

Event D

You take a seat by the fire. The chair is warm, comfortable and you feel yourself slipping into a light trance as you watch the flames. The fire flickers and dances, morphing into strange shapes before your eyes. Do you try to make sense of them?

Nah, you're just tired.

- You drift off for a short nap for the rest of the block.

Yes, you try to make them make sense.

- Roll a **transfiguration check**. If you roll < 10, you can't fight off the heaviness of your eyes and you slip into a light slumber. You sleep through the next block of your day.
- If you roll ≥ 10 , the flames coalesce into a colony of bats. They flutter in complex patterns that make you dizzy. You get the impression that they are in a dark, stone chamber circling over a coffin wrapped in chains. The room doesn't look familiar, but the stonework does. This room is somewhere in the school's dungeons. You are drawn gently out of your trance by a weight in your hand. Resting on your palm is a heavy **iron key**.

Event A

You wake up in your dorm.

Did you wake up early enough to make breakfast?

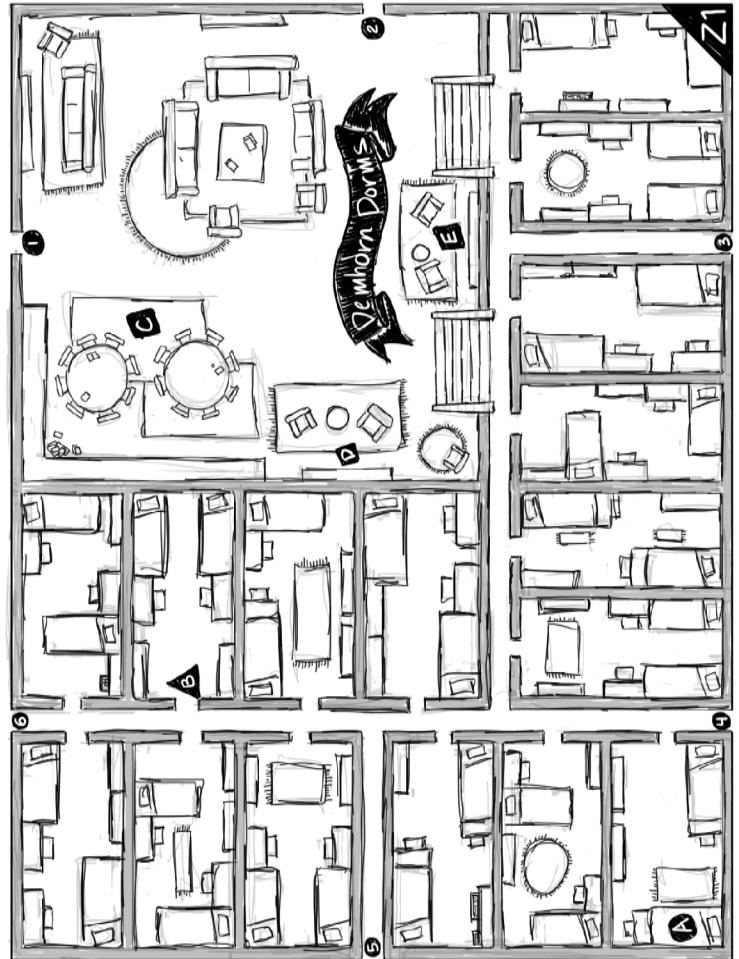
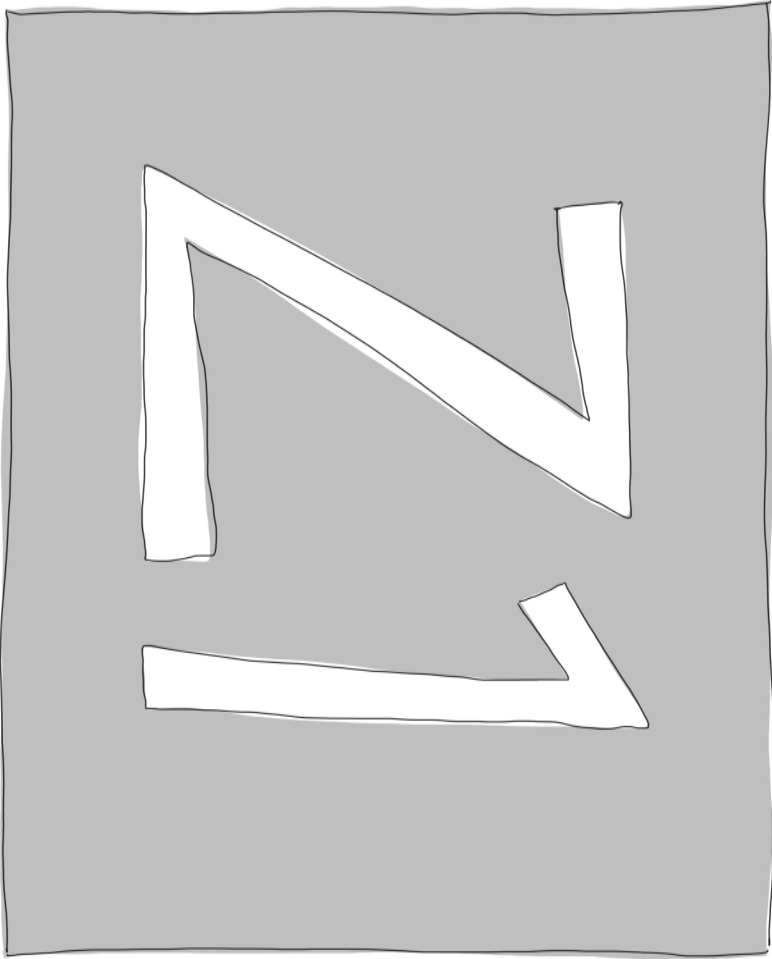
- If so, head to the **Great Hall**.

