

Magic School

A One-Round D&D 3rd Edition Adventure

by Gregory A. Dreher

After a little “independent study,” the three newest students at Soredomo Magic Academy return to find their entire school kidnapped! Together with three other area kids, can they discover the truth behind the sinister actions of the Cabal? A light-hearted, humorous adventure for six 1st level kids. (D&D 3e version of the AD&D scenario of the same name.)

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. Begin by passing out the player characters; pass them out by sex and class or randomly. Instruct the players to keep the character sheets face-down as you read the introduction. Then, tell them to turn over their character sheets, study them, select spells, and notify you when they are ready to begin the adventure.

It is a good idea to ask each player to put a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name at the top. This makes it easier for the players to keep track of who is playing which character. The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the time block to have the players capsule their characters and vote.

The standard RPGA Network scoring procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way, you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

ADVENTURE BACKGROUND

Three inexperienced nine-year-old mages return to their school to find everyone kidnaped. Together, with three other area kids, they've got to find the Cabal—the group which has claimed responsibility for the abductions. The kids must visit other magic schools, and hopefully they will be able to stay on track amidst chaos.

Their quest requires obtaining three keys, each of which is attached to a third of a map. This map will guide the party to a cave at Ak Peak, south of Soredomo, where the “kidnaped” students and faculty of Soredomo are waiting.

DM NOTES

This adventure is designed to be humorous and lighthearted. There is no sense in letting the rules bog down the adventure. Two guidelines should rule:

1) Nothing the characters do can save them from embarrassing situations.

2) The characters can do anything reasonable—such as finding something they're looking for or interacting with their environment.

For example, while the party is outdoors, if Shohei wants to pick up a squirrel with his *ring of telekinesis* and ram it head-first into Eiji, then there happens to be a squirrel nearby and Shohei's tactic is successful!

Here's an overview of the PCs' abilities.

Tomomi (*tow-mow-me*) possesses a rod which can summon any normal mammal, bird, or reptile up to the size of a bear; 3d12 normal insects or arachnids; or any nonvaluable object no larger than one meter in any of its dimensions. It doesn't work very well. Normally it summons something which sounds similar to what she requested, but it may operate in a more bizarre fashion. It may even work, but rarely without several tries.

If in combat or where getting something right the first time is important, assign a 30% chance of getting what she wants. If she tries to cheat the system and requests something with something similar-sounding in mind, assign a 35% chance of getting what she wants and a 25% chance of getting what she asks for. Feel free to change these percentages at will.

Shohei (*show-hay*) is a little prankster who uses a *ring of telekinesis*. It is only powerful enough to move any of the six PCs, Lisa in Scene 7, Yukiko's cat in Scene 5, the skeletons in Scene 9, and his kitten familiar Nishiki. Use your judgment when he wants to move something else.

Role-play Nishiki as a curious but easily frightened kitten. She will normally sit on Shohei's shoulder, and when frightened will run into the hood of his cloak for protection. She hates and fears everyone in the adventure, save for Shohei and Mayumi.

Takashi (*tah-cah-she*) is a werewolf who doesn't follow normal shape-changing rules. His change happens instantaneously, all his possessions shape-change with him, and he can still talk in wolf form. His wolf form is a cub; he does not shape-change into a puppy dog, no matter what the other PCs may say.

Kurumi (*coo-rue-me*) is a holy warrior (in training) for Lothana, the goddess of peace, love, beauty, and harmony. Background on Lothana is provided in Players' Handout 0; pass this out to the player of Kurumi. One of the main tenets of her faith is that she must remain impeccably clean.

She also is granted the power of righteous indignation. When Kurumi is made truly upset, for whatever reason, she may “whap” someone on the head with her (nonmagical) *staff of Lothana*, or her open hand. This blow will always hit and serves to stun the offender. An NPC hit is stunned for 2-7 rounds, but a PC should only be stunned for a round or two. The blow leaves a nasty headache but causes no permanent damage.

Kurumi likes to give speeches, which will strike any NPC hearing them (as well as the PCs) as being stupid and silly, unless she fails her Perform check. Failure means she's hit upon a speech worth listening to. She studies speeches used by tall, strong, adult warriors, and

they sound incredibly inane coming from an eight-year-old girl.

Eiji (*A-G*) is a prankster with a sadistic streak. He has always maintained an attitude that it is his right to make people upset with him--since he can scarcely be touched by someone who rightly wants to kill him. He possesses incredible protection items. However, in keeping with the spirit of the adventure, his AC does not protect him from embarrassing situations.

Eiji also possesses the ability to switch bodies with any of the PCs, NPCs, or any animals. To do so, his head must connect with the target's head. If he is already in another's body, whichever body he is in must be involved with the contact. Eiji need not initiate the contact! You are encouraged to make any attempt to force a body-switch successful. And it is possible for more than two heads to collide at once. The exchange leaves a nasty headache, but does no permanent damage, and no System Shock roll is required.

Since characters might end up switched around somewhat, take note—

- Takashi can only turn into a wolf in *his own* body, and only he can make this change.
- The source of Mayumi's possession is her necklace, and this item affects anyone in her body; in fact, whenever anyone else is thrust into her body, a random animal spirit will automatically possess this person.
- Only Tomomi can use her wand and Shohei his ring.
- Finally, Kurumi can be righteously indignant in any body, and especially if she's in another body.

Since the others know of Eiji's body-switching ability, he can't sneak up on them. However, if he decides to try it when everyone else is thoroughly engrossed in something else, roll Listen or Spot checks versus his Move Silently or Hide checks and assign whatever modifiers seem appropriate.

Mayumi (*my-yew-me*) loves animals, and animals are attracted to her. In pretty much any foreseeable situation, most frightened animals will run to her for protection. She has an amulet which draws animal spirits into her. Consequently, she will frequently act like an animal during the course of this adventure. Feel free to possess Mayumi with any animal spirit you can think of to ensure maximum fun and trouble. Allow her player to initiate the possession if he or she desires. You, as DM, decide when the possession spells end. As a rough guideline, she should be unpossessed about half the time. You can use the following table:

Animal Possession Table for Mayumi

Roll	Animal	Roll	Animal
01-02	Anteater	03-04	Antelope
05-06	Armadillo	07-09	Baboon
10-12	Badger	13-17	Bear
18-22	Boar	23-26	Camel
27-30	Cat	31-32	Chameleon
33-34	Cheetah	35-36	Chipmunk
37-40	Dog	41-43	Dragon
44-45	Duck	46-47	Elephant
48-49	Ferret	50-51	Flying Squirrel
52-54	Fox	55-59	Frog
60-61	Hedgehog	62-64	Horse
65-67	Lizard	68-70	Monkey
71-72	Opossum	73-75	Ostrich
76-78	Packrat	79-81	Pig
82-84	Porcupine	85-87	Raccoon
88-90	Rooster	91-92	Sloth
93-94	Snake	95-97	Tarrasque
98-99	Woodpecker	00	Yak

AREA BACKGROUND

Bearston Valley is a unique area, where lines of magical power intersect and create an area of very high mana. Not surprisingly, four magic schools have chosen to locate in this area. They are as follows:

Soredomo (*so-ray-doe-mow*) **Magic Academy** is the most prestigious of the four, attracting the most able wizards from the surrounding lands. Its success in graduating legendary wizards, researching new spells, and creating powerful artifacts makes it the envy of the other three schools. As it attracts students who early on demonstrate magical aptitude, its student body is the youngest among the four schools; most students range from 6 to 17 years of age. Their magical instruction begins with the fourth grade, but a pre-wizardry educational system is in place for grades one through three. Tomomi, Shohei, and Takashi all just entered fourth grade.

The introduction brings the party back to Soredomo, and Scene 1 describes the campus, its buildings, and in particular the trapped library which contains information the party needs. Scene 10, the surprise conclusion, occurs just south of Soredomo.

Hanover School is an academy supported by several of kingdoms, primarily the kingdom of Nocasta. Its focus is on magic with practical applications. The predominant teaching is earth and fire magic, useful to the nations' engineers and battle mages. Mundane engineering skills are also taught. Another focus of Hanover School is druidic weather and plant magic, to help the nations' agriculture.

Hanover School has the oldest students, who typically range from 18 to 26. Anyone from the supporting kingdoms who shows minimal aptitude is admitted. Since these students study magic so late, many don't have the necessary aptitude and quit the school; the other schools tend to think of Hanover's students as a bunch of uneducable farmers.

The campus of Hanover School is unimpressive; its buildings are designed for functionality, not style. One thing immediately noticeable to a visitor is that everything is built out of red bricks.

The road to Hanover: In Scene 4, the party gets lost and stumbles across Yukiko, a very "cold" lady who will guide them. In Scene 5, the party must fight a bear just outside the gates. In Scene 6, the party must get a key from the not-so-prestigious Conjuror's Conclave.

Tamaham Academy sits in a small, unimpressive stone tower, located in the east of Bearston Valley. Inside, however, is a magically-enlarged, incredibly-luxurious setting. Tamaham is a school for the wealthy.

Tamaham admits students who are willing to learn magic and who pay tuition, not necessarily in that order. Its students vary widely in age (10 to 24) and ability. Many brilliant mages from families with powerful lineages attend Tamaham Academy, but so do many incapable children of wealthy families.

The road to Tamaham: The party must deal with some bullies who are making outrageous extortion demands in Scene 2. In Scene 7, they must try to get past one of Tamaham's less able students, who is currently on guard duty. A failed experiment engenders a cloud of foul smoke and begins Scene 8, giving the party the perfect chance to rescue the key from the Guild of Invokers.

Addison-Conty Academy is the only area school which teaches the foul art of necromancy. Its Gothic campus, set on an island in the Weakpell River, always appears dead. The other schools distrust Addison-Conty. The students, faculty and administrators keep out of public view. Only a few higher-ups at each other school can get in contact with anyone there.

At the present time, the student body is joining the faculty for special research on the Demiplane of Shadow. They have been gone for months, leaving only a few undead here and there.

The road to Addison-Conty: Scene 3 concerns the party's attempts to cross the Weakpell River at the site of a broken bridge. Scene 9 features a battle with six skeletons, one of which has the key the PCs need.

The Cabal was formed by Tamaham Academy to get back at Soredomo for constantly upstaging it. While it is

established like an ominous, powerful secret society, it is primarily a venue for organizing and performing pranks on Soredomo. Normally, Hanover School joins Tamaham, and Addison-Conty joins on occasion. This adventure, however, represents the first time all four magic schools have united. The whole adventure is a setup to test Tomomi, Shohei, and Takashi!

SCHOOL DESCRIPTIONS

This section describes the buildings of the other magic schools. A description of Soredomo is in Scene 1. Refer to the DM's Maps.

Addison-Conty Academy

All campus buildings are empty, looking as if no one has inhabited them for years. Thick layers of dust and cobwebs fill each building and each room in each building. This is a magical effect; ten years' of dust collect for each month of inactivity that passes here. None of the buildings are named

Buildings marked **L** are identifiable by the furnishings therein as laboratories; buildings marked **C** look to be classrooms; buildings marked **D** look to be dormitories; all these buildings are three stories tall. The building marked **I** is the home of instructors and their labs, and is four stories tall. The chapel is five stories tall. All are made of stone and built in the Gothic architectural style. All doors are unlocked, heavy, made of thick wood, and all creak terribly when moved.

Hanover School

All the buildings here are made of brick; even the skeletal structure of the greenhouse is built of red brick. Unless noted, all are four stories tall.

Hanover School is most active from 11 AM to 5 PM. The students tend to skip morning classes.

The Chancellor's Estate is a walled three-story mansion. It has the same protections as the administration building at Soredomo.

B and **B2** are taverns, The Silver Wolf and The Stein, respectively. Both are two stories, with the service area on the ground floor and the owners' residence areas above. The bars serve cheap beer and greasy fried food, and cater to the student population. They are open from 11 AM to 4 AM.

R is The Student Commons, a cafeteria-style restaurant, open 24 hours a day. It is a one-story structure. The Conjuror's Conclave is set up like the other bars.

Lib1 and **Lib2** are Delfin and Poe Libraries, respectively. Poe Library contains research material of a

magical nature; Delfin Library does not. Both are open 24 hours a day.

L1, L2, L3, and L4 are Marid, Ki-rin, Phoenix, and Xorn Halls. All four are laboratory buildings, and two stories tall. The latter two halls are the home of fire and earth research, respectively; the former two are for general use. All are open at all times.

C1, C2, and C3 are Perrin, Robinson, and Frazier Halls; all three are classroom buildings. Perrin Hall has an auditorium. All are open at all times.

D1, D2, D3, and D4 are Stillwell, Fetzer, Berry, and Gallagher Dormitories. Stillwell is six stories tall and is a women's dorm; the others are men's dorms. The outside doors are open, and inside doors are locked.

V is Valley Visitor Center, and is much like the visitor center at Soredomo. The recruiters (hours: 9 a.m. to 4 p.m.) will try to get the PCs to sign up for school. It is open.

G is Gartside Greenhouse, and is of varying heights depending on what is growing inside. There is one classroom attached. It is locked.

I is Tillinghast Towers, a seven-story structure. The instructor's offices are on the first three floors, and their residences are on the top four floors. All are locked, except when the instructors maintain office hours.

Tamaham Academy

Each floor is divided into eighths, marked A-H. The doors are marked with the floor number and room letter, along with the name of the occupant or function.

On the second and third floor, there are colorful doors connecting A-B, C-D, E-F, G-H. These are doors to the instructors' offices (**A, C, E, G**) and residences (**B, D, F, H**).

