re-open and adjust the spell.

2. ### Spell Burn & Side Effects.
   A spell's focus that doesn't carry enough Formulae to exhibit side effects can still be vulnerable.

   A rival wizard who intentionally adds a number of low-cost Puissance Formulae can quickly and easily push a spell's focus to the point of combustion.

3. **Adaptation.**
If players strike upon an overly potent combination, then by all means, have enemy wizards adopt the same methods.

Your clever players will devise a counter quickly enough.

4. **Added Risks.**
In addition to the hazards of Spell Burn and derangements, you may choose to have your campaign include the added risk of infection by magical ailments such as *The Creeping Doom*.

Once this Thaumic disease takes hold, the afflicted caster finds that he cannot regain Quintessence from a particular casting at the usual pace until after that spell ends.

5. **Consider using magical weather.**
Just as temperature and winds shift, so too the background magical energy of a region may ebb and flow over time.

Practically speaking, this means that when conditions are right, ambient Quintessence may surge, potentially charging spells to the point that their foci combust, or drop, causing spells to end prematurely.

Considerable effort is devoted toward trying to accurately predict these changes, but the results are often inconclusive.

Some wizards claim that these fluctuations are a man-made phenomenon, the result of an overuse of magic within a given area, but others just as vehemently assert that these alterations are merely part of vast, Thaumic cycles that last centuries, or even millennia.

6. **Thaumic Decay.**
If the GM so chooses, for each full day that a spell is sustained by a Temporal Formula, it acquires the equivalent of one additional Formula for the purposes of calculating Side Effects (see Spell Burn & Side Effects, page 37).

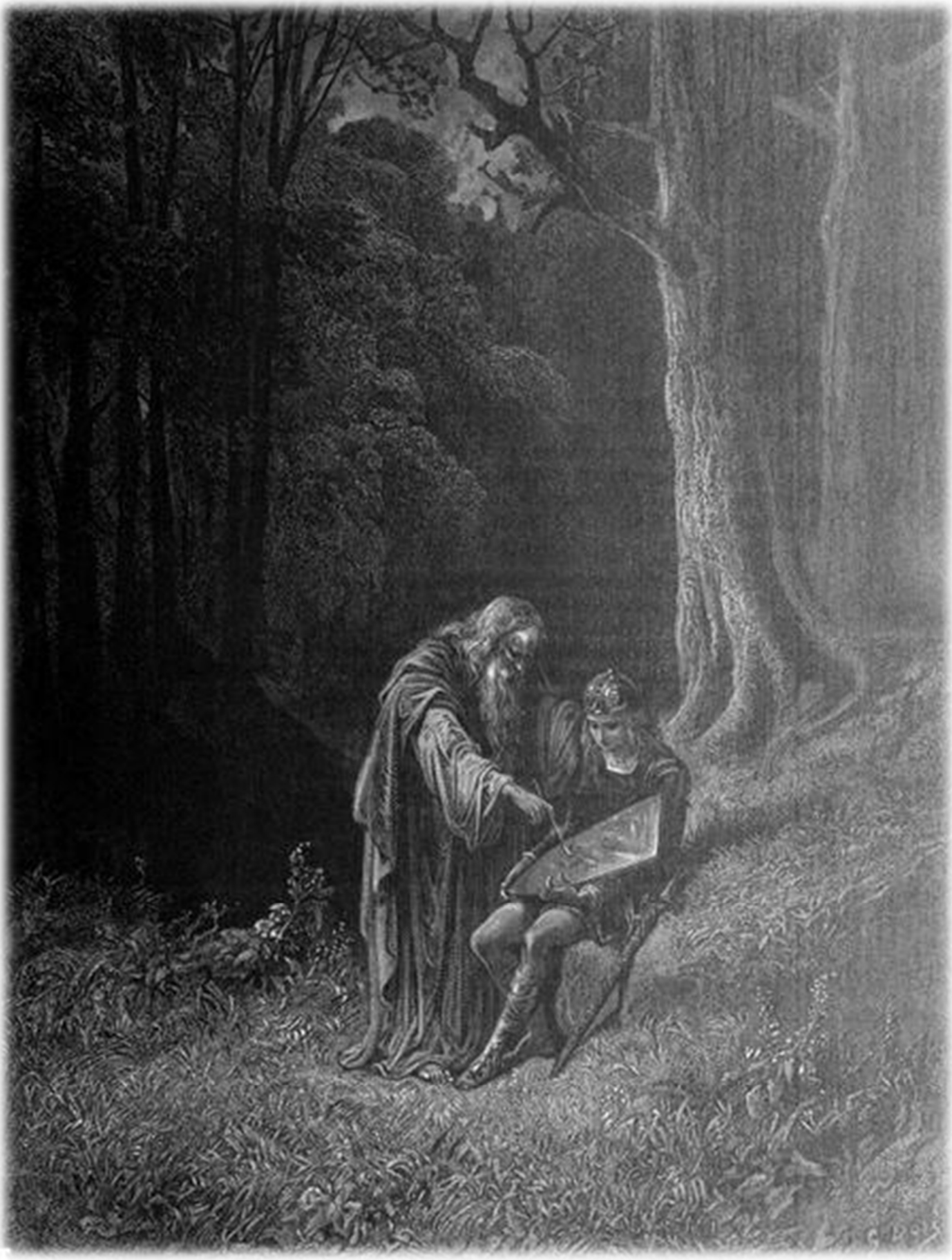
While this won't end most spells immediately, over the course of a week or two it will usually lead to increasingly dramatic side effects followed by the eventual combustion of the spell's focus.

Note that Thaumic decay should only be applied to spells that depend upon Temporal Formulae.

This typically won't include spells invoked using the Create, Destroy, or Restore Runes.

7. **Let them win.**
If your players, beginning with fairly weak and limited characters, are savvy enough to develop spell combinations that generate limitless wealth, utter invulnerability, or godlike power, then rather than trying to obstruct this change, consider letting things play out to their logical conclusions.

Consult with your players on how their tremendous potence will reshape the campaign world going forward and, after letting them revel in their well-earned victory for a few sessions, retire the victorious characters and start a fresh cadre of novice wizards who will have to chart their course through the new realities that the setting offers (see The End Game, page 183).



CHAPTER VII

Relics & Monsters

Magic Items

Though popular tales among the unschooled abound with Enchanted rings, chanting swords, sentient mirrors, and mystical orbs, the truth about items of magical power tends to be much more prosaic.

Consider for instance the problems inherent in trying to craft a magical blade.

A wizard skilled in Metal Science may think to fashion a sword as a gift to his patron. Should he simply Create metal in what he deems to be the appropriate shape, however, he is no more likely to produce steel than lead or some other unsuitable metal.

The Specificity Principle can aid the wizard, provided that he has sufficient expertise in his Science, but Creating "ferrous, sharp, durable, light, flexible Metal" would require an astounding amount of skill and luck [six successes when rolling his Science]!

How too is a wizard to learn all of these traits of metal with the necessary insight and precision?

Certainly time spent studying his chosen Sciences in a well-furnished lab can help, but when it comes to swordmaking, few are the smiths who would consent to host a curious wizard poking about in his workshop asking all manner of strange questions in an apparent attempt to reduce a lifetime's worth of work, trade lore, and craftsmanship to a collection of scrawled notes.

Enchanting an existing blade is, therefore, a far more practical approach, though the wizard is confronted at once with the significant problem of how to sustain a magical effect over the life of the weapon.

Still, despite these obstacles, the armories of many lords contain caches of arms that continually heal the wielder, cause those struck to ignite, or Ward those grasping the leather-wrapped hilt from contact with metal.

Amulets, Talismans, & Charms

Beyond crafting magically enhanced weapons for wealthy lords, one of the more common applications of magic to material objects rests in the creation and sale of various amulets or protective charms.

Enchantments and Wards, along with specific Temporal and Thaumic Formulae, can be cast upon a stone, bit of polished wood, or other small token that corresponds to the Magical Science in which the caster has expertise.

Such talismans, worn upon a cord beneath the clothing or placed in the setting of a ring, can be quite effective while the Temporal Formulae that govern them last.

The key, of course, is to employ a Temporal Formula that has some chance of persisting for weeks or even months.

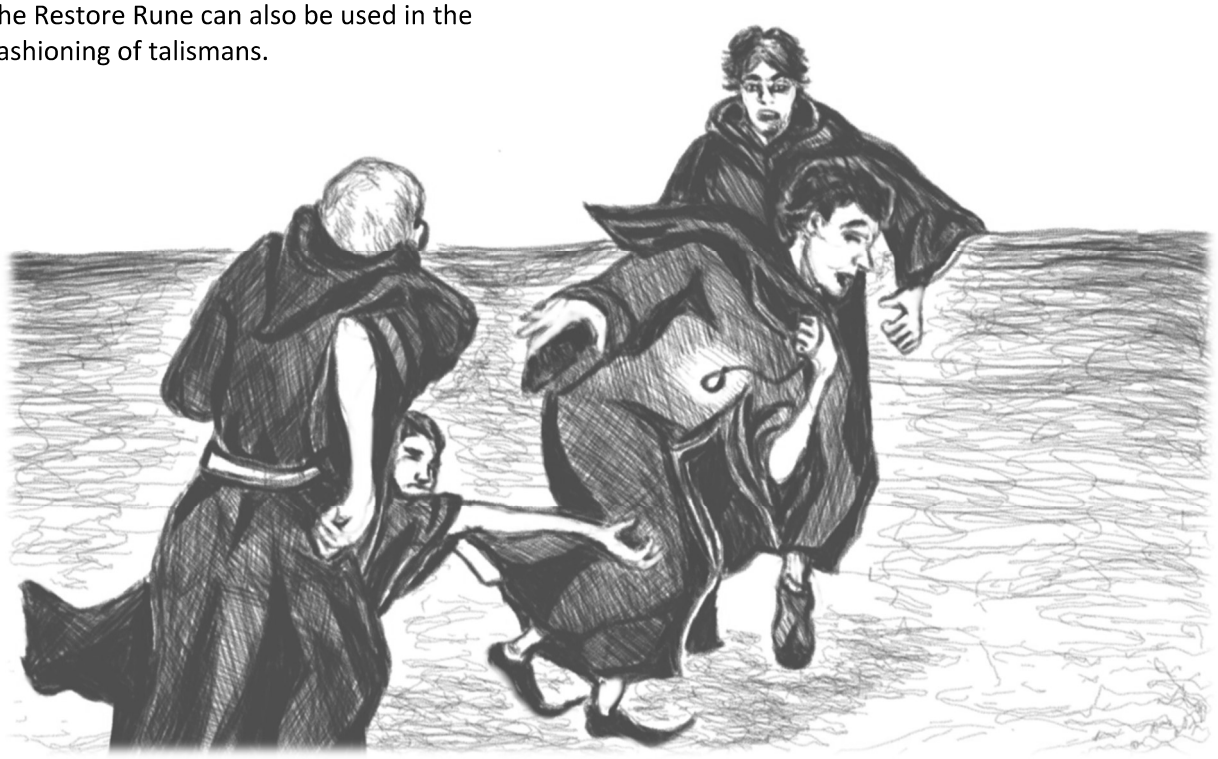
Chief among these are Formulae that endure until the spell's focus gets wet, is touched by metal, or is exposed to sunlight.

When used with the proper Thaumic Formulae, the Restore Rune can also be used in the fashioning of talismans.

Simple claims of efficacy are not enough, however, for only a simpleton would purchase an amulet from a stranger on a promise alone. Instead, to clearly establish that the charm is indeed magical, it is customary for wizards to add some type of Thaumic Formula that grants a persistent, detectable characteristic to the object that sets it apart from mundane items (causing it to glow or hum for instance).

While charms and objects Warded to resist the touch of metal were all the rage for a time, military commanders soon learned that the blasts of flame and pressurized air unleashed by naphtha weapons could still do significant injury.

What's more, in recent times spearheads, shot, and arrowheads are often magically mass-produced so that perhaps one in five is fashioned of some material other than metal (wood, cheese, and clay being common) which has been Enchanted to the density and hardness of steel.



Potions

Another fairly common form of magical item is the potion or elixir.

Sold by wizards of lower status who need to trouble themselves with commercial matters instead of the unfettered pursuit of the perfection of the Magical Sciences, most rely on application of the Enchant or Restore Runes upon otherwise ordinary water, granting it the ability to heal injury, restore sight, cure ailments, or otherwise benefit the person who imbibes it.

Still, wizards who wish to make a name for themselves in the potion business invariably add coloring agents and flavors to their potions to set them apart from their competition.

Use of a Formula such as A Brewing or Ard's Arcanophagy that cause an instantaneous effect when the spell's focus is quaffed is essential for the creation of effective potions of course.

Spellcasters who don't have the ability to Enchant water sometimes resort to pickling their spell's focus, be it snails, turnips, or beets, or preparing a suspension of grated cheese, leather, or frog for their customers to drink.

In some districts, well-established wizards have used their connections to secure exclusive patents for the production of potions or the use of select Formulae from the Commercial Branch of the Estates Arcanum, forcing younger wizards to either seek their fortunes in some other way or to enter the seamy world of illicit potion brewing.

The Wizard's Staff

Often times a wizard will carry a staff as a symbol of his arcane prowess.

Contrary to popular belief among the unschooled, a wizard's staff is generally neither magical nor does it convey any particular advantage when casting spells.

Indeed, because spellcasters need to have their hands free to invoke Runes and focus their magic on a chosen Science, a staff may be a bit of a hindrance.

Wizards of the more practical, outdoorsy bent carry staves shod with copper or iron spikes that can be thrust into the turf and left to stand on their own.

On the other hand, more urbane wizards who carry a staff may fit it with a trestle assembly that includes three or four small feet (clawed of course), allowing it to remain upright -- not entirely unlike a hat rack.

The Wizard's Wand

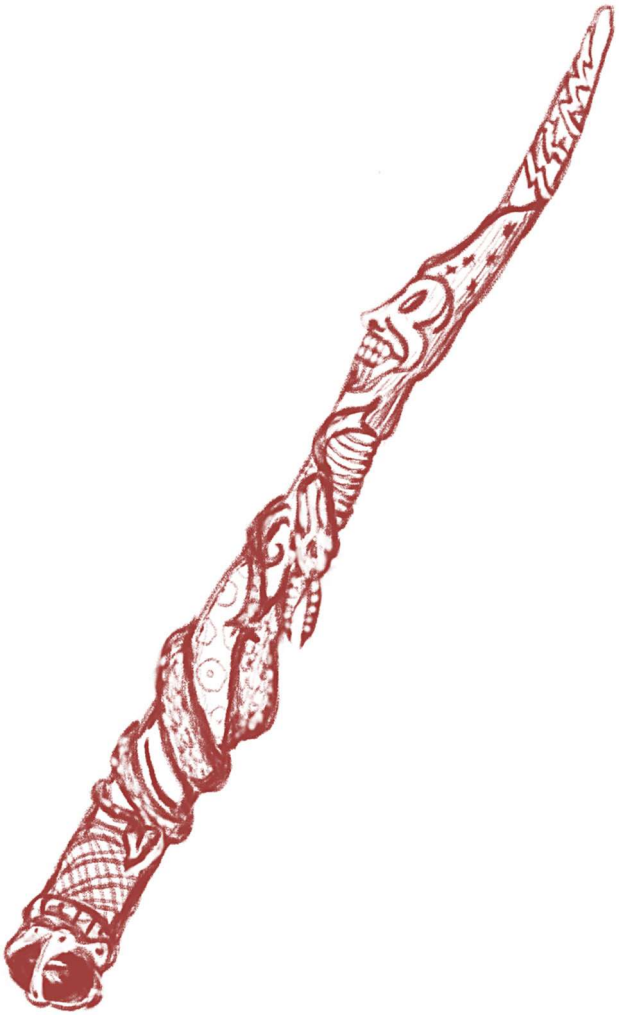
Tales told among simple folk also place much stock in the importance of a wizard's wand, holding that it is the key to weaving spells and that to break a wizard's wand is to strip him of his power.

This is bunk.

Some wizards do carry wands, but the truth is that most wands are nothing more than a convenient spell focus for Enchantments cast by those spellcasters with proficiency in one of the Arboreal Schools.

Many cultured and status-conscious wizards are easy to distinguish, as they have each taken the time to learn the Magical Science for a specific variety of wood.

Precisely which wood they have learned, whether oak, ash, or rare teak, is evident by the wand they wield and can be used by the Schooled and well-connected wizard to determine the academic pedigree of a peer (student house, school of study, mentors, etc.).



Relics & Items of Power

A few, rare items are able to resist the atrophy of Thaumic decay, whether through the skill of their creators, the application of forgotten Temporal Formulae, or simple luck in the form of unforeseen side effects. These are relics.

To possess such items conveys immediate prestige and incites jealousy in a wizard's fellows. Consequently, their acquisition forms the basis of many a young spellcaster's quest.

Following is a list of some of the better recognized among these items of power.

The Archchancellor's Keyring

Among the more important symbols of office possessed by the Archchancellor of the Collegium Mysterium is his magical keyring.

Eight keys, each of a distinctive metal and shape (thin silver, wide bronze, ornate iron, etc.) depend from the heavy, gold keyring.

Each of these keys can instantly reshape itself to slide easily into any keyhole. When the bearer turns the key the proper direction, the door, cabinet, closet, window, gate, or chest opens to grant access to the Archchancellor's office, a suite of well-appointed if hopelessly cluttered rooms.

Once this magical link has been established, the keys can be used to lock the door from either side, temporarily deactivating the link between the two locations.

In this way, the user can connect the office to any of eight separate places. This allows whoever bears the keyring to move rapidly between, for instance, the Collegium Mysterium's kitchen and library without the bother of encountering the usual crowd of sycophantic students or grousing professors.

Should a key be used on a new lock, this "overwrites" any prior connections for that particular key.

Scenario

The young wizards notice a number of strangers lurking in the alleys and streets outside their current abode (among them spies and other ne'er do wells).

Unbeknownst to the spellcasters, the Archchancellor has set one of his keys to the backdoor of their residence, granting him easy access to a nearby bakery of which he is especially fond.

Things rapidly come to a head when the strangers turn out to be a gang of would-be kidnappers who decide to lay in wait for the Archchancellor in the wizards' own house.

The Archchancellor's Staff

A lacquered staff of oak, topped by a crystal sphere of such clarity that it can only rarely be seen, the staff of the Archchancellor is a potent insignia of his position as the head of the Collegium Mysterium.

Among whatever other unique and formidable Enchantments lay upon the staff, the crystal surmounting it contains the immaterial mind of the most recently deceased Archchancellor, held there to provide a ready source of advice and counsel to his successor and to help maintain continuity of leadership.

This disembodied mind is empowered to communicate telepathically with any other living creature that a person touching the staff is able to perceive, though it may not always allow the bearer to be privy to these mental conversations.

It is important to note that the staff doesn't actually possess a physical brain and is subsequently unable to cast spells (lacking any Quintessence of its own), though it may teach the wielder new Magical Sciences or Formulae using the normal method if it so chooses.

The former Archchancellor's mind is perpetually suspended within the staff until the next Archchancellor should die, at which point he promptly ceases to exist.

This dissuades the disembodied wizard from conspiring to slay his successor, and indeed gives him substantial reason to try and keep the fellow alive, regardless of how deep any rivalries between them may have been in life.

Likewise, this arrangement dissuades any wizard who has designs on the position of Archchancellor from using assassination or other underhanded means to gain his goal because, if successful, he would find himself obliged to carry about the now telepathic mind of his predecessor.

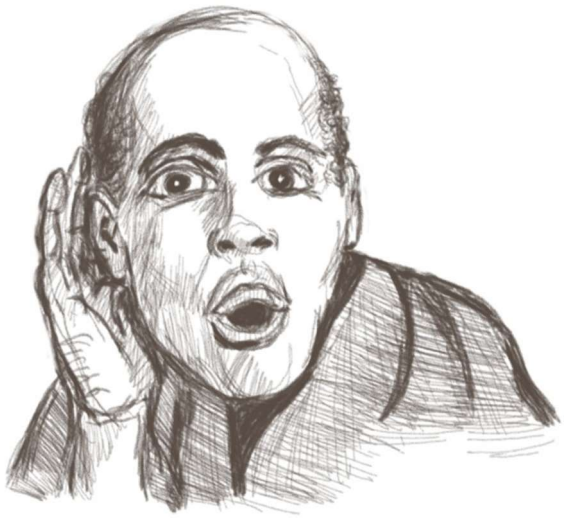
Finally, the Archchancellor's staff is Enchanted so that it remains balanced in a vertical position without any outside means of support. This frees the wielder's hands for practical matters while maintaining his dignity and mystique.

Scenario

From time to time, a mysterious voice begins to speak to the young wizards, offering them clues as to where they can locate potent Formulae or forgotten wealth in exchange for completing a series of mysterious tasks -- most involving golems.

Without revealing his identity, the former Archchancellor is taking advantage of his successor's magical scrying of the region to enlist various confederates.

His ultimate goal is a mystery, but he may be endeavoring to escape the confines of the Archancellor's staff by magically transferring his disembodied mind to a new host.



The Argentine Ear

A stylized, hollow, silver ear that can be slipped over the user's own, the Argentine Ear allows the wearer to understand (though not to speak) any language spoken in his presence.

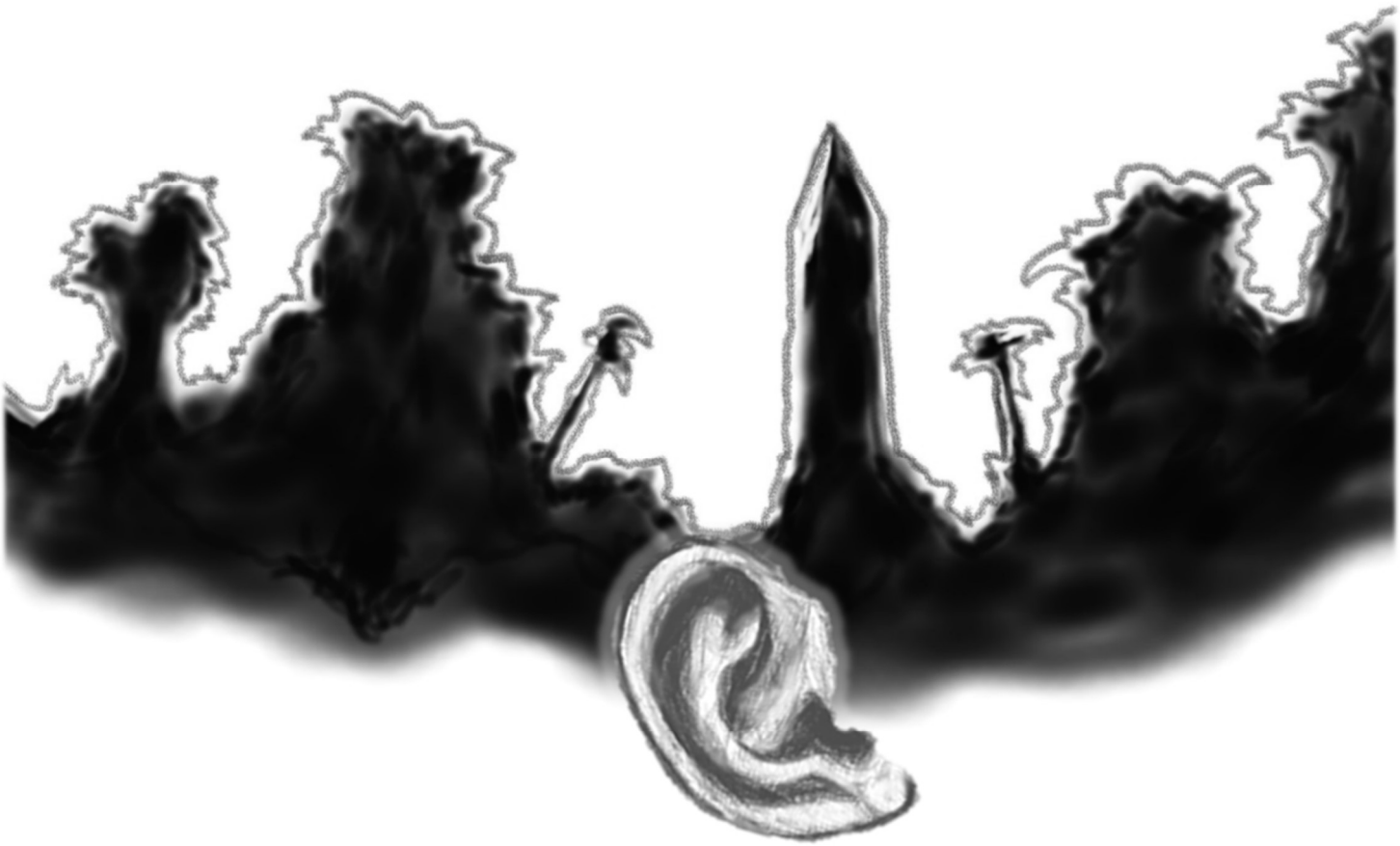
Though it requires a great deal of concentration, some clever wizards have realized that the ear can also be used to understand texts written in languages that the wearer does not actually know, provided that he is familiar enough with the script used to approximate the correct sounds as he reads aloud.

Scenario

Halebright Whect, famous wizard-explorer and current owner of the Argentine Ear, is looking for some junior wizards to accompany him on his next trans-dimensional jaunt.

Whect hopes to locate The Legendary Stele of G'nhroar which, according to rumor, is inscribed with hymns in 47 different languages (including the tongue of dragons).

While the other wizards keep the local flora and fauna at bay, using the ear to aid him, Whect hopes to record and decode as many of the unknown scripts as possible.



Birdbick's Mindful Slates

A matching set of twenty identical, polished slates, one of these thin, stone panels is the "magister slate" and displays upon it, by command, anything chalked upon any of the nineteen "discipulus slates."

A favorite trick among certain devious, apprentice wizards is to surreptitiously write something crude upon his benchmate's slate without anyone seeing.

Though most often found in classrooms of the Collegium Mysterium, the instantaneous, unidirectional means of communication offered by Birdbick's Mindful Slates has enjoyed considerable use within armies, between diplomats, among traders, and by any other folk for whom a swift, accurate message can spell the difference between success and ruin.

Scenario

Some locals call the wizards' attention to a strange prodigy: ghostly writing appears upon the roof of a dairy house.

The owner pleads with the spellcasters to deal with the phantom. Closer investigation reveals that the (inverted) words only appear in one location and include cryptic messages such as, "Where are you?" and "Lost. Send help."

No ghostly hand is behind the marks, but rather they are the result of a failed expedition to a nearby penumbral dimension.

When the explorers' portal imploded, both wizards and their accoutrements were scattered across several worlds.

The magister slate was found by a commoner and, not being recognized as magical, was promptly used to repair the roof.

If the neophyte spellcasters can effect a rescue of the stranded explorers they will doubtless be most grateful.

The Bone Bracers of the Brothers Vile

Constructed from the melded bones of vanquished foes, these vambraces extend the full length of the arms, including both finely articulated gauntlets and viciously barbed couters at the elbows.

The wearer finds himself Warded against contact with metal, is magically fortified [+4 CON], gains a measure of mundane protection from blows [AR 2], and also finds his facility with magic augmented [+2 LORE]. In addition, any time the wearer successfully focuses a Rune upon Bone Science, he immediately benefits from two extra Science successes without any additional Quintessence cost.

Beyond their inherently off-putting appearance, the bracers clearly designate any wizard in possession of them as sympathetic toward the Cabal and its magocratic agenda.

Scenario

Within a book of Lore, the wizards find a marginal note that mentions a set of lost pauldrons that match the Bone Bracers of the Brothers Vile.

Reclaiming these objects would certainly confer status, but if they can be recovered how will the wizards respond to the temptation to use them?

Furthermore, is the marginal note merely what it seems, or could it have been placed there as a lure for those with Cabalist sympathies?

The Bronze Arms of Thollogus

A life-sized pair of hollow, muscular, bronze arms, complete with powerful clenched fists, whoever possesses the Bronze Arms of Thollogus finds that he harbors an increasingly irresistible desire to sever his own limbs and fit these ancient, metallic ones in their place [a Wits check of increasing difficulty].

Whenever tilted, some unseen object inside the hollow arms slides, making a faint, enticing, metallic sound.

Should the owner give in to the desire to replace his arms, his Strength increases to 24 [Base Damage 4D6] and he gains an Armor Rating of 3.

The hands remain balled into fists, however, preventing the bearer from casting spells, lacing up his boots, or performing most tasks that require any level of manual dexterity.

Scenario

A rival of the wizards' mentor sends him the bronze arms as a gift.

Can the neophytes keep the senior wizard from severing his arms while resisting the Enchantment themselves?

Cough's Punctual Lecterns

If grasped firmly at either corner, these large, heavily decorated lecterns allow the user to instantly teleport to the location of a companion lectern, provided that he names the new location aloud.

When faculty of the Collegium Mysterium began making use of Cough's Punctual Lecterns, they quickly learned the importance of careful scheduling, as simultaneous arrival could prove both distressingly messy and ultimately fatal.

Scenario

Recently, small goblins have started turning up in cellars and drains around the community. Given the dangers posed by a full blown infestation, this is cause for considerable concern.

Oddly, a few of the creatures have the well-chewed remnants of cords binding their wrists.

The incursion can be traced back to a derelict house where one of Cough's Punctual Lecterns is secreted.

But who could be intentionally seeding the district with goblins, and what do they hope to gain through such sabotage?

The Cryptic Lure of Cho

A shallow, unadorned chest, surmounted by a broad, metal funnel, the Cryptic Lure of Cho looks fairly innocuous.

Four evenly spaced pipettes, connected by brass tubing to a small, tightly sealed, cylindrical reservoir, release a slow drip of a viscous fluid down the inner slope of the funnel and into the dark confines of the chest.

The reservoir is fitted with a dial that can be turned to increase or decrease the flow of liquid, which acts as a powerful bait, compelling any living thing touching, smelling, or tasting it to immediately consume as much as it can, following the trickle down the smooth, inner face of the funnel [DC 20 Wits check to resist].

Any creature or object passing through the broad opening at the bottom of the funnel is immediately disintegrated.

Typically used to lure and dispose of rats and other vermin, the scent of the liquid bait is only detectable by humans at very close range and so poses no real danger except to the recklessly curious.

Scenario

Stubert Halp's pet dwarf badger "Maurfin" has gone missing, and he is keen to enlist the help of some other wizards in finding his lost companion.

Investigation will reveal that Maurfin managed to tunnel his way down into a long-forgotten cavern where verminites now gather in great numbers, revering the Cryptic Lure of Cho as the pathway to a cruel and alluring god.

The Cupboard Perilous

A large, upright cabinet, this battered, unadorned cupboard is faced by twin doors.

The interior is divided into two compartments of equal size, although close observation will reveal that the interior partition dividing the left side from the right is deeply scratched and marred on the right side.

If any living thing is placed in the left side of the cupboard and both doors closed, a perfect, living copy is created within the right-hand compartment.

Clones so created have two important attributes:

First, any injury or alteration of state sustained by the clone will immediately affect the original creature as well. If the clone eats, the original feels full; if the clone is slain, the original dies too.

Second, from the moment of its creation, the clone is gripped by an implacable hatred of the original creature and will stop at nothing to slay it.

Scenario

Wishing to do away with the young wizards' mentor, but unwilling to face prosecution by the Estates Arcanum, a pair of his rivals have succeeded at Conjuring him from his bath (along with a good quantity of water) into the Cupboard Perilous.

Now haggard and hunted, the senior wizard appeals to the younger spellcasters for their help … or is it really him after all?

The Golden Bonds of Thollogus

Forged millennia ago during the Auldish Domination, these fourteen heavy, golden rings are linked by thirteen chains of gold, binding together the wearer's wrists, ankles, and each finger.

Beyond the obvious material value that the golden shackles possess is their unique status as "objects of covenant," both signifying and embodying a binding agreement between an Auld and one or more elementals of the north.

The wearer is assumed by any elemental encountered to be acting under the authority of the Auld and consequently will consent to obey the wearer even though those cruel beings were vanquished from the fields men know centuries ago.

When a shackled hand is raised, the elemental will respond by moving its own limb; when a shackled foot takes a step, the elemental will likewise take a stride, and so on.

It is important to note that not every elemental will prove tractable but only those specifically linked by ancient oaths to the Golden Bonds, and even some of these may have grown resentful and truculent over the intervening centuries.

Scenario

River pirates have gotten their hands on the Golden Bonds and have led the ancient spirit of an awakened island, reduced by time to a mere sandbar, to prey upon barges traveling the River Clye.

The wizards are enlisted to apprehend the pirates and placate the restless elemental.

The Gryphon Kite

A large, brightly painted kite emblazoned with a rampant gryphon, this magical object causes the right eye of whoever grasps its string to see from the perspective of the painted gryphon with one hundred times his normal visual acuity.

In addition, any wizard in contact with either the kite or any cord attached to it is automatically successful when attempting to invoke the Divine Rune.

Scenario

Following reports of a buildup of troops, agents of the Archduke bid some keen, patriotic young wizards to slip across the Bhatvian border and have a look round.

Loan of the Gryphon Kite may help the spellcasters in their mission.

The Mantle of Subterfuge

This long, black garment has several unique, magical powers.

The wearer can, at will, assume the physical shape of anyone at whom he looks while uttering his or her name aloud, reverting to his own form at will.

The folds of the mantle conceal several extra-dimensional pockets. These are undetectable by mundane means and cannot be accessed until the appropriate word of command is spoken aloud.

Finally, perhaps as a side effect of the other Enchantments laid upon it, any shadows cast by the mantle linger for several moments after the wearer has moved away, leaving a continual trail of eldritch dimness in his wake.

Scenario

When Firstead Plines Lightly, a prized lupsbach stud is stolen, investigators of the Judicial Branch pay the young wizards a visit.

It seems that one of them was spotted as the large, valuable bird was spirited away, and though Divination may clear the wizard of any wrongdoing, it won't repair his reputation.

The spellcasters must find and catch the real culprits if they wish to have any hope of repairing the damage to their names.

Occultometer

A pair of vertical, polished, brass hoops, marked with detailed, arcane symbols, joined by a threaded rod along which several arrows and pointers freely pivot, and surmounted by a circular sight, an occultometer is a somewhat unwieldy apparatus, if not especially heavy.

When activated by the successful invocation of the Divine Rune, the skilled user can employ the occultometer to identify whether a given object or substance is the focus of a spell, which of the Nine Ancient Runes was employed, the skill with which a spell's focus was linked, how many Formulae have been added to the spell, and the Periods of the Formulae involved.

While using the occultometer, a wizard need not examine an object or substance with two of his senses (sight alone is sufficient), and the difficulty to successfully examine a spell's focus is greatly reduced (DC 3 Lore check).

Scenario

To fill the interval while a contract is being renegotiated, the wizards receive a short-term appointment as inspectors, checking for unlicensed or unmarked magically produced goods.

Equipped with an occultometer, the young spellcasters will need to deal with smugglers who, if caught, will resort to both threats and bribery to avoid the attention of Commercial Branch officials.

THE IMPROPER USE OF AN OCCULTOMETER

The Orbs of Wyzlin

A cluster of marble-sized, grey spheres nestled in the bottom of a small, soft pouch, the Orbs of Wyzlin may seem fairly nondescript, but legend says that they were crafted by none other than Wyzlin himself, that brilliant disciple of Math the Mage. It is sometimes said the very word "wizard" is derived from Wyzlin's name.

Wyzlin practiced many Magical Sciences for which there are now no clear categories, but among the disciplines he developed was the Science of Mass.

Each of the Orbs of Wyzlin was endowed to either absorb or replicate the mass of anything it touched.

Eventually, the orbs grew so heavy that they could only be safely contained within a specially prepared pouch; a tiny, dim pocket-dimension.

Once in the pouch, however, the orbs soon contacted one another and so began to increase their mass exponentially.

When opened, no one can lift the orbs from their protective pouch, but should the pouch be tilted so that one of the orbs falls from its open mouth, it will become clear that the Orbs of Wyzlin have grown disastrously heavy.

Released, a single orb easily punches a hole through whatever surface lies below it, directly through bedrock, and down into the furnace-like depths of the earth.

More than one orb dropped in close proximity could well trigger earthquakes or far worse.

Scenario

A series of tremors have collapsed fortifications across the northern marches of Weswatch and skilled Diviners suspect that the Orbs of Wyzlin are involved.

The young wizards join an entire cohort of spellcasters dispatched to locate and seize them before greater damage can be inflicted. Once in hand, the orbs will need to be carried back south where they can be secreted in the vaults of the Estates Arcanum.

The neophytes will make up but one of several teams tasked to carry identical pouches to safety, not knowing themselves if their group has the real orbs or decoys.

Saboteurs, rival agents, and power-hungry wizards will pursue, of course, hoping to snatch these precious objects of power away for their own uses.

Quillip

A beautifully crafted, sentient, silver chased desk set, Quillip is able to take dictation both rapidly and flawlessly, provided that it is furnished with a steady supply of ink and paper or parchment.

Activated with the command word, "Quillip," it is able to recall and replicate conversations heard or dictation given decades or even centuries prior.

Quillip has grown mildly eccentric over the years, and if it is given materials or tasks that aren't up to its own inscrutable standards, odd messages will sometimes appear amid its work ("low parchment supply detected," "Thaumic error 2276; restart initiating rhythm," etc.).

Scenario

Members of The New Auld Order contact the wizards with an offer. They believe that there has been a conspiracy to systematically cover up the truth about the ancient Auldish race and to recast these "beautiful, sensitive, and beneficent beings" as sadistic enemies of humanity.

If the neophyte spellcasters will agree to sneak into the office of the Collegium Mysterium's Vice Chancellor, activate Quillip, and command it to reproduce a series of hypothetical conversations, the disciples of this esoteric society believe they will have the evidence they need to advance their cause.

Having already been rebuffed in this effort several times themselves (and now easily recognized by Collegium wardens), they promise to compensate the young wizards handsomely for their efforts.

The Rod of Reproof

A smooth, flexible, yard long, wooden stick, usually made of hickory and often with a leather strap at one end, the Rod of Reproof is among the most universally recognized (and despised) of all magically endowed objects.

First developed by the faculty of the Collegium Mysterium for keeping inattentive or impertinent young pupils alert and in line, if a person's true and full name are spoken aloud as the rod is swung through the air, it will instantly deal the target a stinging slap [1 hit point damage], regardless of how far away he or she is. Physical obstructions (including clothing and armor) are no proof against the rod's power.

Scenario

Not long after Midsummer Day, one of the wizards begins to feel the periodic sting of what he recognizes from his school days as the Rod of Reproof.

Though they only come during daylight hours, the blows seem to fall at particularly inopportune moments: during interviews with senior wizards, while attempting to cast spells, when visiting the privy, etc. The root cause is a simple mistake.

A short-tempered professor at the Collegium Mysterium has an especially mischievous first year student who just happens to have a very similar name to that of the afflicted wizard. In his vexation, when plying the rod, the professor consistently calls the young fellow by the wrong name (a situation the rapscallion is in no particular hurry to correct).

The Silver Tongue

So stylized that it may at first be mistaken for a large, metallic bean or a strangely dimpled, handless spoon, once placed in the mouth, the Silver Tongue grants the user the magical ability to be clearly understood by speakers of any language.

Each listener hears the user in his or her native tongue, though the Silver Tongue does not convey upon the wizard using it the ability to understand other languages (merely to utter them).

If used to read an unknown language aloud, anyone present hears the passage in his or her native language, provided of course that it is written in a script which the Silver Tongue's user can recognize.

Scenario

Hihemut Bloest, ship's mage first class, will soon be attempting a voyage to the Aedis Isles in an effort to circumnavigate the island of Infernia.

Before his departure, he wishes to secure the use of the Silver Tongue to aid him in dealing with the natives. Lost when piscamancer (fish mage) Marbley Ploot spent several months among river trolls in a failed effort to develop Troll Science, the magical object hasn't been seen in some time.

If the young wizards can fetch it for Bloest, it will place them in good standing with him should they need his aid in the future.

SPIDER RING

STR	DEX	Defense	Hit Points	WITS
5	*14*	*12*	*12**	*6*

* Armor Rating 3

Attack: Step **7**, Stinger
+2 to hit, target makes DC14 CON check or is reduced to zero hit points for 1D6 hours

Spider Rings of the Judex

Often worn in identical sets of up to four, if one of these broad, steel rings is removed from the finger and given the proper command word, it will enlarge and unfold itself to form an animate, metallic arthropod, roughly the size of a man's hand.

Once so deployed, the ring will relentlessly pursue its assigned quarry, scaling walls, sliding under doors, or lurking in wait until it can deliver a blow with its flexible, needle-like stinger.

Those who succumb to the painless, magical toxin of the ring's sting are incapacitated for the space of several hours; ample time for any determined Judex to locate them.

Scenario

Seevric Slad, an ally of somewhat questionable repute, sends the young wizards a warning.

He reveals that they've been implicated in an incident involving the use of outlawed magics and are now sought for questioning by Judex Tillforc Yankt as part of a broader Estates Arcanum investigation. Hoping to avoid inquiry himself, it was actually Slad who named the wizards to authorities, but he isn't likely to mention this of course.

Since then, a contact of Slad's with Cabal connections has boasted of managing to replace the toxin of Yankt's Spider Ring with something far more lethal in an effort to sow dissatisfaction with the Estates Arcanum.

Now the wizards will need to dodge the deployed Spider Ring as well as the authorities until they can prove that they are innocent.

Staubrinn's Unerring Pigeons

Much treasured in generations past for their natural attunement to the Divine Rune, sadly Staubrinn's Pigeons are now extinct, most dying from overexertion, as they would dutifully flap toward the location designated by their master without pause for food or rest.

A few mummified specimens remain, however, animated by strange magics. Though now quite incapable of flight, they retain even in death their uncanny sense of direction.

When the Divine Rune is invoked and the command is given, the dead bird will totter stiffly toward the specified location, regardless of distance or obstacles that may intervene, provided that the pigeon has been there at some point in the past.

Some clever wizards have taken to fitting the legs of these musty revenants with thin chains and, once the chain is fixed to a plank or other portable surface the bird cannot pull free of, the spellcasters enjoy a reliable method of steering themselves toward many destinations.

Experiments equipping ocean going vessels with Staubrinn's Pigeons have gone poorly, as exposure to the salty air causes the mummified birds to fall apart rapidly.

Scenario

Glassmage Heimfast Hinkt has devised a glass bell jar that he hopes will allow Staubrinn's Pigeons to survive at sea, and he is eager to test his new invention.

Hink has sunk all that remains of his resources into renting one of the mummified birds from a wizard in West Bullishire, and he hopes that the neophyte spellcasters will help him ensure safe transport of the delicate bird.

Meanwhile, a few wizards in the Admiralty have gotten wind of Hinkt's innovation and, wishing to maintain the status quo, have dispatched agents of their own to steal the pigeon.

Thoughtless Ring

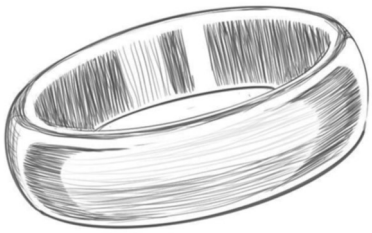
When worn, this plain, silver ring completely occludes the user's thoughts, rendering him immune to any form of telepathy, concealing his motives from magical probing, and even masking his location from divinatory magics. If worn consistently, the user tends to forget where he is.

Scenario

Auromancer Plumbot Fews, an important wizard of the ducal court, has gone missing. Whoever can return the fellow unharmed and with great discretion stands to benefit.

As the wizards search the lanes of Dundrin-on-Clye for Fews they will find themselves racing against foreign agents who would like nothing better than to secure the auromancer for their own benefit.

Meanwhile, thanks to his magic ring, a thoroughly disoriented Fews has stumbled into the seamy underbelly of the city where he nows serves at the behest of a circle of cut-throat gutter mages and their master, "Boss Pike."



Vormer's Fantastic Oil

Created by former Archchancellor Blorfatt Vormer, this odorless, thin, grey oil exhibits magical properties only when one living creature intentionally smears or drips a quantity of it upon another.

Thereafter, if the user concentrates, he can perceive the world through the sense of the person anointed (seeing through the creature's eyes, hearing what it hears, etc.) for a number of days equal to 20 - the target creature's Wits score.

Furthermore, by continuing to concentrate, the user can sometimes gain temporary control of the anointed creature's body, compelling it to move or even speak as he commands (make a Wits vs Wits roll each round this is attempted -- the degree of success determining how finely tuned the control is).

Scenario

A rival manages to smear one of the young wizards with Vormer's Fantastic Oil in his sleep.

This competitor, remaining anonymous, seeks to embarrass and discredit the spellcaster.

The wizard and his friends must watch for clues to help them deduce whom their adversary is so that they can thwart him before any irreparable harm is done.

The Vox Arcanum

A matched set of five, faintly luminous, palm-sized crystals and a companion, cloudy, crystal orb, the Vox Arcanum allows the user to magically project his voice far beyond the normal range.

Each crystal forms a point along the perimeter of a five-sided zone, usually arranged in a pyramid with the topmost crystal positioned near the apex of a wizard's tower, bell tower, or similar high point.

As long as the orb is somewhere within the perimeter defined by the placement of the crystals, anyone touching it can be heard by all creatures within the delineated area as if they were as close to the speaker as the orb itself.

The Vox Arcanum crystal and orbs are of particular use in larger institutions such as the citadel of the Estates Arcanum's Clerical Branch.

Scenario

One of the Vox Arcanum's crystals has disappeared from its carefully Warded coffer, and now proclamations of the hour or requests for clerks to fetch specific texts are being heard across four districts by both Schooled and unschooled alike.

While peasants complain to their lords of phantom voices, the Estates Arcanum faces the embarrassing task of trying to explain to his grace the Archduke exactly what is going on. The young wizards are dispatched to triangulate the location of the stray crystal and recover it with all haste.

The culprit, it turns out, is eccentric, paranoid, and reclusive stonemage Derbant Tows. Tows is inordinately proud of having branched his Stone Science sufficiently to develop some facility with crystals.

Without troubling himself much over the potential consequences, Tows has Conjured "luminous crystal" to his well-guarded sanctum (to serve as a simple night light) and in so doing has inadvertently pulled one of the nodes of the Vox Arcanum to his lair.

The unfamiliar voices he has been hearing of late do have him on edge, however, and he will zealously defend his lair against anyone he suspects of trying to steal his secrets.

Wein's Ample Barrow

A medium-sized, single wheeled cart lacking any particularly distinctive features, similar wheelbarrows can be seen plying the docks and rural lanes of many communities.

Wein's Ample Barrow is distinctive, however, in that, for all practical purposes, it has limitless capacity.

Even when loaded with several tons of material, it only appears to be moderately full and can still be pushed along by a man of average Strength.

Scenario

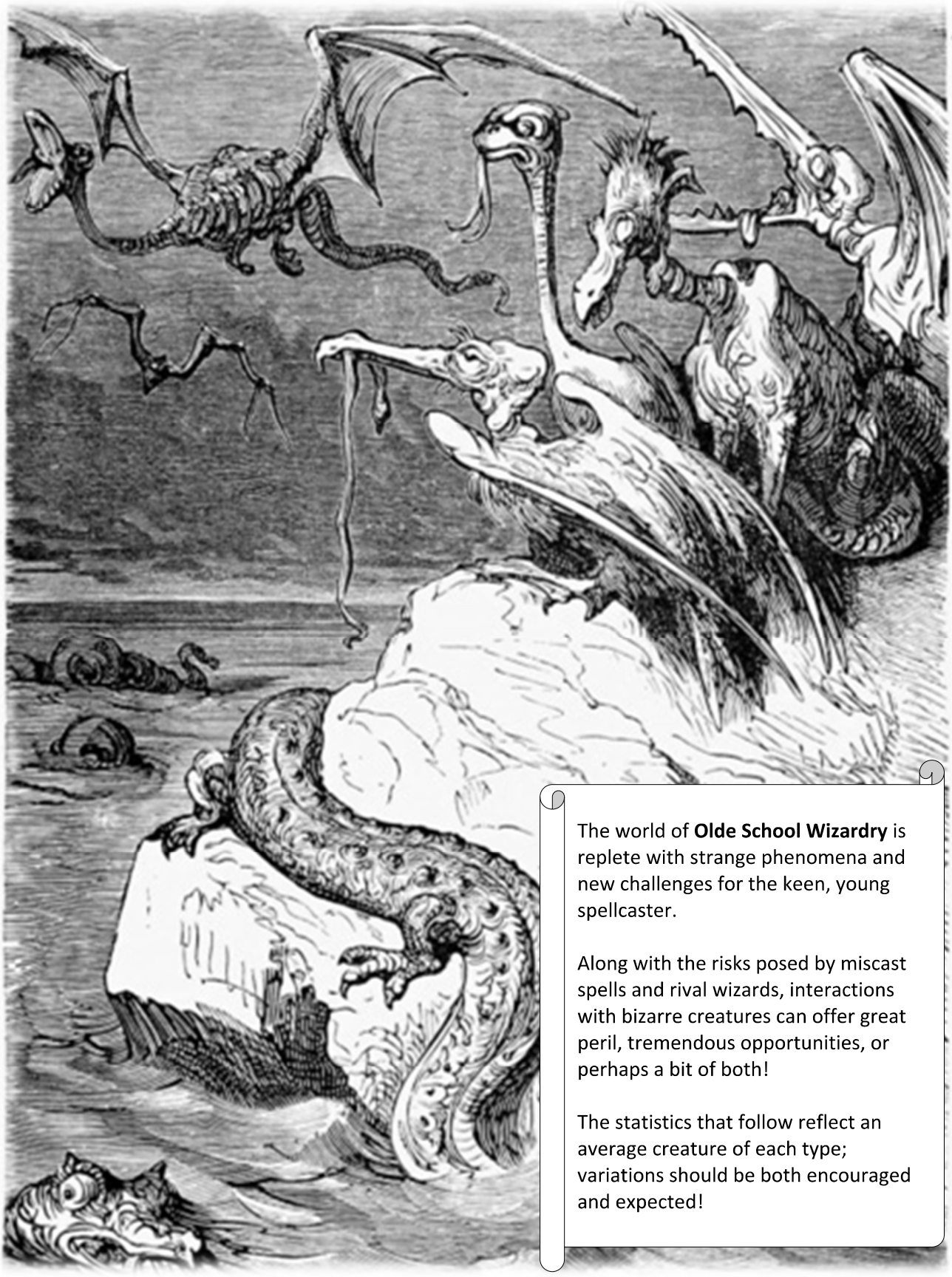
Madman Miermick Gess has stolen Wein's Ample Barrow and is using it in an attempt to defeat his old enemy: the sea.

Gess has undertaken this effort via the simple expedient of dumping the barrow overboard into the Gulf of Norp.

Now shipping, commerce, and travel throughout the region have become perilous as new currents tug vessels toward the watery vortex.

The wizards must conceive of a way to survive the pull of the whirlpool long enough to overturn the submerged barrow.

Monsters!



The world of **Olde School Wizardry** is replete with strange phenomena and new challenges for the keen, young spellcaster.

Along with the risks posed by miscast spells and rival wizards, interactions with bizarre creatures can offer great peril, tremendous opportunities, or perhaps a bit of both!

The statistics that follow reflect an average creature of each type; variations should be both encouraged and expected!

Carnomite

STR	DEX	Defense	Hit Points	WITS
1	*40*	*25*	*1*	*10*

Attack: Step 9, flesh-stripping swarm
+15 to hit, 1D6 x 1D6 Damage

Carnomites are tiny, social, winged insects that move at incredibly high speeds. In fact, they are so fast that, when awake, they are not even visible to the naked eye, and their presence is often noted only by the pops and cracking sounds that sometimes herald their passage.

On the other hand, when an individual carnomite enters a sleep-cycle, which occurs every few minutes, it slows almost to a stop, emitting a soft, bluish glow as it gently spirals toward the ground. While asleep, carnomites are completely vulnerable, and their soft abdomens can easily be crushed by hand.

Carnomites live in colonies that range from several dozen to several hundred members. These colonies build elaborate and delicate structures, complete with bowers for sleeping, egg chambers, compartments in which they record information in nearly microscopic hieroglyphics, and special chambers for dying members of the colony.

Carnomites construct these diminutive edifices almost exclusively from bone, shearing away great quantities of skin, muscle, and sinew in mere seconds with their tiny, razor-edged mandibles. The raw, naked bone is then rapidly etched and sculpted into minuscule domes, towers, windows, ramps, and gates.

No known attempts to communicate directly with carnomites have met with success, and their hieroglyphics have yet to be deciphered given the hazards of close proximity to a colony.

While quite deadly, carnomites do not seem to harbor any particular malice toward other creatures, instead regarding humans and other vertebrates as slow-moving terrain, albeit terrain rich in the resources that their colonies crave.

Sometimes carnomites "conserve" a creature by removing its limbs, carefully crimping off each blood vessel as they work, and leaving it for up to a week before harvesting the rest of its bones.

A colony that has recently been supplied with a source of bone and which is not actively expanding may not attack at all. Carnomites appear to favor living bone when constructing their nests, which may be found anywhere sheltered from direct sunlight and extreme temperatures.

Scenario

Dwarfmage Vinston Voes is seeking to retain some younger wizards to recover a selection of carnomite hieroglyphics for study from a glade in a tangled wood where a colony has established itself.

To facilitate this effort, he is willing to Ward each of the members of the expedition from "small things," but the Temporal Formula on the spell will end the first time any of them touches metal.

If the wizards are successful, the carnomites will respond to what they perceive to be a natural disaster, renovating their tiny halls to prevent further losses and sending out teams to recover their lost property.

If the task is completed successfully, Voes will offer instruction in a single Puissance Formula of the GM's choice. Voes has Lore 22 (+6), Charisma 11 (+0).

Cellar Glass

STR	DEX	Defense	Hit Points	WITS
4	*2*	*6*	*30**	*1*

* immune to weapons

Attack: Step **1**, Enzymes
-4 to hit, 2D6 Damage

Found exclusively in catacombs and caverns, cellar glass is a mobile, transparent, living membrane.

Weighing several hundred pounds, it silently expands or contracts to conform to the perimeter of any corridor, chamber, or cave it enters, sometimes stretching itself to no more than a fingernail's width, at other times thickening considerably to slide through tiny cracks in the surrounding stone.

Blind and apparently mindless, cellar glass exists only to consume as it slowly glides along, its smooth, clear surface constantly emitting a potent enzyme that dissolves any organic material that it contacts.

If exposed for several hours, sunlight (which it naturally avoids) renders these enzymes inert and the cellar glass will become immobilized and brittle, dying within a few days.

Weapons do a cellar glass no harm, and any punctures to its surface simply reseal when the object is withdrawn.

Open flame damages the membrane, turning it milky and opaque before it blisters and parts.

Likewise, extreme cold causes cellar glass to become dormant and rigid, though it isn't clear how long a specimen can survive in this state.

Usually, those encountering cellar glass first notice distant lights--the reflection of their own candles or lamps--which silently draw nearer, though the astute may have already perceived either a faint, yeast-like aroma or a complete absence of dust in the chambers and halls where the cellar glass tirelessly roams.

Scenario

Renovations to wine merchant Herewerk Plain's expansive cellars have halted, and the workmen have quit the site, complaining of a fearsome ghost that haunts the place and whose touch, "burns like lye."

Removal of an old wall has exposed a crack in the bedrock through which a cellar glass has squeezed, and it now roams the maze of shelves, vaults, and storerooms below Plain's home.

Keen to get the job back on track, Plain is seeking some wizards to discretely expel the "ghost."

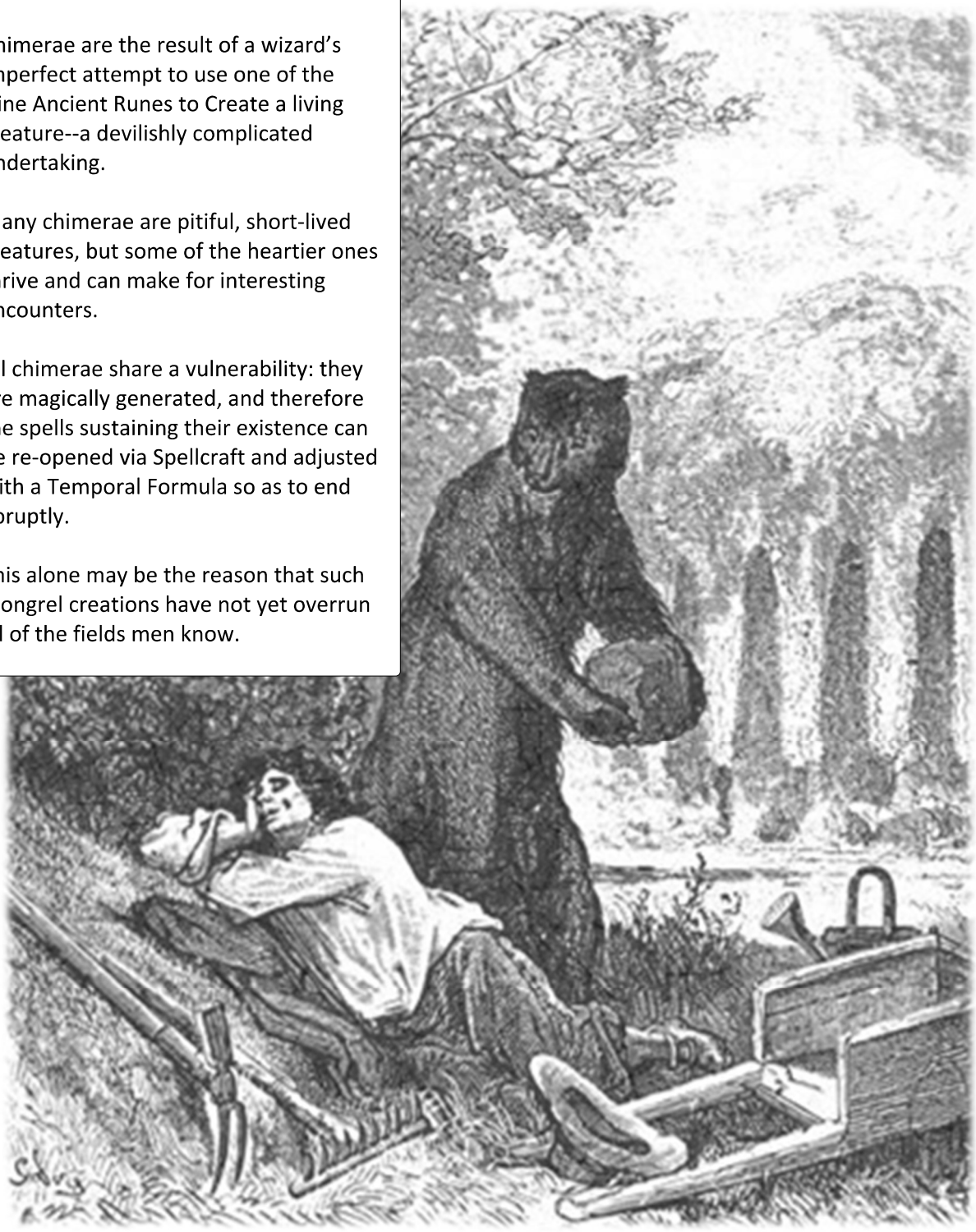
CHIMERAE

Chimerae are the result of a wizard's imperfect attempt to use one of the Nine Ancient Runes to Create a living creature--a devilishly complicated undertaking.

Many chimerae are pitiful, short-lived creatures, but some of the heartier ones thrive and can make for interesting encounters.

All chimerae share a vulnerability: they are magically generated, and therefore the spells sustaining their existence can be re-opened via Spellcraft and adjusted with a Temporal Formula so as to end abruptly.

This alone may be the reason that such mongrel creations have not yet overrun all of the fields men know.



Chimerae: Epoch Geese

STR	DEX	Defense	Hit Points	WITS
4	*14*	*12*	*4*	*14*

Attack: Step **7**, Peck and Flog
+2 to hit, 1 point Damage

Generated when a novice chronomancer hastily attempted to Create a flock of geese on his master's estate to replace those accidentally destroyed with a spell, these birds shift forward and back through time at random intervals, sometimes carrying chunks of the local landscape along with them.

As pointlessly aggressive and paranoid as any other geese, these terrors wreak havoc wherever they roam, unwittingly causing crops to be reduced to newly sown seed, walls to topple with age, and seasons to shift unpredictably.

Wizards have, on several occasions, ended the spell that Created the epoch geese, but sooner or later they always seem to reappear as they skip through time to a point prior to their destruction.

Those stumbling upon these creatures report hearing an omnidirectional squawking and hissing just prior to the flock's appearance.

Individual geese wink in and out of sight, sometimes being replaced by eggs, attacking any who stray near them.

Those caught among these creatures find that the geese generate extra time and that for ten minutes spent close by, perhaps a single second will have elapsed elsewhere.

In addition to this minor Temporal distortion, for every round that a character spends near the epoch geese roll 1D6.

On a roll of six, the flock and anyone in the vicinity will skip backwards or forward in time for anywhere between a few minutes and several centuries! Roll again on the chart below to determine the results.

Table 7-1: Epoch Geese Time Jumps

D6 Roll	Character transported…
1	1D6 minutes
2	1D6 hours
3	1D6 days
4	1D6 months
5	1D6 years
6	1D6 centuries

Those stranded in another era, but wishing to return to their own time, must endure the constant flogging dealt by the vicious creatures long enough to be drawn back home.

Scenario

Aging catenamancer Beddiwick Eynch is attempting to complete his memoir (working title: "It's All Really Just Chains You Know"), but his health has taken a turn for the worse.

Trying to outrace death, he has tracked down a flock of epoch geese and he plans to camp among them, thus buying him extra time in which to complete his writing.

Eynch needs some keen young spellcasters to join him and keep the vicious birds at bay until he completes his masterwork.

Chimerae: Paper Sheep

STR	DEX	Defense	Hit Points	WITS
6	10	10	4	6

Attack: Step 5, Butt
1 point Damage

When Plukish traders first introduced paper from a far land, wizards were slow to see its application to the study of magic.

The material was felt to be too ephemeral and lacked the "dignity" of the traditional calfskin parchment, but it developed a small following nevertheless.

Eventually, though whether by mistake or design is not clear, paper sheep were Created and began to serve the needs of a growing market.

The animals more or less conform to the shape of normal sheep, though they weigh significantly less and are quite thin when viewed head on.

In place of wool, they develop tight, narrow "scrolls" of paper which can be sheared annually. Once soaked, bleached, pressed, dried, and sanded, the scrolls from one animal can generate as many as four dozen pages each year.

Paper sheep of lighter colored varieties, such as the "sandy rube" are prized more highly than others.

Now flocks or "folios" can be found wherever wizards gather in numbers.

Unfortunately, paper sheep suffer from fairly delicate constitutions. Driving rain or even heavy frosts can sometimes be fatal to the paper sheep, and strong cross winds have been known to scatter a grazing flock for acres.

In addition, those tending them must exercise careful control over the diet of these animals.

An excess of plants that are too succulent can produce a moist paper that isn't suitable for much, whereas the consumption of certain other flora can tint the resulting paper.

Scenario

Shoe-wizard Thrumpit Lopps has been currying favor with Baroness Vaunder-Choke in hopes of securing her patronage.

A bit of a dandy, he places much stock in the fashionable, flirtatious letters he sends her and has promised that his next correspondence will appear on "lavender sigh," a hue of paper about to make its much-anticipated debut.

Lopps wants the characters to help protect the flock in their secret, remote pasture through the days leading up to shearing.

A spring gale and timber raptors present challenges, but it isn't until shearing is complete and the raw paper is about to be transported that a band of thieves recruited by Lopps's rivals appear, intent on spiriting the valuable products away.

