

## Graduation Day

*The independent city-state of Tourmaline is ruled by the wizards of the White College. Prince Ambrose, the younger son of the King of neighbouring Arlandia, was sent to the White College to receive a gentleman's education. To the surprise of many he actually passed his final exams. Today Prince Ambrose is holding the traditional graduation feast to honour the College Masters.*

Graduation day is a one shot LARP designed for nine players. The scene is the graduation day feast of Prince Ambrose who is graduating from the White College, a university for wizards in the city of Tourmaline. The players play the pre-generated characters at the end of the adventure. It is recommended that the GMs also read through the characters sheets as they include some setting and plot information and it will also be useful to have an understanding of the magic capabilities of each character.

Note that the following sections on "Setting Information" and "Magic System" may be printed out and given to the players.

## Setting Information

Graduation Day is set in a fairly generic fantasy world. The feast occurs in the great tower of the White College in the independent city-state of Tourmaline.

The following is a guide to the parts of the world that are mentioned in the character backgrounds. However, this is by no means the full extent of the world and players should feel free to improvise and invent other exotic locations if they wish.

### **Tourmaline**

Tourmaline is an independent city-state run by the wizards of the White College. The White College is run by a council of five wizards: the Red Chair, the Green Chair, the Blue Chair, the Violet Chair and the Archmage (or White Chair). Any council decision requires the agreement of any three chairs including the White Chair, or four chairs if the White Chair is not included.

Two noble houses, House Domini and House Tenebris, vie for control of the Council. Although the fortunes of the two Houses wax and wane neither has been able to completely eliminate the other. House Domini has a reputation for preferring brute force, be it magical, military or economic, while intrigue, espionage, treachery and assassination are said to be the preferred tools of House Tenebris.

Aside from the internal struggles of the White College, Tourmaline also faces external threats. The King of Norland has become belligerent and has started demanding that the White College pay him tribute. Meanwhile pirate attacks have been damaging the trade interests of the local merchants.

### **The Kingdom of Arlandia**

Arlandia is the Kingdom that surrounds Tourmaline. Arlandia is renowned for its mighty Kings and chivalrous paladins. The current King of Arlandia is Rudolph I. He has two sons, Regulus and Ambrose. King Rudolph has recently declared a crusade against the Empire of Sudistan, claiming that vampires and necromancers are hiding amongst the ranks of the Sudistani nobility. The younger Prince Ambrose has been sent to the White College to study magic.

### **Norland**

Norland is a Kingdom to the North of Arlandia. Traditionally Norland has been divided between feuding barbarian tribes. However, recently a powerful warlord has united the tribes and been proclaimed High King. Many people worry about what the Norlanders will do now they are not fighting each other.

### **The Empire of Sudistan**

Sudistan is a vast arid empire to the south of Arlandia. Very few people know much about Sudistan, except that it is a rich land full of mystery.

### **The Pirates**

Pirate activity has been increasing recently. There are many theories regarding the reasons for this. Nonetheless, they are making life difficult for traders and many goods are now either very expensive or impossible to find.

# Magic System

There are two types of magic a wizard may use: spells or rituals. Spells are short magical formulae that the wizard has learned. They are triggered by uttering a short phrase and making the appropriate gestures. The spells known by each character are described on their character sheet. Note that these lists are restricted to spells that can be safely used in an inhabited area. Flinging bolts of raw elemental energy around the College grounds is frowned upon. However, should you feel the urge to do so consult the Game Master. Rituals take much longer to perform and often require exotic ingredients. However the time involved means that rituals are unlikely to be used within the timeframe of this game.

Magic involves the manipulation of magical energy (mana). Each wizard has a number of mana tokens which must be spent when a spell is cast. Regaining mana is not possible within the timeframe of this game. However, these mana points are not necessarily lost when a spell is cast as mana is absorbed by the spell's target. This means that when a wizard casts a spell one of the following three situations applies:

- *The spell targets the caster* – the spell caster is able to re-absorb the mana, so there is no effective loss of mana (but the caster still needs to have at least one mana to cast the spell).
- *The spell targets another living being* – the target of the spell gains the mana point, regardless of whether they manage to resist the spell's effect or not.
- *The spell target a non-living being/the environment* – the mana is dissipated into the environment and the token must be discarded

There are four schools of magic, each corresponding to one of the four elements (earth, air, fire, water). Wizards will have a score in each element (with a score of 5 being considered the peak of expertise). These schools of magic teach a wizard how to manipulate the corresponding element, but there are also more symbolic aspects that fall within the domain of an element. The domains of each element are described below:

- *Air* – air, weather effects, illusions
- *Earth* – earth, solid matter, binding
- *Fire* – fire, heat, energy, physical prowess
- *Water* – water, liquids, emotions

Note that mana is generic and can be used for spells of any school.

## Resisting Spells

Anyone targeted by a spell may choose to resist. Note that the decision to resist a spell is made after the spell is cast, but before the effect of the spell is known. However, as spell casting involves specific words and actions it may be possible to guess the effects (particularly if the spell has been cast before, or the target also knows the spell). If the target decides to resist they compare their score in the appropriate element with the spell caster. If the target's score is equal to or higher than the caster's score they resist the effects of the spell. Regardless of whether the spell is resisted or not, the target absorbs the mana. Note that only the target can attempt to resist a spell.

## **Advanced Options**

*Power Boost* – In order to overcome a target's resistance a spell caster may choose to pay additional mana. Each additional mana spent increases the casters effective element score by +1 for the purposes of overcoming the target's resistance. The caster must declare any additional mana spent before comparing scores with the target. The target also gets to keep the additional mana spent.

*Group casting* – Wizard's may work together to make their spell-casting more powerful. Group casting is similar to Power Boost except that the additional mana are spent by other wizards supporting the caster. Group casting requires the supporting wizards to be touching the caster at the time the spell is cast and all additional mana must be spent before scores are compared. The supporting wizards do not need to know the spell being cast but must have a score of at least one in the appropriate element.

## GM's Section

Prince Ambrose's graduation marks the end of his time at the White College. This is likely to bring to a head many of the issues that have been simmering away in the backgrounds of the characters. The pregenerated characters have been seeded with backgrounds and concerns that are likely to generate the plot of the game.

The following plot outline deals with only one of these plots, one that could potentially threaten the entire White College. However, it can be dropped if the players are sufficiently happy (and busy) with the other storylines. It is also possible that the situation could be defused early on (which is fine).

