



BRIGHTMORE

ACADEMY OF MAGIC

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The world is an inherently magical place, but only the elite and the fortunate youngsters are able to attend Brightmore Academy of Magic, the foremost institution for the study of the magical arts. In this game, players take on the role of 14-year old students at the Academy as they harness the power of magic to meet the demands of their studies, cope with the whims of their teachers and compete against their rivals to win the House Championship Trophy.



SET UP

HOUSE CREATION

At Brightmore Academy of Magic, students belong to one of the two School Houses. These Houses compete against each other to earn House Competition points throughout the school year. Before the game begins, the players must collectively decide on a name for their House by choosing an animal, object or concept that is symbolic of the nature of their House.

For example,

Unicorn House may signify hard work and magical affinity.

Battle-axe House may represent strength and honour.

Sarcasm House may embody skepticism and self-reliance.

A suitably opposite-sounding name should be chosen for the competing House, and can be chosen by either the players or the Game Master (**GM**).

CHARACTER CREATION

The Player Characters (**PCs**) are 14-year-old students at Brightmore Academy of Magic. They all belong to the same School House, and they represent some of the top students in their class.

Players should name their characters with a suitably magical-sounding name. Characters are also defined by three character descriptors. Players must pick one descriptor from each of the three lists below and make a note of their choices.

CHARACTER DESCRIPTORS

1	2	3
Popular	Troublemaker	...from a distant country.
Studious	Teacher's Pet	...with a dark secret.
Charming	Loner	...with a notable magical heritage.
Absent-Minded	Athlete	...with a reputation to uphold.
Struggling	Prodigy	...who is at risk of being expelled.
Unpredictable	Weirdo	...who is hopes to be school captain some day.

SKILLS

Because they are excellent students, each PC is **skilled** in one of the five branches of Magic. Each player must roll a **D6** and consult the following list to see which branch of magic they are skilled in:

1. Divination

2. Enchanting

3. Evocation

4. Manifestation

5. Transmutation

6. Player's choice

(NOTE: If dice rolls result in two or more characters being skilled in the same type of magic, players may re-roll their skill at the GM's discretion.)

MAGIC POINTS

The innate magical strength of every student is represented by **Magic Points**. PCs begin each new adventure with **10 Magic Points**. Magic Points can not be replenished during an adventure.

Once the players have named their House and character, chosen their three character descriptors, rolled for their skill and marked down their 10 Magic Points, they are ready to begin the adventure.

MAGIC

At Brightmore Academy, Magic is used for everything. Beyond walking, talking, eating and other basic human activities, anything that the students try to do will be done using magic. Raw magical power is focused by casting spells, which involves hand movements and spoken phrases. Wands and other implements can be used for focusing the spell, but are not essential.

All Magic spells can be sorted into one of five categories, known as the **branches of magic**. They are:

Divination - the art of using magic to gain information. Examples of Divination magic include tracking a person using a strand of their hair, learning about the future by reading tea leaves or tarot cards, or casting a spell to let you hear a whispered conversation across a crowded common room.

Enchanting - a process whereby magical energy is focused into an inanimate object for a specific purpose. The desired use of the enchanted object must be specified at the time of enchantment. As novice magic-users, the player's enchantments are weak and may only be used one time before the stored magical power is lost. The stored spell may be from another branch of magic. Enchanted objects that have spent their power may be re-enchanted later.

Evocation - the skill of focusing magical energy to create a desired effect in the physical world. Examples of Evocation include creating light, wind, fire, lightning and other similar physical effects, or using these to perform some action, such as levitating a small object with wind, etc. Evocation involves converting magical energy into a different form of energy - light, heat, kinetic energy etc.

Manifestation - knowledge of magical creatures. All (non-human) magical creatures are considered to be manifestations of magical energy in some form or another. This branch of magic covers the study of these creatures, their habits, forms of communication, and knowledgeable magic-users have been known to be able to summon certain types of magical creatures, and even enlist their help if done so in the correct way.

Transmutation - involves using magic to transform matter from one form or shape into another. Inanimate objects can be transformed without much difficulty, but when living creatures are transmuted, there is a risk of dire consequences. As novice magic-users, transmutation spells cast by PCs will not remain changed indefinitely, and transmuted objects will return to their original form within an hour or two.

PLAYER ACTION RESOLUTION

Every player action beyond the basics (such as walking, talking, eating, etc.) will involve casting a magic spell. When a PC attempts to use Magic, use the following steps to resolve the action:

1. Player explains the goal of their spell - anything is possible!
2. GM determines which branch of magic the spell belongs to
3. Player rolls a D6
 - 3a. If the PC is skilled in that branch of magic, the spell succeeds on a roll of 3-6, otherwise the spell fails.
 - 3b. If the PC is unskilled in that branch of magic, the spell succeeds on a roll of 5-6, otherwise the spell fails.
 - 3c. Additionally, if the player rolls a 1, the spell has gone **WILD** and causes something unexpected to occur.
4. If the spell fails, but hasn't gone wild, the player may spend one Magic Point to have the spell succeed. They may not spend MP to succeed in this way if the spell has gone wild.
5. If the spell fails, including when it has gone wild, the player may earn a re-roll of their dice if they can justify why one of their descriptors helps them to cast this spell. This is the only way to counteract wild magic.