4D is the Guild of Evokers, and **4H** is labs. The walls between A and B, and E and F, are collapsible; those rooms contain auditoria. **4C** and **4G** are used for storage. These doors are unlocked.

Floor 5 is used for eight classrooms. All are unlocked.

Floor 6 is used for eight labs. All are unlocked.

Floors 7 through 14 contain dorm rooms; each room houses two students. Odd floors have women's rooms, and even floors have men's rooms. Richie lives in **14F**, and Lisa lives in **9A**. These rooms are locked, unless someone is inside.

Above the 14th floor is a large observatory and additional laboratory and experimental space.

Players' Introduction

It's been a productive day for you three beginning mages. While you didn't actually attend classes today,

the practice you've had trying to control magical energies has been valuable. And having spent the day away from campus, no one else will hear of your occasional failures. No one, that is, but three friends, who just happened to run into you during the afternoon.

Soon, the day was over, so the six of you traveled back to Soredomo Magic Academy. The clock tower at the center of campus showed a time of 10:15 p.m. You returned to find the entire school utterly quiet. Granted, 10:00 is the official curfew at the academy, but in reality, there are always stragglers.

Intrigued, you all decided to look around. You soon discovered the reason for the silence. Everyone was gone! Every dorm room, every classroom, every lab, every office . . . all empty! Coming out of the main campus class building, you found this message scrawled across the base of the clock tower:

We've spirited away the entire school to a safe location . . . safe for us that is. If anyone out there is brave enough, you can try to rescue Soredomo.

-The Cabal

It looks as if you're the only hope for your school!

Scene 1 "If only they'd taken the wards too . . ."

Pass out the players' copy of the campus map (Players' Handout 1).

The player characters might be wondering if they'd ever heard of the Cabal. They haven't. But this is a school, and there are libraries.

Either the elementary library's or the middle school library's card catalog will point to a book on the history of the Cabal, but it's located in the high school library. The three mages had it pointed out to them early on that they should never enter the high school library without permission. But this situation calls for drastic measures, right?

When they go to the high school library, read the following:

The magnificent glory of the high school library looms before you. Made entirely of stone, with marble columns and a gold dome, this building is beautiful and, normally, barred from your entering it. But now, there's no one here.

If the PCs go through the front door and enter the foyer, tell everyone about the sign which says:

Upperclassmen only! Everyone else, stay back or be toad!

The first four living things to enter the door off the foyer (including animals like Nishiki) will in fact be turned into toads. All possessions will be transformed, too. The effect lasts an hour, or 15 minutes of game time. Nishiki cannot be coerced into being a guinea pig! Affected PCs can still talk, albeit with a croak to their voice.

Modified symbol: Triggers modified, temporary *polymorph other*; no save allowed; Search (DC 33), Disable Device (DC 33).

If the characters want to enter through another route, such as a window or the locked back service entrance, they will not be affected by the trap.

Any character not turned into a toad can find the aforementioned book easily. It gives the following information:

-The Cabal is a loose alliance of magic academies in the area. They often ally themselves for various competitions with the other schools, sometimes friendly, sometimes not.

-The schools which have been in the Cabal at various times include Hanover School, Tamaham Academy, and Addison-Conty Academy.

-Soredomo Magic Academy is the most prestigious and most powerful of the area's magic schools, so it's no surprise that the other schools are jealous.

-Occasionally, one of the three schools will ally itself with Soredomo.

-Only specific groups at the academies actually carry on the struggle. At Hanover, it's the Conjuror's Conclave. At Tamaham, it's the Guild of Evokers. At Addison-Conty, it's the Necromancers of the Black Hand.

-The majority of the book details the many pranks and outright crimes committed in the decades-old struggle. The pranks have been escalating over the years, though to nowhere near the level of mass kidnapping.

The book also contains an area map; pass out the players' copy of this map (Players' Handout 2).

The characters are free to visit the offending magic schools in any order. Refer to the map for locations of the following encounters.

If the characters wish to explore the campus thoroughly, this is what they find:

-The four dormitories, Liam, Hinton, Mannin, and Altrin, are open as always. They house students in grades 1-3, 4-6, 7-9, and 10-12, respectively. The bedrooms in each are 77%, 84%, 89%, and 96% locked, respectively. No bedroom shows any sign of struggle; nothing is upset, everything is in place. There is no new physical damage to the building.

-Avery and Dell Libraries are open and unwarded. They both have locked service entrances.

-Coker Athletic Center, consisting of a track and enclosed athletic courts, is unoccupied. The indoor part is locked; the tracks' outside gates are locked.

-The four classroom buildings (Callor, Darian, James, and Espalain Halls) are open. Inside, classrooms are open, labs are locked, and teachers' offices are locked--this is all normal. If Eiji opens offices, none show any signs of struggle. The destroyed areas of Espalain Hall are under repair, and no workers are present. The destruction predates Tomomi's arrival, amazingly enough.

-The visitor center is locked, and has nothing of interest to students already there.

-Walker Library is as described above.

-The administration building is locked, *wizard locked*, warded, *glyphed*, and otherwise protected . . . the administrators are no fools! Nothing anyone can do will allow entrance into the building--which is a shame, really, since inside are the details of the abduction which would let the characters know what's waiting for them in Scene 10 . . .

In all the areas, there is little in the way of work in progress abandoned.

Scene 2 "Bully-ward"

The broad road approaching Tamaham Academy is well-tended, making travel a snap. You were thinking this journey would go on completely without trouble. But then, you see three big kids with clubs approaching you. The apparent leader, a tall, beautiful, raven-haired, teenage girl steps forward from the two quite ugly young men flanking her.

"Don't you know that this is our road? If you're walking on it, then you have to pay the toll. Or else!" she says, tapping her huge club in her free hand.

These three bullies are charging the low, low toll of one gold piece a person. If the characters don't immediately pay up, Anika will motion, and either Garen or Nareg will grab a random PC (not Eiji), hold him or her upside down, and shake him or her, looking for money. Disgusted at the lack of gold forthcoming, he

will throw him or her in the direction of Eiji. This will cause no damage, but it will cause heads to collide.

If the PCs wish to fight the punks, resolve the combat as normal.

If the characters protest that they have no money, they will each have to be shaken down. For any character but Shohei, Garen or Nareg will shake that person and then toss that character toward whichever body currently houses Eiji, causing heads to collide and forcing another mind-body switch. If Shohei is picked up, Nishiki will claw at the face of the punk holding him. The punk will drop Shohei and throw Nishiki at whichever body houses Eiji, causing heads to collide.

These punks can be scared off by enough strange happenings: some body switching, a Mayumi possession episode, a failed Tomomi summoning, and Takashi gnawing at a punk's leg. Kurumi may be righteously indignant if she's touched by the punks.

The three bullies do not fight to kill, and they only inflict subdual damage.

Anika, female human Ftr3: Medium Humanoid (180 cm tall); HD 3d10+3; hp 25; Init +1; Spd 20; AC 16 (+5 armor, +1 Dex); Atks +6 melee (1d3+3 subdual (crit x2), fist) or +2 melee (1d10+3 subdual (crit x2), greatclub, striking to subdue); SA nil; SD nil; AL N; SV Fort +4, Ref +2, Will +3.

Str 17, Dex 13, Con 12, Int 13, Wis 14, Cha 18.

Skills: Climb +7 (-5), Jump +8 (-5), Knowledge: Bearston Valley +6, Search +7, Swim +7 (-lots). *Feats:* Cleave, Expertise, Improved Disarm, Improved Unarmed Strike, Power Attack.

Equipment: Greatclub, chainmail, 6 cp.

Role-playing: Anika is cool, confident, and collected. She is concerned with striking a cool pose, and lets her flunkies do the dirty work.

Garen and Nareg, male human Ftr2: Medium Humanoid (174 cm tall); HD 2d10; hp 16; Init +0; Spd 20; AC 15 (+5 armor); Atks +5 melee (1d3+3 subdual (crit x2), sap) or +1 melee (1d6+3 subdual (crit x2), club, striking to subdue); SA nil; SD nil; AL N; SV Fort +3, Ref +0, Will +0.

Str 16, Dex 11, Con 10, Int 12, Wis 10, Cha 8.

Skills: Climb +6 (-5), Jump +7 (-5), Knowledge: Bearston Valley +5, Search +6, Swim +7 (-lots). *Feats:* Cleave, Dodge, Endurance, Power Attack.

Equipment: Club, chainmail, 3 cp.

Role-playing: These two act pretty dumb and do whatever Anika tells them to. They enjoy bullying little kids.

All three punks are 15 years old.

Scene 3 “The Bridges of Addison-Conty”

The trail leading to Addison-Conty has been surprisingly easy to travel, despite the thunderstorms over the past week. As you reach the bridge leading to the island upon which Addison-Conty rests, you see, however, that the storms weren't without victims. The covered bridge which stretched to the island is gone, except for the charred wooden supports at both shores—a victim of a recent lightning strike. Now there's no way to cross the raging river below. Or is there?

Possible ways to cross the river include:

- Summon a raft or boat. Hopefully, the characters will also summon a means of propulsion and adjust for the current.
- Both Tomomi and Shohei have *brooms of flying*. While neither can carry anyone else, they can give the others a crash course in flying. It will take a few falls from the air (on whatever body Eiji is in) before they can get it right. Either kid could fly the second broom back for the next flier.
- Tomomi may be able to summon a large sea creature which the characters can then ride atop, with Mayumi calming and controlling it.
- Shohei can push everyone across with his ring, if the party members are willing to trust him.

If the characters wish to check out the island and Addison-Conty before crossing, inform them that the campus looks very dead. It is primarily a necromancy school! The residents apparently don't care about getting to the mainland; there are no boats, and no efforts have been made to repair the bridge.

Scene 4 “Cold Heart of the Woods”

There never was much of a trail to Hanover School. Now, there is none at all. After hours of wandering through seemingly identical trees and undergrowth, even Mayumi has to admit it. You're lost!

Fortunately, you've just stumbled upon a small cottage nestled among the tall trees. Maybe someone inside will know where you are.

A young woman named Yukiko lives inside. She is tall, thin, and pale, with long white hair. She is relaxing in an

overstuffed chair, petting a tiny snow-white kitten. Her house is very cold.

If the characters reveal that they're lost, or that they're looking for Hanover School, read the following:

“Oh, you're having trouble reaching Hanover School? Oh, I can see why you'd have troubles. I used to go there, and this area is so overgrown . . . I built this cottage with the hope that lost travelers would be able to get help from me. You are the first group I'll get to help!”

Whenever Yukiko is worried, scared, happy, or filled with any emotion, the temperature around her will fall, and snow will start swirling around in this area. This is the side effect of a failed magic experiment involving harnessing cold energies.

Yukiko, female human Wiz3: Medium Humanoid (181 cm tall); HD 3d4+3; hp 13; Init +1; Spd 30; AC 11 (+1 Dex); Atks +0 melee (1d3-1 subdual (crit x2), unarmed strike); SA Wiz spells; SD Wiz spells; AL LG; SV Fort +2, Ref +2, Will +5.

Str 8, Dex 12, Con 12, Int 14, Wis 13, Cha 18.

Skills: Alchemy +8, Concentration +7, Intuit Direction +6, Knowledge: Rickpin Forest +8, Spellcraft +6. *Feats:* Brew Potion, Scribe Scroll, Skill Focus: Intuit Direction.

Equipment: 6 sp.

Spells (4/3/2): 0—*mage hand*, *ray of frost* x3; 1st—*magic missile* x3; 2nd—*knock* x2.

Yukiko's spells are ice-related; the *magic missiles* take the shape of icicles, and *knock* is a freezing beam. *Ray of frost* is normal, of course, and *mage hand* has no visible effect. She does not carry a weapon.

Role-playing: Yukiko is a quiet, shy woman who just wants to help others. She is easily shocked or put into the emotional extremes which cause her cold-generating condition to manifest. Yukiko is 21 years old.

Scene 5 “Bear With Us . . . “

With Yukiko leading you, it seems like you're finally making progress through these dense woods. You again pick up the elements of a trail. Yukiko says, “We must be nearing the school now. There shouldn't be any more prob . . . “

She stops in mid-sentence as she gapes in surprise and fear at the very large black bear now blocking the path.

This bear is the trained attack pet of the head of the Conjuror's Conclave. Naturally, Yukiko's surprise makes

this area very cold. The sight of the bear and the area's coldness leads to Mayumi getting possessed by a polar bear spirit. She thinks she's much bigger than this bear!

The bear will never do enough damage to kill any player character. It will also avoid swinging at a very wounded character.

Yukiko will use her three *magic missile* spells here.

Black Bear: Medium Animal; HD 3d8+6; hp 19; Init +1; Spd 30; AC 13 (+2 natural, +1 Dex); Atks +6 melee x2 (1d4+4 (crit x2), 2 claws) and +1 melee (1d6+2 (crit x2), bite); SA nil; SD nil; AL N; SV Fort +5, Ref +4, Will +2.

Str 19, Dex 13, Con 15, Int 2, Wis 12, Cha 6.

Skills: Climb +8, Listen +4, Spot +7, Swim +8.

Special Quality: *Scent* (detect approaching enemies within 30 feet, and track enemies by scent).

Scene 6 “Hanover the key!”

As the red brick buildings of Hanover School come into view, Yukiko says her goodbyes. “I can see you're all going to be great heroes one day. Thank you very much for defeating that bear! Don't worry, I'll be fine getting home.”

If the PCs want Yukiko to stay, she won't. She can't be convinced; she has to get home to her kitten!

Walking along a brick pathway, under a brick archway, passing a brick sculpture, amidst brick buildings, you're wondering where the Conjuror's Conclave might be. It's probably that stately-looking building up on a nearby hill. But wait! That small building over there, it's called the Conjuror's Conclave! So much for ideas of a grand organization of powerful wizards. That looks like a tavern!