### *Background*

Lady Moonstone is afflicted with visions from the gods. The only way she is able to keep these visions under control is by drinking golden lotus tea. Unfortunately, with the increase in pirate activity, golden lotus tea is no longer available in the city (*actually Lady Agate has bought all the supplies*).

As Lady Moonstone began to get bombarded with visions from the gods she saw one vision that led her to the secret laboratory where Lord Amethyst stores his Dark Magic supplies. In this storeroom she found a candle. The candle was engraved with runes stating that, if burnt, it would summon the Devourer of Dreams. In her not-so-lucid frame of mind Lady Moonstone took the candle and set it burning in her room. The candle has so far stopped the visions, however, very soon the Devourer of Dreams (a very nasty demon) is about to descend upon the White College.

### *Setting*

The action is intended to occur in the feast hall of the Great Tower of the White College. However, if players decide to take the action elsewhere that is fine. All the wizards have personal laboratories in the Great Tower. House Tenebris and House Domini also have their own lesser towers.

### *NPCs*

Most of the time the GM(s) will take on the "role" of College servants, staying invisible in the background unless needed. The GM should also be prepared to take on the roles of messengers or any other bit-parts needed.

### **Timeline**

(Note that T is the start time of the game. T+1 means one hour from the game start etc.)

T	Give players character sheets and briefings. Answer questions
T + some	Game begins. Characters begin arriving at the feast.
T + 1.5	Lady Moonstone's vision (give Moonstone's player Handout #1)
T + 2	Lord Malachite receives a letter from his Factor (give Malachite's player Handout #2)
T + 2.25	Lady Agate receives a warning from the city rats (give Agate's player Handout #3)
T + 2.5	The Devourer of Dreams arrives at the White College
T + 2.75	Graduation ceremony (assuming the White College is still standing)

## **The Devourer of Dreams**

The Devourer of Dreams is a fearful creature of Dark Magic that the Gods had imprisoned centuries ago. The Devourer consumes the comforting illusions from a mortal's mind allowing them to see their true place within the universe. Unfortunately this inevitably results in driving the victim insane as the human mind is unable to cope with such truths. The Devourer appears as an inky amorphous blob that oozes along the ground leaving insanity in its wake.

## **Defeating the Devourer**

The Devourer is attracted to the scent of the summoning candle, so a temporary solution would be to dump the candle in the middle of the ocean or somewhere equally inaccessible.

There is a tome in Lord Amethyst's secret laboratory that contains a ritual that will cancel the Devourer's summoning. This ritual requires 10 Mana to completed (these Mana are expended into the environment and are not able to be re-absorbed). It is possible that Amethyst could cast this ritual himself (although it would require him to seriously injure himself in order to use Blood Magic), but more likely he'll have to recruit some other wizards (and then he'll have to explain why he has a copy of *The Necronomicon*).

If the Devourer makes it to the main tower of the White College it will begin oozing up the floors (the wizards will notice the screams of the unfortunate servants who get in its way). The Devourer is not very fast moving so the wizards could stand in the stairwell and blast it with spells. However, anyone who touches it will be driven irrevocably insane. The only defence against this is if the character is already under the effect of a temporary *Madness* spell.

Most of the spells listed on the character sheets will not be effective against the Devourer. However Wizards can also use their Mana to direct blasts of raw elemental energy. If the Devourer reaches the tower then you should inform all the wizards of this. An elemental blast does (Casters element score) – (Targets element score) life points of damage. The Devourer has 50 life points. The Devourer is a creature of water magic so has an effective score of 6 in Water and 0 in all other elements. In addition Air Elemental blasts cause double damage.

## **End game**

If the Devourer of Dreams does not destroy the College then the Graduation Ceremony of Prince Ambrose can be used to bring the game to a close. The ceremony involves the Archmage presenting Prince Ambrose with his degree. There may also be speeches if the players are so inclined.

<p><i>Entrancement (Water Magic)</i> If successful this spell causes the target to feel as if you are their most trusted friend. This will make them well disposed towards doing you favours and answering your questions, but will not cause them to do something wildly against their own interests. This effect lasts for half an hour.</p> <p>To cast this spell you must touch the target and say "Faveo vos"</p>	<p><i>Light (Fire Magic)</i> This spell creates a magical ball of light that shines for an hour (or until dismissed). In addition to being useful for nighttime reading this spell can be cast on the eyes of another person dazzling them for 10 minutes. If the spell is used to dazzle a target it they gain the mana and may resist the effect using their fire magic score.</p> <p>To cast this spell snap your fingers and say "Fiat lux"</p>
<p><i>Summon Object (Earth Magic)</i> This spell can summon a single object to your hand. In order to work the object must be visible and something that you could normally carry in one hand. If the object is currently carried or worn by another person then they are the effective target of the spell and absorb the mana point and may attempt to resist using their earth magic score.</p> <p>To cast this spell point at the targetted object and say "Adveho hactenus"</p>	<p><i>Feat of Strength (Fire Magic)</i> This spell grants the target supernatural strength for long enough to perform a single feat of strength (e.g. pick up a boulder and throw it).</p> <p>To cast this spell raise a fist in the air and say "Tribuo vires"</p>
<p><i>Haste (Fire Magic)</i> When this spell is cast the target is able to perform a single task with supernatural speed. This means the target will be able to pre-empt any action by someone not also under the effect of a Haste spell.</p> <p>To cast this spell clap your hands three times and say "Vado velociter"</p>	<p><i>Honesty (Water Magic)</i> This spell forces the target to tell the full and complete truth for the spell's duration (10 minutes). While they can try and circumvent the spell by remaining silent, this is a significant effort. However, if they choose to talk they cannot be selective about what they reveal.</p> <p>To cast this spell look the target in the eye and say "Fiat veritas"</p>
<p><i>Madness (Water magic)</i> If successfully cast on another this spell causes them to suffer severe hallucinations and act irrationally for 15 minutes. You sometimes cast this spell on yourself as you believe it can give you special insight.</p> <p>To cast this spell you need to touch the target's head and say "Tribuo luna donum"</p>	<p><i>Honesty (Water Magic)</i> This spell forces the target to tell the full and complete truth for the spell's duration (10 minutes). While they can try and circumvent the spell by remaining silent, this is a significant effort. However, if they choose to talk they cannot be selective about what they reveal.</p> <p>To cast this spell look the target in the eye and say "Fiat veritas"</p>
<p><i>Entrancement (Water Magic)</i> If successful this spell causes the target to feel as if you are their most trusted friend. This will make them well disposed towards doing you favours and answering your questions, but will not cause them to do something wildly against their own interests. This effect lasts for half an hour.</p> <p>To cast this spell you must touch the target and say "Faveo vos"</p>	<p><i>Light (Fire Magic)</i> This spell creates a magical ball of light that shines for an hour (or until dismissed). In addition to being useful for nighttime reading this spell can be cast on the eyes of another person dazzling them for 10 mintues. If the spell is used to dazzle a target it they gain the mana and may resist the effect using their fire magic score.</p> <p>To cast this spell snap your fingers and say "Fiat lux"</p>

