

# WELCOME TO **Scartley** UNIVERSITY OF THE ARCANES



Rising Phoenix Games



THE  
FIGMENT FACTORY

by  
Rodney Sloan  
and Bob Storrar

**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE

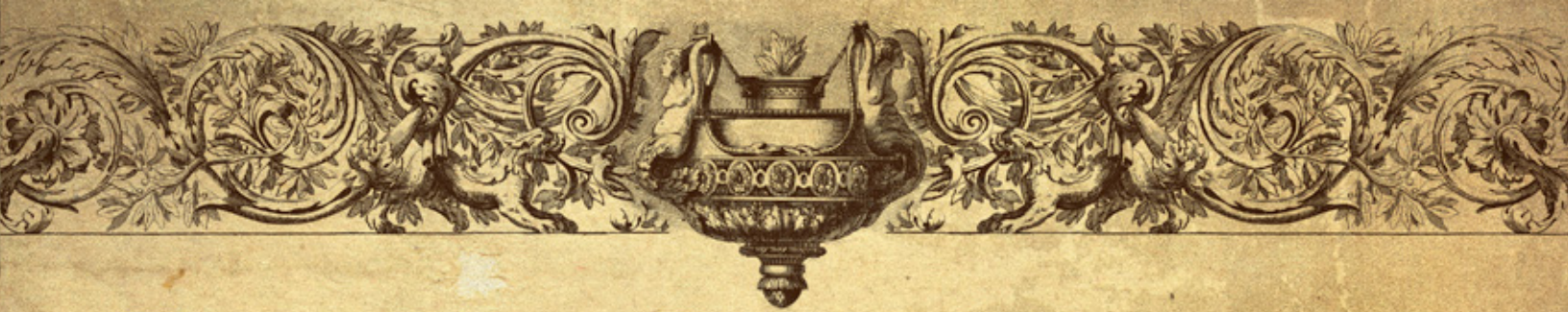


ex-libris



Scarthey  
University of the Arcane Arts





The University  
of Scarthey

Welcomes You

BY BOB STORRAR AND RODNEY SLOAN





# The University of Scarthey Welcomes You

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# Acknowledgements



hy Scarthey? In 1899, Egerton Castle published a novel by the name of *The Light of Scarthey*. The book has sat on my mother's bookshelf all my life, and the name Scarthey always struck me as being full of mystery and adventure. To this day, I have not read it. Why? Simply put, I didn't want to snuff out all the magic the name summoned up in my mind. Now, 116 years after he published his book, and, with grateful acknowledgement to Mr Castle, I hope this publication can fill your stories with mystery and magic too...

On a second note, regarding artwork. Besides the original artwork you'll find adorning these pages, I have had to draw on artwork from the public domain. I believe this compliments the look and feel of what is, hopefully, a beautiful book. Most of this supplemental art predates 1900 – it is largely unknown and unseen, but is magnificent, and deserves to be taken out from musty archives and shown to a new generation. I hope you will find it as inspiring as I do and appreciate its place in Scarthey.

— *Bob Storrar*





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# Welcome to the University of Scarthey



elcome to your first year at **Scarthey**, the prestigious **University of the Arcane**, and the beginning of your epic journey into the world of the magical arts. Within

these hallowed halls you shall discover every form of magic, from simple cantrips, to powerful rituals, and ancient relics of wonder.

Following your placement within one of the four houses of Scarthey, and your investiture ceremony, you will be conducted on a tour of the University by your House Master or Matron. Within this book is a comprehensive map and a description of the key locations around the grounds. An introduction to the faculty of the University is provided to aid you in selecting your course of study for the year. Once you have selected your course of study you can make your way into Scartheyton to acquire your supplies for the semester, including your textbooks and magical implements. A section on the surrounding town is provided to aid you in this endeavour. Lastly, you'll find an exposé of some of Scarthey's favorite pastimes, such as the extraordinary games of *cackleball* and *sorcerer's senet*

## MAGICAL INSTRUCTION AT THE UNIVERSITY OF SCARTHEY

Each student selects a number of subjects for the year based on their class, associated spell list, and any Item Creation or Metamagic Feats they

wish to learn. During each of the four seasonal semesters a student learns specific spells and the academic and practical applications of the magic involved in its casting. Each year spent at the University provides students with an opportunity to learn and master a multitude of increasingly complicated spells. Vacation time during the year provides ample time away from the University for adventuring, while at the end of the year students prove their abilities during the year end exams. Although only a few students prove dedicated enough to devote years to studying their mystical arts, those who do become true masters.

While arcane magic is certainly the focus of the University, divine magic has, since the birth of the University, been a part of its proud heritage. Psychic magic, too, has its place within the grand halls of Scarthey. Indeed, there is no one place in all the known realms and dimensions that covers such a wide variety of magical disciplines within a single institution. This gives students of the University a distinct advantage over those who study magic elsewhere. There is a wide range of spells available to them, as well as direct access to master practitioners able to teach their secrets to willing students. There is hardly any spell that cannot be learned within the University, and even forbidden necromantic spells, which are strictly prohibited, are within the grasp of those motivated more by power than common sense.





## PLAYER CHARACTERS AND SCARTHEY UNIVERSITY – CLASSES AND CLASSES.

Anyone wishing to study magic can enroll at the University of Scarthey. Wizards, sorcerers, clerics, druids, rangers, paladins, eldritch knights, and many other spell casters fill the lecture halls of Scarthey.

Non-magical classes, such as the barbarian and fighter, are far less common, but can be found within the Rectors — a University sanctioned society of adventurers, tome collectors, field agents, and peacekeepers. While the ranks of the Rectors are mostly filled with current and former students of Scarthey, it also has many members who have never been enrolled at Scarthey, but have instead been recruited for their unique skills and expertise.

A party of player characters may consist of students, Rectors, or a mix of both. Each of these three options offers very different campaign paths.

**Students only:** Facing the many trials of a university of magic can be challenging, even dangerous at times. While students aim to complete their studies, house rivalries and the many secrets of Scarthey make graduation more difficult than simply passing the yearly final exams.

**Rectors only:** Rectors travel far and wide, collecting material for Scarthey's Library. When trouble threatens Scartheyton or the University itself, the Rectors are the first, last, and only line of defence.

**Students and Rectors:** From time to time the Rectors may require the help of unique individuals from outside their ranks, and often in the past Rectors and students have stood side by side to face threats to the University.

## VISITORS TO THE UNIVERSITY

Many travel to the University during their adventures in search of knowledge or aid. Scarthey's Library is said to contain all the knowledge that ever was, while the School of Artificers can provide custom magical arms and armor, for the right price. Archchancellor Gwydion and his staff are busy individuals, but they may have a quest or two for bold adventurers, worth a sizable reward.



## THE ARCHCHANCELLOR

Archchancellor Gwydion Ambrosius has been the head of the University for over 300 years and is responsible for the affairs of the University at the highest level. As head of arguably the most competent Masters to ever grace the institution, Archchancellor Gwydion has led the University through some troubled times, without ever breaking the University's creed of neutrality. Though you might not often cross paths with him, you can be sure that he has his eye on all that occurs within these ancient grounds; his staff keep him extraordinarily well-informed, and his mastery of magic is unparalleled. He often travels about the grounds with his griffin familiar, Guy.





GWYDION AMBROSIVS



# The University Grounds

- Main Building 1
- Administration 2
- School of Divination 3
- Academics 4

- School of Abjuration 5
- Evocation Halls 6
- Library 7

- Conjuration: Calling, Summoning, Creation and Teleportation 8

- Islet de Scarthey 9

- Arcstorm Keep 10

- Temple of Shrines 11



- School of Artificers 12
- Alchemy Tower 13





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# Getting Around



The University of Scarthey has grown over many years to encompass much of the land atop the Rock of Scarthey, an island which was extended magically

with land drawn from the depths of Scarthey Bay. Giving a full account of all the buildings, halls and rooms within the University would be a mammoth undertaking, unachievable in this single volume. Instead, let us explore the major sights and locations in and around the University, and leave the rest of Scarthey's secrets for you to uncover on your own, in your free time, after your studies.



## GATEHOUSE

Accessible via a retractable causeway that spans the Bay of Scarthey, Scarthey's Gatehouse — the only land entrance to the University — is an imposing gray stone tower. Statues of founders, noteworthy scholars, and respected laureates look down from arched recesses on those passing through its iron gates. It is said that the magic of those learned mages still protects the University, though in what form this might be, none can say.

## MAIN BUILDING

Scarthey's main building is also one of its oldest, and its construction began when the University was first established, though it has been expanded on ever since. The main building houses several schools, including the School of Academics, the School of Divination, the School of Enchantment, the School of Evocation, the School of Illusion, and the School of Transmutation.

