

## A Sample Event:

You approach an event that asks you to perform an ability check of your choice in order to open a lock. Using my persona's stats, I decide to go with intellect since that is my strongest ability. I justify this by stating that since this lock can talk, I reason with it to open for me. For my persona, intellect is a d12, so I roll the die and get a 4. My ability modifier is a +2, so I have a total of 6. However, for this challenge I needed a 7 or above, so I am unable to open the lock.

Since I really need to get in here, I decide to use magic to open it. This requires a destruction check. For my persona, agility is a d8, so I roll the die and get a 6. Additionally, because I am performing magic, I roll the arcana die (d4), and get a 2. Finally, since agility has a +2 modifier and I don't have any additional arcane modifiers yet, I add +2 to the total. So, I end up with a 10 in total. The challenge rating for the arcana check was an 8, so I succeeded in opening the lock.

can also be translated to "recognition" or "acknowledgement" which I'd say is more accurate.

Welcome, student, to Avallonis University. Our school motto is "Vici Ignem, Pabulavi Agnitionem" which translates to "I conquered fire, I foraged knowledge." Here at Avallonis, we value

~~the safety of our students and staff. We are proud to be a part of the community and offer a wide range of courses and programs. Our faculty is made up of some of the best in the industry, and we are committed to providing a top-quality education. We also offer a variety of extracurricular activities and student organizations. If you are looking for a challenging and rewarding experience, Avallonis University is the place for you. We have a long history of excellence and a strong reputation in the field. We are currently accepting applications for the fall semester, and we encourage you to apply today. For more information, please contact our admissions office at (555) 123-4567. We look forward to welcoming you to the Avallonis community. Thank you for your interest in our university. Professor G. L. Smith, Dean of the University~~

Sorry to hijack this book, but honestly, it's mostly shit. Keep reading and I'll explain more.



Avallonis University Guidebook

### **Performing Magic:**

Magic follows nearly the same process as your physical abilities. When you perform an arcana check, roll the die associated with the spell's intention and the arcana die (d4), then add any appropriate ability and arcane modifiers to the combined total. If the result is equal to or higher than the challenge rating, you succeed. If it is lower than the rating, the spell misses its target or fails completely.

**Agility:** used for destructive magic

**Associated Classes:** Dueling, History of Magic

**Vigor:** used for protective magic

**Associated Classes:** Herbology, Defense

**Intellect:** used for creative spells that transform something into something else or create something out of thin air

**Associated Classes:** Potions, Transfiguration

**Presence:** used for illusionary magic that is intended to charm someone or to produce an illusion of something

**Associated Classes:** Astronomy, Charms

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### **READ ME: THIS IS IMPORTANT**

#### **Daily Journal:**

The most important part of this RPG is your journal. This is your physical record of your day and it will help you keep track of events and items, and help you to remember what you need to do over the next few days. For the best experience, I recommend making careful choices that fit your character, narrating your day in first person, and recording any thoughts and emotions connected to the events. The more real you make your journal and the more thought you put into it, the more you will get out of your experience at Avallonis.

## Extra-Zine Navigation:

When you decide to leave a set of rooms, things get weird. Every time you leave a zine through a doorway that does not connect to another zine, you must roll a d10 to determine what part of the building shifts to connect to your current location. Your roll corresponds to the number on the new zine (ex. If you roll a 10, pick Z10). Arrange the new zine so its doorway(s) align with the door you are at. You then have the option to proceed into the new set of rooms or try another door. Once you have returned to your dorm after completing your five daily events, all of the zines besides your dorm are cleared from the map.

- If you roll the number of the zine you are currently at, reroll the die until you get another number.
- If the zine you roll is already connected to the map, its position changes to connect to the doorway you are currently at.
- If any zines overlap when you try to place the new zine down, remove the older zine from the map.

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## That said, here's what you will need:

- A set of dice (d12, d10, d8, d6, d4)
- A journal or scrap paper
- A pen or pencil

*you can use either physical or digital dice*

*I have included a pre-formatted journal page that you can duplicate, if you so desire.*

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## Using Ability Stats:

Many events require you to interact with people, creatures, or your surroundings. In these moments, your abilities determine the outcome of your interaction. Sometimes, the event asks for a particular ability, but at other times, it is left to your discretion. In these instances, if you can devise a plausible way to use that ability, you can roll for that ability. When making an ability check, you will roll the appropriate ability die for the scenario and add any appropriate modifiers to the result. If your result is greater than or equal to the challenge rating, the interaction ends in your favor. If your result is less than the rating, the interaction ends negatively for you. If you fail and still want to attempt to succeed, you may try to perform a spell to change the outcome (see pg 21), but this has the potential to make the situation worse, should things not go to plan.