Chimerae: Silver Badger Fig

STR	DEX	Defense	Hit Points	WITS
12	*6*	*8*	*26*	*8*

Attack: Step **3**, Claw and Bite
-2 to hit, 2D6 Damage

Some years ago, a wizard of one of the Arboreal Schools, finding himself down on his luck, made great use of the Specificity Principle to generate a "productive, precious, argentine, fig," in hopes of Creating a fig tree made of silver.

Lacking sufficient skill to perfect the spell, however, the wizard seems to have somehow gotten something in the weasel family tangled up in his invocation of the Create Rune.

As a result, whenever anyone approached, the slender tree would uproot itself, revealing a vicious, bristling tangle of teeth, fibers, and claws, intent on alternately maiming and spraying anyone it could catch.

Left alone, the silver fig tree would occasionally shift around a bit, keeping to itself while on the hunt for slugs, worms, or sources of fresh water, before settling down to hibernate in the autumn.

The badger fig produces fruit once or twice a year, though only the fall crop of figs contains several hundred grain-sized seeds of pure silver in each of its several dozen fruit.

Scenario

Currently, the silver badger fig is permitted to roam the estate of Sedgemoore Plop, a prestigious, retired ship's mage.

Over the years, the silver badger fig has propagated, and several new seedlings have sprouted.

Despite the Wards on the estate walls and the vigilance of gardeners and watchmen, at least one of the figs somehow made its way to the neighboring estate of Lord Boogrit Gouge.

Plop accused Lord Gouge of theft (the actual culprit was a crow) and a nasty feud ensued.

Two years later, utterly fed up with the whole affair, agents of the Estates Arcanum's Mundane Branch quietly contact some junior wizards and ask them to steal into Lord Gouge's private garden, snatch the sapling, replace it with a dead fig tree, and bring the kit back to Plop's estate.

The garden is guarded and the sapling has a nasty disposition, but if they succeed the young spellcasters will have earned favor with members of a powerful organization.

Cockatrice

STR	DEX	Defense	Hit Points	WITS
5	14	12	10	14

Attack: Step **7**, Beak
+2 to hit, 1 point Damage

Attack: Step **7**, Spit
+2 to hit, see below

Aggressive, territorial, subterranean birds, the cockatrice may be encountered either singly or in flocks of up to twelve.

About the size of a large goose, the cockatrice's neck is adorned with a large, bulbous sack. When agitated or hunting, this sack contracts, and the creature spits a chalky fluid at its prey.

Within seconds of contact with the air, this substance hardens to the consistency of stone, immobilizing the cockatrice's victim.

Only after a creature has died, usually of thirst or asphyxiation, the bird will return and painstakingly chip away the hardened coating, gobbling down the putrefying remains as they are exposed.

When a cockatrice hits a target with its spray, roll 1D6 to determine which part of the victim has been struck:

Table 7-2: Cockatrice Spit

Roll	Area Struck
1-2	Legs
3-4	An Arm
5	Both Arms
6	Head

Those hit by a cockatrice's spray have one round to clear the fluid away before the affected body part becomes disabled (DC 12 Dexterity check; if the check fails whatever was used to wipe the fluid may also become stuck).

The average cockatrice can generate enough spittle to use this attack up to four times per day.

Scenario

Lord Hoont wishes to serve cockatrice to his dinner guests, and the young wizards are given the task of making the lord's wish possible.

A senior spellcaster in Hoont's service has Divined the location of the nearest flock, an overgrown, partially collapsed marble quarry some leagues away.

Lord Hoont's cook insists that the game be fresh, so the wizards will need to move quickly.

Dimensional Hare

STR	DEX	Defense	Hit Points	WITS
4	*16*	*13*	*8*	*14*

Attack: Step **8**, Scratch and Bite
+3 to hit, 1 point Damage

Pale, wrinkled, and naked save for long whiskers, these more or less hare-shaped creatures regard the world stupidly through glassy eyes.

Left alone, dimensional hares pose no immediate hazard, content as they are to graze on any nearby plants or treebark.

However, when startled they instinctively bolt toward the nearest opening they can find, whether this is a door, grating, the incidental angles made by fallen branches, or even the space between an onlookers legs!

As soon as a fleeing hare touches the plane of such a space, the opening is instantly converted into a magical portal leading into another world (or "dimension"), and through which the dimensional hare inevitably springs.

Each end of the resulting portal is one-sided, appearing black from the reverse side. Light, sound, and objects can pass freely between the front sides of a hare's portal, but anything passing through the back side, such as a stick or a hand, cannot be withdrawn and must move through completely or remain stuck fast.

The portals persist, even if the frame of the opening through which the dimensional hare departed is modified, moved, or destroyed.

The only known ways for a dimensional hare's portal to close are if the creature is startled through another opening in the new world that it now occupies (instantly closing the prior portal and creating a new one) or if the hare is slain.

THE HARE AND THE COOK

A dimensional hare arrives by portal in the inner bailey of a castle.

Startled by a passing pageboy, it dashes through the doorway of the kitchen shed.

Those in the yard are surprised to see that the kitchen doorway now looks out across the wracked surface of a volcanic plain, while a cook inside the shed merely sees a curtain of darkness where the doorway should be.

Curious, the cook pokes at the darkness with a ladle, but finds it stuck fast. Miffed that someone has played him a trick, he steps through the back of the portal and finds himself standing in the castle bailey as he normally would, but now the hot winds of the scorched plain are gusting at his back.

Convinced that his kitchen has caught fire, he darts back through the doorway in hopes of saving a few precious utensils, but instead finds himself in an alien world.

After gaping a moment, he spies the dimensional hare at a distance, but luckily he avoids startling it as he turns and dashes back through the doorway to the still visible safety of the yard.

Careful observation has revealed that, over its life, each hare tends to develop a circuit of up to a dozen worlds that it cycles through in roughly the same order.

An instinctive defense mechanism, there is no evidence that dimensional hares have a choice of which world they spring into next.

The portals created by dimensional hares are not generated by the Nine Ancient Runes and are therefore not subject to modification by Spellcraft or Magical Formulae.

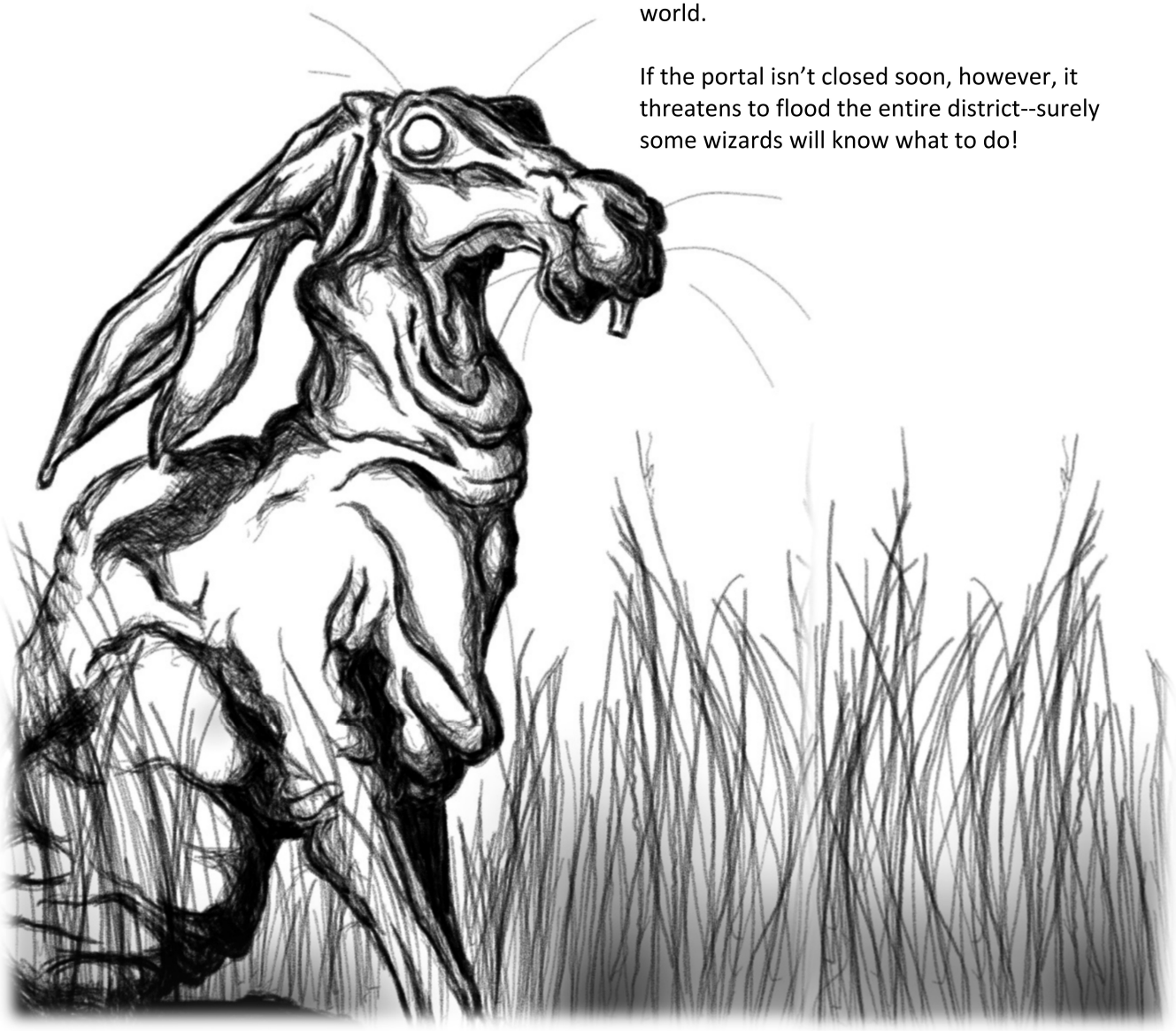
Scenario

A dimensional hare appears in an innyard within the city of Auksford. Soon startled, it dashes between the wheels of a carriage, opening a portal to a sea cave in a world with a silvery sky.

As the carriage isn't harmed, the enterprising locals regard this as an interesting novelty and charge admission to have a look at "Widdbert's Porthole" until the tide comes in and ocean water begins to pour through the breach, flooding the innyard.

The dimensional hare hasn't come across anything to threaten it along the miles of shoreline and so hasn't yet jumped to a new world.

If the portal isn't closed soon, however, it threatens to flood the entire district--surely some wizards will know what to do!



Dungeon Eel

STR	DEX	Defense	Hit Points	WITS
12	*14*	*12*	*16*	*10*

Attack: Step **7**, Constrict
+2 to hit

Attack: Step **7**, Shock (Constricted prey)
DC 12 CON check to avoid Stun

Attack: Step **7**, Bite (Shocked prey)
Automatic Hit, 2D6 Damage

Occasional static pops and electrical crackles mark the passage of the solitary dungeon eel as it glides through subterranean grottos in search of prey.

So long as an eel remains within three feet of a surface, be it wall, ceiling, or floor, it can move through the air at a steady pace without regard to gravity.

Capable of short bursts of speed, if a dungeon eel successfully constricts a victims, it delivers a stunning jolt of electricity the next round (DC 12 CON check or the victim is restricted to a single Partial Round Action per round for the next 3 rounds).

Subsequent attacks by the eel against stunned prey hit automatically until the eel is driven off or its prey slain.

Scenario

Though usually they are strictly subterranean, recently hundreds of dungeon eels have been making their way to the surface, causing chaos throughout the district.

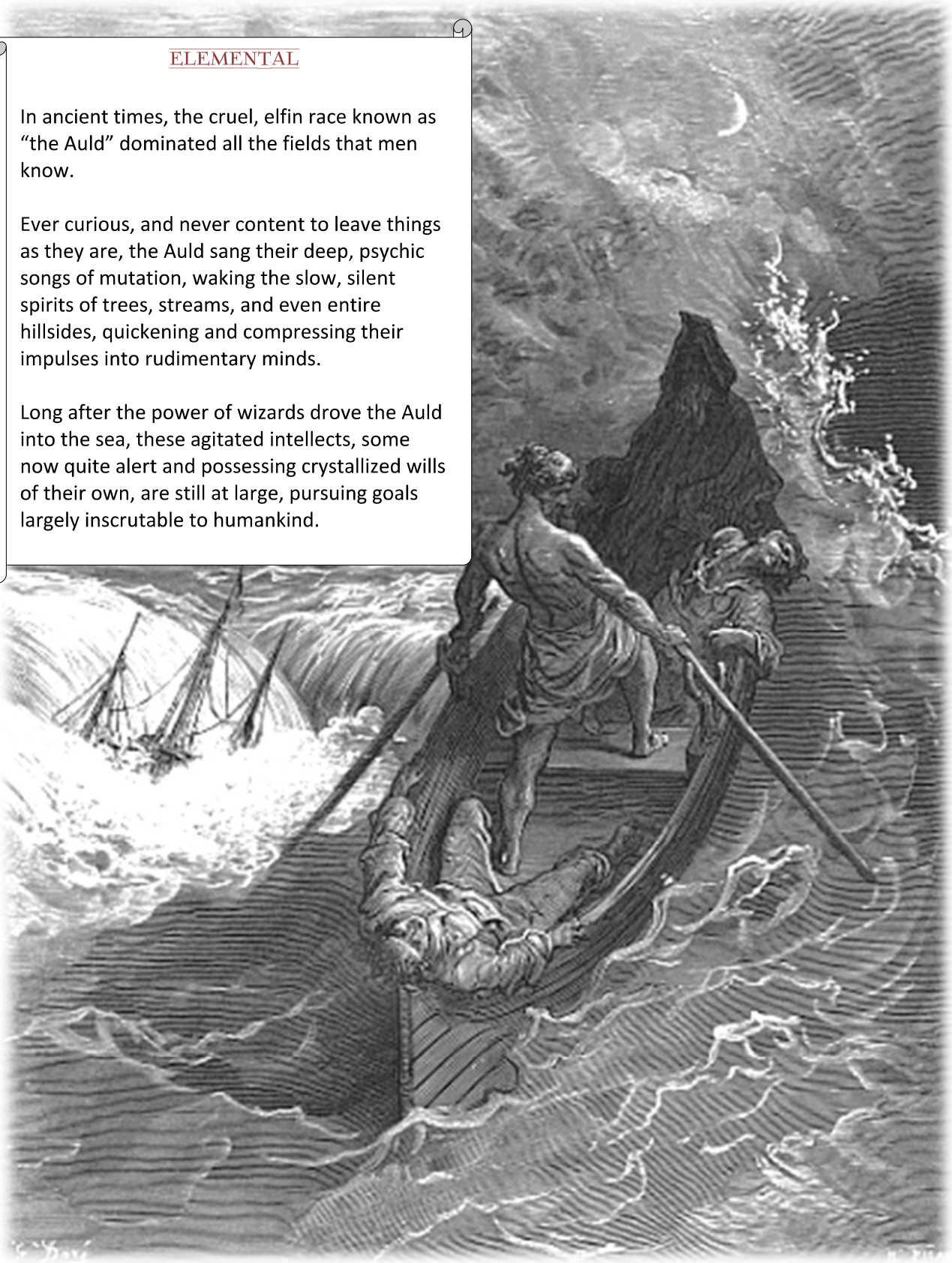
Is something deep below driving these predators to the surface or, as some have suggested, could this be the result of a once-in-a-century spawning run?

ELEMENTAL

In ancient times, the cruel, elfin race known as "the Auld" dominated all the fields that men know.

Ever curious, and never content to leave things as they are, the Auld sang their deep, psychic songs of mutation, waking the slow, silent spirits of trees, streams, and even entire hillsides, quickening and compressing their impulses into rudimentary minds.

Long after the power of wizards drove the Auld into the sea, these agitated intellects, some now quite alert and possessing crystallized wills of their own, are still at large, pursuing goals largely inscrutable to humankind.



Elemental: Bhluh'thun'ha

STR	DEX	Defense	Hit Points	WITS
4	*18*	*14*	*30*	*14*

Attack: Step 9, Buffet and Chill
+4 to hit, 1 point of Damage

Attack: Step 9, Blast
+4 to hit, 3D6 Damage

This elemental is a cruel, polar wind, stirred to self-awareness centuries ago by a capricious Auld who woke it to deliver a message before completely forgetting that Bhluh'thun'ha even existed.

Left to its own devices, Bhluh'thun'ha occupied itself by "perfecting" whatever birds or other small creatures it happened upon, surrounding them with swirling, bitter cold until they ceased their needless, wasteful breathing and movement.

Eventually happening upon men, the elemental was astonished to find its efforts to perfect them rebuffed by fire, warm cloaks, and sheer stubborn determination.

Intrigued, it spent the next century spying upon both courts and cottages, gradually learning the tongues and ways of humankind.

After lengthy consideration, Bhluh'thun'ha has reached the determination that the world would be far better off without mankind, and so the elemental now pursues that goal, devising elaborate plans that sometimes span decades.

Bhluh'thun'ha often spies upon wizards, who seem to offer the greatest hope for a wholesale extermination of humanity.

It will offer its services or knowledge in exchange for the wizard's agreement to complete various enigmatic tasks.

Invisible and indistinguishable from any other frigid gust of wind, Bhluh'thun'ha can travel many leagues in the space of an hour.

When it lingers in an area, the surrounding temperatures tend to drop noticeably within an acre or so of the elemental's epicenter, though Bhluh'thun'ha can moderate this effect if it so chooses.

It can unleash a deadly blast of frigid wind, but when doing so Bhluh'thun'ha loses hit points equal to the damage rolled (3D6), which it regains at a speed of one point per hour.

Scenario

When a prestigious wizard's tower detonates, local spellcasters gather to investigate (loot) before the agents of the Estates Arcanum can arrive.

Below the ruin, the wizards discover a barred door, beyond which a faint whistling can be heard.

The portal is frigid to the touch but lacks the rime of frost that coats nearby surfaces (it has been Warded against ice by the former master of the tower).

Vexed at having been Conjured then trapped, Bhluh'thun'ha will whisper from beyond the door, offering to serve whoever frees it.

Elemental: Flfshaashhhh

STR	DEX	Defense	Hit Points	WITS
18	*16*	*13*	*20**	*12*

** Armor Rating 7*

Attack: Step **8**, Slash
+3 to hit, 3D6 Damage
Keen-edge: may re-roll a single die when determining damage

Once a swiftly-flowing mountain brook, this elemental's consciousness was compressed into the shape of a shining, silver trout.

Its fins, mouth, and tail are razor-sharp, a detail that would mean little had Flfshaashhhh's mind not been prodded, antagonized, and shaped with a compulsion to "swim through" all other living things.

Once a potent weapon wielded by mortal slaves of the Auld in the petty wars of their masters, Flfshaashhhh is utterly homicidal and gleefully demands to be bathed in blood.

Should these demands not be regularly met, it has no hesitation about turning upon its new companions.

Scenario

On the heels of a particularly dry month, a voice is heard calling from the bottom of a local well in archaic speech.

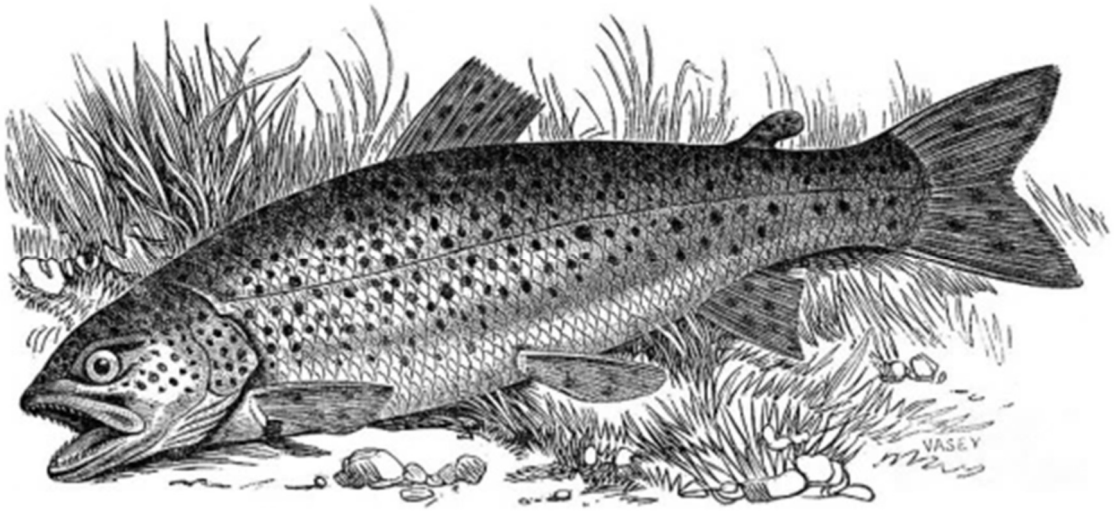
A delegation of peasants seek out the wizards to settle the matter, offering as much as a hog, two wheels of cheese, and free ale at Goodwife Blatt's cottage for the next year provided the situation can be settled quickly.

Flfshaashhhh, still pinned under a heavy stone, but with its mouth now above the waterline, urges haste from below.

If questioned, it claims to be a "salmon of knowledge" that can teach men wisdom if they will grasp it by the tail while placing a silver coin in its mouth.

If freed, Flfshaashhhh immediately tries to slay its rescuer. Whether it succeeds or not, it will laugh, apologize, and again ask to be freed, promising not to try and kill anyone this time.

In return, if it is given a stout haft to grip in its jaws, it swears to serve as a "tuagh" (tool), carving up anyone the wielder wishes.



Elemental: Grrongmurrongur

STR	DEX	Defense	Hit Points	WITS
26	*12*	*11*	*50**	*6*

** Armor Rating 6*

Attack: Step **6**, Crush
+1 to hit, 5D6 Damage

An ancient stone elemental, awoken for purposes that none can now guess, Grrongmurrongur resembles nothing more than a closely fitted stack of uncut fieldstones.

It is seldom roused from whatever deep, stony thoughts it thinks, perhaps shifting every few years to scratch at some lichen.

If, however, it is antagonized by splintering cold or the touch of a chisel it becomes irritable and may charge with little warning, pulverizing anything that doesn't get out of its way.

Bladed weapons striking Grrongmurrongur break if a 1 shows on any of the damage dice rolled.

Scenario

Mayor Sobwith lodges a complaint against the wizards with the Estates Arcanum's Mundane Branch, and unless they can prove their innocence they face a steep fine.

Some of his men-at-arms report that one windy night, not long after the wizards passed by, the wall they stood behind, "arose up without warning and dealt old Rinkley such sore blows that he is still a'bed all this fortnight and his ears do ring even still."

A bit of checking reveals that a recent expansion to the town wall incorporated an oddly-shaped rock outcropping known locally as "the boot" (actually Grrongmurrongur).

The unfortunate watchmen were not the victim of a malicious spell at all, but rather the fire they built in a corner of the wall (out of the wind) annoyed Grrongmurrongur for a few moments.

Goblin (Homunculus Vulgaris)

STR	DEX	Defense	Hit Points	WITS
8	*12*	*11*	*9*	*10*

Attack: Step **6**, Scratch and Bite
+1 to hit, 1D6 Damage

The category of humanoid creatures collectively referred to as "goblins" possess tremendous variety in their morphology.

Their hides are usually grey, brown, green, or pink, with skins that range from mottled and scaly to fairly smooth, though all manner of horns, knobs, and bony protuberances are common.

Many are bald, while others have thick tufts of wiry hair, and a few even grow manes or full pelts. Most goblins have between three and seven fingers per hand and quite a few sport tails.

Though they usually grow to about three feet in height, goblins can range in size from diminutive imps, only slightly bigger than a housecat, to massive, eight-foot brutes. The larger specimens are often referred to as "ogres" or "trolls."

GOBLIN VARIETY

Goblin physiology seems determined to address the problem of the species' insatiable hunger by spawning as much variety as possible.

While some traits tend to "breed true" in a particular litter, it is possible for a single sow to produce offspring that have scales, fur, or even fins.

Therefore, while the statistics given are "typical" of a yearling goblin, specimens can easily be found that vary by up to ten points for each trait.

Goblins are born in squirming, clawing litters of up to a dozen; eyes open and ready to defend themselves with sharp teeth and talons.

Though primarily nocturnal, the search for food sometimes forces goblins to venture abroad in daylight.

For goblins, hunger is not a sensation so much as a perpetual state of being and, given time, they eventually eat all the organic material that they can find.

Goblins are social creatures, living in subterranean colonies of up to two hundred members.

Hermaphrodites, they are born as males, though each colony supports a single female, or "sow," who steadily swells to a great size, giving birth to a new litter every month or so.

Once she grows too large to move on her own, the sow is fed by foraging males.

When they have sufficiently denuded the region around their caverns and warrens of life and digestible matter, and their population has surged well above what can be sustained, the males begin to ignore the ravenous sow.

While she starves, the remaining goblins abruptly fall to cannibalism, gleefully gorging upon one another before scattering.

As the colony's population collapses and the goblins disperse, driven toward the horizon by hunger, many will fall victim to accident or predators (most animals will instinctively attack a lone goblin).

Those few who find a safe haven may live on individually or in small bands for many years as they are both quick healers and highly resistant to most disease.

Should one of these goblins ever encounter a fugitive from another collapsed colony, one of them will develop into a female and a new colony will form.

This sequential multiplication and collapse of goblin colonies is so destructive to the landscape, with entire forests being clearcut, herds devoured, and fields stripped by night, that full-scale wars have actually been interrupted, former combatants hastily joining forces to exterminate the goblin infestation lest it spread to their own lands.

Wherever goblins are found in number, there "goblin blooms" also grow; a carpet of noxious, rapidly spreading, grey fungus that flourishes amid the voluminous droppings of the colony.

Goblins feast on the fungus, which only grows in places protected from exposure to sunlight and, until depleted, it forms a large part of the colony's diet.

After colonies collapse, spores travel, embedded in the folds of goblin skin or caught in their wiry hair, spreading to new holes and secluded grottos.

Spores can remain dormant in the cracks and crevices of cave walls or old cellars for years before blooming once more.

Wizards have a peculiar relationship with goblins.

For reasons not fully understood, Thaumic Formulae affecting goblins always tend to be permanent, unless a spellcaster specifically manipulates a spell to add a Temporal Formula to the contrary.

The result is that goblins are extremely useful experimental subjects for those wizards who are trying to develop new Formulae or intentionally generate particular side effects by overloading goblins with excess Formulae.

Most well-stocked laboratories, therefore, have at least several carefully caged specimens on hand.

Scenario

In the wake of a new batch of fourth year students gaining the privilege of laboratory access, the faculty of the Collegium Mysterium discovers that the last of their captive goblins has expired somewhat messily.

The Vice Chancellor asks the wizards to secure a half dozen live replacements (all from the same colony of course) and has even used Divination to provide a rough idea of where a productive search might begin.

GOBLIN INTELLIGENCE

Goblins make very limited use of tools, typically devising only what crude implements they need to help them secure more food when teeth and claws won't suffice.

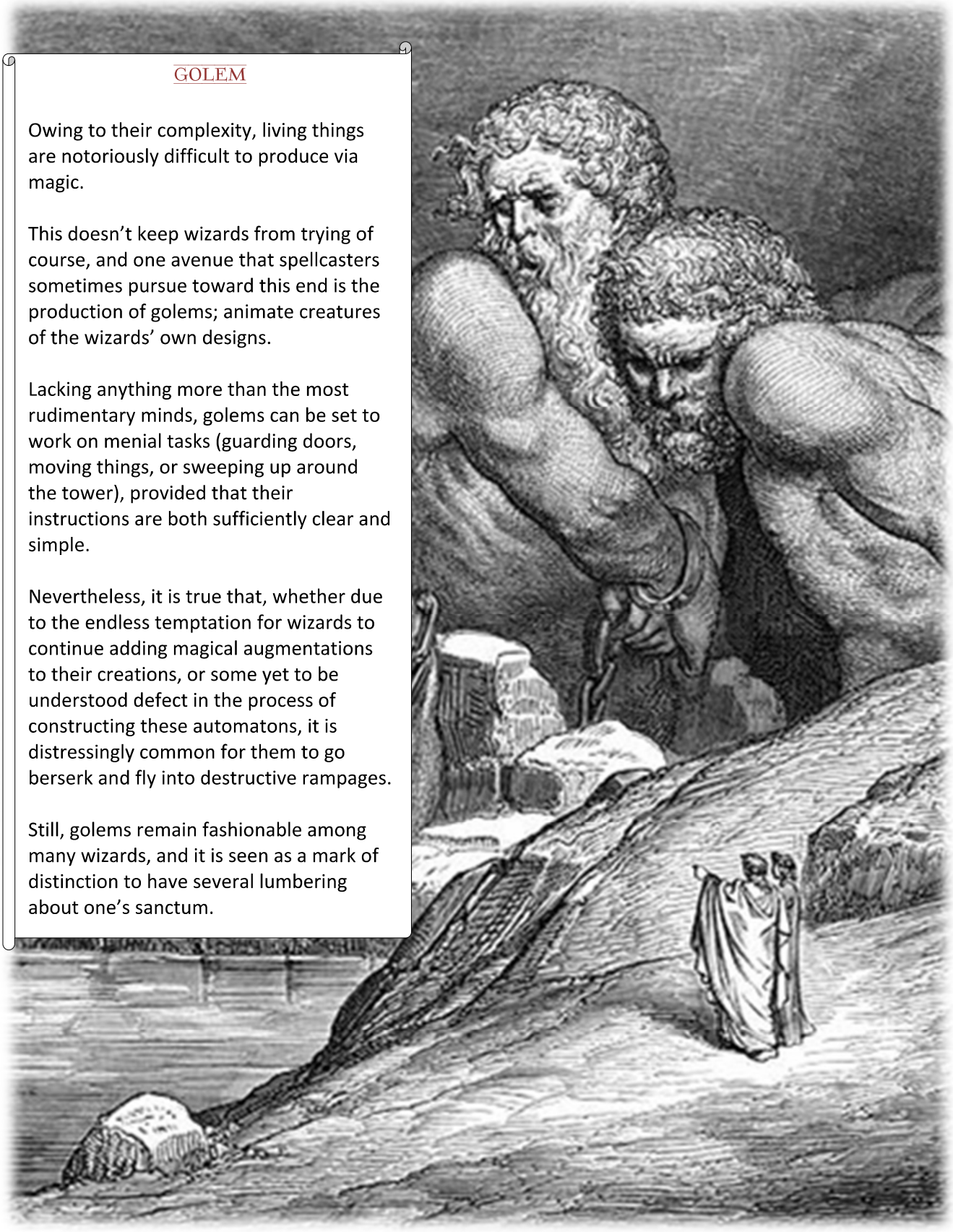
Still, they will use broken tools cast off by human communities (after eating any organic bits of course), and so one might observe a goblin cracking the shell of a tortoise with a horseshoe or digging up grubs with the blade of a rusty shovel.

Because of their innate resistance to disease, barring death by accident, starvation, or violence, goblins are effectively immortal. In rare cases, a particularly fit or crafty goblin might survive the rise and collapse of many colonies, gradually learning from experience how to avoid danger, trick its fellows, and obtain larger portions of the food through use of ambush, deception, and even rudimentary traps.

Though they tend to be quite vocal, uttering shrieks, squeaks, hoots, barks, and yowls, goblins are generally held by authorities to possess no true language. This, however, may not be completely accurate. Rather, it might be said that goblins have a plethora of conflicting, rapidly shifting dialects, most of which are mutually incomprehensible. Between an extremely high mortality rate and the fact that many colonies collapse in less than two years, there simply isn't sufficient continuity of society for a lexicon of shared meanings to arise.

Still, if a goblin survived long enough, it could conceivably develop a fairly complex language which it could then pass along to members of its colony.

Wizards, on the other hand, have reported being able to successfully teach captive goblins several hundred words of proper speech.



GOLEM

Owing to their complexity, living things are notoriously difficult to produce via magic.

This doesn't keep wizards from trying of course, and one avenue that spellcasters sometimes pursue toward this end is the production of golems; animate creatures of the wizards' own designs.

Lacking anything more than the most rudimentary minds, golems can be set to work on menial tasks (guarding doors, moving things, or sweeping up around the tower), provided that their instructions are both sufficiently clear and simple.

Nevertheless, it is true that, whether due to the endless temptation for wizards to continue adding magical augmentations to their creations, or some yet to be understood defect in the process of constructing these automatons, it is distressingly common for them to go berserk and fly into destructive rampages.

Still, golems remain fashionable among many wizards, and it is seen as a mark of distinction to have several lumbering about one's sanctum.

Golem: Bell Golem

STR	DEX	Defense	Hit Points	WITS
8	*4*	*7*	*14*	*1*

Attack: Step **2**, Bash
-3 to hit, 1D6 Damage

It is well known that the Auld could not tolerate the tones of bells, and since the liberation of the realms of men all but the simplest of hamlets sport at least modest bell towers of their own.

In similar fashion, some wizards equip their residences with bell golems.

Most bell golems resemble slow-moving hat racks, festooned with bells of various sizes and materials.

These magically constructed servants herald various events within the wizard's home (dawn, the arrival of guests, the appropriate time to take the traditional afternoon nap, the expiration of a particular spell, etc.) by the sounding of specific tones and patterns.

Scenario

The wizards are approached by Pottley Woke, apprentice to glass wizard Master Beeg.

In his master's absence, someone has intentionally sabotaged Master Beeg's recently acquired bell golem, reducing it to a puddle of cooling slag.

Woke pleads for help in finding the culprit so that he has someone to blame when his master returns.

When he hints that the damage may have been caused by some party secretly sympathetic to the Auld (nevermind that they were banished centuries ago), panic ripples through the community over concerns that a vampire may be at large in the district.

The actual culprits are Teodock Froat and Pumart Wabe, a pair of disreputable gutter mages.

They were hired by the Guild of Bakers to charge the automaton with enough spells for the accumulated side effects to silence it.

The bakers, whose hall stands across the lane from Master Beeg's home, are accustomed to beginning their day's work long before dawn, and they simply became sick and tired of being awoken by the golem's frequent clamor.

Golem: Cushion Golem

STR	DEX	Defense	Hit Points	WITS
16	*12*	*11*	*14*	*6*

Attack: Step **6**, Smother
+1 to hit,
2D6 points of temporary DEX loss,
2D6 hit points of Damage

These golems, fashioned from plump bolsters, stuffed with goose down and covered with stylish textiles, are crafted for the purpose of providing their masters with maximum comfort.

A cushion golem will follow its master around his suite, strategically positioning itself so that whenever the wizard sits or prepares himself for repose, the golem is there to gently support his weight with its soft bulk.

Despite their innocuous purpose, cushion golems can be quite problematic should they become demented.

An attacking cushion golem attempts to smother its prey, reducing the victim's Dexterity by 2D6 points on each consecutive round that it hits.

On any round in which the golem fails to hit, the victim's Dexterity score returns to normal.

If the golem succeeds in reducing its prey's Dexterity to zero, the victim automatically suffers 2D6 hit points of damage from suffocation each round until he dies or the golem is destroyed.

Scenario

For many young wizards, Ansermancer (goose-wizard) Sloeworth Pide is the biggest bully in the district.

He consistently blocks contracts or uses duels and legal intimidation (his brother has a post in the Estates Arcanum's Judicial Arm) to keep junior spellcasters from getting any toehold.

So it is that when Mootley Cant hears that Pide has planned to host a party, coinciding with an upcoming arcane trial, Cant approaches some other young wizards to help him with a scheme.

Pide has a cushion golem upholstered in chintz from Plukish Dumont. Cant wants someone to distract Pide while the other wizards smuggle the golem out of his parlor long enough for Cant to make some modifications to it (sewing a bit of Thaumically attuned leather into its fabric, so that he can magically eavesdrop upon Pide).

However, the abrupt absence of a large piece of animate furniture is likely to be noticed, so Cant has managed to attain a bolt of similar cloth to that covering the golem.

Using some sacking and a great deal of wool, he has stitched together a sort of suit that can be worn by two other persons in imitation of the missing golem (which of course is where the characters come in).

Assuming all goes well, not even Pide's large, foul-tempered cat will notice the swap, and once the modifications are finished and the coast is clear, the golem can be exchanged.

Golem: Door Golem

STR	DEX	Defense	Hit Points	WITS
14	*16*	*13*	*26*	*4*

Attack: Step **8**, Slam
+3 to hit, 1D6 Damage

Rather than a mundane portal marking the entry to their domicile, many wizards of note will have a golem serve as the door to their tower or townhouse.

These golems operate as magical door wards, keeping out undesirables and only admitting the sort of person befitting the wizard's attention.

Scenario

Master Roycet Thrash, a patron, mentor, and source of information for many young wizards, doesn't realize that his elaborately decorated door golem has begun to malfunction.

The automaton has developed a sort of dim malice, and it seems to go out of its way to slam visitors' toes in its doorjamb, lock at inconvenient times, and generally provide a level of obstruction directly proportional to the urgency of the caller.

If the novice spellcasters whom Master Thrash mentors share these revelations about his errant golem, Thrash merely laughs the situation off, chiding the junior wizards for exaggerating.

Over time, the door becomes steadily more vicious, threatening to completely sever their access to the older wizard.

Gryphon

STR	DEX	Defense	Hit Points	WITS
18	*18*	*14*	*14*	*14*

Attack: Step **9**, Talons and Beak
+4 to hit, 3D6 Damage

Though larger predatory birds exist, gryphons are remarkable because they are the only raptor that can be trained (somewhat reliably) to carry riders on their backs while in flight.

In addition to their great size, with frames as large as those of horses, gryphons have a second set of elbow joints in their powerful wings upon which they often rest, giving them a distinctive, quadrupedal appearance when not in flight.

Twin-crests adorn their heads, and males are festooned with fantastically long tails during the breeding season.

Despite romantic notions of their majesty and nobility, the truth is that gryphons are vicious, quarrelsome creatures that seem to thrive on spite.

They prefer routine, waking, preening, and feeding at the same times each day, and any disruption to this pattern is likely to trigger unrestrained hostility.

If it is to be ridden, a gryphon must bond with its rider when still a fledgling, and it will attack anyone else who approaches.

Even then, the chosen rider still may not be safe, for tales are told of a daring gryphon knight who made the simple mistake of tying his lady's favor to his arm before approaching his mount. The fluttering of the ribbon was enough to provoke an attack that left the knight maimed.

Similar stories tell of riders who erred by wearing a doublet of an unfamiliar color or by eating a meal too rich in garlic or other spices only to be met by sudden explosions of violence from their mounts.

Therefore, riders must be extremely methodical in their habits, grooming, movements, and routines.

Though quick on the attack, gryphons are surprisingly finicky eaters and will never resort to consuming carrion, even if starving.

Sheep, hares, and roe deer are their preferred prey, and they will dive upon these unsuspecting animals in an attempt to break their preys' necks or backs. Without waiting for the creature to expire, the gryphon will eat its fill before abandoning the carcass.

Gryphons have been carefully bred over the last few centuries both to encourage temperaments that are at least mildly less homicidal and to promote larger body size and greater strength.

An unfortunate side effect of these efforts is that the health of the great birds is fairly delicate.

A drafty aerie can be enough to trigger an illness that lays a gryphon low, and any trace of mold in the nest (gryphons leave their nests utterly filthy unless carefully tended) spells swift doom.

Despite efforts to breed larger gryphons, the fact remains that they can only carry a moderate amount of weight aloft.

For this reason, gryphon knights are uniformly men of very slight stature, and most are but youths.

Armored in gambesons or padded leather jacks alone, these courageous young men take to the skies as messengers, scouts, and light aerial cavalry, plunging down upon enemy forces wherever their foes are most vulnerable.

Scenario

Despite the admonitions offered in *The Golden Pelican*, very few wizards arise earlier than two full hours after dawn.

It is therefore very likely that the terrific crashing and thumping upon the roof of their residence, beginning just shortly after sunrise, takes the young spellcasters by surprise.

Investigation reveals a pair of gryphons locked in what looks to be a vicious battle, inflicting structural damage as they rage from gable to eave.

Soon, horsemen in the Archduke's livery gallop up and order the wizards to clear off at once. Sir Gwalney Gope, Knight of the Order of the Gryphon, arrives and explains, with scarcely concealed excitement, that the violent spectacle unfolding is actually the courtship of Queen Seddemus Beatific Romp by Roddific Hammerham Lightly; a pair of gryphons with truly excellent pedigrees.

Sir Gope will explain that, while the birds' choice of a bower is quite unusual and may be unfortunate for the human residents, any attempts to dissuade the huge, savage birds is quite out of the question.

Even efforts to go back inside and recover personal property (research notes, books, or other valuables) will be rebuffed by the knight and his men, as it may disrupt the gryphons' courting ritual (which seems to involve quite a bit of screeching and clawing).

Sir Gope is not entirely unsympathetic, however. He will offer the encouraging observation that anything left in the building is likely to be extremely well guarded for the next several months.

Lake Hog

STR	DEX	Defense	Hit Points	WITS
20	*6*	*8*	*22**	*12*

** Armor Rating 2 (blubber)*

Attack: Step **3**, Buffet and Gore
-2 to hit, 3D6 Damage

Native to northern lakes and estuaries, lake hogs (or "mochinthan") are large, aquatic mammals who propel themselves with flippers and powerful tails.

Nearsighted, they possess a keen sense of smell and they often float just below the surface of the water with only their flat, prehensile snouts protruding.

Omnivores, lake hogs have extremely large, square incisors, and if threatened they will bare these in a characteristic "grin."

Awkward on land, once in the water the lake hog is far faster and more agile (Dexterity 16, Step 8, +3 to hit).

Scenario

Lately, rumors have been swirling around the waterfront of "Mawrveiss," an albino lake hog of unusual size, ferocity, and guile.

The tales have become so embellished that many now wonder if they are merely rumors spread by Cramanthain clansmen hoping to frighten gullible "flatlander" fishermen off the water.

Eccentric Lord Croowit has declared that for the stamped leather walls of his refurbished parlor, no other material but the pale hide of Mawrveiss will do.

Croowit is an important patron of the region's wizards, some of whom have considerable influence over younger spellcasters.

It is incumbent, therefore, upon the neophyte wizards to make Lord Croowit's wish their command.

Land Piranha

Nymph

STR	DEX	Defense	Hit Points	WITS
4	6	8	4	4

Attack: Step **3**, Bite
-2 to hit, 1D6 Damage

Adult

STR	DEX	Defense	Hit Points	WITS
30	16	13	34*	8

** Armor Rating 2 (rubbery hide)*

Attack: Step **8**, Bite
+3 to hit, 5D6 Damage

Land piranha are native to the tropical Aedis Isles, where typhoons and rare, cool water currents trigger them to hatch by the hundreds from large, knobby egg cases sunk deep in the delta mire.

These hen-sized, eyeless, bipedal amphibians swarm, devouring any fish or other marine life they encounter, before flapping ashore to continue feasting on vegetation and animal life.

Their flippered feet and thin, rubbery-skinned frames support large, round heads, and powerful jaws studded with razor-sharp teeth.

Once a piranha nymph has consumed enough food to swell its small body, it waddles back into the shallows, finds its fellows, and latches onto them with its jaws, eventually forming a single, huge mass.

In time this mass becomes coated with a layer of mucous as the nymphs become shapeless, each contributing its own flesh to the growing organism and, after several weeks, the adult land piranha emerges.

This tentacled horror is an apex predator, moving through jungle and marine environments alike, devouring whatever it overtakes with its great leaps and bounds.

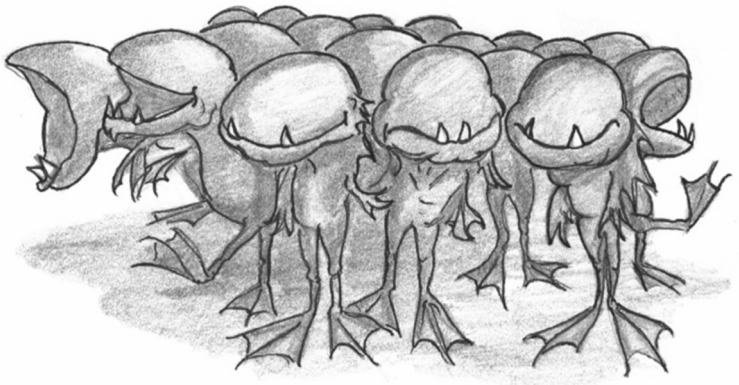
Scenario

Amid the ballast stones of his ship, Plukish merchant, Louip Fernt brings several dense, knobby objects back home from his latest voyage.

He assumes that they are burls of some unknown wood, and he hopes that they can be carved or sold as curiosities.

When a servant of Fernt's house leaves the strange objects in the courtyard, nothing is thought of it, until a chilly autumn rain begins to soften the egg cases and awaken the piranha nymphs within.

When small, voracious monsters start to rampage through the community, easily gnawing through doors and walls, the locals turn to the wizards for help.



Lupsbach

STR	DEX	Defense	Hit Points	WITS
14	*14*	*12*	*18*	*6*

Attack: Step **7**, Kick or Bite
+2 to hit, 2D6 Damage

Heavy-boned, flightless birds that grow up to twice the height of a man, wild lupsbach, or "flat beaks," are rarely encountered any longer.

Rather, a number of domestic strains are bred throughout civilized lands for their meat, feathers, and leather.

Though lupsbach lack the temperament, steady pace, and stamina to pull carts or carriages for any real distance, some nobles maintain stables of the birds for racing, raising such refined breeds as great northerns, whiskered fancies, pesky wallers, and Bort's black-cowls.

Likewise, a few smaller breeds are kept as watch-birds, patrolling courtyards and gardens, but this is mainly for show since the birds are strictly diurnal.

In addition to their eponymous, spade-like beaks, lupsbach are notable for their extravagant beards or "muffs" of bright cheek feathers. In some breeds these grow to obscure the birds' vision almost entirely.

Unable to see their quarry, racing lupsbach are trained to charge toward the sound of a bell; the lure tied to a hound or carried by a particularly fleet-footed peasant.

Scenario

Sir Walmer Wroch is sick and tired of being the laughingstock of the peerage on account of the poor showing of his racing birds.

His marshall quietly contacts the wizards to ask that they subtly Enchant Sir Wroch's prized great northern, Haverfrew Invictus Yawns, so as to end his losing streak and preserve the nobleman's reputation.

Of course, if evidence of magical tampering is exposed, Sir Wroch will disavow any knowledge of the matter and the spellcasters will earn some influential enemies.

MAN

Whether nimble-boned tribesmen of the southern isles, manipulative Plukish money-lenders, or common Markland sell-swords, wizards are most likely to find adversaries among the faces of their fellow men.

The robes and reputations of spellcasters, along with the influence of the Estates Arcanum, are usually proof against the most blatant physical assaults, at least while in civilized lands, but the Schooled know that not all injury comes in the form of a dirk thrust or a hurled cobblestone.

Man: Artificer

STR	DEX	Defense	Hit Points	WITS
10	*10*	*10*	*10*	*12*

Attack: Step **5**, Weapon
2D6 Damage

The Ancient and Revered Order of Smithies and Artificers, though claiming to have origins stretching as far back as the legendary smith Brand and the expulsion of the Auld, actually traces its historical roots to several influential guilds, which rose to prominence within the last century following the discovery of the properties of certain naturally extruded tars and oils and the subsequent development of naphtha weaponry.

Nobles not wishing to be blown completely to bits hastened to become patrons of those smiths who could both produce steel of sufficient strength to resist these new weapons and fashion naphtha cannons of their own.

The artificers are, therefore, a "forward-looking" order who are apt to bite their thumbs at the ancient traditions of wizardry.

One of their tenets is, "anything that can be accomplished by mysticism can be accomplished by honest toil."

Despite all evidence to the contrary, some artificers even go so far as to question the very reality of the magic worked by wizards, suggesting that, "the gryphon's share is illusion, mummery, and tricks worked upon the minds of the simple."

Scenario

According to recent Divinations, Artificer Sub-clerk Famiston Pump has made strides in the development of the *audioscribe*, a device that can accurately record sounds.

Rumors of this innovation have sent ripples through the spellcasting community, as wizards fret over the possibility that the tones they utter when invoking Runes may be captured, or even worse recalled by the unschooled!

While senior mages petition in various courts for a cessation of Pump's work, other agents of the Estates Arcanum careful let slip to a few younger wizards details about an upcoming voyage by Pump across the Gulf of Norp (bearing his device to an assembly of his seniors for examination).

If the novice spellcasters can contrive to send Pump's invention to the bottom of the sea without implicating themselves or their patrons, then they may earn the approval of some powerful men.

Pump's vessel may not succumb easily, however, for the steam-powered ironclad is sure to be festooned with strange Artificer devices.

Then there is also the possibility that Pump's audioscribe is actually a sham, and that the entire situation has been carefully contrived by the Artificers in order to catch wizards committing a maritime felony.

Man: Brigand

STR	DEX	Defense	Hit Points	WITS
12	*12*	*11*	*12**	*12*

** Armor Rating 2 (leather jerkin)*

Attack: Step **6**, Weapon
+1 to hit, 2D6 Damage

Most men who turn to banditry value their own skins far too much to attempt a direct assault upon a wizard.

It is, after all, common knowledge that most methods of killing men won't work on spellcasters (except for drowning of course), and even if they did, then there is still retribution from the Estates Arcanum's Mundane Branch to consider.

Nevertheless, there are always a few reckless or desperate fools who will attempt to use violence to profit at a wizard's expense.

Scenario

While the wizards are crossing a river by cable ferry, a horn blast is sounded and a gang of enterprising brigands springs from hiding on either bank to arrest the progress of the vessel midstream.

If the wizards don't consent to tie a sack of their valuables off to the cable for later collection, then the robbers will cut the ferry adrift.

Man: Man-at-arms

STR	DEX	Defense	Hit Points	WITS
14	*14*	*12*	*14**	*10*

** Armor Rating 4 (mail)*

Attack: Step **7**, Weapon
+2 to hit, 3D6 Damage

Whenever possible, professional soldiers generally try their best to avoid noticing wizards, in hopes that the wizards won't notice them in return.

Still, when circumstance and the will of lords push them together, men-at-arms almost always display a level of professional courtesy to spellcasters, as from one tradesman to another.

Scenario

Sergeant Wilt has a dilemma.

Sir Reufhaus DeGrot, an odious enemy knight in his custody, has been ransomed by kinsmen and is to be returned promptly.

Wilt's problem is that he isn't sure that all the men in his garrison are loyal, and he suspects that some of them may have been bribed, or be plotting on their own, to do away with Sir DeGrot somewhere along the journey between his tower cell and his cousin's estate.

The sergeant contacts the wizards in hopes that they can help provide safety during the trip, discover any traitors among the rank and file, and reveal who any such traitors are actually working for.

WIZARDS ON THE BATTLEFIELD

While most of the unschooled find the formal duels that wizards use for settling conflicts among themselves to be disappointing and anticlimactic, especially given that no actual spells are cast, the average man-at-arms enthusiastically supports the process.

This is because, when observing these methods, wizards very seldom play a direct role on the battlefield. It is one thing, soldiers reckon, to take the lord's silver for the risk of being stabbed, shot, or trampled, but quite another matter to be turned into something unnatural.

Instead, provided that the lords on each side of the conflict can afford to field at least one wizard, the spellcasters retire to tents at one side of the field where they settle the issue of who could theoretically wield the greatest power in their own inscrutable way.

Once things are decided, usually after a pause for a bit of refreshment, the wizards appear before the heralds of either force and declare how many troops should step out of line and quit the field as "arcane casualties" -- men who would have been turned inside out, crushed, or melted had the wizards actually brought the full weight of their spells to bear upon the opposing army.

A wise duke may even pad his army with levies to compensate for these losses.

Once this is accomplished, the spellcasters retire from the field, and the remaining troops can get down to the business of killing one another without fear of further interference.

Man: Nobleman

STR	DEX	Defense	Hit Points	WITS
18	*18*	*17**	*16***	*12*

** 14 + Kite Shield*
*** Armor Rating 7 (plate)*

Attack: Step **9**, Weapon
+4 to hit, 3D6 Damage

Born and bred from generations of mounted warriors, noblemen occupy the top echelon of society and are accustomed to owning everything they survey.

Although exceptions certainly exist, most are fit and hearty from years of hunting, riding, practice with arms, and feasting.

Most nobles keep at least one wizard in their employ for counsel, or at very least for the look of the thing, and some maintain an entire staff of specialized spellcasters who lend aid, maintain Wards, and lend advice on everything from the keeping of household accounts to the minding of the kennels.

Many a young wizard dreams of one day earning enough prestige to become an arcane retainer in the relative luxury and security of some prosperous duke's household.

Scenario

Sir Hyvenwyte DonBlatt, Count of East Bullishire, is trying a new mount when he is abruptly struck with a bout of severe indigestion.

As fortune would have it, his company of riders (which includes nearly a score of attendants, squires, and bodyguards) comes to a halt directly outside the domicile where the wizards are staying.

The count's flesh-mage, who would normally attend to all the intricacies of his lordship's digestion, has fallen behind the riding party, his horse having thrown a shoe two villages back.

As the count's retainers cast about for a way to ease DonBlatt's suffering, the situation represents a unique opportunity for the young spellcasters.

If they can aid the count, the wizards may be able to leverage it into a chance for employment.

On the other hand, their success may earn them the enmity of DonBlatt's flesh-mage.

What's more, some of the count's men see a serpent under every stone, and if anything untoward should befall his lordship they are likely to strike swiftly.

Man: Peasant

STR	DEX	Defense	Hit Points	WITS
10	*10*	*10*	*10*	*10*

Attack: Step **5**, Improvised Weapon
1D6 Damage

Apart from their own domestic servants, wizards most often come into contact with those of the common class when being solicited for various favors, cures, or prognostications (see Appendix F: Boons Asked of Wizards, page 316 for examples).

Scenario

Goodwife Hop is certain that her neighbor, Tobby Wipeall, has been surreptitiously moving the boundary stones between their fields.

She lacks the witnesses required for the manor court to hear her plea (probably owing to her reputation as a busybody), but she has carefully laid a little money aside and hopes to hire a wizard to reveal the truth of the matter.

Man: Rogue

STR	DEX	Defense	Hit Points	WITS
12	*16*	*13*	*10*	*16*

Attack: Step **8**, Weapon
+3 to hit, 2D6 Damage

Whether Bhatvian agents, who employ subterfuge, disguise, and assassination in the service of their Overmarshall, Plukish saboteurs, who move with ruthlessness and guile to advance the interests of various merchants houses, or cunning spies employed by competing Walvian noblemen, wizards sometimes run afoul of various rogues and professional ne'er-do-wells.

The Third Man and the Chimney Sweeps

It is widely accepted that Brand the Smith and Math the Mage were instrumental in the successful expulsion of the Auld a millenium and a half ago, but some legends also speak of "The Third Man," an enigmatic figure who struck from the shadows.

In one version of the tale, The Third Man emerged from among the common folk; a mere chimney sweep according to some.

So thorough has the association between chimney sweeps and skulduggery become, that it is now often assumed that anyone so employed is in fact a rogue, second-story-man, or burglar.

A peculiar custom of folk in Walvian Dundrin-on-Clye is that when a master sweep is hired to clean the chimneys of one of the city's prosperous townhouses, the wages for a man bearing a crossbow and tasked to keep a careful watch upon the sweep while he works, lest he steal something, are included in the standard rate.

Unfortunately, the sort of professional courtesy that exists between wizards and fighting men does not extend to their interactions with such duplicitous folk.

Scenario

Business for the young wizards abruptly dries up, with long-time associates avoiding them, people hastily breaking off contracts, and even the regular stream of commoners who seek favors from the Schooled dwindling to a trickle.

A bit of investigation reveals that, according to rumor, the neophyte spellcasters have been singled out by "Sanglant," a Plukish rogue with a singularly vicious reputation.

Not wanting to risk being caught up in the impending slaughter, many friends and business partners are scrambling to distance themselves from the wizards.

A confrontation with Sanglant himself won't be easy to accomplish; he is as paranoid as he is cruel and never leaves anyone alive who might recognize him.

What's more, if the spellcasters are successful in tracking Sanglant down, he claims ignorance of the whole matter!

It seems that the rumors are just that -- a bit of misinformation spread by an irksome rival who is intent on carving out a piece of business for himself.

Man: Wizard

See Appendix H: Nine Sample Foes, page 323

On the Topic of Wizards

A group of wizards acting in concert is traditionally called a "chorus."

Mant

STR	DEX	Defense	Hit Points	WITS
22	14	12	10*	6

Armor Rating 4

Attack: Step **7**, Grip or Twist
+2 to hit, 2D6 Damage

Six-limbed, man-sized arthropods, explorers have dubbed these mild-tempered creatures, "mants."

Despite their somewhat startling appearance, mants lack sharp jaws but instead have a long proboscis that they can unroll to "sip" fluids.

They are scavengers, consuming the liquid secretions of decomposing plant and animal life, and they sometime bring carrion back to their subterranean hive for later consumption.

Though both mute and deaf, their lidless, multifaceted eyes allow them to see in all directions at once, making them all but impossible to surprise.

They communicate principally by smell, releasing a variety of scents, many of which are beyond the range that humans can detect.

Mants possess frightening strength and are able to lock any of their thin limbs in place effortlessly, adopting the disconcerting habit of leaving them in whatever position they used them last.

Mants are not easily riled and unless their hive is threatened by attackers or flooding, they seldom use weapons or tools.

Mants lack a developed material culture, already being well suited to excavation and strong enough to carry great loads.

Scenario

The hue and cry is raised at a nearby village and frantic peasants spread news of an attack by monsters!

A dozen mants have emerged from underground (having traveled leagues from where they tunneled out of a wizard's tower) and are moving through the small community, pulling down walls, carrying off livestock, and generally frightening folk half to death.

A bit of observation by the wizards reveals that the giant arthropods aren't actually harming any of the villagers or their animals.

Instead, the mants are carefully dismantling the village, stone by stone, only to rebuild it a few hundred yards to the west.

True, a few things are out of place in the new arrangement--here and there a goat looks down from a roof and the bell tower is being rebuilt on its side--but on the whole, no real damage has been done, and a few of the buildings are actually in better shape structurally than prior to the "attack."

Communication with the mants is extremely difficult, but if the wizards are somehow successful then the creatures reveal that they are simply moving the human hive to what they perceive to be a more optimal location considering soil compaction, proximity to aquifers, and other more subtle factors for which human language lacks categories.

The question of "why?" will be met with blank, insectoid stares.

The new location is simply more optimal and that is as far as things go for the neighborly mants.

Mmung

STR	DEX	Defense	Hit Points	WITS
14	*4*	*7*	*24*	*6*

Attack: Step **2**, Talons
-3 to hit, 2D6 Damage

A mmung is a tall, lean, green-skinned humanoid with hooked claws, an elongated skull, and a single, large eye.

They have plant-like, fibrous bodies which, despite their height and apparent bulk, can slowly squeeze through openings as small as six inches across.

Clusters of root-like suckers allow mmung to adhere to most vertical surfaces.

Though they may look threatening, mmung are actually quite peaceful and live most of their lives silently gathering what energy they require from the dim radiations of starlight upon the frigid plane to which they are native.

Mmung communicate by exuding a dense cloud of greenish gas from their mouths, accompanied by the sonorous call of, “mmung,” the only sound which they seem to be capable of uttering.

Creatures inhaling the gas develop a temporary telepathic link with the mmung’s strange, slow mind, with the result that they find each other’s speech to be mutually intelligible (discovering that “mmung” can be used to mean a great many things).

Mmung gas has the unfortunate side-effect of causing living, non-mmung flesh to instantly and permanently adhere to whatever it touches; this isn’t a feature of the gas in the mmungs’ native world, and it usually comes as a surprise for all parties involved.

Ingestion of mmung pollen instantly dissolves these physical bonds (see The Running of the Mmung).

If transplanted from their own barren, icy world, mmung are apt to become overwhelmed under skies where the sun blazes down upon them with the strength of a billion stars.

They are also unlikely to recognize that humans are sentient until encountering them at very close quarters, and once they do they are quite likely to subject the strangers to a cloud of mmung gas.

Scenario

A magical portal appears in the district and promptly begins to disgorge a swarm of bizarre, slow-moving monsters.

While some locals blame the wizards, others hasten to seek their assistance in dealing with this incursion.

A mmung run is underway, and the plodding stampede has somehow stumbled across worlds in pursuit of the seed-bearer.

If the wizards destroy the mmung, reroute their chase, or send the creatures back to their own world, the mystery of the portal still remains; was it created deliberately or as a side effect of some other spell?

Assuming that the wizards are able to successfully close the portal, will others merely spring open elsewhere?

The Running of the Mmung

Mmung grow from a leafy, central mass that slowly buds to produce a new, identical mmung every few years.

After several centuries, the main bloom mass buds one final time before collapsing in upon itself in a rapidly desiccating husk.

In the center of this husk rests the mmung seed, a dense brown and blue orb about the size of a man's skull.

The final mmung produced by the bloom instinctively digs the seed from the dried tissue, opens its own thorax with its talons to create a safe pocket in which to carry the seed, and moves away from the site of the old bloom with all the haste it can muster.

The remaining crop of mmung, numbering in the hundreds, give chase, tirelessly pursuing the seed-bearer in a sort of slow-motion race across canyons, rocky pinnacles, and frigid plains.

Some mmung will fall victim to rockslides or other accidents, while others will simply be worn down to frayed rags in the course of their quest.

Meanwhile, the seed-bearer undergoes changes as a result of the burden it carries. Over the months of its flight, it slowly begins to develop fibrous pouches of blue, granular pollen which depend from the mmung's elbows, wrists, knees, and groin. Though it may take months or even years, the seed-bearer will eventually slow; its energy spent.

When the pursuing mmung finally overtake it, they use their claws to peel the seed-bearing mmung apart.

During this slow but violent process, the pollen sacks it carries are broken open and scattered, fertilizing the mmung seed.

Soon the seed sprouts, developing another leafy, budding mass, and bearing a new generation of these strange, slow-moving creatures.

Night Swallow

STR	DEX	Defense	Hit Points	WITS
2	*16*	*13*	*2*	*12*

Attack: Step **8**, Beak
+3 to hit, 1 point of Damage
Blood drain 1D6 Damage

Nocturnal birds with large, sensitive eyes, night swallows avoid sources of bright light as they search the night for prey.

They use their long, needle-sharp bills to penetrate the skin of warm-blooded creatures and quietly exsanguinate them, often without even waking the victim.

Night swallows hibernate, gathering into dense flocks of up to several hundred members before seeking shelter in a cave, overhanging cliff, or abandoned structure for the winter.

These birds are so prevalent in some northern territories, particularly in the Barony of Craeg Vale, that local Cramanthain clansmen never go abroad by night without bearing one of the region's distinctive flambeaux.

Scenario

A rash of mysterious, springtime murders has the citizens of Fuwikeburg up in arms.

The townmaster urges the local wizards to discover the culprit with haste, revealing that the corpses were left bloodless.

Some among the unschooled have even begun to speculate that a spellcaster has been stealing the blood away for his own ritual use!

One of the first victims was Master Stovic Mein, a merchant who traded in lake hog oil from the north.

Unbeknownst to all, a small flock of hibernating night swallows sought refuge in an empty cask and awoke from their long slumber in a warehouse attached to Mein's home.

Rhyfelwyr

STR	DEX	Defense	Hit Points	WITS
20	*14*	*12*	*40*	*14*

Attack: Step **7**, Beak
+2 to hit, 4D6 Damage

Called rhyfelwyr ("chief-fisher") in the language of the northern Cramanthain clansmen, these huge, aquatic, predatory birds hunt the shallows of Lake Muiris, though specimens have been known to venture farther south into more civilized lands.

While lurking in ambush, chief-fishers have been known to wait patiently for days, their dorsal eyes just above the waterline, massive legs flexed and ready to propel thirty-foot-long bodies through the water like lances.

Once the creature strikes with its long, slender beak, impaling its prey, it immediately kicks backwards into deeper waters.

The rhyfelwyr's small, flipper-like wings serve to stabilize the bird as it drowns its kill before swallowing it whole.

Should a rhyfelwyr miss in its initial attempt to spear a victim, it is unlikely to try again right away, but it quietly swims away to wait in ambush elsewhere.