<p><i>Immunity to Illusion</i>          You can automatically see through illusions and invisibility spells</p>	<p><i>Enflame the passions (Water Magic)</i>          This spell causes the target's passions to burn more intensely. This results in the target being more inclined to act on impulse and reduces their common sense and judgement. The effect is of a similar magnitude to the loss of judgement caused by excessive alcohol consumption and lasts for fifteen minutes.</p> <p>To cast this spell you need to touch the target and say "Aduro"</p>
<p><i>Light (Fire Magic)</i>          This spell creates a magical ball of light that shines for an hour (or until dismissed). In addition to being useful for nighttime reading this spell can be cast on the eyes of another person dazzling them for 10 minutes. If the spell is used to dazzle a target it they gain the mana and may resist the effect using their fire magic score.</p> <p>To cast this spell snap your fingers and say "Fiat lux"</p>	

### Handout #1: Lady Moonstone's vision

Suddenly you are struck by a blinding headache, of the kind that precedes a vision.

Your vision goes dark, then as your eyesight returns you find yourself floating above the city of Tourmaline. You see an inky blackness crawl over the city; wherever it passes screams of anguish follow in its wake. It is moving towards the Great Tower of the White College. When the blackness touches the tower the ground begins to shudder and the entire city of Tourmaline is sucked into the ground.

### Handout #2: Letter from Luigi to Lord Malachite

Master,

Something terrible has happened down at the warehouses by the docks. I am not aware of the exact nature of this incident, but when I became aware of the disturbance I made my way to the docks as quickly as possible. When I arrived I found the workers either running around gibbering and drooling like madmen or curled up in balls crying. I could make little sense of what had happened, but several of them spoke of having been touched by "the darkness".

The sounds like foul treachery from House Tenebris. I await your further orders.

Yours,

Luigi,  
Factor of House Domini

### **Handout #3: Lady Agate's faithful messenger**

You notice a brown rat in the corner of the room trying to gain your attention. You recognise it as one of the magical rat spies that you have placed around the city. You approach the rat and hold it up to your ear. Your informant whispers to you of a dark, supernatural entity that has appeared in the city tonight. It seems to have the ability to strip men of their sanity and was last seen heading in the direction of the White College.

# Lady Agate di Tenebris

*Archmage of the White College*  
*Holder of the White Chair*  
*Head of House Tenebris*

## Magic

Air 3

Earth 2

Fire 2

Water 5

Life 10

Mana 5

## Spells

<p><i>Entrancement (Water Magic)</i> If successful this spell causes the target to feel as if you are their most trusted friend. This will make them well disposed towards doing you favours and answering your questions, but will not cause them to do something wildly against their own interests. This effect lasts for half an hour.</p> <p>To cast this spell you must touch the target and say "Faveo vos"</p>	<p><i>Fearsome Presence (Water Magic)</i> If successful this spell causes the target to feel extremely fearful of you. They are most likely to flee in terror, or if that is not possible to cower in a corner. This effect lasts for 15 minutes.</p> <p>To cast this spell raise your arms above your head and say "Timeo"</p>
<p><i>Whispering Winds (Air Magic)</i> This spell causes a breeze to carry the words of a conversation to your ears, allowing you to hear any conversation, so long as you can see at least one of the participants. As this spell targets the air the spent mana dissipates into the environment and cannot be absorbed by the targets or the caster.</p> <p>To cast this spell make a beckoning motion in the direction of the speakers and say "Voco lacuna"</p>	<p><i>Summon Object (Earth Magic)</i> This spell can summon a single object to your hand. In order to work the object must be visible and something that you could normally carry in one hand. If the object is currently carried or worn by another person then they are the effective target of the spell and absorb the mana point and may attempt to resist using their earth magic score.</p> <p>To cast this spell point at the targeted object and say "Adveho hactenus"</p>

## **Background**

You are both the head of the White College and of House Tenebris and you rule with an iron hand in a velvet glove. You have an extensive spy network within the city and you are working to establish spies in the surrounding Kingdoms. So far this has enabled you to maintain your position, despite the machinations of House Domini, led by the vile Lord Malachite.

Unfortunately these are troubled times. The King of Arlandia has become obsessed with fighting a crusade against the Empire of Sudistan. Not only has this increased the price of magical ingredients from Sudistan, but with the Arlandian army busy in Sudistan there has been an increase in pirate activity on the Arlandian coast.

The King of Norland has offered his protection to the White College in return for tribute. However, you have no intention of compromising the independence of the White College. Besides, you have heard rumours that the King of Norland is in fact secretly encouraging the pirate activity.

You think that it would be a good idea for the White College to hire some mercenaries to protect the city. However, this would require the agreement of the Council. It would also require a substantial amount of money, which would mean persuading House Domini to contribute to the cost.

### **The others:**

*Lord Cordite (Domini)*- holds the Red Chair and is one of Lord Malachite's puppets. Fortunately he is rather reckless and likely to get himself killed, at which time you'll be able to appoint a member of House Tenebris to replace him.

*Lord Malachite (Domini)*- is the leader of House Domini and hold the Green Chair. You know that there is nothing he'd like more than to see you ousted and to bring the White College under the control of House Domini. You are equally determined to deny him that pleasure. In addition to his magical powers, Lord Malachite also has a lot of financial influence through the banking houses and merchant fleets that House Domini controls.

*Lady Moonstone (Domini)*- Lady Moonstone took the Blue Chair when you were elevated to the White Chair. Lady Moonstone has the gift of True Prophecy, but like most prophets she is completely mad. This should make it easy to get rid of her when your son, Jasper, has become sufficiently powerful to take over the Blue Chair.