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## Disclaimer:

Usually, this is where you'd see a disclaimer stating something like "all persons, places, and events are fictional and not meant to reflect the real world... blah blah blah." But that's a lie. The people in this game *are* real, the school *is* real, the events *are* based off of real events. I might make up new names and be prone to exaggeration at times (it's fun, sue me), but believe me, this is all *true*.

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## University Navigation:

Now, Avallonis University is a school of magic, so it stands to follow that the building itself must be magical too, right? Right. But it's really annoying. Rooms have the tendency to move. Sometimes, you'll enter one room, and when you try to exit back the way you came, there's an entirely new room there. And many professors have a no-tolerance lateness policy, regardless of whether the building decides to cooperate with you or not. So, a good sense of navigation is essential.

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## Introduction:

I'm Caleb Castan, a third year student here at Avallonis University. As the leader of V.I.P.A. (Virtue in Protesting Authority), an underground student-run organization, I can't stand behind the school administration which does nothing to represent the interests of the student body. In response to this, I have commandeered your acceptance packet and made it into a game.

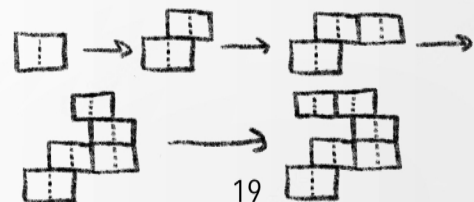
This is a solo journaling rpg (role-playing game to all you non-nerds). This means that you will roll dice, make choices, and follow prompts which will lead you on a wild adventure through a (somewhat) fictional representation of our school. You will record your choices and narrate their effects in a journal, creating a little diary of your time "attending" Avallonis University. Keep in mind that the more you write, the more you will get out of this experience.



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## A Day in the Life:

Let's take my persona and simulate their first day at Avallonis. They wake in their dorm, so I take Z1, the Demhorn Dorms, from the stack of zines. I flip the page to Event A, and check my schedule. Since I have a morning class on Monday, I head to class. I pick an entrance, and roll a d10. I get an 8, and line up Z8 with the exit I am at. I end up in the Library, so I approach a different entrance and roll again. This time, I roll a 7 and connect Z7 with the entrance. I have made it to the History of Magic classroom. After class, I go to eat, so I go to the Great Hall. I approach an entrance and roll 5, connecting Z5 with the entrance. I have to walk through the professor's offices, but I make it to the Great Hall. I sit and eat, before spending the next three blocks wandering around the school. After I have completed five events, I head back to the Demhorn Dorms and the day ends. It begins again with Event A.



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## Events:

I've created ten zines (labeled Z1 - Z10) that follow the same format. The front cover is a section of the school map and the interior pages contain prompts related to events on the map. The day begins and ends in your House's dorm with Event A.

Events are marked with letters and either a square, triangle, or circle. Squares refer to "open" events, which you can complete at any time. Triangles refer to "locked" events, which can only be completed if you have been prompted to do so. This will usually take the format of a zine and event number, such as Z4-A, which means that Event A on Zine 4 has been unlocked. Finally, circles refer to events that do not count against your daily number of blocks. (more on this in the next page).

You can interact with events by "walking" up to the symbol and flipping to the corresponding page in the zine. If there's a symbol blocking your path to your destination, you must complete that event before you can move on. Unless noted, you can attempt events as many times as you want.

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## The Historical Record of Wand Woods:

You're going to be attending a school of magic. And what do you use to perform magic? A wand of course! Pick a wand wood and give yourself a +1 modifier to the associated stat.

### Agility:

- aspen, ash, beech, birch, hemlock, bloodwood, or cypress

### Vigor:

- snakewood, maple, oak, rowan, poisonwood, fir, or walnut

### Intellect:

- pine, willow, aspen, redwood, hawthorn, cedar, or yew

### Presence:

- cherry, holly, rosewood, olive, alder, elm, or purpleheart

Take a moment to describe your wand. Is it straight, curved, or twisted? Are there any ornaments or unusual markings? How did you acquire it? Did you carve it yourself, buy it in a store, steal it from another magic user, or inherit it from a family member?

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## A Sample Class Schedule:

Let's take the persona that I created earlier and figure out what classes they are going to take. Maybe my persona wants to work at an apothecary in the future, so they decide to study Herbology, Astronomy, and Potions. To fill their other classes then, they decide to take History of Magic and Dueling.