Scenario

The wizards are contacted to help find a goatherd who is accused of thieving from the flock in his care.

His kin insist that he is innocent and that, rather than heed the bailiff's summons to court, he is out looking for proof that "some beastie" made off with the animals.

A rhyfelwyr lurks near the cattle wade where the goats are led to water and is actually to blame.

It is a member of a courting pair, and the wizards had better watch their backs among the rushes or they may soon share the unlucky goatherd's fate.

River Troll

STR	DEX	Defense	Hit Points	WITS
30	8	9	30*	8

** Armor Rating 3*

Attack: Step **4**, Pound and Rend
-1 to hit, 4D6 Damage

Large, scaly, dim-witted humanoids, river trolls hunt from shore, to shallows, to deep waters, eating whatever they can catch.

Powerful tails give trolls considerable speed and mobility when swimming (increase DEX to 14), and they use their broad claws to dig multi-chambered burrows in which to lay eggs, store food, and escape freezing temperatures (which leave them torpid).

Where food is abundant, up to a dozen trolls can be found living in close proximity, though their interactions are usually limited to courting displays or jostling among competing bulls.

When guarding their hatchlings, female trolls are unparalleled in their ferocity.

River trolls have only very rudimentary material culture. Courting males decorate their burrows with bones, shiny objects, and stones with holes bored through them.

Sometimes, after a brooding female has driven the male out, she will construct a simple corbelled dome as she expands the burrow.

Trolls have been known to steal mill stones to help them crush the shells of freshwater clams, and some river trolls construct weirs, or even simple, braided nets to help them fish.

Despite sharing the name “troll” with some larger goblin breeds, river trolls are a completely unrelated species.

Scenario

When Sir Shookt slew the last known river trolls to prowl upper Norpdale, there was much rejoicing.

In recent years, however, a new problem has arisen.

Steelskin skates have begun spreading upriver from the coast, decimating the populations of trout and other fish.

The wizards are tasked with relocating several breeding pairs of river trolls from the broad banks of the River Clye to the Norpdale headwaters in hopes that the trolls will prey upon the skates and reduce their numbers.

While this undertaking has the approval of most local lords, many peasants of the Norpdale region will not be at all pleased with the release of large, dangerous predators along the banks where their flocks graze.

These commoners will take measures to hinder the wizards, who will find roads blocked, signposts missing or changed, cottagers unwilling to take in guests for the night, and horses stolen or lamed.

Some soul may even try to release the captive trolls before they reach their final destination in a desperate effort to foil the wizards’ plan.

Salamander

STR	DEX	Defense	Hit Points	WITS
1	*12*	*11*	*1*	*12*

Attack: Step **6**, Weapons
+1 to hit, 1 point of Damage

Intelligent, bipedal, two inch tall reptiles, salamanders have labored for millennia under the glaring orange sun of their native world to successfully establish The Invincible Golden Empire, a vast and sophisticated civilization.

An elaborate caste system divides salamanders into dozens of different hereditary groups including builders, worm farmers, warriors, miners, courtesans, diplomats, and spies.

Having thoroughly subdued and unified their native world, they now look to worlds beyond as they brazenly pursue the complete surrender of all known dimensions of existence and their incorporation into The Invincible Golden Empire.

Guided by their many-tiered imperial bureaucracy, salamanders employ both advanced technology and some fundamentals of magic as they pursue their quest for expansion.

Now, diminutive armadas, powered by the reactions of unknown chemicals, ply the waters of a thousand worlds, ready to raise the Imperial Standard over every new shore they reach.

Meanwhile, the negotiations of imperial emissaries are aided by “kwai,” the blind, limbless courtesans of the pleasure-giving caste who, employing a latent psychic pattern akin to the Restore Rune, are able to evoke tremendous pleasure or induce a catatonic state in any creature touching them.

Scenario

A survey team of salamanders appears near the wizards' place of residence and begins diligently marking out the boundaries for a new palace-city.

If no interference is offered, in addition to painting indelible, brightly colored lines everywhere, the workers will blithely cut holes in the walls and use compact blasting charges to shift furniture and other obstacles out of their way.

The small creatures, who are zealously guarded by a dozen members of the warrior caste, can be traced back to a shed-sized airship moored nearby--one of a dozen that have been dispatched to the region.

Any significant disruption to the salamanders' work prompts a visit by Sho Rau MaChoan, a haughty imperial envoy of the fourteenth diamond grade, who explains in the wizards' own language that their world has already surrendered before the indomitable might of The Invincible Golden Empire.

According to the tiny ambassador, the spellcasters' world was ceded to the salamanders some centuries ago, along with a score of other worlds, as part of the Ninety Beneficent Stone Winds Accord.

MaChoan's assertion may be accurate, some far off potentate, hermit, or trader having presumed to speak on behalf of the entire world of men in these matters, or it might merely be a case of a simple, clerical error made by some minor administrator in the Flawless Jade Temple of Eternal Memory.

Protests of ignorance will be met by bemused indifference, while official appeals to the imperial bureaucracy must carefully observe both proper etiquette and the correct ritual forms. If the wizards have been reasonably polite and humble, Sho Rau MaChoan even hints that he might be persuaded to become their patron in this matter (for the right price).

Hostility, on the other hand, will be met with a declaration that the "rebellious" spellcasters' world will be made an example of and singled out for utter destruction by the "Fifteen Million Faceless Sons of the Groaning Shadow Fist Legion."

Naturally, it will take decades to mobilize such an omnipotent force, and in the meantime, the wizards will merely have to contend with occasional forays by scouting parties or the sabotage by tiny, fanatical, imperial agents who use portal generators to cross the borders between worlds.

Timber Raptor

STR	DEX	Defense	Hit Points	WITS
12	*16*	*13*	*16*	*12*

Attack: Step **8**, Spurs or Talons
+3 to hit, 2D6 Damage

Distressingly common in the wilderness, timber raptors are man-sized, flightless, avian predators that roam in flocks of up to twelve members.

Though they weigh less than a grown man, timber raptors have powerful legs, and they can outrun a horse over short distances.

In addition to its sharp talons, a raptor's fifth toe forms a deadly, hooked spur that it uses to hamstring its prey.

Variegated, grey plumage provides excellent camouflage for these birds, and they are clever enough to use both ambush and pack tactics, driving prey toward the rest of the flock as it waits in hiding.

Scenario

The wizards have been tasked with chaperoning a class of third year Collegium Mysterium students on a week-long field expedition into the hinterland, ostensibly to promote their understanding of the various Tree Sciences within the Arboreal Schools, but more probably to give the faculty a bit of peace and quiet around the place following their overindulgence during the recent autumnal equinox festivities.

The group is deposited without ceremony near the overgrown ruin of a tower, deep within a pine wood.

It isn't until sunset, by which time some of the half-trained student spellcasters have had ample opportunity to get themselves good and lost, that the hunting calls of timber raptors begin to echo through the wood.

Vampire

STR	DEX	Defense	Hit Points	WITS
18	*18*	*14*	*22**	*10*

** Armor Rating 3*

Attack: Step **7**, Bite or Claw
+4 to hit, 2D6 Damage

Attack: Step **7**, Weapon
+4 to hit, 3D6 Damage

Vampires are psychically quickened corpses, animated by the ancient, wicked minds of the Auld.

Chief among any vampire's aims is the continual quest to lubricate its dead, stiffening muscles with fresh blood.

Their inability to feel fatigue or pain aids them in these efforts, allowing them to bring great strength to bear and shrug off minor wounds.

They tend to avoid bright sunlight, wind, or other conditions that cause their bodies to desiccate more rapidly.

Vampires are vulnerable to bells, the tones of which may temporarily disrupt their neural rhythms, leaving them stunned.

Vampires cannot easily form new mental pathways within their cold, dead brains. The result is that both their behavior and their thoughts tend to be locked into the patterns that were established in life, albeit with an added thirst for blood and a cruel, alien intellect deciding which mental patterns to activate, and at what time.

Still, the distinction is important because it means that vampires cannot learn per se, and a vampire may attempt the exact same scheme any number of times, even if it was thwarted previously.

The traditional way to deal with a vampire is decapitation followed by cremation of the inert body.

As even the hottest furnaces have not been found sufficient to eradicate the Auldish crystalline matrix woven through the dead brain, the skull is then carefully interred in a lead-lined box.

Robbed of sustenance, the brain eventually decays, but the animating Auldish fragment, of course, does not, and it will attempt to slither free of the dry skull to seek a new corpse-host if it can.

Scenario

His Grace Baron Heinryde Gelp is troubled. Sir Wulcob Toop, favorite among his household knights, has been kidnapped by Bhatvian spies, and the wizards are summoned to court to aid in discovering his whereabouts.

However, before any casting begins, a ragged and pale Toop arrives at Lord Gelp's hall with tales of a desperate escape.

Later, while enjoying the baron's hospitality, one of the wizards stumbles upon Toop stashing the bloodless corpse of Lady Gelp's maid in the cellar under some large wheels of cheese!

It seems that the dastardly Bhatvians slew Toop after all, but then interred his cooling body with the head of a vampire. As his enemies surely must know, Lord Gelp trusts Toop implicitly.

If the wizards make any accusations they will fall on deaf ears as the baron insists that his beloved retainer is merely in need of some rest after his recent ordeal.

The spellcasters must find a way to destroy the monstrous vampire before it can do more harm, preferably without being accused of assassination. If they are wise, they'll also find a way to resolve things that avoids embarrassing Lord Gelp before the peers of the realm.

Verminite

STR	DEX	Defense	Hit Points	WITS
8	*16*	*13*	*12*	*16*

Attack: Step **8**, Bite
+3 to hit, 1D6 Damage

Bipedal rats, whose ancestors were psychically manipulated by the Auld and bred for increased size and intelligence, verminites are stealthy, curious (though skittish and easily startled), skilled climbers, and possess eidetic memory when it comes to spatial relationships (to wit, navigating mazes).

Though many verminites still haunt the lightless ruins of ancient Auldish palaces, others have migrated to the cities of men where food is easy to come by.

Scenario

One evening, a four foot tall rat scampers through the wizards' chambers, carrying something in its teeth.

Investigation reveals that the verminite has entered by tunneling in through the garderobe, and by all signs has started to look for a warm, dry nook in which to make a nest.

Gripped in the creature's teeth are some sheets of parchment that were probably intended for nesting material.

The partially chewed pages clearly record details of how to cast a Thaumic Formula, but are incomplete.

If the wizards explore the creature's entry tunnel, they will stumble upon part of a forgotten spellcaster's subterranean laboratory, buried after a great fire a century ago.

Along with finding some additional pages of notes, they will discover that a thriving verminite colony has taken up residence in the partially collapsed chambers.

CHAPTER VIII

The End Game

Prestige

While the writer and play-testers of this game have explored worlds through hundreds of characters and dozens of campaigns, both great and small, inevitably real life intercedes and the momentum of the Grand Tale quietly bleeds away.

Rather than push against the entropy that in time overtakes every roleplaying game, **Olde School Wizardry** seeks to embrace it (or at least make peace with it).

Wizards, and their collaboratively created and discovered story arcs, eventually come to an end. Rather than another dog-eared character sheet that evokes memories of what "might have been," **Olde School Wizardry** uses the Prestige attribute and a series of tables to create a definitive **end** to each character's story.

This is The Doom of Wizards.

In game terms, **prestige** is the measure of the accumulated status and power which separates rank and file journeyman wizards and half-trained neophytes from those elite spellcasters who shape the destinies of entire kingdoms.

Olde School Wizardry is of course focused on wizards in their early and middle careers, with the recognition that, as some characters are successful, they may rise beyond the scope of this game.

The prestige system creates positive constraints for the game, helping maintain a focus on the bumbling, early years of a spellcaster.

Any character *can* be retired from the game and test his accrued skills and luck against the Doom of Wizards, but once a character has accumulated **20 points** of prestige this process becomes mandatory.

Sometimes real life makes it obvious when to use these tables: the semester ends, the newborn finally arrives, the transfer goes through.

At other times the GM must decide when momentum begins to fade. Is this just a temporary lull, or time to move on to new characters, new scenarios, and a new campaign?

In any case, the process remains the same: calculate the retiring character's prestige, then make a series of rolls on the charts that follow, modifying the rolls as indicated.

When rolling for successes with a Rune or Science the player chooses which to use and rolls his or her character's full number of dice for the relevant magical skill.

The only cumulative modifiers are those specifically noted as being included "on all subsequent 1D20 rolls."

Table 8-1: Calculating Prestige

Detail	Prestige
Each point in an ability score over 18	+1
Each Rune or Science in which the wizard has mastery	+1
Each Rune or Science in which the wizard has senior mastery	+1
Each rank in a Science above 5	+1
Every Science acquired beyond the fifth	+1
Each new Science developed through branching (must be one not already practiced in the campaign world)	+3
GM Awards	+1-3
Wealth Rank 14	+2
Wealth Rank 16	+3
Wealth Rank 18	+4

EPILOGUE

"And in the years that follow, he grows in both fame and arcane prowess until …"
[Roll 1D20 + Prestige.]

Table 8-2: Epilogue

Modified Roll	Fate	Page
≤ 1	The Turnip Cart	184
2-3	The Apprentice	185
4-7	The Obsession	187
8-9	The Rival	189
10-11	The Sanctum	191
12	The Cabal	192
13-15	The Counselor	193
16-17	The Domain	195
18-19	The Collegium Mysterium	196
20-21	The Horde	197
22-25	The War-Mage	199
26	The Janitor	201
27-29	The Admiralty	203
30	The Society	205
31-32	The Academy	206
33	The Enchantress	207
34-35	The Dark Power	209
36-37	The Artifact	211
38-39	The Cosmic Traveler	213
40+	The Pilot	215

THE TURNIP CART

"… he is run down by an out-of-control turnip cart and …"
[Roll 1D20 + Dexterity Modifier]

Table 8-3: The Turnip Cart

Modified Roll	Epilogue
<10	*"… is killed. Strangely, the cart itself takes on eldritch properties and is regarded ever-after as a harbinger of sudden doom."*
10-15	*"… never fully recovers."* [Roll again from EPILOGUE with an additional -3 modifier on all subsequent 1D20 rolls.]
16+	*"… narrowly escapes with his life but labors from that day on under a crippling dread of root crops."* [Roll again from EPILOGUE with an additional +1 modifier.]

THE APPRENTICE

"… he takes an apprentice and …"
[Roll 1D20 + Charisma Modifier]

Table 8-4: The Apprentice

Score	Epilogue
<6	*"… the apprentice attempts to usurp his master's place."* [Roll for successes with one of the wizard's Sciences.] ***0-1 successes:*** *"The apprentice succeeds, slaying his master with an item of power lent by his master's old enemy. The treacherous apprentice goes on to become an infamous rogue wizard who periodically unleashes calamity upon the lands of the lawful."* ***2-3 successes:*** *"The treacherous apprentice is slain and the wizard acquires a reputation as one who must not be meddled with."* [Roll again from EPILOGUE with an additional +1 modifier.] ***4-5 successes:*** *"The apprentice is temporarily defeated."* [Roll again from The Apprentice with an additional +1 modifier.] ***6+ successes:*** *"The defeated apprentice is cowed and swears to serve loyally thereafter."* [Roll again from EPILOGUE with an additional +2 modifier.]
6~9	*"… the apprentice attempts to trap his master and subvert his power."* [Roll for successes with the wizard's Spellcraft Science.] **0-1 successes:** *"The apprentice confines his master within the Twilight Orb and draws from his Quintessence to power ever more potent spells until eventually the apprentice is slain and the Orb is lost beneath the desert sands."* **2-3 successes:** *"The apprentice switches bodies with his master and runs amok! The wizard lives out the rest of his days mopping floors and serving toasted cheese as a servant to his own usurper while his plans for escape and revenge are thwarted at every turn."* **4-5 successes:** *"The apprentice becomes imprisoned instead, and his master carries him along on his journeys in the form of a talking pumpkin to serve as a warning to others."* [Roll again from EPILOGUE with an additional +2 modifier.] **6+ successes:** *"The apprentice is defeated, cowed, and meekly swears to serve loyally ever after."* [Roll again from EPILOGUE with an additional +3 modifier.]

Table 8-4: The Apprentice (continued)

Score	Epilogue
10-13	*"… the apprentice attempts to surpass his master in skill."* [Roll for successes with one of the wizard's Runes.] ***0-1 successes:*** *"The apprentice transforms his master into a horrid chimera that breaks free of his control, slays the apprentice, and haunts the depths of the swamp for years to come."* ***2-3 successes:*** *"The apprentice wins fame for himself, solving the trials put to his master before the more senior wizard can. He eventually departs to begin his own school of wizardry, leaving his master's reputation in shambles."* [Roll again from EPILOGUE with an additional -3 modifier.] ***4-5 successes:*** *"The apprentice is bested and leaves his master's service in humiliation."* [Roll again from The Apprentice with an additional +5 modifier.] ***6+ successes:*** *"The apprentice is shown the error of his ways and swears his eternal loyalty, serving faithfully until, in an effort to save his master, he is disintegrated by an enemy."* [Roll again from EPILOGUE with an additional +3 modifier.]
14-17	*"… the curious apprentice accidentally causes a magical catastrophe."* [Roll for successes with the wizard's Spellcraft Science.] ***0-1 successes:*** *"The resulting explosion eradicates all living things within a mile, including the apprentice and his master, and leaves behind an area that comes in time to be known as The Withered Moor – a region haunted by strange magics and otherworldly cries."* ***2-3 successes:*** *"A horde of gibbering monsters spills through a newly-created portal and out into the world, devouring everything in their path. The trapped wizard is eventually able to stem the tide and close the portal, but the magical backlash takes both his life and that of his apprentice."* ***4-5 successes:*** *"The queer fungal forest that sprouts up magically to blanket the entire region causes panic and a great many problems for quite some time to come. The wizard is blamed, rather than his bumbling apprentice, and he is forced into exile."* [Roll again from EPILOGUE with an additional -5 modifier.] ***6+ successes:*** *"Despite the irresistible tug of the magical vortex that is created, the wizard manages to reverse the magical disaster and is acclaimed a hero."* [Roll again from EPILOGUE with an additional +3 modifier.]
18-19	*"… the apprentice becomes an adept research assistant."* [Roll again from The Obsession with an additional +3 modifier.]
20+	*"… the apprentice serves his master faithfully, assisting in all his endeavors."* [Roll again from EPILOGUE with an additional +3 modifier.]

THE OBSESSION

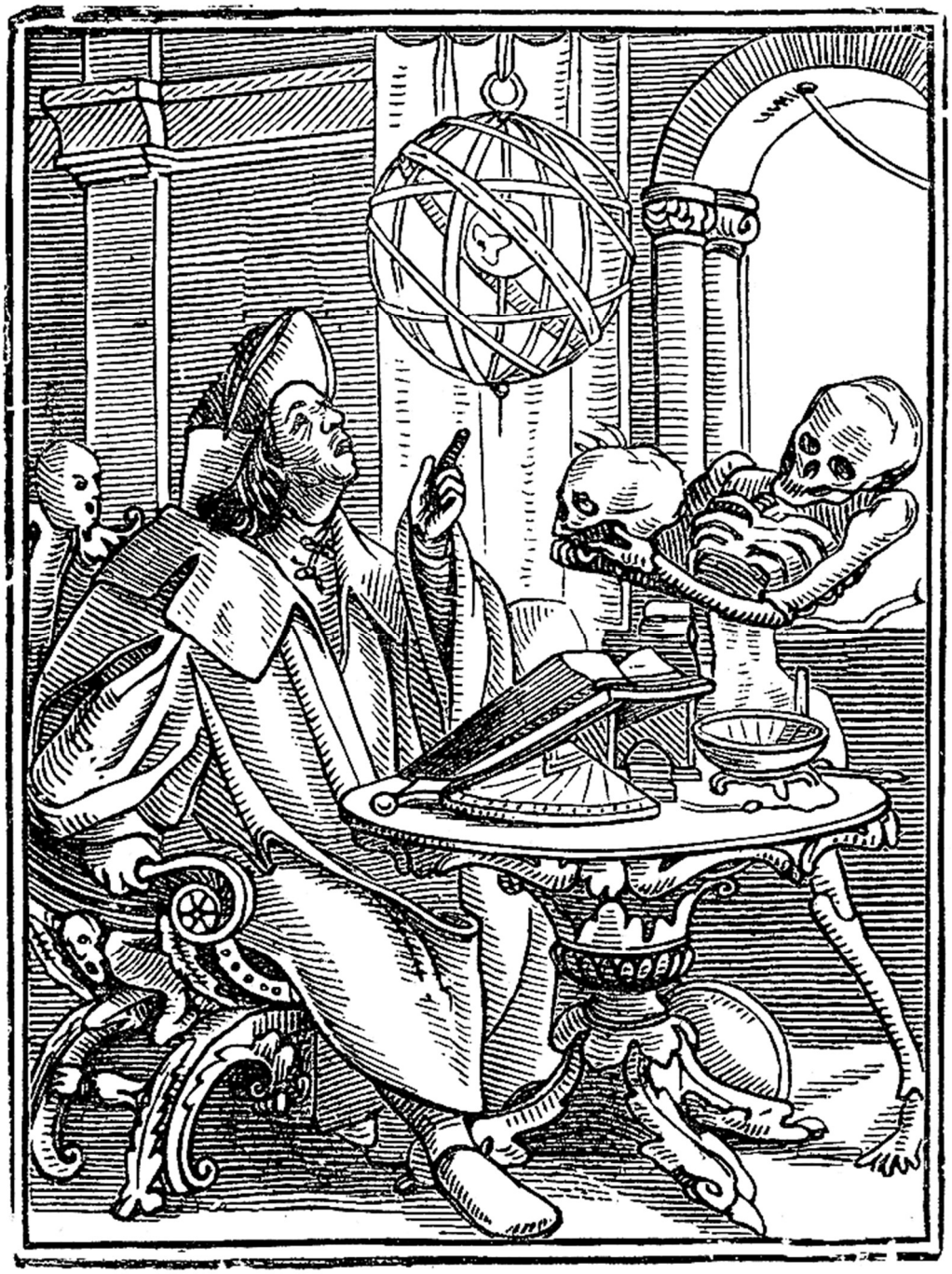
"… he begins to pursue his own magical researches with increasing single-mindedness and …"
[Roll 1D20 + Lore Modifier]

Table 8-5: The Obsession

Score	Epilogue
< 4	*"… triggers a magical explosion that blows him to bits. A ghastly beacon rises from his shattered sanctum, drawing bizarre creatures to bask in its eldritch radiations."*
4-11	*"… begins to study the eldritch mysteries found in a forbidden grimoire."* [Roll 1D20 + Wits Modifier.] **<8**: *"Utterly confounded by the mysteries of the book, he spends all his time in taverns hiring ne'er-do-wells and mercenary 'adventurers' to fetch him various items and foil the schemes of his rivals …"* [Roll 1D20 + Dexterity Modifier.] **<12:** *"… until one day he is trampled in a tavern brawl. The tavern is renamed in his memory."* **12+:** *"… until his 'agents' snatch an enchanted penny whistle from right under the noses of another party of adventurers and …"* [Roll again from The Rival with an additional +1 modifier.] **8-15:** *"Confronted by the horrible secrets of the tome, he goes utterly mad* [Roll three times using Appendix D: Derangements] *and is confined for the remainder of his days in a secret prison, built to restrain severely deranged wizards."* **16-19:** *"He triggers a magical chain-reaction that distorts the countryside for miles around and leaves him trapped in a cliff face, his semi-animate features (now endowed with oracular properties) fused into the stone."* **20+:** *"He labors until he unlocks the book's innermost secrets."* [Roll again from The Cosmic Traveler.]
12-15	*"… he summons something horrid …"* [Roll for successes with one of the wizard's Sciences.] **0-1 successes:** *"… and it eats him."* **2-5 successes:** *"… and he defeats it, though he suffers a lingering wound that no magic will cure."* [Roll again from The Obsession with an additional -3 modifier.] **6+ successes:** *"… and he bests it, forcing the monstrosity to reveal forgotten secrets of Magical Lore, before banishing it to a far dimension."* [Roll again from EPILOGUE with an additional +4 modifier.]
16	*"… though he fails at this first aim, he accidentally discovers a treatment for the dreaded palsied croup, a malady that has long been the bane of wizards. He retires and writes his memoirs, living out his days in comfort."*

Table 8-5: The Obsession (continued)

Score	Epilogue
17+	"… though he makes but little progress in his intended field of study, *he develops a potent new Formula that becomes widely acclaimed among wizards throughout the land. The Formula preserves the reputation of his name long after he succumbs to dotage."* [The player may design and name a Formula.]



THE RIVAL

"… he runs afoul of a powerful, rival wizard and …"
[Roll 1D20 + Wits Modifier]

Table 8-6: The Rival

Score	Epilogue
<6	*"… is Transmuted into a tortoise and flung into the sea."*
6-9	*"… is challenged to a duel, witnessed by all his peers from across the realm."* [Roll 1D20 + Lore Modifier.] **< 6** *"He fumbles his way through the contest and is utterly humiliated, becoming a laughingstock for years to come. He lives out his remaining days as a bitter old hermit."* **6-13** *"He is defeated."* [Roll again from EPILOGUE with an additional -3 modifier.] **14-17** *"He wins the contest handily."* [Roll again from EPILOGUE with an additional +2 modifier.] **18+** *"He completely crushes his rival."* [Roll again from EPILOGUE with an additional +4 modifier.]
10-13	*"… is attacked by the minions of his enemy."* [Roll 1D20 + Lore modifier.] **< 8** *"He is slain by their relentless assaults and his animated skull becomes a treasured trophy in his rival's tower."* **8-13** *"He defeats them, though he becomes increasingly paranoid and deranged."* [Roll again from The Rival with an additional -2 modifier.] **14-15** *"He defeats the minions and implicates their master in the attacks, forcing the rival wizard into exile."* [Roll again from EPILOGUE with an additional +2 modifier.] **16+** *"He successfully turns them back upon their own master, and they destroy the rival wizard."* [Roll again from EPILOGUE with an additional +4 modifier.]

Table 8-6: The Rival (continued)

Score	Epilogue
14-15	*"… his enemy attempts to frame him for crimes against magical law and …"* [Roll 1D20 + Charisma Modifier.] **< 6** "… his rival is successful, utterly destroying his reputation. The hapless wizard is imprisoned for life in the Carcer Oblivio by agents of the Estates Arcanum." **6-11** "… though he is cleared by copious use of the Divine Rune, his reputation is left in shambles." [Roll again from EPILOGUE with an additional -4 modifier.] **12+** "… the wizard manages to turn the tables and expose his rival's own numerous misdeeds. The wizard goes on to be appointed to the Estates Arcanum and serves honorably as a Judex, dispensing magical justice for the rest of his days."
16+	"… his enemy employs an assassin to eliminate him." [Roll 1D20 + Constitution Modifier.] **< 10** "Despite taking every precaution, while in the privy the wizard is taken off his guard and slain by the vile Emperor of Rats." **10-13** "He takes a lingering wound at the hands of a terrifying murder-golem in an attack that leaves him a haunted and shaken shell of his former self." [Roll again from EPILOGUE with an additional -4 modifier.] **14+** "He defeats his insidious foes before they can lay their clutch of eggs in his brain, turning them back upon their craven master and spelling his certain doom." [Roll again from EPILOGUE with an additional +4 modifier.]

THE SANCTUM

"… he establishes a sanctum upon a site of mystic power and …"
[Roll 1D20 + Lore Modifier]

Table 8-7: The Sanctum

Score	Epilogue
<6	*"… slips on a damp stair, falls, and breaks his neck."*
6-9	*"… gets into a quarrel with the builders and has to abandon the half-built structure."* [Roll again from EPILOGUE with an additional -2 modifier.]
10-13	*"… it collapses due to the struggles of a pair of gigantic, subterranean creatures."* [Roll again from The Sanctum.]
14-15	*"… is possessed by the mind of his ancient ancestor, a mage who dwelled there centuries before."* [Roll 1D20 + Wits Modifier.] **<10** *"Probing into the sealed vaults below, he discovers the horrible truth; his forefathers weren't truly human at all!"* [Roll again from EPILOGUE with an additional -4 modifier.] **10-15** *"Becoming increasingly paranoid, he fills his lair with a variety of deadly and somewhat pointless traps, both magical and mundane, before sealing himself in forever."* **16+** *"Guided by his ancestor's consciousness and possessing alarming new powers, he begins to hunt down the descendants of his ancestor's chief rivals."* [Roll again from The Rival with an additional +2 modifier.]
16-17	*"… unlocking the hidden power of the site, he is possessed by the ancient, alien intelligence that once dwelled there."* [Roll 1D20 + Wits Modifier.] **<10** *"He is horrified to discover that he is now infested by a magical parasite that bores a little deeper into his brain each time he uses magic."* [Roll again from EPILOGUE with an additional -5 modifier on all subsequent 1D20 rolls.] **10-15** *"He begins to fear the sun and constructs a sprawling underground complex filled with numberless chambers, vaults, and halls. Burrowing ever deeper, he eventually disappears into the fiery heart of the earth."* **16+** *"His mind eroded, he devotes his remaining days to projecting a powerful psycho-arcane beacon to summon his masters from beyond the stars."*
18+	*"… re-opens an ancient portal to another dimension. While examining the portal …"* [Roll again from The Cosmic Traveler.]

THE CABAL

"… he learns of a secret cabal and …"
[Roll 1D20 + Wits Modifier]

Table 8-8: The Cabal

Score	Epilogue
<10	*"…is captured while trying to track its members."* [Roll for successes with the wizard's Spellcraft Science.]
	0-1 successes: *"Through a blend of extortion, enchantment, and flattery, they convert him to their cause. Upon receiving a secret signal, he assaults the Ducal Palace in an attempt to cripple the current regime, Wild Casting until he is consumed by Spell Burn."*
	2-5 successes: *"They slay him as part of a grim rite, but not before he can discover the identities of the chief conspirators and disclose them to a pair of magically animated boots."*
	6+ successes: *"He manages to escape their clutches."* [Roll again from The Cabal.]
10-15	*"… discovers dark secrets that shake his sanity."* [Roll for successes with one of the wizard's Runes.]
	0-3 successes: *"He goes utterly mad, retreating to hide within his concealed sanctum and slaying any intruders who draw near."*
	4+ successes: *"He steels himself against the dark truth, resolving to thwart this threat at any cost."* [Roll again from The Cabal.]
16+	*"… attempts to expose their plot to unleash their hideous masters upon all the realms of man."* [Roll for successes with one of the wizard's Sciences.]
	0-3 successes: *"But he is discredited and becomes a laughingstock."* [Roll again from EPILOGUE with an additional -4 modifier.]
	4-5 successes: *"But to his horror, he learns that the Estates Arcanum and peers of the realm have already been infiltrated by members of the cabal."* [Roll again from The Cabal with an additional -6 modifier.]
	6-7 successes: *"He succeeds in foiling the plot, though a vengeful cabal assassin, Korb Dread-Turtle, takes his life in the end."*
	8+ successes: *"He succeeds, saving the land from the sinister plot and is awarded a patent of nobility. He lives out his days in comfort and ease, dispensing advice and regaling young wizards with tales of his exploits."*

THE COUNSELOR

"… he becomes chief advisor to an important noble and …"
[Roll 1D20 + Charisma Modifier]

Table 8-9: The Counselor

Score	Epilogue
<6	*"… owing to a series of tactical blunders and social missteps stemming from the wizard's poor advice, the nobleman is beggared and the wizard slinks off to seek his fortune elsewhere."* [Roll again from EPILOGUE with an additional -4 modifier]
6-11	*"… he guides the nobleman ably for many years to come."* [Roll for successes with one of the wizard's Runes.] **0-3 successes:** *"Eventually he begins to seek a successor to serve the noble's line after him, and so …"* [Roll again from The Apprentice.] **4-7 successes:** *"He thwarts the noble's many enemies until …"* [Roll again from The Rival.] **8+ successes:** *"He becomes wealthy as the noble prospers, and in time the wizard becomes an important patron of the Collegium Mysterium, helping fund the education of many young wizards-in-training."* [One of the wizard's Sciences is moved two levels higher on Table 2-4: Magical Sciences.]
12-17	*"… because of his shrewd advice and cunning prognostications, he incites the lord's other counselors to bitter jealousy against him."* [Roll 1D20 + Lore Modifier] **<6** *"They succeed in assassinating the wizard, making it appear as if one of his old comrades did the deed. At the state funeral the nobleman vows vengeance and dispatches a coterie of oath-bound retainers to pursue the accused man."* **6-13** *"They attempt to assassinate the wizard, but they fail. Their plots are exposed and their reputations are ruined."* [Roll again from The Counselor.] **14-15** *"They attempt to discredit him and frame him in a plot to assassinate their lord. The wizard is brought up on charges of treason and is locked away for the rest of his days. In time, the dungeon that once housed him (the Quickstone Vault), comes to be widely regarded as haunted by the wizard's ghost."* **16-17** *"In the face of a conspiracy to murder him, the wizard is forced to flee into hiding. He lives out his days as a hunted man before eventually devising a way to open a magical portal."* [Roll again from The Cosmic Traveler.] **18+** *"But he turns the tables on the conspirators and, having revealed their treachery, he seizes their lands and properties, becoming fabulously wealthy. When the wizard dies of old age a massive legal battle ensues to determine who will be declared heir to his palatial estate. The grounds of his estate are defended by magical guardians and studded with clues as to the location of his hidden wealth."*

Table 8-9: The Counselor (continued)

Score	Epilogue
18+	*"... helps his patron to reign effectively for many years. When the nobleman finally dies ..."* [Roll again from The Domain.]

THE DOMAIN

"… he decides to carve out a domain of his own and …"
[Roll 1D20 + Charisma Modifier]

Table 8-10: The Domain

Score	Epilogue
<10	*"… the locals, chafing at the notion of having a wizard for an overlord, refuse to pay him homage."* [Roll for successes with one of the wizard's Sciences.]
	0-2 successes: *"They drag him from his bed, wrap him in chains, and toss him into the river, which bears his name thereafter. On nights of the new moon, the river releases strange, magical emanations."*
	3-4 successes: *"The wizard is driven out by their persistent resistance and he is eventually forced to flee in the night."* [Roll again from Epilogue with an additional -4 modifier.]
	5-6 successes: *"However, the wizard cows them with a display of his magical might. In time he grows tired of managing peasant farmers and he begins to consider more academic pursuits."* [Roll agains from The Collegium Mysterium.]
	7+ successes: *"However, the wizard wins their loyalty through deft diplomacy and, in time, the folk of that most prosperous region come to pride themselves in always having a magical lord to watch over them."* [The player may locate, name, and describe a small domain within the campaign world.]
10+	*"… he comes into conflict with a great lord who also claims the same land."* [Roll 1D20 + Lore Modifier.]
	<10 *"The Estates Arcanum finds against the wizard and he is forced to abandon his fledgling demesne."* [Roll again from Epilogue with an additional -2 modifier.]
	10+ *"War is declared and …"* [Roll for success with one of the wizard's Sciences.]
	0-3 successes: *"… the wizard is defeated and, despite the protection afforded by his station, his hands are struck off, and he is cast into a dungeon where he ends his days among the rats."*
	4-5 successes: *"… the wizard is bested and forced to flee into exile."* [Roll again from Epilogue.]
	6+ successes: *"… the wizard prevails and increases his territory by right of conquest."* [Roll again from The Horde.]

THE COLLEGIUM MYSTERIUM

"… he accepts a position at the Collegium Mysterium, the premier school of arcane learning, and …"
[Roll 1D20 + Charisma Modifier]

Table 8-11: The Collegium Mysterium

Score	Epilogue
<10	*"... labors diligently to enlighten the minds of wizards-in-training."* [Roll for success with the wizard's Spellcraft Science.]
	0-2 successes: *"He falls out of a boat while coaching the Collegium rowing team, becomes tangled in his robes, and drowns."*
	3-4 successes: *"Tragically, he is killed in a lab accident caused by an inept student. From time to time his echoing cries can still be heard reverberating from the stones of that chamber."*
	5-6 successes: *"He becomes trapped in a volume of Magical Lore in the Collegium library and remains imprisoned there until the proper page is someday read aloud."*
	7+ successes: *"He works diligently to advance magical theory, only to have his profound work utterly discredited and ignored due to the machinations of academic rivals."* [Roll again from Epilogue with a -2 modifier.]
10+	*"... passionately advocates for reform within the ages-old institution."* [Roll for successes with one of the wizard's Sciences.]
	0-3 successes: *"After working diligently for decades, one afternoon he quietly expires in his office. Found some days later, under a drift of ungraded papers, a lecture hall bench is inscribed in his honor."*
	4-6 successes: *"Through his tireless efforts, he advances the school of which he is chair to take its place among the most prestigious in wizardry. After his retirement, his faithful disciples go on to establish a student house, named in their master's honor."* [The player selects one of his Sciences; it advances to position 18 on Table 2-4: Magical Sciences.]
	7+ successes: *"He rises to become Archchancellor of the Collegium Mysterium and presides over those newly initiated into the ranks of wizardry for years to come. Upon his demise, his disembodied mind comes to reside within the Archchancellor's staff, dispensing advice to his successor."*

THE HORDE

"…he decides to assemble a powerful force of servants and …"
[Roll 1D20 + Charisma Modifier]

Table 8-12: The Horde

Score	Epilogue
<10	*"... he begins by summoning something horrid from another dimension where men were never meant to tread."* [Roll for successes with one of the wizard's Runes.] **0-1 successes:** *"And it eats him."* **2-3 successes:** *"When it threatens to consume the entire world he defeats it, but it costs him his life. As his body is laid to rest, a strange, magic tree grows above his grave, the fruit of which both empowers spellcasters beyond their normal abilities and induces incurable madness."* **4-5 successes:** *"He takes a lingering, grievous wound which ever burns with the iciness of some far, interstellar void."* [Roll again from Epilogue with an additional -2 modifier on all subsequent 1D20 rolls.] **6+ successes:** *"It psychically subjugates him and he is compelled to debase himself by worshipping it."* [Roll again from The Sanctum with an additional +4 modifier.]
10-15	*" … he creates a fierce, new hybrid race the likes of which has never been seen."* [Roll for successes with the wizard's Spellcraft Science.] **0-2 successes:** *"He is devoured by his own frenzied minions who retain his kneecaps and left shin as sacred relics of their people."* **3-4 successes:** *"He equips them with Enchanted gear and sets about discovering how to further magically modify his minions to grant them vastly enhanced powers."* [Roll again from The Obsession.] **5+ successes:** *"His inhuman lieutenants turn on him, and he is forced to destroy his own army, though in the end he is slain through the treachery of his most trusted servant. Leaderless, the scattered remnants of his horde retreat to the wilderness where they plot their rise over all the known realms of men."* [The player may design a new monster species for the campaign world.]

Table 8-12: The Horde (continued)

Score	Epilogue
16+	*" … he leads his horde in an attempt to dominate the lands all about."* [Roll for successes with one of the wizard's Sciences.] **0-3 successes:** *"Though at first successful, at last he is overthrown and slain by a band of stalwart heroes who, through their desperate quest, come to discover the real meaning of courage and friendship."* **4-5 successes:** *"His forces scattered by a powerful, magical counter-assault, he is seized by wizards of the Estates Arcanum, who fear that he would make of himself a new Tyrannus the Overlord, and locked away under the guard of heavy spells for the remainder of his days. As he languishes in exile, ever and anon he secretly dispatches messages to his loyal agents, directing them in a campaign of revenge upon those who thwarted him."* **6+ successes:** *"At the head of his army, he lays waste to all who challenge him, rising to become the potent overlord of his own mage-kingdom."* [With advice from the GM, the player locates, names, and describes a new polity within the campaign world.]

THE WAR MAGE

"… he receives a commission to become a war-mage and proudly takes up his post in the vanguard of a mighty host."
[Roll 1D20 + Lore Modifier]

Table 8-13: The War-Mage

Score	Epilogue
<10	*"But he is promptly blown to bits in his very first engagement."*
10-13	*"He develops camp fever and a chronic ague that refuse to be shaken off by even the Restore Rune. He is forced to retire."* [Roll again from Epilogue with an additional -2 modifier on all subsequent 1D20 rolls.]
14-17	*"He is captured by the enemy and is imprisoned high atop a sentient, magically Warded tower. He spares no time, attempting a daring escape at the very first opportunity."* [Roll 1D20 + Dexterity Modifier.] **<6** *"But he falls from a window ledge and breaks his neck."* **6-11** *"He is caught and handled harshly as penalty for his attempted flight. Eventually he is ransomed and returns to his homeland though a shadow rests across his countenance thereafter."* [Roll again from Epilogue with an additional -4 modifier on all subsequent 1D20 rolls.] **12-17** *"He manages to escape his prison though he is permanently affected by Spell Burn as a result of his exertions."* [Roll again from The War-Mage with an additional -4 modifier.] **18+** *"He makes a clean getaway, pausing only to make mockery of his captors."* [Roll again from The War-Mage with an additional +4 modifier.]
18-22	*"His status and success earn him enemies within the ranks of his fellow wizards."* [Roll again from The Rival.]
23+	*"He rises to such prominence that no other war-mage dares challenge him, and rival lords pay him and his patrons exorbitant sums in order for him to stay home rather than stir himself to take part in their conflicts. He eventually succumbs to a life of opulence and expires, happy and fat, beneath the canopy of his luxurious bed."*

THE JANITOR

"… he is appointed Janitor Arcanorum (Gaoler) of the Carcer Oblivio, a secret prison for wizards who have been pronounced far too dangerous and reprobate to remain at their liberty and …"
[Roll 1D20 + Wits Modifier]

Table 8-14: The Janitor

Score	Epilogue
<10	" … he is thoroughly outsmarted by the prisoners and accidentally allows a number of dangerous wizard-felons to escape." [Roll for successes with one of the Wizard's Sciences.] 0-1 successes: *"He is framed for aiding the escape and finds himself convicted and locked away for the remainder of his days in the very prison he once had been tasked to oversee."* 2-5 successes: *"Amid the enthusiastic mockery of rivals, he is dismissed from his post for negligence and gross incompetence."* [Roll again from Epilogue with an additional -4 modifier.] 6+ successes: *"He manages to recapture the prisoners or at least cover up their escape."* [Roll again from The Janitor.]
10-15	*" … he is forced to deal with a well-orchestrated prison riot."* [Roll for successes with the wizard's Spellcraft Science.] **0-3 successes:** *"When prisoners manage to detonate the kitchens, he is killed by a blast of flaming cheese."* **4-5 successes:** *"Falling into the hands of the scheming prisoners, his face is flesh-shaped to match that of a dangerous madman, his tongue is transformed into a small, angry stoat, and he is locked away forever in his own prison."* **6+ successes:** *"He rallies the prison's guards and looses the dreadful ligature golem, succeeding in putting the riot down with brutal efficiency."* [Roll again from The Janitor with an additional +4 modifier.]

Table 8-14: The Janitor (continued)

Score	Epilogue
16+	" … he discovers a hidden wing of the prison and its strange inhabitants." [Roll 1D20 + Lore modifier.]
	<14 *"Beyond a secret door, he finds a chamber containing a hidden library. Among the stacks are many forgotten works."* [Roll again from The Obsession.]
	14+ *"He is initiated into a secret order hidden within the prison called 'The Black Cell,' and he learns how these wizard-ascetics have quietly guided the course of events in the broader world for centuries. He soon rises to become leader of the group."* [Roll for success with one of the wizard's Sciences.]
	0-3 successes: *"However, he earns the contempt of some older members of the order and a plot is launched against him. He is replaced by a clone and locked away in the Oubliette where, robbed of light, sound, and dimension, he languishes for eternity."*
	4-5 successes: *"By carefully manipulating the market price of turnips, the migration of a steppe-dwelling tribe of nomads, and the course of several massive storms, he launches an intricate plot to take over the world, but he is slain by one of his own mad enforcers just prior to achieving victory."*
	6-7 successes: *"He presides over his brethren ably for decades to come, always operating from the shadows. When he dies of old age, his bones are interred, along with various treasures and mystic objects, within a hidden vault beneath the prison."* [With GM input, the player may declare a secret alliance, brokered by the Black Cell, between any two characters in the campaign world.]
	8+ successes: *"After considerable contemplation, he unlocks the mysteries of an ancient relic held by the order: The Seeing Bedpan of Avort. He avails himself of this precious artifact and learns much he did not know before."* [Roll again from The Dark Power.]

THE ADMIRALTY

"… he is commissioned to lead an exploratory fleet that sets out to claim new lands, and …"
[Roll 1D20 + Wits Modifier]

Table 8-15: The Admiralty

Score	Epilogue
<10	*"… the fleet is caught in a fierce storm."* [Roll for successes with one of the wizard's Sciences.] **0-3 successes:** *"The entire expedition is lost at sea. Relics of power and a king's ransom in trade goods litter the ocean floor where the ships go down, enticing treasure hunters to dare those depths for decades to come."* **4+ successes:** *"Through a herculean effort, the wizard attempts to save the flagship by wrestling it into a neighboring dimension."* [Roll for success with the wizard's Spellcraft Science.] **0-3 successes:** *"But it remains trapped out of phase. The wizard and his crew roam space and time as phantoms forevermore, appearing and disappearing at whiles as harbingers of sudden calamity."* **4+ successes:** *"The wizard's flagship is left adrift in the formless space between worlds until the wizard's mind is brushed by a strange sentience."* [Roll again from The Cosmic Traveler.]
10-13	*" … the fleet is confronted by a terrible monster from out of the deep."* [Roll for successes with one of the wizard's Sciences.] **0-3 successes:** *"It devours ship after ship, dragging vessels below the surface without regard for the wails and cries of the hapless mariners. Swallowed whole, the wizard lives out his days in the gloomy, cavernous confines of the leviathan's belly as magistrate of a small village built among the flotsam."* **4+ successes:** *"Though some of the ships are lost to the horror's dreadful appetite, the wizard drives the monstrosity away with his potent magics."* [Roll again from The Admiralty.]

Table 8-15: The Admiralty (continued)

Score	Epilogue
14-17	*" … the voyagers encounter an enemy fleet and an engagement erupts upon the wine-dark sea."* [Roll for success with the wizard's Spellcraft Science.] **0-3 successes:** *"The wizard's fleet is bested and is driven against the unyielding coast. As the ships break apart, a tumbling spar strikes him, cracking the crown of his head. Addle brained, he lives out his remaining days as a seaside hermit in a shack made of driftwood."* **4+ successes:** *"The wizard's fleet proves the stronger and a half dozen enemy ships are captured as prizes of war."* [Roll again from The Admiralty with an additional +2 modifier.]
18+	" … the wizard's fleet voyages to the steaming jungles of Ghuldaag, far beyond the sight of the northern stars." [Roll 1D20 + Constitution Modifier.] **<14** "He contracts lung-gore fever and succumbs to the dread infection. The entire expedition is lost, disappearing from all knowledge, along with all their armaments and gear, both magical and mundane." **14+** "Cut off from outside contact by rising rivers and impenetrable jungle, he becomes mage-king of a remote, tropical isle where locals worship him as a god." [Roll for successes with one of the wizard's Runes.] **0-3 successes:** "Frantic lest the sun be extinguished, the natives eventually eat him at the climax of a great ceremony. His skull becomes part of the high priest's quaint headdress." **4-5 successes:** "As the monsoons come and go many times, a strange, tropical ailment slowly warps him into a bloated, toad-like creature who eventually cannot rise from his own throne and must be fed his beetle-paste from the hands of an elite cadre of warrior-maidens." **6+ successes:** "He reigns over a golden age in which his people grow in sophistication and wisdom, their empire expanding to connect the once-scattered villages into a highly advanced society. Upon his death, his mummified corpse is entombed in a great pyramid, surrounded by treasures and guarded by fiendishly clever traps."

THE SOCIETY

"… he establishes a secret society, devoted to reshaping the world according to his own enigmatic designs, and … "
[Roll 1D20 + Charisma Modifier]

Table 8-16: The Society

Score	Epilogue
<10	*"… one of his disciples fails to hold his tongue, instead bragging far and wide about the omnipotence of his master and the cunning of his master's plans."* [Roll for successes with the wizard's Spellcraft Science.]
	0-3 successes: *"The wizard's plot is exposed and, under suspicion of treason, he is jailed by the Estates Arcanum. His agents eventually extricate him, but he earns several powerful enemies in the process."* [Roll again from The Rival.]
	4+ successes: *"He silences the foolish braggart and, using pressure from a number of carefully placed agents, he succeeds in ousting the Archchancellor of the Collegium Mysterium and is named in his place; a position from which he can steer the course of wizardry toward his own agenda."* [With GM input, the player can rearrange the positions of any three Sciences on Table 2-4 Magical Sciences or declare that any one character in the campaign world is aligned with the secret society of the player's choice.]
10-15	*" … he manages to infiltrate the ranks of the Estates Arcanum with his partisans."* [Roll for successes with one of the wizard's Sciences.]
	0-5 successes: *"However, drunk with ambition of his own, his most trusted lieutenant betrays him and attempts to wrest control of the secret society away from the wizard. In the end, he is forced to destroy the very organization that he worked so hard to forge."* [Roll again from Epilogue.]
	6+ successes: *"He establishes a magocratic shadow government, placing himself at the very center of its web of power. His reach grows to span the realms of men until … "* [Roll again from The Dark Power.]
16+	*" … he begins replacing members of the ducal council with clones loyal only to him."* [Roll for successes with one of the wizard's Runes.]
	0-3 successes: *"His plot discovered, he is pursued by agents of the Estates Arcanum, but escapes by assuming a secret identity."* [Roll again from The Society.]
	4-5 successes: *"He is annihilated quite by accident when, cornered by a group of plucky heroes, his fanatical followers begin Wild Casting the Destroy Rune."*
	6+ successes: *"With his agents in place, he gradually subjugates the Archduke's will through a combination of blackmail and Enchantment, becoming the de facto ruler of the realm."* [With GM approval, the player can make three major changes to the laws or boundaries of the campaign setting.]

THE ACADEMY

"… he founds an academy for wizards and …"
[Roll 1D20 + Charisma Modifier]

Table 8-17: The Academy

Score	Epilogue
<15	*" … the Collegium Mysterium, none too pleased by the competition his new school represents, files suit against the wizard with the Estates Arcanum, charging that he is sharing forbidden Lore with the uninitiated and corrupting the youth of the realm."* [Roll for successes with one of the wizard's Sciences.] **0-5 successes:** *"The Estates Arcanum finds for the Collegium Mysterium, and the wizard is forced to close his school in the face of financial ruin."* [Roll again from Epilogue with an additional -2 modifier.] **6+ successes:** *"The Estates Arcanum finds for the wizard and he begins training the next generation of wizards in his chosen Sciences, establishing a lasting legacy."* [The player can rearrange the positions of any three Sciences on Table 2-4 Magical Sciences.]
16-19	*" … the wizard discovers that agents of a secret, arcane cabal have infiltrated his staff and student body, and they are quietly indoctrinating the students in pursuit of their own agenda."* [Roll for success with one of the wizard's Runes.] **0-3 successes:** *"The wizard resists these interlopers, but he is deposed in a coup and must flee for his life."* [Roll again from Epilogue with an additional -4 modifier.] **4+ successes:** *"The wizard drives out the infiltrators, but his academy is left in shambles and must be re-established. He moves to a hidden, submarine location."* [Roll again from The Academy.]
20+	*" … the new school is a tremendous success. Wizards who graduate from his academy soon become a by-word for both brilliant eccentricity and vigorous efficacy. Owing to his great success and renown, he is soon beset by a continual stream of petitioners – wizards and lords alike – who solicit his advice and approval on various enterprises."* [Roll for success with the wizard's Spellcraft Science.] **0-5 successes:** *"Eventually he attracts the attention of beings from beyond mortal lands."* [Roll again from The Enchantress.] **6+ successes:** *"A circle of elite wizard-explorers ask him to preside over preparations for their next expedition."* [Roll again from The Artifact.]

THE ENCHANTRESS

"… he is drawn through a portal in a hollow hill by a callous but beautiful elfin enchantress and …"
[Roll 1D20 + Wits Modifier]

Table 8-18: The Enchantress

Score	Epilogue
<14	*"… is hunted for sport across fields far from those men know."* [Roll for success with one of the wizard's Runes.]
	0-4 successes: *"He is torn to pieces by the spectral hounds of the swift pack, and his bones never find a proper grave but instead are worried away to nothing in twilight kennels by great, eyeless, silver-coated mastiffs."*
	5+ successes: *"He is rescued by the nymph of a spring, who urges him to stay with her beneath the bubbling, dancing waters of her secluded sanctuary."* [Roll 1D20 + Charisma Modifier.]
	<14 *"After a season, she tires of his mortal coarseness and casts him back into the lands of men. He emerges from the waters of a still mere, only to find that three score years have passed since his journey began."* [Roll again from Epilogue.]
	14+ *"He dwells there in bliss, memories of former life, homeland, and comrades all falling away from him like so many petals before a steady breeze, until every day becomes his very first and dreams and waking can no longer be parted."*
14~17	*"… is brought into the Twilight Court, where men do not go."* [Roll for success with the wizard's Spellcraft Science.]
	0-3 successes: *"He becomes a court fool, made to caper and sing for the amusement of the undying lords and ladies, and having once eaten the strange food of that realm he remains enthralled for a thousand years."*
	4-5 successes: *"He serves as an aide and counselor on the affairs of mortals for the remainder of his days. When he dies, a ring of standing stones appears upon the hilltop where he vanished from the mortal world, though no visible hand laid their foundations."*
	6+ successes: *"He serves as seneschal in the house of an immortal master forever after where the high, sweets sounds of alien melodies rise to the strange, murmuring stars."*
18+	*"… he becomes the secret consort of a fair, elfin lady in waiting."* [Roll for success with one of the wizard's Sciences.]
	0-5 successes: *"Their tryst is interrupted by one of the lady's former lovers, who cuts the wizard down. His severed head bound about his waist with a silver chain, his animated body is sent back into the mortal world to sing of the folly of men and their pride."*
	6+ successes: *"He lingers there with his immortal lover, well beyond the span of man's appointed days, but his half-human progeny are outcasts from the Court Ageless. Eventually these offspring journey to the Realm of Man to seek their fortunes in the land of their sire."*

THE DARK POWER

"… he becomes aware of an eldritch power bent on destroying the world.
He sets his will against that of the enemy and …"
[Roll 1D20 + Wits Modifier]

Table 8-19: The Dark Power

Score	Epilogue
<12	*"… before he can begin to pursue his stratagems in earnest, he is murdered by the vile Emperor of Rats."*
12-15	*"… he guides a ragtag band of plucky adventurers in a quest to infiltrate the domain of the sinister overlord."* [Roll for successes with one of the wizard's Sciences.] **0-3 successes:** *"However, the quest suffers from treachery within the party and the company is broken before they can accomplish their aim."* [Roll again from The Dark Power with an additional -4 modifier.] **4-5 successes:** *"However, despite all their caution, they are caught at the border of the enemy's land and some of the members of the company are captured. The wizard barely manages to escape with his skin intact."* [Roll again from The Dark Power with an additional -2 modifier.] **6-7 successes:** *"He helps the party slip through the enemy's formidable defenses and succeed in overthrowing the dark lord in the face of seemingly impossible odds, though the wizard himself is slain in the process. His name is long remembered in song and legend by Schooled and unschooled alike."* **8+ successes:** *"He throws down the hidden, evil power, saving the land from its insidious influence. He goes on to establish a sanctum amid the ruins of the fallen enemy's fastness, a stronghold from which to keep eternal watch lest the foe rise from the ashes, and long after he has gone to his reward, the order of devoted warden-mages who dwell there bear his name in honor."*

Table 8-19: The Dark Power (continued)

Score	Epilogue
16+	*" ... discovers a scheme in which the lunar invaders plan to bombard the world with massive, hurled missiles of ice."* [Roll for success with one of the wizard's Runes.]
	0-3 successes: *"He ascends a Conjured, magical stair into the heavens, intent on confronting the foe that waits high above."* [Roll 1D20 + Lore Modifier.]
	<16 *"But his spells are unwound even as he climbs, and he plummets from the sky to his doom. Each of his far-scattered bones is empowered to utter but a single word of a great prophecy."*
	16+ *"He turns the deadly volleys launched against him back upon his enemies, crushing them utterly under their own missiles and rendering the moon's face a pock-marked ruin. His magics exhausted, he dwells stranded there in exile among the remnants of the ancient citadels until ..."* [Roll again from The Cosmic Traveller.]
	4+ successes: *"He assembles a fleet of flying ships and leads a desperate assault upon the moon."* [Roll 1D20 + Charisma Modifier.]
	<14 *"However, disaster strikes when void weevils begin to devour the ships from under the crews who man them. Adrift and swiftly crumbling, the wizard manages a last, desperate surge of magic that runs the fleet aground upon the moon's surface, defeating his enemies at the last, but costing him his own life in the bargain."*
	14+ *"The attack succeeds in thwarting the plans of the lunar masters, but intoxicated by the soaring, nebulous vistas, the wizard does not deign to return to terrestrial lands, instead leading the remnants of his fleet to become privateers of the skies. Eventually, he finds a man with a strange map tattooed upon his skin and …"* [Roll again from The Artifact.]

THE ARTIFACT

"… he learns the possible location of an ancient artifact of staggering power and …"
[Roll 1D20 + Lore Modifier]

Table 8-20: The Artifact

Score	Epilogue
<16	*"… he ventures deep beneath the earth and into forgotten vaults and perilous catacombs in search of the mighty relic's resting place."* [Roll for success with the wizard's Spellcraft Science.] **0-2 successes:** *"However, he discovers that the artifact after which he quests is but a hoax, prepared by a deranged mind. Disillusioned and somewhat less financially solvent, he turns instead to his own researches."* [Roll again from The Obsession with an additional +6 modifier.] **3-5 successes:** *"On the verge of discovering the object of his quest, he is killed by a magical trap so pernicious in its design that, after having laid the wizard low, it comes looking for his kinsmen and associates, carefully concealing itself inside pantries, under beds, or beneath doormats."* **6+ successes:** *"Having found the artifact, he is utterly overcome by the sheer power of the venerable relic and, prostrate with awe, he is forced to become one of its guardians, dwelling far from the sun and the voices of men. Nevertheless, he does manage to establish a cooperative association among the other denizens of the dungeon where he is compelled to linger, allowing them to arrange for first rate living accommodations and a two week holiday each year."*
16-19	*"… gathering experts of various sorts about him, he journeys far to seek the object of his desire. Even as he draws near to his quest's end, he is (perhaps somewhat predictably) betrayed by members of the expedition who desire the artifact's power for themselves."* [Roll for success with one of the wizard's Sciences.] **0-5 successes:** *"He is imprisoned by his false companions in the very vault that he sought to plunder and, as the dark space slowly fills with sand, he comes to reflect upon the wisdom that, 'A friend should bear his friend's infirmities.' With his final breath he calls down a lingering curse on those who betrayed him."* **6+ successes:** *"He overcomes his false companions and seizes the potent relic for his own. He grows steadily in power and influence until …"* [Roll again from The Horde with an additional +6 Modifier.]

Table 8-20: The Artifact (continued)

Score	Epilogue
20+	*" … employing both potent Divinations and the scattered clues decrypted from a dozen aged books of Lore, he discovers the resting place of the object he seeks, descends the Seventy Iron Steps into the Vault of Haddoe the Bloody, and faces the horrors of the relic's guardians."* [Roll for success with one of the wizard's Runes.]
	0-2 successes: *"His mind is shattered, and he is reduced to a lunatic, drooling into his beard and continually forgetting whether he has arms or tentacles. Taking pity upon him, some of his former chums call in a few favors and have him named to a minor post overseeing the upkeep of certain bridges and ferries."*
	3-4 successes: *"He overcomes the fearsome creatures one and all and takes up the artifact for himself, only to be slowly warped by the object's strange emanations. Though he wins great prestige among the Schooled, he finds the presence of other living things increasingly unbearable and, in time, he returns to the vault, appointing new guardians to drive away interlopers as he plots ways to extinguish all life from the face of the earth."*
	5-6 successes: *"Though he prevails over his deadly foes, the artifact is destroyed in the battle, and he finds his soul permanently trapped in a clockwork body. Though he becomes effectively immortal, he lacks a brain capable of casting spells and so retires to his tower to write his memoirs in peace."*
	7+ successes: *"He cows the hideous guardians and takes up the artifact for his own, wielding its power with a steady hand and an iron will. After laying low his enemies …"* [Roll again from The Cosmic Traveler.]

THE COSMIC TRAVELER

"… he is summoned to another dimension by mysterious powers and …"
[Roll 1D20 + Wits Modifier]

Table 8-21: The Cosmic Traveler

Score	Epilogue
<14	*" … he becomes a living vessel for a colony of intelligent, microscopic creatures who, driven from their native land, now wander in search of a new home."* [Roll again from Epilogue with an additional +6 modifier.]
14-17	*"… he is flung backwards in time and …"* [Roll for success with one of the wizard's Runes.]
	0-2 successes: *"… inadvertently causes a paradox, neatly erasing himself from existence."*
	3-5 successes: *"… becomes his own great, great, grandsire."*
	6+ successes: *"… saves civilization from an elemental-spawned cataclysm, subduing the intellects of awakened magma chambers before they can be roused and break to the surface in a devastating firestorm capable of blotting out the sun. Unfortunately, having tamed the fiery, elemental forces of the deep earth, he cannot escape to the surface before his spells expire and he perishes far from the green lands he once knew, an unsung hero."*
18-21	*"… he is stranded forever in a far dimension where …"* [Roll for success with the wizard's Spellcraft Science.]
	0-1 successes: *"… he becomes a slave for the remainder of his days, forced to harvest regret crystals from the flaming shores of the Glass Sea."*
	2-3 successes: *" … he becomes a specimen in an interdimensional menagerie. His remaining life is one of growing indolence as he is gawped at by a parade of bizarre creatures, his boredom only punctuated when their young shower him with hurled treats."*
	4-5 successes: *"… he weds the blue-furred princess of the G'thorr and sires an indomitable line of hybrid monarchs."*
	6+ successes: *"… the diminutive locals of Me'gdak promptly build a temple around his comparatively titanic body. Installed as their great god-thing, the strains of tiny zithers and the scent of burnt offerings continually fill the wizard's senses as the priest-king of Me'gdak leads his people in war against the other cities of the plain. In time, the new empire spans from horizon to horizon and the wizard is witness to the growing decadence of the noble class and the continual schemes of an increasingly worldly priesthood. Eventually, after some forty generations of kings in Me'gdak, the wizard expires, completely unnoticed by his now neglectful people."*

Table 8-21: The Cosmic Traveler (continued)

Score	Epilogue
22+	*"… he is enlisted to battle a great, cosmic evil."* [Roll for success with one of the wizard's Sciences.] **<7 successes:** *"Finding that all of his arcane prowess is ineffective in destroying Samathael the Smiling Darkness, the wizard instead treats with this dire enemy whom he was brought forth to defeat. Over the protests of the council of guardians, he soon reaches an accord, and the wizard promptly ascends to become mage-king of his own pocket dimension. From the security of his own small universe, through supernatural messengers, he periodically speaks into his native dimension, subtly shaping the flow of history in order to accomplish his own inscrutable aims."* **7+ successes:** *"The wizard joins an elite league of beings gathered from a dozen dimensions, chosen to stand against Skvath the Defiler and his horde of fanatical anadrunes. The campaign goes well, and though suffering many losses, including the death of the wizard's habits, the enemy is thrown down in ruin. In reward for his faithful service, the wizard is appointed Guardian of the Lunar Pleasure Gardens, a position that allows him repose and contemplation until the day that the universe should need to call upon such champions again."*

THE PILOT

"… he is chosen to ascend and pilot a wandering star through the ethereal realms."
[Roll 1D20 + ability score modifier of the player's choice]

Table 8-22: The Pilot

Score	Epilogue
<16	*"However, the wizard is wrestled from his lofty, silver throne, defeated by a mighty-thewed hero with smoldering blue eyes, and imprisoned within a magical gem. While given immortality, the wizard is forever compelled to grant the wishes of whoever bears the wondrous jewel."*
16-21	*"He is devoured, body and soul, by a terrible, sadistic creature from another dimension. His fading star falls from the heavens, plunging down to earth where the resting place of its ruined, silver chambers and ornate, mystic vaults are sought in earnest by the Schooled."* [With GM input, the player may locate an impact crater for the wizard's fallen star. Fragments of the celestial chariot are endowed with special properties.]
22-29	*"Though his spirit is annihilated in a titanic psychic battle with foes from the Outer Darkness, his bones continue to ride their chariot of light in silent vigil through the eternal cycles of the spheres."* [For a few weeks each year, when the wizard's star is ascendant, one Science of the player's choice is empowered, and 1D6 rolls of 3-6 are treated as successful when attempting to focus an invoked Rune upon that Science.]
30+	*"Now an eternal guardian of his homeworld, while holding back the tide of Outer Darkness, the wizard occasionally sends powerful mental signals back to his native land, guiding the steps of mortals in inscrutable ways."* [With GM advice, the player can add one major aspect to the campaign world: an alliance between nations, the existence of a species, a war, a new faction, a unique technology or artifact, etc.]