NOTE: Each descriptor can only be used for a re-roll **once per adventure**. When used in this way, the player must provide a reasonable explanation as to why their descriptor is helping them when casting this particular spell.

WILD MAGIC

When an attempt to cast a magic spell goes particularly badly, the caster may lose control as a result. This is known as **Wild Magic**. Magic will go wild when a 1 is rolled on the spell casting roll.

The effects of wild magic are unpredictable. The spell will not succeed in the way the intended way. Instead, the wild magic will cause something negative, and potentially dangerous to occur, and the results will be very obvious and may attract unwanted attention.

When wild magic occurs, the GM should take that opportunity to complicate the story for the spell caster, eg. A nearby teacher may give them an instant detention to distract them from their current task, their mistake may let their rivals escape a carefully planned ambush, or the players may inadvertently damage or destroy the object they were hoping to recover.

ACTIONS OPPOSING PLAYERS

The actions of non-player characters (NPCs) are governed by slightly different rules. It is up to the GM to determine the actions of NPCs, including casting magic spells. When using magic against players, the GM rolls for the NPC's spell and considers the following when narrating the results:

- NPC Students are not skilled in any of the branches of magic. As a result, their spells only ever succeed on a roll of 5-6. On a roll of 1, their magic goes wild.

- NPC Teachers and other staff at Brightmore are skilled in every branch of magic, and as a result, all of their spells succeed on a roll of 3-6. Because they are magical experts, their magic can never go wild.

ACTION ORDER

PCs act first in every situation. Give PCs a chance to act before NPCs. In drawn out conflicts involving spell-casting, alternate between the actions of the PC group and the NPC group until the situation is resolved.

GAME MASTER INSTRUCTIONS

YOUR IDEA - YOUR SPELL

Speed and precision are paramount when using magic, especially when someone else is using it against you at the same time. Because of this, there is a special rule governing the use of magic spells. Players who come up with an idea for an action must be the one to cast the spell to achieve it. Encourage players to think creatively on the fly, rather than planning their actions as a group.

POWER OF THE POP QUIZ

Teachers at Brightmore will frequently present students with magical challenges. These pop quizzes may earn the students house competition points, or they may assigned as punishment by grumpy teachers for no reward at all. When PCs encounter teachers, make use of pop quizzes to distract the students and deplete their Magic Point resources.

THE GREAT WARD OF PROTECTION

Because of the dangerous nature of having a building full of barely-trained teenagers casting magic spells all day, Brightmore is protected by a powerful ward. Known as The Great Ward of Protection, this highly complex spell ensures the physical safety of everyone on the Academy grounds. The Great Ward functions intelligently to protect people from physical violence, dangerous situations and unwelcome guests.

Due to the presence of the Great Ward, anyone caught in a potentially dangerous situation is protected by Evocation-style magical effects. Students attempting to fight will be repulsed by windy blasts. A student falling down a flight of stairs will be caught by a cushion of pressurised air. An accidental fire will be doused by a magical rainfall. As a result, nobody can be significantly hurt on the Academy grounds.

It is important to note that when the Great Ward is triggered, nearby teachers are magically alerted and staff who are free will quickly attend the scene. The Ward may also restrain students in certain cases, such as in an attempted fist fight, until a teacher arrives and releases them.

ADVENTURE HOOKS

Stories that occur in the world of Brightmore are called Adventures. Each adventure begins with a hook that gets the story moving. Once the hook has been introduced, it is up to you, the GM, to create obstacles and situations in the story that interfere with the players goals.

Here are some examples of adventure hooks which may be initiated by NPC Teachers at Brightmore:

Professor Pufflepeck - The professor has lost his glasses, and offers 10 Championship Points to the house who can retrieve them for him. The members of the players' rival house rush off to find the glasses and earn the points.

Groundskeeper Gryff - After being framed by your rivals, you have been given detention with the Groundskeeper and assigned to help him hunt vermin in the Forest of Fright.

Dr Darkheart - Somebody has been stealing ingredients from the Dr Darkheart's supply cabinet. He suspects you, and will report you to the Headmaster if you can't find out who the real thief is.

Lilith the Librarian - Students are known for being terrible at returning books to the Library. The Librarian gives the players a list of students who have unreturned books, and asks you to collect them.

Headmaster Horatio - The agents of a dark Wizard have entered the Academy in disguise, and they are hunting one of the PCs. But which one?