If the characters enter, read the following:

The Conjuror's Conclave most certainly is a tavern, and it is a disaster. Furniture is overturned; mugs and glasses litter the floor. Amidst this disaster are dozens of wizards, in various levels of inebriation. Some are unconscious on the floor, some are staggering around, some are helping themselves to the many bottles behind the bar. Apparently, there is no bartender here, nor anyone trying to keep order.

Above the bar is a crudely-stenciled banner, proclaiming, “Congratulations on the latest Cabal victory!” Below it, against the back wall of the bar, is a glass case, remarkably still intact amidst the chaos. Numerous trophies fill this case. On its top shelf is a gold key attached to part of a round medallion.

An inebriated wizard staggers toward the door. “Heyyyuu! Dishizha private party, shee? Only zhe invited peoples can enter!”

If the characters say they're invited, he will believe them; he is that drunk. His attention will be soon diverted by another mug of something. In any case, he won't object strenuously if the characters decide to enter.

The attention of the crowd will be drawn to whoever is making the most noise. They will not notice someone trying to open the glass case (which is locked), unless it is shattered.

If the PCs do break the glass case or otherwise attract the attention of the crowd as they're taking the key, the wizards will yell something about following them, and about not letting the key get away, and will try to catch the kids. They are very easy to evade, and will not actually pursue them outside the bar and away from its free alcohol.

The key is made of gold, and is attached by a gold chain to a silver wedge, 1/3 of a disc. The wedge appears to be part of a map. It has the letters “K P” on it. Hand out Players' Handout 3.6.

If the characters wish to explore this campus, they find assorted classroom buildings, labs, dormitories, an auditorium, and offices. All are occupied as appropriate for the time of day. This school's students are primarily 19 and older. Further descriptions of the school's buildings can be found in the School Descriptions section of the DM's Notes.

Scene 7 “I hate guard duty”

Tamaham Academy is just one small tower, standing alone on the plains. You wonder just how such a small building can house a large, prestigious magic school.

Entering through the large tinted glass doors, you see a huge lobby. It's much bigger than the entire tower! And it's furnished beautifully. An ornate crystal chandelier, mahogany tables, sofas upholstered in burgundy velvet, Persian rugs, gold railings along a marble spiral staircase--it's all so expensive looking. There is a desk in the front of the lobby. Sitting at it is a very tired young girl, staring at a thick arcane tome. A sign on the desk reads:

LISA Receptionist

She looks up upon your entrance. “Can I help you?” she says with a yawn.

Lisa is one of Tamaham's beginning wizards, stuck with this guard duty. (No, she's not a guard! Tamaham, being a classy school, has *receptionists!*) She's passing the time trying to comprehend her assignments. She will actively complain about the fact that she's tired, hungry, thirsty, bored, confused, and much more. In between her complaints, she will insist on knowing the characters' business and try to get them to sign the log.

She is quite gullible, and will buy even a scarcely plausible explanation from the characters. She can also be distracted by offers of food (especially Kurumi's cupcakes). She can be occupied by one of the wizard or sorcerer characters tutoring her (the material is not difficult for Tomomi, Shohei, or Takashi; it consists of very basic material which they've already learned).

If trouble breaks out, Lisa will sit frightened, unsure of what to do. She will in fact say out loud “What am I supposed to do?” and look around nervously. She has never before seen any trouble here.

The Guild of Evokers is on the fourth floor. If the characters ask, Lisa will tell them this fact; alternately, there is a board next to the stairs which lists the locations of the various departments.

If any character goes up the stairs in search of the key, or after 30 minutes of game time have passed, go on to Scene 8.

Lisa, female human Wiz1: Medium Humanoid (147 cm tall); HD 1d4+1; hp 5; Init +2; Spd 30; AC 12 (+2 Dex); Atks -1 melee (1d3-1 subdual (crit x2), unarmed strike); SA nil; SD nil; AL LG; SV Fort +1, Ref +2, Will +4.

Str 8, Dex 14, Con 13, Int 12, Wis 15, Cha 17.

Skills: Alchemy +5, Knowledge: Tamaham Academy +5, Spellcraft +5. *Feats:* Iron Will, Scribe Scroll.

Equipment: Log book, quill pen, ink, textbook (*Magic Made Easy*), 5 gp, 7 sp, 3 cp.

Spells (3/2): None known.

Role-playing: She is easily frustrated and takes out her anger on inanimate objects. She is very insecure and cannot stand to think she is incompetent.

Lisa is studying to be a mage, but she is having serious difficulties with her subjects. She has been unable to learn any spells. She carries no weapons. She is 14 years old.

Scene 8 “What's that smell?”

Read the following to whoever goes up the stairs:

As you walk up the stairs, an increasing number of students come running down the stairs—very rapidly. Reaching the fourth floor, you can see what everyone is running from. More correctly, you can smell what

they're fleeing—the worst odor you've ever had the misfortune of encountering. Through an open doorway labeled “4H: Laboratories,” from which is spewing a noxious-looking green-yellow gas, you see a young mage standing, saying “Look everyone, I'm really sorry I messed up again.” The others fleeing just yell (through mouths muffled by cloths) “Shut up, Richie!”

Richie, who is 13, will soon leave after he finds his apologies ignored.

The gas will not actually harm anyone, but it does smell **very** bad.

There are eight doors located in radial fashion off the round foyer. There is one labeled “Guild of Evokers,” located directly opposite the door marked “Laboratories.” People are roughly brushing past the characters in their haste to get away from the smell, not paying them any attention. The students here are mostly aged 10 to 24.

The room marked “Guild of Evokers” is now devoid of people. It appears to be a lounge, with many tables and padded chairs. A long shelf wraps around the walls. On it are many knickknacks. Examining the shelf more closely, there are captions which say “Memento of Cabal Victory,” followed by a year. The one with the current year displays a key, made of gold. It is attached by a gold chain to a silver wedge, 1/3 of a disc. The wedge appears to be part of a map. It has the letters “E A” on it. Hand out Players' Handout 3.8.

If any characters remained with Lisa, she will see the people running down the stairs, catch a whiff of the smell, utter, “Not again!” and pick up her things and leave. The remaining characters will then catch the horrid smell.

If the characters wish to explore the rest of the school, they find that each floor looks like the fourth (see the DM's map), with eight wedge-shaped areas, which are subdivided into labs, classrooms, dormitory suites, offices, conference rooms, and observatories. Every room on floors two through eight is affected by the noxious gas billowing forth from floor four, so it is not surprising that every room on these floors is open, unoccupied, and hastily abandoned. The occasional piece of furniture is upended, work is left in progress, and so on.

Scene 9 “Skeleton Key”

Addison-Conty is a depressing place. Stone buildings, designed in the Gothic style, surround you, with tangled, brown, withered vines covering them. The campus is utterly lacking in activity.

The tallest building looks like a chapel. An image of a black hand sits atop the steeple. Could this be where the necromancers reside?

If the characters enter the chapel, read the following:

Well, there's something in here. It's not people, but its kind of relieving to finally see animate objects, even if they are skeletons.

In the rear, the apparent skeleton leader, if there is such a thing, holds aloft a gold key. All six skeletons then advance on you.

In the event that Kurumi turns all 6 skeletons, the leader (the 6th skeleton) will drop the key before they all flee out the rear of the chapel.

The key is made of gold, and attached by a gold chain to a silver wedge, is 1/3 of a disc. The wedge appears to be part of a map. It has the letters “K A” on it. Hand out Players' Handout 3.9.

The skeletons will not actually do enough damage to kill anyone. But make the fight seem terrifying.

If the characters explore all of the campus, they find it completely abandoned. However, if they are very damaged, let them find a couple of potions marked “healing.” All that remains are the buildings and large furniture pieces of stone or bare wood.

Skeletons (6): Medium Undead; HD 1d12; hp 6; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30; AC 13 (+1 natural, +2 Dex); Atks +0 melee x2 (1d4 (crit x2), 2 claws); SA nil; SD Undead, immunities; AL N; SV Fort +0, Ref +1, Will +2.

Str 10, Dex 12, Con —, Int —, Wis 10, Cha 11.

Skills: None. *Feats:* Improved Initiative.

SD: Undead—Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. *Immunities (Ex)*—Skeletons have cold immunity. Because they lack flesh or internal organs, they are not damaged by piercing weapons and take only half damage from slashing weapons.

Scene 10 “You did WHAT?”

When the characters get all three keys, they will be able to assemble the disc. It points to the location of a cave on Ak Peak, a small rocky hill about a ten-minute walk south . . . of Soredomo Magic Academy! Refer to the complete amulet picture in the DM's Aid, if need be.

After the characters trudge all the way back to Soredomo, the trip to Ak Peak is brief. The “peak” is

little bigger and no steeper than the typical hill, so it can be climbed easily.

If the characters enter the cave, read the following:

You enter the mouth of the cave. This cave is apparently not very large, and it quickly narrows as it progresses into the hill. You rapidly reach the end of the cave, which now continues as a manmade hallway, barred by a brass portcullis.

This gate is opened with the Addison-Conty key. It is followed by two more gates; the second is opened by the Hanover key and the third by the Tamaham key. The locks cannot be picked by Eiji, and the doors may only be opened by the keys. If the characters open all three gates and go through them, read the following:

After opening the third gate, you step into a twisting passage. Determined to save your captive classmates and teachers, you boldly advance into a . . . party hall? This room is decorated by streamers, balloons and confetti. Tables are covered with cookies, cake, and punch bowls. And the entire school is here! They yell, "CONGRATULATIONS!"

Your teacher, Mr. Faraday, and the school's principal, Mrs. Taylor, step forward. "I can see you're surprised," Mr. Faraday says. "You see, Tomomi, we were worried about you. We didn't know if you had what it takes to be a mage. We were also worried about you two," he says, pointing to Shohei and Takashi.

"So we created this little test," the principal explains. "We knew if you could 'save us,' you'd be good students, despite your, er, unorthodox study habits."

"Enough with the explanations," your teacher says. Throwing a handful of confetti in the air, he yells, "Let's party!"

Kurumi has every right to be righteously indignant upon hearing this!

So Ends Magic School

The story continues with the Magic School Adjunct Trilogy: *Things Worth Fighting For* (retired 2e scenario), set at Tamaham Academy, *Free Will* (retired 2e scenario), set at Addison-Conty Academy, and *The Wolfpack* (forthcoming 3e scenario), set at Hanover School.

Players' Handout 0: Background on Lothana

Lothana

The Grace of Love, Beauty, and Harmony

LG Intermediate Power of the Seven Heavens

Portfolio: Peace, love, beauty, harmony

Symbol: Silver Heart

Worshipper Alignment: LG, NG, CG

The goddess of beauty, love, peace, and harmony, Lothana is responsible for maintaining all that is beautiful and serene in the world.

Lothana appears as an impossibly beautiful human woman, bathed in a silver radiance. Her particular form is said to vary, but is always remembered as the most beautiful form the observer has ever seen. No mortal can engage in harmful or disruptive activities when in view of Lothana.

Clergy: Clerics, Paladins, Enchantresses

Clergy's Alignment: LG, NG, CG

Domains: Good, Law, Protection

Preferred Weapon: Quarterstaff

Restrictions: All clergy of Lothana must be female, must be human or half-elven (and favoring human culture), and must have a Charisma of 15 or higher.

Clerics of Lothana have the following additional benefits:

- As undead are the most reprehensible things possible in the eyes of Lothana, they turn undead as a cleric of two levels higher, and receive the Extra Turning feat as a bonus feat at 1st level.
- While wielding any staff blessed by Lothana, they may add their Charisma modifier and any magical bonuses of the staff to the Dodge bonus granted by Total Defense action.
- They may also use any staff blessed by Lothana to cast *remove fear* twice per day, as if cast by a cleric of their level.
- Upon reaching 6th level as a cleric, they gain +1 Charisma.

Paladins of Lothana have the following benefits:

- As undead are the most reprehensible things possible in the eyes of Lothana, they turn undead as a cleric of their level, receive the Extra Turning feat as a bonus feat at 1st level, and gain the ability to Smite Undead (as the paladin class ability Smite Evil, except only usable on undead) at 1st level.
- They have the power of Righteous Indignation. A blow with staff or open hand will automatically hit and knock unconscious a person who has offended the paladin, in action or merely by existing. However, the paladin must be seriously offended to take this action (DM's judgment).
- Upon reaching 6th level as a paladin, they gain +1 Charisma.