CHAPTER IX

Scenarios

1. Goblin of Mine

Traveling far into the Woldish hinterland en route to their next contract, the wizards have joined a company of pilgrims, merchants, and soldiers on the road. Days from any human habitation, they come upon goblin spoor (tracks, gnawed tree trunks, an absence of wildlife, etc.).

Recognizing that an unchecked goblin infestation could prove disastrous, the dutiful **Sergeant Hero** (who is leading a small company of crossbowmen--the group's primary protection) orders the travelers to halt until the goblins can be exterminated, and he fully expects the wizards to take an active role in rooting out this threat.

While other groups fan out, Hero sends a half-dozen men-at-arms to accompany the wizards westward, where they soon come to the lip of an overgrown gully. Among the rocks and brambles of the abandoned iron mine below, there are conspicuous trails connecting the mouths of a half-dozen tunnels that perforate the walls of the gully.

Men-at-arms (6)

STR	DEX	Defense	Hit Points	WITS
14	*14*	*12*	*14**	*10*

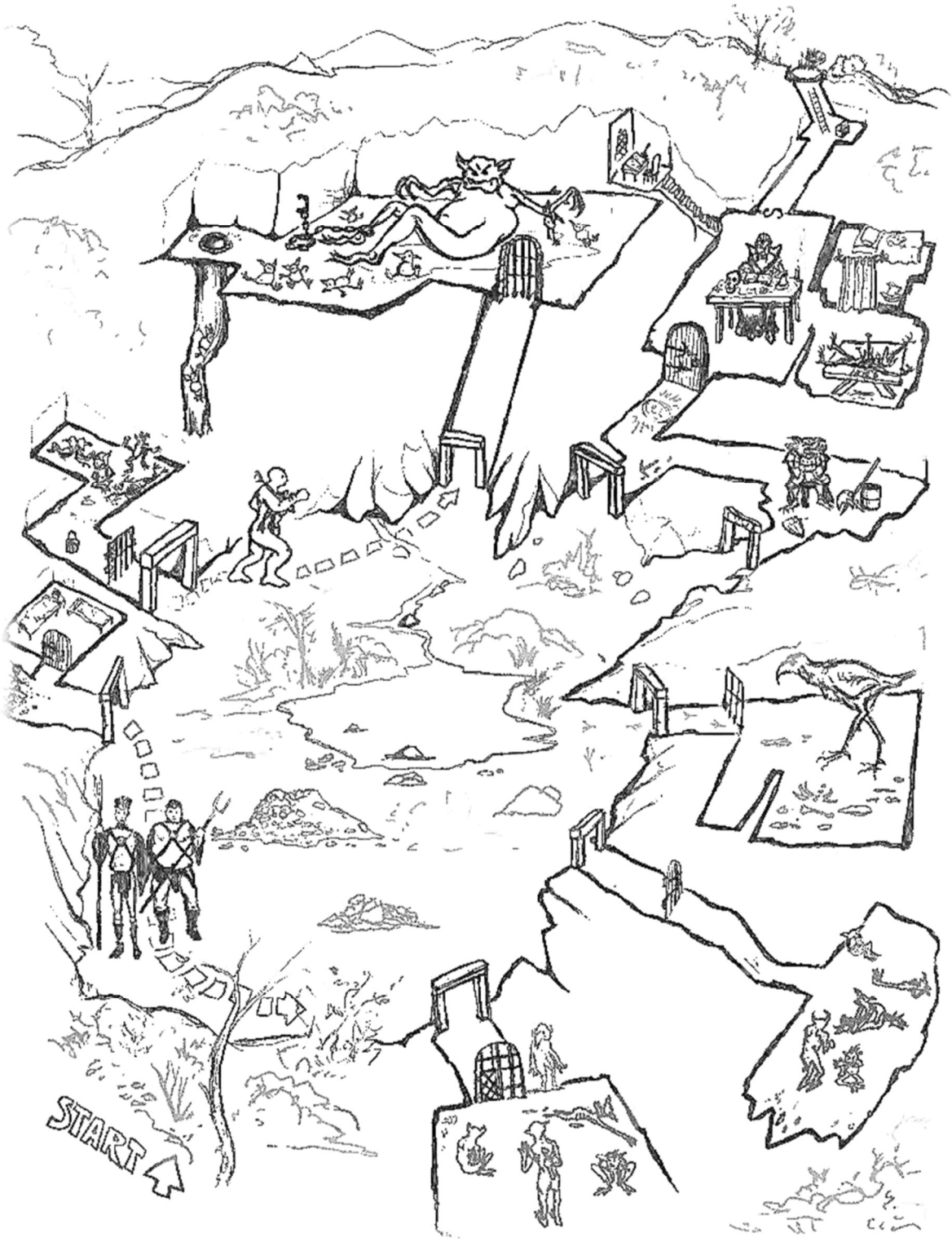
** Armor Rating 4 (mail)*

Attack: Step **7**, crossbow
+2 to hit, 3D6 Damage

Several grizzled soldiers talk among themselves in low murmurs.

Goal: To stay clear of any risks and avoid getting entangled in the affairs of wizards.

They politely refuse to descend into the close quarters of the gully but will shoot goblins on sight unless ordered otherwise. They will neither harm nor threaten anyone who might be a wizard.


START

Encounters

The GM should adjust, rearrange, or omit these encounters based on the characters' actions.

1. Two Grumbling Apprentices

A pair of men in strangely cut wizards robes bearing long-hafted forks emerge from an opening in the bank just below the group and begin to wend their way among the boulders, conversing as they go.

The strangers don't realize that they are being observed, and as they walk they complain about:

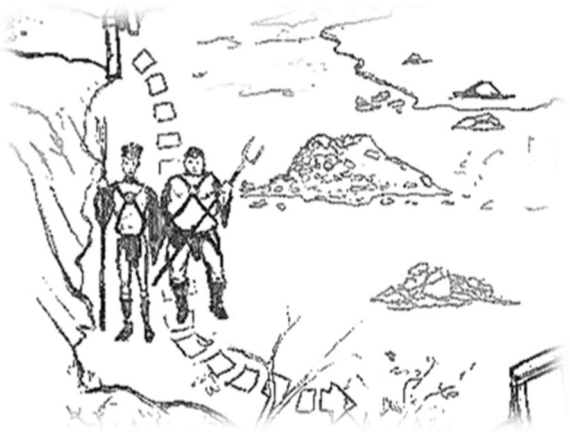
- someone named "Sallie" who wants to harm them.
- the effort of culling ("I'm not going past the first gallery today!").
- the low odds of the experiment working.
- their uncomfortable uniforms.
- the goblin stink.
- *"I don't like batch G one bit. They give me the shivers. I swear one came at me the other day with a bone--a bone, can you imagine?--It had saved it to club me with. When have you ever heard of a goblin being able to save anything? Well, I figured the wretch had to go, Master Bentbrock's experiments notwithstanding, so I Created a flesh-ball around its head and figured I'd stick it good before it chewed its way out. But don't you know that Margo showed up and stopped me? She just plucked it up and carried it off without a word! The others though, they just sat and watched! The beastly things are getting clever I tell you."*

If the wizards continue spying, they see the pair go to a tunnel opening where one (Charlo Meep) invokes the Ward Rune as a Rite. Ferblin Tweak focuses the Rune on Goblin Science, protecting Meep from being touched by goblins (though the other wizards won't recognize this Science unless they know it themselves). Readying their forks, they unlock an iron gate and enter the tunnel.

If the wizards parley, Meep and Tweak assume that they are new recruits. Tweak will go to inform Bentbrock of their arrival while Meep tells them to come with him and help with the goblin-culling. "Kill any that don't have the double-notched ears. Just leave the bodies for the others to eat."

If attacked, Meep and Tweak will flee.

If captured they will tell all in exchange for their release (see "What's Going On?"below).



Ferblin Tweak

STR	DEX	Defense	Hit Points	WITS
9	13	11	8	13

Quintessence: 10

A chubby young wizard with pock-marked cheeks sweats in his uncomfortable attire.

Goal: To stay in Bentbrock's good graces and prove that he is better than both his peers.

Attack: Step **6**, goblin fork
+1 to hit, 1D6 Damage
Magic: Step **6**

Runes	
Create	1
Enchant	1

Sciences	
Goblins	1
Flesh	1
Formula	3
Spellcraft	1

Formulae (8)

A Cronk *(P)*
Genitive Rhythm *(P)*

The Familiar Spell *(Sp)*
Gonfur's Circle *(Sp)*
Minor Temporal Tweaker *(Sp)*
Minor Spatial Glyph *(Sp)*

Lumen *(Th)*
Quick Phantom *(Th)*

Charlo Meep

STR	DEX	Defense	Hit Points	WITS
7	11	10	14	10

Quintessence: 12

A lanky, bird-chested young wizard with bristly black hair gawks at his surroundings.

Goal: To learn Formulae that will allow him to rise in prestige with a minimum of effort.

Attack: Step **5**, goblin fork
1D6 Damage
Magic: Step **5**

Runes	
Ward	1
Enchant	1

Sciences	
Goblins	1
Spellcraft	1
Formula	3

Formulae (7)

The Golden Door *(Sp)*
Meestaff's Chant *(Sp)*
Minor Spatial Glyph *(Sp)*
Minor Temporal Tweaker *(Sp)*

Chant of Lesser Transmutation *(Th)*
Lumen *(Th)*
Twisting Word of Blutch *(Th)*

2. A Maimed Goblin

A wounded, stray goblin picks its way through the thickets. It will flee as best it can, biting only if cornered.

Maimed Goblin

STR	DEX	Defense	Hit Points	WITS
5	*5*	*7*	*5*	*10*

Attack: Step **2**, Scratch and Bite
-3 to hit, 1 point Damage

A squat, sallow goblin with a crusted stump for a leg recoils with a hiss.

Goal: to escape the area before Sallie can finish it off.

3. The Flesh Golem

A hairless, nude, statuesque woman plods out of a tunnel carrying a small goblin. On closer inspection, it becomes clear that the goblin is partially enveloped by her fleshy bulk. Without a word, she bears her squirming burden across the gully and to another tunnel.

If the wizards attempt to parley, the woman ignores them. If they attack she dumps the goblin at their feet and flees to inform her master.

Margo the Gynuncula (Flesh Golem)

STR	DEX	Defense	Hit Points	WITS
20	*10*	*10*	*20*	*6*

Attack: Step **5**, Slam
2D6 Damage

A statuesque woman, composed entirely of flesh, stares at her surroundings mutely.

Goal: to serve Bentbrock with complete loyalty to the extent her dim intellect allows.

Because she is boneless, Margo can squeeze herself through very small spaces.

As the product of the Create Rune, Margo is vulnerable. The spell that generated her can be reopened with Spellcraft and modifications made (e.g. adding a Temporal Formula).

4. A Most Unusual Goblin

Nighttime

As night falls, "Gagnaw," a large, armor-clad goblin, moves out into the gully. It makes for a broad tunnel where it releases "Sallie" from her pen.

If spoken to, the goblin will go and inform Master Bentbrock of the visitors, then remain at his side.

If attacked, Gagnaw will fight fiercely.

Gagnaw is in charge of gathering Sallie back in and closing her cage at around dawn.

Gagnaw the Abomination

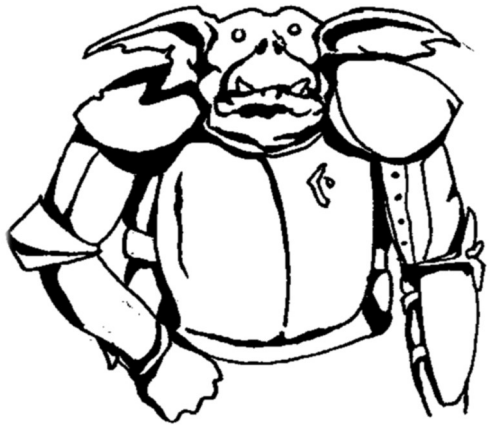
STR	DEX	Defense	Hit Points	WITS
16	*14*	*14**	*15**	*14*

** 12+ Shield*
*** Armor Rating 6 (plate)*

Attack: Step **7**, weapon
+2 to hit, 3D6 Damage

A hairy, tusked, man-sized brute of a goblin strides about in battered armor.

Goal: to kill Ferblin Tweak without Bentbrock finding out and escape captivity with some of his more clever progeny.



5. The Timber Raptor

Nighttime

Released from her enclosure until dawn, "Sallie," an unusually large timber raptor, roams the gully and surrounding woodlands, preying on stray goblins (and incautious wizards).

Sallie

STR	DEX	Defense	Hit Points	WITS
12	*16*	*13*	*22*	*12*

Attack: Step **8**, Talons
+3 to hit, 2D6 Damage

A dappled, grey, pony-sized timber raptor with a short neck and black-streaked beak takes in its surroundings, head cocked.

Goal: to eat whatever she can easily catch.

What's Going On?

Grayber Bentbrock, cabalist and renegade wizard, has developed some *interesting* theories about traits and how they are inherited, and he is testing these out through the selective breeding of goblins. This is a dangerous, distasteful, and highly questionable activity of which Estates Arcanum authorities would take a very dim view, and so Bentbrock has established himself in this remote location so that he can proceed with his research in secret.

To avoid being eaten, Bentbrock and his three fork-wielding apprentices keep the goblins confined within the old mine shafts behind newly installed iron gates and have made extensive use of the Ward Rune as well. To control the goblin population, he pens the creatures near enough to a captive goblin sow so that they can scent her, but prevents all but a select few from actually reaching her.

He is attempting to breed for loyalty, intelligence, aggressiveness, ingenuity, and size in hopes of one day creating a goblin strain that will "breed true," which can be released upon foes in time of war, and over which he can manage some level of control. Goblin offspring which fail to show these traits are killed by Bentbrock's three apprentices and fed to the others (though the apprentices have grown rather lax in this duty). So far Gagnaw has been Bentbrock's most successful goblin creation--he is loyal, clever, understands tool use, and even speaks a few dozen words--but whether Gagnaw's offspring will be similarly gifted remains to be seen.

A few goblins manage to slip out or chew their way free of course, so Bentbrock has also encouraged "Sallie" the timber raptor to roost in an empty gallery in order to pick off these strays.

If Sergeant Hero finds out what is going on, he'll insist Bentbrock be confronted, ordered to stop, and that all the goblins be destroyed. Hero can be persuaded that this is a matter better suited for the Estates Arcanum, but he will then wish to leave the wizards behind to monitor the situation while he hurries onward to send word to his liege.

If Bentbrock learns that his operation has been discovered, he will order Margo to collect a few of the most promising specimens, unleash the remaining seven score goblins to cover his retreat, and discretely observe the aftermath from a safe distance before departing.

In addition to Tweak and Meep a third apprentice, Ullward Sits, lingers in his quarters, feigning illness to get out of work. Like the other two, he is dressed strangely and rightly suspects that he and his peers are required to wear the humiliating, uncomfortable uniforms strictly for Bentbrock's amusement.

Ullward Sits

STR	DEX	Defense	Hit Points	WITS
13	*9*	*9*	*12*	*11*

Quintessence *11*

A gap-toothed young wizard with a wispy, blond beard glances about furtively.

Goal: To find a way out of this mess and back home to legitimate employment without getting injured or destroying his reputation.

Attack: Step **4**, goblin fork
-1 to hit, 2D6 Damage
Magic: Step **4**

Runes	
Create	*1*
Enchant	*1*

Sciences	
Goblins	*1*
Spellcraft	*1*
Formula	*1*

Formulae (20)

Minor Spatial Glyph *(Sp)*

Minor Temporal Tweaker *(T)*

An Altuation *(Th)*
Lumen *(Th)*
The Soothing Word *(Th)*
A Zoic Trigger *(Th)*

Grayber Bentbrock

STR	DEX	Defense	Hit Points	WITS
9	*19*	*14*	*14*	*10*

Quintessence *12**
** Bentbrock's Quintessence is virtually unlimited*

A corpulent wizard with a long, carefully oiled mustache regards those around him with cool detachment.

Attack: Step **9**, Improvised Weapon
+4 to hit, 1D6 Damage
Magic: Step **9**

Runes	
Conjure	*2*
Create	*2*
Destroy	*2*
Divine	*2*
Enchant	*2*
Restore	*2*
Transmute	*2*
Ward	*2*
The Other One	*2*

Sciences	
Flesh (Senior Mastery)	*7*
Goblins (Mastery)	*5*
Spellcraft	*2*
Formula	*5*

Formulae (20)

A Cronk *(P)*
Dorp's Golden Isle *(P)*
Genitive Rhythm *(P)*
A Half-Lug *(P)*
Lesser Rune Arc *(P)*

The Familiar Spell *(Sp)*
Gore's Sigil of Choice *(Sp)*
Onerous Cone Method *(Sp)*
Stiffler's Stone *(Sp)*
A Yuud *(Sp)*

Minor Temporal Tweaker *(T)*
A Rhyme *(T)*
The Ruby Hare *(T)*
Stull's Mouse *(T)*
Yorp's Secret *(T)*

Bind Essence *(Th)*
Glyph of Repulsion *(Th)*
Hort's Odd Eye *(Th)*
Lumen *(Th)*
Thaumic Hammer *(Th)*

Bentbrock is very cagey and will take pains to avoid direct conflict with either authorities or spellcasters of unknown capabilities.

It is very unlikely that the wizards will even catch a glimpse of him, but should he somehow be brought to bay, it will be found that he is a senior caster of considerable skill.

He will act on Step 9 of each round and has virtually unlimited Quintessence (which he leeches remotely from various marked goblins).

He will act swiftly to Transmute any opposing him (flesh into goblins) and make his escape while they struggle to adapt to their temporary new shapes.

If Bentbrock's chambers are looted, the following can be found:

FROM THE NOTES OF GRAYBER BENTBROCK

a few scattered pages that were overlooked
Lore 37 (-13)

DC 24	clues to the location of an emergency cache of wealth concealed by Bentbrock in a ruined manor house
DC 27	partial instructions to an apprentice on how to invoke the Ward Rune
DC 30	a note implicating prestigious weather-mage Hoofstal Nonkt in a plot to impede shipborne commerce of unschooled merchants

2. The Vampire Curse

As the wizards travel upriver, their barge comes under attack by an unseen enemy who hungers for blood.

The Hasty Wager is a river barge headed slowly up the River Clye. Along with walkers on deck, who use long poles to propel the craft, the barge is also moved along by kedging--a dinghy is rowed ahead, an anchor dropped, and the riverboat is drawn upriver to the anchor via windlass.

Each night progress halts and the crew drop anchor in order to avoid hitting sandbars, rocks, and submerged logs in the dark.

Persons of Note

Huever Toles

An ambitious 16-year-old who has recently become The Hasty Wager's owner and captain ("How hard can it possibly be?"). He is eager to make a quick profit, sell the barge, pay off his debts, and move on to bigger ventures.

Motive:
Toles tries to minimize the seriousness of any losses during the journey (he blames the death of any livestock on disease or bad feed, blames the demise of any crew on drunkenness, etc.).

Sub-smith Goner Spool

An artificer on his way to inspect a remote, northern shrine and collect the dues held there.

Motive:
Keen to defend himself from any perils, Spool will retreat to the cabin and lock himself in, leaving the wizards on deck to fend for themselves.

Goodwife Austerity Prys

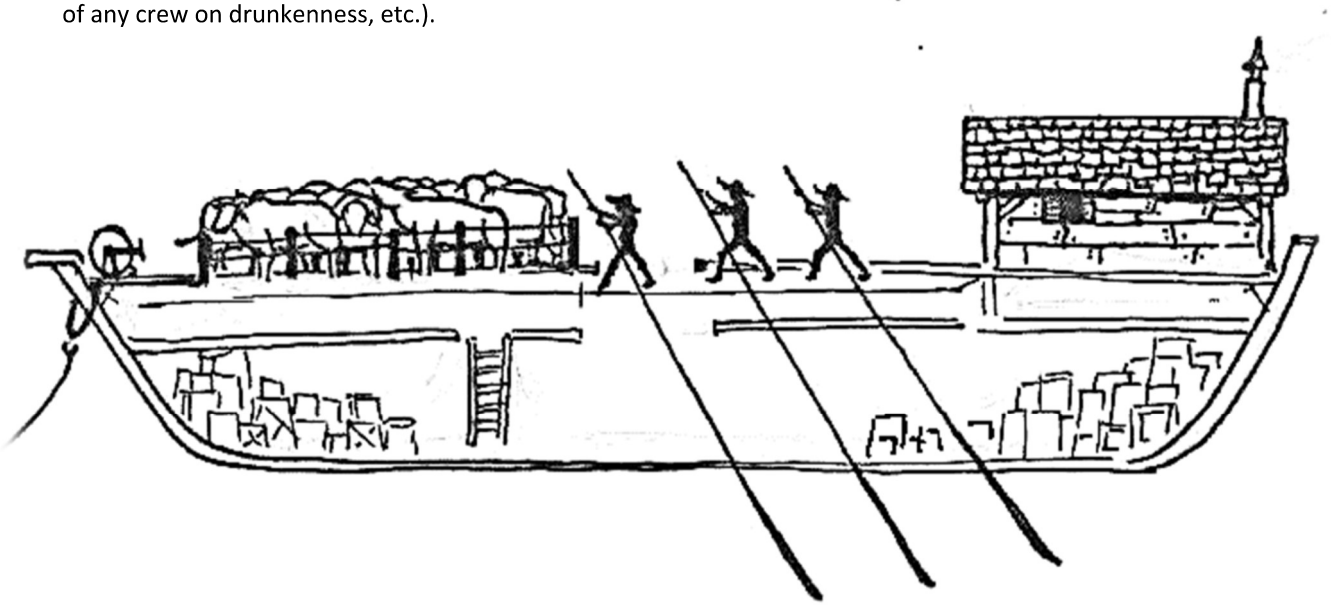
A Neo-Cordite elder who is escorting three lovely, young, female recruits (Decency, Fortea, and Chastity) to an enclave where they will meet their husbands.

Motive:
Once danger is apparent, Prys begins to blame the wizards loudly for bringing evil upon them all and hints that they may be planning murder as part of their "dark rituals."

Bells the Drover

A dealer in cattle, he is transporting 30 head upriver to sale as breeding stock in hopes of adding new, hardier bloodlines to those herds.

Motive:
Bells demands recompense for the loss of any animals, starting first with Captain Boles, but encouraged by Goodwife Prys's haranguing, he will quickly shift his attention to the wizards.



Probable Course of Events

Day	Event
12	Strange marks are noticed on Bells's cattle, and some become quite weak.
13	A ruined tower, visible for many miles, comes into view on a crag high above the western bank. There are murmurs among the walkers and other crewmen that a vampire is said to lurk there.
14, Dusk	Several nervous walkers force a weakened cow overboard, ostensibly, "to keep the illness from spreading to us," but in actuality, they hope to appease any lurking evil with sacrifice. Bells is outraged and demands recompense.
15, Dawn	One of the crewmen is found dead (exsanguinated) in the dinghy. Prys accuses the wizards of being servants of an evil power. Over Toles's assurances, the walkers identify a number of ill omens (the calls of a reticulated loon, fish jumping on the left, a dead northern puffin among the flotsam, etc.).
15, Dusk	Thick mists begin to gather over the river.
16	Spool will support Prys's claim, saying that he heard the wizards muttering about, "needing more blood for the master." In exchange, Spool will let Prys and her charges shelter in his cabin.
16, Dusk	Prys locks Spool out of his own cabin. The crewmen avoid both Spool and the wizards, casting them dark looks and making surreptitious signs against evil whenever they pass.
17	Anxious that he will be accused himself, Spool fashions a crude, fanged mask and attempts to plant it among the wizards' personal effects in an effort to incriminate them.
17, Dusk	Galp and Herdinc, two members of the crew, cut the line to the dinghy and escape downriver.
18, Dawn	Crewman Foont is missing. His body is spotted floating in the river, caught in a snag. Though Captain Toles claims the man was a drunkard and must have fallen overboard in the night, the crew panics and refuses to go onward. Foont was actually knifed by Derdis, a fellow walker, who quarreled with him over a gambling debt.
18, Dusk	The remaining walkers attempt to throw the wizards overboard.

Clues

- Puncture wounds are evident on some of the cattle. Many are not in pairs, like teeth, but instead appear singly.
- Wizards who remain vigilant at night hear the sound of flapping wings.
- Those who rise early notice twittering sounds (almost like soft, rapid giggling) shortly before dawn.
- Victims are never near a direct source of light.
- Odd, black streaks are found on the deck (guano).
- Charcoal-hued feathers may be noticed among the cattle.
- Wizards who know the Divine Rune and the proper Thaumic Formula may be able to reveal the true culprits with magic (though of course Prys and Spools won't believe them).

The Killers

A flock of night swallows has been drawn to the cattle aboard *The Hasty Wager*.

Roosting in hollows and overgrown banks by day, a dozen or so descend upon the barge each night in search of blood.

Night Swallows

Several long-billed, fork-tailed birds with charcoal-hued plumage flutter nearby.

STR	DEX	Defense	Hit Points	WITS
2	*16*	*13*	*2*	*12*

Attack: Step **8**, Beak
+3 to hit, 1 point of Damage
Blood drain 1D6 Damage

Dealing With the Threat

Sustained, bright light from torches, lamps, or objects Enchanted with the Thaumic Formula "Lumen" are sufficient to keep the birds at bay, but around a dozen such sources of light would need to be prepared each night to thoroughly illuminate the deck. Fishing net can also be used to keep the swallows out of an area, but Toles only has enough aboard to drape a 20' x 15' area. If they strike upon this idea, however, the wizards may be clever enough to Create an effective mesh out of other material.

If the wizards solve the mystery and prevent further losses, Toles will be grateful and willing to transport them free of charge along any route he is traveling in the future.

Bells will drop his claim for damages in the face of clear evidence, but Prys will remain unconvinced regardless of the facts and will tell the tale of her "near death" at the hands of dastardly wizards for years to come.

If the wizards fail to solve the mystery they'd better hope they can swim! Civilization is a long ways off.

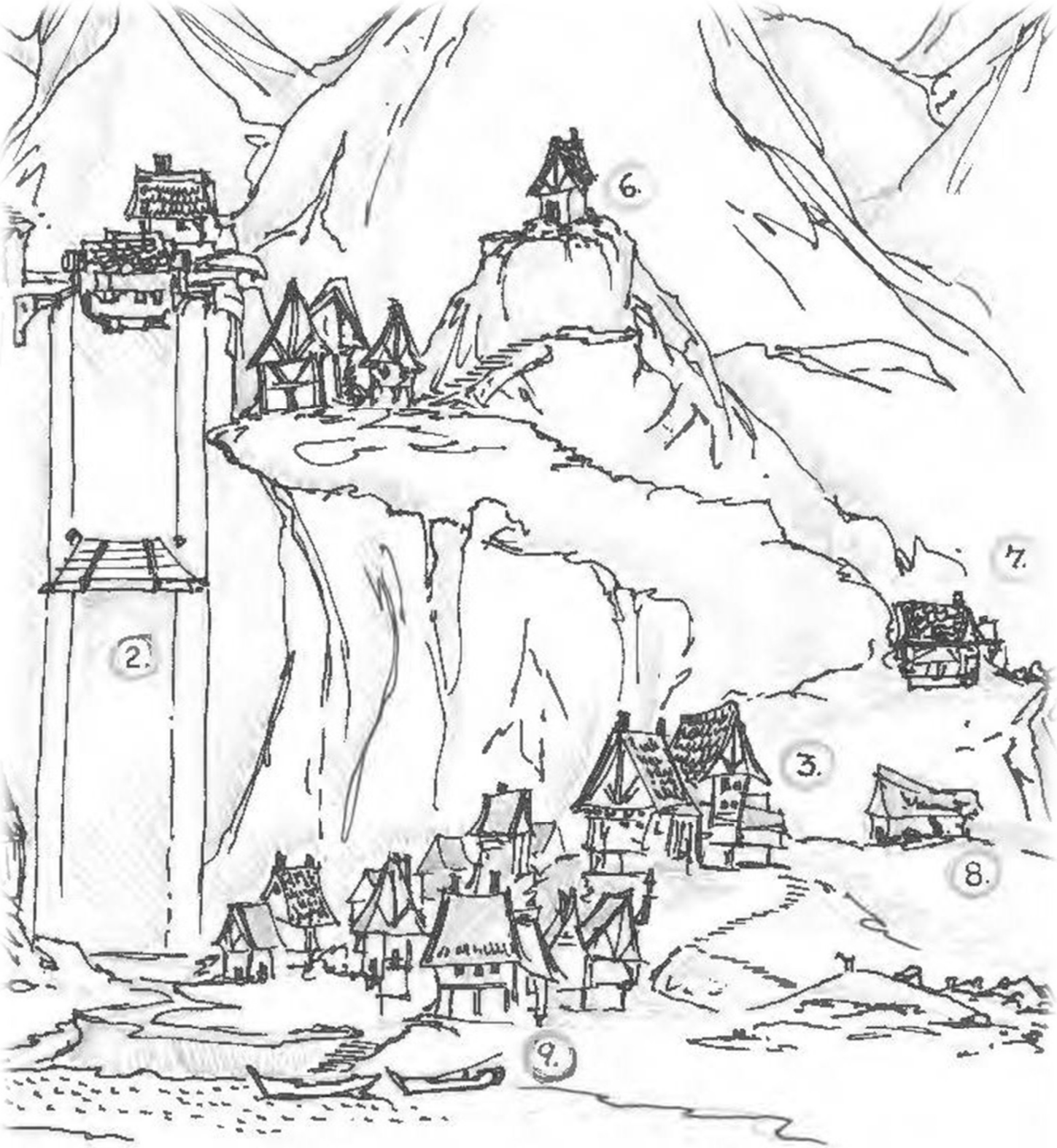
3. The Shadow Men

Berkins Floats, court wizard to **Gole Maggard**, clan chief of the insular and unfriendly Cramanthain highlanders of Craeg Dubh, has died.

Following are some reasons the young wizards might become involved in the affairs of that community:

- They've been sub-contracted by the Estates Arcanum's Mundane Branch to investigate Floats's death (as a wizard of no particular prestige, his death hasn't merited the attention of regular agents).
- They've come to collect his things (perhaps selecting any choice bits for themselves) and cart the old boy back home for proper burial.
- They've journeyed to Craeg Dubh to offer their services to Chief Maggard now that he has no wizard to call upon.
- They have been sent as envoys by an unschooled lord to reinforce his hegemony over Craeg Dubh (perhaps they have been given a letter to read before Chief Maggard, calling him to wait upon his lord at midsummer).

Complication:
The Bhatvian Overmarshall wishes to foment rebellion in Craeg Dubh and has dispatched a pair of his infamous **Ludiyeh Tehn** ("Shadow Men") saboteurs to the community to sow dissent. It was they who caused Berkins Floats's death and they will attempt to foil the wizards' mission.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1. A Narrow Bend on the Trail

A band of a dozen armed Cramanthain ("Craggie") highlanders, who are clearly awaiting the wizards, attempt to extort toll money from them ("Thas be Megeerig lund!").

They have little knowledge of wizards and don't show the deference that "civilized" folk do. While engaged with the wizards, the young Craggies allow a goatherd and his flock to pass unmolested--obviously singling the wizards out.

- A toll of at least WR 3 will satisfy the youths, otherwise, they will obstruct further progress.
- If the wizards pay the Craggie toughs, word spreads quickly, and around the next bend, *another* band will appear, making demands of its own ("Thas be Meerduk lund!"). This process will repeat a half dozen times.
- If the Craggies are threatened or assailed by magic they'll flee, but will spread word onward to Craeg Dubh where the wizards will find the remaining Cramanthain population unwilling to help them unless offered exorbitant bribes.
- If they are tricked (e.g. "This paper says we are exempt from toll," or "Very well, but this money is tribute we are taking to Chief Maggard. We'll just tell him that we left it with you.") the young Craggies will yield.
- If the wizards gain the upper hand, any Craggie interrogated reveals that he and his fellows were paid to waylay them by a long-nosed "Flatlander" named "Clout" who spoke passable Cramanthain (naturally one of the Ludiyeh Tehn saboteurs).

Craggie "Tollkeepers"

A band of leering, kilted youths bearing stout cudgels blocks the way.

Goal: To make some money and have some fun at the expense of the "Flatlanders" in the funny robes.

STR	DEX	Defense	Hit Points	WITS
10	*10*	*10*	*10*	*10*

Attack: Step **5**, cudgel
1D6 Damage

2. Sabotaged Lift

When the wizards attempt to ascend the cliff face at Craeg Dubh to reach the clan hall and wealthier homes high above, the water-powered lift platform jerks to a halt about 40 feet up.

The wizards are stranded while the flagman below shouts questions to the wheelhouse operator high above. After a few minutes, however, the platform jerks and rocks again as the first of its four cables give way, severed at the top.

The wizards must figure out how to safely descend or they will be dashed to pieces when the lift platform falls!

The wizards have two rounds to act before the cable at the opposite corner breaks. They might choose to do one of the following:

- Steady themselves by holding onto one of the remaining cables, though if they choose to cling to the next cable that breaks it could spell disaster. Remember too that wizards must have *both* hands free to cast spells.
- Attempt to descend the severed lines [DC 10 STR check for 3 consecutive rounds].
- Work some spell that either gets them down or keeps them aloft.

Once the second cable gives way they might also try to keep the platform from tipping by balancing at opposite corners [DC 15 DEX], but the third cable breaks two rounds later and the fourth a round after.

Up above, one Bhatvian saboteur, disguised as a Craggie woman, has distracted the wheelhouse operator while his partner jammed the winch.

When the operator went to try and clear the fouled machinery, the first saboteur treated the cables with a fast-acting corrosive hidden within his ceramic false bosom before removing his disguise and slipping away via an access ladder. The ceramic "jugs" and wig remain behind.

3. The Leaning Goat Inn

For the price of a few drinks, wizards asking about a Flatlander named "Clout" can learn that a man by that name has let an upstairs room. According to **Mekedun the Proprietor**, the fellow keeps odd hours. He'll let them have a look at the room in exchange for a modest bribe (WR 2+).

If the wizards have not attempted to ascend the lift yet, on their way to Clout's room a heavy set woman in simple Cramanthain homespun with a large mole on her chin excuses herself, passing them in the corridor (one of the Ludiyeh Tehn in disguise).

If the room is searched, a false nose can be found along with several changes of clothing (both men's and women's). Inside a locked cedar box there are also two melon-sized, knobby lumps carefully wrapped in oilcloth and stored in a layer of sawdust; the egg cases of the dreadful land piranha. Once they have both sabotaged the lift and caused trouble at the Maggard clanhall, the Bhatvians will return to the inn to retrieve this box.

4. Outside the Maggard Clanhall

A half dozen angry housecarls have just stormed out of the hall, seeking to seize the guilty wizard who bespelled their chief … or any wizard they can find (all of whom look pretty much the same in their eyes).

They will try to force these spellcasters to break the spell on their chieftain and then deal justice upon them in nasty and inventive ways.

Angry Craggie Housecarls

A group of bearded men with scowling faces glare about in suspicion.

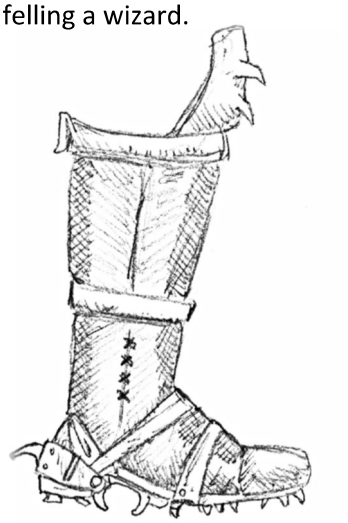
STR	DEX	Defense	Hit Points	WITS
12	*12*	*11*	*14**	*10*

*Armor Rating 2 (leather jack)

Attack: Step **6**, dirk
+1 to hit, 2D6 Damage

The young wizards won't find these fellows easy to reason with, and they cannot be bribed.

If the wizards surrender, the housecarls will do them no harm until after their chief has been released from the spell. They will rout back to the hall if at least two of them are incapacitated without felling a wizard.



"CRAGGIE" CRAMANTHAIN CLANSMAN'S CLIMBING BOOT

5. Maggard Clanhall

Disguised as a wizard, one of the saboteurs appeared before clan chief **Gole Maggard**. The Bhatvian presented the highland leader with a gift: a jeweled and enameled codpiece.

When Maggard lifted it from its velvet-lined box, however, he was struck by the Enchantment laid upon the gift weeks prior by a Bhatvian sorcerer and he floated helplessly to the soot-darkened ceiling of his hall!

An uproar broke out in the hall, but before Maggard's men could seize the false wizard, his partner tossed a naphtha-treated tarball into the central fire pit. Amid the resulting flash and thick, acrid smoke, the pair was able to slit open the hog bladder covering a rear window and slip out unseen, leaving the real wizards to take the blame.

Maggard will remain buoyant until the spell is modified (i.e. the codpiece is successfully examined, the Rune upon it is opened via Spellcraft, and the Temporal Formula is overwritten) or until the gift is located and then melted, bent, smashed or broken.

Since the Thaumic effect was granted via a Formula (versus being cast directly upon Maggard's flesh) the Rune cannot be opened merely by examining him.

The Cursed Codpiece

Rune:	Enchant
Science:	metal
Formulae:	
Stiffler's Stone (Sp):	(a double handful)
A Zoic Trigger (Th):	(granted to the first living thing to touch the spell's focus)
An Altuation (Th):	(it floats)
The Ruby Hare (T):	(until the spell's focus is broken)

The codpiece can be found either by talking to the men of the hall to gain clues (it fell from the high table during the confusion and can be discovered among the rushes strewn on the floor below) or by examining various objects in the room to determine if they are the focus of a spell--a DC 15 Lore check (see Examining a Spell Focus, page 31).

If they find it, the wizards can use Spellcraft to reopen the Rune and add a different Temporal Formula (see The Spellcraft Science, page 30) to bring the spell to a close. Because of the Temporal Formula employed, the spell will also end if the codpiece is smashed until it breaks (AR 6, 4 hit points).

If the spell is broken, Maggard is still furious and embarrassed. The easiest way for the wizards to avoid being boiled in something nasty is to offer him an alternate way of saving face … for example, bringing the real perpetrators to justice, groveling, presenting him with gifts in recompense, or otherwise making it clear to all the assembled Cramanthain that Maggard is their better.

If they fail to find the codpiece, examine it, or cancel the spell, Maggard's men will eventually lasso him, haul him down, and anchor him to a chair. From this only slightly more dignified position he will order the wizards tossed off the nearest cliff.

Questioning the clansmen will reveal that the false wizard "disappeared" along with his footman, and didn't depart through the front doors.

The wizard's robe worn by the saboteur was discarded, left in a keg of smoked herring. If found by the wizards, the concealed pocket inside the sleeve contains a pair of corks, a bottle of spirit gum, and several old teeth.

6. Abandoned Cottage

This slate-roofed, one-room hovel is the former residence of Berkins Floats. It may be hard to gain entry, however, because there is a 25-foot, sheer, vertical ascent to the door and the ladder that Floats used is missing. Upon closer inspection, it can be seen that the iron pins that secured the top of the ladder to the cliff face have been carefully sawn through.

Neighbors explain that Floats was found dead one morning, crushed beneath the ladder that fell atop him. Believing this to be a bad omen, the locals chopped the ladder up and carefully burned the pieces.

The dead wizard was laid out in a goat shed behind the clanhall before burial. **Granny McGann** oversaw the preparations. She only speaks Cramanthain, so the wizards will need help if they are to interview her.

Granny mentions that Floats smelled of strong drink, that his skull and back were broken from the fall, and that someone stole the robe off the corpse while it was laid out and awaiting burial. She suspects that a pair of Flatlanders from down the lane took it.

Inside, the cottage is bare. The few furnishings and belongings the place once held (a cot, stool, chest, woolen blankets, wash basin, and two buckets) have been distributed among the locals, who used Granny's rickety ladder to climb up. Floats had no money to speak of. None of the locals will think to remark about the wizard's few papers, literacy not being an art much practiced among the Cramanthain, but if asked specifically it will be recalled that those pages recovered from the cottage were used to block up some cracks in a nearby henhouse. He was buried with his staff.

PAPERS OF BERKINS FLOATS

Lore 15 (+2)

DC 5	notes on the basic technique for using **A Yudd** (Spatial Formula)
DC 8	six diagrams from which the schooled reader can infer how to invoke the **Restore Rune**
DC 15	findings from Floats's recent Divinations revealing that he was being observed and tracked by Bhatvians who intended him harm along with the words "Clout" and "Leaning Goat?"
DC 18	the fundamentals of **Tooth Science** can be inferred from a dozen pages that are spotted with chicken manure

7. HOUSE OF THE FLATLANDERS

The Bhatvian saboteurs, when not at The Leaning Goat, lay low here. The front door is unlocked but is trapped so that a crossbow bolt will strike anyone who opens it without either standing to one side or crouching low [3d6 damage]. The shadow men enter via a backdoor that sports an expensive, imported lock.

The Ludiyeh Tehn

A pair of pale, wiry men study their surroundings with careful calculation.

STR	DEX	Defense	Hit Points	WITS
12	*16*	*13*	*10*	*16*

Attack: Step **8**, Weapon
(various concealed blades)
+3 to hit, 2D6 Damage

A dry well leads down to an empty byre, its lower end concealed behind some loose planking. If the Bhatvians have the slightest notion that they are being sought or pursued, they will flee via this route and make for the waterfront.

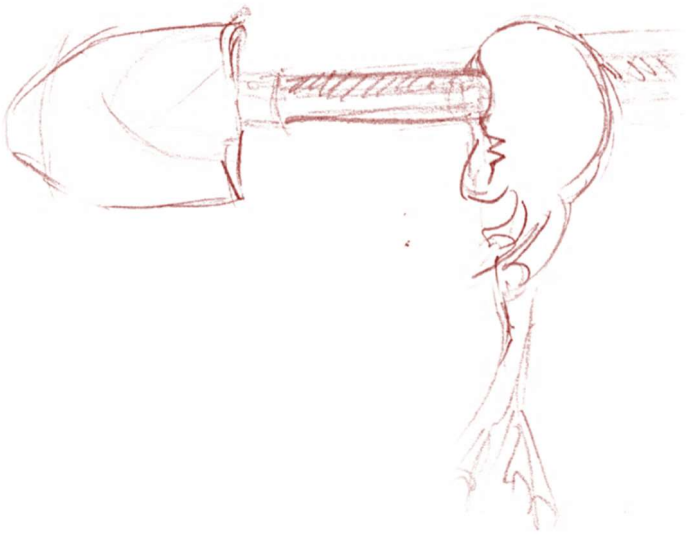
8. EMPTY BYRE

Dust, moldy straw and mouse droppings litter the low interior of this abandoned cowshed. If they flee this direction, the Bhatvians will leave a lit naphtha grenade in their wake to delay pursuit. Should it explode inside the byre (inflicting 4D6 damage to anyone inside the shed who isn't protected) it will set the structure on fire, creating an additional diversion.

9. Waterfront

A few boats are moored here but, so far from civilization, this modest waterfront lacks most of the trappings, smells, and vices normally associated with harbors.

As a parting shot aimed at destabilizing Craeg Dubh, if they were able to retrieve them from The Leaning Goat, the Bhatvians will toss a burlap sack containing two land piranha egg cases and a pair of bricks into the pool at the foot of the lift. It will take about three days before several hundred land piranha nymphs hatch and begin to swarm, devouring everything that they can find.



Land Piranha Nymphs

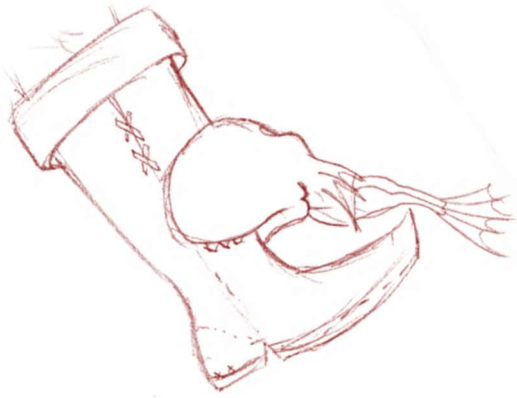
A number of slick-skinned, bulbous-headed amphibians, each about the size of a chicken, flap about on webbed feet.

Goal: to eat everything

STR	DEX	Defense	Hit Points	WITS
4	*6*	*8*	*4*	*4*

Attack: Step 3, Bite
-2 to hit, 1D6 Damage

It won't escape the locals that the appearance of a horde of small, frog-like monsters coincides with the arrival of the wizards in the community. If they wish to retain any goodwill from the Cramanthain of Craeg Dubh, the wizards will need to act swiftly to deal with the swarming piranha.



A short distance from the waterfront is the potter's field. There, amid older graves, Berkins Floats is buried beneath a humble cairn, wrapped in a blanket with his staff of bone laid alongside him.

4. The Battle of Glan Mee

The Cramanthain hill clans have risen in revolt again! **Baron BonPlank** responds by riding out with his household troops to rout the rabble. This could be an opportunity for some eager young wizards to impress his grace, and they could potentially receive an appointment to his court.

A recently acquired derangement means that **Havestock Quish**, BonPlank's usual wizard-retainer, can only sleep when underground, so he has begged his master's leave.

The Baron rides with a score of mounted knights and men-at-arms with another 60 well-equipped infantrymen marching behind. This host proceeds to the center of the insurrection, where BonPlank's sheriff has been stripped, flogged, and made to sit in the local pond, quacking like a duck at all passers-by.

Events

1. The riders hear the dreadful squeaking and moaning of Cramanthain pipes from the hollows and see the flare of fires from hilltops at night, but the rebels always fade away rather than face the soldiers.

2. After two days of riding, the Baron's marshal, **Sir Guttl**, approaches the wizards and calls upon them to locate the rebels so that matters can be concluded quickly.

   If the wizards are able to Divine details, they may learn that the rebels are miles away in several directions and moving. The greatest concentrations are to the north.

   Of course, somewhat less scrupulous wizards who are incapable of the requested Divination may still make a pronouncement on the matter.

3. On the morning of the fourth day, having just crossed the narrow bridge at Glan Mee and begun to climb the gentle slope beyond, the Baron is surprised to find a much larger enemy host ahead of him, including several score Bhatvian cavalry!

   From the glens south of the bridge, well behind the Baron's troops, another band of rebel spearmen hastens to assemble and cut off retreat.

   As the jaws of the trap begin to close, the Baron calls for counsel.

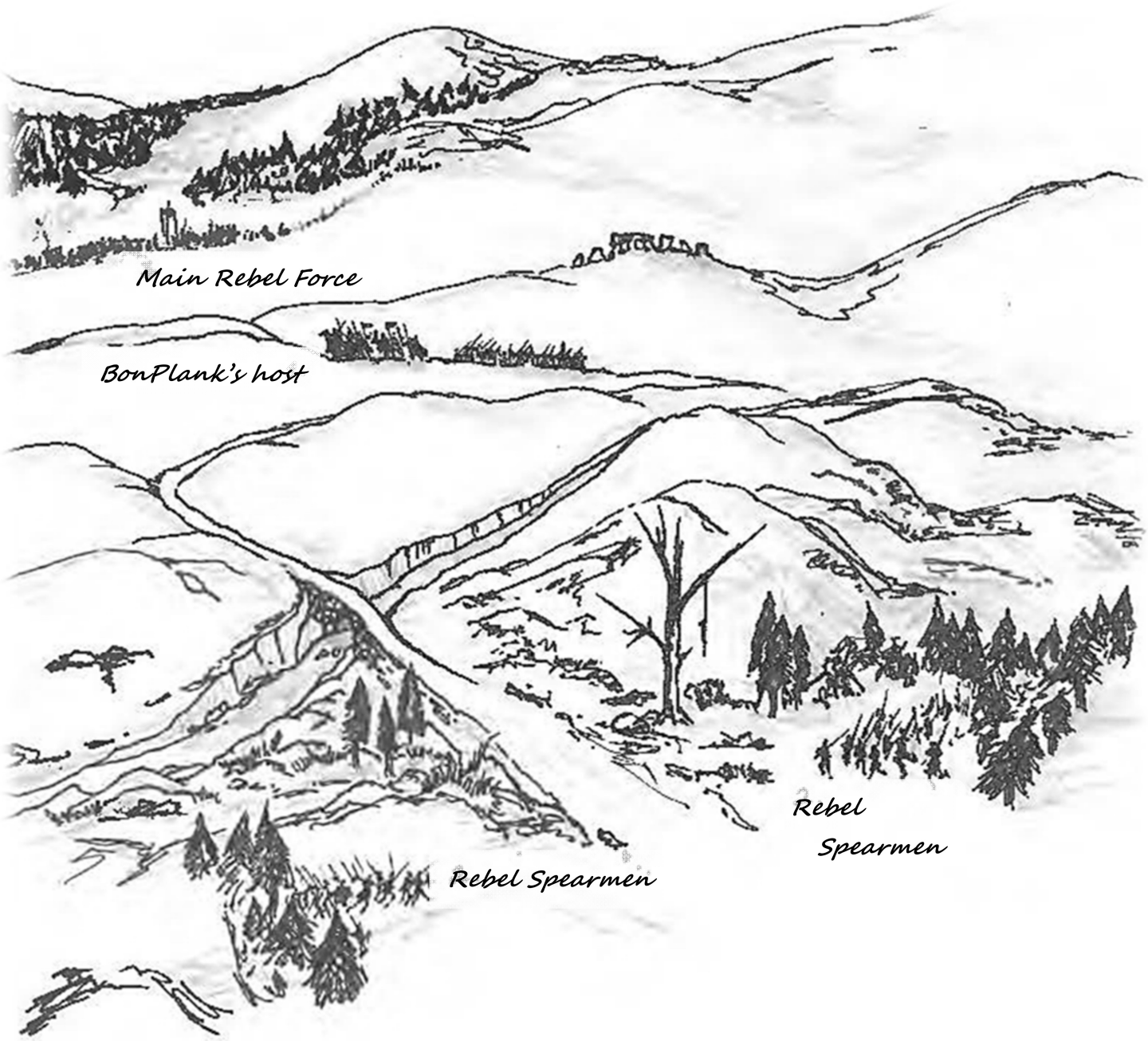
   Sir Guttl advises an immediate charge up the gentle slope at the deploying enemy cavalry to throw them into disorder rather than waiting to receive the enemy's own charge. Once that blow is struck, BonPlank can ride free of the trap, leaving the foot soldiers to follow as best they may.

   Sergeant Thack instead suggests turning about face and racing back to the bridge in an effort to cross before the enemy spearmen can cut off any retreat.

   At this point, all eyes turn to the wizards.

   Sir Guttl: "Perhaps the wizards can turn all the enemy into stone."
   Baron BonPlank: "Wouldn't that be … unsporting?"
   Sergeant Thack: "Well they *did* ambush us, sir."
   Baron BonPlank: "Maybe you can simply spirit them back to Bhatvia. Is that possible?"
   Sir Guttl: "Or turn all their weapons into daisy flowers?"

   The wizards, if decisive, can likely sway BonPlank to follow either Sir Guttl's counsel or Thack's.


Main Rebel Force
BonPlank's host
Rebel
Spearmen
Rebel Spearmen

Possible Outcomes

If BonPlank's host charges up the slope to engage the more lightly armed enemy cavalry …

… they lose four horsemen in the initial charge and are able to force through the enemy and away to the north. However, all but a dozen of BonPlank's 60 infantrymen are captured or killed.

If BonPlank attempts to race back to the bridge and escape south …

… six horsemen are killed or captured and another 18 foot soldiers are lost before breaking out to the south.

Of course, the wizards can do any number of things to change these results, augmenting their own troops, breaking up enemy charges, creating barriers or providing artillery fire (perhaps in the form of falling objects).

If, because of the wizards and their magic, BonPlank escapes the trap without losing any horsemen and fewer than ten infantry, he will seek to reward them once the campaign has ended.

Should the wizards also be instrumental in defeating the rebels and their Bhatvian allies while preventing significant losses, BonPlank will be inclined to offer the spellcaster with the highest Charisma a permanent place in his retinue (immediately earning the wizard Havestock Quish's enmity).

If the Bhatvians are bested, their influence over the region is broken and the rebellion fizzles. If they carry the field, however, assuming he isn't captured, BonPlank will make his way back south and raise a much larger force, pressing any wizards in the region into service in the coming campaign.

Bhatvian Cavalrymen (60)

Haughty-faced warriors, well-clad in mail, rake the flanks of their steeds with bright spurs.

STR	DEX	Defense	Hit Points	WITS
14	*14*	*12*	*14**	*10*

*Armor Rating 4 (mail)

Attack: Step 7, Swords and Lances
+2 to hit, 3D6 Damage

Craggie Rebels (200 ahead, 120 behind)

A mob of spearmen, attired mostly in kilts and homespun, rush to the attack.

STR	DEX	Defense	Hit Points	WITS
10	*10*	*10*	*10*	*10*

Attack: Step 5, Weapons
2D6 Damage

5. Ynnis Morgwan – The Isle of the Dead

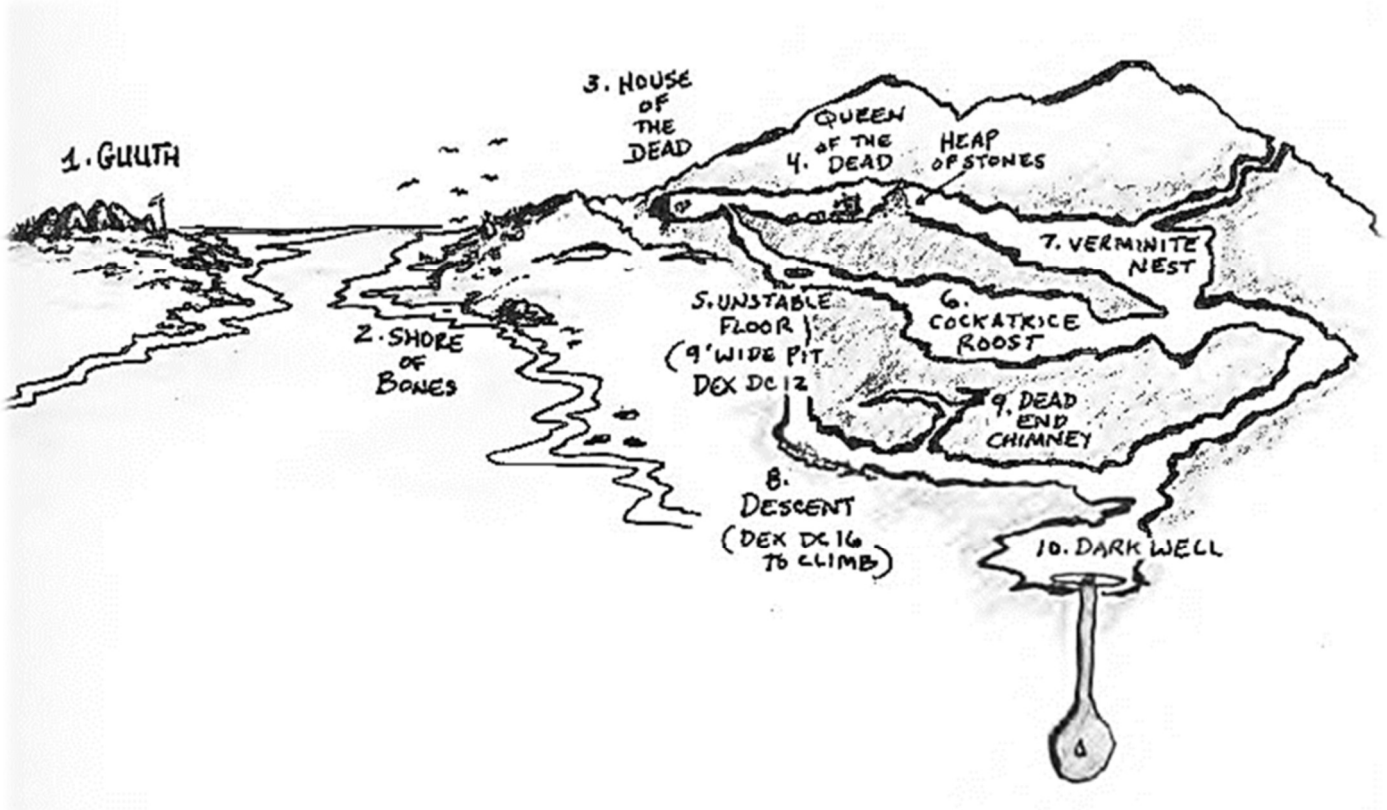
Ethnic Varluks, steppe nomads from a horse culture, stripped of their herds and forcibly relocated to a new land a century ago, have developed the custom of sending their dead to the isle of Ynnis Morgwan. In recent decades, however, the tradition has become further embellished to include not only offerings of food and wealth, but young men and women collectively called "Gin'wuk" (handmaidens) to escort the dead as well.

Upon learning of this custom, **Baron BonPlank** is appalled and decides that the practice must be ended at once. He set off a week ago with a small party of retainers to bring the latest group of handmaidens back but hasn't been heard from since.

Seneschal Groat, who stands to lose his position if his lord does not appear to wait upon the duke at the Spring Equinox, approaches the wizards and asks them to rescue his master. This must be done quietly since the Baron has many rivals who will act against his interests should they learn that he is missing.

The surface of the island is haunted by the miserable "Du'varuk" (Once-men), degenerate and mad remnants of those chosen to escort the dead.

Unbeknownst to all, a millennium ago, the Auld called "Bit-Ergal" was imprisoned under the isle through the magic of long-forgotten wizards. It has subtly influenced Varluk culture through faint, psychic prompting, steadily inclining them toward ever greater wickedness. Speaking to its minions on the island in dreams, the Auld ordered BonPlank's capture and holds him captive in hopes of luring potent wizards, such as those who first imprisoned it, near enough to release it.



1. Guuth

The hard-scrabble Varluk village of Guuth squats at the edge of Lake Qffa. Its dour folk are a collection of herdsmen, root farmers, and fishers. It consists of a score of domed huts, each with a central smoke hole (echoing the tents of Varluk ancestors), a stony beach, and a few animal pens. The villagers aren't permitted to construct any defenses, but a yellowed horse skull totem stands on a post as sentry.

After they are glared at a while by a cluster of sullen children, **T'Shug Roose**, an aged half-Varluk, hobbles out of a nearby hut to find out what the wizards want.

Where is Baron BonPlank?

"*Ge, the lordish-Var comes to Guuth. No, he is no here now.*"

What did he do?

"*He is says angry with Varluk law.*"

Where is the Baron now?

"*Lordish-Var take M'drish he boat. He goes. You pay for boat?*"

Where / why did he take the boat?

"*Where? Eh, we do not say.*"

Where is he now?

"*He is no good to say.*"

Tell us where the Baron is … we will bribe/immolate/significantly inconvenience you.

"*Lordish-Var, he is M'drish boat to … is place. We do no say he.*"

T'Shug will eventually gesture toward Ynnis Morgwan, though he will go to some pains to avoid naming or even looking at the island for custom says that to do so invites death.

T'Shug can be induced to act as a translator if the wizards wish to rent a fishing boat from the locals (assuming that they don't simply seize one) [WR 3].

2. Shore of Bones

The stony shore of Ynnis Morgwan is littered with bones, broken pottery, and the weathered remnants of grave goods. Searchers spy drag marks where something broad (the Baron's boat) has recently been dragged inland across the shingle.

An alarming number of carrion birds circle overhead or watch from atop boulders in sullen silence. Three ceramic masks, crude and hideous, leer through the ragged hole in an upended copper pot. Du'varuk will cringe away in fear from anyone wearing one of these masks.

3. House of the Dead

The black mouth of a lava tube opens from this hillside. Heaps of skulls have been carefully arranged to glare from either side of the tunnel and a dim, smoky light flickers unsteadily from somewhere deeper within the cave.

Two tall jars lean together in the middle of the passage, each decorated with crude, staring eyes. The jars are empty save for some murky water.

A dozen Du'varuk lurk here, their scabrous skins so caked with mud, soot, and filth that they are indistinguishable from the grimy walls of the tunnel unless a very bright light is kindled (brighter than that provided by the Lumen Formula) or a careful inspection is made.

Du'varuk Degenerates

Half-naked men and women hunch here among the shadows, their features twisted with madness and hunger.

STR	DEX	Defense	Hit Points	WITS
10	*10*	*10*	*8*	*10*

Attack: Step **5**, Claw & Bite
1 point of Damage

If detected, they will ambush strangers with frenzied clawing and biting, dragging those they are able to overcome deeper into the tunnel to the throne of their queen (except perhaps for one unfortunate, whom they will reserve to eat at their leisure).

If the Du'varuk aren't detected they will follow intruders further into the cave to cut off retreat.

A cool draft from the right-hand side of the tunnel reveals an eye-level crevice. Less than a yard wide and a foot-high, most wizards would have trouble squeezing through it unless aided by magic.

4. Queen of the Dead

Lit a garish orange by the smouldering remains of the Baron's boat, **Ari'garigh**, queen of the miserable, degenerate Du'varuk, is seated here atop a throne of thoroughly gnawed bones. The Baron's shield is set before her feet amid other heaped grave goods and a ragged youth in the Baron's livery trembles at her side.

If they were not discovered before, a dozen Du'varuk will now press forward from behind while another ten or so close in around the intruders.

Ari'garigh

Bedecked in dozens of necklaces and bangles and wearing a rotting robe which sports at least a score of broaches, a great, pale ogre of a woman glares down from her high seat.

Goal: to acquire the pleasure and honor befitting a "goddess" of her station

STR	DEX	Defense	Hit Points	WITS
14	*12*	*11*	*16*	*12*

Attack: Step **6**, an ancient saber with silver chasing in the shape of a running horse
3D6 Damage

Squire Hoots

A trembling youth with a badly bound wound on his scalp nervously licks his lips.

Goal: to escape Ynnis Morgwan, with or without his lord, and spend the rest of his days drinking in an effort to forget what he's witnessed here.

STR	DEX	Defense	Hit Points	WITS
9	*10*	*10*	*10 (4)*	*10*

Attack: Step **5**, improvised weapon
1D6 Damage

Ari'garigh, though mad and a cannibal who believes herself to be the Varluk goddess of the dead after whom she is named, is nevertheless quite crafty. She knows that some ancient power of great strength lurks deeper within Ynnis Morgwan and speaks to her in dreams.