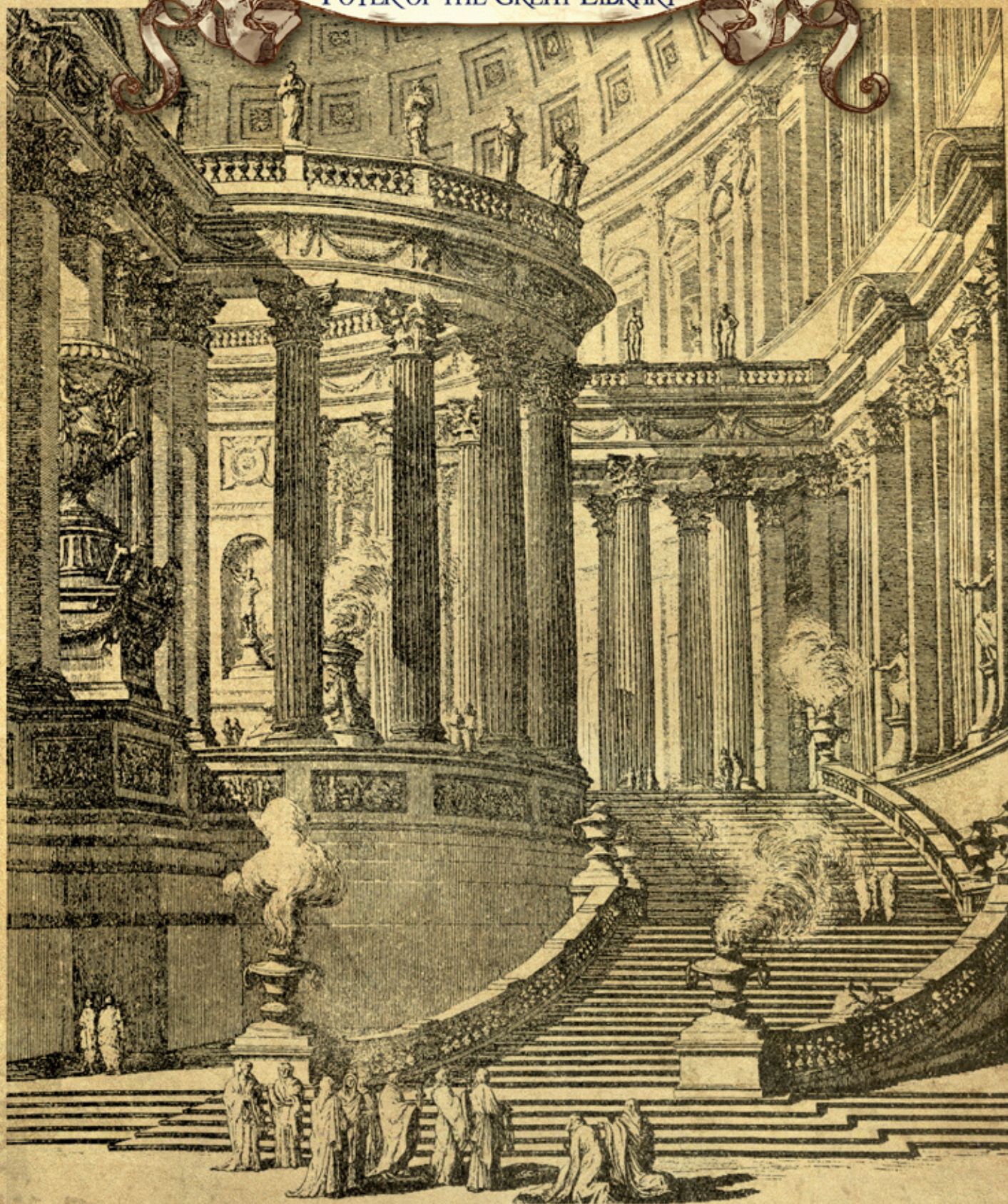
Students are advised to take note that the north western tower of the main building is currently out of bounds.

## THE LIBRARY

The many shelves of Scarthey's library hold an incalculable wealth of knowledge, specifically on the broad subject of magic and its many specializations. While not all of the library's numerous levels are open to new students, our friendly librarian staff, under the direction of Professor Raama Tuko, will gladly assist you in locating any magical tome or scroll you require to facilitate your studies.



FOYER OF THE GREAT LIBRARY







## ARCHCHANCELLOR'S TOWER

Archchancellor Gwydion Ambrosius resides within the Archchancellor's Tower, just north of the dining hall. This grand tower is a marvel of magical engineering, an enigma of the arcane, and well worth a visit.

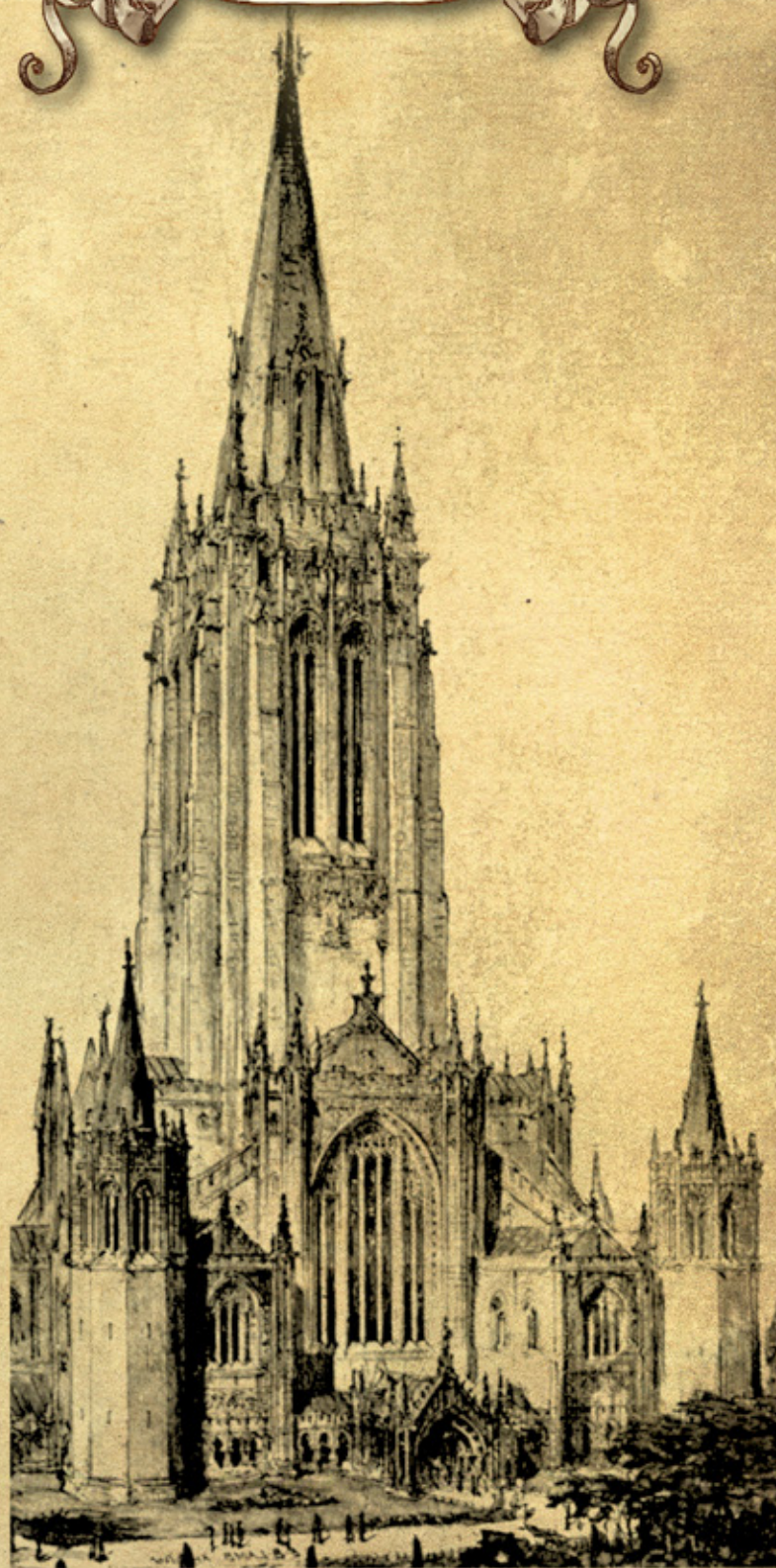
Please note that an audience with the Archchancellor is by invitation only, and any questions or concerns regarding your studies, life on campus, or any other issues, should be directed to your House Matron or Master, or the dean of the appropriate school, and not to the Archchancellor himself.

## THE BOARDING HOUSES OF COIGN CASTLE

The four houses of Scarthey, namely House Terra, House Tritonis, House Ignitus Draconis, and House Anima, are situated within the fortified walls of Coign Castle. As a student of the University of Scarthey, you will be placed in one of these houses during your induction ceremony.

## TEMPLE OF SHRINES

The Temple of Shrines houses sacred places of worship for most of the major deities of the land and surrounding areas. Votive niches to many of the lesser deities are abundant too. The Temple is overseen by the Round Table of Clerics, with a representative for each major faith drawn from the faculty, or, if not available, from the faith's church in Scartheyton or further afield. Each shrine and votive niche is attended by students loyal to that faith or by a small number of volunteers.





Because of the large number of faiths represented within, the central courtyard must be reserved for religious celebrations through the University Administration 24 hours prior to its use. Please be respectful of other faiths while visiting the Temple of Shrines.

## SCHOOL OF SUMMONING

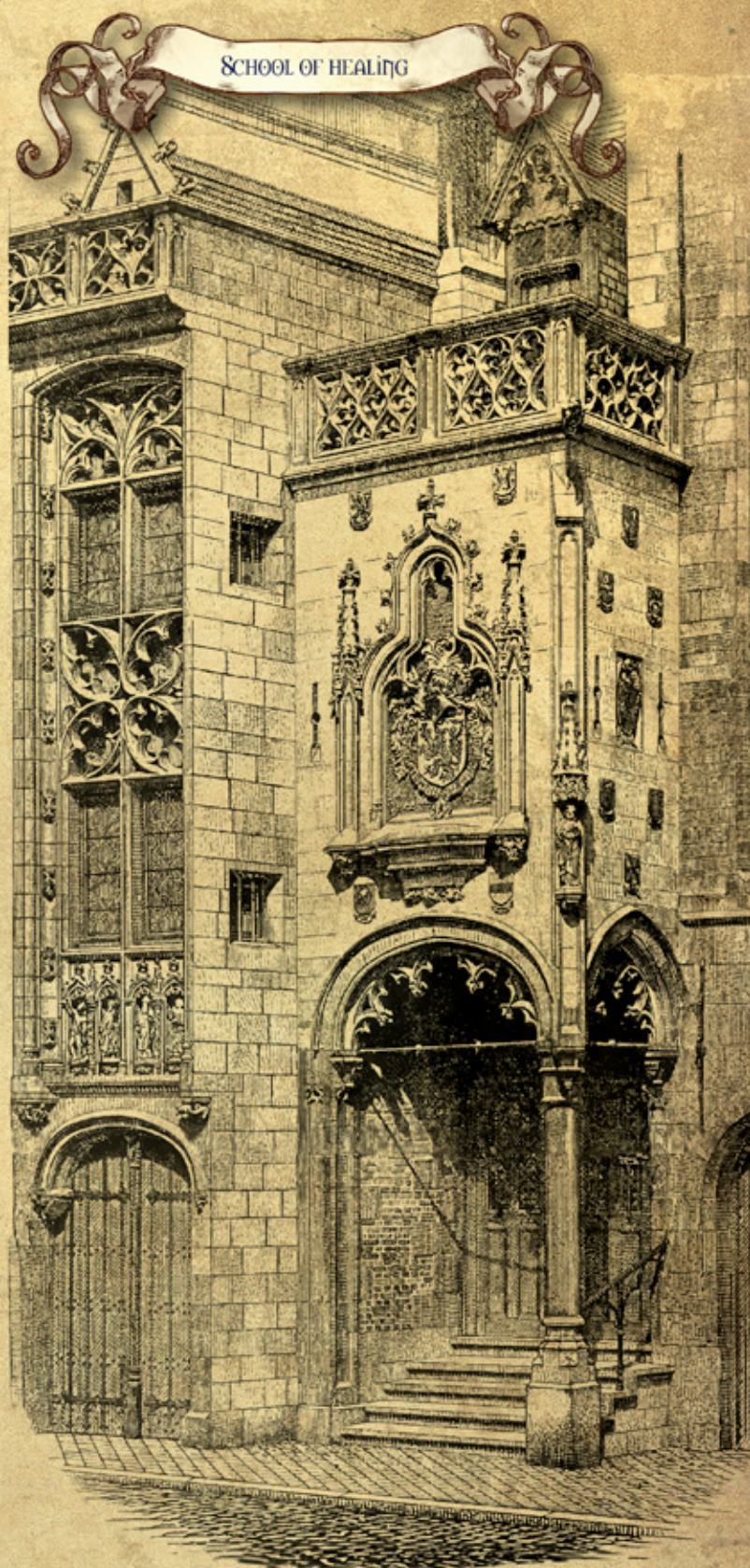
Scarthey's prestigious School of Summoning is located within the high, warded walls of the Islet de Scarthey, a landmass raised from the waters of the Bay of Scarthey. The school features eight lecture halls, eight summoning chambers, and the central summoning altar.