Did you sleep through your alarm and need to rush to your first class?

- If so, skip your earlier block(s) and head to your first class.

Did you wake up and discover it's the weekend or decide not to go to class?

- If so, the day is yours.



Entrance

You approach an entrance to the **Demhorn** dorms.

Is this your dorm?

- If so, you place your **House ring** against the base of the demon statue guarding the entrance. It is recognized and you are permitted in.

If this is not your dorm, you are denied entrance.

- You possess a **Demhorn ring**.
 - The statue grunts and swings out of the way and you enter the dorms.
- You decide to force the statue to let you in.
 - Describe what you do and roll the appropriate **ability check**. If you roll ≥ 10 , you are allowed in. If you roll < 10 , you are denied entrance. You can attempt arcane means or walk away.
- You decide to trick the statue through arcane means.
 - Describe what you do and roll the appropriate **arcane check**. If you roll ≥ 10 , you are allowed in. If you roll < 10 , you are denied entrance and the statue raises an alarm. You are caught by **Professor Griffith** and are issued a detention that you must serve during your next open night block. She makes sure you leave.

Event E

You observe the central statue in the common room. It depicts a demon with its palms outstretched, as if it is holding an object. However, its hands are empty. You ask a nearby student about it and they shrug and say it's been like that forever. They tell you that most teachers will say that it represents the knowledge you will find at Avallonis.

You don't know what it is meant to hold, but you want to find out.

- Roll an **agility check**. If you roll < 9 , you are at a loss and spend the rest of the block trying to figure it out. If you roll ≥ 9 , the image of a **bronze crown** enters your mind. Is this it?

You know what it is meant to hold and have it with you.

- You take out the **crown** and place it in the demon's hands. You swear its eyes flash red for a moment. The next time you enter the Great Hall, there is now a sculpture of a demon watching the knight pick the apple. Complete the other three events to unlock **Z5-D**.

Event B

You've been dared to break into **Damien Zlander's** room. The bronze goat-shaped doorknob asks for the password. How do you get in?

You try to force your way in.

- Describe what you do and roll the appropriate **ability check**. If you roll ≥ 7 , you are allowed in.* If you roll < 7 , you are denied entrance. You can give up or attempt arcane means.

You try to compel the goat to let you in through arcane means.

- Describe what you do and roll the appropriate **arcane check**. If you roll ≥ 7 , you are allowed in.* If you roll < 7 , you are denied entrance and the doorknob begins to bleat loudly. You hear several sets of footsteps approaching and pick an exit to escape through.

*You have made it into the dorm room! Pick either his **ruby-encrusted dagger** or the **brown leather journal** to steal as proof of your success and bring it to **Sara-Lin Mason**.