At the bidding of Bit-Ergal, whom she calls the "Morgwa-Hatar" (Dead-Lord), she ordered her followers to ambush and capture Baron BonPlank and his small retinue. BonPlank now serves as bait in Bit-Ergal's schemes.
Squire Hoots, her hapless captive, languishes at the foot of her throne. He alone of the Baron's party knew a smattering of the Varluk tongue and he will act as Ari'garigh's translator.

Given the chance, Hoots will explain that the Baron permitted himself to be separated from the rest of his small party upon the condition that no further harm would befall the rest of them. Ari'garigh hasn't held up her end of the bargain, and all of the hostages save Hoots have been slain and eaten.

If the wizards are brought before her as captives, she will display contempt toward them, declaring that these strangers are far too weak to be of interest to Morgwa-Hatar. She will bid the wizards choose one of their number to go and tell the world of the living of her power, while the rest are bound and cast into a pit behind her throne to await the time when they are to be roasted and eaten.

If the wizards approach her on their own terms, however, and don't panic when surrounded, she will survey them haughtily before demanding to know why they have come.

If asked about the Baron, she will indicate a wall of heaped stone that blocks an eastern tunnel mouth. She will have her Du'varuk pull aside the stones and permit the wizards to pass, provided that they can offer her something of worth in tribute such as food, livestock, or jewelry.

Though many of the funerary offerings in Ari'garigh's hoard are decayed, if the wizards somehow manage to loot her trove there is enough silver and precious stones in the form of cups, jewelry, coins, and decorated vessels to equal wealth rank 13.

5. Unstable Floor

The floor of this chamber slopes toward a nine-foot gaping hole in its center. Wizards who observe with bright light will notice deep, irregular cracks snaking across the floor and tapping on the stone underfoot will suggest that the surface beneath their feet is quite thin.

If more than one wizard tries to venture across the chamber at the same time, part of the floor will give way and they must succeed in a DC 12 Dexterity check or tumble down to area 8, suffering 3D6 hit points of damage.

The wizards can avoid the danger by hugging the walls and crossing this area one at a time into area 6.

6. Cockatrice Roost

Those advancing down this tunnel will notice the crunch of loose, shell-like material underfoot. If examined, this substance resembles fragments of dense plaster or pale, unfired pottery. Wizards who have encountered a cockatrice before will recognize it, as might others who succeed at a DC 18 Lore check.

Among these pale fragments are smears of grey guano. If the wizards don't leave at once, they will hear hissing and the sound of flapping wings from the darkness ahead. Wizards with Wits 12 or higher have a round to act before the cockatrices close in and attack.

Pair of Cockatrices

A pair of hissing, feathered shapes sail out of the darkness at eye-level.

Goal: to defend their territory and immobilize the intruders for later consumption.

STR	DEX	Defense	Hit Points	WITS
5	*14*	*12*	*10*	*14*

Attack: Step **7**, Beak
+2 to hit, 1 point of Damage
Attack: Step **7**, Spit
+2 to hit, immobilize
(see Cockatrice, page 140)

Wizards who examine the casings left behind by the cockatrices' earlier feeding will see that, along with bats, some type of hound-sized mammal made up most of their previous prey.

7. Verminite Nest

Beyond the wall of dry-laid stones at the back of Ari'garigh's chamber, the lava tube snakes further into the heart of the island.

A small colony of verminites, a remnant of the Auldish slaves who served Bit-Ergal here centuries before, dwells within the tunnel. Shy and skittish, intruders are unlikely to see more than one or two of the hound-sized rat-things at a time, as they retreat from bright light or loud sounds.

Fish scales, the bones of carrion birds, and the shells of freshwater clams litter the stony floor along with nesting material and a staggering number of fist-sized rat droppings, hinting that the verminites must know of at least one other entrance to the tunnels. Such a crawlway can be discovered, but only if searchers go looking for it rather than following the main course of the tunnel as it dives deeper under the island.

One patchy-furred verminite does not flee, however, but remains in place, whiskers quivering. The pale and twisted offspring of centuries of inbreeding, "Mine," as this particular verminite thinks of itself, shudders as it continually slips in and out of consciousness. In the midst of these fits, Bit-Ergal psychically probes Mine's mind, culling images and information about intruders.

The wizards are liable to find Mine's presence unsettling as, between frequent seizures, it trails along behind them, observing their every word and move. If they attempt to communicate with the verminite, it will occasionally echo a word or two back in a hoarse voice while unconscious.

Mine, the Narcoleptic Verminite

A hunchbacked, bipedal rat stares with milky eyes, its twitching body wracked by spasms.

Goal: to rest in peace; a mercy that its master will not permit.

STR	DEX	Defense	Hit Points	WITS
8	*10*	*10*	*12*	*10*

Attack: Step **5**, Bite
1D6 Damage

8. Descent

At this point, the tunnel forms a 20-foot deep shaft. Parts of the rock face overhang, making ascent or descent both difficult and risky. Climbers who aren't aided by ropes, magic, or other means must succeed in a DC 16 Dexterity check or fall and suffer 2D6 hit points of damage. Those able to negotiate the overhanging lip will emerge upon the unstable floor in area 5.

Among the loose stones at the bottom of the shaft, anyone making a search will discover fragments of a greenish, stone tablet.

ANCIENT TABLET

Lore 12 (+1)

DC 6	written in an ancient proto-Walvian script
DC 8	warnings from the Stone Tews wizards revealing that an Auld called "Bit-Ergal" has been imprisoned here, cautioning anyone who is not one of the "custodians elect" to stay away
DC 14	the basics of the **Ward Rune** can be implied from designs composing the tablet's border
DC 22	an archaic form of the **Stone Lock Chant** (a Thaumic Formula) can be learned from the tablet

9. Dead End Chimney

Here a yard-wide chimney opens out of the left-hand wall. It climbs a dozen feet before reaching a long, narrow, horizontal crack. The air here is stagnant.

If the wizards belly-crawl, they can make slow, single file progress, but will notice that the rock around them becomes increasingly unstable. Eventually, explorers will reach a dead end, but by this point, the space is far too narrow to turn around in.

For each person who backs out of the space, there is a 1 in 6 chance of triggering a minor collapse. Anyone still in the cavity when this happens suffers 2D6 damage and is imprisoned behind several tons of stone. A wizard so trapped will lose consciousness in a number of hours equal to his Constitution and death will follow in a like number of hours.

Many of the boulders are far too large to be moved by hand and there isn't room in the cramped space to wield most tools. Any significant shifting of the fallen stone, such as that caused by Transmuting it into something else, carries a 1 in 6 chance of triggering another collapse.

10. Dark Well

The lava tubes under Ynnis Morgwan terminate in this broad, spherical chamber.

Baron BonPlank is here, his unconscious frame wrapped in the great, scaly arms of a river troll which holds him pinned against its bulk. The troll's head is turned sharply to one side so that its jaws brush the Baron's pale scalp.

River Troll

A river troll with patchy, pale hide hulks near the edge of a pool, its features slack and its eyes rolled back in its broad head.

Goal: the brute's mind and instincts have been completed sublimated by the will of Bit-Ergal and in its fleeting moments of consciousness it waits passively for the next psychic instruction.

STR	DEX	Defense	Hit Points	WITS
30	*8*	*9*	*30**	*8*

*Armor Rating 3

Attack: Step **4**, Pound and Rend
-1 to hit, 4D6 Damage

Nearby, through the clear water of a shallow sump, a yard-wide, obsidian dome rises. This black hemisphere is but the very top of a plug made of 60 solid feet of opaque, magically Created glass, sealing the cramped pocket where Bit-Ergal is trapped below.

Though the troll doesn't move or show any other sign that it is aware of the wizards' presence, after a few moments it begins to speak in slurred Walvian! Its gurgling voice has the vacant tones of a somnambulist.

"Free me and I'll reward you."

Let the Baron go.

"Free me and you can have the other slave back."

How? / What do you mean? / Free you from what? / Where are you?

"Beneath the pool. The stone is very heavy. Use your power to move the stone. I do not know its name and it will not heed me. Do this and you may have the other slave."

Who are you?

"Free me and you will be permitted to leave with the other slave."

How will you reward us? / We aren't able to do that.

"If you do not, the other slave will die."

If the wizards assail the river troll, it will slay BonPlank (acting on Step 4) and then try its best to capture one of them to hold in his place, repeating its demands.

Should they defeat the beast (perhaps getting the drop on it and saving the Baron's life) or give BonPlank up for lost and retreat without him, they can make their escape. Bit-Ergal will direct Ari'garigh to set a dozen of her Du'Varuk in ambush in hopes of capturing one of the wizards to hold hostage.

If the wizards remove the plug of volcanic glass as an obstacle (perhaps by Destroying it, Transmuting it, or Enchanting it with a Formula that renders it or Bit-Ergal insubstantial) they will have loosed a great evil upon the world.

Bit-Ergal will reward them by commanding the Du'Varuk to rip Ari'garigh to bits and present the wizards with her hoard. Meanwhile, it will depart Ynnis Morgwan to walk the world for a time in various guises and see how the fields men know have changed over the last millennium.

Should Baron BonPlank live through his reckless adventure and be brought alive from Ynnis Morgwan he will reward each surviving wizard with the hospitality of his hall and a boon of their choosing. The folk of Guuth will again be relocated and the village razed. BonPlank will command that a ban be placed on Ynnis Morgwan and that none be suffered to venture there upon pain of death.

6. The Excruciatingly Nasty Vault of Zifthp or What Happened Over Dinner

Grayber Bentbrock, cabalist and sinister practitioner of forbidden magics, has decided to strike a blow against the institution of organized wizardry for meddling in his affairs. Right in the midst of the Collegium Mysterium's evening meal, the rogue spellcaster unleashes magic that spirits the wizards away and deposits them in the depths of Sub-Level 9B of "The Excruciatingly Nasty Vault of Zifthp", the dreaded megadungeon.

The last thing the wizards remember before being teleported was seeing a squealing, blindfolded goblin, brightly colored sparks shooting from its skin, scampering the length of the table, a soup tureen stuck on one foot.

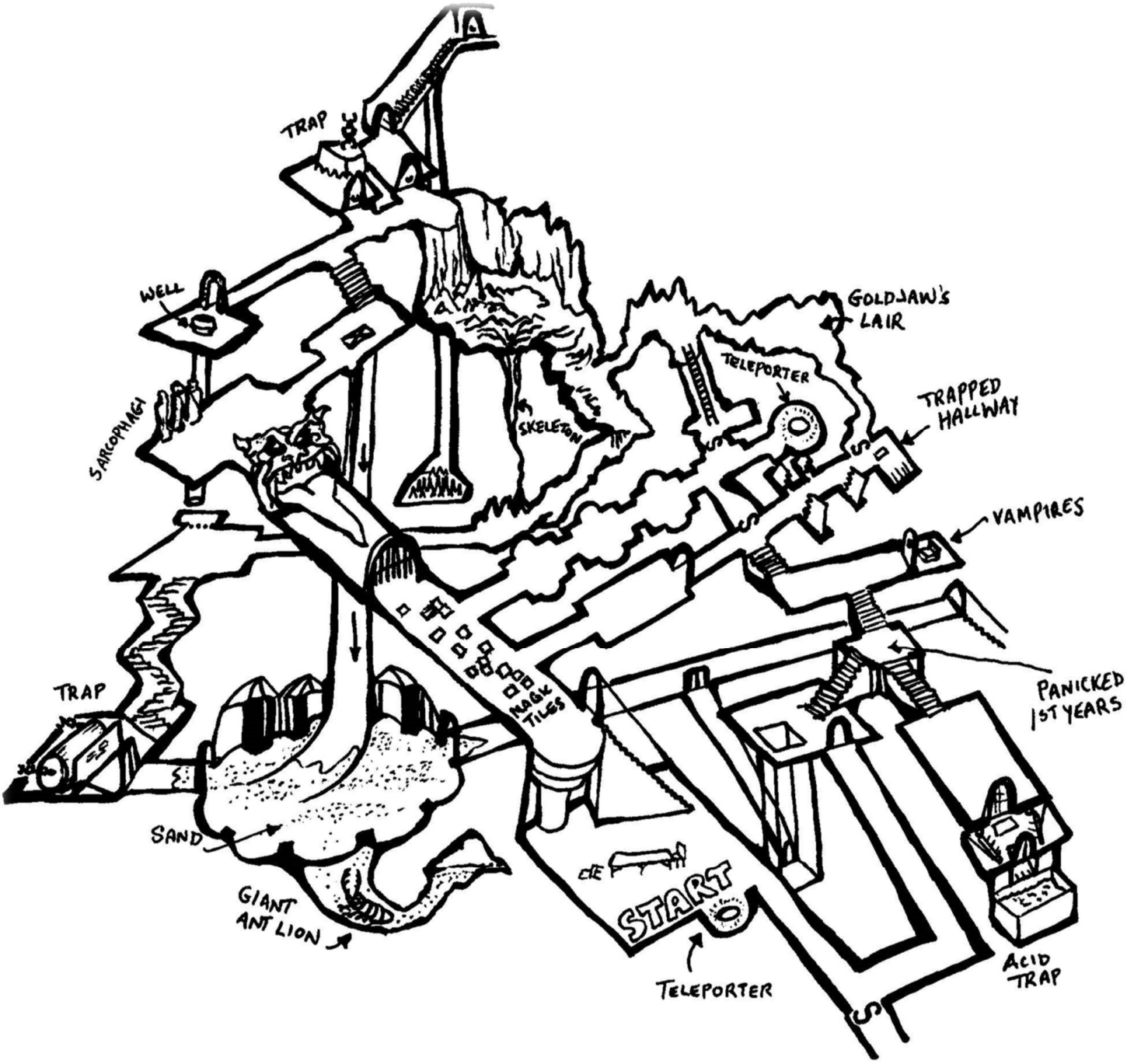
Whether the wizards are students, recent graduates, staff, or visitors who just happen to be in the dining hall at the time, they all share an immediate and clear goal--to escape the dungeon alive.

How did Bentbrock do it?

Rather than try to take direct, lethal action upon other wizards, Bentbrock instead wove a spell that would discomfort and endanger his foes *indirectly* via an **Enchanted goblin**.

Enchant, Goblin	(Applied Science)
A Rite of Sending	(Applied only: it teleports to the location designated by the spell's Spatial Formula)
Thaumic Hammer	(GRANTED by sight)
Dorp's Golden Isle	(not Bentbrock)
Malmick's Telescopic Finger	(at a spot he points to, even if he cannot see it)
A Thrump	(an additional stride in all directions) added a half-dozen times
The Golden Hour	(until a liminal time)

The assembly of wizards sat to dine at around eight and the goblin was unleashed after the pâté de foie gras, but before the peaches in avergode jelly. Since the spell will end at the stroke of midnight, they only have to survive the dungeon for a few hours before being whisked back to the dining hall, but of course, they have no way of knowing this outside of using Divination.


TRAP
WELL
SARCOPHAGI
SKELETON
GOLDJAW'S LAIR
TELEPORTER
TRAPPED HALLWAY
VAMPIRES
PANICKED 1ST YEARS
MAGIC TILES
TRAP
SAND
GIANT ANT LION
START
TELEPORTER
ACID TRAP

To end the spell that brought them here prematurely, the wizards would need to identify its focus, examine it, open the Rune with Spellcraft, and apply a different Temporal Formula.

It is reasonable to suspect that the goblin is the spell's focus (the sparks it was shooting are a fairly clear side effect of being placed under too many Formulae), but it isn't anywhere to be seen upon the wizards' arrival in the dungeon.

Since the goblin Grants its Thaumic effect by sight, those who see it *after* the initial batch of wizards teleport away will likewise be teleported and gradually more and more unwilling wizards will enter the dungeon.

Eventually, in the midst of its headlong flight, the goblin's snug blindfold will slip, it will see itself, and it also will be teleported to the Vault of Zifthp. From that point, the scramble to catch it as it dashes about the dungeon will be on. Whenever anyone sees it, however, they will be teleported back to where they first entered this level. While evading pursuit, the goblin will tend not to notice itself, but the moment the chase lets up it will just be a matter of moments before it inadvertently teleports itself again.

START

Those teleported by the goblin arrive, ears popping, in a vaulted stone hall. A diffuse, greenish light illuminates this area in contrast to the darkness of most of the surrounding passages and chambers.

A polished table, carved with a dancing skeleton motif, spans much of the smooth floor.

Four shackle golems emerge from the southeast corridor. They begin seizing wizards, dragging them up the stairs on the north side of the hall, and flinging them off of the balcony there two rounds later (2D6 damage for the fall).

TELEPORTER

A wide alcove opens on the southeastern wall of the chamber where the wizards first appear. Anyone who steps within the alcove disappears with a flash and is transported to a round chamber in the northeast quarter of this level.

The teleporter is one-way and functions via an Enchantment laid upon the stone floor, triggered by touch.

Observing this, some wizards have already guessed (incorrectly) that the teleporter must be the way to get back to the Collegium Mysterium … "*or at least to someplace better than here,*" and so have stepped within, further scattering the spellcasters throughout this level.

Shackle Golems (4)

Several bulky, crab-like shapes composed of manacles and leather straps march out of the darkness.

STR	DEX	Defense	Hit Points	WITS
18	*10*	*10*	*10*	*1*

Attack: Step **5**, Grapple and Bind
DC 16 Strength or Dexterity check to pull free
(can be attempted each round)

Trapped Hallway

Traps abound in The Excruciatingly Nasty Vault of Zifthp, and this hallway is no exception. Keeping with the themes of absurd cruelty and pointlessly complexity, two separate pairs of serrated blades begin to champ rhythmically whenever someone approaches within nine paces of them (including the area between the two secret doors, but also the teleportation chamber through the northern wall). If examined, no spell is found to have been laid upon the metal of the blades (though the powerful springs hidden within the walls have been Enchanted).

Anyone with Wits of at least 10 can determine the safe interval in which to dart past the pairs of blades, but the floor between the two sets has been rendered sticky by Enchantment in order to throw off the timing of those attempting to bypass both sets consecutively.

Each trap operates with STR 24, inflicting 4D6 damage, and each can be wedged open should the wizards find or Create something suitable.

To the northeast of the blades, a springboard hidden in the floor waits to propel the first victim passing the corner against a wall of spikes for 3D6 damage before resetting. Its slightly raised surface will be noticed by anyone specifically checking the floor or by those with Wits 15 or higher. The nearby secret door unlocks for one round each time the springboard is triggered.

Goldjaw's Lair

Goldjaw is a dungeon eel of unusual size and craftiness. The beast can only pass through openings that are a yard or more across, though of course, it can move along walls, floor, or ceiling with equal ease.

Once it catches sight of its prey it will pursue tirelessly throughout the dungeon, sometimes lurking in ambush outside of doors or just around corners. Goldjaw has learned to avoid the blade traps as its scarred snout testifies, though it will occasionally trigger them just to watch the rhythmic motion.

Anyone searching Goldjaw's lair in hopes of finding loot will be disappointed, as the beast always swallows its victims whole.

Goldjaw, the Dungeon Eel

A huge eel glides through the air along the cavern's wall. Its back is gray as stone, streaked with lichen and crisscrossed with scars (including one across its pale, right eye), but its underside is a deep, yellow hue.

STR	DEX	Defense	Hit Points	WITS
18	*12*	*11*	*45*	*12*

Attack: Step **6**, Constrict
+1 to hit
Attack: Step **6**, Shock (Constricted prey)
DC 14 CON check to avoid stun
Attack: Step **6**, Bite (Shocked prey)
Automatic hit: 3D6 Damage

The Prisoner

A pale, naked figure calls through the narrow, barred window of an iron-plated cell door, pleading for the wizards to release him. The stranger's use of archaic phrases and the hairline cracks that criss-cross his dry and brittle flesh are clues that he is actually a vampire. The iron of the door has been Warded and cannot be touched until the spell upon it is opened via Spellcraft and the Temporal Formula overwritten. A simple bar can easily be slid aside once the spell is lifted.

Who are you?

"I pray thee! Linuth is my name. Free me ere I die in this horrid place."

Why were you imprisoned?

"Knowst thou not? This be the Excruciatingly Nasty Vault of Zifthp! A woeful pit of torment it is for all who its dread masters do take."

Who are these masters?

"I … know not."

Why should we believe you? / How can you prove that you won't try to hurt us?

"Dost thou seest me not? Lo, I am naked and have but small strength yet in these limbs! Free me I beg of thee."

If questioned extensively, the vampire will begin to repeat its answers verbatim, being unable to readily embellish upon its lies.

A second vampire waits out of sight just inside the cell. If released, the ravenous creatures will waste no time in trying to exsanguinate the wizards.

Pair of Vampires

His pale, trembling hands reach between the bars of the narrow window as the man calls out in hoarse tones.

STR	DEX	Defense	Hit Points	WITS
18	*18*	*14*	*22**	*10*

*Armor Rating 3

Attack: Step **7**, Bite or Claw
+4 to hit, 2D6 Damage

Panicked 1st Years

The wizards come upon three first year students who, lost and confused after fleeing from shackle golems, have worked themselves into a panic. Their last candle about to burn out, the prior round each apprentice has invoked a Rune as a Rite in hopes of generating some effect that will help them escape. None of the trio has learned a Science yet, so unless someone intervenes quickly, each of the Runes will be wildcast at the end of the current round.

Frodjer Norge has invoked the **Create Rune** and unless modified the spell will produce a long, splintery ladder.

Gorbert Ost has invoked the **Enchant Rune** and unless modified the spell will cause all the stone in the room to become as sticky as tar for five rounds.

Huerell Pet has invoked the **Conjure Rune** and unless modified it will call the nearest door to his location for 3 rounds. This will come from the nearby cell, releasing the vampires trapped there if the wizards have not already done so. Anyone who has been through that area will almost certainly recognize the door.

Three 1st Year Students

Three fresh-faced youths wearing the plain robes of first-year students watch the darkness with wild eyes.

Goal: to get back to the Collegium Mysterium alive.

STR	DEX	Defense	Hit Points	WITS
10	*10*	*10*	*10*	*10*

Quintessence 10 (9 remaining)

Attack: Step **5**, unarmed
1 point of Damage

Runes: *Create, Enchant, or Conjure 1*
Sciences: *Spellcraft 1*

Skeleton

Halfway down a tight shaft in the cavern floor, a rag-clad, one-legged skeleton is wedged. It clutches a rusty knife and an empty bottle. Scratched on the wall are the words, "Ware old Goldjaw. The bugger took my leg, but I took his eye in return."

Though cool air wafts up from below the skeleton, the shaft grows too narrow to pass without using magic.

Magic Tiles

The floor of this broad corridor is inlaid with fifteen wide, stone panels of a variety of hues. These tiles have either been Enchanted with Thaumic Formulae (taking effect when they are touched by a living thing) or set to trigger hidden, mechanical devices.

The spells on each of the Enchanted stone tiles have been locked with Thaumic Formula "Wyzlin's Lock" and require six Spellcraft successes to reopen should the wizards attempt to overwrite their Formulae.

A heavy iron portcullis blocks the corridor halfway down its length. It requires a combined STR 36 to lift if not bypassed using either magic or the correct panels. The portcullis bars are about 9 inches apart--wide enough to accommodate a squirming goblin.

Magic Tiles

Panel	Color	Effect when triggered
1	shiny, jade-colored*	the portcullis rises
2	dull, red	the demon-faced archway at the end of the hall awakens for an hour; it glows faintly, its tongue undulates, it growls, and its eyes roll
3	glossy, black	anyone stepping on the tile becomes invisible for 3 rounds
4	smooth, blue with a raised, pale blotch	living creatures touching the tile experience a one-second vision of a schematic of this dungeon level and are shocked for 1 hit point of damage
5	pitted and stained, yellow*	viscous, flammable oil sprays from around the edges of the panel, soaking anyone within 3 feet
6	rough, green*	portcullis drops
7	smudged, ochre	a shackle golem appears; it will attempt to bind whomever triggered it and fling him off the southern balcony before vanishing
8	mirror-like, opalescent*	does nothing
9	slick, crimson	puts the demon-faced archway to sleep
10	glassy, emerald-hued*	portcullis locks in current position
11	cracked, indigo	sprays a shower of sparks for 6 feet; anyone previously sprayed by oil combusts (1D6 damage for 1D6 rounds)
12	polished, olive-colored*	portcullis unlocks
13	pebbly, dun-colored	reverses gravity directly above the tile for 1 second
14	dull, moss-green*	portcullis triggers to drop the next time anything touches the floor beneath it (3D6 damage)
15	blotchy, mauve*	weighted, iron balls swing from the ceiling on chains, striking for 2D6 damage before retracting. Anyone standing on this panel, anyone more than 15 feet away, and those whose Defense is 13+ are safe.

* These tiles are mechanical rather than Enchanted. They depress and activate with a loud click when more than 10 pounds of weight are placed on them, and they spring back into place and reset when the pressure is removed.

Sarcophagi

Three elaborately painted stone sarcophagi stand against the wall in a row. Whenever anyone enters the chamber they begin to rock slightly and emit muffled, murmuring sounds.

If examined, the stone of the sarcophagi reveals Enchantment (though the coat of paint upon them may hinder visual inspection).

If anyone attempts to open one of the lids, it will fly open, the sarcophagus will lurch off of the wall, and it will fall over him, doing no harm but trapping him underneath (wizards with a Defense of 14+ can avoid this). Each box weighs around 600 pounds and it will require leverage or magic to free anyone trapped beneath.

Should anyone become trapped under one of the sarcophagi or trigger the concealed, covered pit to the northeast, the murmuring sounds will be replaced by the sounds of muffled laughter.

Sand Room

The floor of this vaulted chamber is covered in great heaps of coarse, silvery sand. If the wizards attempt to navigate its broad expanse, they will attract the attention of the giant antlion waiting beneath the surface.

This insectoid horror can detect even the slightest disturbances in its domain and responds with volleys of stinging sand. Should it succeed in stunning its prey, it will close in to deliver a bite before dragging its victim beneath the surface.

Wizards holding perfectly still are invisible to the antlion as are those who use magic to float above the surface.

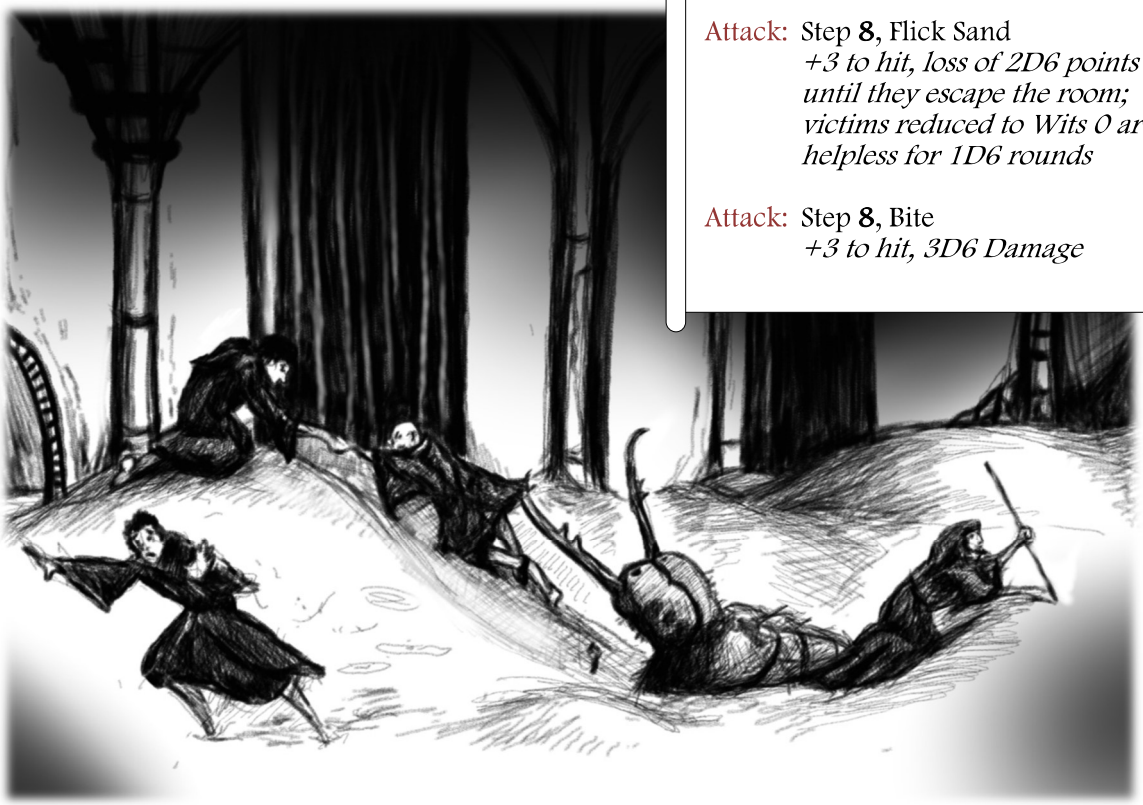
Giant Antlion

A pair of six-foot-long mandibles thrust through the surface of the sand.

STR	DEX	Defense	Hit Points	WITS
16	*16*	*13*	*26*	*18*

Attack: Step **8**, Flick Sand
+3 to hit, loss of 2D6 points of Wits until they escape the room; victims reduced to Wits 0 are rendered helpless for 1D6 rounds

Attack: Step **8**, Bite
+3 to hit, 3D6 Damage



Other Traps

Sub-Level 9B of The Vault of Zifthp is embellished with other nasty and needlessly-complex traps.

Clues that these traps are present, such as unusual seams in the floor, are evident to anyone making a deliberate inspection of that surface. If no such search is made, tripwires or other clues will be detected by wizards who have the listed Wits or higher.

A giant stone roller concealed behind a drop-down wall

Trigger: the nearby double doors and the bottom step of the nearby stair

Effects: 2 rounds after being triggered, the western wall folds flat and the roller moves east, crushing anything in the room; it retracts 3 rounds later

Clues: the floor is clearly sloped; trigger rods connect to the bottom of both doors (which open outward); crushed bone fragments and a flattened helm lie along the east wall; the west wall looks odd (painted, metal panel)

Wits to Detect: 10

A falling, spiked, iron block on a retractable chain

Trigger: tripwire across the threshold (door swings out into the hall)

Effects: the block falls, inflicting 5D6 damage on anything above knee-height before slowly retracting

Clues: dull, metallic tripwire at shin-height; the ceiling is covered with rusted, iron points; blood stains just inside the room

Wits to Detect: 13

Concealed pits with spring-loaded covers

Trigger: stepping on the lid

Effects: either a long slide into the Sand Room or a fatal plummet from the northern steps down onto a bed of spikes; in both cases, the victim has one round to act while falling

Clues: the covers sound hollow if tapped; a regular seam outlines each pit; firm pressure with a probing object will cause each lid to shift slightly

Wits to Detect: 16

A false pressure plate and a pair of immobile, spiked arms distract from an actual trap door that dumps victims down a short, metal-lined slide into a slippery tank ofcorrosive acid

Trigger: approaching or pulling on the false southern door

Effects: those falling into the tank are blinded and begin to choke, suffocating in a number of rounds equal to their CON; starting round 3 they suffer 1 hit point of damage each round until cleaned thoroughly

Clues: there is a discolored panel just inside the northern door (false trap); spiked, metal arms wait to either side; probing reveals that the arms are not under tension nor seem to be connected to anything; the chamber stinks of sulphur; a yellowish crust has formed on the southern (false) door and on parts of the floor; deep seams mark the floor in front of the southern door

Wits to Detect: 8 (false pressure plate)

Little Savages

Among the very first of the student wizards teleported from the dining hall was Zhack Gelding. Rather than being intimidated by his new surroundings, Zhack has found the brutality of the dungeon elating and he has embraced it wholeheartedly.

Relying on intimidation and their fear of the unknown, he has wasted no time in persuading a number of younger students to band together under his leadership ("I ought to be chief because I'm head boy. I can hold a Runic tone longest!").

Zhack Gelding

A lean, fiery-eyed youth with bristly, yellow hair holds his club at the ready.

Goal: to become lord over Sub-Level 9B.

STR	DEX	Defense	Hit Points	WITS
8	*12*	*11*	*10*	*13*

Quintessence: 12

Attack: Step **6**, club
+1 to hit, 1D6 Damage
Magic: Step **6**

Runes		Sciences	
Conjure	*1*	Lightning	*2*
Ward	*1*	Stone	*1*
		Spellcraft	*1*
		Formula	*4*

Formulae (10)

The Golden Door *(Sp)*
Gonfur's Circle *(Sp)*
Gore's Sigil *(Sp)*
Minor Spatial Glyph *(Sp)*
Minor Temporal Tweaker *(Sp)*
Yorp's Curse *(Sp)*

Efficacious Chant of Gretch *(T)*
Lesser Staggered Glyph *(T)*

Lumen *(Th)*
Sympathetic Principle *(Th)*

Rather than focus on getting home, Zhack's little tribe busies itself with seizing anything edible (many wizards were still holding food when teleported), making weapons, and starting fires, all within the span of a half-hour.

Having already divested themselves of their robes in favor of war paint, Zhack and his followers view other wizards as resources to be exploited. Encountered in small, roving bands, they tend to turn up at the most inconvenient moments, such as when the wizards are trying to pick their way around a trap or evade a monster.

Who are you?

We're hunters! No more classes for us. We aren't afraid--nobody can tell us what to do!

Where are your robes?

We don't need them anymore-- nobody tells us what to do!

What do you want?

If you want to join us, you have to give us your robes and all your things. If you don't want to join us … we'll take them.

Typical Feral Underclassman

A wild-eyed youngster with a soot-streaked face peers around the corner.

Goal: to act upon generations of carefully repressed instincts.

STR	DEX	Defense	Hit Points	WITS
6	*10*	*10*	*8*	*10*

Quintessence: 10

Attack: Step **5**, club or makeshift spear
1D6 Damage

Magic: Step **5**

Runes: *Create, Conjure, or Enchant 1*
Sciences: *Air, Bone, Wood, or Spoons 1*
Spellcraft 1, Formula 1

Formulae (3)

Minor Spatial Glyph *(Sp)*
Minor Temporal Tweaker *(Sp)*

Lumen *(Th)*

MORE?

Between all the traps, monsters, teleporting wizards, the Enchanted goblin, and Zhack's bloodthirsty followers there is plenty happening on Sub-Level 9B.

Nevertheless, it isn't all that uncommon for a cockatrice or two, perhaps even a cellar glass, to wander up the eastern stair from some deeper place.

EXITS

Three different exits promise escape from Sub-Level 9B of **The Excruciatingly Nasty Vault of Zifthp**.

Should the wizards venture through one of these before Bentbrock's spell expires at midnight, the GM should decide how he or she wishes to proceed.

Ideally, additional sub-levels that connect at those points can be developed. However, if the GM does not wish to do so, some other options include the following:

- borrow and adapt additional dungeon levels from other published, location-based adventures
- assert that Bentbrock's spell ends prematurely (some other wizard has caught the goblin and modified the spell without actually looking at it)
- establish that the exits are barred, blocked by magically sealed doors, or guarded by sleeping river trolls
- have the exits simply connect to one another via lengthy, winding corridors and stairs (making Sub-Level 9B a closed loop)

7. Leaping Lupsbach

or The Big Catch – A Remote, Rustic Roundup

Duke Standij Groant wants to strengthen his prized lupsbach stable with an infusion of fresh blood, and to this end he has directed Corbel Shewn, his court wizard, to secure several wild birds for breeding stock.

Shewn, a portal mage, subcontracts with the young wizards to help him complete the task.

Having used the Divine Rune to identify a far, western valley, well beyond the borders of most maps, where a few wild lupsbach still roam, he will open a temporary portal to allow the wizards to travel there and capture as many of the great, flightless birds as they can.

When the wizards pass through the portal, it will close behind them. At sunrise on the fourth day, however, Shewn will re-open his portal so that the wizards can return with any lupsbach they have caught.

While Shewn is a master portal mage, he also has a reputation for being both eccentric and absent-minded, so this venture will not be without its risks.

As it turns out, the wizards are not the only ones with an interest in the big birds. The locals of this region of the world manage the free-range flocks of lupsbach (which they call "oz'bicoz" in their tongue) as an important resource, and they stage seasonal roundups. Just as the wizards venture through Shewn's portal, a party of semi-nomadic gauchos arrives in the valley for just this purpose.

The gauchos consider this flock their property and won't be pleased to see strangers in funny dresses trying to abscond with their birds.

They won't immediately resort to violence, but a significant linguistic barrier is likely to hamper negotiations (DC 15 Charisma check to accurately convey simple concepts). The riders are open to trade, however, if offered portable goods of significant material value.

If left to their work, the gauchos will immobilize the wild hens, some of whom they have marked with knotted leg bands in prior seasons, fit them with hoods and tethers, and lead them from the valley behind their own birds.

Once the birds' eyes are covered, the riders continually make trilling and chirping sounds (imitating the calls a hen makes to her brood) to coax them along.

On the other hand, if the wizards have struck some sort of deal with the gauchos, the riders will be content to sit back and watch the strangers try their own hands at bird-wrangling and gales of hearty laughter are bound to follow any mishaps.

In addition, the valley has recently become the home for a congregation of western river trolls. These scaly beasts are slightly smaller than their eastern kin and generally attack from ambush. Lupsbach are their preferred prey, but they wouldn't object to a taste of wizard.

Lupsbach-Riding Gauchos (6)

Heavily swathed riders look down from the backs of their broad-billed mounts.

STR	DEX	Defense	Hit Points	WITS
12	15	12	13	13

Attack: Step **7**, long-knife
+2 to hit, 2D6 Damage

Attack: Step **7**, bolas
+2 to hit, reduce target's Dexterity by 2D6 (immobilized at zero)

Western Lupsbach

A flock of great birds with lovely, dappled plumage watch their surroundings warily.

STR	DEX	Defense	Hit Points	WITS
14	14	12	18	6

Attack: Step **7**, Kick or Bite
+2 to hit, 2D6 Damage

Western Diamondback River Trolls (4)

Their pebbly skin providing significant camouflage despite their bulk, several reddish-brown trolls appear from amid the rocks and scrub.

STR	DEX	Defense	Hit Points	WITS
22	8	9	26*	8

*Armor Rating 3

Attack: Step **4**, Pound & Rend
-1 to hit, 3D6 Damage

Likely Course of Events

Day 1

- Gusty, hot, southern winds blow throughout the day.
- Gauchos enter the far end of the valley.
- The calls of wild lupsbach cocks can be heard at sunset from both the west and northeast.
- Broad, web-footed tracks can be seen near the river.

Day 2

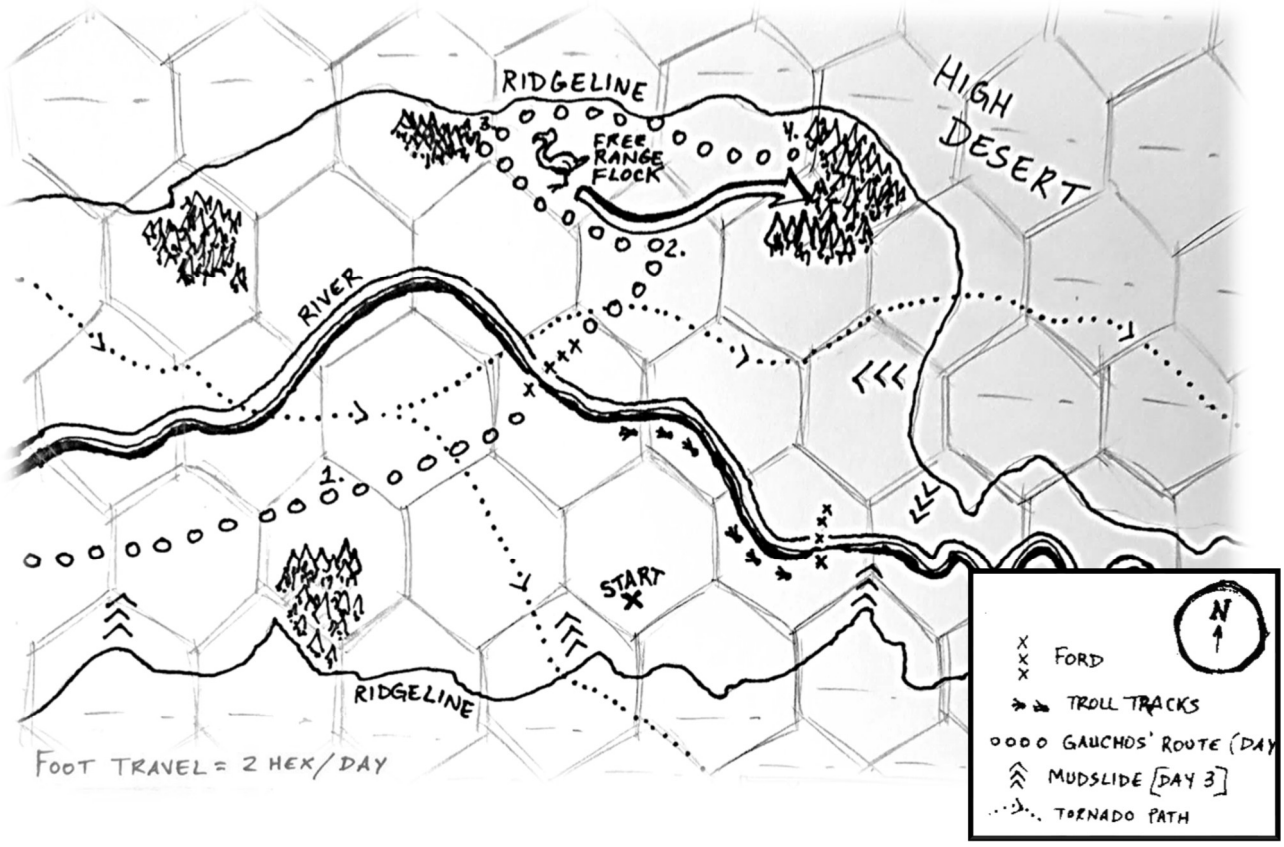
- Menacing clouds pile in the west.
- The riders move to observe the free-range lupsbach.
- Any lupsbach encountered are surprisingly easy to approach. Leather bands can be seen on the legs of hens.
- River trolls scout the flock.

Day 3

- A tornado rips across the valley; heavy rain pounds the region; mudslides are triggered along the bluffs.
- The gauchos seek shelter in a stand of junipers.
- The lupsbach go to roost within a grove of juniper and cottonwood.
- River trolls use the cover of the storm to try and snatch any birds that the wizards may have immobilized.

Day 4

- Flood stage renders the fords uncrossable by mundane means.
- The gauchos return to gather stock and leave the valley. Wild cocks appear to duel each other and try to lead the flock away.
- If the trolls haven't been successful in pulling down at least three birds, they will emerge from the river to try for anything they can catch.



8. The Grand Tourney of Norpdale

Corbel Shewn, court wizard to Duke Groant, contacts the wizards with an offer. His master is traveling to attend a grand tourney upon the fields near Smoodorf in Norpdale and, in addition to his knights, servants, and retainers, Groant wishes his retinue to include as many wizards as possible so that he can make a truly grand entrance.

Once the wizards have marched in procession at Groant's heel, they will be left to their own devices, though they can reasonably expect that a tent will be erected for their privacy and comfort.

This will afford the young wizards the opportunity to mingle with some of their peers from across the realm, make contacts, watch various contests, and perhaps do a bit of gambling if it suits them, all while enjoying whatever hospitality Smoodorf offers.

What's more, Shewn explains that a conclave of wizards is due to be convened at the tourney where powerful spellcasters will discuss great matters. While less experienced wizards might not typically be invited to such a gathering, no one arriving in Duke Groant's company is likely to be turned away.

Day 1: The Grand Parade

Appearing near Smoodorf at midmorning via magical portal, the wizards find themselves standing in a muddy field in the rain while Groant's retainers scramble to erect his pavilion.

As other noblemen arrive with their own parties (some by magic, some by carriage), and heralds circulate, heated arguments over precedence begin, with each new baron, count, or knight seeking to be placed as near to the head of the gathering procession as possible.

Things to Do

- Find a way to stay dry and keep their robes from getting too muddy
- Help raise the duke's pavilion or their own smaller tent
- Keep *Goldleaf Lily Dancer,* the duke's prized lupsbach racing bird, warm and dry until grooms can get him safely to the waiting mews
- Avoid or distract Sir Gniles Groant, the duke's spoiled 13-year-old, who is currently trying to use the servants as target practice for his new crossbow

Meanwhile, marshalls in the livery of Herzog Mampf, the tournament's host, try their best to guide the various lords and all of their assorted followers into their proper place in line.

The parade, set to start at noon, begins a full two and a half hours late, wending its way along the adjacent lane, through the hamlet of Smoodorf, in a circuit around the tournament field, and to the grandstands, where each lord of note is formally received by Herzog Mampf.

Duke Groant, along with his entourage, is the third nobleman in line. Despite his place of prominence, however, Groant is rankled because the dashing Graf Geiter, a one-time rival for the hand of Lady Groant, follows immediately after his retinue in the procession.

Though, when they arrive (probably soaked to the bone at this point), there are some empty benches in the grandstand, if the wizards linger here they will quickly be displaced by the scores of lesser nobles coming in behind them.

More Things To Do

- Observe that Graf Geiter flirts boldly with Lady Groant (who is much younger than her husband)
- Meet Allred Zwick, Graf Geiter's court wizard; Zwick is keen on learning as much as he can about the young wizards but remains evasive when asked about his own interests and expertise
- Overhear Graf Geiter making jest about Duke Groant's lupsbach ("*Ja, mine lordship's old bird is very timid I am sinking. Ze poor fellow has no running left in him perhaps?*")
- Meet Virstle Pups, Herzog Mampf's court wizard; Pups can confirm that a conclave of wizards will commence at noon on the morrow, "In ze fish," though he will deign to say no more of the matter

The nobles remain in the grandstand, greeting one another, gossiping, boasting about the prowess of their racing birds, and sharing refreshments until sundown, at which point they begin to make their way back to their tents and pavilions in anticipation of a full day of feasting on the morrow.

Day 2: The Conclave of Wizards

Though for the noble folk, the day will revolve around twelve full hours of feasting and dancing in the Gross Tent, the conclave of wizards is far more likely to be of interest to the young spellcasters (who are not invited to the Gross Tent in any case).

At dawn, a huge trout, the size of a small sailing ship, appears suspended in midair above the fields of Smoodorf. The giant fish hovers, head down and unmoving, against the backdrop of the cloudy sky.

The unschooled are keen not to show too much alarm at this development, opining, "*Oh, you know. It's just some wizard-thing. Happens all the time where I come from.*"

Allred Zwick

A pale wizard with a thin mustache looks on, smiling faintly.

Goal: to help Graf Geiter make a fool of Duke Groant.

STR	DEX	Defense	Hit Points	WITS
8	*6*	*8*	*12*	*14*

Quintessence: 13

Attack: Step **3**, kick
-2 to hit, 1 point of Damage
Magic: Step **3**

Runes		Sciences	
Divine	*1*	Iron	*2*
Enchant	*2*	Metal	*1*
Ward	*2*	Spellcraft	*2*
		Formula	*5*

Formulae (15)

A Basic Spell Lock *(P)*

A Flux *(Sp)*
Golden Staff Method *(Sp)*
Stiffler's Stone *(Sp)**
A Yuud *(Sp)*

Efficacious Chant of Gretch *(T)*
The Golden Hour *(T)**
A Knock *(T)*
Minor Temporal Tweaker *(T)*
The Nougat Principle *(T)*

An Altuation *(Th)*
Lumen *(Th)*
Phantasmal Shackles *(Th)*
Quick Phantom *(Th)**
A Zoic Trigger *(Th)**

***** On the third day of the tournament, Zwick will use these Formulae to Enchant a small pile of nails, touch one (rendering himself invisible), don a pair of gloves, and then scatter the other nails where Duke Groant's lupsbach will also touch them (rendering it invisible as well).

Getting In

By late morning, the trout's massive jaws open and from time to time wizards can be spotted ascending on columns of Conjured air, floating upward on discs of Enchanted iron, or climbing steps of magically Created glass to pass into its mouth.

None of these wizards are disposed to let other spellcasters ride along on their efforts as they make their entrances, and those who utilize the Create Rune as a method of entry (to produce mystical ladders and the like) are just as quick to dispel their creations in their wake.

Should anyone think to look for him, it will be discovered that Corbel Shewn has already made his way to the trout via magical portal without a word or thought for anyone else who journeyed with him to Smoodorf.

It is up to the young wizards to find their own way into the trout if they are to join the gathering.

Even if they lack Thaumic Formulae such as An Altuation ("it floats") or A Rite of Sending, creative use of The Specificity Principle (see page 34) should allow them to find a way in.

Registering

Pferdchen, a small, talking horse with a bright blue sash, awaits newcomers behind a desk just inside the trout's jaws. He will ask for their names, which will appear in the ledger before him, before announcing them to the assembly. Though fairly scrupulous, Pferdchen is not above accepting a gratuity (an apple or piece of sweet cane being preferred) and will embellish upon whatever titles the wizards might claim accordingly (e.g. "Nigh omnipotent master of all things arcane").

Once entered into the ledger, the wizards are free to proceed upward via a course of narrow steps and find seats in any of a dozen small balconies facing the trout's hollow, cavernous interior. The conclave is underway by the time they arrive, and most of the upper galleries are occupied. The air smells of fish.

Prestigious Wizards

Among the score or so of spellcasters gathered, there are several wizards present whom almost everyone will recognize.

Allred Zwick, Graf Geiter's court wizard, is notably absent from the conclave.

Virstle Pups

A Stern-faced, rail-thin wizard with a thick accent

About Virstle Pups:
Herzog Mampf's court wizard; master ichthyomancer; Senior Secretary of the Estates Arcanum; presides over the conclave

Capred Dingle

A paunchy, near-sighted wizard with bushy, white whiskers

About Capred Dingle:
Stuffy, old guard conservative; master of Weather Science; rumored to have some Cabal sympathies; retired from Estates Arcanum

Corbel Shewn

A befuddled fellow with his robe on inside out

About Corbel Shewn:
Absent-minded master portal mage; Duke Groant's court wizard

Falstum Zucken

A wizard with an elaborate, glass skullcap

About Falstum Zucken:
Master of Glass Science

Smallow Yatch

A twitchy fellow with wide eyes

About Smallow Yatch:
Older wizard with a reputation for being a bit deranged; House Tandabar alumnus

Joffan Teaux

A young wizard who seldom looks up from his notes

About:
Brilliant, young up-and-comer; former head boy of Cotter House; proud member of the Secret Disciples of the Ancients

Bavern Wipe

A wizard with several candles protruding from his beard

About:
Master Candle Binder; Persimmon House alumnus; has journeyed from Nolisfar, a far off district in western Walvia

Huntsel Blind

A finely attired wizard with a glass eye

About:
Practitioner of Glass Science from a wealthy family

Dinnrey Shalt

A somewhat frazzled looking fellow

About:
Very accomplished for his age; pursued studies in Lightning Science

Voting

While the conclave's agenda has already been set some days prior in closed chambers, under Virstle Pups's oversight, various issues will be brought before the conclave for the assembled wizards to consider, debate, and cast their votes upon.

Furthermore, the conclave is punctuated by several recesses during which wizards refresh themselves and confer in private. It is at these times that favors are called in and new bargains made in an effort to sway upcoming votes. Likewise, wizards take careful note of who votes against their measures--from such interactions fierce and lasting rivalries may be born!

The young wizards may exercise their influence on any given issue, either trying to move the members of the conclave to vote in support of the motion or against it.

The GM can roleplay through these interactions to the degree that best suits his or her group's particular style.

If the GM wishes to represent this influence mechanically, use the following:

Influence Points

5 + Charisma modifier + Prestige

The neophyte wizards may be able to sway some votes, especially if they band together, but others will be beyond their powers of influence. An estimate of the outcome of each vote (prior to this influence) is listed below.

Huntsel Blind is seeking jury members to support him in an upcoming duel with Sudrick Pink (who is not present in Smoodorf).

Apparently, upon the death of their former master, Pink took possession of some magical texts (legally) without paying Blind the courtesy of first offering them to him.

Against:
Falstum Zucken, an old classmate of Pink's, weighs in.

"Clearly this is a private matter and frankly I find it rather unseemly for you to solicit jurors at an august gathering. Surely you have comrades and confederates who will hear your complaints on your own time? What? No? A pity."

He thinks that if Blind feels something to have been mishandled, he should pursue it with the Estates Arcanum's Librum Branch.

Influence:
For: 30 Against: 110

Those supporting Blind will earn Zucken's contempt and will appear a bit foolish (-2 influence on future votes).

Bavern Wipe wishes to draft a letter to unschooled Lord Crake of Nolisfar from the assembled members of this conclave, expressing displeasure at the establishment of a guild hall of Tallow and Wax Chandlers in the town of Dupe.

Wipe claims that the expansion and protection of this trade among the unschooled threaten to undermine the dignity of magical Candle Binders in that region (himself included).

Against:
Dinnrey Shalt, who has recently applied to Lord Crake in hopes of becoming his court wizard, wants to avoid inciting the nobleman's ire toward any wizard until after Shalt has secured a position.

Shalt will avow that such trade among the unschooled couldn't possibly pose much of an inconvenience to any established wizard.

"*After all, we are no mean, street corner hawkers that we should feel a'threatened by every alewife and seller of minced pies … let alone candles or rushlights or whatever*!"

Influence:
For: 75 Against: 65

Though he holds his tongue, Wipe is deeply offended by Shalt's implications and will take careful measure of those supporting the younger wizard, saving his revenge for a future opportunity.

Joffan Teaux wants cosigners to join him in petitioning the Estates Arcanum for a grant to fund an undersea survey of The Gulf of Norp.

Against:
Capred Dingle believes the effort to be frivolous when the Divine Rune could be used to answer many questions about the marine environment at drastically lower expense.

"*This is a great deal of fuss just to see some fishes.*"

Corbel Shewn concurs. He has recently submitted a research grant proposal himself about an unrelated topic (harnessing gravity via linked, vertical portals as a means of propulsion) and doesn't want competition for funding.

Influence:
For: 90 Against: 50

Virstle Pups is irritated by Dingle's unfortunate fish comment and uses his influence to sway the vote.

In the future, Pups will tend to be dismissive of those voting against Teaux and anyone seen as closely aligned with Dingle or Shewn (-1 influence on future votes).

Smallow Yatch wants to know if anyone has had a run-in with Goefig Munt.

He suspects the wizard, an old rival, of having interfered with his recent Formula research, but the Divine Rune has revealed nothing clear to support his hunch.

"*Perhaps a third-party investigation should be launched*."

Against:
Capred Dingle thinks Yatch is just paranoid.

"*Anyway, if you wish to take issue with the man, then you can appeal to the Estates Arcanum. We have a Judicial Branch for a reason, you twit.*"

Influence:
For: 40 Against: 100

Yatch will hasten to take those supporting him into his confidence, sharing endless, and increasingly improbable conspiracy theories.

Inevitably, his paranoia will turn upon those nearest him.

Falstum Zucken is concerned about rising anti-wizard sentiments among the Neo-Cordites.

"*Though they are backward, insular, and peculiar, this austere religious sect is also very fecund. Worst of all, their matriarchs, who oversee the sect's tracts of communally-held property, are diligent about ensuring that taxes are always paid promptly. Thus the Neo-Cordites are steadily rising in the estimation of the unschooled peerage.*"

Zucken wants to file a brief with the Estates Arcanum's Mundane Branch, expressing the will of this conclave that the Walvian Archduke be apprised of the displeasure that the rhetoric of the Neo-Cordites has incurred among wizards.

Against:
Capred Dingle thinks that the Neo-Cordites are a bunch of religious nutters and that the absolute worst thing that wizards can do is give them a reason to get riled up.

"*Let them alone. Soon enough their grandchildren will be running off to seek their fortunes and in a century they'll look and behave no differently than any other unschooled folk*."

Influence:
For: 50 Against: 90

Despite Dingle's dismissal, Zucken is probably right to be concerned.

Smallow Yatch Rails against Rogue Wizard and Cabalist Grayber Bentbrock.

"The man has gone too far! Yes, we are told that Estates Arcanum agents are attempting to apprehend him, but the trail has grown cold. Perhaps it is time we take matters into own hands. I propose the assembly of a team to find Heddrik Hwoinch, a former associate of Bentbrock's and a known, if significantly less powerful, cabalist. Once in hand, in exchange for amnesty, the little toad can be used to lure Bentbrock to a meeting where the authorities will be lying in wait!"

Against:
Capred Dingle weighs in promptly.

"This all sounds too risky and like rather a lot of fuss. Hwoinch's exact whereabouts are unknown, and all that can be said for certain is that, as many of you already know, he slipped through a magical portal into a strange wood, where up, down and sideways were all confused, two months ago. It doesn't sound like the kind of place I'd care to go."

Influence:
For: 65 Against: 75

Those who have voted with Dingle and the "goode olde boys" of the older spellcasting establishment throughout the conclave will be approached afterward by Wallburt Vies, a low-ranking member of The Cabal. He will sound out the wizards to see if they are interested in meeting with one of his superiors at a future place and time.

Ending the Conclave

After the final votes are tallied, the assembled wizards mingle a bit, celebrating or complaining about the outcome on particular issues, and indulge in some gossip before making their way back to the ground below. Traditionally, wizards depart from conclave formally and in order of precedence, with the most prestigious (Virstle Pups) being the first to leave.

If the young wizards lack the Quintessence or means to leave the trout before Pups dispels it, they will need to hastily beg a favor of some spellcaster they haven't managed to alienate!

Day 3: The Champion Lupsbach Race

On the third and final day of the tournament, all eyes are focused upon the racecourse. Wrestling bouts, feats of strength, and numerous lesser races lead up to the main event in the late afternoon: a running of champion lupsbach!

The wizards are free to explore a variety of locations throughout the day. Two main plots are afoot in Smoodorf.

First, Graf Geiter has plotted with his court wizard, Allred Zwick, in order to make it *seem* as if he has stolen Duke Groant's prized lupsbach racer. Geiter hopes to lure Groant into making wild accusations before Zwick reveals that the bird was never really missing at all.

Second, Bhatvian rogues, on a mission from the Overmarshall, attempt to abduct Virstle Pups from right under Herzog Mampf's nose (with the help of a potent magic item) and replace him with a look-alike who is loyal to Bhatvia.

What the young wizards discover in each place they visit, and whether they become embroiled in either of these plots, depends upon where they go. They can visit at least two locations per period of time, and they may decide to split up of course.

Bhatvian Saboteurs

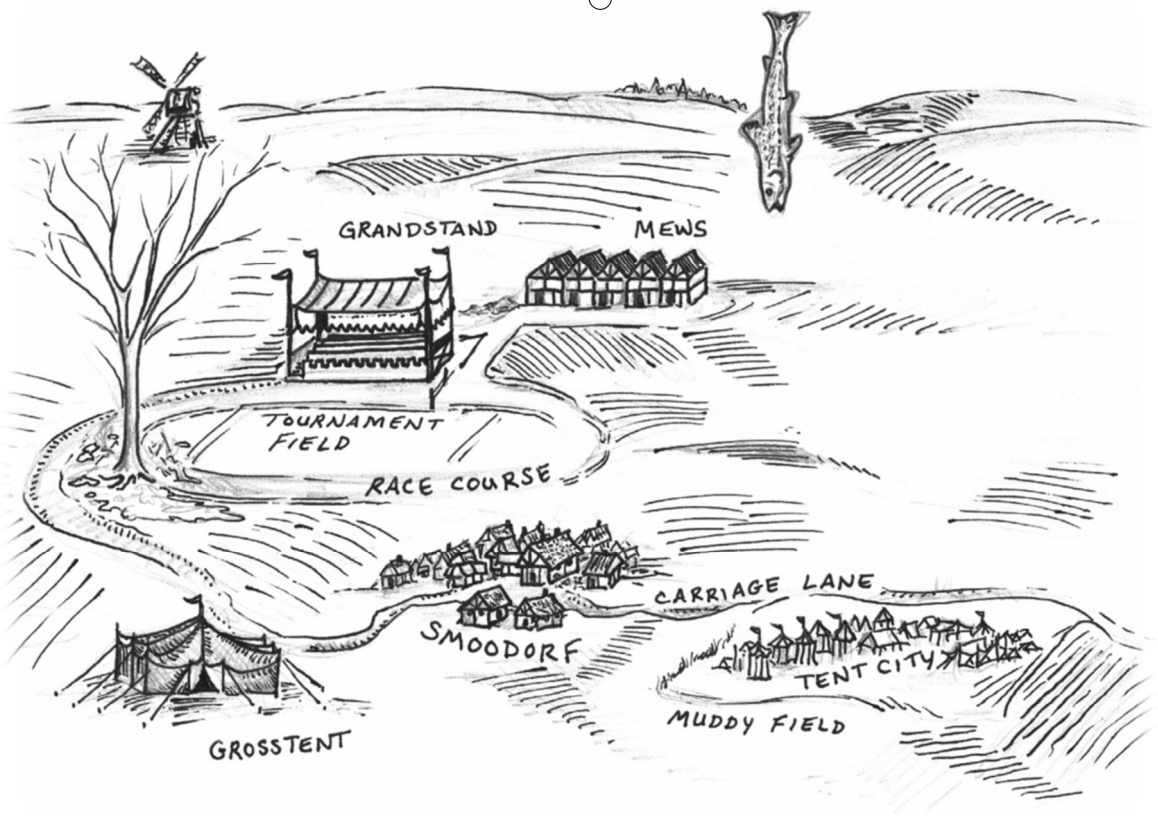
STR	DEX	Defense	Hit Points	WITS
12	*16*	*13*	*10*	*16*

Attack: Step **8**, concealed knives
+3 to hit, 2D6 Damage

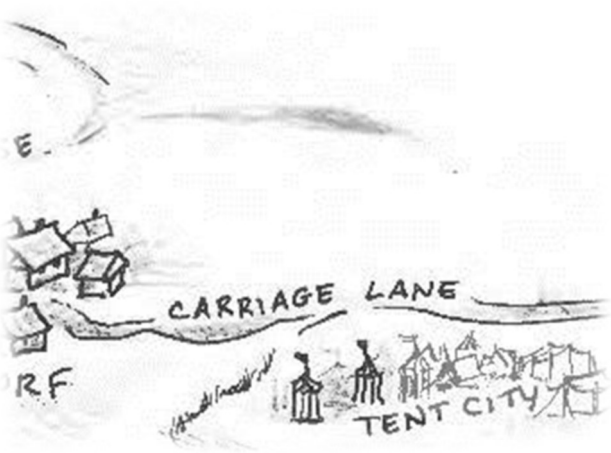
One of the Bhatvians resembles Virstle Pups, though his build is somewhat thicker.

Another carries **The Witless Blade**, a small, magical oyster knife.

Anyone cut by the Witless Blade loses 3D6 points of Wits until the wound is healed. Any object physically marked with the knife's blade will be Enchanted, causing the first person to touch it to lose 1D6 points of Wits. This Enchantment lasts until the next sunrise.



Carraige Lane



Morning

Lackeys and coachmen hang about, chewing sweet cane and gossiping.

They are reluctant to mingle above their station, but the wizards might convince them to pass on a simple message or request to their masters if they are tipped generously (WR 3+).

These fellows have heard rumors that Graf Geiter has something special planned for Duke Groant--a way to embarrass the old nobleman in front of his pretty, young wife--but they don't know what.

Midday

The axle of Ritter Vaun's carriage has cracked. While the knight has strode off to the Gross Tent, his servants have been left to wonder how they will manage the repair and escape their master's ire.

If the wizards help, they'll earn the men's favor.

A grateful coachman can keep a surreptitious eye on someone for the wizards or come and report anything suspicious they happen to notice.

Early Afternoon

Men in Graf Geiter's livery begin to hitch his coach up with conspicuous haste.

It looks as if Geiter is preparing to leave in a hurry (though he is not yet present).

This is especially odd, because the champion lupsbach race, the main event of the tournament, hasn't been run yet.

This activity is actually a ruse intended to draw suspicion. Geiter hopes that word gets back to Duke Groant.