You also know that Lady Moonstone is addicted to golden lotus tea. With the disruptions to trade caused by the increase in pirate attacks your agents have been able to buy all the remaining golden lotus in the city. This should enable you to bring Moonstone under your control.

*Lord Amethyst (Tenebris)* - Lord Amethyst pretends to be a simple fop, interested in nothing more than drunken songs and poetry. However, you know that beneath the surface lurks a devious mind. You often seek Lord Amethyst's advice when it comes to thwarting the schemes of House Domini. However, you are careful not to place too much faith in Amethyst, as no doubt he has ambitions to take over your leadership of House Tenebris.

*Prince Ambrose (Arlandian)* - Prince Ambrose is the second son of the King of Arlandia and a student of the White College. By all reports he has proven to have some talent for magic - most unexpected. You have been doing your best to cultivate the prince's friendship as he could be a useful ally in the Arlandian court. Of course, there is always the possibility that you may be able to help Prince Ambrose to the throne of Arlandia. Life would be easier if Arlandia had a King who was deeply in your debt.

*Azure (Unknown)* - Azure is a companion of Prince Ambrose. You know little about her origins and this intrigues you. However, Ambrose seems to trust Azure, so it could be useful to cultivate her friendship.

*Crystella di Domini (Domini)* - Crystella is Lord Malachite's daughter. For some reason Lord Malachite has hired private tutors to educate Crystella, rather than enrolling her at the White College. You suspect Malachite is trying to hide his daughter's embarrassing lack of magical ability.

*Jasper di Tenebris (Tenebris)* - Jasper is your son, born after a brief liaison with a Fairy Prince. Unfortunately he seems to have inherited his father's fickle nature and does not take his studies very seriously. At least he has done a good job of befriendng Prince Ambrose.



be taught a short fiery lesson.

You have a plan to liven things up a bit at the College. If you could persuade the Council to establish a menagerie of magical creatures then it would be both educational for the students and useful for alchemists. And, with your adventuring experience, you'd be the perfect person to collect the specimens.

## The others

*Lady Agate (Tenebris)*- Lady Agate represents everything that is wrong with the White College. She sits in the middle of her web of plots like a giant spider. She would never try to defeat anyone in a fair fight if she thought there might be some way of tricking them.

*Lord Malachite (Domini)*- Lord Malachite is the head of House Domini, and therefore in charge of the House's extensive finances. You'll need to convince him to provide you with the funds for your menagerie.

*Lady Moonstone (Domini)*- Lady Moonstone is your cousin, and as children you got up to all sorts of mad hijinks together. Unfortunately in her teenage years she was stricken with the "gift" of prophecy. You know that many of the visions she sees are disturbing and that she often wakes screaming in the night. You feel sorry for her and try to take his mind off things by involving her in your exploits.

*Lord Amethyst (Tenebris)* - Lord Amethyst spends more time practicing the art of poetry than magic. His epics aren't bad, but it's hard to be impressed about someone merely writing about heroic acts of daring-do when you've actually been out there *doing* them. Maybe you could convince him to write something about your adventures...

*Prince Ambrose (Arlandian)* - Prince Ambrose is an Arlandian prince who was sent to study at the White College. From what you've heard he actually passed his exams with good grades rather than the "gentleman's C" that most foreign nobles get. Anyway, it might be good to talk to him. If House Domini won't finance your menagerie, maybe the Arlandians will.

*Azure (unknown)* - Azure is the Prince's travelling companion. She looks somewhat Sudistani. Your adventuring party never got around to exploring Sudistan, so she could be interesting to talk to.

*Crystella di Domini (Domini)* - Crystella is the only daughter of Lord Malachite. Lord Malachite has kept her very sheltered, not even sending her to the White College but having her tutored at home. What Crystella really needs is to get out and see the world.

*Jasper di Tenebris (Tenebris)* - Jasper is the son of Lady Agate. He seems to have a fair amount of spirit, much to his mother's dismay. You're trying to convince him to spend some time adventuring when he finishes his studies.

# Lord Malachite di Domini

*Holder of the Green Chair*

*Head of House Domini*

## Magic

Air 1

Life 10

Earth 5

Mana 4

Fire 2

Water 2

## Spells

<p><i>Earth Tremors (Earth Magic)</i> This spell causes the ground to shake. Anyone standing within three paces of the caster when the spell is cast must win a paper-scissors-rock test or be knocked off their feet. This causes no damage (other than humiliation), but they must then take time to get up again. This spell targets the environment so the mana spent must be discarded.</p> <p>To cast this spell you stamp your foot and say "Terram mobile"</p>	<p><i>Summon Object (Earth Magic)</i> This spell can summon a single object to your hand. In order to work the object must be visible and something that you could normally carry in one hand. If the object is currently carried or worn by another person then they are the effective target of the spell and absorb the mana point and may attempt to resist using their earth magic score.</p> <p>To cast this spell point at the targetted object and say "Adveho hactenus"</p>
<p><i>Unseen Chains (Earth Magic)</i> If this spell is successful it wraps the target in invisible chains of force, preventing movement. A wizard may still attempt spell casting but must treat all their Element Scores as 1 lower (for attack purposes only, they have no penalty for defense). The chains last for ten minutes.</p> <p>To cast this spell you must point at the target and say "Vinculum ferrarius"</p>	<p><i>Honesty (Water Magic)</i> This spell forces the target to tell the full and complete truth for the spell's duration (10 minutes). While they can try and circumvent the spell by remaining silent, this is a significant effort. However, if they choose to talk they cannot be selective about what they reveal.</p> <p>To cast this spell look the target in the eye and say "Fiat veritas"</p>

## Background

You are the Head of the noble House of Domini. House Domini controls a vast financial empire, but alas this has not been sufficient to dislodge the treacherous House Tenebris from their control of the White College.

However, you have a plan to improve the fortunes of your House. Via agents in Arlandia you have convinced the King to embark on a crusade against the Empire of Sudistan. House Domini has leant the Arlandians a large sum of money to fund the crusade. All you have asked for in return is that when the capital city falls that all the magical artifacts are given to you. You know that Sudistan houses many ancient items of power, and these will enable you to take control of the White Council, by force if necessary.