Students are advised to refrain from climbing the school's walls, as they are magically warded with particularly potent spells.

## CÙRAM INFIRMARY AND SCARTHEY'S SCHOOL OF HEALING

Scarthey's School of Healing and the Cùram Infirmary, under the auspices of the Faculty of Conjuraton, has become an indispensable part of the University, earning a prestigious name in its own right. Patients suffering from mysterious ailments, curses, and even the common cold, travel from near and far to be treated at the asylum. The dean of the school, Norna Mimir, oversees the running of the school and its fully functional hospital, which cares not only for ailing students of Scarthey, but also for townsfolk from Scartheyton and the outlying lands.

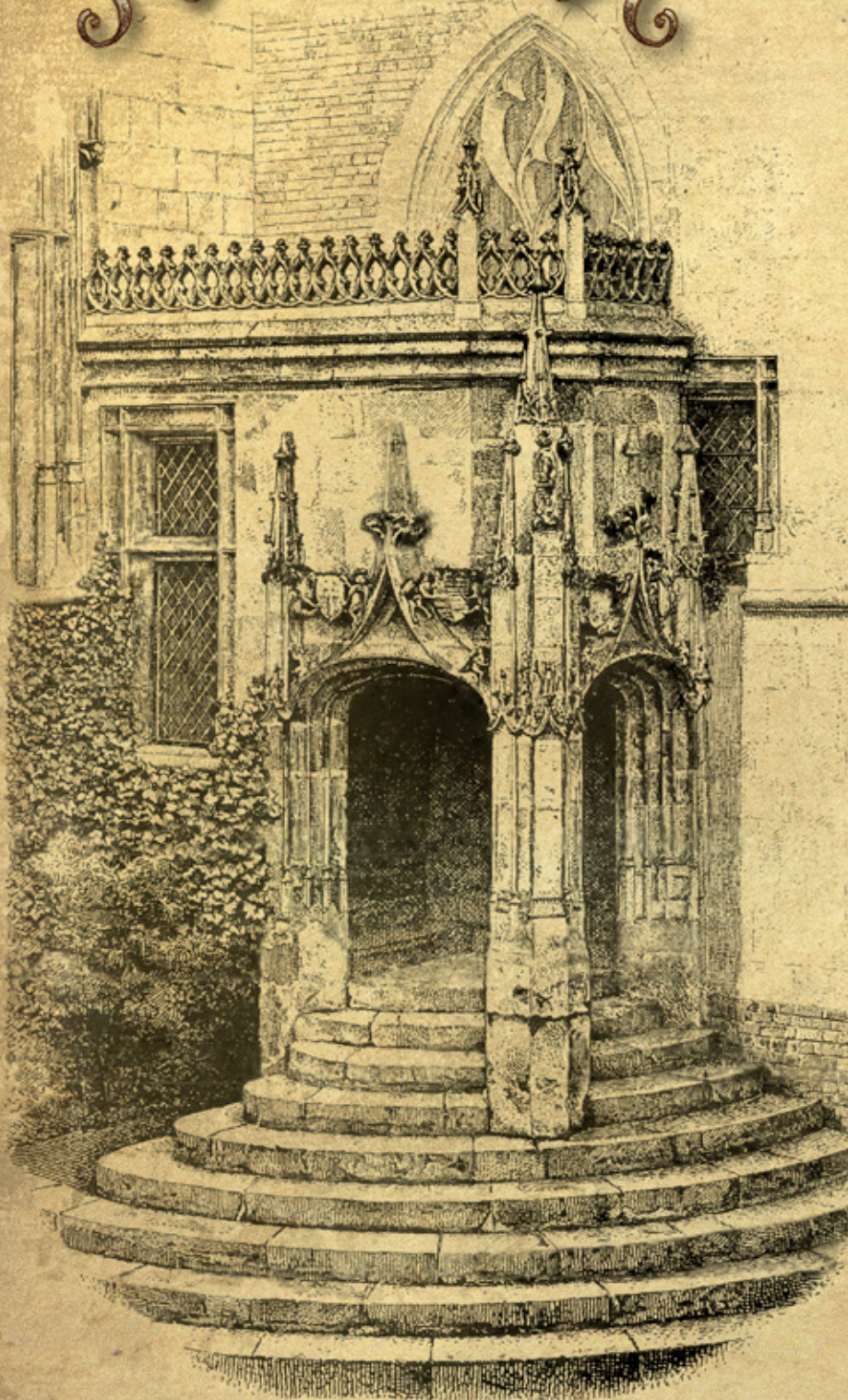
Of particular note are the enchanted gardens bordering the infirmary, each of which carries







BARDIC SCHOOL



its own theme. The miniature forest and fairy glade are particularly worth a visit.

## BARDIC SCHOOL OF RHYME AND VERSE

The Bardic School of Rhyme and Verse is a relatively new addition to the University. Occupying the old debate forum, the addition of four smaller concert halls ensures that there is always something on the go, and an audience is always welcome.

Seasonal shows are performed weekly, on a Friday night. Tickets are available at the school or through the University Administration. The comedy, *A Dragon's Dinner*, starring the beautiful Diamonique, is on show through the first month of the semester, and new students receive half price on admissions to the show.

## SCHOOL OF ARTIFICERS

Known throughout the land for producing some of the finest magical tools, weapons, and armor, the School of Artificers, overseen by Findias Lecan and Vestri Brimir, has a high reputation for quality and craftsmanship.

Once a year the school hosts an auction of magical items, created by the school's students. Please note that it is the buyer's responsibility to ensure the magic within any purchased item is sound and in working order.







## ALCHEMY TOWER

Specifically designed for alchemical work, the Alchemy Tower consists of a main tower for lectures and six satellite towers for experiments. The tower and school is the domain of Dean Olympidorus Tebe and her staff.

Please note that, while students are welcome to visit the Faculty at any time, they do so at their own risk, and safety goggles should be worn at all times.

## DRUID'S TOWER

The Druid's Tower is situated just to the east of the *Craobh na Beatha*, or father oak. It is said that the tree is the oldest in Scarthey, and predates the University by an age of men. To the northwest of the tower is an ancient stone henge of mysterious origins, which also predates any other known structure on Scarthey Rock.

Although Norna Mimir has rooms within the Druid's Tower, and is responsible for the instruction of druidic magic at the University, her place is filled in practice by Kore Semple, the head gamekeeper. Practical applications of druidic magic are taught within the Gnarlwood Forest surrounding the Tower.

## ARCSTORM KEEP

The clash of steel echoes off the stone walls of Arcstorm Keep, where weapons and war are the main subject of study. While most students will learn some warcraft, sparring within its dusty courtyard, it is the paladins and eldridge knights headquartered there who give the keep its great renown.





It's not by chance that this fortress watches over the School of Summoning to the west, or stands before the Temple of Shrines to the south. More often than not some creature from beyond has slithered forth, only to be slain by Arcstorm's most noteworthy students.

## STABLES AND EYRIE

Stables and an eyrie are available for students' animals. Stabling a pony, horse, or similar mount for a term costs 28 gp per semester, and includes feed and grooming charges. Tame flying creatures may be housed in the eyrie, but we do stress that only tame animals are accepted, no matter how intelligent you might consider them to be. The cost for stabling a flying mount is 42 gp per semester.

Unfortunately there is no parking available for student's carriages within the grounds of Scarthey, but parking is available, for a fee, within the surrounding city of Scartheyton.

## MAGICAL SOLUTIONS TO PARKING PROBLEMS

*An excerpt from Wizard's Weekly.*

There are a number of useful spells available to the discerning wizard who prefers to ride in a covered carriage rather than on horseback. If you have your own carriage, cart, or wagon, then *shrink item* will work perfectly, provided it is cast at a high enough level. If you can't afford, or can't stand, real horses, then a *phantom chariot* spell is a good substitute.







## Meet the Faculty



Scarthey's faculty strive to instruct students in the *Arcana Octod Scholae*, that is, the eight classical schools of magic. Each school is entrusted to a dean, or council of deans, and some schools, such as the School of Conjuration, have several deans that each preside over a subschool of magic. Some of the schools presented below may encompass one or more lesser subschools that are not large enough to have their own dean, but are run under the administration of the main school itself. The structure of each school is fluid, shrinking and expanding with the needs of the student body.

Besides the eight schools of magic, Scarthey has many other departments, including the School of Artificers, the School of Alchemy, the Bardic School of Rhyme and Verse, the School of Druidic Magic, the College of the High Arcane Lore of Creatures, the College of Ancient Lore and History, and the School of Potions.







rchchancellor Gwydion Ambrosius (male human) is the head of the University. Always busy with great matters, he holds regular talks with kings, queens and foreign rulers, offering them sage advice. Yet despite this and the demands of running a university, he always seems to find time for a kind word of encouragement to a student struggling with a particular problem, always seemingly uncannily aware of the specifics of the problem.

