



•2+ •1+

Background: You and some other students just passed your first semester of Wizard College by learning a basic spell. Now, to pass on to the next level, you must complete a controlled quest by the college to show you can handle a life of adventure. Even though it is just a test, the dangers are real. Have fun!

Magic Spell: Roll 1d6 on the table "Type of Spell" and then again on "Spell Effector." Combine them to make your spell!

Casting magic is hard, and learning it is harder! Your first semester at Wizard College was spent slaving away at books and lectures, practicing over and over again to learn your one spell to pass on to the next level. **You're able to cast this spell as many times as you like**, as its effects aren't nearly impressive enough to drain your tiny magic reserves.

However, you can muster up the strength to cast a more potent version of the spell with a successful **Mind check** or you can increase the spell's duration with a **Body check**, as more advanced magic drains mental or physical stamina.

Make sure to discuss with your DM the specifics of how your spell works and its limitations before having to make checks! Sometimes an odd combination can lead to some fun results in games!

Magic Item: Roll 1d6 once on the tables "Item" and "Magical Property," combine them and that's your magic item!

To aid you on your adventure, the College has lent you a magic item! They expect it back, in one piece, so don't lose it or break it. **You can use this item's ability as much as you want** but **the potency cannot be changed by making checks**.

Make sure to discuss with your DM the specifics of how your magic item works. Sometimes an odd combination can lead to some fun results in game!

Type of Spell

- Bolt of _____
- Summon ____ (Familiar)
- Charm _____
- Scry through _____
- Project _____
- Transform into _____

Spell Effector

- Small Insects
- Small Plants
- Sparks and/or Smoke
- Box/Crates
- Bone/Small Skeleton
- Slime

Item

- Cloak of _____
- Dagger of _____
- Boots of _____
- Staff of _____
- Ring of _____
- Flask of _____

Magical Property

- Invisibility
- Loud Noises
- Communication
- Silence
- Strength
- Healing

Remember! Your spells are weak, but half of being a professional wizard is thinking outside the box! Think of what kind of student you are based on your stats and the spell you spent months learning. Also remember that this quest isn't a competition. It will take everyone working together to pass, and everyone having fun should be top priority!

MORALE

BODY

MIND

WITS

Spell

Magic Item

Personality / Traits / Quirks

NAME



8x2+ 8x1+

Setting: The Wizard College sends its first years on a quest after they're first semester to have them taste danger and adventure. Various locations and designed to test the students abilities, kept hostile and mysterious by the higher ups in the College.

Quest: Roll 1d6 on the following tables to craft the quest for the students to go on! This quest is meant to test the students abilities, problem solving and morale in the face of danger. But nothing so dangerous an apprentice couldn't handle! Use the randomly rolled quest, but make it your own! What makes the location unique, what does the magic item do, what hazards await the students, all up to you! Have fun and try and remember to come up with challenges that all the players abilities, try not to leave anyone feeling useless or left out.

Objective

- Find and Bring Back
- Destroy / Kill
- Place / Return
- Discover / Document
- Find and Bring Back
- Place / Return

Goal

- Magic Stone / Jewel
- Creature Egg / Baby
- Unknown / Undiscovered Creature
- Magic Weapon
- Magic Item or Material
- Magical Element

Location

- Mines of Madness
- Midnight Forest
- Volcanic Ridges
- Island OF Deep Despair
- Forgotten Graveyard
- Sunbeam Jungle

Journey: Whether the students go straight from the College to the quest location, or if they must find a way to the location is up to you. Depending on the quest location, the students might have to first find transport to it, stopping by a smaller town or village to bargain passage. This makes a good place for players to creatively solve social situations and hear rumors of the area. If you want a shorter game, have the players start at the location, but make sure they're still challenged to complete their goal.

Rumors: At some point before the students reach their quest location, the students learn of a rumor surrounding the area or item. Roll 1d6 on the table "Rumored Obstacle." But not all rumors are true! Roll 1d6 on the table "Actual Obstacle" to see what really awaits the students on their quest. Do not tell them the actual obstacle until they reach it, keep it a surprise!

Rumored Obstacle

- Inhabited by a ton of angry Goblins
- Guarded by a bored, riddling Sphinx
- Home of a cranky, teenage Dragon
- Ritual site of a cult
- Nearby a town of cursed villagers
- Patrolled by an Immortal Knight

Actual Obstacle

- Reroll rumored obstacle
- Rumored obstacle is true
- Same as rumored, but blown way out of proportion
- Roll another rumored obstacle, combine the two
- On arrival, other adventurers are after the same thing
- Rumored obstacle is true

Rules Reference | Stats

MORALE = Health / Stamina / Willingness

= No damage taken / +Morale

= Damage taken / - Morale

- Take Morale damage when things go extremely against you. Fill in a Morale **in pencil**.
- Gain Morale back when things go extremely well in your favor. Erase a Morale.

BODY = Your Physical abilities and resistances to physical stress

MIND = Your Mental abilities and resistances to mental stress

WITS = Your Social abilities and resistances to social stress

Designate each stat with one modifier:
(No two stats can have the same modifier)

= Above average stat

= Average stat

= Below average stat

Checks | Roll a six sided die for all checks!

All checks correspond to a stat.

See what symbol is next to it:

: Roll dice equal to # of Morale
Result is equal to **highest # rolled**

: Roll one die
Result is **highest # rolled**

: Roll dice equal to # of Morale
Result is equal to **lowest # rolled**

If two 6s are rolled (and succeeded) Gain a Morale

If two 1s are rolled (and failed) Lose a Morale

Assisting:

You can help your friend with a check if you can logically explain how you're helping. If approved:

- Give your friend a die if they're making a or check.

- Take away a die if they're making a check.

Difficulty Rating: Result must be \geq DR

2 = Easy **3** = Basic **4** = Tough

5 = Hard **6** = Near Impossible

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