Late Afternoon

Six of Graf Geiter's men hasten up the lane with a large, heavy bundle wrapped in canvas.

Bird feet can be spied sticking out of one end.

This is a ploy, however, for the bundle merely contains the disassembled frame of a bed with extremely realistic bird legs.

Geiter is hoping that Duke Groant, or someone in his service, will jump to conclusions and accuse Geiter of stealing his lupsbach.

At that point, the bed frame will be revealed with cries of, "*Ja, mine lordship? Vhat of yours do you suppose to be in our master's bed?*"

Word of this will quickly spread and Duke Groant will become a laughingstock.

Village of Smoodorf

Morning

Herr Klopfen the cottager and his family stand dejectedly in the muddy lane clutching a few belongings.

They've been put out of their house to accommodate various valets and knights and told that they'll be compensated … eventually.

Klopfen will long remember any kindness shown him by the wizards and will happily pass on any news or rumors he has heard.

"Ja, there is zomethink strange happenings at the mill mine cousin he is saying."

Midday

Graf Geiter's standard is planted outside of the largest cottage in the village.

A number of servants in his livery stand about the place.

They have been given orders to boast loudly in the ear of any passersby that their master has special plans to show up old Duke Groant.

Inside the cottage, a richly-carved, bird footed bed frame (clearly out of place in this humble setting) is concealed beneath canvas.

Early Afternoon

A runaway lupsbach, a late entry who has just arrived at the tourney, breaks free of its handlers and goes tearing through the crowded lanes of the hamlet.

If the wizards help catch the bird, Mijinheer Zalig, the Plukish spice merchant who owns it, will promise the wizards a favor in return.

He could, for instance, get them into the Gross Tent if they wished.

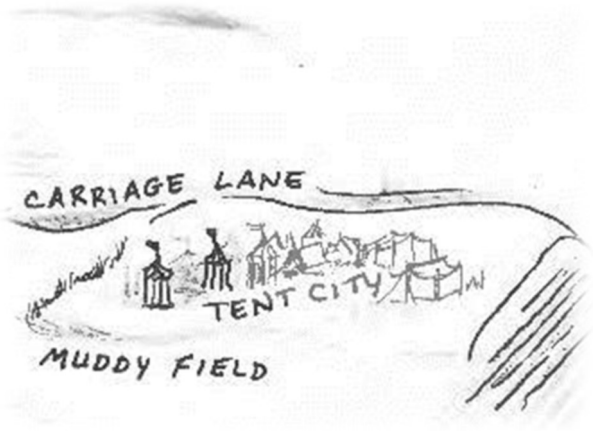
On the other hand, Zalig could help the wizards with free passage to a port of their choosing at some future time.

Late Afternoon

The village stands empty save for a few dogs and a pair of house-breakers as everyone else has gone to the Racecourse to watch the main event.

Shortly before the race commences, six of Graf Geiter's men leave the largest cottage in the village bearing a large, canvas-wrapped bundle. They make directly for the carriage lane.

Tent City



Morning

Nilds, an inexperienced and daring pickpocket, will try to lift something from the sleeve of the slowest-moving wizard he spots.

The wizard may succeed in a DC 15 Wits check to notice the theft in progress. Otherwise, his Wealth Rating is reduced by two ranks or two small items are taken.

Midday

Gamblers offer odds on the upcoming lupsbach race.

	Lupsbach	***Odds***
❖	*Stormbrow Royal Darter (the favorite)*	1/2
❖	*Halfdan Big Axe*	5/1
❖	*Zwaar Vokel*	6/1
❖	*Goldleaf Lily Dancer*	8/1
❖	*Pezzaro Livre*	10/1

Early Afternoon

Last minute wagers are made here as most folk begin to move toward the racecourse to watch the upcoming lupsbach race.

A man who is the spitting image of Virstle Pups, but who wears the trousers and boots of a postilion, passes by the wizards in the company of three stern-looking fellows.

None of them spare the wizards a glance, but they head straight for the grandstand.

These four are Bhatvian rogues, preparing to abduct and replace Virstle Pups when their confederate in the windmill causes a distraction.

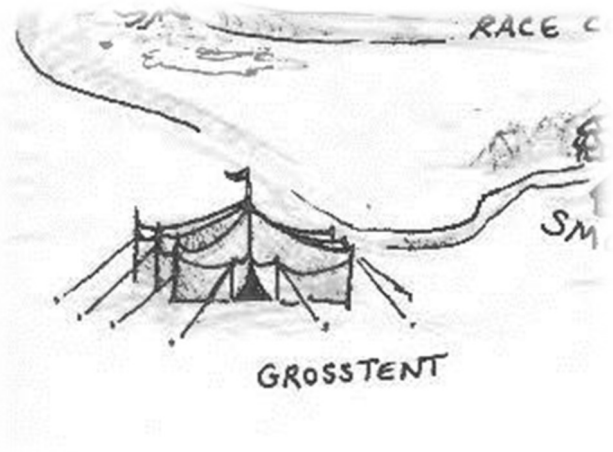
Late Afternoon

Debts are settled here shortly after the main race.

Gribbit the Squint tries to escape out of the back of a tent and take to the hills rather than pay what he owes.

The wizards may choose to aid his flight or help the men pursuing him, earning a favor for success in either enterprise.

Gross Tent



Morning

Here the assembled nobles sit to dine among their peers.

Admittance is strictly by invitation, and the wizards will probably have to contrive a way to sneak in if they wish to enter.

Once inside, Duke Groant is easy to find should they wish to bend his ear on any particular matter.

Midday

Groant's son, Gniles, a vicious, spoiled young nobleman, demands entertainment.

If he spies a wizard, he will insist on being shown some magic--preferably something garish and destructive.

If denied, Gniles will complain bitterly to his father.

If humored, on the other hand, Gniles will demand to be shown even larger and better "tricks". He lacks any concept of Quintessence and won't care if it is explained to him.

Early Afternoon

Duke Groant learns from a page that his prize racer has gone missing. Leaping up in a rage, he runs from the tent, screaming for Corbel Shewn (who has traveled back home via magical portal to fetch a pair of gloves and is currently nowhere to be found).

Groant will demand aid and answers from any retainer or wizard he spies.

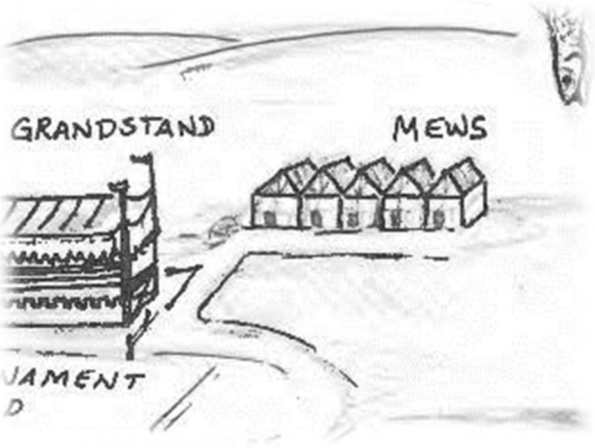
He soon begins to eye a smirking Graf Geiter, who looks on with amusement.

Late Afternoon

The Gross Tent empties as the nobles proceed to the Grandstand to watch the main event upon the racecourse.

If Groant's lupsbach hasn't yet been located, Graf Geiter will beg his leave of Lady Groant and begin making his way toward the carriage lane.

Mews



Morning

Herzog Mampf's guardsmen deny anyone except the trainers and grooms access to the racing birds (unless accompanied by a lord of course).

If the wizards wish to get in and see the lupsbach, they must sneak in.

Midday

Allred Zwick slips invisibly into the stable of *Goldleaf Lily Dancer*, Duke Groant's prized racer, and scatters several Enchanted iron nails about the pen.

Zwick then calls Mielt Hupp, the bird's trainer, from outside the stall door, causing the man to step away.

Early Afternoon

Hupp, having returned to find that his master's prized bird has vanished before the big race, is in a panic.

Fearing that he'll be hanged, he finally gives up his cowering and rushes out in search of the wizards' help.

A page overhears and dashes off to the Gross Tent to tell Duke Groant the news.

Late Afternoon

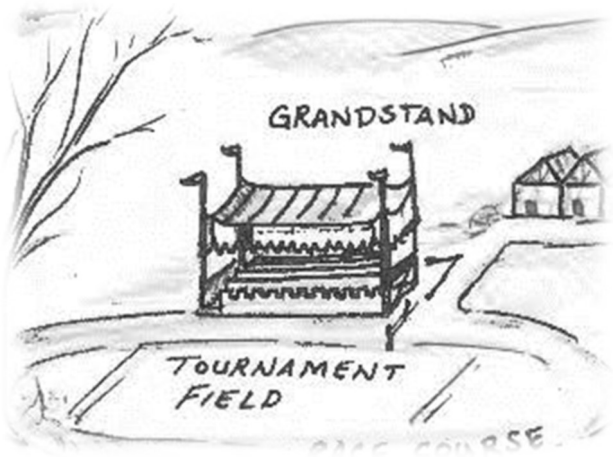
Goldleaf Lily Dancer is actually still present in his stall but has touched a few of the Enchanted nails, rendering him invisible.

Anyone entering the lupsbach's pen and making a serious search will bump into the bird (currently asleep) in short order.

Graf Geiter's men will suggest loudly that Groant ordered his bird hidden so as to avoid the embarrassment of losing another race.

There is much laughter at Duke Groant's expense.

Grandstand



Morning

Valets and flunkies mill about behind the grandstand, staying out of sight if possible.

Derelict in their duties elsewhere, they slip into silence if approached by a wizard.

Midday

Alerted by Divination that a plot is afoot, Virstle Pups, Herzog Mampf's court wizard, carefully searches the grandstand for signs of skulduggery.

Unfortunately for Pups, while examining the grandstand, he has touched a number of cushions and benches that have been Enchanted by the Witless Blade and he is now fairly disoriented.

He is immediately suspicious of anyone he doesn't recognize (virtually anyone at this point), but if reasoned with, he would appreciate help ending the numerous Enchantments laid upon the benches, cushions, and planking underfoot.

Early Afternoon

Unbeknownst to Pups, the Bhatvian saboteur who has been Enchanting the seats of the grandstand with the Witless Blade is still nearby.

Dressed as a lackey carrying a stack of cushions, the saboteur has been playing cat and mouse with Pups, adding Enchantments even as the wizard dismisses them.

If revealed or captured, he won't readily confess to anything.

Late Afternoon

The grandstand fills with nobles and their retinues as they prepare to watch the lupsbach race.

If *Goldleaf Lily Dancer* hasn't been discovered yet, then both Duke Groant and Graf Geiter will be absent.

If the Bhatvian rogue in the windmill hasn't been foiled, just as the lupsbach take their positions at the starting gate, several cannonballs will smash through the canopy of the grandstand.

During the ensuing chaos, four other Bhatvian agents, arriving from the tent city, wrestle Virstle Pups to the ground and knock him unconscious. Donning his robes, one rogue will take his place while the others hustle Pups away.

Racecourse

Morning

A magically Created tree, composed of ice, changes color by the hour and bellows out the names of those competing in the field.

Given the rain and surrounding temperature, the tree continually sheds branches with splintering crashes as it melts.

Midday

Several knights battle in a melee prior to the main event.

Landless fellows, they hope to gain the attention of a wealthy lord through their displays of martial prowess.

Nobody of any particular importance pays them much heed.

If the wizards need to hire a sword, they can meet Sir Duffle Woe here. He will gladly serve for pay equal to WR 4 or better.

Early Afternoon

Herzog Mampf's Master of Falcon flies several birds in a display of aerial acrobatics.

A crowd begins to gather along the perimeter of the track in anticipation of the upcoming main event.

Wizards with Wits 16+ will observe Purcelle the Pickpocket at his trade, but the rogue won't dare to try and make a mark of a wizard.

Late Afternoon

The lupsbach line up at the starting gate, only to be startled by the booming of cannon!

Several cannonballs arc over the course, crashing into the grandstand.

Herzog Mampf's guardsmen race toward the windmill from whence the volley came, only to find it deserted.

Undeterred, amid cheers Mampf declares that the race shall go on!

The racing lupsbach proceed to dash three laps of the track in pursuit of a magically-guided, squeaking serpent.

Stormbrow Royal Darter will win if there is no interference.

Windmill

Morning

The nearby windmill is unoccupied. The sails turn, but the miller is nowhere to be found. The cramped interior of the place is both dark and loud.

Careful investigation will reveal a fresh bloodstain at the foot of the ladder.

Midday

A Bhatvian rogue, dressed in the miller's garb, arrives in a cart and proceeds to hoist several long crates aloft with block and tackle.

Unpacking these, he begins to carefully position four light cannon, aiming them at the grandstand.

If studied closely, it is apparent that the guns are not directed at the seats of the grandstand, but aimed rather higher.

Early Afternoon

If he hasn't been interrupted, the Bhatvian will ignite a series of long, timed fuses before slipping away.

Should he be captured, he won't talk, hoping that his confederates will still be able to successfully abduct Virstle Pups and replace him with an impostor.

Instead, he will decry the decadence of the Walvian pigs and their groveling flunkies, reveling in the inevitable victory of the Bhatvian Overmarshall.

"*History is on our side!*"

Late Afternoon

If they haven't been discovered, the cannon will go off, striking the grandstand's canopy (and making a great deal of noise, but doing little harm).

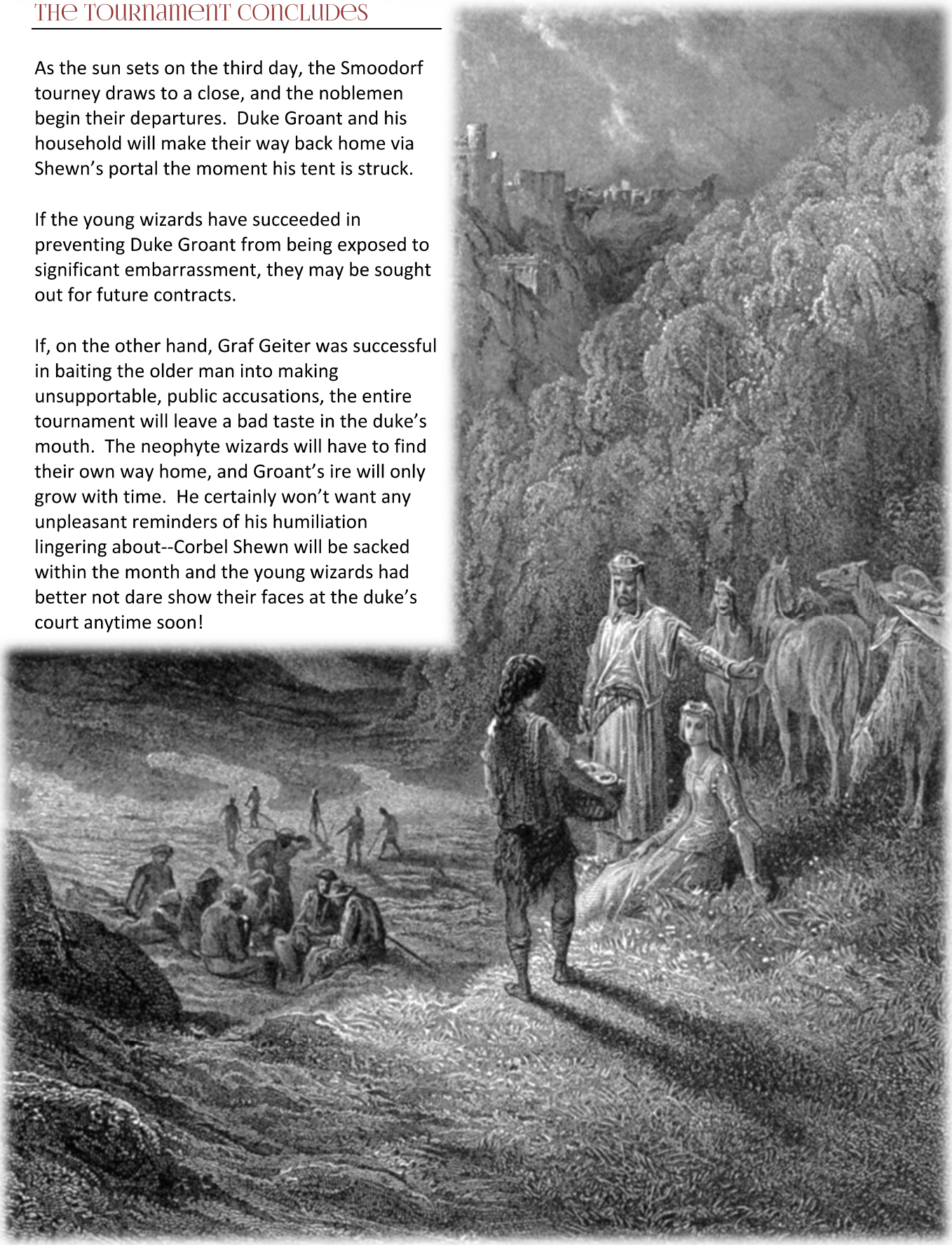
Herzog Mampf's soldiers will storm the unoccupied windmill, leaving a detachment of guards behind before reporting back to their lord.

The Tournament Concludes

As the sun sets on the third day, the Smoodorf tourney draws to a close, and the noblemen begin their departures. Duke Groant and his household will make their way back home via Shewn's portal the moment his tent is struck.

If the young wizards have succeeded in preventing Duke Groant from being exposed to significant embarrassment, they may be sought out for future contracts.

If, on the other hand, Graf Geiter was successful in baiting the older man into making unsupportable, public accusations, the entire tournament will leave a bad taste in the duke's mouth. The neophyte wizards will have to find their own way home, and Groant's ire will only grow with time. He certainly won't want any unpleasant reminders of his humiliation lingering about--Corbel Shewn will be sacked within the month and the young wizards had better not dare show their faces at the duke's court anytime soon!



9. The Strangest Snow
Or The Pyroclastic Precipitation Problem

Corbel Shewn has fallen on hard times. Dismissed from Duke Groant's service for his failures, his reputation among the ancient fraternity of spellcasters is now in shambles.

Shewn has even been forced to send his own domestic servants away, as he can no longer afford to retain them, and he has withdrawn to a lonely, humble tower at the very edge of the district where he scratches out a living helping farmers transport their livestock to market via magical portal.

Late one spring evening, hungry and in low spirits, Shewn Conjures a "boiling, hot portal" to warm his cold hearth and heat his gruel. He doesn't bother to apply a Spatial Formula, so his spell fetches "the nearest one."

As it turns out, however, due to his isolation and the late hour, the nearest suitable aperture isn't the rim of some peasant's pot as Shewn had supposed, but the magma-filled mouth of a subterranean dyke miles below his feet!

The resulting explosion of molten rock and superheated gasses destroys both Shewn and his tower in an instant. The portal remains open, however, and continues to eject lava and spew hot ash miles into the air.

By dawn ash has begun falling across the entire district, resembling an unseasonable, grey snowfall. Left unchecked, the ashfall will eventually destroy everything for many, many miles.

Complications

Shewn used Stone Tooth Method for his Temporal Formula. This means that, unless the spell is re-opened and the Temporal Formula overwritten, the Conjured portal will remain suspended 50 feet in the air (where Shewn's tower once stood) until touched by metal; a highly unlikely event in light of the lethal waves of heat, fumes, and liquid rock now erupting from it.

Because of the density of the ash in the air, the portal itself cannot be spotted, the Conjure Rune re-opened, and the spell dismissed until explorers are very close--close enough to detect it with at least one of their senses (see The Spellcraft Science, page 30).

Along with ash and lava, deadly gasses scythe through the area surrounding the ruined tower, making approach difficult.

Likely Course of Events

Day 1

- Freak "snowfall" proves to be made of ash, not snow
- Unschooled are curious at first, but after a morning of this they become alarmed and begin to grumble.
- Wizards' robes are spotted with light grey ash that seems able to find its way into every room.

Day 2

- Ash hampers visibility, coating everything for miles. Those moving about out of doors are plagued by choking and coughing.
- Unschooled delegations approach any wizards they can find to ask that the strange snow be stopped.
- Due to coughing, unprotected spellcasters treat any 4s rolled as failures when casting. All wildcasting results and any chimera Created within 15 miles of the portal use "Ash" as their Science.

Day 3

- Entire region suffocated under ash and poisonous fumes.
- Roving pitchfork mobs, faces swathed in rags, attack wizards on sight.
- Unless casters are shielded by means more effective than a cloth mask, spellcasting is virtually impossible.

If the wizards are not successful in intervening, heaps of expelled lava will eventually pile up in a steaming, black cone, towering high enough to physically block Shewn's portal.

Even then, pockets of trapped gas will occasionally form beneath the cooling slag-pile, building up pressure until they explode once more.

The region will be affected for decades to come as a whole swath of Walvia becomes uninhabitable, and those who were forced to flee the disaster will harbor a lasting animosity toward wizards.

APPENDIX A

Magical Formulae

Common Starting Formulae

Puissance

1D20 Roll	Common Name	Page
1	Accendo	286
2	A Basic Spell Lock	286
3	Blatt's Blessed Balm	286
4	A Cronk	286
5	Dorp's Golden Isle	286
6	Genitive Rhythm	286
7	Gore's Spectral Wasp	286
8	Gross Theorem	286
9	A Half-Lug	287
10	Lesser Rune Arc	287
11	Minor Symbol of Suppression	285
12	Mystic Press Theorem	287
13	Ninn's Fluctuation	287
14	Peddiwick's Potent Rite	288
15	Rite of Dismissal	288
16	A Simple Pluntz	288
17	Simple Thaumic Shield	288
18	A Springe	288
19	Symbol of Recall	288
20	A Thing	288

Spatial

1D20 Roll	Common Name	Page
1	Bluddbert's Incantation	289
2	Efficacious Tone of Might	289
3	The Familiar Spell	289
4	Ferris Theorem	289
5	A Flux	289
6	The Golden Door	289
7	Golden Staff Method	289
8	Gonfur's Circle	289
9	Gore's Sigil of Choice	290
10	Malmick's Mighty Finger	290
11	Malmick's Telescopic Finger	290
12	Meestaff's Chant	290
13	Motemur's Grasping Sigil	290
14	Onerous Cone Method	291
15	The Spinning Radical Equation	291
16	Stiffler's Stone	292
17	Tylemew's Swig	292
18	Yorp's Curse	292
19	A Yuud	292
20	Yvagik's Rite	292

Common Starting Formulae

Temporal

1D20 Roll	Common Name	Page
1	Blinking Hand Method	293
2	A Brewing	293
3	Brong's Cacophony	293
4	Efficacious Chant of Gretch	293
5	Elementary Glamour	293
6	Esoteric Temporal Trigger	293
7	Fluctuating Paradox Principle	293
8	The Golden Hour	293
9	Gunstun's Dream	294
10	A Knock	294
11	Lead Shoe Method	294
12	Lesser Staggered Glyph	294
13	Magic Candle Method	294
14	The Monolith Method	294
15	The Nougat Principle	294
16	A Rhyme	295
17	Simple Temporal Rite	295
18	Stull's Improved Footfall	295
19	Stull's Mouse	296
20	Vormer's Measure	296

Thaumic

1D20 Roll	Common Name	Page
1	An Altuation	297
2	The Bleak Duck	297
3	Chant of Lesser Transmutation	298
4	Chant of Quiescence	298
5	The Empty Scroll	298
6	Empty Syllable Formula	298
7	Gorf's Measure	299
8	Greater Genitive Rhythm	299
9	Gunstun's Fable	300
10	The Inverse Aura Method	300
11	Lesser Reverse Transmutation	300
12	A Loosing Sign	300
13	A Minor Questing Rite	301
14	Quamond's Ethereal Guide	302
15	Quick Phantom	302
16	Sign of Dismissal	304
17	The Soothing Word	304
18	Sympathetic Principle	305
19	Twisting Word of Blutch	307
20	A Zoic Trigger	307

Keywords

BOUND	Hit points are tied to the spell's focus; if the focus is damaged then so is anyone bound to it
BURDENSOME	The caster cannot regain Quintessence or hit points until the spell ends.
the caster / he	Whoever modified the spell with the Formula
Focus	The "focus" of a spell is the specific sample of a Science that a successfully invoked Rune acts upon (see Notes on the Nine Ancient Runes, page 19).
GRANTED	Instead of affecting the spell's focus, the effect of the spell's Thaumic Formula acts upon others as specified. Effects GRANTED don't shift the spell's focus for the purposes of Spellcraft and reopening spells.
INSTANTLY	The effect begins and ends on Step 9 of the round.
LIMINAL	at sunrise, noon, sunset, and midnight
MARKED	When "marking" a creature or object, the wizard carefully prepares it with the appropriate sigils using chalk, charcoal, paint, ink, tile, etc. He must be able to see, touch, and interact with it as a full round action (as a minimum). A wizard can maintain a number of marks equal to his Lore ability score. If the sigils are effaced, damaged, or disrupted in any way, it prevents the associated Formula from functioning.
PERILOUS	The caster must succeed in a DC 14 Constitution check or die.
SCRYING	The caster may use this Formula with the Divine Rune to Scry.
SIPHON	Each round of the spell's duration, the caster must succeed in a DC 12 Wits check or pay one additional Quintessence on Step 9.
UNSTABLE	The caster must roll on the Spell Burn table when the spell's effect begins.

Notes

SPATIAL FORMULAE:
The caster cannot opt to affect less of the spell's Science unless otherwise specified.

The caster who adds a Spatial Formula to a spell determines the location for that spell's effect, choosing a point in space detectable by one of his five senses.

TEMPORAL FORMULAE:
A caster can neither dismiss his spell at will, nor voluntarily reduce the duration of a Temporal Formula unless otherwise specified.

THAUMIC and PUISSANCE FORMULAE:
When a Formula offers a choice of effects (e.g. heats up or cools off) the caster chooses which one to apply.

Puissance

Accendo

Period: Puissance **Runes:** Enchant
Cost: 1 Quintessence

a bit brighter or dimmer

Genitive Rhythm

Period: Puissance **Runes:** Any
Cost: 1 Quintessence

an additional living thing

A Basic Spell Lock

Period: Puissance **Runes:** Any
Cost: 1 Quintessence

to reopen the spell, an additional Spellcraft success is required

Gore's Spectral Wasp

Period: Puissance **Runes:** Enchant
Cost: 1 Quintessence

inflict 1D6 hit points of damage INSTANTLY

Blatt's Blessed Balm

Period: Puissance **Runes:** Restore
Cost: 1 Quintessence

heal 1D6 hit points of damage INSTANTLY

A Great Knitting

Period: Puissance **Runes:** Restore
Cost: 4 Quintessence

heal 1D20 + 9 hit points of damage INSTANTLY

A Cronk

Period: Puissance **Runes:** Enchant
Cost: 1 Quintessence

a bit heavier or lighter

Gross Theorem

Period: Puissance **Runes:** Enchant
Cost: 2 Quintessence

half the size or twice the size

Dorp's Golden Isle

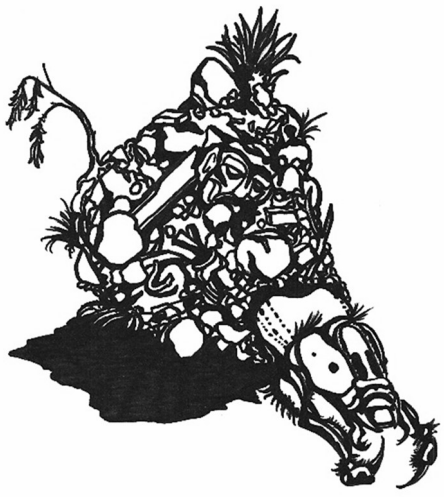
Period: Puissance **Runes:** Any
Cost: 2 Quintessence

not [proper name]

Explosive Pattern

Period: Puissance **Runes:** Enchant
Cost: 4 Quintessence

inflict 1D20 + 9 hit points of damage INSTANTLY



Puissance

A Half-Lug

Period: Puissance **Runes:** Any
Cost: 1 Quintessence

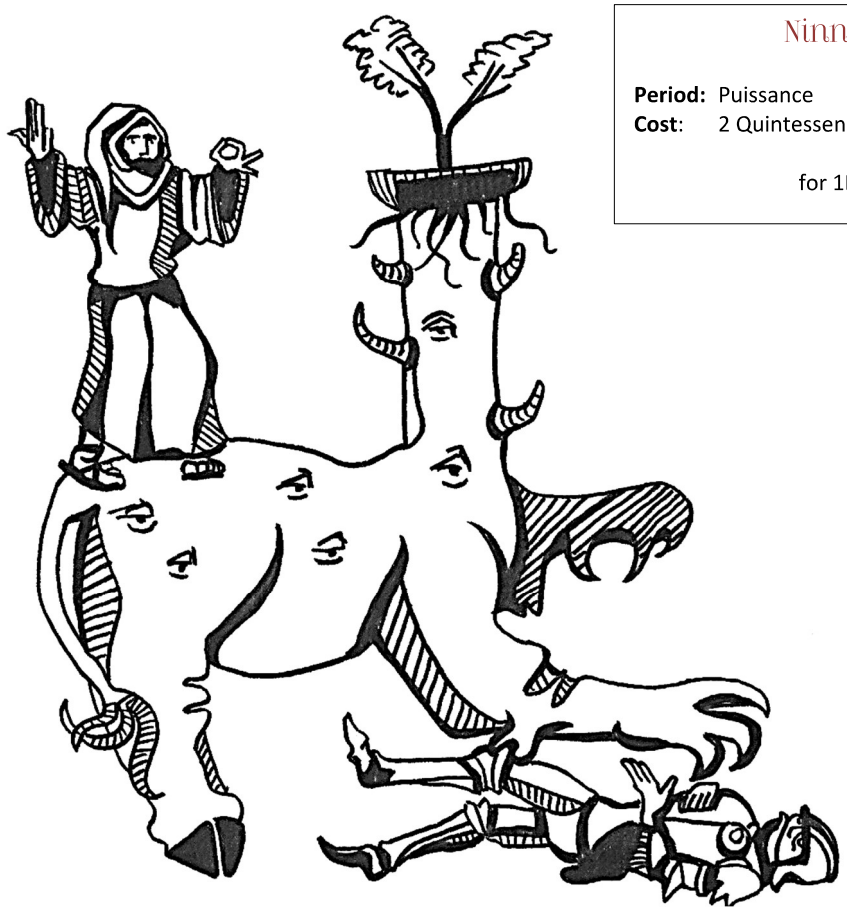
Applied Science: an arm's-length more

Substantial Science: an armload more

Lesser Rune Arc

Period: Puissance **Runes:** Any
Cost: 2 Quintessence

at an additional point the caster can see



Minor Inverse Siphon

Period: Puissance **Runes:** Any
Cost: 1 Quintessence

for 5 less rounds

Minor Symbol of Suppression

Period: Puissance **Runes:** Enchant
Cost: 1 Quintessence

plus 1 or minus 1 on all ability scores

Mystic Press Theorem

Period: Puissance **Runes:** Enchant
Cost: 1 Quintessence

moves (Strength 5)

Ninn's Fluctuation

Period: Puissance **Runes:** Any
Cost: 2 Quintessence

for 1D6 + 1 rounds more

Puissance

Peddiwick's Potent Rite

Period: Puissance **Runes:** Enchant
Cost: 1 Quintessence

plus 1D6 to the specified ability score

A Thing

Period: Puissance **Runes:** Any
Cost: 1 Quintessence

one more just like it

Rite of Dismissal

Period: Puissance **Runes:** Any
Cost: 1 Quintessence

remove a Formula
(neither count toward Side Effects)

A Thrump

Period: Puissance **Runes:** Any
Cost: 2 Quintessence

Applied Science only: an additional stride in all directions

A Simple Pluntz

Period: Puissance **Runes:** Any
Cost: 1 Quintessence

plus 1 round

Simple Thaumic Shield

Period: Puissance **Runes:** Any
Cost: 1 Quintessence

plus 2 Defense

A Springe

Period: Puissance **Runes:** Enchant
Cost: 1 Quintessence

a bit faster or slower (one step)

Symbol of Recall

Period: Puissance **Runes:** Restore
Cost: 1 Quintessence

moves toward where the caster
first saw it (Strength 5)

A Whuth

Period: Puissance **Runes:** Any
Cost: 2 Quintessence

Substantial Science only: as much as he can leap over

Spatial

Bluddbert's Incantation

Period: Spatial **Runes:** Any
Cost: 2 Quintessence

Applied Science: one, anywhere along a finger-thin, mile long ray

Substantial Science: as much as he can lift, within a finger-thin, mile long ray

A Flux

Period: Spatial **Runes:** Any
Cost: 1 Quintessence

Applied Science: a pace beyond where he can see

Substantial Science: equal to his weight

Efficacious Tone of Might

Period: Spatial **Runes:** Any
Cost: 3 Quintessence

Applied Science: within the sound of his voice

Substantial Science: a large amount, within the sound of his voice

The Golden Door

Period: Spatial **Runes:** Any
Cost: 1 Quintessence

Applied Science: touching the MARKED door or portal

Substantial Science: a bit, touching the MARKED door or portal

The Familiar Spell

Period: Spatial **Runes:** Any
Cost: 1 Quintessence

Applied Science: touching the MARKED animal

Substantial Science: a sizeable amount, touching the MARKED animal

Golden Staff Method

Period: Spatial **Runes:** Any
Cost: 2 Quintessence

Applied Science: within nine strides of the staff he holds

Substantial Science: quite a bit, touching the staff he holds

Ferris Theorem

Period: Spatial **Runes:** Any
Cost: 1 Quintessence

Applied Science: touching the MARKED metal

Substantial Science: a bit, touching the MARKED metal

Gonfur's Circle

Period: Spatial **Runes:** Any
Cost: 2 Quintessence

Applied Science: within the MARKED circle

Substantial Science: quite a lot, within the MARKED circle

Spatial

Gore's Sigil of Choice

Period: Spatial **Runes:** Any but Create
Cost: 3 Quintessence

Applied Science: the one MARKED

Substantial Science: a large amount that has been MARKED

Minor Spatial Glyph

Period: Spatial **Runes:** Any
Cost: 1 Quintessence

Applied Science: a long stride away per Science success

Substantial Science: a healthy chunk per Science success

Malmick's Mighty Finger

Period: Spatial **Runes:** Any
Cost: 2 Quintessence

Applied Science: within a stone's throw at a point he cannot see

Substantial Science: a pile, within a stone's throw at a point he cannot see

Motemur's Grasping Sigil

Period: Spatial **Runes:** Any
Cost: 1 Quintessence

Applied Science: within arm's reach

Substantial Science: an armload

Malmick's Telescopic Finger

Period: Spatial **Runes:** Any
Cost: 1 Quintessence

Applied Science: at the spot he points to, even if he cannot see it

Substantial Science: about a basketful, at the spot he points to

Meestaff's Chant

Period: Spatial **Runes:** Any
Cost: 1 Quintessence

Applied Science: within a stride of a point the caster can see

Substantial Science: a goodly heap

Spatial

Onerous Cone Method

Period: Spatial **Runes:** Any
Cost: 3 Quintessence

Applied Science: within a broad cone, a stone's throw in length

Substantial Science: a cartload, within a broad cone, a stone's throw in length

The Solemn Fog of Gath

Period: Spatial **Runes:** Any
Cost: 4 Quintessence

Applied Science: within a spreading, cloud-shaped area

Substantial Science: tons, within a spreading, cloud-shaped area

A Precision

Period: Spatial **Runes:** Conjure
Cost: 1 Quintessence

Applied Science: one detectable by one of his senses

Substantial Science: up to a barrow load, detectable by one of his senses

The Spinning Radical Equation

Period: Spatial **Runes:** Any
Cost: 1 Quintessence

Applied Science: another one per Science success

Substantial Science: an armload per Science success

Spatial

Stiffler's Stone

Period: Spatial **Runes:** Any but Create
Cost: 1 Quintessence

Applied Science: the nearest

Substantial Science: a double handful

Yorp's Curse

Period: Spatial **Runes:** Any
Cost: 2 Quintessence

Applied Science: touching [proper name]

Substantial Science: as much as [proper name] can lift

A Yuud

Period: Spatial **Runes:** Any but Create
Cost: 2 Quintessence

Applied Science: the last one he touched

Substantial Science: a big pile

Tueldwind's Cloud

Period: Spatial **Runes:** Any but Create
Cost: 5 Quintessence

Applied Science: each one he has ever touched

Substantial Science: a huge sphere

Yvagik's Rite

Period: Spatial **Runes:** Any but Create
Cost: 2 Quintessence

Applied Science: one upon which his shadow has fallen this day

Substantial Science: up to a heap, upon which his shadow has fallen this day

Tylemew's Swig

Period: Spatial **Runes:** Any but Create
Cost: 1 Quintessence

Applied Science: the one he just spat upon

Substantial Science: a mouthful

Zygotic Method

Period: Spatial **Runes:** Any but Create
Cost: 2 Quintessence

Applied Science: one of which the caster has a part

Substantial Science: a fair bit of which the caster has a part

Temporal

Blinking Hand Method

Period: Temporal **Runes**: Any
Cost: 1 Quintessence

for 1D6 rounds

Efficacious Chant of Gretch

Period: Temporal **Runes**: Any
Cost: 2 Quintessence

while he utters the words of the chant

A Brewing

Period: Temporal **Runes**: Any but Create
Cost: 1 Quintessence

for 1D6 + 3 rounds when swallowed

Elementary Glamour

Period: Temporal **Runes**: Any
Cost: 3 Quintessence

until touched by any creature

Brong's Cacophony

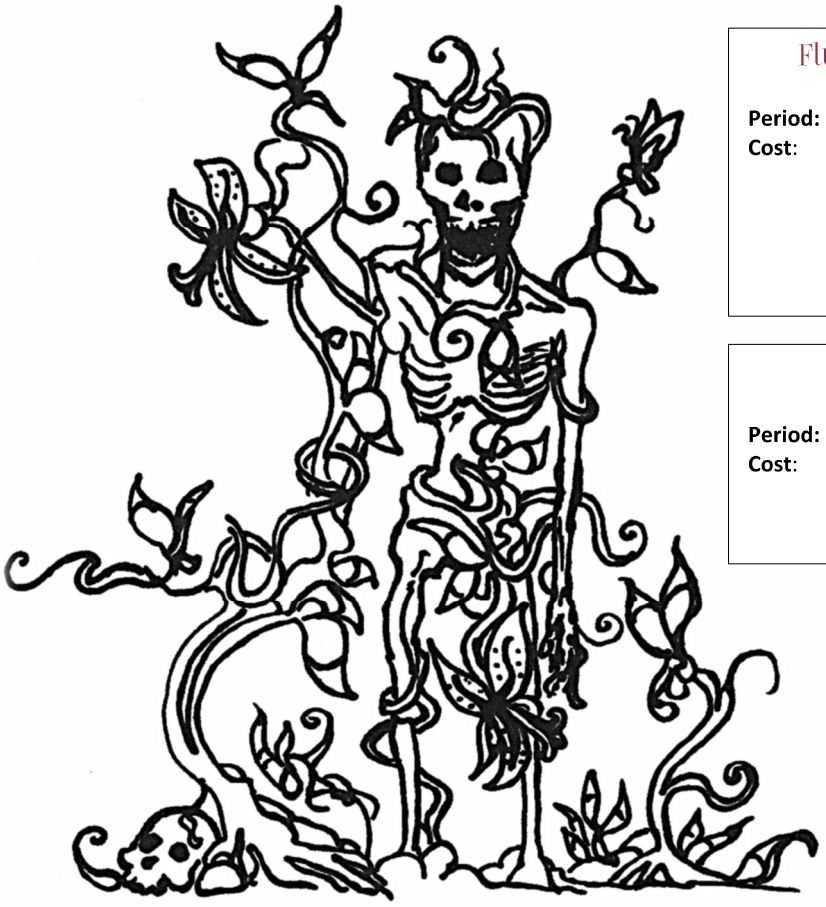
Period: Temporal **Runes**: Any
Cost: 2 Quintessence

until the bell stops ringing; SIPHON

Esoteric Temporal Trigger

Period: Temporal **Runes**: Any
Cost: 1 Quintessence

INSTANTLY, when a natural 20 is rolled



Fluctuating Paradox Principle

Period: Temporal **Runes**: Any
Cost: 2 Quintessence

INSTANTLY, when the chosen spell ends; the trigger spell's focus must be present when this Formula is applied

The Golden Hour

Period: Temporal **Runes**: Any
Cost: 3 Quintessence

until a LIMINAL time; BURDENSOME

Temporal

Gunstun's Dream

Period: Temporal **Runes:** Any
Cost: 2 Quintessence

until the MARKED, sleeping creature awakens or dies

A Knock

Period: Temporal **Runes:** Any
Cost: 1 Quintessence

INSTANTLY, when the caster strikes the spell's focus

Lead Shoe Method

Period: Temporal **Runes:** Any
Cost: 1 Quintessence

until the caster moves or dies

Lesser Staggered Glyph

Period: Temporal **Runes:** Any
Cost: 1 Quintessence

INSTANTLY, 5 rounds later

Magic Candle Method

Period: Temporal **Runes:** Any
Cost: 2 Quintessence

until the MARKED, burning candle goes out

The Monolith Method

Period: Temporal **Runes:** Any
Cost: 3 Quintessence

until moved

Minor Temporal Tweaker

Period: Temporal **Runes:** Any
Cost: 1 Quintessence

for 9 rounds

The Nougat Principle

Period: Temporal **Runes:** Any
Cost: 1 Quintessence

for 1D6 rounds per Science success

Temporal

Simple Temporal Rite

Period: Temporal **Runes:** Any
Cost: 2 Quintessence

for 10 round +/- the caster's points in Spellcraft Science

Stone Tooth Method

Period: Temporal **Runes:** Any
Cost: 5 Quintessence

until touched by metal

Stull's Improved Footfall

Period: Temporal **Runes:** Any
Cost: 2 Quintessence

INSTANTLY, when a creature with Wits 4+ approaches within 9 paces

A Rhyme

Period: Temporal **Runes:** Any
Cost: 2 Quintessence

INSTANTLY, when the caster's nine-word condition is met

Stull's Mouse

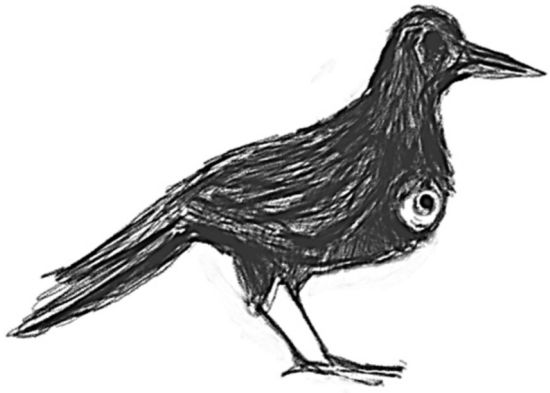
Period: Temporal **Runes:** Any
Cost: 1 Quintessence

INSTANTLY, when a creature approaches within 3 paces

The Ruby Hare

Period: Temporal **Runes:** Any
Cost: 4 Quintessence

until the spell's focus is broken, disrupted, or destroyed



The Shadow of Lurrock

Period: Temporal **Runes:** Any
Cost: 3 Quintessence

until touched by light

Temporal

Temporal Siphon

Period: Temporal **Runes**: Any
Cost: 2 Quintessence

for 5 rounds per Rune success rolled
when the Rune was invoked

Temporal Spiral

Period: Temporal **Runes**: Any
Cost: 2 Quintessence

for 3 rounds per Science success rolled
when the spell was linked to its focus

Tuddwind's Lubricated Pattern

Period: Temporal **Runes**: Any
Cost: 3 Quintessence

while the spell's focus is fully submerged

Tyrannus' Doom

Period: Temporal **Runes**: Any
Cost: 7 Quintessence

until the caster dies

Vormer's Measure

Period: Temporal **Runes**: Any
Cost: 3 Quintessence

until dismissed by the caster;
at LIMINAL times; UNSTABLE

Yorp's Secret

Period: Temporal **Runes**: Any
Cost: 3 Quintessence

until the caster's name is spoken aloud

Thaumic

An Altuation

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

it floats

Ard's Arcanophagy

Period: Thaumic **Runes:** Enchant, Restore
Cost: 1 Quintessence

INSTANTLY GRANTED when consumed

Bind Essence

Period: Thaumic **Runes:** Enchant
Cost: 4 Quintessence

the caster can use its
Quintessence as if it were his own

Bitter Siphon

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

loses 6 points from one
ability score of the caster's choice

The Black Word

Period: Thaumic **Runes:** Enchant
Cost: 7 Quintessence

dies horribly

The Bleak Duck

Period: Thaumic **Runes:** Divine
Cost: 2 Quintessence

the caster learns what the one he
examines fears; SCRYING

Broken Word Method

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

freed from the effects of all
1 Quintessence Thaumic Formulae

Brong's Boost

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

transfer 6 points from one of
the caster's ability scores

Brong's Forceful Bell

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

it emits a loud tone

Thaumic

Chant of Lesser Transmutation

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

minor changes to its shape

Chant of Quiescence

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

any magical mind-influencing effects (insanity, beguilement, fear, rage, etc.) end

A Charm

Period: Thaumic **Runes:** Enchant, Restore
Cost: 2 Quintessence

GRANTED to objects touching the spell's focus

The Doom of Gorf

Period: Thaumic **Runes:** Restore
Cost: 3 Quintessence

regain full hit points and Quintessence; PERILOUS

The Empty Scroll

Period: Thaumic **Runes:** Divine
Cost: 1 Quintessence

the caster learns who touched it last; SCRYING

Empty Syllable Formula

Period: Thaumic **Runes:** Any
Cost: 2 Quintessence

the spell ends when anyone speaks the chosen word within earshot of the spell's focus

Enchanted Veil

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

blinded

Farb's Tiresome Prurition

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

it itches

Gadfrew's Magic Palm

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

it becomes sticky

Thaumic

Glyph of Repulsion

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

it repels

Golden Mirror Method

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

appears larger or smaller

Gone's Gamble

Period: Thaumic **Runes:** Restore
Cost: 3 Quintessence

INSTANTLY regains 1D6 points of Quintessence

Gorf's Measure

Period: Thaumic **Runes:** Divine
Cost: 1 Quintessence

the caster automatically succeeds in any attempt to examine the spell's focus

Greater Genitive Rhythm

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

becomes sentient

Greater Reverse Transmutation

Period: Thaumic **Runes:** Restore
Cost: 4 Quintessence

any magical changes to shape end and if injured regains 2D6 hit points

Greater Thaumic Blast

Period: Thaumic **Runes:** Restore
Cost: 2 Quintessence

all 1 and 2 Quintessence Thaumic Formulae end

Thaumic

Gunstun's Fable

Period: Thaumic **Runes:** Divine
Cost: 2 Quintessence

the caster learns what the one he examined last dreamt about; SCRYING

The Inverse Aura Method

Period: Thaumic **Runes:** Enchant, Restore
Cost: 1 Quintessence

the next Thaumic Formula placed upon the spell's focus is GRANTED to living things by touch

Hort's Odd Eye

Period: Thaumic **Runes:** Divine
Cost: 2 Quintessence

the caster perceives the world from its point of view

Hurt's Mold

Period: Thaumic **Runes:** Restore
Cost: 2 Quintessence

back to normal size

An Iactatio

Period: Thaumic **Runes:** Enchant, Restore
Cost: 3 Quintessence

GRANTED by hearing

Lesser Reverse Transmutation

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

any magical changes to shape end

The Indomitable Question

Period: Thaumic **Runes:** Divine
Cost: 2 Quintessence

the caster learns the exact location of the one named aloud; SCRYING

Lesser Word of Clarity

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

any magical auditory effects, including deafness, end

A Loosing Sign

Period: Thaumic **Runes:** Restore
Cost: 2 Quintessence

freed from any bonds, magical or mundane

Thaumic

The Lucid Bell

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

hearing is restored

Noel's Stride

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

back to normal speed

Lumen

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

it glows

Orp's Antithermic Method

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

any magical changes to temperature end

A Minor Questing Rite

Period: Thaumic **Runes:** Divine
Cost: 1 Quintessence

the caster learns the direction to the nearest quantity of the Science

Pattern of Penetration

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

inflicts maximum hit points damage if used as a weapon

Motemur's Handmaid

Period: Thaumic **Runes:** Divine
Cost: 1 Quintessence

the caster learns the hit points and Quintessence of the one he examines; SCRYING

Motemur's Soul Pulse

Period: Thaumic **Runes:** Enchant, Restore
Cost: 2 Quintessence

GRANTED to all living things touching the spell's focus

Mystic Arrow

Period: Thaumic **Runes:** Divine
Cost: 1 Quintessence

the caster learns the distance to the nearest quantity of the Science

A Peeling

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

any Wards or Inverse Wards end

Thaumic

Phantasmal Gong

Period: Thaumic **Runes:** Enchant
Cost: 3 Quintessence

deafened

Quick Phantom

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

becomes invisible

Phantasmal Shackles

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

magically entangled

Pheffer's Beguiling Enchantment

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

10 additional points of Charisma

A Price

Period: Thaumic **Runes:** Enchant, Restore
Cost: 1 Quintessence

GRANTED to all living things that
bleed upon the spell's focus

A Quoth

Period: Thaumic **Runes:** Divine
Cost: 2 Quintessence

the caster learns the name of
the one he examines; SCRYING

A Qualified Transmutation

Period: Thaumic **Runes:** Transmute
Cost: 1 Quintessence

only the chosen part of it

A Restitution

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

any Transmutation end

Quamond's Ethereal Guide

Period: Thaumic **Runes:** Divine
Cost: 2 Quintessence

the caster receives a one-word answer
to a question he asks aloud;
most answers are accurate; SCRYING

Rice's Discord

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

repeats a sound chosen by the caster

Thaumic

A Righting

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

return ability to normal

A Rite of Sending

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

Applied Science only:
it teleports to the location designated by the spell's Spatial Formula

A Ronk

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

it stinks

Scales of Sporo

Period: Thaumic **Runes:** Divine
Cost: 1 Quintessence

the caster learns the relative value or rarity of the one he examines; SCRYING

Scintillating Pattern

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

becomes the color of the caster's choice

Shredded Veil Technique

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

sight restored

Sighing Phantasm Technique

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

becomes insubstantial

Sigil of Fear

Period: Thaumic **Runes:** Enchant
Cost: 3 Quintessence

becomes panicked

Sigil of Wrath

Period: Thaumic **Runes:** Enchant
Cost: 3 Quintessence

becomes enraged

Thaumic

Sign of Dismissal

Period: Thaumic **Runes:** Restore
Cost: 3 Quintessence

it returns to where the caster first saw it

Somnolent Chant

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

falls asleep

Soothing Word, The

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

INSTANTLY heals 3 hit points

Spored's Excellent Binding

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

the next injury dealt the caster
harms the spell's focus instead

Sticklin's Efficacious Lock

Period: Thaumic **Runes:** Any
Cost: 2 Quintessence

to reopen the spell, 3 Spellcraft successes
must be applied within the same round

Stone Lock Chant

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

sealed shut or stuck together
with Strength 30

A Soothing

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

heals 1 hit point

Stored's Potent Rite

Period: Thaumic **Runes:** Enchant
Cost: 3 Quintessence

ages, decays, or evaporates

Thaumic

A Symbol of Purity

Period: Thaumic **Runes:** Restore
Cost: 2 Quintessence

the effects of poison, magical or mundane, end

Symbol of Succor

Period: Thaumic **Runes:** Restore
Cost: 3 Quintessence

INSTANTLY heals 3D6 hit points of damage

Sympathetic Principle

Period: Thaumic **Runes:** Any
Cost: 1 Quintessence

after the caster focuses a Rune upon a Science, he gains one additional Science success if he has a quantity of that Science upon his person

Systromorphic Chant

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

it becomes stretchy

Tandabar's Belligerent Function

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

grows vicious, hooked spikes

Tandabar's Rite of Wounding

Period: Thaumic **Runes:** Enchant
Cost: 3 Quintessence

inflicts 3D6 hit points of damage

Tandabar's Slight

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

suffers 3 hit points of damage

Thaumic Blast

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

all 1 Quintessence Thaumic Formulae end

A Thaumic Conductor

Period: Thaumic **Runes:** Enchant, Restore
Cost: 1 Quintessence

GRANTED to all living things that maintain contact with the spell's focus

Thaumic Hammer

Period: Thaumic **Runes:** Enchant, Restore
Cost: 3 Quintessence

GRANTED by sight

Thaumic

Thaumic Shackles

Period: Thaumic **Runes:** Enchant
Cost: 3 Quintessence

the caster gains mental control;
DC 15 Wits check to shake off the Enchantment
if compelled to do something it finds objectionable

Tone Against Conjuration

Period: Thaumic **Runes:** Ward
Cost: 1 Quintessence

gains a DC 15 Wits check to
resist being Conjured

Thaumic Shears

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

any Enchantments end

Tone Against Destruction

Period: Thaumic **Runes:** Ward
Cost: 1 Quintessence

gains a DC 15 Wits check to
resist being Destroyed

A Thaumic Shell

Period: Thaumic **Runes:** Ward
Cost: 3 Quintessence

gains a DC 10 Wits check to resist the
effects of Enchantments or Restorations

Tone Against Enchantment

Period: Thaumic **Runes:** Ward
Cost: 1 Quintessence

gains a DC 15 Wits check to
resist the effects of Enchantments

A Therm

Period: Thaumic **Runes:** Enchant
Cost: 1 Quintessence

it heats up or cools off

Thresh the Glamour

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

any magical changes to appearance end

Tone Against Transmutation

Period: Thaumic **Runes:** Ward
Cost: 1 Quintessence

gains a DC 15 Wits check to
resist being Transmuted

Thaumic

True Stone Technique

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

back to normal weight

The White Shroud

Period: Thaumic **Runes:** Enchant
Cost: 4 Quintessence

silenced

Word of Dismissal

Period: Thaumic **Runes:** Restore
Cost: 1 Quintessence

any Conjurations end

Wurst's Thread

Period: Thaumic **Runes:** Divine
Cost: 2 Quintessence

the caster learns what the one he examines is thinking; SCRYING

Wyzlin's Lock

Period: Thaumic **Runes:** Any
Cost: 3 Quintessence

to reopen the spell, a number of Spellcraft successes equal to the Lore Modifier of the caster must be applied within a single round

Twisting Word of Blutch

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

remains rooted in place with Strength 30 force; creatures can still speak, gesture, and cast spells

Yorp's Irresistible Pendulum

Period: Thaumic **Runes:** Restore
Cost: 5 Quintessence

Creations, Conjurations, Wards, Enchantments, or Transmutations end

The Venomous Word

Period: Thaumic **Runes:** Enchant
Cost: 2 Quintessence

poisoned

A Zoic Trigger

Period: Thaumic **Runes:** Enchant, Restore
Cost: 1 Quintessence

GRANTED to the first living thing to touch the spell's focus

Names in Olde School Wizardry

The people of the Grand Duchy of Walvia languished a millennium within the grip of the cruel, elfin Auld. Now that their ancient oppressors are but a distant memory, most Walvians maintain the tradition of keeping an ancestor's "bond name" as the family surname.

The Auld, capricious in all matters, named their mortal slaves for either their intended *use* or the *sounds* that these unfortunates made when so employed. Therefore, a wizard with the surname "Stu" may reasonably claim to have had an acclaimed cook as an ancestor – though it is just as likely that his forefather was simply dined upon.

It is suggested that a character's surname be generated by random roll and his first name selected by the player.

Table B-1: Common Walvian First Names

1	Appleroy	26	Moreshank
2	Andrewlard	27	Noddley
3	Blargit	28	Nokeshore
4	Boonhaus	29	Ockram
5	Creely	30	Ostwren
6	Cuppolt	31	Pollery
7	Dwitegmore	32	Purmhaus
8	Durnley	33	Quartley
9	Eustach	34	Quistram
10	Egglard	35	Rinkwith
11	Farley	36	Roycemont
12	Fweemsley	37	Salamore
13	Gallbart	38	Solston
14	Gromper	39	Tulmon
15	Hausgitt	40	Truckley
16	Hurtfrew	41	Ulpard
17	Indig	42	Urnfrew
18	Irkley	43	Vinholt
19	Joemont	44	Vausbert
20	Jullesmont	45	Weemsley
21	Koolins	46	Wokely
22	Kroechur	47	Yergley
23	Larmon	48	Yallard
24	Loremore	49	Zweidfert
25	Mellard	50	Zorbert

Table B-2: Common Walvian Last Names

1	Alk	26	Mook
2	Arn	27	Nerf
3	Barc	28	Nokk
4	Boke	29	Orf
5	Caulk	30	Ott
6	Crum	31	Pronk
7	Dine	32	Putt
8	Dwire	33	Qualp
9	Erv	34	Quirt
10	Eukk	35	Ride
11	Fronk	36	Rote
12	Falls	37	Spot
13	Gelt	38	Stu
14	Grote	39	Tines
15	Halk	40	Tripe
16	Hine	41	Ulp
17	Int	42	Ut
18	Irvn	43	Vain
19	Jot	44	Vart
20	Jules	45	Whine
21	Kelf	46	Wump
22	Klune	47	Yook
23	Lump	48	Yort
24	Lune	49	Zeth
25	Mimms	50	Zish

"Guess What's In My Pocket"

As has been noted, the broad sleeves of a wizard's robe are usually hemmed to create a dozen or so interior pockets. Naturally enough, this has given rise to that most enduring of questions, "What has he got up his sleeve?"

Table C-1: Guess What's In My Pocket

	[Roll 1D20]
1	Nothing but lint
2	A bag of chestnuts and a bit of thin wire
3	A polished shell in which strange whispers can sometimes be heard
4	A potion of unknown properties and a chunk of wax
5	A sharp knife with an ivory handle and a pair of bells on a green silk ribbon
6	A ball of twine, some goblin teeth, and two magnets
7	A pair of manacles and a sausage
8	A ring inscribed with strange sigils and several pigeon eggs
9	A wedge of cheese and a small tinder box with flint and steel
10	A glass eye and the key to a strongbox
11	A pair of red candles that create a calming effect when lit
12	A bottle of poison (DC 15 CON save or loose 2D6 CON for 2 days if ingested)
13	A silver-tipped quill pen, three sheets of parchment, and a bottle of ink
14	A pet squirrel, a green glass bottle, and a magnifying lens
15	A tin whistle and a long-handled spoon
16	A pair of supple leather gloves and a flask of fine spirits
17	A box of chalk and a letter of reference
18	A bag of glass beads, a charcoal pencil, and a pair of dice
19	A mouth-harp, some dried toadstools, and a puzzle box (contents yet undiscovered)
20	Roll twice more

Derangements

It is a sad fact that derangements are distressingly common among those schooled in magic. The passage of too much magical energy through the human brain, as has been noted, often has deleterious effects.

However, a certain degree of odd behavior, if not simply overlooked, is actually regarded as the mark of a wizard who is truly *serious* about his arcane pursuits. Indeed, in some quarters, it is rather fashionable for wizards not so altered to assume the mannerisms of one mildly deranged in order to affirm their status among the spellcasting community.

Should a wizard acquire a derangement through Spell Burn, exposure to strange magical forces, or extraordinary mental strain, select one of the wizard's Sciences and roll 1D20.

Table D-1: Derangements

Roll	The wizard…
1	Can only rest while surrounded by the selected Science.
2	Becomes convinced that he is a famous wizard from history and demands to be addressed and regarded accordingly.
3	Develops an intense phobia toward the selected Science and cannot bear its presence.
4	Can only speak in the form of a question when talking to others.
5	Attempts to resolve *every* situation by casting a spell.
6	Begins constructing a sanctum and ceremonial regalia made entirely out of the selected Science.
7	Insists on trying to focus every Rune invoked in his presence upon the chosen Science.
8	Must use the name of the selected Science in every spoken utterance.
9	Can only rest while underground.
10	Believes that he cannot be slain.
11	Compulsively adds Formulae to any spell in his presence, usually one per round, until the focus combusts.
12	Attempts to keep his head higher than anyone else's in the room.
13	Compulsively collects and catalogs examples of his Science.
14	Becomes paranoid and begins setting traps to thwart those who might try to steal his work.
15	Begins building a number of alter egos to conceal his activities from imagined enemies.
16	Decides that all known samples of the selected Science are inferior and must be destroyed as they offer insult to the yet-discovered perfect sample which he now pursues.
17	Believes that he is composed of the selected Science and possesses all of its innate properties.
18	Believes that all samples of his Science are sentient, and he will take no significant action without first consulting them.
19	Whenever invoking a Rune, selects randomly from among those he knows.
20	Compulsively Wild Casts in situations of stress.

Equipment

The Wealth Ranks listed below are suggested values. Products of exceptional or poor quality may be adjusted up by 1 WR, as may those of particular scarcity due to the GM's setting or in-game events.