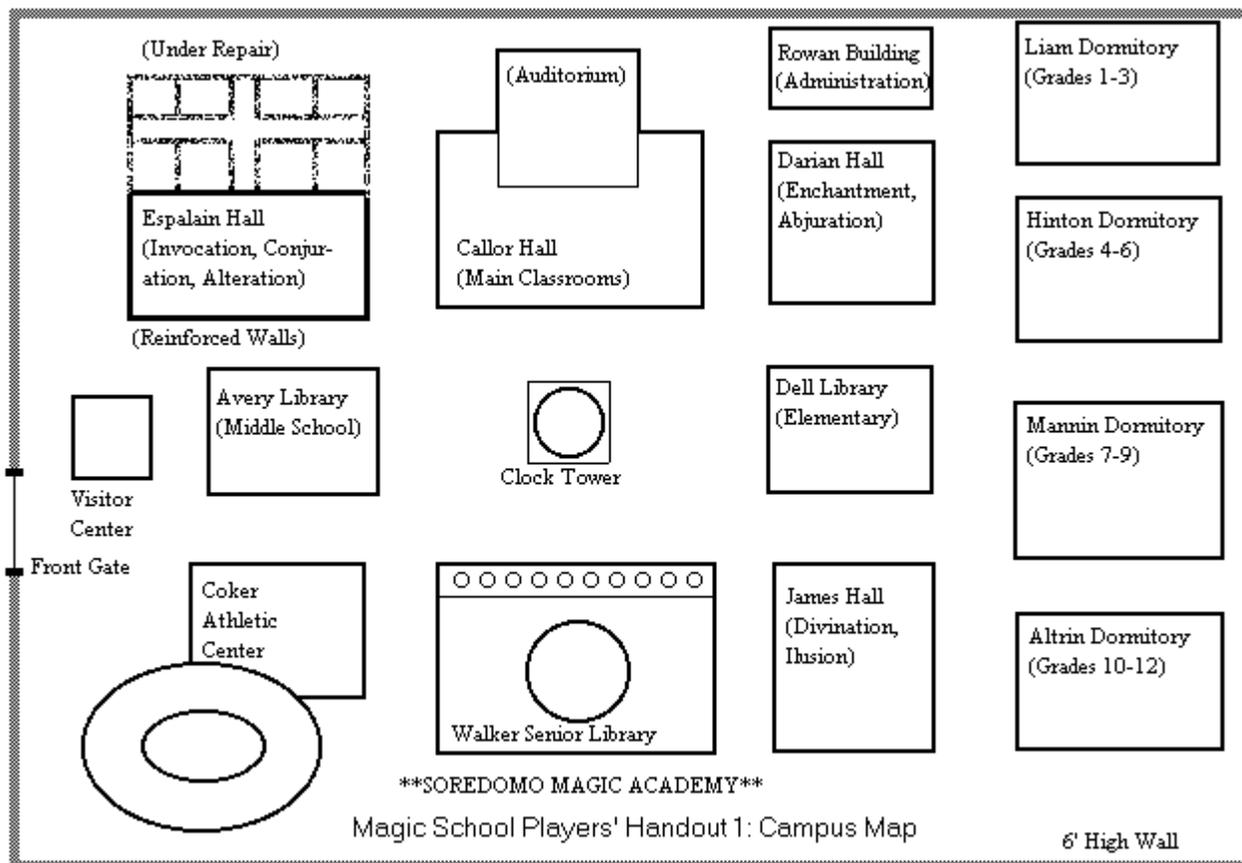
Enchantresses serving Lothana gain the following boon:

- For a spell which would age the caster or recipient, or exert a drain on an ability score, and the spell is cast in defense of Lothana's principles, by the grace of Lothana, this effect may be negated (DM's option).

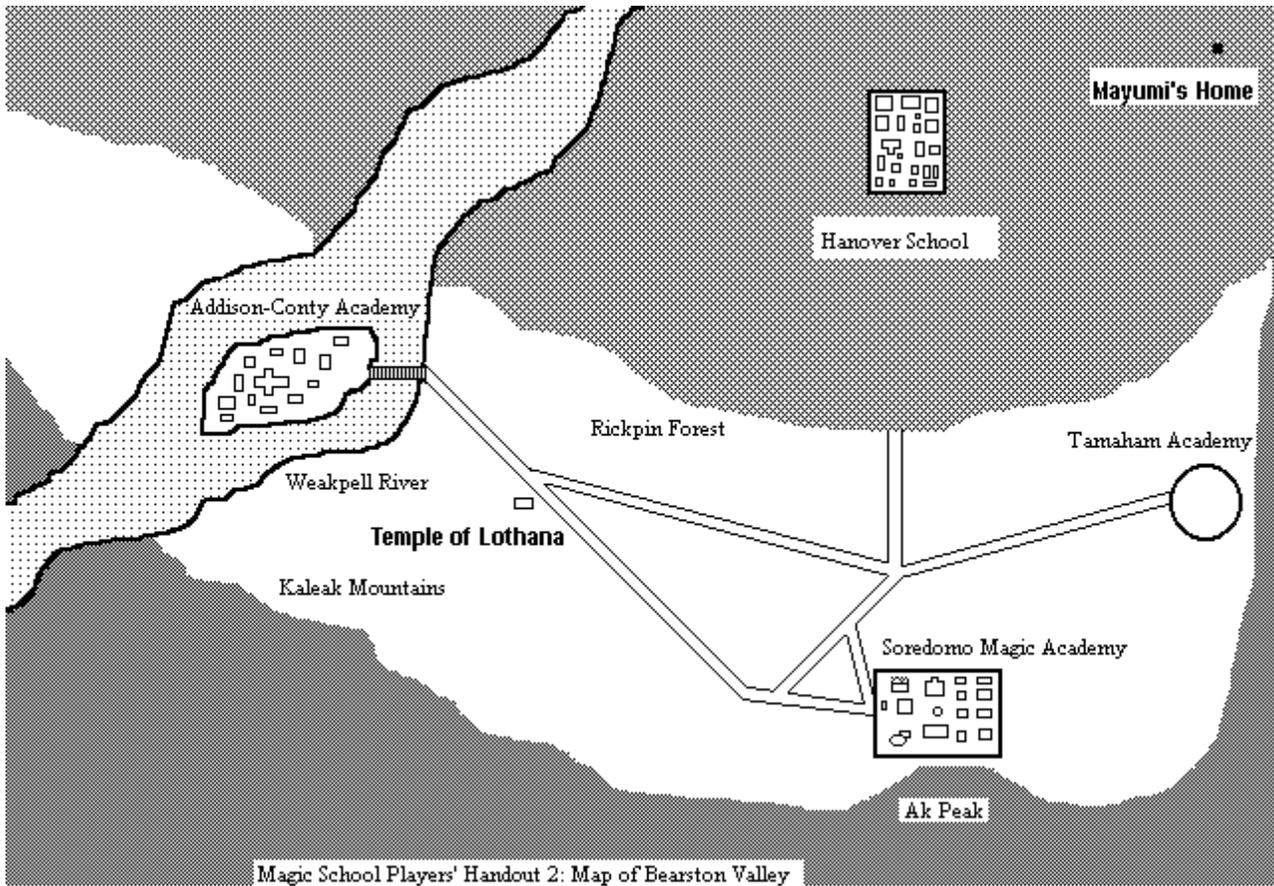
Clerics of Lothana, paladins of Lothana, and enchantresses serving Lothana have the following restrictions:

- To avoid unnecessary bloodshed, they are restricted to using blunt weapons. They may use edged weapons (especially swords) specially sanctified to Lothana and enchanted to not draw blood.
- They must stay impeccably clean.
- They must strive to bring harmony to the world.

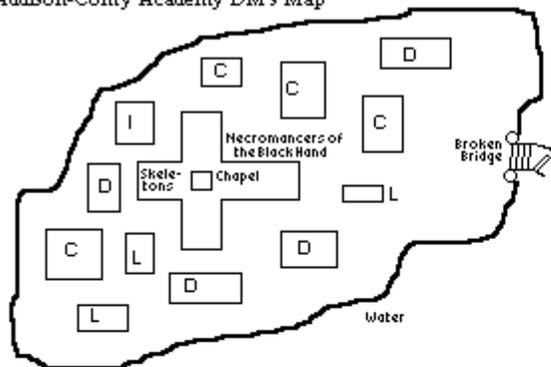
Staff of Lothana: This is a beautiful staff of cherry wood, carved in runes, varnished, blessed by Lothana, enchanted, and topped with a silver heart. It's good for posing, knocking offenders silly, and picking up people and throwing them across the room.



Magic School Players' Handout 1: Campus Map

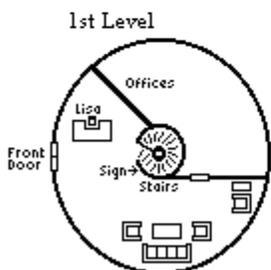


Addison-Conty Academy DM's Map

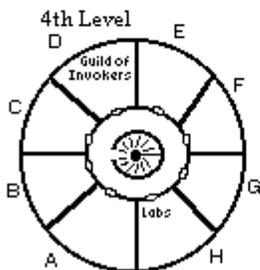


Gregory A. Orshan

Tamaham Academy DM's Map

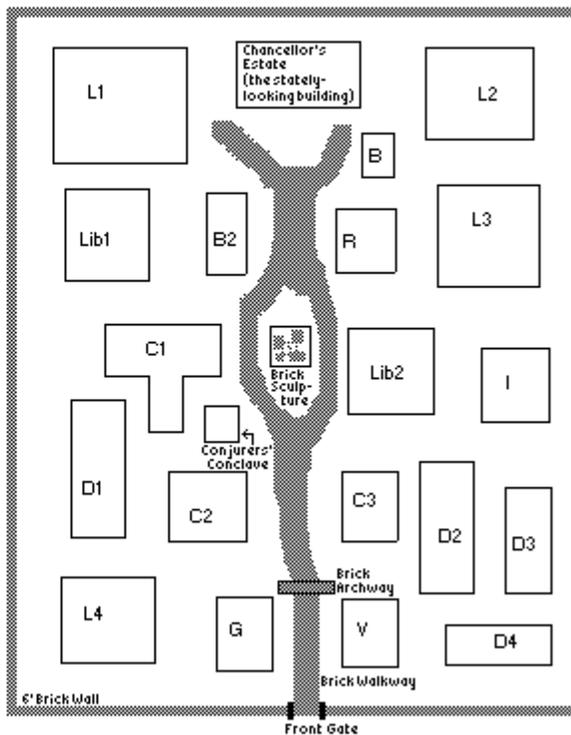


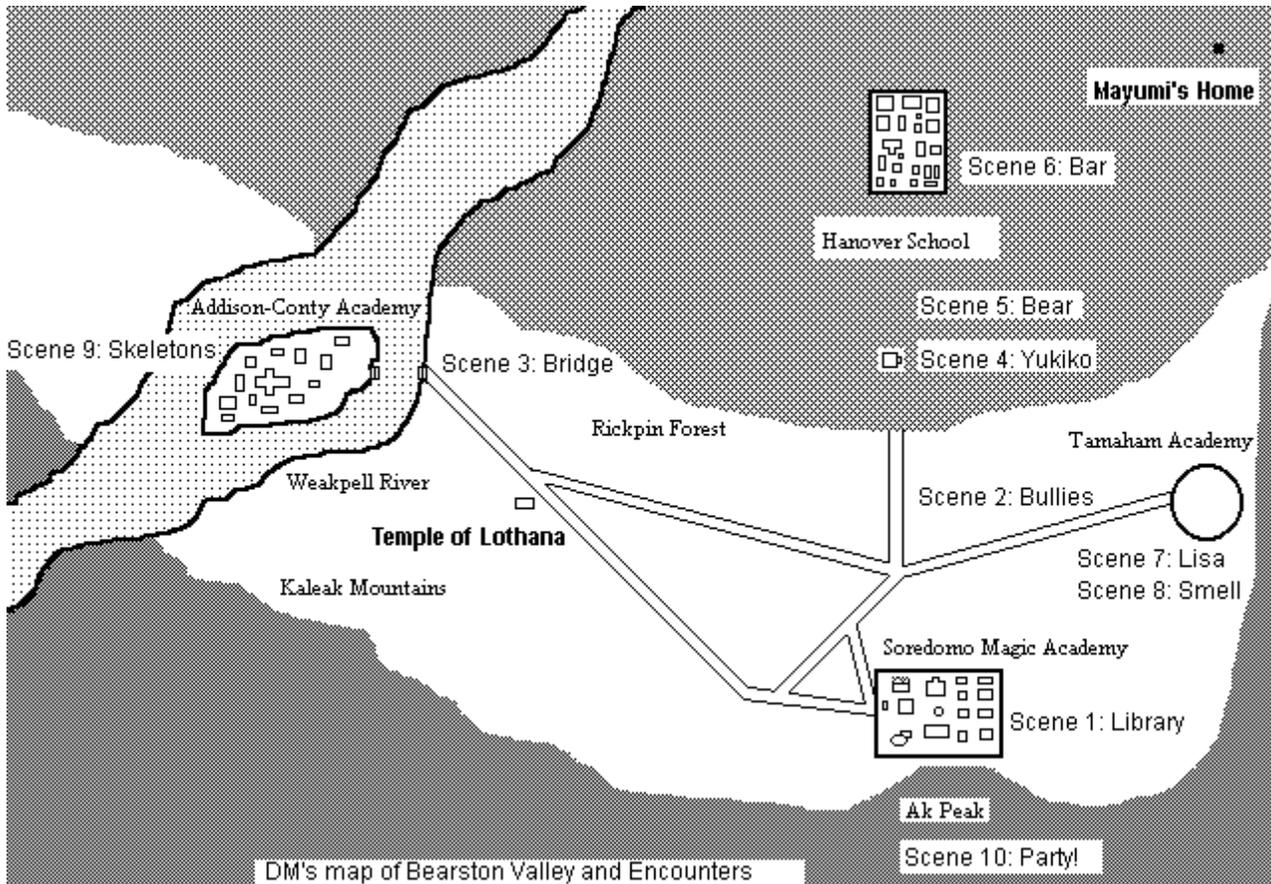
Outside Dimensions: 20' radius
Inside Dimensions: 250' radius