"IN ALL THINGS FOLLOW YOUR HEART. YOUR HEART KNOWS."

- ARCHCHANCELLOR GWYDION AMBROSIOUS





## SCHOOL OF ABJURATION



Dean Kusor Praesidium (male human wizard 20) heads up the School of Abjuration, where you will learn every manner of protective spell. From negating magical or physical abilities to creating magical and physical barriers, and even harming trespassers or banishing others to another plane, a sound knowledge of abjuration spells provides the best defence for any spell caster.

The School of Abjuration is located in the western wing of the main building.

“WITH ENOUGH KNOWLEDGE AND EXPERIENCE YOU CAN PROTECT YOURSELF AGAINST ANYTHING.” ~ DEAN KUSOR PRAESIDIUM

Location of The Faculty of Abjuration:\*

5

\* Refer to the map of the grounds





## SCHOOL OF CONJURATION



The School of Conjunction, under the administration of the Conjunction Council, encompasses the five subschools of the conjunction arts, namely calling, creation, healing, summoning, and teleportation. The dean of each subschool has a seat on the Conjunction Council, with a sixth seat reserved for Archchancellor Gwydion Ambrosius.

One of the largest schools within the University, the School of Conjunction has a majority vote with regards to the policies of the University, and ambitious lecturers are constantly vying for a position within the conjunction faculty.

The Conjunction Council and its administrative offices are located within the tower of the Archchancellor, wherein Archchancellor Gwydion Ambrosius resides.







## SUBSCHOOL OF CALLING



Dean Tia Fuir (female elven sorceress 18) heads the School of Calling. A master linguist and diplomat, Dean Fuir has spent her life walking the many planes of existence, where her beauty and graciousness earned her many friends and allies. She now passes on her knack for calling forth those allies on to her students.

The school's primary entrance is within the School of Summoning, but the school itself is located throughout Scarthey and on multiple planes, accessed through a complex network of *gate* spells.

"WHEREVER YOU GO THERE ARE ALLIES TO BE MADE. IF THE TIES ARE STRONG ENOUGH THEY WILL EVER BE AT YOUR AID ~ WHEREVER YOU MAY BE." ~ DEAN TIA FUIR

Location of the School of Calling:

8





## SUBSCHOOL OF CREATION

Under the practical guidance of Dean Thesis Phaedra (female human wizard 19), the Subschool of Creation has grown to fill a valuable niche within the University. The subschool has no single premises within the University, but its students can be found everywhere, training as cooks, plumbers, stablemasters, sculptors, and artisans. Though perhaps not the most glamorous field of study, graduates of the subschool can be found enjoying prestigious posts within every village and town throughout the land.

"MORE THINGS THAN YOU CAN IMAGINE EXIST BECAUSE THEY WERE CREATED BY MAGIC." ~ DEAN THESES PHAEDRA

Location of the School of Calling:

8





## SUBSCHOOL OF HEALING



irected by the resourceful Dean Norna Mimir (female human druid 20), the Subschool of Healing deals with the theoretical and practical applications of healing magic.

The Subschool of Healing is located within the Cùram Infirmary, Scarthey's hospital.

"ALL life is holy, AND THOSE WITH THE WIT AND COMPASSION CAN help ease THE SUFFERING OF CREATURES." ~ DEAN NORNA MIMIR

Location of the School of Healing: 28





## SUBSCHOOL OF SUMMONING



he imperious Dean Berengaria Stormchild (female human witch 18) and her staff instruct their students in the ways of summoning magic, and the ability to temporarily harness and control creatures and beings from any location, sometimes even distant planes, without any consideration for their own will.

The Subschool of Summoning is located within the walls surrounding the reclaimed Islet de Scarthey, to the west of the Rock of Scarthey.

"WHY FIGHT WHEN YOU CAN CALL ON OTHER BEINGS  
TO DO IT FOR YOU?" ~ DEAN BERENGARIA STORMCHILD

Location of the Subschool of Summoning:

8





ASURA VAYU

## SUBSCHOOL OF TELEPORTATION



Dean Asura Vayu (male half-elf sorcerer 19) is a master of teleportation, the art of travelling in one direction over great distances. A valuable skill for any caster to master, it allows a canny wizard to appear in the right place, at just the right time. Many forms of teleportation are taught, although most spells are only available to those who have spent a few years at the University.

The Subschool of Teleportation shares facilities with the Subschool of Summoning, although field trips are especially common for this subschool.

"WHY, WITH BUT A SNAP OF MY FINGERS,  
I CAN BE ANYWHERE I WISH." ~ DEAN ASURA VAYU

Location of the Subschool of Teleportation: 8





## SCHOOL OF DIVINATION



Dean Sybilla Erythrae (female half-elf sorcerer 19) has lead a fated life, seemingly dodging tragedy at every turn. Perhaps it was the same fate that led her to Scarthey's doors, on the very night her predecessor died. Since then she has introduced several policies, including personally screening candidates for her courses. Not surprisingly, her students have a 100% pass rate.

The School of Divination is located in the western wing of the main campus building.

"ALL CAN BE FOUND, IF YOU ONLY TAKE THE TIME TO SEE."

- DEAN SYBILLA ERYTHRAE

Location of the School of Divination:

3





## SCHOOL OF ENCHANTMENT

The lovely Dean Arethusa Nereus (female human sorcerer 20) and her charming staff host the most enthralling of Scarthey's schools. Whether you wish to learn charms or compulsions, there is simply no better place for it, and we know you'll be captivated by your studies.

The School of Enchantment is located in the glamorous main building. Simply follow your desires.

"WITH ENOUGH CHARM, EVERYTHING YOU DESIRE  
CAN BE YOURS." ~ DEAN ARETHUSA NEREUS

Location of the School of Enchantment:

28





he passionate Dean Donar Wuten (male tiefling sorcerer 18) may be known for his explosive temper, but the mage, like the rest of the Evocation faculty, are proud of their art and eager to instruct young minds in creating the spectacular spells that make evocation magic both powerful and dangerous.

The School of Evocation is located to the west of the Library, in the main campus building.

“EVOKING THE POWER AROUND YOU. LAY WASTE TO YOUR ENEMIES.”  
~ DEAN DONAR WUTEN

Location of the School of Evocation:

29





## SCHOOL OF ILLUSION



ot everything is as it seems within the twisting halls of the School of Illusion. Dean Volos Mitra (male half-elf wizard 17) and his faculty weave a cunning tapestry of hallucinatory magics that confuse and befuddle. Steel your mind, and perhaps you may learn to tell the real from the unreal.

The School of Illusion is believed to be located in the main university building, but no one has yet confirmed this as fact.

"ARE YOU ABSOLUTELY SURE THAT WHAT YOU SEE IS REAL?"  
~ DEAN VOLOS MITRA

Location of the School of Illusion:







agic that deals with the very essence of life has always been controversial, for as useful as the power over death might be, the use of this power is most certainly a corruption of the natural order.

The School of Necromancy has been closed, pending an investigation into the dealing of the school's former dean, Typhon Barque (male human sorcerer 18). All courses in necromancy have been cancelled until further notice. Please note that the practice of a large number of necromantic spells has, and always will be, banned at Scarthey. The objective of any necromancy course within

Scarthey is predominantly theoretical, and intended to instruct the student in the proper means of identifying, counterspelling, and dispelling the use of such magics.

## NECROMANCY, EVIL MAGIC, AND DEATH MAGIC

While all necromantic spells are controversial, most of these spells can be learned — and even used — within the University without fear of reprisal. The use of spells with either the Evil or the Death descriptors, however, carry severe penalties, as described in the following *Know the Rules* and *Punishments* sections.





Therian Metis

## SCHOOL OF TRANSMUTATION



Dean Therian Metis (male human druid 19) and the Transmutation faculty wield the power to change the very essence of creatures and things, transforming them into something new. More practical than the backwater practice of polymorphing royalty into amphibians, transmutation spells might give you the ability to breathe air, the strength of a bull, or the form of another creature.

The School of Transmutation is located within the central University building.

“FOR MANY, CHANGE IS DIFFICULT, BUT IF YOU HAVE THE WILL...”

~ DEAN THERIAN METIS

Location of the School of Transmutation:

28





# University Structure

Gwydion

ARCH



SCHOOL OF ABJURATION (PROTECTION)



SCHOOL OF CONJURATION (HEALING)



SCHOOL OF CONJURATION (CALLING)



SCHOOL OF CONJURATION (CREATION)



SCHOOL OF CONJURATION (SUMMONING)



SCHOOL OF CONJURATION (TELEPORTATION)



SCHOOL OF DIVINATION



SCHOOL OF ENCHANTMENT



SCHOOL OF EVOCATION (ENERGY/ATTACK)



SCHOOL OF ILLUSION



SCHOOL OF NECROMANCY



SCHOOL OF TRANSMUTATION



MASTER WIZARD



MASTER SORCEROR



MASTER CLERIC



MISTRESS DRUID



MISTRESS BARO



MASTER RANGER



AMBROSIOUS

CHANCELLOR

ERIC STORMWIND

ASSISTANT TO THE ARCHCHANCELLOR

DEOK ALTHAIR

MASTER OF POTIONS

FINDIAS LECAN

MASTER OF ARTIFICERS

VESTRI BRIMIR

MASTER OF ARTIFICERS

VETER INDICIUM

MASTER OF ANCIENT LORE

RAAMA TUKO

MASTER LIBRARIAN

OLYMPIDORUS TEBE

MISTRESS OF ALCHEMY

ARSATH BEATHACH

UNIVERSITY ADMINISTRATOR

MENVRA BOCHICA

STUDENT ADMINISTRATOR

HALTI LUTIN

MISTRESS OF HOUSEKEEPING

BES GABIA

MATRON

ADELINA ATIVARA

HEAD CHEF

EDDA AVSTRI

SUPPLY MASTER

TAGES ARKTOS

STABLE MASTER

KHORE SEMPLE

GAME MASTER

KERHASI PODI

MASTER OF THE EYRIE



# Scarfbey

UNIVERSITY OF THE ARCADE



BOB STORRAR





Rising Phoenix Games





## Know the Rules



**V**our House Matron or Master will give you a detailed lecture on the many rules of the University and of your House. A brief overview of some the most important rules are described below. These rules are intended to protect you, the student, and should be followed with the utmost care and respect. Students transgressing the rules of the University may be subject to punishments, as decided by the prefects, matrons and masters, deans, or Archchancellor Gwydion Ambrosius himself. For more information on punishments, see the *Punishments* section below.