## The others

*Lady Agate (Tenebris)* - Lady Agate represents everything that is wrong with House Tenebris. She

is treacherous, deceitful and completely without honor. Unfortunately she holds the White Chair, the most powerful position in Tourmaline. Her spies riddle the city and there is little that goes on in the city that she is not aware of. However, you have used your trading networks to establish agents in foreign courts where Agate has little influence.

*Lord Cordite (Domini)* - Lord Cordite is a talented fire magician. Unfortunately he prefers to squander his energies on frivolous "adventures". Now that he holds the Red Chair you intend to ensure that he fulfills his responsibilities. After all, if the Red Chair becomes vacant there is the danger that a member of House Tenebris will be promoted, giving the Tenebris a majority on the council.

*Lady Moonstone (Domini)*- Lady Moonstone is something of an embarrassment, with her crazy prophecies that border on lunatic ravings. The gods never seem to show her anything useful in those blasted visions. Still she is a member of your House so naturally you take her side against House Tenebris whenever necessary.

*Lord Amethyst (Tenebris)* - Lord Amethyst is a contemptible fool. He does nothing but moon around writing poetry about lost love. You can think of many Domini magicians more worthy to hold the Violet Chair. However, Lady Agate's favouritism has secured Amethyst's position and he hasn't made any blunders that would justify his removal.

*Prince Ambrose (Arlandian)* - You have hopes of arranging a match between this Arlandian Prince and your daughter Crystella. Unfortunately at the party you arranged to introduce the couple the silly girl was nowhere to be found. Now Lady Agate has her son Jasper trailing the Prince. Tonight may be your last chance to introduce the Prince to your daughter.

*Azure (unknown)* - the Prince's companion is an unknown quantity. None of your agents in the Arlandian court have heard of her. She has a Sudistani appearance, which is particularly odd given the current war between Arlandia and Sudistan.

*Crystella di Domini (Domini)* - Crystella is your only child. You have done your best to protect her from the ugly intrigues of Tourmaline. This meant that instead of enrolling her in the White College, where she could fall into Lady Agate's clutches, you have had her educated privately at home by the best tutors money can buy. You hope to marry Crystella to a foreign noble, both to secure her future and to increase the influence of House Domini.

*Jasper di Tenebris (Tenebris)* - Jasper is the son of Lady Agate and a pawn in her schemes. Agate has obviously instructed him to keep an eye on Prince Ambrose as the little blister always seems to be around whenever you try to have a quiet word with the Prince. No doubt Lady Agate is grooming him to take the Blue Chair when it becomes vacant. However, you are determined to make this difficult for her.

# Lady Moonstone di Domini

*Holder of the Blue Chair  
Noble of House Domini*

## Magic

Air 1                      Life 10  
Earth 1                    Mana 4  
Fire 3  
Water 5

## Spells

<p><i>Heart's Desire (Water Magic)</i> This spell allows you to divine another person's deepest desire. If you successfully cast this spell on another, ask the player to tell you honestly what their character's greatest desire is at that point in time.</p> <p>To cast this spell you need to look the target in the eye and say "Narro vestri votum"</p>	<p><i>Honesty (Water Magic)</i> This spell forces the target to tell the full and complete truth for the spell's duration (10 minutes). While they can try and circumvent the spell by remaining silent, this is a significant effort. However, if they choose to talk they cannot be selective about what they reveal.</p> <p>To cast this spell look the target in the eye and say "Fiat veritas"</p>
<p><i>Madness (Water magic)</i> If successfully cast on another this spell causes them to suffer severe hallucinations and act irrationally for 15 minutes. You sometimes cast this spell on yourself as you believe it can give you special insight.</p> <p>To cast this spell you need to touch the target's head and say "Tribuo luna donum"</p>	<p><i>Haste (Fire Magic)</i> When this spell is cast the target is able to perform a single task with supernatural speed. This means the target will be able to pre-empt any action by someone not also under the effect of a Haste spell.</p> <p>To cast this spell clap your hands three times and say "Vado velociter"</p>

## Background

You are a member of House Domini and the holder of the Blue Chair. You have been blessed and cursed with the gift of prophecy. The gods send you visions of the future and you act on this information to secure the future of the White College. Unfortunately there are hundreds of gods, not all of them benevolent, and when they all speak at once it becomes impossible to concentrate on anything.

Normally you are able to calm the visions by drinking golden lotus tea. However, due to the recent increase in pirate activity, your supplies have run out and you have not been able to replace them. This meant that you have not had a restful nights sleep for several weeks as you have been constantly bombarded with dreams from the gods. One of the stronger visions led you to a secret room in the basement of the tower. There you found a candle inscribed with runes stating that if burned it would summon a Devourer of Dreams. That sounded like just what you needed. This afternoon you decided to have a nap before

the feast, so you lit the candle and placed it beside your bed. For the first time in many weeks you have had a restful sleep untroubled by dreams.

## **The others**

*Lady Agate (Tenebris)*- Lady Agate is a ruthless politician, but that is what makes an effective leader. Tourmaline is a small city state surrounded by stronger neighbours. The conflict between House Tenebris and House Domini is what produces leaders capable of maintaining Tourmaline's independence. It would be disastrous for the city if one House should ever succeed in eliminating the other or if the two Houses united.

*Lord Cordite (Domini)* - Lord Cordite is your cousin and has always been kind to you. He is restless and unsatisfied with his position in the College.

*Lord Malachite (Domini)* - Malachite is the Head of House Domini. The fact that you use your gift of prophecy for the good of the White College as a whole, rather than to advance House Domini's interest is a source of irritation for him.

*Lord Amethyst (Tenebris)* - Lord Ambrose poses as a romantic dandy and poet. But you can see there is a shadow on his soul that belies that image.

*Prince Ambrose (Arlandian)* - You have foreseen disaster should Ambrose's older brother, Regulus, become King of Arlandia. Ambrose would make a much better King. Unfortunately the gods have not given any guidance on how to bring this about.

*Azure (unknown)* - The threads of fate surrounding Azure stretch back centuries, therefore Azure can be no ordinary mortal.

*Crystella di Domini (Domini)* - Crystella is Lord Malachite's daughter. He is very protective of her and has not even allowed her to attend the White College. However, you can see that her heart desires forbidden fruit. You have also seen some futures where she is responsible for the downfall of the White College.

*Jasper di Tenebris (Tenebris)* - Jasper di Tenebris is the son of Lady Agate. He has inherited her magical talents, but not her political skills. His aura is sparkly, but you don't know what that means.