Levels 2-14 are much like this one

Hanover School DM's Map

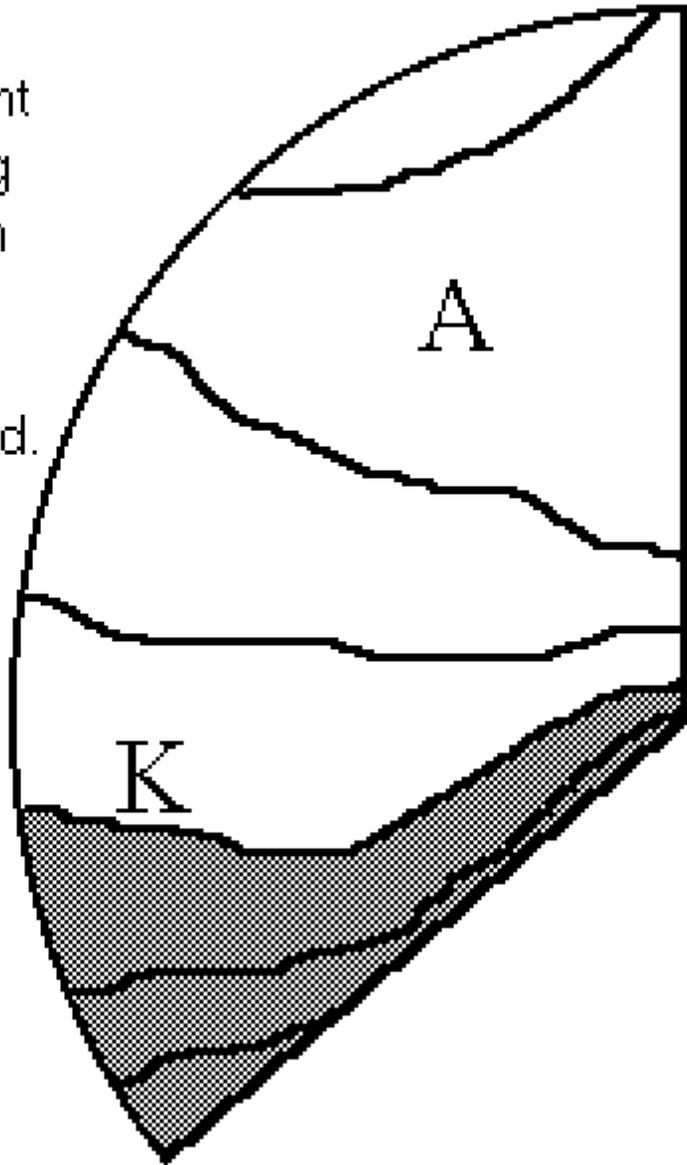




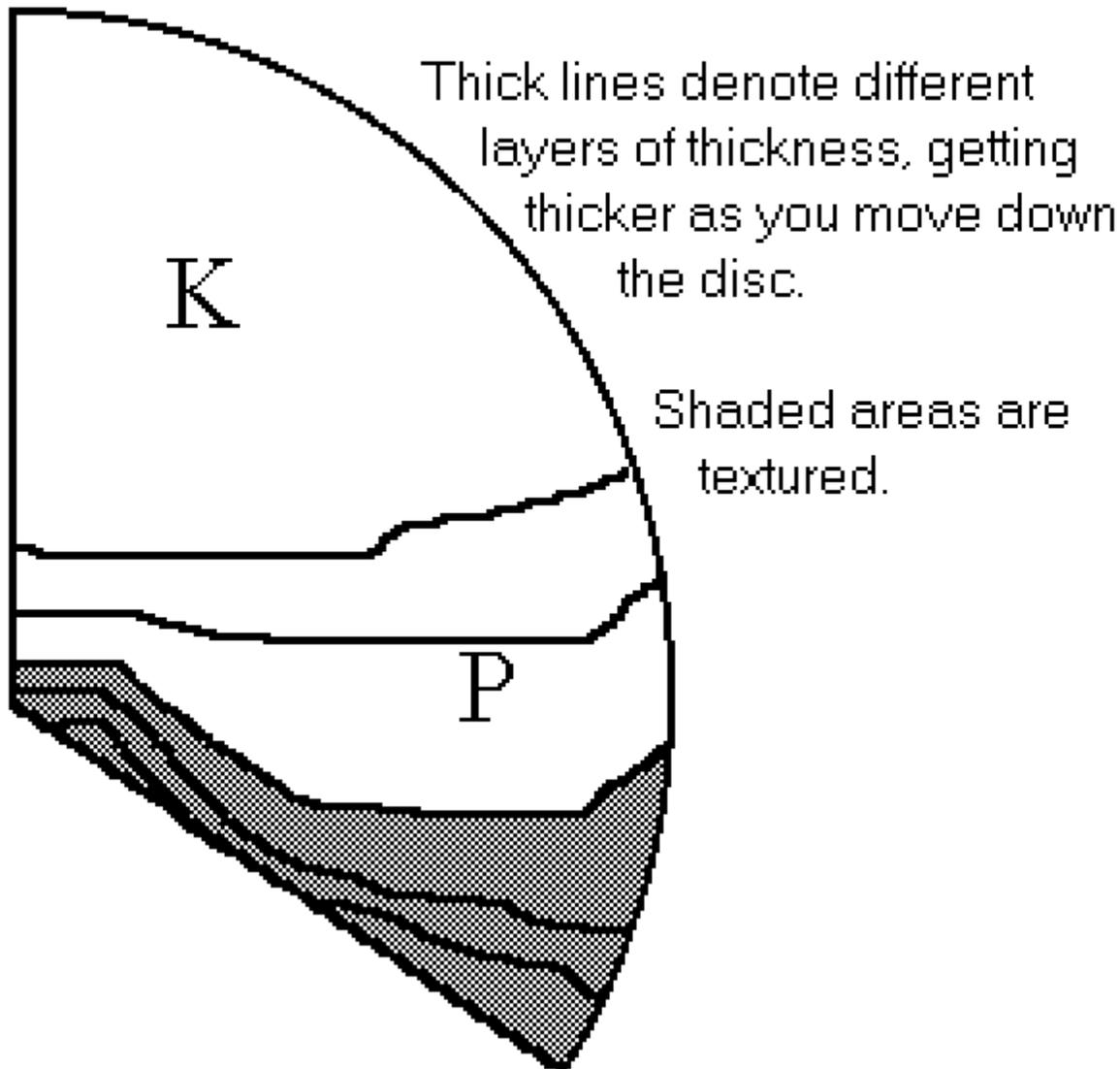
Magic School Players' Handout 3.9 Addison-Conty Disc Piece

Thick lines denote different levels of thickness, getting thicker as you move down the disc.

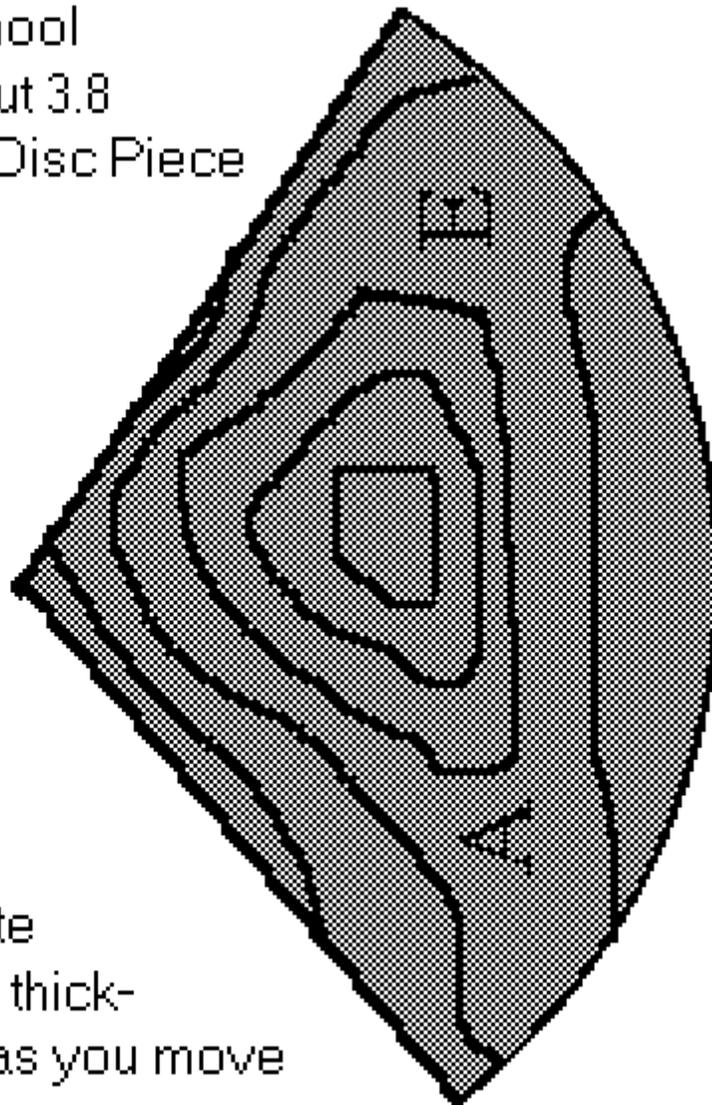
Shaded areas are textured.



Magic School Players' Handout 3.6
Hanover School Disc Piece

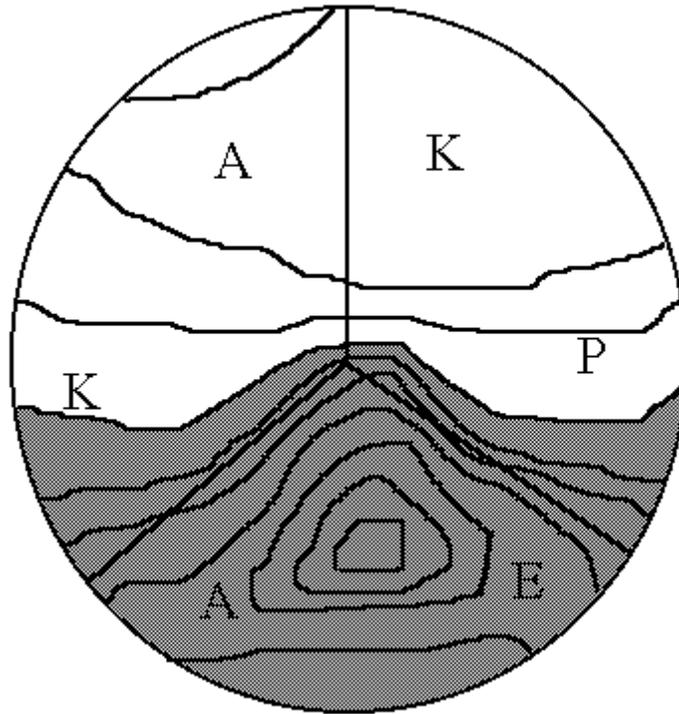


Magic School
Players' Handout 3.8
Tamaham Academy Disc Piece



Thick lines denote
different layers of thick-
ness, getting thicker as you move
down the disc.
Shaded areas are textured.

Magic School DM's Aid: The Completed Disc



ともみ

Tomomi

ともみ

Race: Human Size: Medium Sex: Female
 Class: Wizard (Conjurer) Level: 1 Align: NG
 Height: 134 cm Weight: 32 kg Age: 9
 Hair: Blond Eyes: Blue Skin: Fair

Ability	Score	Mod	Saving Throws			
Strength	6	-2	Base	Ability		
Dexterity	14	+2	Type	Total = Save + Mod + Misc		
Constitution	14	+2	Reflex	+2 = +0	+2	
Intelligence	16	+3	Fortitude	+2 = +0	+2	
Wisdom	9	-1	Will	+3 = +2	-1 +2	
Charisma	18	+4				

Armor	Armor	+ Shield	+ Dex	+ Size	+ Misc.
Class = 10 +	Mod	+ Mod	+ Mod	+ Mod	+ Mod
13 = 10	+0	+0	+2		+1

Hit Points: 6

Check Penalty: 0	Movement: 30	Weight: 60	Initiative +6	Total = Dex + Mod + Misc. = +2 +4
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Melee	Base	+ Str	+ Size	Ranged	Base	+ Dex	+ Size
Attack =	Attack	Mod	Mod	Attack =	Attack	Mod	Mod
-2 =	+0	-2		+2 =	+0	+2	

Unarmed	Base	+ Str	+ Size
Attack =	Attack	Mod	Mod
-2 =	+0	-2	

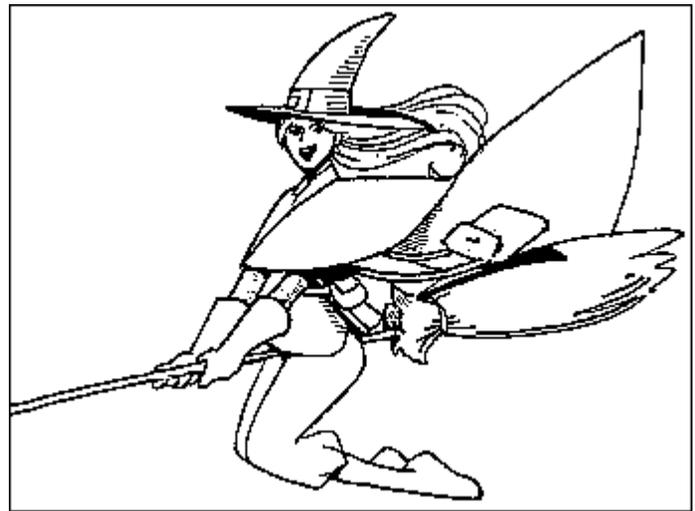
Weapon	Attack	Damage	Crit	Range	Wt.	Type
Quarterstaff	-2 (dbl)	1d6-2	x2	-	4 lb.	B
Sling		+2	1d4	x2	50 ft.5	lb.