Evil and Death magic, in all its forms, is illegal, and may be grounds for immediate expulsion.

Necromancy is highly sanctioned, and the improper use of necromancy may be grounds for suspension or expulsion.

Houses close at twenty bells nightly, and open at first bell, the next day.

First, second, and third years may not travel along the Gnarlwood Forest Path alone. Gnarlwood Forest itself is strictly out of bounds.

The Undervaults are out of bounds, for your own safety.

Summonings must be authorised by the Dean of the Faculty of Conjuraton, and must be

presided over by a member of the faculty of the School of Summoning.

Taunting the ghosts is expressly forbidden.

Teleportation by students into any area reserved for faculty is strictly prohibited.

Divination used to pry into the activities within any of the Houses within Coign Castle is strictly prohibited.

Divination during exam time is heavily restricted, please be sure to refer to your copy of Scarthey's Manual of Divination for more information.

Creatures, other than a personal familiar or eidolon, may not be brought onto the grounds by any means unless express permission is given, in writing, by the gamekeeper, Ms. Norn Semple.







# Punishments



**Confiscation of Possessions:** Illicit possessions, such as, but not limited to, narcotics, poisons, cursed items, slaves,

cadavers, captured fey, captured souls, and demonic entities, are prohibited. Such items may be confiscated immediately if found in a student's possession.

**Deduction of House Merit:** Just as house merit (see the chapter on the Houses of Scarthey) is awarded for excellence and good deeds, so too can house merit be stripped from a house for various infractions committed by house members.

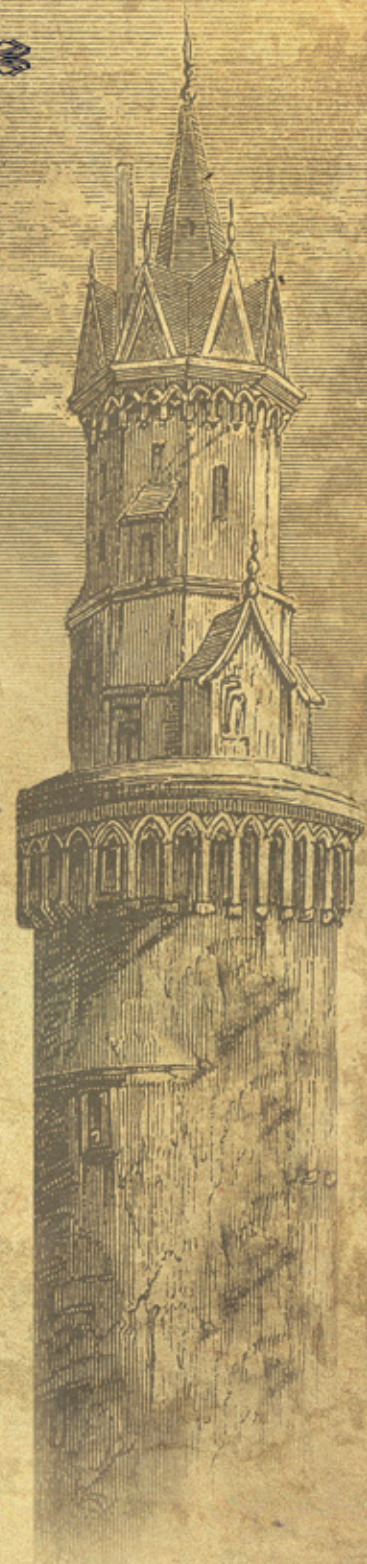
**Detention:** Detention is served in the highest dungeon of Withering Tower. Adjoining the halls of the School of Illusion, Withering Tower is known to be the most treacherous climb within any of Scarthey's many turrets, and some say the hazardous ascent to the dungeons is punishment enough for any crime.

**Removal of Privileges:** All first year students at Scarthey are afforded a number of privileges, which includes access to the Library of Scarthey, study halls, recreational facilities, and more. Second year students and up are given greater privileges in line with their fields of study and their personal accolades, but these privileges can easily be revoked — temporarily or indefinitely — depending on the nature of any rule infractions.

**Suspension:** Suspension is a temporary punishment for a severe crime, and is most often enforced pending an investigation by a panel of Rectors and faculty, which may result in extended suspension or expulsion.

**Expulsion:** Beyond criminal punishment enforced by the sheriff of Scartheyton, expulsion is the most severe punishment that can be handed out by the University of Scarthey. Expulsion happens rarely, but can be used to punish students and staff.

The most recent expulsion was of Typhon Barque, the former Dean of the School of Necromancy.







# Scarthey, A Brief History



In an unknown age the Craobh na Beatha, or father oak, took root on the Rock of Scarthey. Ancient druids, it is believed, erected a stone henge near the site, which stand there still to this day. If this is indeed the case, they may well have been the first wizards on the island.

YEAR 1

Five mages, lead by *Lanilor the Sibyl*, discover the Rock of Scarthey. Together they founded the School of Mages and establish House Terra, a low earthworks held together by primitive magic.

YEAR 124

Lanilor dies under strange circumstances. One of the four remaining founding mages, *Omrius the Oracle*, takes her place. Omrius begins work on the *Decatate*, a treatise on magic divided into ten volumes.

YEAR 137

War in the region destroys the School of Mages. Omrius and many of the school's staff and pupils are killed.

YEAR 142

With the war over, former students, under *Apatrix the Aura*, construct a new school. This initial construction would form the basis for the main school building which stands today. The students name the new school the School of Scarthey. Apatrix is elected Chancellor of the school.

YEAR 151

Further construction work uncovers a series of ancient crypts below the Rock of Scarthey. The bridge across Scarthey Bay is raised, cutting of Scarthey from Scartheyton for seven years.







YEAR 158

The bridge of Scarthey is lowered. On questioning students and staff over the last seven years, it is discovered that they have no recollection whatsoever of past events. Apatrix resigns shortly after the lowering of the bridge, and her position is assumed by *Murune the Morose*.

YEAR 199

Construction of the Library, the Undervaults, and several ancillary buildings is completed. Now a bustling academy, the school is renamed as the University of Scarthey.

YEAR 207

Murune the Morose builds the Fang Weave. Over several days, the conjuration, intended to defend the University, becomes uncontrollable. In the resulting battle Murune's mind falls into chaos. Several professors lose their lives attempting to constrain Murune, but at last he is captured and incarcerated. *Frugast the Scarred* becomes the newest Chancellor of the University. His first act is to establish the Rectors, agents of the University dedicated to ensuring the safety of Scarthey and its students. The age known as Frugast's Fastness begins, ushering in two hundred years of peace.

YEAR 407

Two hundred years to the day after taking Scarthey's helm, Frugast the Scarred steps down, relinquishing the title to the demi-god *Tapio*.

YEAR 455

Land is raised from Scarthey Bay and the School of Summoning is established. The Iron Threat begins to plague nearby kingdoms, and Scarthey becomes a refuge for many fleeing the Iron Host. An academy of eldridge knights is founded within Scarthey, in answer to the growing danger in the land. Its members are drawn from a number of exceptional postgraduate students.







YEAR 456

Military conscription leads to the founding of House Ignitus. Stables and the School of Artificers are added to the University campus to aid in the war effort.

YEAR 458

Following Chancellor Tapio's sudden disappearance, *Archchancellor Gwydion Ambrosius* takes over the running of Scarthey and passes the Edict of Scrolls, declaring Scarthey's neutrality in the war. Scartheyton and the University are forced under martial law by the kingdom and the Archchancellor is forbidden from leaving his tower.

STABLES



ARCHCHANCELLOR'S TOWER



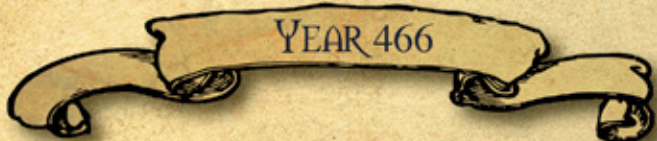




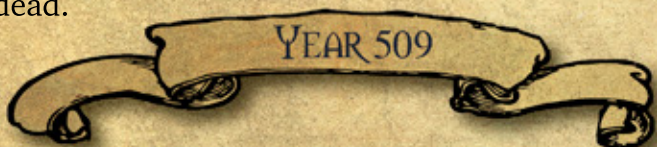
Later that year a group of students, mostly of House Terra, form the Shadow Corpus, a secret society that works, for the remainder of the war, to undermine military rule and reinstate the Archchancellor. Despite having no ties with the Iron Host, they are persecuted as traitors.



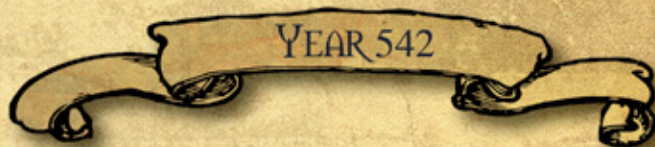
War decimates much of the land, and the royal court establishes the King's Hospital of Scarthey to deal with the influx of casualties. The Hospital later becomes Scarthey's School of Healing within the Faculty of Conjuraton and the building is renamed the Cùram Infirmary.



The red dragon *Veo Oqum Ucendi* is unleashed by the Iron Host. Prefects of House Ignitus defeat the dragon, and the House takes the dragon as its mascot, renaming itself House Ignitus Draconis. The war ends shortly afterwards, and the Temple of Shrines is built over the smoldering ruin of Scarthey's old temple, in remembrance of the dead.



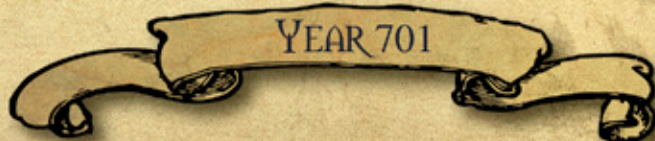
Myrddyn, Dean of the School of the High Arcane Lore of Creatures, dies.