This schedule could look like:

	M	T	W	T	F	S	S
Morning	History of Magic	Herbology	Herbology	History of Magic			
Midday							
Afternoon			Dueling		Dueling		
Evening		Potions		Potions			
Night	Astronomy				Astronomy		

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## Ability Stats:

Right. Let's start with your stats. Your physical abilities are broken into four stats: agility, vigor, intellect, and presence. Assign each ability a different die, where a d12 represents something you're amazing at, a d10 represents an above average ability, a d8 indicates a below average ability, and a d6 means something you suck at. So, what are you good at?

**Agility:** your ability to run quickly, dodge spells, and do anything with fine motor skills

**Vigor:** your ability to lift heavy objects, throw a hard punch, and maintain a healthy constitution

**Intellect:** your ability to learn subjects quickly, reason your way out of arguments, and make smart decisions

**Presence:** your ability to talk to people, charm your way out of arguments, and make people like you

Your abilities are also influenced by other aspects (both internal and external) which give you modifiers. I'll go over this with you in the next couple pages.

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## University Houses:

At Avallonis University, your House is your home for the next three years. *Some* people at *certain* schools put entirely too much stock in the importance of Houses. I mean, what's so great about being a Griffin- Sorry, for legal reasons I can't continue that statement. Pick a House and give yourself a +2 modifier to the associated stat.

**House Demhorn (Agility):** Demhorn is where you will find the most adaptable students. They are always changing, both in appearance and passions. Their colors are red & black.

**House Weretooth (Vigor):** Weretooth welcomes the physically strong and the strong-minded, with some going to the bull-headed extreme. Their colors are green & brown.

**House Vampwing (Intellect):** Vampwing accepts the studious students who devour intelligence like blood, in the form of book or street smarts. Their colors are purple & gold.

**House Sirensong (Presence):** Sirensong is the home of the charming and well-spoken. They can be manipulative, but also articulate and refined. Their colors are blue & silver.

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## A Sample Persona:

To make things a bit easier for you first years, I'm going to walk you through the process to create your own persona here at Avallonis. First are abilities. Let's say that I got into Avallonis on an academic scholarship. However, I was sick a lot as a child, so I'm not that athletic. So, for my abilities, I might assign a d12 to intellect, a d10 to presence, a d8 to agility, and a d6 to vigor. Based on my basic backstory, I might take "The Perfectionist" trope. Maybe because I was always sick, I remained inside and was isolated, so I latched onto my academics as the one thing I was good at. To reflect this, my wand might be made out of aspen. Finally, at Avallonis, I am placed in House Demhorn. Initially I may have expected House Vampwing, but maybe House Demhorn makes sense because I want to use this as an opportunity to change myself into someone I actually like.

My stats then, would start like this:

Ability	Arcane Art	Die	Ability Mod.	Arcane Mod.
Agility	Destruction	d8	+2	+0
Vigor	Protection	d6	+1	+0
Intellect	Creation	d12	+2	+0
Presence	Illusion <sup>13</sup>	d10	+0	+0

## Tropes:

How are you stereotyped? Pick a defining character trope and give yourself a +1 modifier to each associated stat.

### The Martyr = Agility + Vigor

You're always the victim; self-sacrificing to the extreme, you constantly worry about protecting others.

### The Trickster = Agility + Intellect

You're the class clown; you act like everything's a joke, but your humor is a cover for something you hide within.

### The Foil = Agility + Presence

You're the lackey, the sidekick whose identity is tied to another person, but you're alone now, so who are you?

### The Perfectionist = Vigor + Intellect

You're the teacher's pet, the know-it-all who can't answer why your self-worth is tied to your ability to succeed.

### The Antihero = Vigor + Presence

You present yourself as the darkly appealing bad boy that we all hate to love, but really, you just want to be loved.

### The Fatale = Intellect + Presence

You are the popular kid, the one everyone wants to be, but deep down, you don't want to be you.

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## Class Scheduling:

Your day is broken into five blocks. These are the morning block, midday block, afternoon block, evening block, and night block. A "block" represents one event that occurs during this time of the day, leading to a maximum of five events that can be completed in a day before you must go to bed. During the weekdays, you have two classes a day, while your weekends are open.

Each class occurs twice a week at a particular time of the day. Refer to your class schedule for the list of potential classes and their associated stats. Pick five classes and arrange them in your schedule so you only have two class periods per day. Since each class is associated with an ability stat, by paying attention in classes, you can improve your magic. For more information about this, see "Performing Magic" on pg 21.

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