Skill	Total	Ability		
		Ranks	+ Mod	+ Misc
Alchemy (Int)	+7 =	4	+3	
Concentration (Con)	+6 =	4	+2	
Craft: Sketching (Int)	+7 =	4	+3	
Know.: Arcana (Int)	+7 =	4	+3	
Prof.: Seamstress (Wis)	+3 =	4	-1	
Spellcraft (Int)	+7 =	4	+3	

Languages: Common, Draconic, Elven, Goblin

Feats:

Improved Initiative	Get +4 to initiative checks
Iron Will	Get +2 to Will saving throws
Scribe Scroll	Can create scrolls of any spell known



Class Abilities:

Summon Familiar You have summoned many different kind of animals with your rod, but none of them stick around! In any case, you're not ready to care for a familiar, so you haven't performed the ritual to summon one.

Conjurer As a conjuration specialist, you can prepare one extra conjuration spell of each spell level. You get a +2 bonus to Spellcraft checks to learn conjuration spells. You may not cast Evocation spells.

Equipment:

Quarterstaff, sling, 10 sling bullets, *ring of protection +1*, *rod of wondrous summoning**, *broom of flying*, normal clothes, boots, red cloak, handbag, needle and thread, sketch pad, charcoal, spell book, spell components, skin of water, bag of dried fruit, 3 cp.

**Rod of wondrous summoning* (new item): This stout shaft of cherry wood, 40 cm long and tipped with a multifaceted crystal, is enchanted with powerful conjuration magic. By concentrating and speaking the name of the item desired (a standard action), a normal version of the item is summoned. The rod can summon any normal mammal, bird, or reptile up to the size of a bear; 3d12 normal insects or arachnids; or any non-valuable object no larger than 1 m in any of its dimensions.

This rod is a very powerful and useful item in the hands of a skilled conjurer; unfortunately, you haven't even come close to mastering it. Normally, it creates an item which sounds similar to the item you desired to summon, rather than what you wanted.

Background:

You enrolled in Soredomo Magic Academy's fourth grade just one week ago. On your first day, your teacher, the incredibly handsome Mr. Faraday, asked you to show off your magical talents. You did just that by trying to summon a cute little hare. What you actually got was a bear. Needless to say, this wasn't a very good start to your academic life. It's a real shame, too; you really wanted to impress that hunk of a teacher.

You were taught magic by your father before you got to Soredomo. He isn't as powerful a mage as your mother was. She died five years ago.

It was your mother's wish that you be brought up studying magic. You very much want to be a successful conjurer, to make her proud, wherever her spirit drifts.

Some people considered your mother a witch. If that was true, she was the most powerful witch in your town—one who believed in forces of good. She was a kind-hearted person, serving just forces. Now, so many stories of bad witches have corrupted the name of her specialty. You don't think it would be possible for you to be successful today as a “witch,” so you're learning conjuration the more common way. You also stay away from wearing any black clothing, since that's one trademark of a witch. However, you do have your mother's magic broom, and you have no intention of parting with it.

You love small furry animals, and you delight in summoning them to pet and cuddle them. Unfortunately, they all try to run away.

You have spent some time away from the school, trying to master your rod in an area where you could make mistakes without anyone knowing. Someday you're going to get it right. You realize your friends don't care if you master the rod; they'll stick by you no matter what.

Normally, you spend time with our longtime friends and current classmates, Shohei and Takashi. Today, you are also with three other students—Mayumi, Kurumi, and Eiji. The six of you talked about magic and life most of the afternoon.

When you returned to the school this evening, you found that everyone had been captured—teachers, students, everyone! Now, it's up to you and your companions to save the school!

Role-playing notes:

You are convinced that you will be a great conjurer with your rod, so long as you keep practicing. Your past failures have not daunted you. You have your mother's reputation to defend and to honor, and so you must use your magic successfully.

Your thoughts about your friends:

Shohei: Another kid from your town who is studying magic. He's a little trickster, though nowhere as bad as Eiji. He delights in scaring little girls, but he is always nice to you. Maybe he likes you. He always takes his cute kitten familiar everywhere he goes, and yesterday you cast a *mage armor* spell on the kitten. Shohei's mother was a witch, too, though not as powerful as your mother. You have been playmates all your life.

Takashi: A local kid. He doesn't come from a magic family, however, he shows a great desire to learn, and he has quite a bit of natural potential. Your father has taught him, too. He is always looking to impress you, and he tries to protect you, too. Maybe he likes you. Really, he's no stronger than you! He can turn himself into a really cute puppy dog, which you love to pet and cuddle. He thinks he's a wolf, though.

Mayumi: She's the youngest daughter of a family of woodland guardians. She has a natural affinity to all sorts of animals. When you summon animals, they will most often run to her. Then she gets to pet them and hold them! You only wish animals liked you as much. Sometimes, she acts like an animal, but you really don't know why.

Kurumi: She is from a family of holy warriors intent on defending peace, love, and beauty. Those are really strange things to fight over. She always gives a stupid speech before striding forth to vanquish foes. You really don't want to be around when she becomes old enough to actually join her order.

Eiji: This troublesome brat doesn't seem to have a home. He spends a lot of his time hanging around your school and talking to the others. You've found he also spends time at Kurumi's temple and Mayumi's forest home. He likes to annoy anyone not big enough to beat him up, and frequently you have seen him upset someone bigger than him by accident. He could get your group in trouble. However, you find that you never stay mad at him for long. You've heard he has the ability to switch bodies with a person just by hitting his head to theirs. You don't want to bump heads with him!

Spells:

Choose 3 0-level and 2 1st-level wizard spells. Choose 1 bonus **Conjuration** spell per level.

0-Level Wizard Spells

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Ghost Sound
Mage Hand
Mending
Open/Close
Prestidigitation
Ray of Frost
Read Magic
Resistance

1st-level Wizard Spells

Change Self
Feather Fall
Grease
Jump
Mage Armor
Unseen Servant

しよへい

Shohei

しよへい

Race: Human Size: Medium Sex: Male
 Class: Wizard (Illusionist) Level: 1 Align: CG
 Height: 143 cm Weight: 35 kg Age: 9
 Hair: Brown Eyes: Brown Skin: Smooth

Ability	Score	Mod	Saving Throws		
Strength	6	-2	Base	Ability	
Dexterity	16	+3	Type	Total = Save + Mod + Misc	
Constitution	10	0	Reflex	+3	= +0 +3
Intelligence	16	+3	Fortitude	+0	= +0 +0
Wisdom	10	0	Will	+2	= +2 +0
Charisma	18	+4			

Armor	Armor	+ Shield	+ Dex	+ Size	+ Misc.
Class = 10 +	Mod	+ Mod	+ Mod	+ Mod	+ Mod
13 = 10	+0	+0	+3		

Hit Points: 4

Check Penalty: 0	Movement: 30	Weight: 60	Initiative +3	Dex = Mod + Misc. = +3
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Melee	Base	+ Str	+ Size	Ranged	Base	+ Dex	+ Size
Attack =	Attack	Mod	Mod	Attack =	Attack	Mod	Mod
-2 =	+0	-2		+2 =	+0	+2	

Unarmed	Base	+ Str	+ Size
Attack =	Attack	Mod	Mod
-2 =	+0	-2	

Weapon	Attack	Damage	Crit	Range	Wt.	Type
Quarterstaff	-2 (dbl)	1d6-2	x2	-	4 lb.	B
Sling		+2	1d4	x2	50 ft.5	lb.

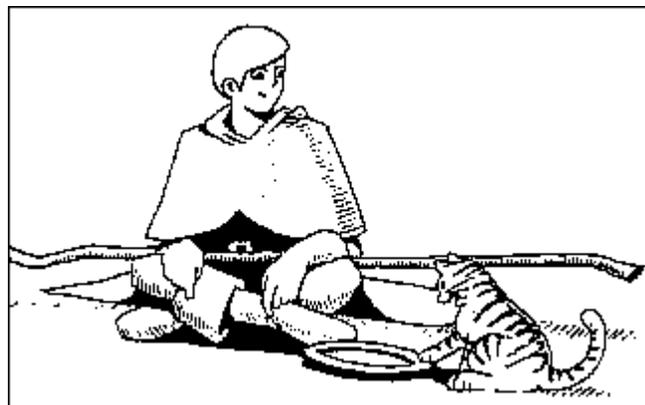
Skill	Total	Ability		
		Ranks	+ Mod	+ Misc
Alchemy (Int)	+7 =	4	+3	
Concentration (Con)	+4 =	4	+0	
Diplomacy (Cha)	+6 =	2	+4	
Escape Artist (Dex)	+5 =	2	+3	
Move Silently (Dex)	+5 =	2	+3	
Spellcraft (Int)	+7 =	4	+3	

Languages: Common, Draconic, Goblin, Sylvan

Feats:

- Alertness** Get +2 to Listen and Spot checks
- Dodge* Select an enemy on your action; you receive a +1 dodge bonus to AC versus that enemy
- Scribe Scroll* Can create scrolls of any spell known
- Spell Focus* Add +2 to the DC for all spells in the Illusion school

*When Nishiki is nearby



Class Abilities:

Summon Familiar You have summoned a cat familiar. Nishiki is an adorable, active kitten. She is white with black tiger stripes. She is very sweet and gentle towards you and Mayumi, but can't stand Takashi, Eiji, Tomomi, and Kurumi. Tomomi frequently casts *mage armor* on her while Nishiki was asleep. Nishiki still doesn't appreciate Tomomi.

Illusionist As an illusion specialist, you can prepare one extra illusion spell of each spell level. You get a +2 bonus to Spellcraft checks to learn illusion spells. You may not cast Evocation spells.

Nishiki: Tiny Animal (20 cm tall at the shoulder); HD 1d8; hp 2; Init +2; Spd 30; AC 15 (+2 size, +2 Dex, +1 natural); Atks +3 melee x2 (1 (crit x2), 2 claws) and -2 melee (1 (crit x2), bite); SA nil; SD nil; AL N; SV Fort +2, Ref +4, Will +1.

Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 7.

Skills: Climb +5, Hide +13, Listen +6, Move Silently +5, Spot +6.

Feats: Improved Evasion.

Special: Nishiki gives you +2 to Move Silently checks and the Alertness feat when nearby. You may also affect Nishiki when you cast spells that affect you, or cast spells normally targeted at you on Nishiki instead. You have an empathic link with Nishiki, as long as she is within 1 mile.

Equipment:

Quarterstaff, sling, 10 sling bullets, normal clothes, boots, black cloak, *ring of telekinesis*, *oil of slipperiness*, *broom of flying*, backpack, belt pouch, several live creepy-crawly creatures, skin of water, skin of cream (for Nishiki), saucer, catnip, bag of dried meat, spellbook, spell components, 1 cp.

Background:

You arrived to begin studies at the Soredomo Magic Academy a week ago, coming with your neighborhood friends and fellow aspiring wizards Tomomi and Takashi. The transition has been toughest on Tomomi, who can't seem to get her conjurations to work right. So she's been cutting class. Ostensibly, she's working on her magic, but you think she just doesn't like the structure of classes.

Your mother was a powerful wizard, actually a witch. Now, too many evil witches have corrupted that style of magic. Your mother, aside from being the most powerful witch in the area, is also an impeccably virtuous person. Still, there are people who don't know her who assume she's serving evil forces. For that reason, she didn't want you to follow in her footsteps. After tutoring you in the basics of magic, she enrolled you at Soredomo, sending you with Tomomi and Takashi.

To protect you from the dangers of the world, your mother gave you a ring with the power of telekinesis. She told you to use it only when absolutely necessary, to preserve its power. But hey, you're at a magic school, and your ring ever ran out of power, you're sure you could get it recharged. You've found many uses of the ring to have fun. You can lift girls' skirts or fly a squirming insect onto their arms. And now that you're studying illusion, you've only your imagination to limit the number of ways to scare other kids. The only girl you won't bother is Tomomi. She's destined to one day be your wife, so you always act polite towards her.

At her request, you've accompanied Tomomi on a couple of occasions when she's skipped class. So has Takashi. You and Takashi are rivals of sorts. He wants to prove himself as a great wizard, while you have your own magic legacy to uphold. You also both wish to impress Tomomi.

Role-playing notes:

Have fun, but only in a "fun" way, not the nasty way that nasty kid Eiji prefers. Protect Tomomi, especially from Eiji. You want to be the best, but absolutely must be better than Takashi, and you're not above using tricks to make that the case. After all, you have to protect the name of your great mother!

Your thoughts about your friends:

Tomomi: Your mother and her mother were close friends, and so you were childhood playmates. Now, you're fourth grade classmates. She's the only girl for you. You have to show her how strong you are, and protect her from any dangers. Most of all, you need to be better than Takashi. She really likes Nishiki, but Nishiki doesn't reciprocate her affection.

Takashi: Even though he's not from a magic family, he's shown himself to have strong inherent magic potential. He, too, wants to impress Tomomi. He can turn himself into a little wolf cub. You've heard he has some werewolf blood in him; perhaps that's why he can do this.

Mayumi: This girl lives with her family near the school. Her family is the sworn defenders of the surrounding woodlands. She has a real affinity for animals (at least the cute ones); she is one of the few people who Nishiki will let pet her. She sometimes seems to take on the spirit of animals, though. Is it druidic magic, or simple insanity?

Kurumi: She calls herself the sworn defender of love and kindness or something. She stands up, holding her rune-inscribed staff high, gives some stupid speech, and proceeds to bash whoever is offending her at the moment. Next time she gives one of her trademarked corny speeches, she is just asking to have a slug crawl down her face... especially since she's so hung up about staying clean!

Eiji: An annoying troublemaker. He hangs around your school, and, apparently, at Kurumi's temple, too. He seems to take utter delight in tormenting anyone who crosses his path. Of course, he's very different

from you. Everything you do is harmless. You've been forewarned by Kurumi that he can switch bodies with a person by bumping his head with theirs. You have deduced he could probably switch with animals, too. There's an evil thought! Now where did Takashi go....