The two Houses, struggling under a sudden influx of students, are split, creating House Tritonis and House Anima.



A fire breaks out in the Under Vaults, and many tomes and texts are destroyed. Later that year the School of the High Arcane Lore of Creatures is robbed of a significant number of works penned by the mage Myrddyn.



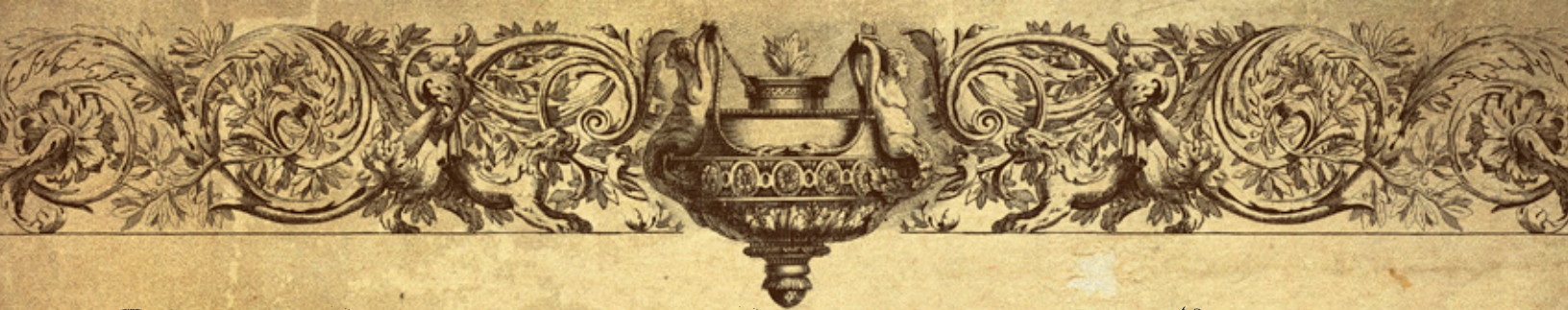
*Therian Metis*, Dean of the School of Transmutation, defeats the vampire count Dossiter.



Current Year.







# The Honorable Houses of Scarthey



The four houses of Scarthey provide more than just food and board for students studying at the University. Each house is an extended family, where students form bonds of friendship that will last a lifetime.

Each house takes up several levels in one of the four wings of Coign Castle. A House Matron or House Master, drawn from the heads of faculty, presides over each house. Under them are a number of lecturing staff for each year. A system of House Prefects mentor students during their first three years within the University, but, since students may stay on at the University for an extended period of time, the prefect system does not deal with students in their fourth year and above.

## CHOOSING A HOUSE

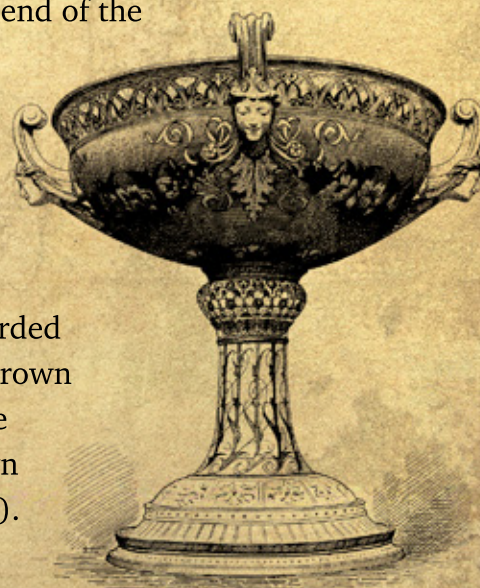
Each House is unique, with the house you select providing extra flavor to flesh out your character. Work with your Game Master when selecting a house, as they might want to run a campaign where all of the characters are from the same house, or one where the player characters come from a selection of houses. Each house comes with its own campaign trait and additional roleplaying flavor.

When choosing a house, make sure that your alignment is within 1 step of the house alignment, along both the Law–Chaos axis and the Good–Evil

axis. Note that none of the houses have an evil alignment. The University of Scarthey does not permit overtly evil characters to study within its halls, but that does not mean you won't find evil characters within the student body or even the University's faculty. Screening every student with detect alignment is impractical, and downright rude. Rather, the University attempts to mold its students into competent, ethical magicians. Even a bad apple, with proper guidance, can be rid of the rot that corrupts to the core.

## HOUSE MERIT

During the year, each house gains house merit through the deeds and accomplishments of its students. House merit can take many forms, but is predominantly awarded as trophies, medals, certificates, and other physical accolades. House merit is displayed within each house on its merit wall. At the end of the year, each house is ranked according to their total house merit, with the overall winner being awarded the Chancellor's Crown of Casting (see the Chancellor's Crown of Casting sidebar).





## CHANCELLOR'S CROWN OF CASTING

### Aura

moderate transmutation;

CL 8th

**Slot** head;

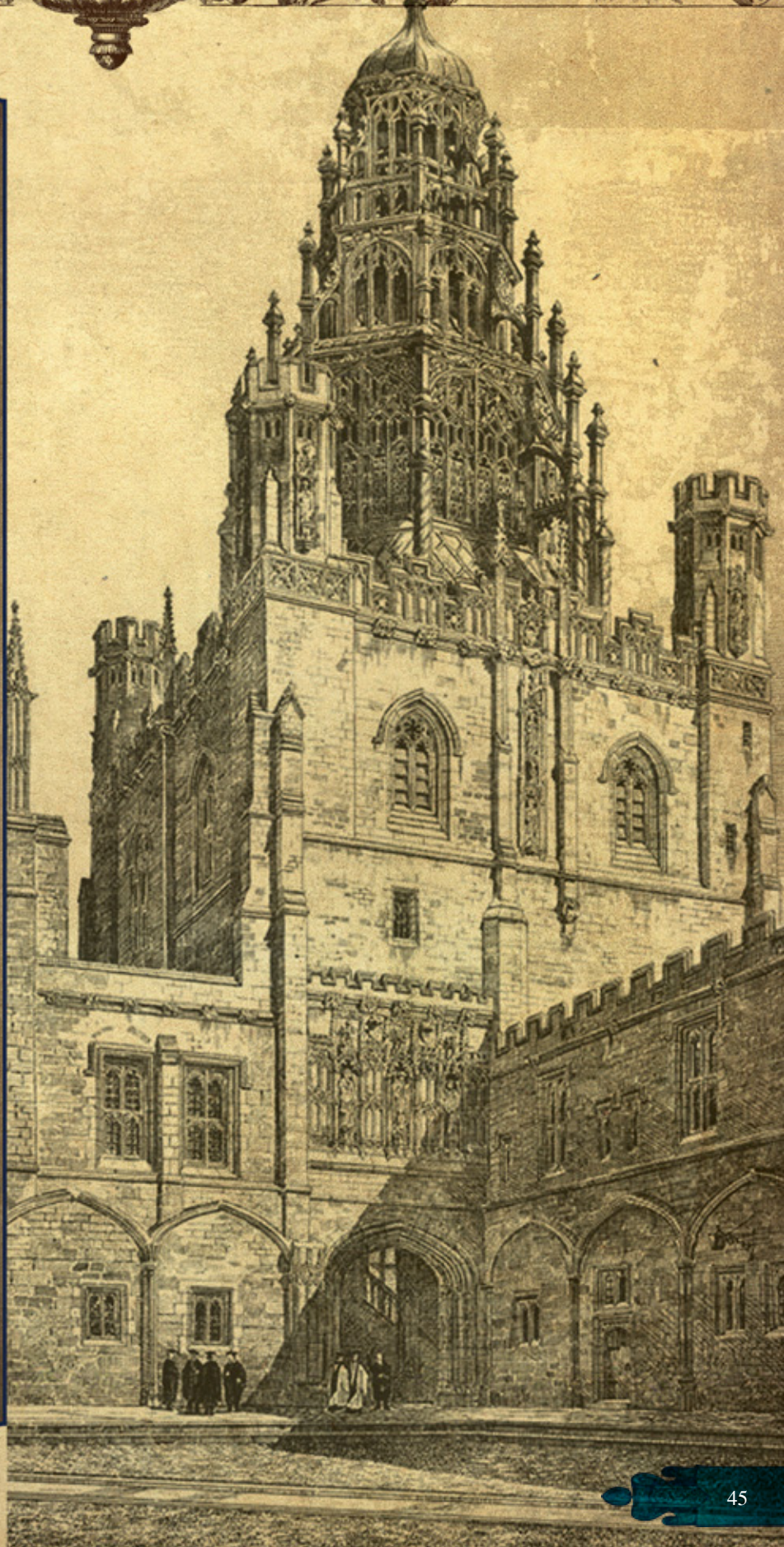
**Price** 4,000 gp;

**Weight** 1 lb.

**Description:** This elegant crown is made up of two interlocking geometric circlets of silver and gold. The crown grants the wearer an enhancement bonus to Intelligence of +2. Treat this as a temporary ability bonus for the first 24 hours the *chancellor's crown of casting* is worn. After being worn for 24 hours, the crown grants a bonus on Concentration checks equal to the wearer's total Hit Dice.

### Construction

**Requirements** Craft Wondrous Item, *fox's cunning*; Cost 2,000 gp





# House Tritonis



**H**ouse Tritonis, along with House Anima, is one of Scarthey's youngest boarding houses, yet it has excelled, particularly in academics. Since its founding, House Tritonis has taken the University dragon boat Rowing Cup more years than not, and there is always a large gathering of "Tritons" along the banks of the Bay of Scarthey, no matter the weather. House Tritonis shares a close bond with House Ignitus Draconis, from which many of its first students were drawn when House Tritonis was formed.

The House occupies the western wing of the Coign Castle dormitory building, with easy access to Scarthey Bay.

A popular house legend talks about the weeping maiden of the bay who searches for her lost lover. First years are led out to Scarthey Bay on the night of the winter solstice to search until they find her or one of her tears.

## CAMPAIGN TRAITS

Students of House Tritonis learn to adapt quickly to any challenge. Once per day you may select any class skill available to you. Until the following day you gain a +1 trait bonus on skill checks involving the selected skill.