Academic

Table E-1: Academic Equipment

Item	WR
Book (grammar)	12
Book (Principia Arcanum: An Introduction to the History of Magical Theory)	14
Book of Lore (minor): containing notes on a Rune or Formula	15
Book of Lore (major): containing notes on 1-6 Runes, Sciences, or Formulae	17
Book binding (simple)	7
Book binding (fine)	8
Book binding (lavish)	9
Hourglass	8
Ink	1
Inkwell	2
Magical Laboratory, cost to establish (Lore 10)	10
Magical Laboratory, cost to upgrade	*
Materials sufficient to compose notes for one known Rune or Formula (unbound)	10
Materials sufficient to compose notes for one known Science (unbound)	11
Paper (sheet)	6
Parchment (sheet)	5
Pencils, charcoal (12)	1
Writing Quills (5)	2

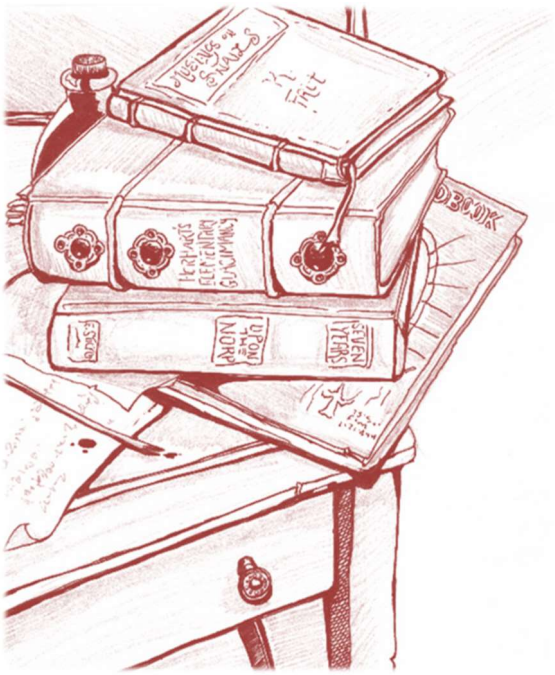
*** Laboratory's New Lore Rating**

Arcane Commerce

Table E-2: Arcane Commerce

Item	WR
Divination to verify a letter of credit	6
Divination to reveal the location of a person (direction and distance)	7
Divination to reveal the location of an item	7
Divination to appraise the value of property	7+
Fee for a wizard to stand witness to a testimony or an oath	5
Magically Created creature or product	*
Removal / destruction of offal, rubble, or waste (a ton)	5
Restoration of a broken limb	7
Restorative tonic for blindness (a dose)	8
Restorative tonic for digestion (a dose)	5
Restorative tonic for fever (a dose)	6
Restorative tonic for injury (a dose)	6

*** Normal WR Cost -1**



Equipment

Arcane Law

(Paid to The Estates Arcanum)

Table E-3: Arcane Law

Item	WR
Application to the Estates Arcanum for a magical trial of skill to be entered into The Measure	12
Fee to bequeath a collection of registered books	12
Fee to register one book of Magical Lore	7
Fee to register a unique wizard's trademark (sigil) with the Estates Arcanum	9
Fine for selling magically produced or modified products without the proper trademark	11
Fine for forging a wizard's trademark	10
License to sell a book of Lore or notes on Magical Lore	12
License to sell magically created creatures (1 year)	8
License to sell magically created products (1 year)	7
Registration with the Estates Arcanum (automatic for wizards graduating from the Collegium Mysterium)	11

Arcane Accoutrements

Table E-4: Arcane Accoutrements

Item	WR
Staff (plain)	2
Staff (ornate)	3-5
Wand (specified type of wood)	2
Wand (with core of specified material)	3+
Wizard's Robe	7
Wizard's Robe, Fur-Lined	9
Wizard's Robe with Personal Sigils in Gold Thread	10
Wizard's Robe with Sigils in Gold Thread and Fur-Lined	11
Wizard's Robe, mending thereof	*

*** Garment's WR -2**

Arcane Belligerence

(Dueling)

Table E-5: Arcane Belligerence

Item	WR
Petition to the Estates Arcanum for a Judex to authorize and oversee a duel	11+
Fee to hire a wizard-clerk to compile relevant Certified Hypothetical Arcane Belligerence records	10
Fee to file an appeal of a jury's decision	12
Fine for an overruled appeal of a jury's decision	13
Fine for unauthorized magical dueling	12
Fine for tampering with Certified Hypothetical Arcane Belligerence records	14

Fines

(Paid to The Estates Arcanum)

Table E-6: Fines

Item	WR
Disrupting commerce or the general peace through an act of magic	10
Loss or unauthorized modification of property through an act of magic	*
Wounding through an act of magic	**
Presenting oneself as a wizard of greater prestige	11
Tampering with, altering, forging, or falsifying Estates Arcanum documents	14

*** WR of the property**
**** Victim's WR**

Equipment

Treasure

Table E-7: Treasure

Item		WR
A copper coin	*"a common"*	1
A silver coin	*"a noble"*	4
A gold coin	*"a crown"*	5
Four brass coins	*"a nunckle"*	1
Bag of 30 silver coins		8
Sack of a hundred gold coins		11
Chest brimming with coins		14

General Equipment

Table E-8: General Equipment

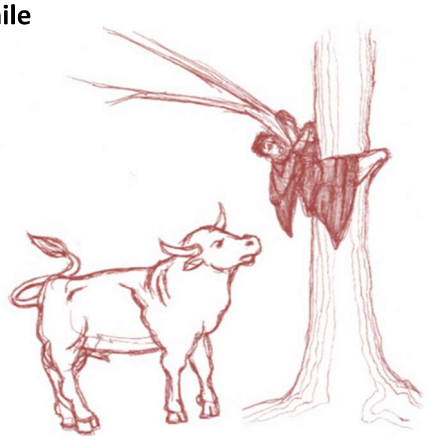
Item	WR
Barrel	2
Blanket	2
Bottle, glass	2
Candles (10)	2
Chain (10')	4
Chalk (box of)	2
Chest	5
Hand Mirror	7
Hand Tools (spade, hammer, etc)	3
Haversack	5
Lamp, clay	2
Lantern	4
Leather Flask	3
Lock	8
Oil, 1 pint	4
Penknife	5
Pole, 10' wooden	1
Rations, 1 day trail	2
Rope, 50'	3
Sack	1
Spikes, iron (12)	2
Spyglass	10
Torches (6)	1
Wineskin	2
Whistle, tin	2

Transportation

Table E-9: Transportation

Item		WR
Riverboat		11
Caravel		18
Cart		6
Coach		13
Coach (Bhatvian armored)		16
Coach ride (within the city)		2
Coach ride (outside of town)		*
Donkey		6
Handcart/Wheelbarrow		4
Horse	*draft*	8
Horse	*palfrey*	11
Horse	*charger*	13+
Passage by ship to a known city		7
Rowboat		3
Rowboat (rent for a day)		1
Saddle		6
Teleportation to established Locus		
	per person	10
	per message	8
	per ton of goods	10

*** 2 / mile**



Livestock

Table E-10: Livestock

Item	WR
Chicken	1
Cow	6
Goose	3
Ox	4
Pig	5
Sheep	5

Equipment

Food & Drink

Table E-11: Food & Drink

Item	WR
Ale (gallon)	1
Cheese, 30 pound wheel	5
Feast (for 20)	8
Helping of gruel	1
Meal, fine	4
Salt Herring (10)	1
Spices (pound)	5-8
Wine (gallon)	2-3

Clothing

Table E-12: Clothing

Item	WR
Boots	2
Cloak, traveling	3
Purse	2
Stockings	2

Rent & Lodging

Table E-13: Rent & Lodging

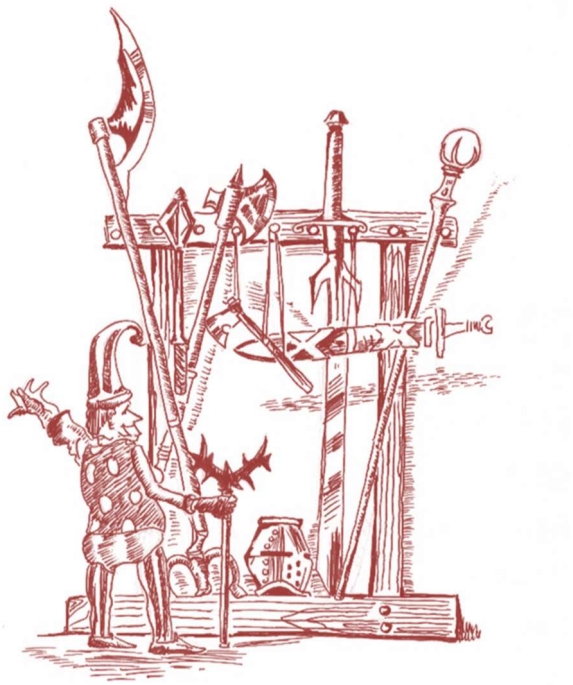
Item		WR
Acre of arable	/ year	8
Acre of waste	/ year	6
Cottage (1 room)	/ year	6
Cottage (2 story)	/ year	9
Craftsman's Shop	/ year	11
Hall, small (unfurnished)	/ year	11
Inn, poor	/ day	5
Inn, very fine	/ day	9
Merchant's House	/ year	9
Manor lease (several thousand acres)	/ year	14
Rowhouse	/ year	10
Stable	/ day	6
Townhouse, small	/ year	11
Wizard's tower, modest (cost to build)		16

Equipment

Services

Table E-14: Services

Item	WR
Bodyguard	4
Cook	2
Crier (day)	2
Day-labor *unskilled*	1
Day-labor *semi-skilled*	2
Day-labor *skilled*	3
Ferry ride	1
Guide about town	1
Guild admission	9
Groom	1
Housekeeper	2
Message Runner (within city)	1
Porter	1
Tuition & fees, Collegium Mysterium / year	11
Tutor, grammar / day	2



Weapons & Armor

Table E-15: Weapons & Armor

Item		WR
Arrows / Bolts (12)		2
Battle Axe		6
Bow		6
Broadsword		6
Club / Staff		1
Crossbow		6
Dagger		4
Flail		3
Great Axe		6
Greatsword		8
Hand Cannon		9
Hand Cannon, charge for 10 shots		7
Lance (war)		5
Long Spear / Pike		3
Pole Arm		6
Spear		2
Staff (shod)		3
Warhammer		6
Gambeson	[AR 1]	4
Leather Armor	[AR 2]	7
Mail Hauberk	[AR 4]	10
Plate Armor	[AR 6]	11
Shield, Buckler	[+1 Def]	5
Shield, Kite	[+3 Def]	8
Shield, Round	[+2 Def]	6

Boons Asked of Wizards

During an Interlude, as a Minor Labor, a wizard may agree to perform a favor for a GM-controlled character, potentially placing them in his debt.

The GM chooses a name (see Appendix B: Names in Olde School Wizardry, page 308) and selects the identity of the petitioner and the nature of his or her request based upon the sum of the wizard's Charisma and Prestige.

Table 5-1: Debtors

Score	Debtor
3~13	Peasant, Farmer, Craftsman, Commoner, Shepherd, Laborer
14~17	Wizard, Merchant, Artificer, Guildmaster, Knight
18+	Lord, Noble, Fantastic Creature

3~5 - Livestock

- Heal, find, or breed a prized animal

6~9 – Trade & Law

- Should I sell my ale, cow, field, or wool now, or should I wait?
- Repair my tool, hedge, pen, wall, ditch, lane, cart, or cottage
- Where is my lost tool, ring, or heirloom?
- What is the best time to plant, harvest, butcher, or sell?
- Is someone cheating me, stealing from me, or moving boundary stones?
- Stand witness while I swear an oath

10~11 - KINSFOLK & HEALTH

- Heal a wound, blindness, or disease
- Help getting in a family way

12~13 - LOVE

- Is my spouse or lover being faithful?
- How do I get _____ to love me?
- Whom will I marry?
- When will I marry?
- Is _____ a good choice for my son or daughter?
- Is _____ fond of me?

14~15 - BATTLE & TRAVEL

- Predict the outcome of a battle
- Enchant a weapon, horse, or armor
- Determine the loyalty of a follower or reveal a traitor
- Predict whether a journey will be successful

16~17 - ARCANE

- Assist in casting, modifying, or breaking a spell
- Stand witness in a Certified Hypothetical Arcane Belligerence duel
- Write a letter of recommendation for admittance to the Collegium Mysterium
- Share notes about a particular Rune, Science, or Formula

18+ - MIGHTY WORKS

- Discover an enemy's plans
- Destroy an enemy
- Protect an heir
- Free someone from a curse, magical ailment, or confinement
- Transport an entire household to a certain location
- Predict the outcome of an alliance or campaign

Sample Books of Lore

Though many collections of arcane notes are unbound, bear no title, and have no form of organization discernible to anyone apart from the wizards who penned them, the following is a sample of several better known and more frequently copied works.

The Lore and Contents listed reflect only the book's autograph or oldest extant copy and may vary for more recent copies due to damage to the volumes, the presence of marginalia, censored passages, the addition of indices or commentaries, or copyist errors.

ON THE APPLICATION OF THE MAGICAL SCIENCES TO AGRICULTURAL PURSUITS

by Barclet Rinde and various others
Lore 12 (+1)

DC 5	Devoted to the "base" topic of how magic may be employed to make farming more efficient
DC 8	Reflects a general ignorance of actual agricultural practices (e.g. one writer mentions "bread trees" and seems to believe that turnips are a type of fish)
DC 10	Distinctive, teardrop-shapes, often associated with the magocratic "Cabal," appear in the margin in several spots
DC 13	A broad social theory is outlined which suggests the benefits of replacing the common class with spells and magical constructs
DC 22	Contains a carefully coded list of wizards who hold membership in the Cabal including Woeman Crust, Staurle Bentbrock, the Brothers Vile, and at least one wizard known by the reader personally

Sample Books of Lore

BLAT'S BESTIARY

by Gorvic Blat
Lore 16 (+3)

DC 4 Entries on creatures include such esoteric categories as "flavor" and "how long they float"

DC 8 Lists outline the champion lineages of several breeds of domestic chicken

DC 12 An appendix contains details on how to cast Thaumic Period Formula: The Bleak Duck

DC 14 Basics of Anthroanseric Theory (the idea that people evolved from geese)

DC 16 Insights into effective lures and repellants for any given creature (70% chance of actually working)

A CATALOG OF FOLLIES

by W. C. Crust
Lore 28 (+9)

DC 12 A list of things that can go wrong, ranging from "forgetting to tie the terminus of the Runic Arc with the minimus sinister" (pinkie finger) to "not lacing them all the way up"

DC 14 Fairly accurate anatomical diagrams of a donkey, with parts named for various well known wizards

DC 18 A loose page tucked inside the volume, but written in the same hand, outlines the method for Temporal Period Formula: Stull's Mouse

DC 20 Subtle jabs directed at the Estates Arcanum, Collegium Mysterium administrators, and many benefactors of the "Goode Olde Boy System"

DC 24 Criticism of establishment wizards for their short-sightedness in not exploring advances in Lunar Science and the titles of two books, "Lofty Measures" and "Hardwich's Lunacy," from which the basics of that Science may be learned

Sample Books of Lore

DRUBLEY GARBER: SEVEN WINSOME MAGICS

by Brubley Garber
Lore 20 (+5)

DC 8	Detailed techniques for changing rocks into slightly smaller rocks via an inferior version of Puissance Period Formula: Gross Theorem (3 point Quintessence cost)
DC 10	Hypothetical techniques for making small rocks damp
DC 12	Method for waking sleeping persons by utilizing small rocks
DC 14	A unique method for jumping; the first step requires placing small rocks in each pocket
DC 16	Technique for whistling very loudly while placing a small rock in one cheek
DC 18	Snatches of pebble-themed verse
DC 22	Variations on hand position for casting the Puissance Period Formula: Lesser Rune Arc
DC 24	Spatial Period Formula: The Spinning Radical Equation
DC 26	Technical notes on the performance of the Enchant Rune
DC 28	Faint diagrams, overwritten by text, giving instruction on the Transmute Rune

ON FALLING: BEING A COLLECTION OF MATHS PERTAINING TO HOW OBJECTS UTILIZE THEIR INNER IGNIS AS A MEANS OF PROPULSION

by R.K. Stiffler
Lore 16 (+3)

DC 5	A dense work of mathematics
DC 12	The reader must pass a DC 15 WITS check or fall asleep
DC 14	Builds on theories attributed to the ideas of Tyrannus the Overlord
DC 15	Spatial Period Formula: Stiffler's Stone
DC 20	Puissance Period Formula: Mystic Press Theorem
DC 24	Reader acquires a random derangement

Sample Books of Lore

A HEIRARCHY OF THE MAGICAL SCIENCES

Lore 10 (+0)

DC 1	The cover of the volume has been bent, slashed, and shows marks of having been stamped upon
DC 4	Many pages have been so thoroughly overwritten by marginal commentaries as to be undecipherable; quite a few pages have been torn out or stitched in
DC 6	An attempt to rank all Magical Sciences according to their "value"
DC 8	"The Golden Tree" model of Magical Sciences that asserts all widely practiced Sciences descended from Pyromancy
DC 10	Clues that Hierich Vunk, Archchancellor (ret.) developed the highly controversial model
DC 12	Rambling, pointless personal invectives against Heimwret Porp
DC 18	Clues that works by Phosp Spritely contain the basics of "Motive Science"

THE GOLDEN PELICAN

Lore 8 (-1)

DC 6	Philosophic treatise about the role of magic in a perfect society
DC 10	Thorough description of an idealized, "Thaumically balanced" life
DC 13	Rules for seclusion, abstinence, strict diet, and exercise
DC 16	Suggestions that these guidelines were laid down by the "Seven Stone Wizards" including the famous V.M. Stord
DC 18	Spatial Period Formula: Golden Staff Method
DC 20	Thaumic Period Formula: Stord's Potent Rite

Sample Books of Lore

A PRECISE MATHEMATICS OF THE HEAVENS

by Stopple Quirt
Lore 18 (+4)

DC 5	Soul-crushingly dull work which tracks and describes mathematically the courses of several thousand stars all without recourse to any charts or graphs
DC 10	Establishes the "Quirt Scale" for judging the brightness of heavenly objects
DC 20	A precise date that the world will end
DC 22	Subtle, syntactical clues which suggest that the author was native to the Aedis Isles
DC 34	The fundamentals of Astral Science can be intuited from a dense network of impressions left on the endleaf

SEVEN YEARS UPON THE NORP

by Egglet Sticklin
Lore 18 (+4)

DC 6	An account of time with the Archduke's Admiralty, including tales of storms, monsters, pirates, and exploits against the Bhatvians
DC 8	A lexicon of terms for nautical magic
DC 10	Thaumic Period Formula: Sticklin's Efficacious Lock
DC 12	Notes from a survey of The Rock of Tyrannus in the Gulf of Norp, including mention of a sea-cave that might give access to the interior of the ancient, crashed citadel
DC 14	Several pages of crosswords, mazes, word searches, and hidden pictures ("Can you find the wand in this scene?") designed to offer hours of amusement while on long, dull sea voyages
DC 16	Suggestions for the possible location of The Bone Bracers of the Brothers Vile

Sample Books of Lore

Other Well-Known Volumes

1. Gunstun's Gestures
2. On the Arcane Properties of Stuffle Grass
3. The Portfolio of Ning
4. Peddiwick's New Man
5. Not In The Eye!
6. Malmick's Telarcanum
7. Numbers I Have Loved
8. Musings on Snails
9. Herhart's Elementary Glacimancy
10. The Golden Coursers
11. Deldic's Gustations
12. If You Read This, You Will Die
13. The Scourging of Brober Bentbrock
14. Ars Anguilla
15. Bitter Chews the Moon
16. The Black Isle of Gvaaaa
17. Dangerous Musings and Several Ideas that Won't
18. The Life of Huklee Boogit, Wizard
19. The Wolg of Wath
20. Studies in Swans

Nine Sample Foes

NINE SAMPLE FOES

The following wizards are offered for the GM's use as adversaries and foils.

They can also serve as templates, substituting their Sciences for others as desired.

The first three spellcasters are of fairly modest power, the next three are more proficient, and the last three are potent practitioners of magic.

Midmir Aglet

A pale-eyed wizard with a deep widow's peak who smells faintly of fish.

Prestige: *4*
Wealth Rank: *14*

Goal: to discover whether he is a Bhatvian sleeper agent in Walvia or a Walvian sleeper agent posing as a Bhatvian agent and currently on a mission in Walvia.

STR	DEX	Defense	Hit Points	WITS
8	*10*	*10*	*16*	*7*

Quintessence: 11

Attack: Step **5**, cutlass
+0 to hit, 2D6 Damage
Magic: Step **5**

Runes		Sciences	
Conjure	*1*	Memory *(mastery)*	*3*
Create	*1*	Air *(mastery)*	*3*
Destroy	*1*	Spellcraft	*1*
Enchant	*1*	Formula	*7*

Formulae (15)

Efficacious Tone of Might *(S)*
A Flux *(S)*
Minor Spatial Glyph *(S)*
Onerous Cone Method *(S)*
The Solemn Fog of Gath *(S)*

Efficacious Chant of Gretch *(T)*
Minor Temporal Tweaker *(T)*
The Ruby Hare *(T)*
Vormer's Measure *(T)*

Brong's Boost *(Th)*
An Iactatio *(Th)*
Lumen *(Th)*
Motemur's Soul Pulse *(Th)*
Rice's Discord *(Th)*
A Ronk *(Th)*

Nine Sample Foes

Lair

Aglet's mind has undergone significant modification through the liberal application of Memory Science, leaving him disoriented and quite paranoid.

To prevent capture (though he isn't at all certain just who might be pursuing him) he maintains safe houses in the waterfront districts of several major ports of call.

Each of these is guarded by unschooled confederates who are under strict instructions to kill anyone accompanying or seeking Aglet if the proper password is not given.

Within the windowless rooms of his safe houses, Aglet maintains modest quarters, studded with booby traps and fragile bottles containing "amnesiac" air to be used against intruders (though Aglet isn't clear whether the air will *cause* amnesia when inhaled or if the air itself has merely forgotten what it once knew … he would like to test this, but is concerned that he may have already).

Aglet also has vivid memories of being raised by a pair of puffins, and though surely that can't be right, he does have a proclivity for raw fish and prefers his bath water ice-cold.

Crossing Aglet

Other wizards may find themselves at odds with Aglet in several ways:

- A quantity of their memories, along with those of many unsuspecting locals, are Destroyed as Aglet conducts one of his regular purges of the area (to better cover his trail).
- Having spotted the wizards passing through the neighborhood, Aglet decides that they are following him and must be dealt with while he still has the upper hand.
- One of Aglet's unschooled agents, a shopkeep who maintains a safe house behind his stockroom, mistakes one of the wizards for his master (about whom his memory is unclear). While fingering a concealed crossbow, the confused shopkeep keeps fishing for a half-remembered password ("Is sir *certain* he didn't wish to inquire about the *urns*?").
- The wizards are employed by Walvian agents (or possibly Bhatvian agents *pretending* to be Walvian agents) to bring Aglet in for questioning.

Preferred Spell Combinations

- Destroy, (hostile) Memory, A Flux
- Create, (cooperative, friendly) Memory, A Flux
- Destroy, Air, A Flux

Nine Sample Foes

Mooreshank Whine

A comely young wizard with a pair of lopsided circles (which he refuses to discuss) tattooed on his right cheek.

Prestige: *2*
Wealth Rank: *15*

Goal: to go wherever luck takes him, doing whatever strikes his fancy, without the least regard for others.

STR	DEX	Defense	Hit Points	WITS
11	*12*	*11*	*10*	*9*

Quintessence: 9

Attack: Step **6**, unarmed
+1 to hit, 1 hit point
Magic: Step **6**

Runes		Sciences	
Create	*1*	Luck	*3*
Divine	*1*	Oak	*1*
Transmute	*1*	Spellcraft	*1*
		Formula	*6*

Formulae (15)

Lesser Rune Arc *(P)*
Mystic Press *(P)*
Ninn's Fluctuation *(P)*

Leech Mark *(S)**
A Precision *(S)*
Stiffler's Stone *(S)*

Blinking Hand Method *(T)*
Brong's Cacaphony *(T)*
Minor Temporal Tweaker *(T)*
Nougat Principle *(T)*
Temporal Siphon *(T)*

Chant of Lesser Transmutation *(Th)*
An Iactatio *(Th)*
Lumen *(Th)*
Spord's Excellent Binding *(Th)*

*Leech Mark is a variant of The Familiar Spell that Whine has learned from a book stolen from under the noses of Estates Arcanum lectors.

Leech Mark

Period: Spatial **Runes**: Any
Cost: 2 Quintessence

Applied Science: touching the MARKED creature

Substantial Science: a sizeable amount touching the MARKED creature

Nine Sample Foes

Lair

Whine rests aboard *The Right Heave*, a schooner that he was given in the aftermath of a burst of nautical luck.

As fortune would have it, Madame Julice Vert, the Plukish pirate who captains the vessel, is deeply smitten with him, and would do anything to protect her paramour.

Crossing Whine

Wizards whose paths cross Whine's are likely to experience a mix of serendipity and misfortune as wafting clouds of residual luck linger in Whine's wake.

- The wizards are caught in the wave of "contagious, blind luck," which Whine often generates on a whim; not all of the results are positive of course, and many include the sudden onset of eye infections.
- One of the wizards wakes to find Whine attempting to incise his skin with the sigils necessary to cast Leech Mark; Whine won't seem to comprehend why this might be seen as objectionable.
- Whine's unpredictable luck causes him to suddenly require one of the wizard's shoes to pay off a debt to an irate elemental. Rather than simply negotiating for it, however, he will Create (larcenous) Luck and attempt to steal it. The effect won't remain localized, resulting in a bit of chaos.

Preferred Spell Combinations

- Create, Luck, Stiffler's Stone
- Create, (contagious) Luck, Stiffler's Stone
- Create (sheer, beginner's) Luck, Stiffler's Stone

Nine Sample Foes

Dwitemore Vart

A short, bright-faced wizard with brilliant blue eyes.

Prestige: *1*
Wealth Rank: *5*

Goal: to becomes wealthy and powerful through the illicit sale of his special, intoxicating, fruit-flavored fogs.

STR	DEX	Defense	Hit Points	WITS
11	*12*	*11*	*10*	*9*

Quintessence: 10

Attack: Step **6**, boarding axe
+1 to hit, 1d6 Damage
Magic: Step **6**

Runes		Sciences	
Create	*2*	Fog (Mastery)	*4*
Enchant	*2*	Spellcraft	*1*
Ward	*1*	Formula	*4*

Formulae (15)

Gore's Spectral Wasp *(P)*
Mystic Press *(P)*
Peddiwick's Potent Rite (P)

Gonfur's Circle *(S)*
Motemur's Grasping Sigil (S)
Onerous Cone Method (S)
Stiffler's Stone *(S)*

Minor Temporal Rite *(T)*
Nougat Principle *(T)*
Stull's Mouse(T)

Empty Syllable Formula *(Th)*
Greater Genitive Rhythm *(Th)*
Quamond's Ethereal Guide *(Th)*
Lumen *(Th)*
Thaumic Blast *(Th)*

Lair

Vart sleeps on a workbench in back of a glazier's shop on Chokethumb Street. What wealth he has scraped together has been invested in several crates of glass bottles--receptacles for his fruit-flavored, intoxicating fogs.

He doesn't bottle these unlicensed wares in the shop, lest he draw attention to himself, and he is careful to distribute his mind-numbing wares in a different district.

Nine Sample Foes

CROSSING VART

Opportunistic and unfettered by ethical considerations, Vart will swiftly size up any wizards he meets in terms of how he can best profit from the acquaintance.

- While doing brisk trade in his specialty, bottled fogs among a few local carriage yards and alleys, Vart has been using one of the wizard's names in place of his own.

  He hasn't paid to register his Creations with the Estates Arcanum's Commercial Branch (he couldn't afford to) and now Estates agents are asking around, looking to levy a steep fine.

- Vart approaches the wizards for their help in moving a storeroom full of dyes and dye-making materials (essence of auriberry, ground therp crabs, weakling wror root, etc.) to a waterside warehouse where he has arranged for their sale.

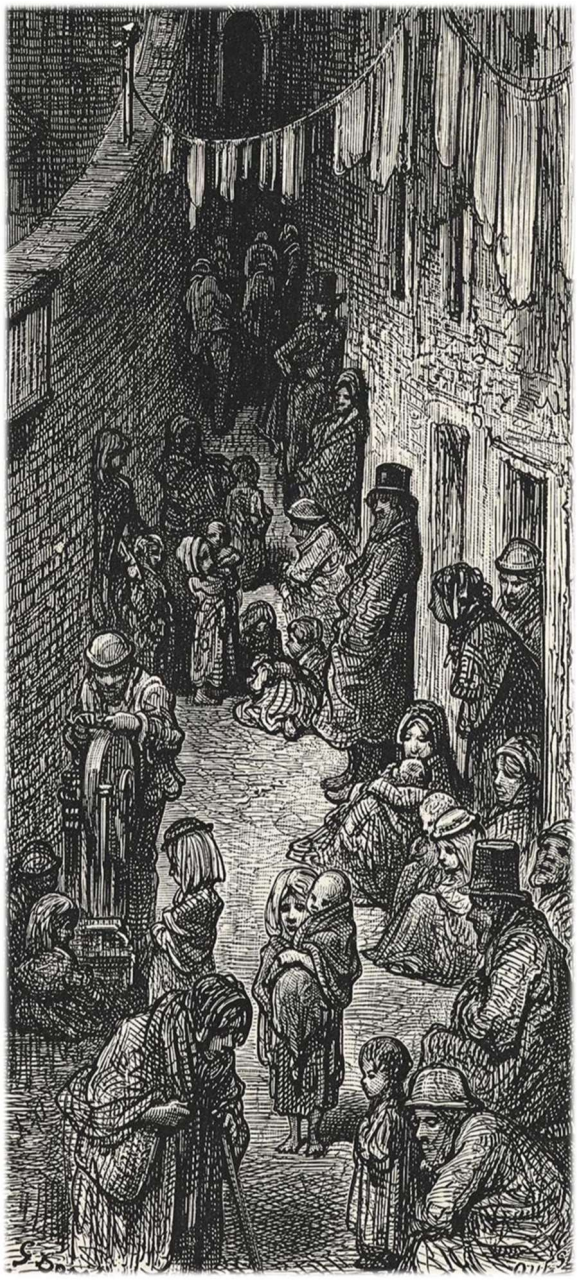
  He explains that he hasn't the free coin to hire porters to do the job, but he'll offer the wizards a share of the sale price. Vart doesn't own the goods of course, he's simply enlisting help in stealing them, and he doesn't have any intention of paying the wizards in the end.

- Vart rents a room just below or adjoining the place where the wizards are staying. Soon intoxicating, fruity-flavored vapors begin to permeate the air as Vart uses the room to bottle his latest batch of fogs.

  The wizards are left delightfully addle-brained (their Wits reduced by half) through the constant exposure. Vart himself is Warded from the effects of course.

PREFERRED SPELL COMBINATIONS

- Create, (intoxicating, fruity) Fog, Stiffler's Stone
- Create, (deadly, clinging) Fog, Onerous Cone Method
- Ward, Fog, Gonfur's Circle



Nine Sample Foes

"Wensel" Akdulad

An olive-skinned wizard with hooded eyes.

Prestige: *3*
Wealth Rank: *3*

Goal: to return to his distant homeland as a supreme master of the magical arts.

STR	DEX	Defense	Hit Points	WITS
10	*14*	*12*	*14*	*14*

Quintessence: 14

Attack: Step **7**, staff made of petrified whelks
+2 to hit, 1D6 Damage
Magic: Step **7**

Runes	
Create	*2*
Enchant	*1*
Ward	*2*

Sciences	
Animal	*4*
Idea	*1*
Glass	*1*
Wood	*2*
Spellcraft	*1*
Formula	*5*

Formulae (20)

A Cronk *(P)*
Dorp's Golden Isle (P)
Explosive Pattern (P)
A Half-Lug (P)
Minor Inverse Siphon (P)

The Familiar Spell *(S)*
Stiffler's Stone *(S)*

Minor Temporal Tweaker *(T)*
Vormer's Measure *(T)*

Bitter Siphon *(Th)*
Chant of Lesser Transmutation *(Th)*
An Iactatio *(Th)*
The Inverse Aura Method (Th)
Lumen *(Th)*
A Minor Questing Rite *(Th)*
Pattern of Penetration (Th)
Sigil of Fear (Th)
Spord's Excellent Binding *(Th)*
Tandabar's Slight (Th)
Wyzlin's Lock (Th)

Lair

Owing to a derangement acquired earlier in his career, Wensel is unable to rest and regain Quintessence unless he finds a place of repose which is below the earth's surface.

Currently he resides in the cellar under a haberdashery, though he has had to move frequently because his Created animal companions tend to get him evicted.

Nine Sample Foes

Crossing Wensel

Hailing from an ancient and sophisticated land beyond the eastern ocean (one which appears on no map or chart found in Walvia), Wensel was sent to study abroad in the savage, cold, "frontier" lands of the west at the behest of his father's third wife.

Whether this was in order to "toughen the boy up and give him some exposure to the world" as claimed or simply to remove him from the stage of the sprawling clan's dynastic politics remains to be seen.

- Heeding the counsel of a "beneficent, coherent, prophetic animal" that he has Created (a wooden, sooth-saying snail that whispers to Wensel only on nights of the new moon), he has learned of a pending, improbable disaster.

  Rather than try to persuade other wizards of the danger (which never seems to go well), Wensel instead dispatches a swarm of "fast, acquisitive, homing animals" to steal their possessions and lead the wizards deep under the earth where they can perceive the pending danger for themselves.

  There, a titanic screwpump slowly turns at the hands of a crew of stolid golems, drawing the water from a subterranean sea. Something has begun to cause the golems to crack and splinter, however, and should they fail in their task, the lands above will be flooded from beneath.

- Attempting to Create a "loyal, sturdy, friendly, animal," with the intent of using it as a mount, Wensel largely fumbles his effort to focus the Create Rune on Animal Science, resulting in the Creation of a chimera.

  The resulting monstrosity resembles a cross between an ox, a shark, and a tortoise, though its shell and scales are made of oak and its teeth and eyes are formed of colored glass.

  It immediately begins a rampage and won't stop unless it hears the sound of a stringed instrument.

Chimera: "Shell-a-Sharkt"

STR	DEX	Defense	Hit Points	WITS
20	*10*	*10*	*30**	*8*

*Armor rating 4

Attack: Step **5**, Maul
4D6 Damage

Preferred Spell Combinations

- Create, (loyal, useful) Animal

Nine Sample Foes

Burnbley Pronk

A buck-toothed wizard with a perpetually startled look about him.

Prestige: *3*
Wealth Rank: *5*

Goal: to see the "goode olde boy" system of the Estates Arcanum overturned and replaced with a magical meritocracy.

STR	DEX	Defense	Hit Points	WITS
9	*16*	*13*	*14*	*8*

Quintessence: 11

Attack: Step 8, garotte
+3 to hit, 2D6 Damage
Magic: Step 8

Runes		Sciences	
Conjure	*1*	Bone	*2*
Create	*1*	Water (mastery)	*4*
Enchant	*2*	What	*2*
Ward	*1*	Spellcraft	*2*
		Formula	*4*

Formulae (20)

Genitive Rhythm *(P)*

A Flux *(S)*
Minor Spetial Glyph *(S)*
Onerous Cone Method *(S)*
Tylemews Swig *(S)*
Yorp's Curse *(S)*

A Brewing *(T)*
Lead Shoe Method *(T)*
Minor Temporal Tweaker *(T)*
Tuddwind's Lubricated Pattern *(T)*
Yorp's Secret *(T)*

Ard's Arcanophagy *(Th)*
Bitter Siphon *(Th)*
Brong's Forceful Bell *(Th)*
Chant of Lesser Transmutation *(Th)*
The Doom of Gorf *(Th)*
Greater Genitive Rhythm *(Th)*
Lumen *(Th)*
Quick Phantom *(Th)*
A Zoic Trigger *(Th)*

Lair

Pronk lives under the green waters of a pond. On the sludgy bottom he has Created a broad envelope of "warm, dense, breathable" water where he lurks among the turtles, writing his manifesto in grease pencil and planning how to best dismantle organized wizardry.

He hasn't made much headway as of yet, but he isn't one to let a bit of failure dissuade him.

Nine Sample Foes

CROSSING PRONK

If he considered it, Burnbley *might* find common cause among the ranks of the Golden Ruler, but he probably couldn't see the point in long term cooperation with other sentient beings.

- Convinced that all other spellcasters must somehow be the benefactors of a corrupt system, Pronk spies on the wizards in an effort to find signs of conspiracy at work.

  Using Greater Genitive Rhythm, Brong's Forceful Bell, and Onerous Cone Method, he will grant sentience to their bones for a limited time.

  Pronk theorizes that he can decipher the sounds the bones emit as a sort of proto-language which will reveal the character traits of their owners. This process is likely to be alarming for the wizards.

- Still unsure whether they represent "pure" wizardry, untainted by institutionalized corruption, Pronk has decided to further test the wizards.

  He Creates "deadly, sentient, ambulatory" water and sends it with orders to slay them. Pronk reasons that if the wizards call upon senior wizards for help, it will prove that they are part of the "goode olde boy" system.

- Pronk has determined that the wizards are actually true, free-thinking practitioners of magic and therefore ethically impelled to take their place in the struggle against organizational corruption.
  Introducing himself stiffly, he instructs the spellcasters to deliver a message to Bron Yuuk, a wizard "complicit" with the "decadent and oppressive" Estates Arcanum.

  Pronk's letter demands that Yuuk publically denounce his co-conspirators and resign from his post. Should he refuse to do so, the note warns, an ill fate will befall Nanette, Yuuk's "mistress" (she's actually just his landlady).

  Pronk will be mystified if the wizards don't comply or ask many questions, wondering, "Why wouldn't you seize the opportunity to strike a blow at the magocratic elite?"

  He will go on to cooly inform them that he has taken the precaution of abducting one of the wizards' sisters in order to ensure their cooperation.

  Both of Pronk's hostages are being held securely if somewhat uncomfortably at the bottom of his pond.

Deadly, Sentient, Ambulatory Water

STR	DEX	Defense	Hit Points	WITS
6	*16*	*13*	*10**	*8*

*Armor rating 20

Attack: Step **8**, geyser
1D6 Damage

PREFERRED SPELL COMBINATIONS

- Conjure, What, Minor Temporal Tweaker
- Conjure, Bone, Onerous Cone Method

Nine Sample Foes

Bron Yuuk

A wide-faced wizard with an unruly beard.

Prestige: *5*
Wealth Rank: *3*

Goal: To see Houre Bullbriar break away from the Collegium Mysterium to form its own school for the Magical Sciences.

STR	DEX	Defense	Hit Points	WITS
15	*17*	*13*	*19*	*14*

Quintessence: 17

Attack: Step **8**, dagger
+3 to hit, 1D6 Damage
Magic: Step **8**

Runes		Sciences	
Divine	*2*	Stone (mastery)	*3*
Enchant	*2*	Spellcraft (mastery)	*3*
Restore	*2*	Formula	*6*

Formulae (20)

A Cronk *(P)*
Mystic Press Theorem *(P)*
Symbol of Recall *(P)*
A Whuth *(P)*

Efficacious Tone of Might *(S)*
Gonfur's Circle *(S)*
Malmick's Mighty Finger *(S)*
Minor Spatial Glyph *(S)*
Onerous Cone Method *(S)*
A Yuud *(S)*

Efficacious Chant of Gretch *(T)*
Minor Temporal Tweaker *(T)*
Stone Tooth Method *(T)*

Lesser Reverse Transmutation *(Th)*
Lumen *(Th)*
Quamond's Ethereal Guide *(Th)*
Scales of Spord *(Th)*
Sighing Phantasm Technique *(Th)*
Thaumic Shears *(Th)*
A Zoic Trigger *(Th)*

Lair

Yuuk rents a shabby pair of small rooms from widow Nanette Stoop on Windcrane Court. Here he eats what thin fare his meager salary as an Estates Arcanum subcontractor affords him.

Leery of magic and keen to maintain the reputation of her house, Stoop has warned Yuuk that any strange doings will see him turned out without delay.

Nine Sample Foes

CROSSING YUUK

Fueled by the mind-numbing tedium of his work (examining pallets of bricks and loads of lumber to determine if any were magically produced without being properly marked), Yuuk has conceived a dream of seeing his old student house break away from the Collegium Mysterium to form its own academy for the Magical Sciences (with Yuuk installed in a comfortable administrative position of course).

- Yuuk approaches the wizards in an effort to persuade them that they have "caught the eye" of the Estates Arcanum. Their "practical interview" will consist of examining several barge-loads of lumber to correctly identify the "suspected magical contraband."

  While the wizards toil away, Yuuk plans to enjoy a brief holiday. He isn't without scruple, however, and should the other wizards find some contraband, he will pass their names along to his employer.

- As "successful Collegium Mysterium alumni," the wizards receive an invitation to attend an evening social function.

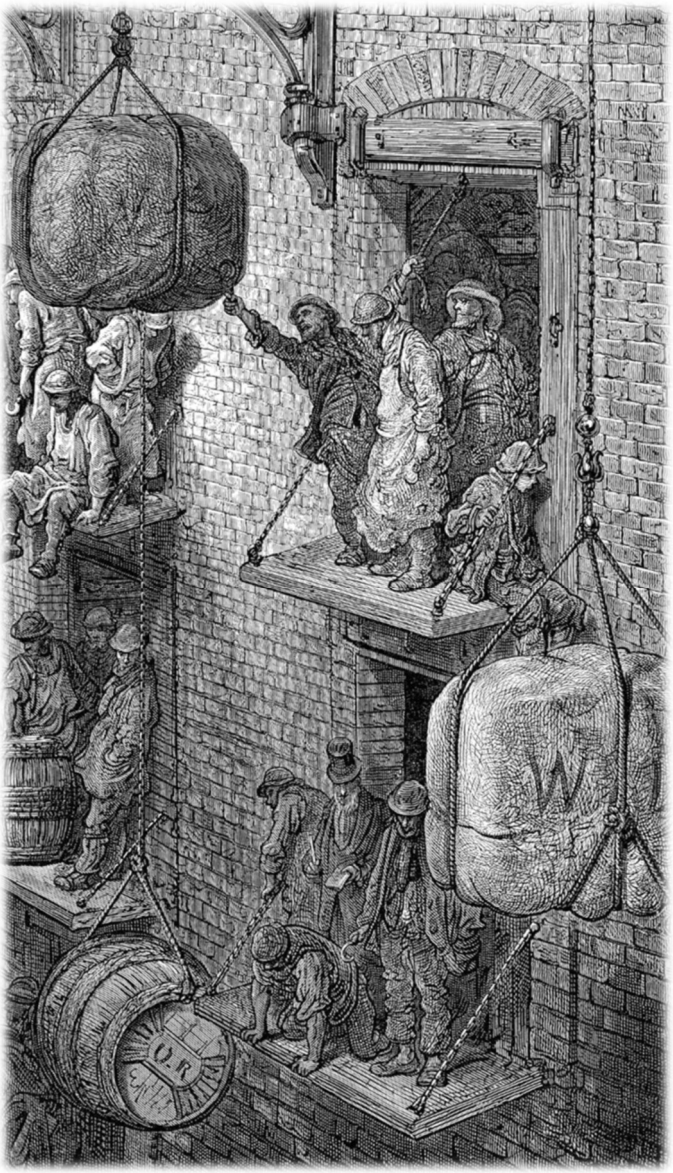
  Yuuk is trying to raise funds for his new school of magic and he uses the mountains of bricks and kegs of nails in his workplace as his backdrop to imply that a groundbreaking is near at hand, never mentioning that he doesn't actually *own* any of the materials.

  Yuuk shares blueprints and tentative courses of study, suggesting that generous donors may find themselves honored by having halls or libraries named after them.

PREFERRED SPELL COMBINATIONS

- Divine, Stone, Quamond's Ethereal Guide

- Restore, Stone, Thaumic Shears, A Zoic Trigger



Nine Sample Foes

Professor Faltonrick Shype

A stoop-shouldered, pock-cheeked wizard.

Prestige: *14*
Wealth Rank: *15*

Goal: to see the Collegium Mysterium's reputation protected through the implementation of ever loftier standards.

STR	DEX	Defense	Hit Points	WITS
7	*16*	*13*	*16*	*20*

Quintessence: 18

Attack: Step **8**, cane
+3 to hit, 1D6 Damage
Magic: Step **8**

Runes		Sciences	
Create	*1*	Air (mastery)	*3*
Destroy	*1*	Weather	*1*
Divine	*1*	Willow (mastery)	*3*
Enchant	*1*	Wind	*1*
Restore	*1*	Spellcraft (mastery)	*3*
		Formula	*6*

Formulae (25)

Blatt's Blessed Balm *(P)*
Genitive Rhythm *(P)*
Gross Theorem *(P)*
Mystic Press Theorem *(P)*
A Thing *(P)*

A Flux *(S)*
Golden Staff Method *(S)*
Malmick's Telescopic Finger *(S)*
Meestaff's Chant *(S)*
Minor Spatial Glyph *(S)*
Tuddwinds Cloud *(S)*
Yorp's Curse *(S)*
A Yuud *(S)*

A Brewing *(T)*
Elementary Glamour *(T)*
A Knock *(T)*
Lead Shoe Method *(T)*
Minor Temporal Tweaker *(T)*

The Bleak Duck *(Th)*
Glyph of Repulsion *(Th)*
Greater Reverse Transmutation *(Th)*
A Loosing Sign *(Th)*
Lumen *(Th)*
Quick Phantom *(Th)*
A Zoic Trigger *(Th)*

Nine Sample Foes

Lair

Shype maintains a cluttered apartment in Sausage-Tern Hall on the campus of the Collegium Mysterium.

When these narrow rooms become so choked by papers and paraphernalia that Shype can no longer navigate them, he opens a window and Creates a wind of sufficient force to blow everything out into the quad.

Crossing Shype

A martinet, Shype takes genuine delight in enforcing the most minor regulations and hastens to report infractions to his superiors.

Over the years he has found that if he scrutinizes others closely enough, he will always find some mistake lurking among the details … and he is very, very good at noticing the details.

- Having volunteered to audit some heaps of old student records, Shype informs the wizards that, due to a clerical oversight, their Golden Order financial requirements have *not* actually been met (there was a small "processing fee" of which they may not have been aware) and that their degrees from the Collegium Mysterium are due to be rescinded.

  Because of additional late fees and penalties, the amounts owed have grown to 62,442 copper commons (WR 14).

  Contrary to all appearances, this isn't actually an attempt at extortion, but merely the result of some sloppy record-keeping by overtaxed practicum students.

  Shype cannot be bribed to make the problem go away, but he may refer the wizards to alumni from whom they can seek employment.

- Shype is referred to the wizards by a colleague as "good fellows to have at hand in a pinch."

  Since most of the current practicum students are indisposed following a recent laboratory accident, Shype needs chaperones for a student outing to visit the Rock of Tyrannus in the Clye Estuary.

  A huge sphere of breathable, hydrophobic, dense air displaces the seawater and grants students access to one side of the submerged fortress where they can scatter and get into all sorts of hijinks.

  Shype will hold the wizards accountable for any damage inflicted upon either the historic site or the students.

Preferred Spell Combinations

- Destroy, Air, Meestaff's Chant
- Enchant, Air, A Yuud,
  Glyph of Repulsion
- Restore, Air, A Yuud,
  Greater Reverse Transmutation

Nine Sample Foes

Judex Foedrik Flast

A kind-faced old wizard with a snowy beard.

Prestige: *19*
Wealth Rank: *13*

Goal: to maintain the status quo, keeping younger spellcasters in check so that the unschooled don't attempt to purge wizards from civilized lands.

STR	DEX	Defense	Hit Points	WITS
12	*20*	*15*	*10*	*22*

Quintessence: 16

Attack: Step 9, unarmed
+5 to hit, 1 hit point
Magic: Step 9

Runes		Sciences	
Conjure	*2*	Pyromancy	*7*
Divine	*2*	(senior mastery)	
Enchant	*2*	Light	*3*
Transmute	*2*	Spellcraft (mastery)	*3*
Ward	*1*	Formula	*4*

Formulae (28)

Accendo *(P)*
A Basic Spell Lock *(P)*
Dorp's Golden Isle *(P)*
Lesser Rune Arc *(P)*
A Whuth *(P)*

Efficacious Tone of Might *(S)*
Ferris Theorem *(S)*
Golden Staff Method *(S)*
Gonfur's Circle *(S)*
Minor Spatial Glyph *(S)*
The Solumn Fog of Gath *(S)*

Efficacious Chant of Gretch *(T)*
A Knock *(T)*
Lead Shoe Method *(T)*
Lesser Staffered Glyph *(T)*
Minor Temporal Tweaker *(T)*
A Rhyme *(T)*
Vormer's Measure *(T)*

Bitter Siphon *(Th)*
A Charm *(Th)*
Enchanted Veil *(Th)*
The Indomitable Question *(Th)*
Motemur's Soul Pulse *(Th)*
Lumen *(Th)*
Phantasmal Shackles *(Th)*
A Thaumic Conductor *(Th)*
Thaumic Hammer *(Th)*
Twisting Word of Blutch *(Th)*

Nine Sample Foes

Lair

Judex Flast maintains a modest apartment along the Great Span--the broad bridge joining the eastern and western sides of Dundrin-on-Clye.

Byridt, an unschooled manservant attends to Flast's cooking, sweeps up, and keeps his master's robes carefully brushed.

Crossing Flast

Impartial and unshakable in his judgments; thorough and tireless in his pursuit of wrongdoers, Flast has earned a reputation as a top investigative Judex in the Estates Arcanum's Judicial Branch.

It is said that no obstacle or distance will discourage the venerable Flast from catching the marked wizard once the chase begins.

Tales even tell of Flast burning a fleeing carrack to the waterline in order to apprehend a single fugitive suspected to be aboard.

- The wizards have been framed for assault upon a Librum Branch Lector and the theft of several censored magical texts.

  In fact, the contract or mission that they are currently pursuing is, in part, a pretext to make them appear as fugitives.

  Several pages from one of the stolen texts have been Transmuted into lint and secreted upon their persons to ensure that Judex Flast, who is already on their trail, will be able to Divine their location.

- Flast has opened an investigation into one of the wizards' former professors or mentors who is suspected of plotting the death of an old rival.

  The Judex will grill the younger wizards tirelessly, searching for any signs that they may have been complicit.

- The wizards find their ship or carriage requisitioned by Judex Flast to aid him in his pursuit of a fugitive wizard accused of plotting against the Estates Arcanum.

  Flast wouldn't dream of slowing down just to drop them off somewhere, and the spellcasters may find themselves caught up in a magical battle far from where they intended to be.

Preferred Spell Combinations

- Conjure, Pyromancy, A Whuth, Minor Temporal Tweaker
- Enchant, Pyromancy, A Thaumic Conductor, Twisting Word of Blutch
- Divine, Light, The Indomitable Question

Nine Sample Foes

Solton Saff

A narrow-faced wizard with dark, darting eyes

Prestige: *14*
Wealth Rank: *15*

Goal: to bring all the lands into submission under his will.

STR	DEX	Defense	Hit Points	WITS
8	*14*	*12*	*19*	*21*

Quintessence: 20

Attack: Step **7**, staff with concealed blade
+2 to hit, 2D6 Damage
Magic: Step **7**

Runes	
Enchant	*2*
Restore	*2*
Transmute	*1*
Ward	*1*

Sciences	
Paint	*7*
(senior mastery)	
Ink	*2*
Pigment	*1*
Fluid	*1*
Water (mastery)	*3*
Spellcraft (mastery)	*3*
Formula	*3*

Formulae (30)

A Basic Spell Lock *(P)*
Dorp's Golden Isle *(P)*
Minor Symbol of Suppression *(P)*

Golden Staff Method *(S)*
Gonfur's Circle *(S)*

Elementary Glamour *(T)*
Lead Shoe Method *(T)*
Magic Candle Method *(T)*

A Charm *(Th)*
Enchanted Veil *(Th)*
Glyph of Repulsion *(Th)*
Inverse Aura Method *(Th)*
Lumen *(Th)*
Motemur's Soul Pulse *(Th)*
Quick Phantom *(Th)*
Sighing Phantasm Technique *(Th)*

Peddiwick's Potent Rite *(P)*
Simple Thaumic Shield *(P)*
A Whuth *(P)*

Minor Spatial Glyph *(S)*

Minor Temporal Tweaker *(T)*
The Monolith Method *(T)*
The Shadow of Lurrock *(T)*

Sigil of Fear *(Th)*
Spord's Excellent Binding *(Th)*
Stord's Potent Rite *(Th)*
A Thaumic Conductor *(Th)*
Twisting Word of Blutch *(Th)*
The Venomous Word *(Th)*
A Zoic Trigger *(Th)*

Nine Sample Foes

Lair

Saff resides in a stout tower, every stone of which has been plastered and painted with great care in an eye-watering range of hues.

A stream has been diverted to form a serviceable if somewhat shallow moat around the tower.

Wards have been layered upon the painted surfaces, making the tower almost impossible to enter save through the narrow door.

Crossing Saff

Suffering from Spell Burn induced delusions of grandeur, Saff has resigned from his position as Vice Chancellor of the Collegium Mysterium and now labors to establish his own sovereign polity of "Saffborough," carved out from various districts and shires of rural Walvia.

Despite the audacity of his aspirations, he has yet to be censured by the Estates Arcanum because of connections that he maintains within that body's Mundane Branch.

Most notable among these is his cousin, Bergritt Saff, who routinely misfiles claims by the unschooled which might expose his cousin's imperial ambitions.

- Saff decides to add the wizards' own homebase, whether it be village, tower, or hovel, to his own holdings by right of conquest.

  Saff's agents, mercenaries and thugs bolstered by the Enchanted paint on their bodies and gear, demand that the wizards surrender and depart the area at once.

- Saff has decided that he needs to raise some funds for the next stage of his conquest.

  One of his obsequious servants arrives at the wizards' doorstep to explain that Master Saff has challenged one of them to a duel for "impugning the Magical Sciences."

  Saff will generously agree to drop the matter if the wizard so challenged agrees to recompense Saff the sum of 10,000 commons (Wealth Rank 12) for his time and pains.

Preferred Spell Combinations

- Ward, Paint, Golden Staff Method, The Monolith Method

- Enchant, Paint, Peddiwick's Potent Rite, Minor Spatial Glyph, Magic Candle Method

- Enchant, Paint, Magic Candle Method, Inverse Aura Method, Sigil of Fear

Design Choices

Why so many hit points?

In Olde School Wizardry, hit points are front-loaded and don't change much over a character's career. 3D6 may seem like a lot, but remember that a typical armed mook is usually going to inflict at least 2D6 points of damage with a hit.

In practice that means you can probably get hit once before worrying about being knocked unconscious.

What's with the ability score inflation?

If a player keeps tossing their Experience Points into the same ability score for two dozen Interludes won't they end up absurdly overpowered?

There will always be power-gamers and therefore min-maxing will always exist too, but frankly if a player wants to put all of their eggs in one basket, that's okay.

Let's assume a character starts with a 16 in Strength – if you didn't fudge your character creation rolls, statistically he's already beaten out over 95% of the population.

This character manages to survive long enough to increase an ability score 10 times (about 50 game session), throwing every point he gets into strength, netting him a +8 on 1D20 checks to bash open closed doors, arm wrestle the local ale house champ, or raise the portcullis threatening to crush his friend.

That's not bad, but assuming a fairly tame DC of 15 on these tasks, he'll still fail almost a third of the time on his first attempt – hardly godlike.

What's more, while he'll deal vicious 5D6 damage, this will come at the cost of any bonuses to hit or resist spells.

Bear in mind that this is a game focused on the exploits of *wizards*. Our muscle-bound brute is likely to find himself outclassed once the casting starts.

Remember that the ability scores in **Olde School Wizardry** include the factors reflected in other games by measures such as character level, saving throws, combat matrixes, and, in later editions, proficiencies, skills, and feats.

Finally, recall too that characters reduced below zero hit points permanently lose a point from a randomly selected ability. A wizard who takes risks is likely to have the scars to show for it.

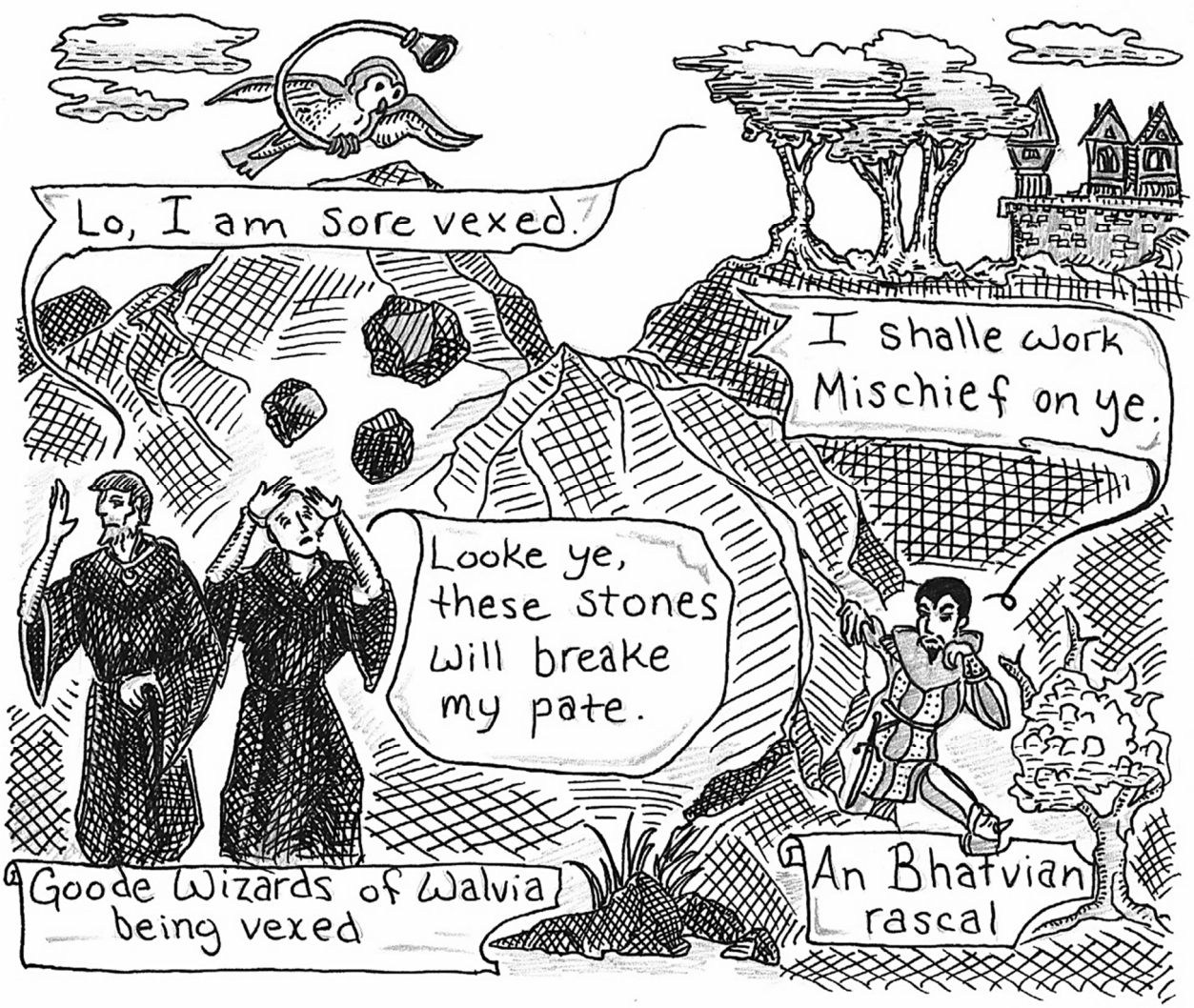
Design Choices

What's with your almost exclusive use of the masculine pronoun?

Olde School Wizardry is intended to be played as a comedic game. In the original campaign that spawned these rules some of the themes tackled within that framework included the short-sighted stupidity of ethnocentrism, class-bias, and sexism.

Wizards, according to the Schooled, are exclusively male, women being utterly unable to contain the potency of magical power.

This is complete hogwash of course. Sex has nothing whatsoever to do with magical aptitude, but everything to do with the entrenched goode olde boy system.



The Auld

Auld

STR	DEX	Defense	Hit Points	WITS
3	6	8	200*	20

*Armor Rating: 50 vs fire and electricity
Complete vs other attacks

Attack: none

Capricious, immortal, and cruel, the Auld crept forth from their own dim, foggy, silent world through some long-forgotten door and into the fields men know aeons ago.

Appearing naturally as faintly shimmering heaps of crystalline ooze, Auld use their inherent telepathic abilities to read the surface thoughts of mortals, identify what humans fear and desire, and reshape their own malleable physical structures accordingly, whether to become stunningly beautiful or mesmerizingly hideous. They most often appear as androgynous, human-shaped figures of bewitching beauty, clad in luminous raiment.

Though telepathic, Auld lack empathy and are largely incapable of imagining the world from the perspective of other sentient beings. Auld cannot experience pain, and find the pain responses of other organisms highly amusing, however they *can* experience fear--primarily the fear of being limited in some way or of being absorbed into the psychic, crystalline matrix of another Auld and so losing their "selfhood."

The Great Game and the Age of Heroes

Having established themselves in the stimulating new environment offered by the ever-changing world of mortals, the Auld began what they would sometimes refer to as "the Great Game."

Each Auld would establish its own kingdom or empire, peopled with both mortal slaves and elemental spirits provoked to wakefulness, and set its kingdom against that of its immortal opponents. As armies clashed and mighty champions rose and fell, their ageless masters would look on with delight or petulence, perhaps lavishing great rewards upon their living pawns one day, only to fling their own kingdoms into ruin and upheaval the next through pique or boredom.

The Auld themselves faced no risk of course, save that of seeing their wills temporarily foiled, though some might wager fragments of their own substance on the outcome of their games.

In time, however, one of the enterprising immortals attempted to bend the mind of a dragon to its will--the beast would indeed make a mighty piece in the Great Game--and learned, to its short-lived horror, that not only could dragons easily resist the telepathic tampering of the Auld, but their raging fires were also of sufficient power to utterly immolate them!

Responding with uncharacteristic focus, many Auld began raising up heroes, equipped with items of covenant and empowered by the might of carefully bound elementals, to hunt the world's dragons into extinction.

The Auld

The Fall of the Auld

Tradition says that Math the Mage was first employed as an accountant, toiling away in a tower, forgotten as he kept careful tally of the gold, puzzles, regrets, and beetles that his immortal master had amassed, until he was tutored in secret by a dragon. This creature, according to some legends, was the one who first revealed to mankind the Nine Ancient Runes of Magic.

Math went on to secretly train eight disciples of his own until they had mastered the fundamentals of magic. Then, along with help from Brand the Smith and The Third Man, this first circle of spellcasters suddenly unleashed the power of the Runes.

Prior to that moment, only dragonfire had been found to be potent enough to harm the Auld, but now mortal wizards Conjured searing lightning, Created flames of unimaginable intensity, split the earth wide to cast their enemies into hidden, subterranean fires, Destroyed the mass of their foes to hurl them beyond the sky, and called the seas out of their boundaries to sweep the Auld from the face of the lands men know.

Overlords such as Lemuesh, Bit-Ergal, Zifthp, and Jerdumael were thrown down, and many were destroyed. Still other Auld fled across the trackless sea or went into hiding deep beneath the earth where perhaps they lurk still.

An Auld can make a for memorable campaign archvillain, for their powers are both great and subtle.

The Auld

Auld Abilities

- Read the surface thoughts of any minds within a mile
- Manipulate the dreams and thoughts of unconscious creatures within a mile
- Speak the language of any intelligent creature they encounter
- Attempt to psychically compress the low levels of innate sentience possessed by most natural things (hills, streams, trees, boulders, etc.) and awaken them as elementals--a process that may require some years depending on the size and power of the consciousness aroused
- Immune to physical attacks (crushing, stabbing, piercing, etc.) and cannot feel pain
- Immune to drowning, freezing, suffocation, starvation, or being poisoned
- Do not sleep
- Armor Rating 50 against attacks from flame or electricity
- Learn perfectly any Rune, Science, or Formula that it observes being cast
- Cast any Rune or Science it knows as if it had mastery
- Cast any Formula it knows without any chance of failure (no dice rolled)
- Divide itself into smaller, fully independent fragments--at least one hit point must be donated to each fragment
- Generate vampires by introducing fragments into the nervous systems of fresh corpses (see Vampire, page 179)
- Reintegrate captured fragments, gaining all of their memories and hit points

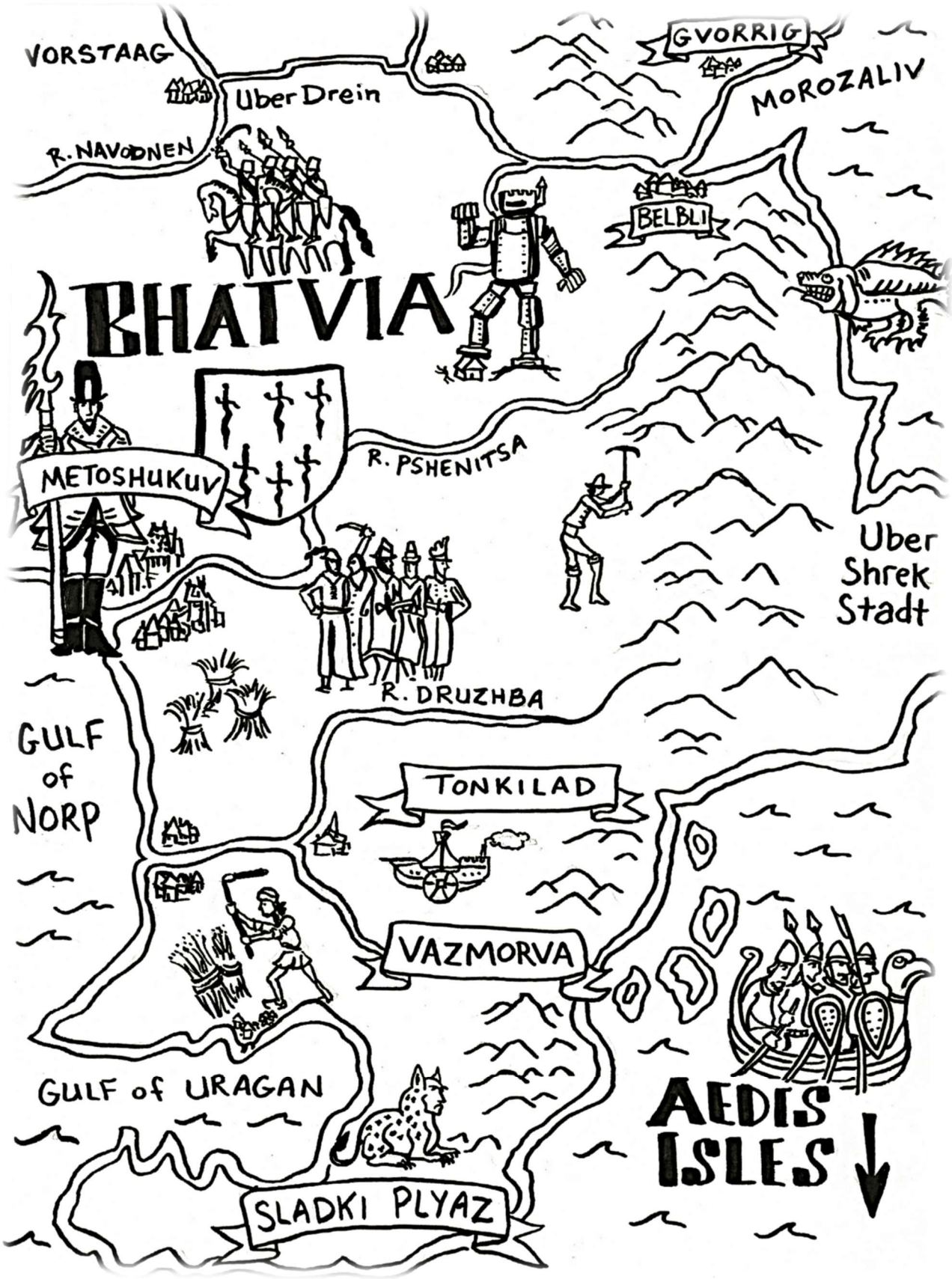
The Auld

Limitations

- Cannot inflict physical injury, except perhaps by suffocation (the Auld crystalline matrix is very pliable and feels like a smooth, soft gel when touched)
- Cannot ever heal if damaged
- A few inches of lead, gold, or mercury can block an Auld's telepathic powers
- The reverberating tones of bells prevent creatures from "hearing" an Auld's telepathic communications, whether awake or asleep
- Auld have no Quintessence; any spellcasting they perform requires the permanent expenditure of hit points to power the spell (though they are not subject to Spellburn when doing so)
- Cannot govern the thoughts of elementals which they awaken (though they can attempt to influence them) and they cannot awaken consciousness in material that is not natural in origin--for example, the magically Created glass that imprisons Bit-Ergal (see Scenario 5. Ynnis Morgwan – The Isle of the Dead, page 240).