Spells:

Choose 3 0-level and 2 1st-level wizard spells. Choose 1 bonus **Illusion** spell per level.

0-Level Wizard Spells

Arcane Mark
Dancing Lights
Daze
Detect Magic
Detect Poison
Disrupt Undead
Ghost Sound
Mage Hand
Mending
Open/Close
Prestidigitation
Ray of Frost
Read Magic
Resistance

1st-level Wizard Spells

Burning Hands
Change Self
Color Spray
Mage Armor
Silent Image
Ventriloquism

たかし

Takashi

たかし

Race: Part-Werewolf Size: Medium Sex: Male
 Class: Sorcerer Level: 1 Align: NG
 Height: 150 cm Weight: 42 kg Age: 9
 Hair: Silver Eyes: Gray Fur: White

Ability	Score	Mod	Saving Throws		
Strength	11	0	Base	Ability	
Dexterity	16	+3	Type	Total = Save + Mod + Misc	
Constitution	16	+3	Reflex	+3	= +0 +3
Intelligence	14	+2	Fortitude	+3	= +0 +3
Wisdom	10	0	Will	+2	= +2 0
Charisma	18	+4			

Armor	Armor	+ Shield	+ Dex	+ Size	+ Misc.
Class = 10	Mod	+ Mod	+ Mod	+ Mod	+ Mod
13/16 = 10	+ 0/+2	+ 0	+ 3	+ 0/+1	

Hit Points: 7

Check Penalty: 0	Movement: 30	Total	Dex
	Weight: 115	Initiative +3	= +3

Melee	Base	+ Str	+ Size	Ranged	Base	+ Dex	+ Size
Attack =	Attack	Mod	Mod	Attack =	Attack	Mod	Mod
+0 =	+0	+0		+3 =	+0	+3	

Unarmed	Base	+ Str	+ Size
Attack =	Attack	Mod	Mod
+0 =	+0	+0	

Weapon	Attack	Damage	Crit	Range	Wt.	Type
Quarterstaff	+0 (dbl)	1d6	x2	-	4 lb.	B
Sling		+3	1d4	x2	50 ft.5	lb.
						B
Unarmed	+0	1d3 subdue	x2	-	-	B

Wolf Cub Form

Weapon	Attack	Damage	Crit	Range	Wt.	Type
2 Claws	+1/+1	1	x2	-	-	S
Bite	-4	1d2	x2	-	-	P

Skill	Total	Ability		
		Ranks	+ Mod	+ Misc
Concentration (Con)	+7	= 4	+3	
Escape Artist (Dex)	+5	= 2	+3	
Intimidate (Cha)	+6	= 2	+4	
Spellcraft (Int)	+6	= 4	+2	
Tumble (Dex)	+5	= 2	+3	

Languages: Common, Draconic, Orc

Feats:

Endurance Get +4 to checks for performing extended physical actions

Imp. Unarmed Strike You are considered armed when making an unarmed attack



Class Abilities:

Summon Familiar You don't have the resources to do this ritual right now. Maybe later, but right now, you have to prove your command over magic.

Equipment:

Quarterstaff, sling, 10 sling bullets, *amulet of the wolf**, *potion of animal friendship*, normal clothes, boots, gray cloak, backpack, rope (10 meters), belt, bag of salted meat, skin of water, tinderbox, spellbook, spell components, 4 cp.

**Amulet of the wolf* (new item): This enchanted amulet, in the shape of a silver wolf's head with onyx eyes, works with your werewolf heritage. It enables you to take the form of a wolf seventeen times a day. However, since you are just a child, the wolf form is that of a small wolf cub. The magic of the amulet transforms the items you carry when you transform; it also allows you to speak. You may transform once a day without using this item's magic; however, items do not transform and you lose the ability to speak.

Wolf Cub Form: Small Animal (40 cm tall at the shoulder); HD 1d4+3; hp 7; Init +3; Spd 30; AC 16 (+2 natural, +3 Dex, +1 size); Atks +1 melee x2 (1 (crit x2), 2 claws) and -4 melee (1 (crit x2), bite); SA nil; SD nil; AL N; SV Fort +3, Ref +3, Will +2.

Str 11, Dex 16, Con 16, Int 14, Wis 10, Cha 18.

Skills: Concentration +7, Escape Artist +5, Intimidate +6, Spellcraft +6, Tumble +5. **Feats:** Endurance, Improved Unarmed Strike.

Background:

Your father wanted you to be something more than a simple farmer. Just what that something would be was apparent to you from an early age. Two of the kids in the nearby town were being taught by their parents the magical arts. You were fascinated by these powers, feeling that you had innate magical ability too, and essentially begged these kids' parents to teach you. Since you were good friends with Tomomi, her father took you in.

You were able to impress Tomomi's father with your innate shapechanging ability. Because of this ability, your interest in and aptitude with transmutation magic was natural. However, there was a limit to what Tomomi's father could do to help you grow your magical powers, so you needed to go elsewhere to continue your training. A week ago, you traveled with the two town kids, Tomomi and Shohei, to the Soredomo Magic Academy.

Your start in the fourth grade here hasn't been very good. You can handle classes fine, but Tomomi is having problems with the structure of classes. You can see why; her father was an easy-going tutor. She has been skipping classes. When you know she will skip classes, you accompany her, since you feel you owe a debt to her over what her father did for you. You want to be there to defend her. You see your wolf form as the most effective way to deal with danger.

You've found, in your short time at Soredomo, that Tomomi and Shohei were not unusual. Most of the students at the academy come from a long line of wizards. Some look down on those who don't. You have to prove yourself to be a great user of magic, even when not at the school. Now looks like a really good opportunity!

Role-playing notes:

You have to prove yourself to be the best. Obviously, you want to be Tomomi's best protector. However, you also want to protect everyone. Shohei likes to bother the other girls, and when Tomomi sees you defend them, she'll think that you are a much better person. Everyone hates Eiji, so if you can get the others to think Shohei is like Eiji, then your task will be so much easier. You stay in human form only when you need its size, strength, and maneuverability. You prefer to be in wolf form since danger is everywhere.

Your thoughts about your friends:

Tomomi: She's a really nice girl. She's too wild, though, wielding a powerful rod she can't quite control. The reason you were away from school today, allegedly, was for her to practice her conjuration in a place safe for the rest of the students. You will be there whenever she uses magic that is way above her head.

Shohei: This aspiring wizard also spends a lot of time with Tomomi. He also seems to want to protect her. He has known her even longer than you have, though, so this interest isn't that strange. What is strange is the way he acts toward other girls. He tries to scare or annoy just about every other girl you see.

Mayumi: The daughter of forest guardians, she lives very near the academy and often shows up on campus. She loves animals of all sorts, and they love her. But sometimes you think this association goes too far. Those times are where you swear she's possessed by animals, when she starts acting like an animal.

Kurumi: The temple of Lothana, goddess of beauty, love, and peace, is just down the road. The clerics there you can explain, but not the temple's holy warriors. Whatever would inspire a girl to aspire to that position, you just don't know. So you can't explain Kurumi, a holy-warrior-in-training fighting for beauty. She's determined to strike an impressive figure while speaking a stupid speech to all she views as offensive. But you sure don't want to offend her and be on the receiving end of her staff.

Eiji: He seems to serve no purpose in this world other than to bring trouble. While Shohei's scaring of girls isn't his only action, Eiji's annoying of everyone around him is all he ever does. He even has the strange ability to switch bodies with anyone he bumps heads with. You'll have to be especially wary around him.

Spells:

Each day, you may cast 5 0-level spells and 4 1st-level spells.
Choose from the following spells:

0-Level Sorcerer Spells

Mage Hand
Mending
Open/Close
Read Magic

1st-level Sorcerer Spells

Enlarge
Shocking Grasp

まゆみ

Mayumi

まゆみ

Race: Human Size: Medium Sex: Female
 Class: Druid Level: 11 Align: NG
 Height: 111 cm Weight: 25 kg Age: 8
 Hair: Blond Eyes: Green Skin: Fair

Ability	Score	Mod	Saving Throws		
Strength	6	-2	Base	Ability	
Dexterity	12	+1	Type	Total = Save + Mod + Misc	
Constitution	11	0	Reflex	+1 = +0	+1
Intelligence	14	+2	Fortitude	+2 = +2	+0
Wisdom	16	+3	Will	+5 = +2	+3
Charisma	18	+4			

Armor	Armor	+ Shield	+ Dex	+ Size	+ Misc.
Class = 10	Mod	+ Mod	+ Mod	+ Mod	+ Mod
11 = 10	+0	+0	+1		

Hit Points: 8

Check Penalty: 0	Movement: 30	Weight: 60	Initiative +5	Dex = Mod + Misc. = +1	+4

Melee	Base	+ Str	+ Size	Ranged	Base	+ Dex	+ Size
Attack =	Attack	Mod	Mod	Attack =	Attack	Mod	Mod
-2 =	+0	-2		+1 =	+0	+1	

Unarmed	Base	+ Str	+ Size
Attack =	Attack	Mod	Mod
-2 =	+0	-2	

Weapon	Attack	Damage	Crit	Range	Wt.	Type
Quarterstaff	-2 (dbl)	1d6-2	x2	-	4 lb.	B
Sling		+1	1d4	x2	50 ft.5	lb.

Skill	Total	= Ability Ranks	+ Mod	+ Misc
Animal Empathy (Cha)	+8	= 4	+4	
Concentration (Con)	+4	= 4	+0	
Diplomacy (Cha)	+8	= 4	+4	
Handle Animal (Cha)	+6	= 2	+4	
Heal (Wis)	+6	= 3	+3	
Intuit Direction (Wis)	+6	= 3	+3	
Know.: Nature (Wis)	+7	= 4	+3	
Wilderness Lore (Wis)	+7	= 4	+3	

Languages: Common, Druidic, Elven

Feats:

Improved Initiative Get +4 to initiative checks
Tracking Can follow trails of creatures and characters across most types of terrain



Class Abilities:

Nature Sense You can identify plants and animals, their species and special traits, with perfect accuracy. You can tell well water is safe to drink or dangerous.
Animal Companion You haven't chosen an animal companion yet. There are so many cute animals, you can't choose one to befriend!

Equipment:

Quarterstaff, sling, 10 sling bullets, *necklace of spirits**, normal clothes, boots, green cloak, belt, 6 belt pouches, bag of nuts, bag of fresh berries, dried meat (for Nishiki), mistletoe, various plant samples, skin of water, spell components, 1 cp.

**Necklace of spirits (new item):* A simple silver wire with teeth from many animals strung on it, this device helps you get in tune with the spirits of nature. Your mother insists you need this device to prepare you for studying shapechanging when you grow older. This necklace's magic is activated in a way you don't know. When it is activated, you get imbued with the spirit of some animal.

Background:

Your father, a ranger, and your mother, a druid, have been the protectors of these woods for all your life and much longer. For as long as you can remember, Mom has exposed you to the details of her job, expecting you to follow her. You want to learn the ways of the druid, though you disagree with some of her methods of teaching. You're not sure how the necklace she gave you will help you.

You are very independent, out of necessity. Your parents often will investigate dangers threatening the woods and its nearby human

inhabitants, being gone for days at a time. Often, they are both gone, investigating either independently or together. In fact, they're gone right now. But, you can take care of yourself just fine.

You've explored most of the area, and seen places where other people live. You often go to Soredomo Magic Academy, since there are several kids your age there. You've also been to the temple of Lothana. Kurumi lives there, and Eiji spends a lot of time there, regardless of wherever it is he lives.

You love animals of all sorts, and they are drawn to you. You're still not sure what they see in you, but you love their attention.

You were exploring the woods today when you found Tomomi practicing her magic, with Shohei and Takashi at her side. Several plants showed damage from her failed conjurations. You've found these three to be among the nicest kids at the Academy; it's probably because they are all new here.

Role-playing notes:

You don't like pointless conflict. You are never loud and are rarely violent; you only fight in self-defense. You are concerned about plants and animals, sure, but you also care about these kids. While you can take care of yourself, you like having others around, just in case. You are naturally the leader in the outdoors, since you know your way around the area better than anyone, except your parents.

Your thoughts about your friends:

Tomomi: She's really nice. Your parents warn you of mages who abuse the living world in their quest for power, but she and her two classmates are nothing like that. She often summons cute forest animals accidentally, so when she's around, there's never a shortage of cute playmates.

Shohei: You've never seen Tomomi without Shohei at her side. Come to think of it, Tomomi is also never without Takashi. Maybe there's some kind of rivalry between them. He often sends little insects toward you with his magic ring. You think he might be trying to annoy you, but insects are so cute! His kitten familiar, Nishiki, is the cutest little thing, and she really likes you.

Takashi: He acts like he owes something to Tomomi, even though she shows no signs of needing him around. He can turn himself into an adorable white wolf cub. However, he doesn't act like most animals; he doesn't necessarily come near you. You want to scratch the wolf cub's ears; he's so cute.

Kurumi: You've never liked people whose whole life revolved around a solitary philosophy. Fortunately, she can't do much harm fighting for the cause of love and beauty. You still don't know how one fights for beauty.... She's determined to prove herself a capable holy warrior, though she could do without giving stupid little speeches before smiting those who bother her. At least she can keep Eiji somewhat in line.

Eiji: You don't know where this kid is from, but you do know he spends a lot of time at Kurumi's temple and at the Magic Academy. Recently, he has found your home. That occurrence means big trouble. He is nothing but a troublemaker, with a whole bunch of ways to irritate others. It's amazing he can get away with it. Kurumi has warned you that

he can switch bodies with a person by bumping heads with them. He could probably switch with animals, too.