### HOUSE TRITONIS

**House Master:**  
**Volos Mitra**

**Motto:**  
**Aut Viam Inveniam**  
**"Find A Way"**

**Alignment:**  
**Chaotic Good**

**Values:**  
**determination, inspired**  
**acts, free thought.**

**Beliefs:**  
**inevitable victory**

**Mascot:**  
**Mermaid**









# House Terra



**House Terra** is Scarthey's oldest house, founded along with the University in its first year. It would be easy to dismiss the house for its apparent "averageness," but if House Terra is made up of average individuals, then their dogged determination stands as a testament to what is achievable through unswerving perseverance. Perhaps it was this perseverance that led to the formation of the Shadow Corpus, Scarthey's oldest secret society.

The House occupies the northern wing of the dormitory building, making it one of the closest dorms to the dining hall. Supposedly, because of this, House Terra has a disproportionately large number of dwarven students within its ranks, as opposed to other houses.

Because of its age, the house has been home to such greats as the Archchancellor Gwydion Ambrosius and Myrddyn the Mage.

## CAMPAIGN TRAITS

The house tutors of House Terra have instilled in you an unswerving faith in your beliefs, and this has strengthened your resolve in the face of danger. While other houses of Scarthey might look down on Terrans, calling you and your housemates "inflexible", you know that in the end your perseverance will help you withstand



### HOUSE TERRA

**House Master:**  
**Kusor Praesidium**

**Motto:**  
**Obnitor "Stand Firm"**

**Alignment:**  
**Lawful Good**

**Values:** **morals, justice, resolve.**

**Beliefs:**  
**the just prevail**

**Mascot:** **The Rock of Scarthey**

any trial. You gain a +2 trait bonus on saving throws against fear and compulsion effects.



# House Ignitus Draconis



**L**established to house military conscripts drawn from the University during the Iron Threat, the house has a strong and illustrious military history. Although the house no longer maintains ties with any militia, its strict discipline and almost ruthless drive for success have long made House Ignitus Draconis a force to be reckoned with.

The House occupies the eastern wing of the dormitory building, Coign Castle, and shares a close proximity to the dining hall with House Terra. The House is traditionally kept close to the stables because of its military history, and many “Dragons” are excellent riders.

Once a year during autumn, the house hosts the Burning Festival, where a huge papier-mache dragon is paraded through the University, with a procession of students flinging illusionary fire in tow. The festival’s climax is an illusionary battle, with House Ignitus Draconis prefects on one side, and the rest of the house and the dragon on the other.

## CAMPAIGN TRAITS

Students of House Ignitus Draconis live a full and boisterous life, taking life’s knocks with a grin and a zestful vigor. For 3 rounds per day you may ignore the staggered condition. These rounds

must be taken consecutively unless the staggered condition ends before these rounds are up. Otherwise, you choose when to ignore the staggered condition.



## HOUSE IGNITUS DRACONIS

**House Master:** Donar Wuten

**Motto:** Carpe Vitae “Seize Life”

**Alignment:** Chaotic Neutral

**Values:** victory, fame, passion.

**Beliefs:** live life to the full

**Mascot:** Red Dragon



# House Anima



**House Anima** may be one of the newest houses, but academically it far outpaces the other houses and is always a strong contender for the Chancellor's Crown. Generally, the brightest and most promising students come from House Anima, and those studious individuals who don't often request a transfer to the house.

The House occupies the southern wing of the dormitory building, bordering on the Gnarlwood Forest. Their proximity to the forest gave rise to the insult "the animals of Anima," though, in reality, very few Anima students have ever been touched by lycanthropy. It is also one of the most inconveniently located dorms, which possibly explains why many Anima students learn to master teleportation before students of the other houses do.

House Anima holds a monthly forum to discuss house affairs, and of all the houses are particularly efficient in their self governance, taking very little supervision from their House Matron. The forum also serves to facilitate ad hoc study groups, which break off to meet throughout the weeks until the next forum. Some believe that the forum is a relic from the days of the Shadow Corpus, since many of the founding students of House Anima were originally from House Terra.



## HOUSE ANIMA

**House Master:** Norn Simple

**Motto:** Ex Uno Multa  
"From One, Many"

**Alignment:** Lawful Neutral

**Values:** science, society, thought

**Beliefs:** we are all one

**Mascot:** Angel

## CAMPAIGN TRAITS

The Code of House Anima stresses the value of society and your place within it. You have gained a deep appreciation for social values, both within House Anima and the University of Scarthey, as well as within other societies, even those unfamiliar to you. You gain a +1 bonus on Diplomacy checks, and Diplomacy is always a class skill for you.





# Out and About in Scartheyton



he surrounding town of Scartheyton has a wealth of wizarding supplies available, from brooms and wands to spell components and magical textbooks, you'll find a store catering to your every need.







# Obtaining Your Wizarding Supplies

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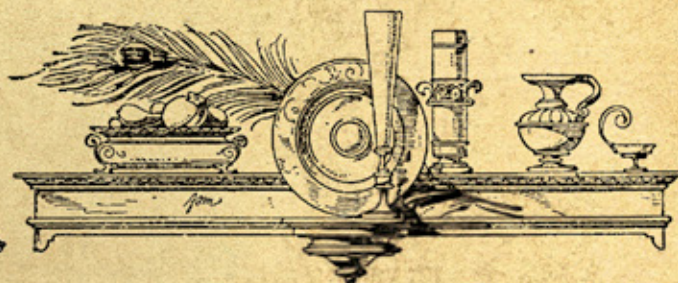
## ARMAND'S WANDS

Whether it's phoenix feather encased in elder root, or ground dragon scale in ebony, you'll find every combination of wand known to the wizarding world available here. Armand Artaxis (male human wizard 12) is an expert wand maker and an avid historian, always ready to enthrall his customers with the tales linked to any one of the wands stored on the dusty shelves of his cluttered shop.



## NOTIONS OF POTIONS

Besides a vast array of potions, and a smattering of lotions, you'll find a carefully catalogued collection of ingredients for your brewing needs. Every Thursday night, the proprietor, Thelma Fogrit (female gnome wizard 8/expert 4), holds a tasters evening for the brave and curious to sample her latest creations.



## FLYING FELINES AND OTHER PETS

If you're in need of a creature companion, a furry familiar, or a pet pseudodragon, then Fiona Fairgate (female half-elf ranger 6) will be sure to find you the finest four-legged, or two-legged, friend. Flying Felines also stocks barding and riding gear for magical creatures.



## TELBART'S TEXTS

Absilor Telbart (male half-elf expert 11) sells every text required for your basic instruction at the University. His shop holds a great deal of fascinating and rare reads beyond that too. Telbart's cavernous shop stocks inks, quills, parchment, sealing wax, and blank wizards books, as well as a host of other useful stationery items.





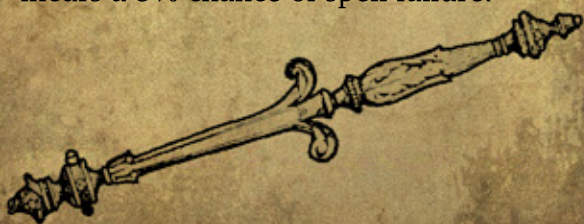
## PERSONALIZED WANDS

Attuned to their owner, personalized wands allow a spell caster to focus their magical powers and channel them with a great deal of accuracy.

These rules modify the rule for magic in the *Pathfinder Roleplaying Game Core Rulebook* and can be used at your GM's discretion.

Casting arcane spells with a wand cancels the material component of the spell unless the material component is more than 25 gp. The wand is used to execute any somatic component of the spell too. Personalized wands cost between 500 and 2,500 gp.

Casting without a wand is difficult, and even unpredictable. There is a 20% chance of spell failure for any arcane spell cast without a wand. If there is a somatic component to the spell, the chance of spell failure increases to 30%. Casting arcane spells with someone else's wand, or using a spell storing wand to cast a spell not stored inside it, incurs a 5% chance of spell failure.



## Life in Scartheyton

Scartheyton is much like any other town, although, with a wizarding university at its heart, anything can, and usually does, happen. On a calm day, Scartheyton offers many distractions for the student looking for a bit of fun away from their studies.

### THE DUN INN

Unlike its grey, rundown mudbrick walls and sagging gable, the Dun Inn is a lively, crowded little inn. Situated amongst the noise and hubbub of the town centre, it is a popular drinking establishment with fair prices.

Run by Biola Hairfoot

(female halfling

expert 4) and her

husband Simon

(male halfling

commoner 4),

the Dun Inn

also offers comfortable,

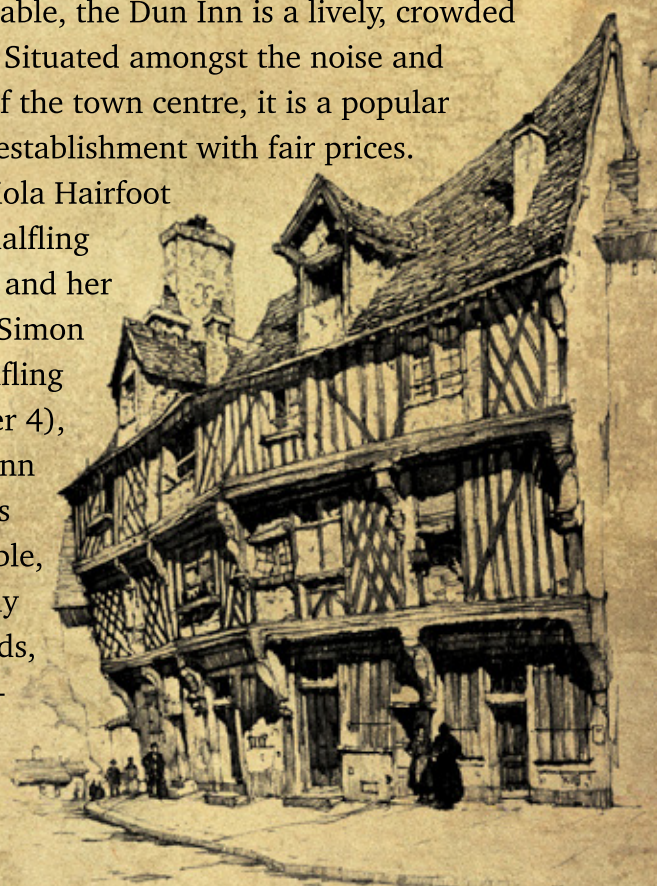
reasonably

priced beds,

and belly-

warming

meals.