# Lord Amethyst di Tenebris

*Holder of the Violet Chair  
Noble of House Tenebris  
(Secret Master of the Black Chair)*

## Magic

Air 5                      Life 10  
Earth 1                    Mana 4  
Fire 1  
Water 3

## Spells

<p><i>Whispering Winds (Air Magic)</i> This spell causes a breeze to carry the words of a conversation to your ears, allowing you to hear any conversation, so long as you can see at least one of the participants. As this spell targets the air the spent mana dissipates into the environment and cannot be absorbed by the targets or the caster.</p> <p>To cast this spell make a beckoning motion in the direction of the speakers and say "Voco lacuna"</p>	<p><i>Mask of 1000 Faces (Air Magic)</i> This spell changes the appearance of the target to that of another person of approximately the same size. The appearance of another individual that the caster knows may be mimicked. This spell lasts for one hour.</p> <p>To cater this spell the caster touches the face of the target and says "Muto visio"</p>
<p><i>Entrancement (Water Magic)</i> If successful this spell causes the target to feel as if you are their most trusted friend. This will make them well disposed towards doing you favours and answering your questions, but will not cause them to do something wildly against their own interests. This effect lasts for half an hour.</p> <p>To cast this spell you must touch the target and say "Faveo vos"</p>	<p><i>Invisibility (Air Magic)</i> This spell makes the target invisible. The spell ends after an hour or when the target speaks.</p> <p>To cast this spell the caster must close there eyes and whisper "Perdo imaginem"</p>

## *Secret knowledge of Blood Magic*

Your investigations of Dark Magic have taught you the secret of transforming life force into magical power. By wounding yourself (or another) you may tranform 1 Life Point into 1 Mana.

## **Background**

When the White College was first founded there was debate over whether the Dark Arts should be taught. Eventually it was decided that they should not be taught. However, several wizards realised the danger of allowing all knowledge of the Dark Arts to be forgotten - how could the College be defended against the Dark Arts if no-one maintained the knowledge? Therefore a secret Black Chair was established. The holder of the Black Chair was charged with secretly maintaining knowledge of the Dark Arts so that defences could be devised should a Dark Lord arise.

You are the current holder of the Black Chair. You have a secret laboratory in the base of the tower where you store your Dark Tomes and Artifacts. One day you will need to find a successor, and you are always keeping an eye out for suitable candidates.

You are also a member of the College Council and hold the Violet Chair. You have cultivated a reputation as a poet, dilettante and romantic. To tell the truth you do prefer the life of wine, women and song.

This afternoon you discovered that a Dark Artifact had been stolen from your secret laboratory. This item was a candle that could be used to summon a Demon known as the Devourer of Dreams. You need to find this candle and recover it before some fool uses it.

### **The others**

*Lady Agate (Tenebris)* - Lady Agate is Head of both the White College and House Tenebris. She performs both functions admirably.

*Lord Cordite (Domini)* - Lord Cordite is like the fire magic he is so fond of. Impressive, but dangerous. Cordite is by nature reckless and likely to endanger himself and others.

*Lord Malachite (Domini)* - Lord Malachite is a blustering fool with all the finesse of an angry bull.

*Lady Moonstone (Domini)* - Lady Moonstone receives visions from the gods which she uses to the benefit of the White College as a whole, rather than the interests of her House. You admire her, but unfortunately those who receive visions from the gods are eventually driven mad.

*Prince Ambrose (Arlandian)* - while the White College often accepts foreign nobles as students, Prince Ambrose is one of the few who actually show some promise. You think it would be a mistake to allow him to return to Arlandia, as the strength of the White College lies in controlling access to magical power. Perhaps if Ambrose was offered a Master's position he might decide to stay.

*Azure (unknown)* - Azure is the Prince's travelling companion, but beyond that little is known of her.

*Crystella di Domini (Domini)* - Crystella di Domini is the only child of Lord Malachite. Malachite took the unusual step of having Crystella educated by tutors at home, rather than enrolling her at the White College. You are currently aiding and abetting a secret romance between Crystella and Jasper. Both Lady Agate and Lord Malachite would be furious if they discovered this.

*Jasper di Tenebris (Tenebris)* - Jasper is the son of Lady Agate. He has an outgoing, fun-

loving nature that is unmarred by the political machinations of his elders. When Prince Ambrose first arrived in Tourmaline, Lord Malachite held a feast in his honour. Jasper was crestfallen at not being able to accompany his new-found friend, so you cast a disguise spell that allowed him to sneak into the party. There he met, and fell in love with, Crystelli di Domini. You hope that this romance might eventually lead to a healing of the rift between the two Houses.

# Prince Ambrose of Arlandia

*Prince of Arlandia.  
Second son of King Rudolph.  
Recent graduate of the White College*

## Magic

Air 2  
Earth 1  
Fire 2  
Water 1

Life 10  
Mana 3

## Spells

<p><i>Light (Fire Magic)</i> This spell creates a magical ball of light that shines for an hour (or until dismissed). In addition to being useful for nighttime reading this spell can be cast on the eyes of another person dazzling them for 10 minutes. If the spell is used to dazzle a target it they gain the mana and may resist the effect using their fire magic score.</p> <p>To cast this spell snap your fingers and say "Fiat lux"</p>	<p><i>Invisibility (Air Magic)</i> This spell makes the target invisible. The spell ends after an hour or when the target speaks.</p> <p>To cast this spell the caster must close their eyes and whisper "Perdo imaginem"</p>
	<p><i>Haste (Fire Magic)</i> When this spell is cast the target is able to perform a single task with supernatural speed. This means the target will be able to pre-empt any action by someone not also under the effect of a Haste spell.</p> <p>To cast this spell clap your hands three times and say "Vado velociter"</p>

## Background

You are the second son of King Rudolph of Arlandia. Your father has always considered you a disappointment, with your love of books and philosophy, not like your older brother Regulus who excels at many pastimes like hunting, drinking and fighting.

Fortunately you were able to convince your father to send you to the White College, where you'd be less of an embarrassment to him for three years. Unfortunately, since you've been at the College your father has declared a crusade against the Empire of Sudistan. From the few letters you have received you know that your father will expect you to join the crusade now that you have graduated. This is something you want to avoid at all costs.

## The others

*Lady Agate (Tenebris)* - Lady Agate is Head of both the White College and House

Tenebris. She has always been exquisitely polite to you on the few occasions you have met, but there's something unnerving about her.