Walvia and the Surrounding Regions

Walvia and the Surrounding Regions



Walvia and the Surrounding Regions

The Grand Duchy of Walvia

Ruled by:

Archduke Clert DonBrah

The Grand Duchy includes the lands west of the River Clye, from the northern mountains, south to the sea. It is a well-watered region of rich fields, pastures, and carefully tended copses, dotted with villages and walled towns.

The Grand Duchy is ruled by Archduke DonBrah with consent of the Duckpond Council, a body composed of elect from among the landed nobility, the Magister General of the Estates Arcanum, and the Grandmaster of the Ancient and Revered Order of Smithies and Artificers.

Land in Walvia is held by nobles--earls, barons, dukes and the like--the descendents of those warlords and strongmen who emerged from the two centuries of chaos that followed on the heels of the Fall of the Auld.

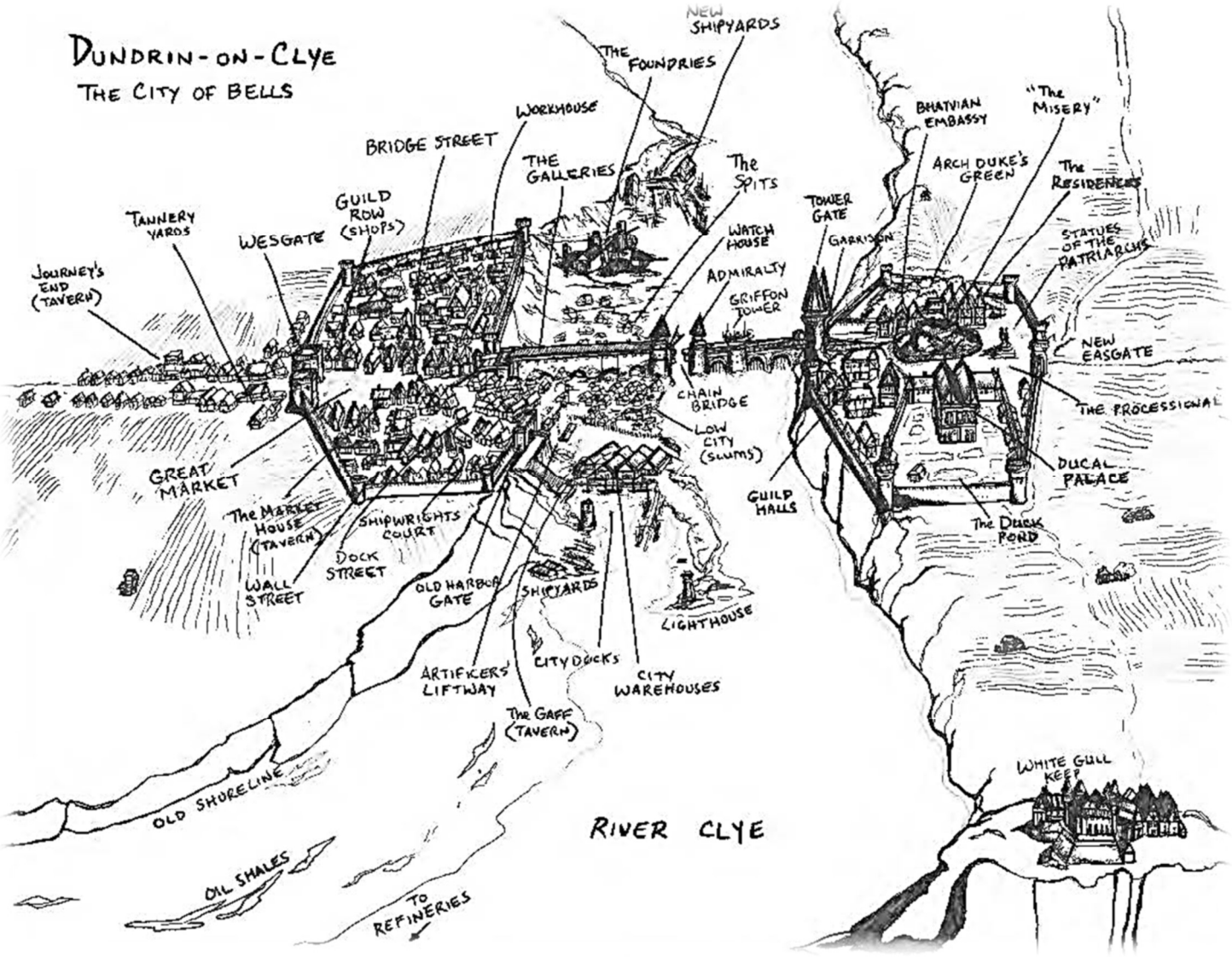
Walvians consider themselves morally superior to rivals in Bhatvia, whom they characterize as cruel, underhanded, and conniving.

As a sign of their cultural superiority, Walvians point out that though Walvian peasants may indeed starve on occasion, that they do so as *free men*--no Walvian is bound against his will (except for debtors of course … and apprentices … and indentured servants … and perhaps some foreigners, but they don't really count).

Things for Wizards to do in Walvia

- Appear at a nobleman's court to present a gift and offer services
- Visit the Collegium Mysterium just outside Dundrin-on-Clye and apply for access to the library
- Impose on the hospitality of a village headman during the course of a harvest festival
- Browse the markets of Auksford to commission a finely-made staff
- Explore the ruins of an Auldish stronghold in the northern mountains
- Seek out a Low City boss in Dundrin-on-Clye to ask for a loan
- File for a sigil of trade with the Estates Arcanum

Walvia and the Surrounding Regions



Walvia and the Surrounding Regions

The Unified Sovereign Confederation of Bhatvian Free-States

Ruled by:

Overmarshall Sergei Vonvladyak

Bhatvia sprawls across the lands east of the Gulf of Norp, as far as the eastern ocean, and extends north to the trackless mountains. Within its broad holdings it includes a great diversity of landscapes, from the densely populated farmlands of the Metoshukuv region to the wind-swept steppe of Uber Shrek Stadt.

In contrast to Walvia, following the overthrow of the Auld, the people of Bhatvia maintained much of the rigid social order that had been established by their immortal overlords prior to their expulsion. Most communities remained devoted to production, while upper echelon servants and stewards continued to direct the activity of the Bhatvian states--though now in the name of the people rather than by the will of ageless tyrants.

This gives rise to the Walvian charge that Bhatvians are mere slaves and that the cruel Overmarshall perpetuates the mad abuses of the Auld.

Today the Overmarshall deploys his dreaded secret police to ensure that the will of the free peoples of Bhatvia is carried out without interference by treasonous subversives or agents from outside of the free-states.

Things for Wizards to do in Bhatvia

- Dodge the Overmarshall's secret police while spying for Walvian authorities
- Help desperate defectors evade pursuit and escape across the border
- Smuggle Plukish luxury goods into Bhatvia where they can be sold on the black market
- Attempt to kidnap a Bhatvian Academy Sorcerer and learn what new schemes the Overmarshall is planning

Walvia and the Surrounding Regions

The Marklands

Ruled by:
Various barons, grafs, burgomeisters, captains, and strongmen

Bordered to the west by the River Clye, the forested hills and narrow plains of the Marklands are wedged between Walvia and the countless miles of Bhatvia to the north and east.

The Marklands are not a single polity, but a collection of small buffer states controlled by an ever-shifting cast of warlords and minor nobles. Most Markland communities are highly militarized, as they have had to endure countless invasions from Walvia, Bhatvia, and their own Markland neighbors alike.

Precision pike drills are considered a matter of civic pride for many communities, and Marklander free-companies are sought far and wide for their skill and discipline.

Things for Wizards to do in the Marklands

- Enlist with the local militia to provide transportation, materiel, or intelligence support
- Attempt to sell talismans and protective amulets (real or sham) to a regimental quartermaster
- Offer to serve as an impartial judge for a contest between the four piece brass bands of two rival villages
- Make a bid to subcontract with a burgomeister to fortify his town's walls

The Arms of Stoltz

Walvia and the Surrounding Regions

The Plukish Isles

Ruled by:
Various City Councils and Trade House Patriarchs

The Plukish archipelago is a land of steep hillsides, walled vineyards, and stony beaches. Its people are organized into a collection of doggedly independent city-states, some ruled by elected council, others by the autocratic patriarchs of trading houses.

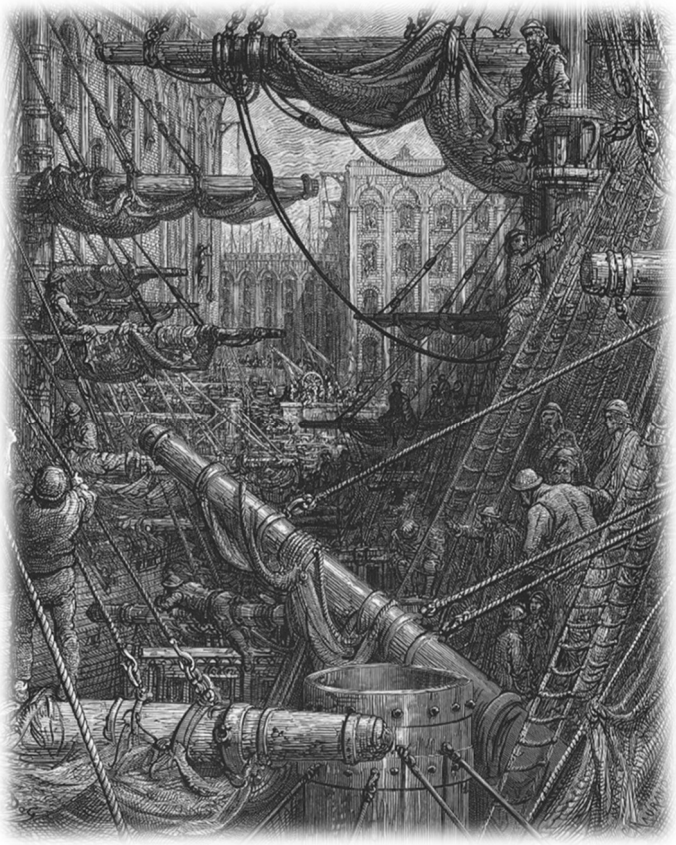
Among the more esoteric methods for choosing leadership is that practiced by the elders of the city of Purrano, who select members of their "Consiglio di Signores" by flinging a certain variety of fish over a curtain into a row of curiously-shaped, marked urns.

The League of the Free Plukish Isles is a congress with delegates drawn from mercantile houses and city councils across the islands. It is tasked with debating matters of diplomacy and trade policy, though many members do not consider the league's resolutions to be binding.

In Pluke, alliances between city-states shift with dizzying speed, and ship's mages are in high demand by Plukish captains who require Divination to tell them if a particular vessel should be hailed as a friend or overtaken and plundered.

Things for Wizards to Do in Pluke

- Hire a ship to bear them to far ports
- Offer prognostications about impending market changes to a minor merchant house
- Roam the waterfront to sample the local vintage and listen to the tales of pirates, sailors, and adventurers from distant lands
- Attend one of the island's elaborate and distinctive stage performances (called "theater" after the Plukish town of Theaux)



Walvia and the Surrounding Regions

The Aedis Isles

Ruled by:
an assortment of pirate captains, slavers, tribal chiefs, and cult leaders

An archipelago of tropical isles, few folk from civilized lands have seen these shores, much less the benighted interior where volcanoes belch fumes high above sweltering, primordial jungles teeming with strange, remnant creatures from aeons long past.

Pirates and outlaws may dare the perilous reefs to shelter within hidden coves, building stout stockades against the terrors that creep forth from the jungle at night.

Drums and queer, lilting pipes can be heard at times among the ceaseless voices of insects and the coughs of great jungle cats.

Things for Wizards to Do in the Aedis Isles

- Escape from cannibals, terrible lizards, or sentient flora
- Hack through dense jungle in search of lost cities or the explorers who went looking for them
- Prospect for gold or search for groves of precious woods along nameless, brown rivers
- Search for the cures to rare and disfiguring ailments, agues, poxes, and fevers

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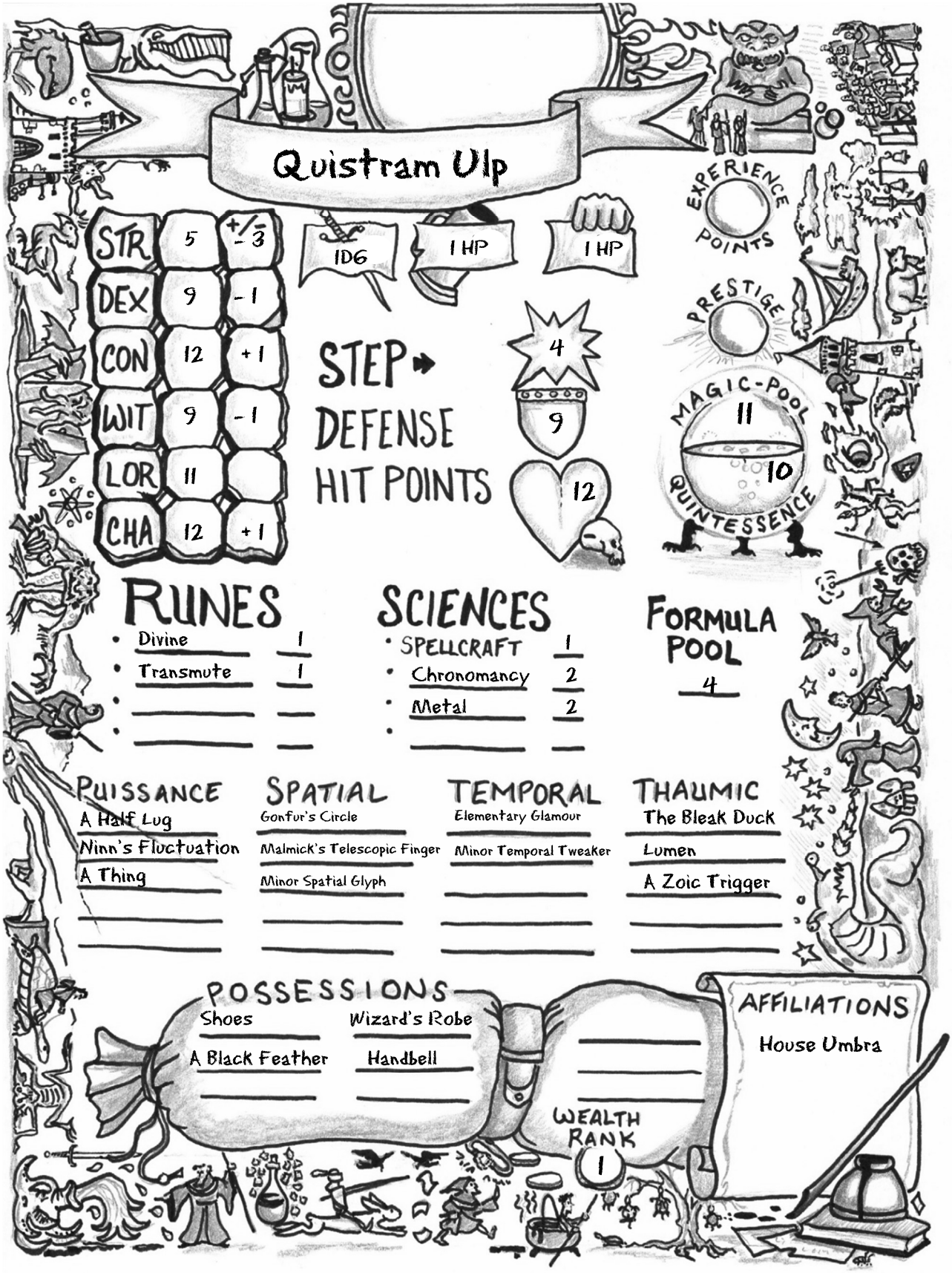

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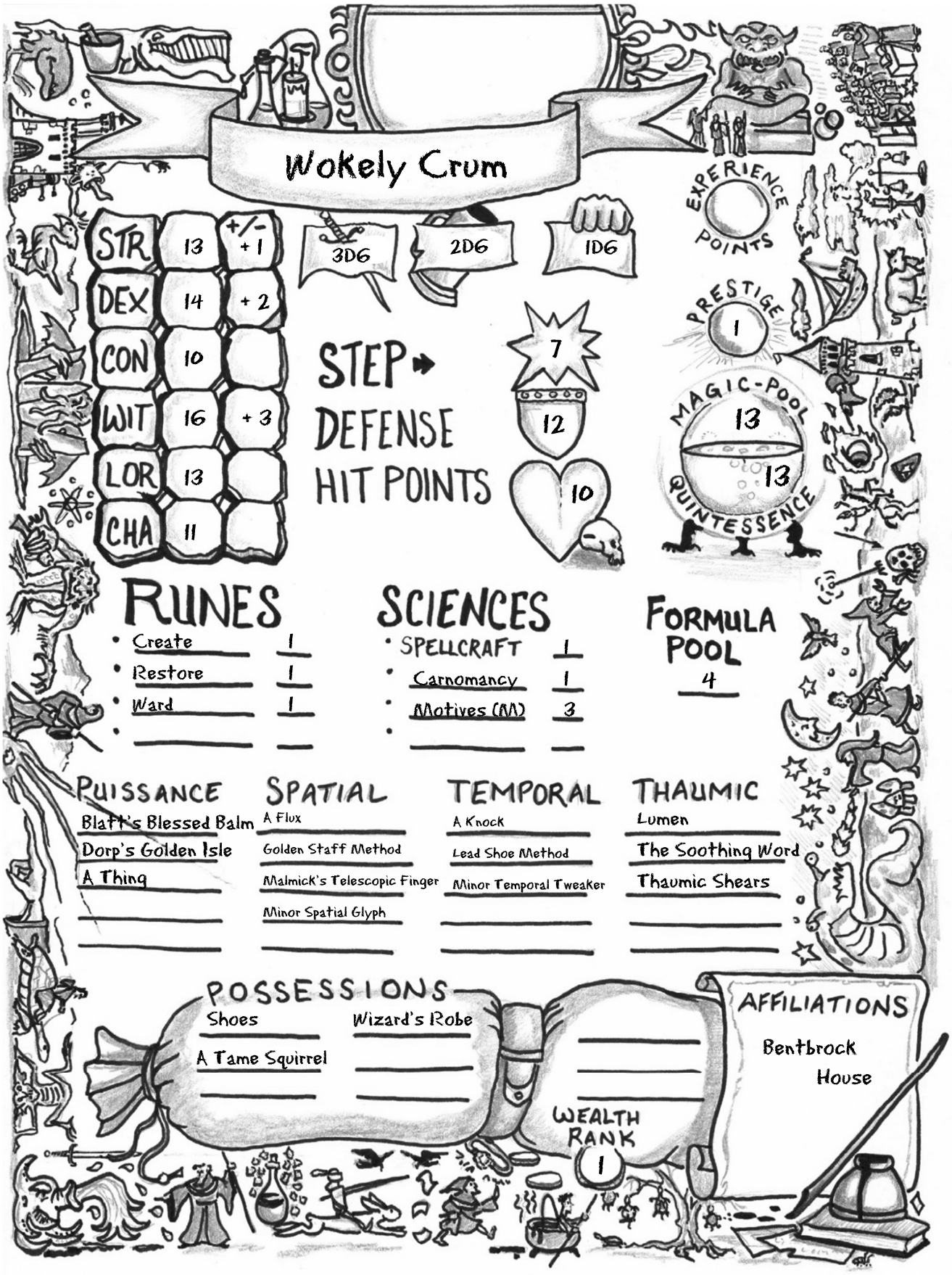

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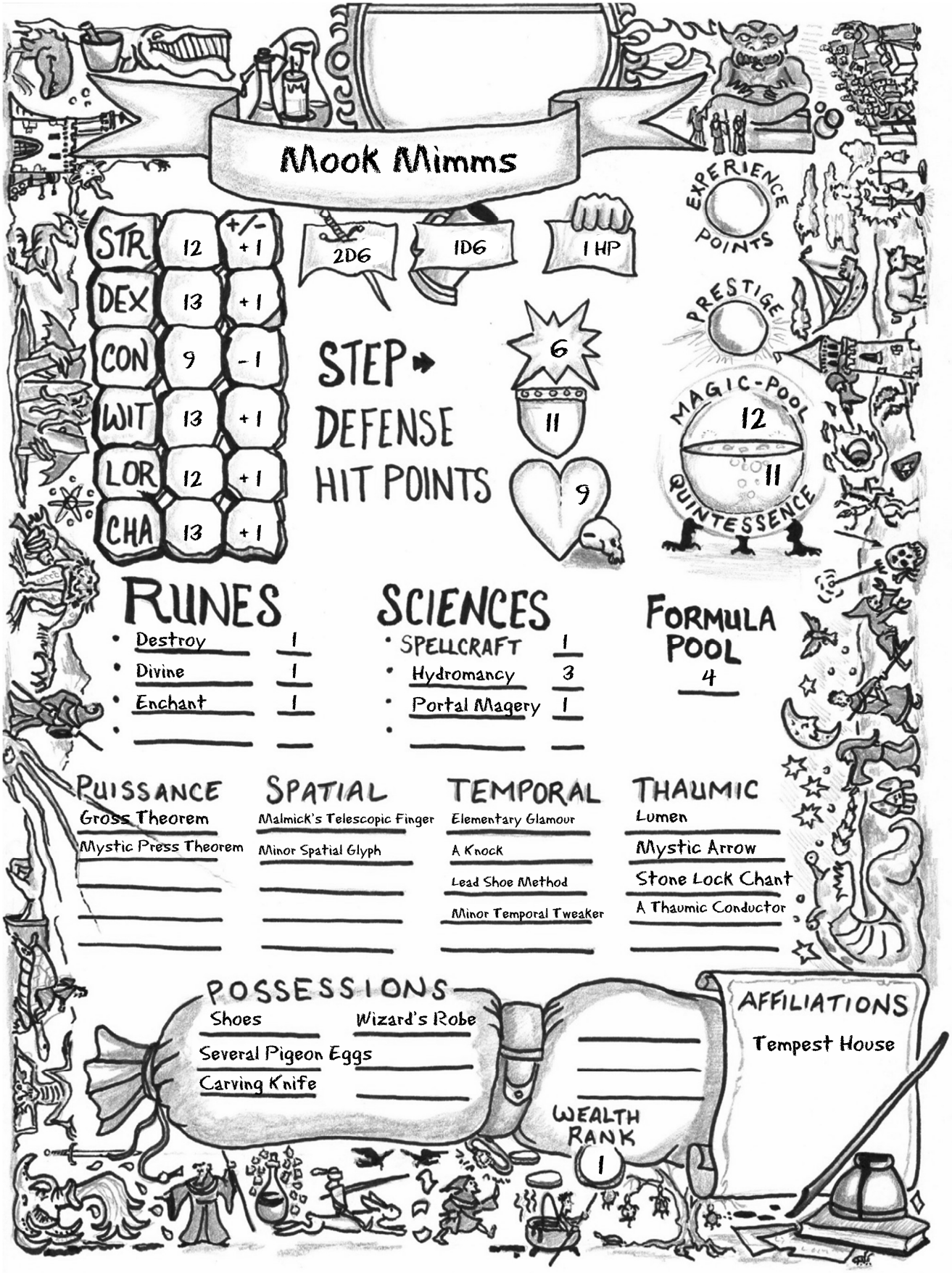

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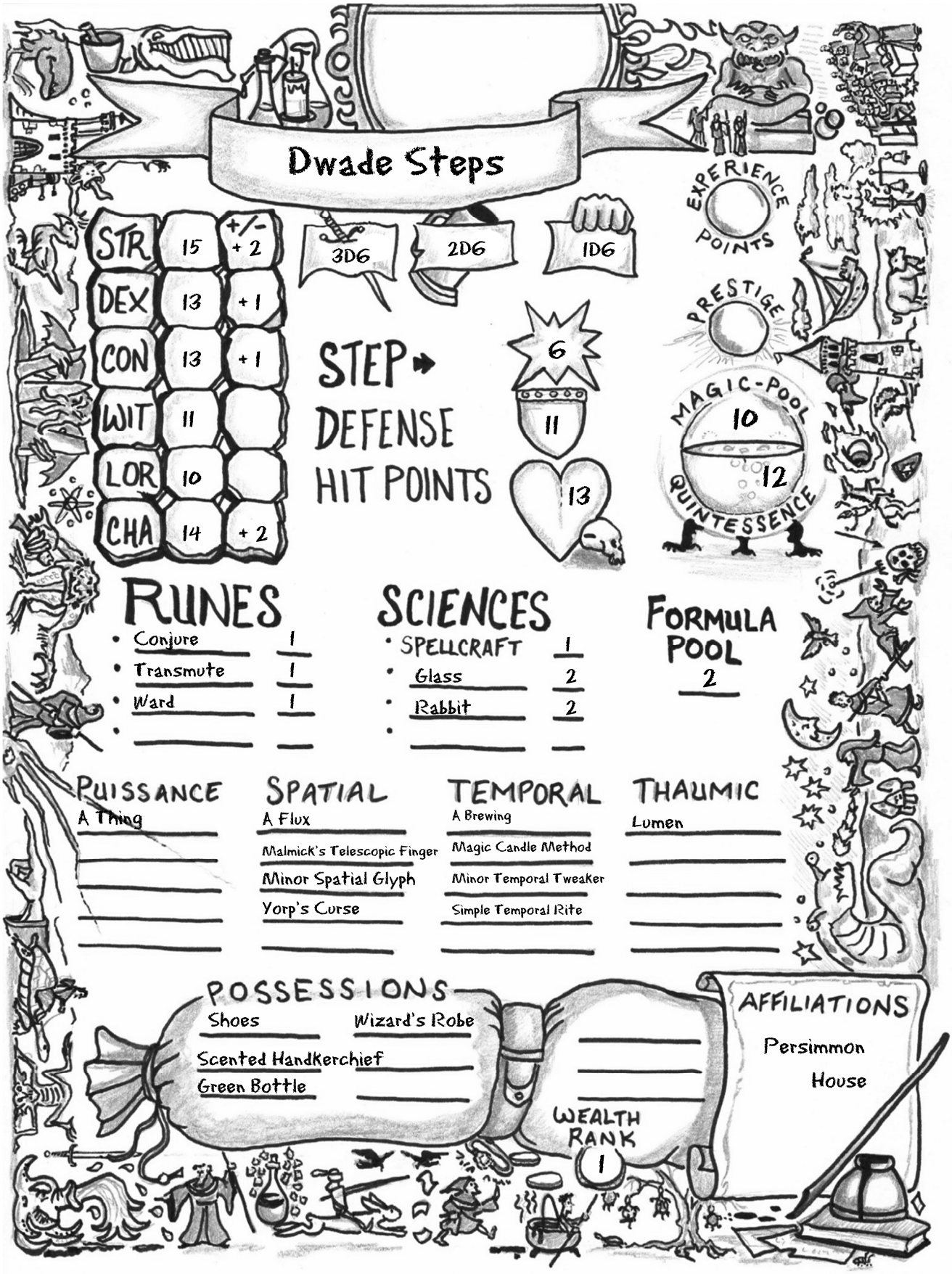

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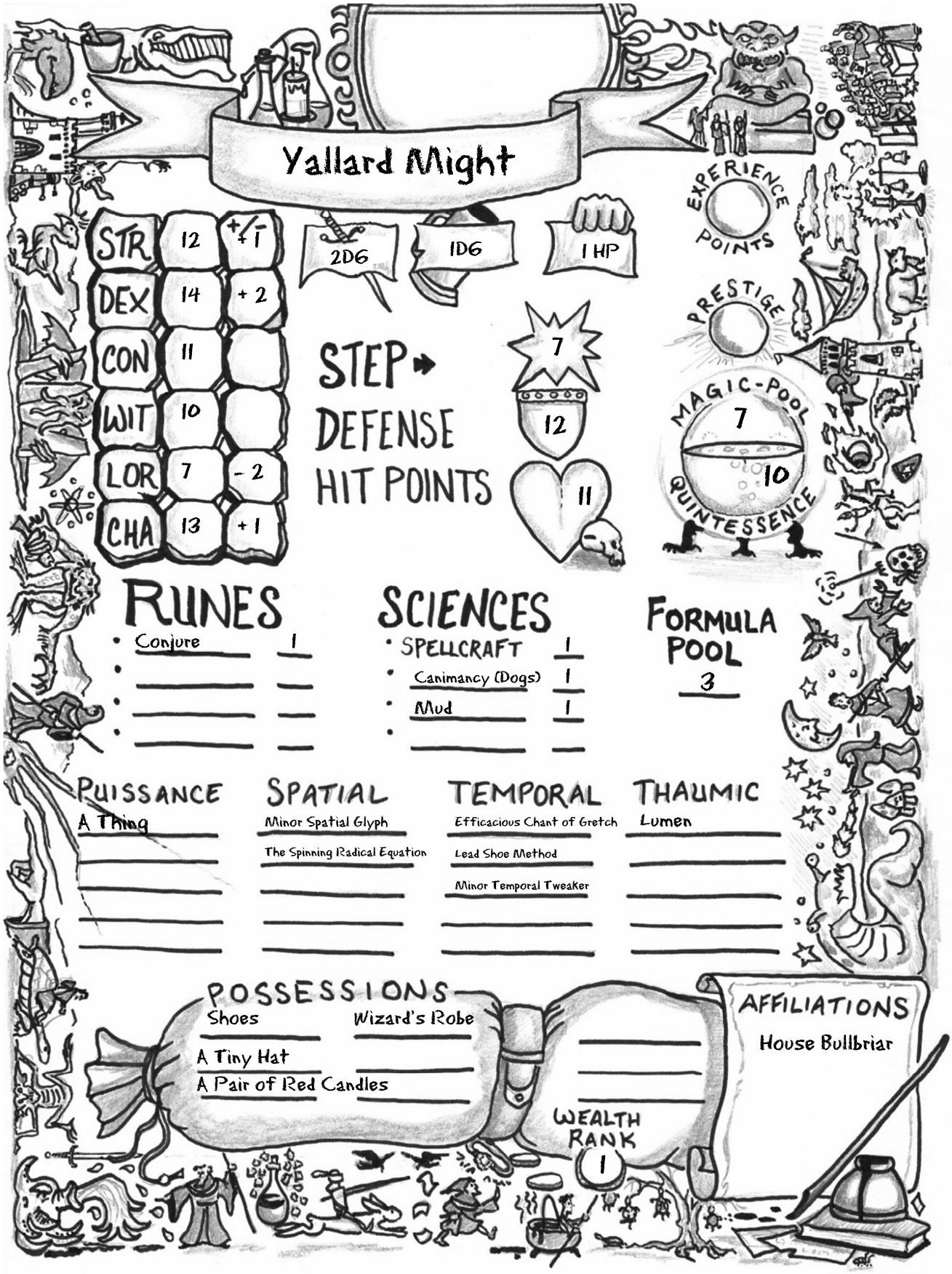

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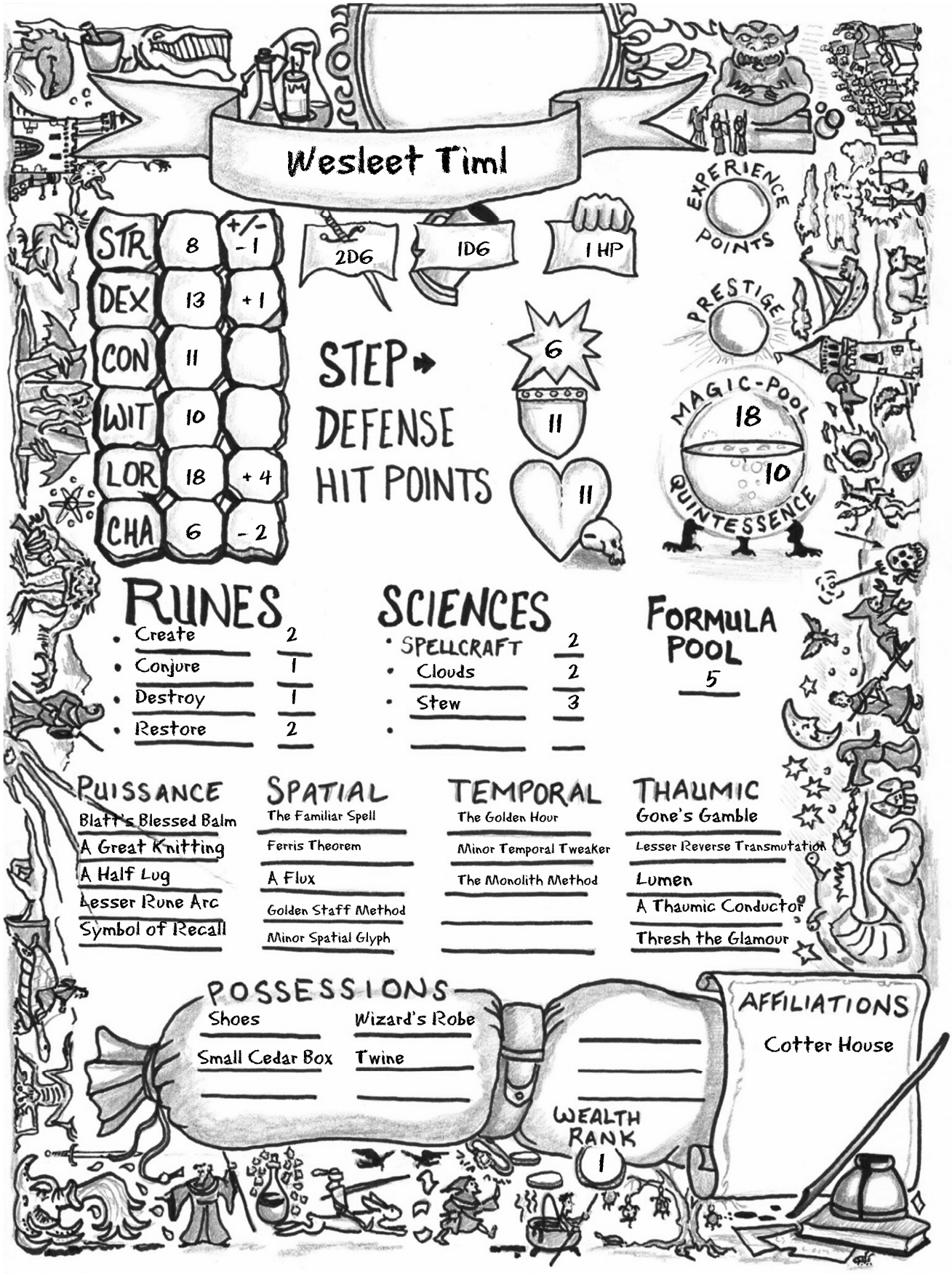

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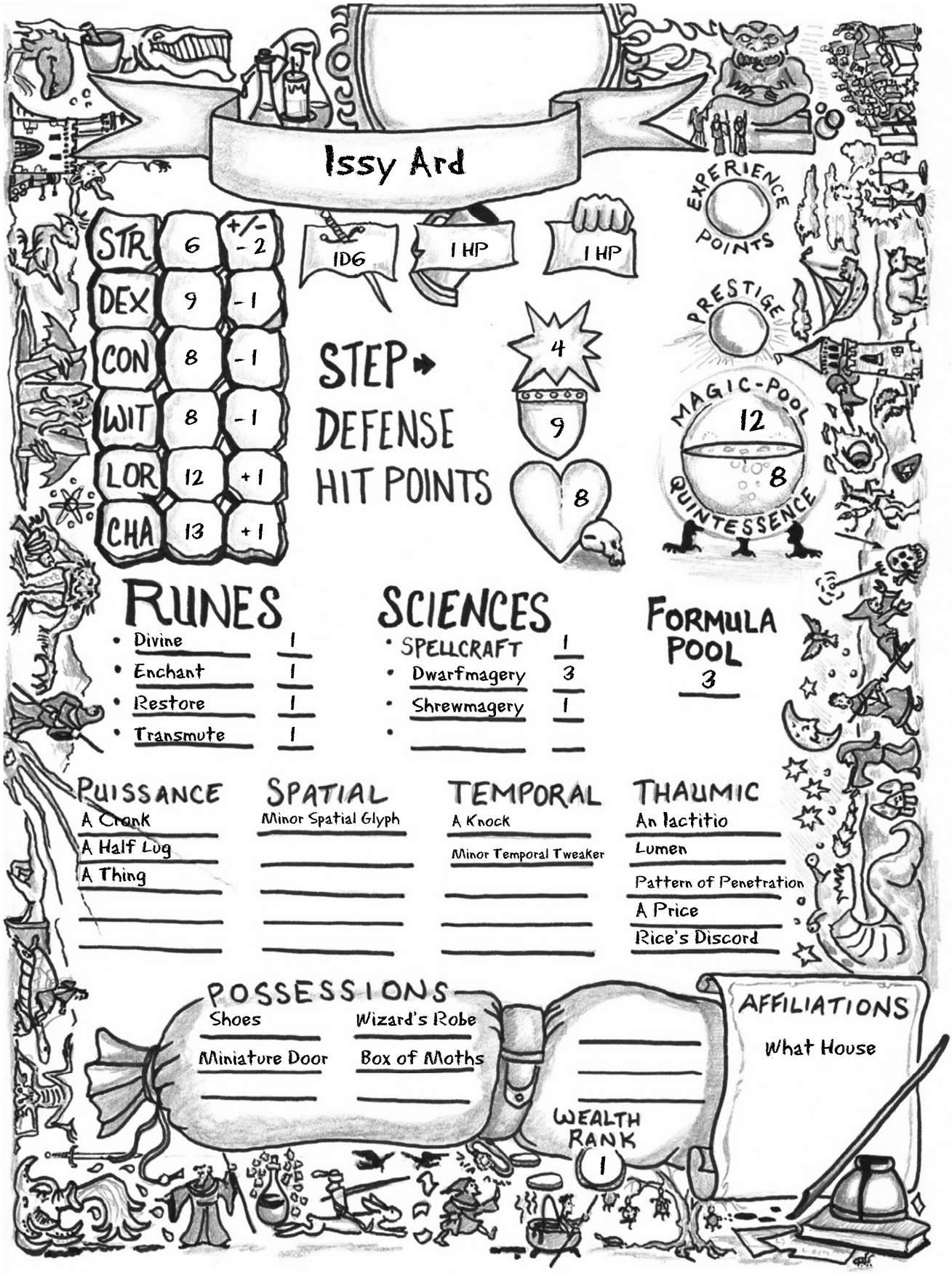

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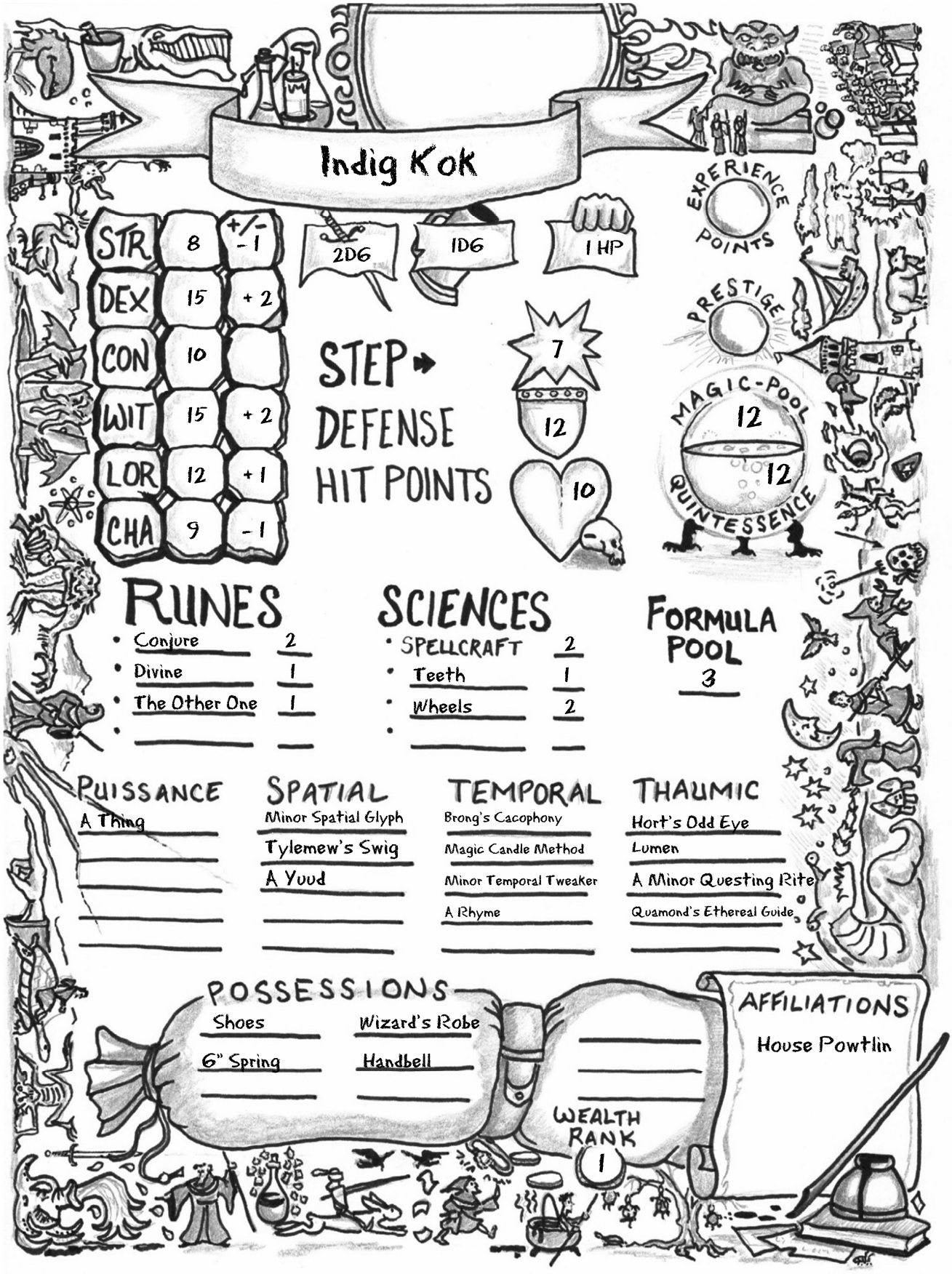

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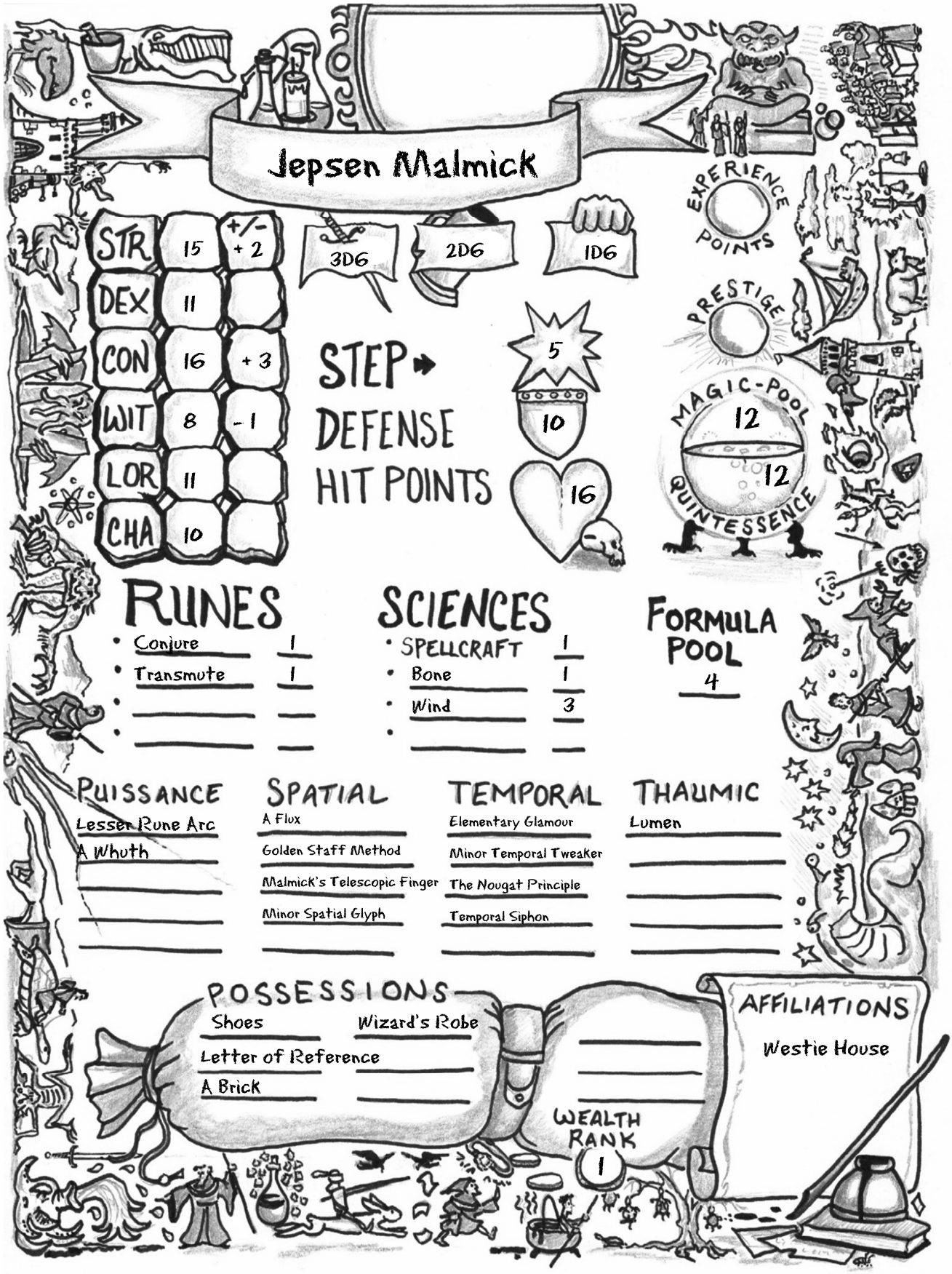

Useful Charts

Table 2-1: Ability Score Modifiers

Ability Score	Modifier	Action Step (Dex)
3	-4	1
4-5	-3	2
6-7	-2	3
8-9	-1	4
10-11	+0	5
12-13	+1	6
14-15	+2	7
16-17	+3	8
18	+4	9

Table 4-1: Armor Rating (AR)

Armor Type	Armor Rating
Gambeson	1
Leather Armor	2
Mail Hauberk	4
Plate Armor	6

Table 2-4: Magical Sciences

Roll *w/ modifier*	Sciences
≤ 1	Lint, Snails, or Butter
2	Turnips, Rope, Straw or Pebbles
3	Shrewmancy, Weeds, Stew, Frogs, or Nuts
4	Clay, Bricks, Ladders, Beets, or Leather
5	Chickens, Goblins, Mud or Capramancy (goats)
6	Ash, Fog, Beavers, or Eggs
7	Badgermancy, Pumpkins, or Thatch
8	Wood, Swine, or Paper
9	Earth, Bone, Cheese, Shoes or Smells
10	Portal Magery (doors), Carnomancy (flesh), or Candle Binding
11	Air, Plants, Chains, or "Arboreal Schools" (specific varieties of tree)
12	Sand, Dwarfmagery (smaller versions of commonplace things), Wheels, or Iron
14	Metal, Hats, Glass, Horses, or Wind
15	Chronomancy, Teeth, or Hydromancy
16	Geese, Seasons, or Clouds
17	Water Fowl, Motives, or Lightning
18	"The Dark Magicks" or Weather
19	Necromancy (dead things), Wine, or Sound
20	Auromancy (gold)
21+	Pyromancy

*Underlined entries are **Substantial Sciences**; others are **Applied Sciences**

Useful Charts

Table 3-2: Spell Burn & Side Effects

Result	Spell Burn to caster (*"The wizard…"*)	Side Effect upon focus(*"The spell's focus…"*)
3	remains unaffected	remains unaffected
4	becomes warm to the touch	becomes warm to the touch
5	itches	causes itching when touched
6	begins to hum	begins to hum
7	produces visible symbols when speaking	one random Formula becomes permanent
8	leaves lingering shadows when moving	leaves lingering shadows when moving
9	becomes numb	causes numbness when touched
10	is blinded	causes blindness when touched
11	can see through objects	grants object-penetrating vision when touched
12	shrinks	shrinks
13	enlarges	enlarges
14	becomes sticky	becomes sticky
15	is rendered mute	causes muteness when touched
16	is rendered deaf	causes deafness when touched
17	grows hair	grows hair
18	leaves phantom images when moving	leaves phantom images when moving
19	changes color	changes color
20	gives off sparks and smells of brimstone	gives off sparks and smells of brimstone
21	glows	glows
22	regains 1D6 Quintessence	one random Formula is doubled in effect
23	Transmutes [roll on Table 2-4: Magical Sciences, page 11]	Transmutes [roll on Table 2-4: Magical Sciences, page 11]
24	becomes translucent	becomes translucent
25	begins to hover	gains sentience
26	becomes highly magnetized	becomes highly magnetized
27	becomes ethereal	becomes ethereal
28	ages	begins to decay, thin, or desiccate
29	becomes young	reverts to prior condition
30	teleports	teleports
31	melts	melts, vaporizes, or condenses
32	petrifies	petrifies
33	grows limbs	grows limbs
34	gains 2D6 hit points	bestows 2D6 hit points when touched
35	begins blistering	causes blistering when touched [1-3 hit points per round]
36	suffers permanent reduction of hit points lost from Spell Burn	Focus combusts and is utterly destroyed
37	permanent loss of hit points plus one derangement (see Derangements, page 310)	
38	permanent loss of hit points plus roll 2D20 again; the indicated result is permanent	
39	permanent loss of hit points plus 1D6 points are transferred from one ability score to another randomly	
40+	permanent loss of hit points plus two derangements (see Derangements, page 310)	

Useful Charts

Spell Burn, Wild Casting, The Other One, and the capricious whims of wizards combine to make unpredictable events fairly common during play in **Olde School Wizardry**.

In these situations, a few dice rolls guided by the following questions can help the GM make a speedy ruling, whether he or she is deciding where a recently Conjured portal leads or what the disposition of a newly Created chimera is.

	Roll 1D20 **1 …**	**…. 20**
How far away is it?	In my mouth	On another world
How dangerous is it?	Harmless and helpless	Deadly to even behold
How is it oriented?	Same gravity and altitude	Upside down and miles apart
How large is it?	Too small to be perceived	Vast enough to jar the mind
How friendly is it?	Immediately attacks	Lifelong devotion
What type of creature is it?	Mollusk arthropod reptile	worm avian mammal
What color is it?	Red	Purple
How rare or valuable is it?	Common / worthless	Unique / priceless

Useful Charts

The Nine Ancient Runes

Rune	Description	Location / Quantity: **APPLIED SCIENCE** If no Spatial Formula is applied to specify location…
Create	*"I make* [Science]*."*	…the default Created is "one of them within the caster's presence."
Destroy	*"I utterly annihilate* [Science]*."*	…the default Destroyed is "the nearest one."
Conjure	*"I call* [Science] *into my presence for a limited time."*	…from which the Science is Conjured, the default is "the nearest one."
Ward	**AVERSIVE WARDING** *"I prevent* [Science] *from entering or touching the designated area."*	…the default area of effect is "the caster's person." Aversive Warding cannot be used to designate an area that already contains the Science.
	INVERSE WARDING *"I prevent* [Science] *in the designated location / quantity from being touched by any additional objects, creatures, or forces."*	…the default location of the Science Warded is "the nearest one."
Enchant	*"I imbue* [Science] *with special properties."*	…the default sample of the Science Enchanted is "the nearest one."

Useful Charts

The Nine Ancient Runes

Location / Quantity: **SUBSTANTIAL SCIENCE** If no Spatial Formula is applied to specify quantity…	**Duration** If no Temporal Formula is applied, the default duration…	**Effect** If no Thaumic Formula is applied to specify…
… the default amount Created is “an infinitesimally small amount within the caster’s presence.”		
…the default amount Destroyed is “an infinitesimally small amount of the nearest supply.”	… of this spell is permanent.	
…of the Science Conjured, the default is “an infinitesimally small amount from the nearest supply.”	… before the focus returns to its original location is 1D6 rounds.	
…the default quantity Warded is “an infinitesimally small amount of the nearest supply.”	… is 1D6 rounds.	
…the default quantity Enchanted is “an infinitesimally small amount of the nearest supply.”		…desired effect (ability decrease, paralysis, sleep, etc.) the default effect is chosen by the GM and it not always apparent to the caster.

Useful Charts

The Nine Ancient Runes

Rune	Description	Location / Quantity: **APPLIED SCIENCE** If no Spatial Formula is applied to specify location…
Restore	*"I negate a specified effect upon* [Science]*."*	…the default sample of the Science Restored is "the nearest one."
Divine	**DIVINING** *"I discover information about* [Science]*."* **SCRYING** *"I discover information using the* [Science] *in my presence."*	
Transmute	*"I transform* [Science A] *into* [Science B] *for the specified duration."*	…the default sample of the Science Transmuted is "the nearest one."
The Other One	*"I* _____ [Science]*."*	…the default sample of the Science involved Is "the nearest one."

Useful Charts

The Nine Ancient Runes

Location / Quantity: **SUBSTANTIAL SCIENCE** If no Spatial Formula is applied to specify quantity…	**Duration** If no Temporal Formula is applied, the default duration…	**Effect** If no Thaumic Formula is applied to specify…
…the default quantity Restored is "an infinitesimally small amount of the nearest supply."	…of this spell is permanent.	…what Restorative property the spell's focus is to receive (blindness, hit points of injury, original shape, etc.), the default effect is chosen by the GM and is not always apparent to the caster.
	…of the spell is 1D6 rounds.	…what information is to be revealed (health, location, proximity, etc.), the GM arbitrarily chooses one fact to be revealed by the spell.
…the default quantity Transmuted is "an infinitesimally small amount of the nearest supply."	…of the transformation is 1D6 rounds.	This is the only Rune that can be used in conjunction with two Sciences. If only one Science is successfully rolled, the GM selects the focus for the other Science arbitrarily.
… the default quantity involved is "an infinitesimally small amount of the nearest supply."	…of the spell is 1D6 rounds.	

Useful Charts: Quick Start Formulae

Puissance Period

Known	Name	Q Cost	Description
	Blatt's Blessed Balm	1	heal 1D6 hit points of damage INSTANTLY [RESTORE only]
	Genitive Rhythm	1	an additional living thing
	Gross Theorem	2	half the size or twice the size [ENCHANT only]
	Mystic Press Theorem	1	moves (Strength 5) [ENCHANT only]
	A Thing	1	one more just like it

Spatial Period

Known	Name	Q Cost	Description
	A Flux	1	Applied: a pace beyond where he can see Substantial: equal to his weight
	Golden Staff Method	2	Applied: within nine strides of the staff he holds Substantial: quite a bit, touching the staff he holds
	Malmick's Telescopic Finger	1	Applied: at the spot he points to, even if he cannot see it Substantial: about a basketful, at the spot he points to
✓	Minor Spacial Glyph	1	Applied: a long stride away per Science success Substantial: a healthy chunk per Science success
	Yorp's Curse	2	Applied: touching [proper name] Substantial: as much as [proper name] can lift

Useful Charts: Quick Start Formulae

Temporal Period

Known	Name	Q Cost	Description
	A Brewing	1	for 1D6 + 3 rounds when swallowed [any but CREATE]
	Elementary Glamour	3	until touched by any creature
	A Knock	1	INSTANTLY, when the caster strikes the spell's focus
	Lead Shoe Method	1	until the caster moves or dies
✓	Minor Temporal Tweaker	1	for 9 rounds

Thaumic Period

Known	Name	Q Cost	Description
	The Bleak Duck	2	the caster learns what the one he examines fears [DIVINE only]
	A Loosing Sign	2	freed from any bonds, magical or mundane [RESTORE only]
✓	Lumen	1	it glows [ENCHANT only]
	Quick Phantom	2	becomes invisible [ENCHANT only]
	A Zoic Trigger	1	GRANTED to the first living things to touch the spell's focus [ENCHANT or RESTORE]

Inspiration

Film

The City of Lost Children
Despicable Me
Lock, Stock and Two Smoking Barrels
Monty Python and the Holy Grail
The Princess Bride

Books

The Discworld Series, Terry Pratchett
The Dream-Quest of Unknown Kadath, H.P. Lovecraft
Jonathan Strange & Mr. Norrell, Susanna Clarke
The King of Elfland's Daughter, Lord Dunsany
The Myth Books, Robert Asprin
The Name of the Rose, Umberto Eco
Robin's Laws of Good Game Mastering, Robin D. Laws
A Short History of Nearly Everything, Bill Bryson

A Few Notes on Conversion

In the original campaign for **Olde School Wizardry: The Nine Ancient Runes of Magic**, in addition to many adventures written from scratch, I did what many practiced GMs do: I borrowed and adapted material from other published adventures to supplement my own scenarios.

Among the scenarios used were portions of the following:

- The Keep on the Borderlands (1979)
- Slave Pits of the Undercity (1980)
- Secret of the Slavers Stockade (1981)
- Dungeon Crawl Classics #29: The Adventure Begins (specifically Lair of the White Salamander and Tower of the Black Pearl)
- A level from Stonehell Dungeon: Down Night Haunted Halls by Michael Curtis

Should other GMs likewise wish to draw inspiration from among the material published for other games, these quick and dirty steps for converting encounters may be helpful:

- Monsters and NPCs usually act on Step 5
- Monsters and NPCs usually have Defense 10
- For ascending AC, subtract 10; the remainder = creature's armor rating
- For descending AC, use 9 - [AC] = creature's armor rating
- Leave hit points and damage as they are

Most magical effects or spells in the text will be treated as Enchantments

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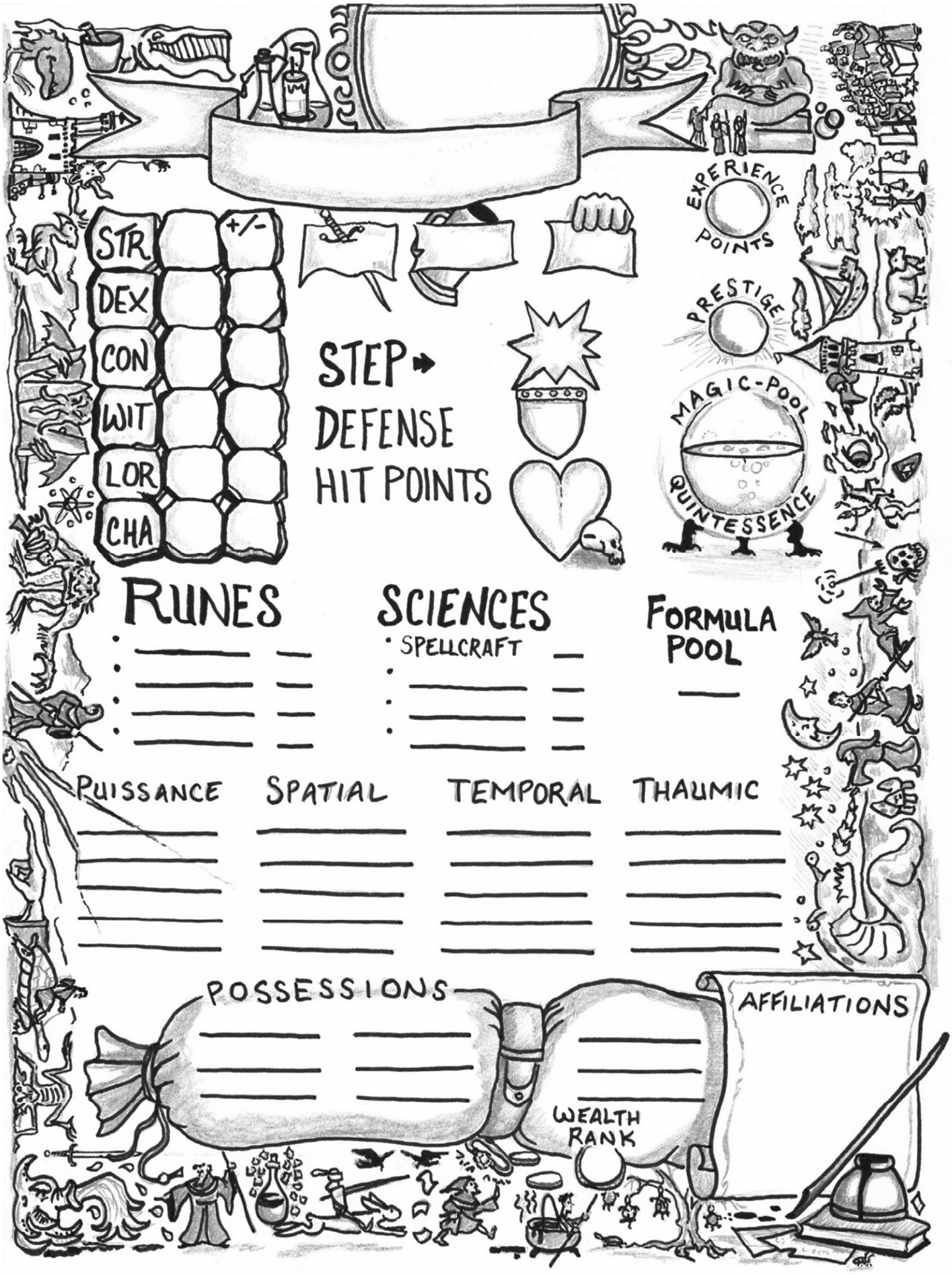
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