## FOUR ARCHES

The large town green hosts cackleball tournaments most weekends, interrupted by the occasional fair or festival, as dictated by the seasons. The green takes its name from the four stone arches that border the green to the north, ancient relics believed to have been erected during the time of the five mages.





## THE PEWTER TANKARD TAVERN

Scartheyton's oldest pub isn't actually in Scartheyton, although you'd be hard pressed to tell otherwise. The varnished oaken door that leads off the street into this companionable tap-house connects to a pocket dimension on the physical plane, an interconnected hub accessible through hundreds of similar magically guarded doors throughout the universe. It's no wonder then that the "The Tankard" is seldom quiet, and a favorite meeting spot for the adventurous.

The owner of the Tankard, Erland Prewland (male human expert 6), is a large man with an even larger heart, but don't think to cause any mischief. Trouble makers are apt to find themselves in an unknown town without a means of retracing their steps home.



## BROOMSTICKS



Brooms are a common sight around Scartheyton and within the grounds of the University. A *broom of flying* costs 4,250 gp to create within the workshops of the University, and sells for 8,500 gp from shops in Scartheyton. See the Magic Items chapter in the *Pathfinder Roleplaying Game Core Rulebook* for more information.







# Beyond Your Studies - Extramurals and Sports

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## CAKLEBALL

**T**he grotesque, violent game of cackleball is a firm favorite with Scarthey's students, and the annual Varsity Cup is a highlight of the University's calendar.

Cackleball is played with a severed goblin head. Before play, the umpire casts *speak with dead* on the head, causing it to cackle maniacally during the game. The objective of the sport is to outscore the opposing team by defending the head while it rests atop a small pyramid shaped mound within your own half of the field. Each beat of the drum — roughly every second — scores the team a point. Getting the head to pronounce you the winner is worth a significant 20 points. The drummer keeps a beat for 2 minutes a third (20 rounds), with the game going to the team with the highest score at the end.

Cackleball teams consist of an equal number of *prowlers*, who must remain within their half of the field, and *raiders*, who may enter the opponent's half to capture the head. Each team is allowed a number of substitutions, decided before the match. Quarterstuffs, wands, and magic are allowed, and players may use these as well as full contact to secure and defend the head. The

rules of cackleball strictly prohibited killing, but are otherwise tolerant of most strategies.

## DRAGON BOAT ROWING

**S**carthey Bay makes the ideal location for watersports, of which dragon boat racing is one of the most popular and prestigious sporting events on offer.

Dragon boats vary in length and crew, from the individually crewed *water wrym* canoes to the 12 crew *kraken* rigs. Individual rowing contests are a test of strength and endurance, starting at the causeway that connects Scarthey to Scartheyton and circling the Rock of Scarthey, before ending back at the causeway.

To run a rowing contest, mark out 11 squares on a sheet of paper. Each racer starts in the first square. Next, each rower makes a Strength check, with all but the lowest advancing one block. Repeat this two more times, then have each rower make a Constitution check, with the lowest result not advancing. The entire race follows this pattern until the final Strength check, when only the lead rower with the highest total advances, crossing under the causeway and making them the winner.





Cheating with magic is against the rules, and thus highly expected. Details for referees are given in the following table, and if they can spot and identify a spell then the rower is disqualified.

Average Level of Rowers	Referee's Perception	Referee's Spellcraft
1-5	15	15
6-10	18	18
11-15	21	22
16 and up	25	30







## SPELUNKING

**S**pelunking, cave diving, and “dungeon crawling” below the earth of Scarthey or within the Undervaults is strictly prohibited. Should you discover a cavern, cave, tunnel, or any other entrance leading underground, please contact a member of the faculty immediately.

## GRIFFIN RIDING

**B**oth Arthfael’s flightless griffin and the common griffin species are housed within Scarthey’s well equipped eyrie, along with saddles, harnesses, and barding, all for a nominal fee. Please be sure to sign an indemnity form on your first visit.

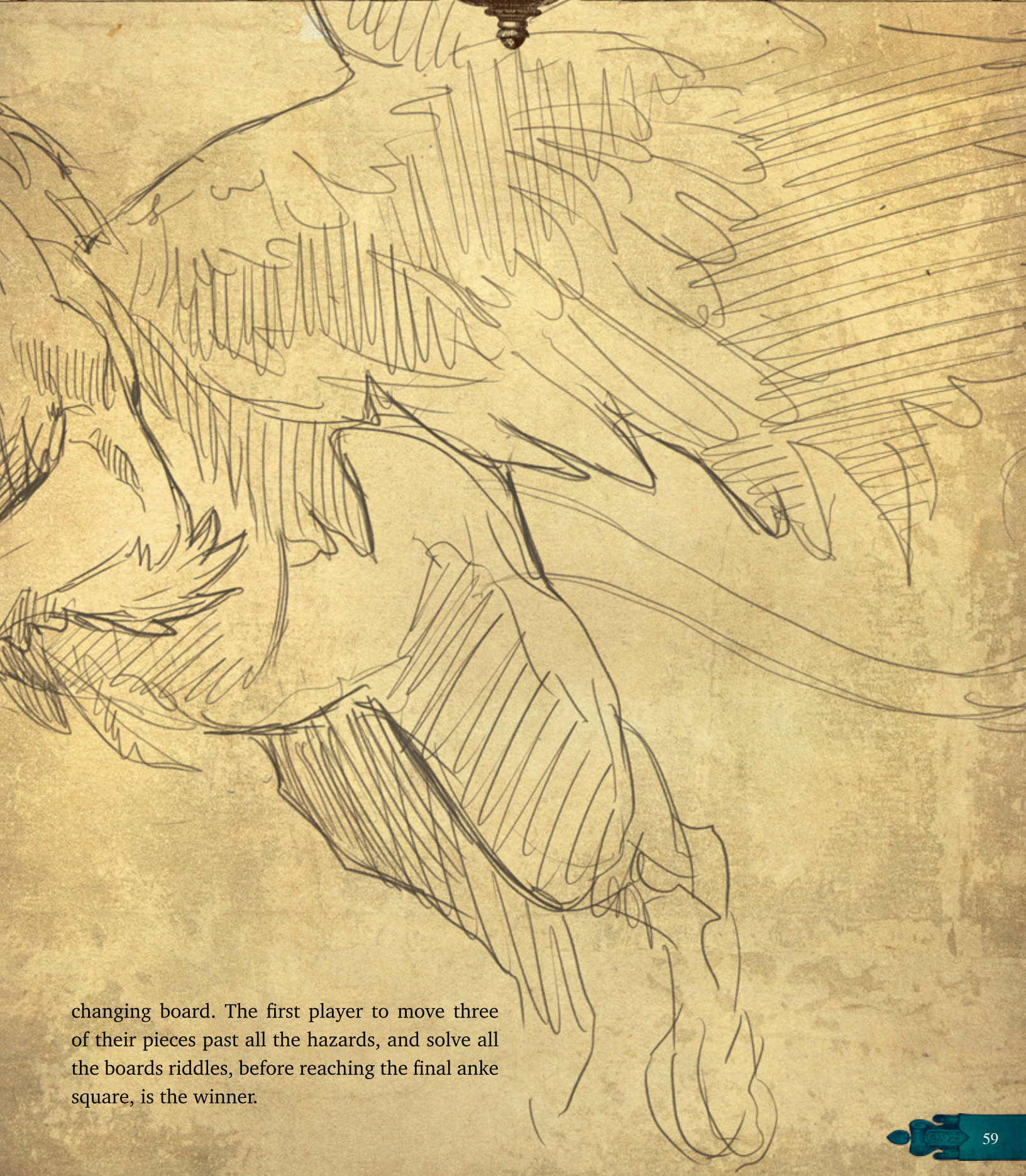
For more information on griffins and griffin riding, be sure to pick up a copy of *Griffins — A Field Guide*, available from the School of the High Arcane Lore of Creatures.

## SORCERER’S SENET

**T**he ancient game of sorcerer’s senet is very much alive at Scarthey. A tactical board game of magical manipulation, it involves moving living playing pieces along an enchanted, ever







changing board. The first player to move three of their pieces past all the hazards, and solve all the boards riddles, before reaching the final anke square, is the winner.





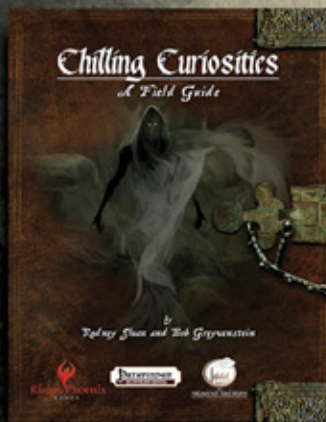
# Never leave the tavern without a good guide! The Field Guide Series:



**GRIFFINS – A FIELD GUIDE** looks at six very different griffin species, from the small wizard's familiar known as the sorcerer's griffin, to the regal noble griffin and the vile terror griffin. Two griffin flyer archetypes give your character a chance to tame and ride one of these mighty creatures.



**PHOENIXES – A FIELD GUIDE** covers seven varieties of the majestic phoenix, the flaming bird of legend. The book includes the protective shield phoenix, the Asian inspired imperial phoenix and two phoenix familiars, to name but a few.



**CHILLING CREATURES – A FIELD GUIDE** brings you 7 novel, low CR creatures to challenge your players. Brought to life with beautiful illustrations, each unique creature is detailed in full, along with complete stats for the game. Also inside is the creature chronicler ranger archetype and 2 new magical items, just the thing to give players an edge over these new horrors.



*by Rodney Sloan and Bob Storrar*



*Never leave the  
tavern without a  
good guide!*

**BALEFUL STRIX  
– A FIELD GUIDE**

Calculating night-time hunters  
with a cruel hatred for humans,  
the baleful strix is a hellish  
abomination of an otherwise  
reclusive race.



# Sneak peek!

Art from coming  
Field Guides:

... And before long a whole  
library more. No adventurer  
can afford to be without  
these invaluable guides. Your life may  
very well depend upon them!

*by Rodney Sloan  
and Bob Storrar*







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