Spells:

Choose 3 0-level and 2 1st-level druid spells.

0-Level Druid Spells

Create Water
Cure Minor Wounds
Detect Magic
Detect Poison
Flare
Guidance
Know Direction
Light
Mending
Purify Food and Drink
Read Magic
Resistance
Virtue

1st-level Druid Spells

Animal Friendship
Calm Animals
Cure Light Wounds
Detect Animals or Plants
Detect Snares and Pits
Endure Elements
Entangle
Faerie Fire
Goodberry
Invisibility to Animals
Magic Fang
Obscuring Mist
Pass without Trace
Shillelagh
Summon Nature's Ally I

くるみ

Kurumi

くるみ

Race: Human Size: Medium Sex: Female
 Class: Paladin of Lothana Level: 1 Align: LG
 Height: 124 cm Weight: 35 kg Age: 8
 Hair: Blond Eyes: Blue Skin: Fair

Ability	Score	Mod	Saving Throws			
			Base	Ability		
Strength	13	+1	Type	Total = Save + Mod + Misc		
Dexterity	10	0	Reflex	+4 = +0 +0 +4		
Constitution	13	+1	Fortitude	+7 = +2 +1 +4		
Intelligence	12	+1	Will	+6 = +0 +2 +4		
Wisdom	14	+2				
Charisma	18	+4				

Armor	Armor	+ Shield	+ Dex	+ Size	+ Misc.
Class = 10	Mod	+ Mod	+ Mod	+ Mod	+ Mod
15 = 10	+5	+0	+0		

Hit Points: 11

Check Penalty:	-5	Movement:	20	Total	= Mod + Misc.
		Weight:	150	Initiative	+0 = +0

Melee	Base	+ Str	+ Size	Ranged	Base	+ Dex	+ Size
Attack =	Attack	Mod	Mod	Attack =	Attack	Mod	Mod
+2 =	+1	+1		+1 =	+1	+0	

Unarmed	Base	+ Str	+ Size
Attack =	Attack	Mod	Mod
+2 =	+1	+1	

Weapon	Attack	Damage	Crit	Range	Wt.	Type
Quarterstaff	+3 (dbl)	1d6+1	x2	-	4 lb.	B
Sling		+2	1d4	x2	50 ft.5	lb.
						B

Skill	Total	Ability		
		Ranks	+ Mod	+ Misc
Diplomacy (Cha)	+7 =	3	+4	
Heal (Wis)	+5 =	3	+2	
Intimidate (Cha)	+6 =	2	+4	
Perform (Cha)	+6 =	2	+4	
Ride: Horse (Dex)	+2 =	2	+0	

Languages: Common, Celestial

Feats:

- Extra Turning* You may attempt to turn undead four more times per day
- Power Attack* Can take -1 penalty on attack rolls for +1 on damage rolls
- Weapon Focus* Get +1 to hit with the quarterstaff



Class Abilities:

- Detect Evil** You can *detect evil* (as the spell) at will.
- Divine Grace** You apply your Charisma modifier to all saving throws.
- Divine Health** You are immune to all diseases, including magical diseases.
- Lay on Hands** You can heal wounds by touch, or deal damage to undead creatures by touch. Each day you can heal 4 points of damage, or inflict 4 points of damage as a touch attack to an undead creature, or any combination thereof.
- Turn Undead** You may attempt to turn undead eleven times per day (including the Extra Turning bonus), as a 1st level cleric.
- Smite Undead** Once per day, you may attempt to smite undead with one normal melee attack. You add +4 to the attack roll and +1 to damage, above any bonuses you already have.
- Righteous Indignation** You may strike a blow with staff or open hand, and automatically hit and knock unconscious a person who has offended you, in action or merely by existing. However, you must be seriously offended to take this action.

Equipment:

*Staff of Lothana**, chain mail, normal clothes, boots, tabard with insignia of Lothana, holy symbol of Lothana (a silver heart on a silver chain), backpack, small silver mirror, personal grooming supplies, face cloth, skin of water, bag of chocolate-iced devils' food cupcakes, book on speech, 5 cp.

**Staff of Lothana:* This is simply a normal quarterstaff, though it is carved in runes, varnished, blessed by Lothana, topped with a silver heart, and in general very attractive. Other paladins of Lothana wield staves with magical powers, but you're not actually a part of the order yet. It's good for posing, knocking offenders silly, and picking up people and throwing them across the room.

poking his head into everyone's private affairs. Worse now, he's somehow acquired the ability to bump heads with someone and switch bodies with that person! You've warned everyone here about that ability. The only reason you can see why he hasn't been excommunicated is that he's really cute.

Background:

You've lived your entire life in the temple of Lothana. Both your mother and your older sister are holy warriors for Lothana. You want to join the order, too, but they have this stupid restriction that paladins must have attained the age of 14. However, this hasn't stopped you from training hard. You know that in less than six years you'll be joining them.

You realize it is important to hold aloft your Staff of Lothana and speak out before smiting evildoers. They must hear a speech on their evil so that, even just for the last few minutes of their life, they will know why they are being eradicated. You study a tome of battle speeches in your spare time. You think you give powerful, impressive speeches.

Your order is not always around. In fact, they're on a mission right now. So, you frequently travel around the area. You've met Mayumi, a girl who lives in the woods, and several kids your age at the Soredomo Magic Academy. When your order is gone, and you can't train, you often spend time with the kids.

Role-playing notes:

With your staff held high and the emphasis of your speeches, drive evil-doers out of this world. Take charge. Nothing scares you—undead, dragons, demons, tarrasques, even Eiji. You always have to be wary, though, since dirt, villains, or Eiji could be anywhere. You don't like wild animals or things growing in nature, since they are not at all raised or cultivated properly.

Your thoughts about your friends:

Tomomi: She's new to the Magic Academy. You have great respect for most mages, since their power can be used to aid your cause, but she is dangerous! She uses some rod, but never seems to get her summonings right. A few times, you've almost been killed by her mistakes.

Shohei: Another newcomer to the Magic Academy. He'd probably be the nastiest person you know, if it weren't for Eiji. He likes bothering other little girls with a bag of insects and other nasty, dirty, creepy things. But he is cute. While he might deserve a whap from your staff once in a while, you can't hold much against him for very long.

Takashi: The third new student to the Magic Academy this week. He's much nicer than Shohei; he even tries to protect Tomomi from herself. He can turn himself into a puppy dog that's even cuter than he is!

Mayumi: She's a really nice girl. While it's great that she takes care of animals, she sometimes acts like them! And that's just terrible for any person concerned about their appearance. It's not hard to see why; living with only her mother and father and who knows how many animals in a cabin out in the woods. She needs to get out more.

Eiji: You don't think this kid has a home. He's been basically adopted by your temple, though he spends a lot of time hanging around the Magic Academy. You all try to teach him how to be a good upstanding person. Alas, you are now failing. He gets in a lot of trouble,

えいじ

Eiji

えいじ

Race: Human Size: Medium Sex: Male
 Class: Rogue Level: 1 Align: CN
 Height: 127 cm Weight: 29 kg Age: 8
 Hair: Black Eyes: Brown Skin: Smooth

Ability	Score	Mod	Saving Throws			
			Base	Ability		
Strength	6	-2	Type	Total = Save + Mod + Misc		
Dexterity	18	+4	Reflex	+16 = +2 +4 +10		
Constitution	12	+1	Fortitude	+12 = +0 +1 +10		
Intelligence	14	+2	Will	+9 = +0 -1 +10		
Wisdom	9	-1				
Charisma	18	+4				

Armor	Class	Armor	+ Shield	+ Dex	+ Size	+ Misc.
34 = 10	Mod	+10	+0	+4	+10	

Hit Points: 7

Check Penalty: 0	Movement: 60	Weight: 60	Initiative +8	Dex = +4	Total = Mod + Misc. +4
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Melee Attack	Base	+ Str	+ Size	Ranged Attack	Base	+ Dex	+ Size
-2 = +0	Mod	-2	Mod	+2 = +0	Mod	+2	Mod

Unarmed Attack	Base	+ Str	+ Size
-2 = +0	Mod	-2	Mod

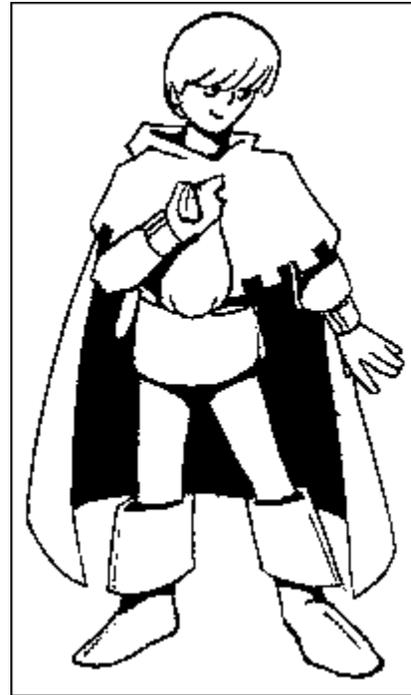
Weapon	Attack	Damage	Crit	Range	Wt.	Type
Quarterstaff	-2 (dbl)	1d6-2	x2	-	4 lb.	B
Sling		+2	1d4	x2	50 ft.5	lb.

Skill	Total	=	Ranks	+ Mod	+ Misc
Bluff (Cha)	+13	=	4	+4	+5
Climb (Str)	+7	=	4	-2	+5
Diplomacy (Cha)	+13	=	4	+4	+5
Disable Device (Dex)	+13	=	4	+4	+5
Disguise (Cha)	+13	=	4	+4	+5
Escape Artist (Dex)	+13	=	4	+4	+5
Hide (Dex)	+13	=	4	+4	+5
Jump (Str)	+17	=	4	-2	+15
Move Silently (Dex)	+13	=	4	+4	+5
Open Lock (Dex)	+13	=	4	+4	+5
Pick Pocket (Dex)	+13	=	4	+4	+5

Languages: Common, Goblin, Orcish

Feats:

- Dodge* Select an enemy on your action; you receive a +1 dodge bonus to AC versus that enemy
- Improved Initiative* Get +4 to initiative checks



Class Abilities:

Sneak Attack You get +1d6 damage when striking a flat-footed or flanked foe.

Equipment:

Quarterstaff, sling, 10 sling bullets, +5 *amulet of natural armor*, +10 *bracers of armor*, +5 *cloak of resistance*, +5 *ring of protection*, +5 *stone of good luck*, normal clothes, belt, backpack, *bag of tricks (tan)*, *boots of striding and springing*, bag of dried fruit, bag of soot, makeup for disguises, lockpicks, bag of marbles, assorted skeleton keys, 2 cp.

Background:

You don't know much about your past. You've been raised by the members of the Temple of Lothana. It's amazing how patient they've been with you.

Anyone who has known you for more than a couple of days thinks of you as a brat, annoying, a troublemaker, and much worse. They're right. You do try to bother people as much as possible. It's really fun! You've even undertaken a study of diplomacy so as to better know how to insult people.

It is your right to be annoying. You really don't care who you insult. All your life you've had some items which make it virtually impossible for anyone to touch you. It is so much fun to anger someone to the point of swinging at you, only to frustrate that person time and again by avoiding their shots.

You are insatiably curious, especially concerning the goings-on at the Magic Academy. One day, you wandered in to find a locked (not for long!) laboratory, and after entering, accidentally upset a maze of glassware. In the ensuing explosion, a foul gas was created, which you

had the misfortune of inhaling. You managed to escape without being noticed. Afterward, purely by accident, you discovered that by bumping heads with someone, you could switch bodies with them. You had so much fun at the temple that night!

Now, alas, everyone at the temple is quite wary of you. Today, while wandering through the woods, you stumbled upon three new kids from the Magic Academy, who were failing badly at some magic experiment. Mayumi was there, and you found out that Kurumi had trailed you from the temple. So, the six of you are here. And there are four people here who don't know your little trick. This should be lots of fun!

Role-playing notes:

The world will be so much better if you can spread discord without coming too close to the painful swing of Kurumi's quarterstaff. Switching bodies is a great way to spread discord!! However, you always must have control of the discord. You must be the chaos-bringer, and you must be the cause of all the chaos around you. Fortunately, the only person like you, Shohei, is a total amateur, and he has to split his time with protecting Tomomi.

Your thoughts about your friends:

Tomomi: She's lots of fun to watch. She tries to be this great conjurer, but she messes up so often. As long as you've got some way to protect yourself from the animals she accidentally summons, she can provide an afternoon of fine entertainment.

Shohei: Another wannabe mage. He's sort of a kindred spirit. He likes to tease the girls of the academy. But really, he's an amateur compared to you. For whatever reason, he's nice and kind and protective towards Tomomi.

Takashi: He's sort of strange. He turns into a little white puppy all the time. It might be good to stay away from him. You're not sure you want to bump heads with him and become a puppy. But unlike Mayumi, he always seems to be in control of himself. So maybe switching wouldn't be too bad.

Mayumi: She must spend far too much time in the woods. She acts like various animals every so often. It's like she's possessed. Personally, you value being in control of your body. Or whatever body you happen to be inhabiting! You're even less sure you want to switch with her.

Kurumi: She's strange, striking the pose of the valiant warrior fighting for... love? Strange force to have holy crusaders supporting. She likes to give stupid speeches talking about evil and such. You've got to borrow her body to imitate her, just once. You know of her wrath of righteous indignation, first hand, from several occasions, and you think she'd really pound you if you did that, but still, it would be so much worth it!