*Lord Cordite (Domini)* - Lord Cordite holds the Red Chair. You have heard that it is bad to cross him as he has a fiery temper.

*Lord Malachite (Domini)* - Lord Malachite is the Head of House Domini and holds the Green Chair. You believe he has had some dealings with your father, but you are not sure of the details.

*Lady Moonstone (Domini)* - Lady Moonstone is said to be a prophetess. She seems half-crazy to you, but maybe she knows something of your future?

*Lord Amethyst (Tenebris)* - Amethyst is the holder of the Violet Chair. However he's quite friendly, like the favourite uncle you never had. You know he has been helping your friend Jasper conduct a secret romance with Crystella di Domini.

*Azure (Genie)* - When you were leaving for the White College you decided to take some wine from the palace cellars for the journey. As an act of petty rebellion you chose the oldest looking bottle, figuring it must contain a priceless vintage. In fact, it contained a Genie who had been trapped for centuries. In return for her release Azure has agreed to accompany you on your journey. Azure has indeed been a useful companion, but you are mindful of tales that warn that Genies can be devious and malicious. Currently Azure is posing a mundane retainer of yours. You never know when it might pay to have an ace up your sleeve.

*Crystella di Domini (Domini)* - Crystella di Domini is the daughter of Lord Malachite. Malachite has occasionally dropped hints that he would favour a marriage between you and Crystella. However, you know that Crystella is secretly in love with Jasper.

*Jasper di Tenebris (Tenebris)* - Jasper is the son of Lady Agate and a fellow student. Jasper seems to think that the main point of being a student is to drink and party as much as possible, with study being something that you occasionally do when forced to. However, he is good fun and you have allowed him to drag you away from your books on several occasions.

# Azure

*Genie bound to Prince Ambrose  
Posing as a mundane retainer*

## Magic

Air 6\* (Defensive only)                      Life 10  
Earth 0    Mana 5  
Fire 0  
Water 0

## Special Powers

*Form of Mist* (No cost. Self only)

This ability allows you transform your body into mist. This makes you more difficult to see and allows you to pass through narrow gaps. When in mist form you cannot manipulate solid items, but neither can you be harmed by most weapons. The biggest danger is getting trapped in a sealed container.

*Immunity to Illusion*

As a creature of air you can automatically see through illusions and invisibility spells (as these spells are the domain of air magic). You also have a score of 6 to resist other Air Magic spells.

*Transfer Mana*

You are able to channel your mana into another being simply by touching them. You cannot extract mana this way though.

*Grant Wish* (Cost 1 or 0)

As a Genie you are able to grant wishes. The cost is free for the two wishes Ambrose has remaining (as that is a debt you owe him for releasing you). For anyone else it costs 1 Mana to grant a wish (this mana is dissipated into the environment). To activate this ability snap your fingers after someone says a sentence beginning "I wish...". (You will also need to inform a GM of the wish that you've granted). Note that you can't grant your own wishes. For more details on how wishes work see Wish Magic below.

### *Wish Magic*

Wish magic works by twisting the threads of fate to bring about the desired effect. How the effect comes about usually follows the path of least resistance and is not under the Genie's control. For example, if someone wishes for money, then the wish magic might cause a wealthy merchant to drop their pouch somewhere where the wisher is likely to stumble upon it. Because wish fulfillments sometimes have perverse consequences Genies often get blamed for twisting the meaning of the wish.

## Background

You are a Genie, an immortal spirit of air. Many centuries ago you were trapped in a bottle by a sorcerer named Balthazar the Benighted in the lands that have since become Sudistan. Eventually you were released by Prince Ambrose in the unfamiliar land of Arlandia. By ancient custom you are honour-bound to grant him three wishes for releasing you.

The first wish you granted secretly when you heard Ambrose wish he had someone he could trust. Unfortunately that wish fulfilment backfired and you were bound by it. Now you are magically incapable of betraying Ambrose.

You were pleased to learn that Ambrose was heading to a city of wizards. Perhaps someone there will know the fate of Balthazar the Benighted. You have a serious grudge against him. While it may be possible that he is long dead, you know that he was searching for the secret of immortality. It would be best to be certain.

### **The others**

*Lady Agate (Tenebris)* - Lady Agate is Head of both the White College and House Tenebris. Probably just the type to try and capture an unwary Genie. Fortunately you've managed to keep your identity secret.

*Lord Cordite (Domini)* - Lord Cordite holds the Red Chair. At least he seems to be a fairly straight-forward type.

*Lord Malachite (Domini)* - Lord Malachite is the Head of House Domini and holds the Green Chair. He's got that arrogant, bossy wizard personality. Not unlike Balthazar really.

*Lady Moonstone (Domini)* - Lady Moonstone is said to have the gift of prophecy. That wouldn't surprise you, she seems as nutty as all the other prophets you have met.

*Lord Amethyst (Tenebris)* - Amethyst is the holder of the Violet Chair. He seems friendly enough. However, you were following him invisibly once when you saw him enter a secret laboratory in the basement of the tower. What is he really up to?

*Prince Ambrose (Arlandian)* - When you first discovered that you'd accidentally bound yourself to Ambrose you were pretty annoyed. However, you've come to see that he's not such a bad type. Could do with a bit more ambition though. If you're going to be bound to a wizard, then he should be a mighty wizard. You have your reputation to consider, after all!

*Crystella di Domini (Domini)* - Crystella is the lovely daughter of Lord Malachite. She is having a secret romance with Jasper di Tenebris. However, she is so lovely that you are considering courting her yourself. After all, it's only Prince Ambrose that you are unable to betray.

[Optional alternative for female players]

You empathise with her as she has also been virtually imprisoned by the will of men. You'd like to help her break free from the control of all men (including Jasper) then you could show her the wonders of the world.

*Jasper di Tenebris (Tenebris)* - Jasper is a student and a friend of Prince Ambrose. You actually quite like him, it's just unfortunate that you have plans for Crystella. He'll get over it eventually.

# Crystella di Domini

*Daughter of Lord Malachite  
Noble of House Domini*

## Magic

Air 1                      Life 10  
Earth 3                  Mana 3  
Fire 1  
Water 1

## Spells

<p><i>Summon Object (Earth Magic)</i> This spell can summon a single object to your hand. In order to work the object must be visible and something that you could normally carry in one hand. If the object is currently carried or worn by another person then they are the effective target of the spell and absorb the mana point and may attempt to resist using their earth magic score.</p> <p>To cast this spell point at the targeted object and say "Adveho hactenus"</p>	<p><i>Unseen Chains (Earth Magic)</i> If this spell is successful it wraps the target in invisible chains of force, preventing movement. A wizard may still attempt spell casting but must treat all their Element Scores as 1 lower (for attack purposes only, they have no penalty for defense). The chains last for ten minutes.</p> <p>To cast this spell you must point at the target and say "Vinculum ferrarius"</p>
	<p><i>Invisibility (Air Magic)</i> This spell makes the target invisible. The spell ends after an hour or when the target speaks.</p> <p>To cast this spell the caster must close their eyes and whisper "Perdo imaginem"</p>

## Background

Your father is Lord Malachite, Head of House Domini and holder of the Green Chair. Although your father is rich and powerful, he is also over-protective. You resent the fact that he doesn't let you do anything. He wouldn't even let you attend the White College, instead having you privately tutored at home. This has ruined your chances of having any status within Tourmaline society. Not that your father cares, he plans to marry you off to a foreign noble as a way of increasing his own influence.

However, you have managed to gain some subtle revenge against your father. At a party he hosted for Prince Ambrose you met Jasper di Tenebris who had snuck into the tower using magic. Since then you have been involved in a secret romance with Jasper, the son of your father's arch-enemy.

## **The others**

*Lady Agate (Tenebris)* - Lady Agate is the Archmage of the White College and Head of House Tenebris. She is also Jasper's mother. While many find her fearsome, you think she's just a bossy old lady.

*Lord Cordite (Domini)* - is the holder of the Red Chair. When he visits your father you notice the pitying looks he gives you. One day you'll show him that you are actually a force to be reckoned with.

*Lord Malachite (Domini)* - is your father. It makes you angry the way he always treats you like a child and never lets you do anything. You are surprised that he's letting you attend the Prince's graduation party.

*Lady Moonstone (Domini)* - is the holder of the Blue Chair. She talks a lot of crazy nonsense about visions from the gods. You don't know why people take her seriously.

*Lord Amethyst (Tenebris)* - is the holder of the Violet Chair. Lord Amethyst seems intriguing, especially as you've seen so little of the members of House Tenebris. You've heard your father speak disparagingly of Amethyst in the past, which is all the more reason to like him.

*Prince Ambrose (Arlandian)* - Prince Ambrose is a friend of Jasper's. You find him rather dull though.

*Azure (Unknown)* - Azure is Prince Ambrose's companion. No-one seems to know exactly who Azure is or what she does. You suspect she is the Prince's lover.

*Jasper di Tenebris (Tenebris)* - When you first started seeing Jasper it was mostly out of spite for your father. However, you have since come to find Jasper witty and charming in his own right.

# Jasper di Tenebris

*Son of Lady Agate  
Noble of House Tenebris  
Recent graduate of the White College*

## **Magic**

Air 1                                      Life 10  
Earth 1                                    Mana 3  
Fire 1  
Water 3

## **Spells**

<p><i>Enflame the passions (Water Magic)</i> This spell causes the target's passions to burn more intensely. This results in the target being more inclined to act on impulse and reduces their common sense and judgement. The effect is of a similar magnitude to the loss of judgement caused by excessive alcohol consumption and lasts for fifteen minutes.</p> <p>To cast this spell you need to touch the target and say "Aduro"</p>	<p><i>Light (Fire Magic)</i> This spell creates a magical ball of light that shines for an hour (or until dismissed). In addition to being useful for nighttime reading this spell can be cast on the eyes of another person dazzling them for 10 minutes. If the spell is used to dazzle a target it they gain the mana and may resist the effect using their fire magic score.</p> <p>To cast this spell snap your fingers and say "Fiat lux"</p>
	<p><i>Smokescreen (Air Magic)</i> This spell causes thick black smoke to billow out from the casters hands. This spell produces enough smoke to fill a medium sized room. The smoke is too thick to see through and causes mild irritation (e.g. coughing) to those caught within. The smoke dissipates within a few minutes.</p> <p>To cast this spell hold your hands palm forwards in front of you and say "Voco fumus"</p>

## **Background**

You are the son of Lady Agate, Archmage of the White College. So naturally you were enrolled in the White College when you were old enough. You have thoroughly enjoyed your time as a student. You had enough natural brilliance to be able to breeze through your work with minimal effort leaving plenty of time for the finer things in life. You were also fortunate to find a bookish friend, Prince Ambrose, to help you with your assignments on the few occasions you cut things a little too fine.

However, now that you are graduating from the White College it is time to start thinking

about what you will do with the rest of your life. You are in love with Crystella di Domini. Unfortunately your parents would never agree to the marriage, so you need to convince her to elope with you.

## **The others**

*Lady Agate (Tenebris)* - is your mother (oh, and also happens to be the Head of House Domini and the White College). She's not too bad when she isn't nagging you about taking your studies more seriously.

*Lord Cordite (Domini)* - holds the Red Chair. You soon discovered that the way to get out of doing any work in his classes was to ask him questions about his adventuring days. He can talk about that for hours.

*Lord Malachite (Domini)* - holds the Green Chair. He holds you in contempt, which makes it all the more funny to be taking his daughter out behind his back.

*Lady Moonstone (Domini)* - holds the Blue Chair. Lady Moonstone believes she is a prophetess. Sometimes it's funny to ask her about the future just to hear the crazy things she comes up with.

*Lord Amethyst (Tenebris)* - holds the Violet Chair. Lord Amethyst is your greatest ally. It was his magic that helped you sneak into the party where you first met Crystella.

*Prince Ambrose (Arlandian)* - is a student from Arlandia. You quickly became friends when he arrived at the White College. While he does have a tendency to be a little too serious, he's generally a good sport and has helped you out with homework on a few occasions.

*Azure (Unknown)* - is Prince Ambrose's companion. From what you can tell Azure is some sort of magical creature that Ambrose has bound. Talk about impressive!

*Crystella di Domini (Domini)* - Crystella is the daughter of Lord Malachite. Her father keeps her a virtual prisoner in the Domini Tower. She wasn't even allowed to go to the White College. You met Crystella when you sneaked into a party her father was hosting for Ambrose. It was love at first sight.