Event C

You're challenged by a couple second years, **Lexi** and **Luther Aven**, to show off your transfiguration skills by retrieving one of their textbooks from the top of the bookshelf.

Do you refuse the challenge?

- If so, they snort in mock amusement. **Lexi** tells you to go study in the library (since you obviously need to) and they push you out of the dorm.

Do you accept the challenge?

- If so, roll a **transfiguration check**. If you roll < 9 , your transformation fails. Either you are unable to complete the transformation or the form you chose couldn't complete the challenge. **Lexi** and **Luther** laugh and shake their heads, deriding the public school system and their inability to teach simple concepts.

- If you roll ≥ 9 , your transformation is successful and you are able to retrieve the textbook. **Lexi** and **Luther** thank you for your help. They tell you that if you ever need any help with transfiguration, they're the ones to call. They wink and inform you that they're also great at break-ins.

Event D

You're wandering around the common room when another student tumbles off of the obstacle course right in front of you. They brush themselves off and head back in. You observe them making their way through the maze. It looks kinda fun.

You decide to start with the rope web.

- You need to navigate through the ropes and platforms to reach the bell. Roll a **vigor check**. If you roll < 11 , you make it halfway before your grip fails and you fall. You exit the obstacle course. If you roll ≥ 11 , you make it to the bell and give it a quick ring. You notice that there is a carving of a rectangle with a **jagged symbol** inside next to the bell. It reminds you of the tiles in the greenhouses. **Z6-D** is unlocked.

You decide to start with the tunnels.

- They're confusing and you are soon lost. Roll the appropriate **ability** or **arcane check**. If you roll < 9 , you confidently carry on before you realize you've been going in circles. You kick the wall in frustration and hear something bounce on the floor. You find a **Weretooth ring**. You spend the rest of the block finding your way out. If you roll ≥ 9 , you locate the correct sequence of tunnels and find your way out within minutes.

Event A

You wake up in your dorm.

Did you wake up early enough to make breakfast?

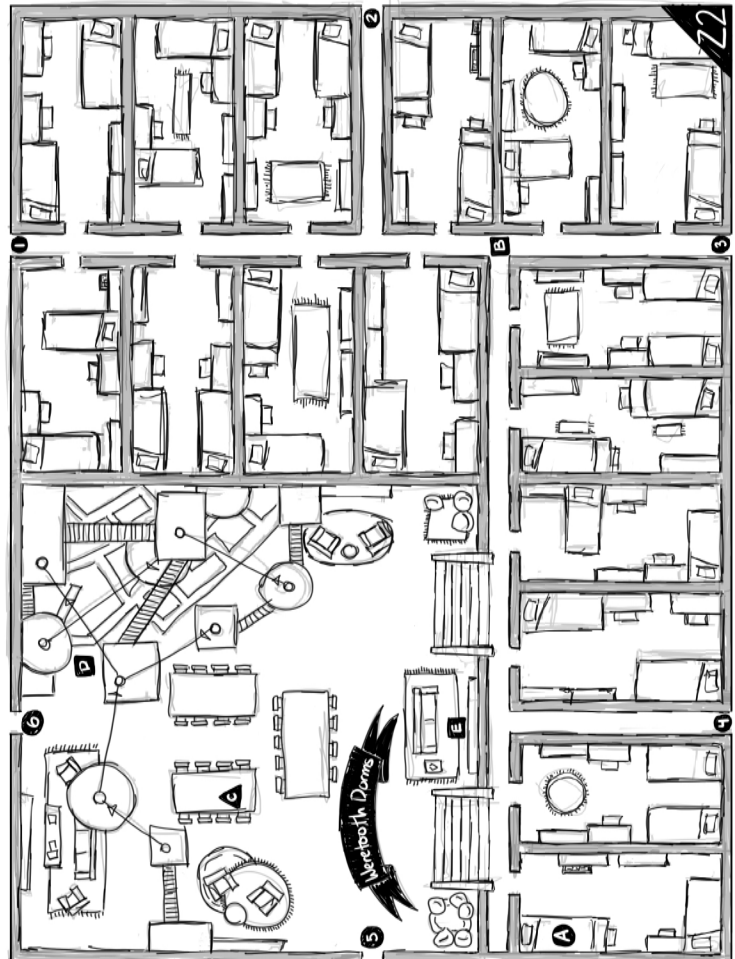
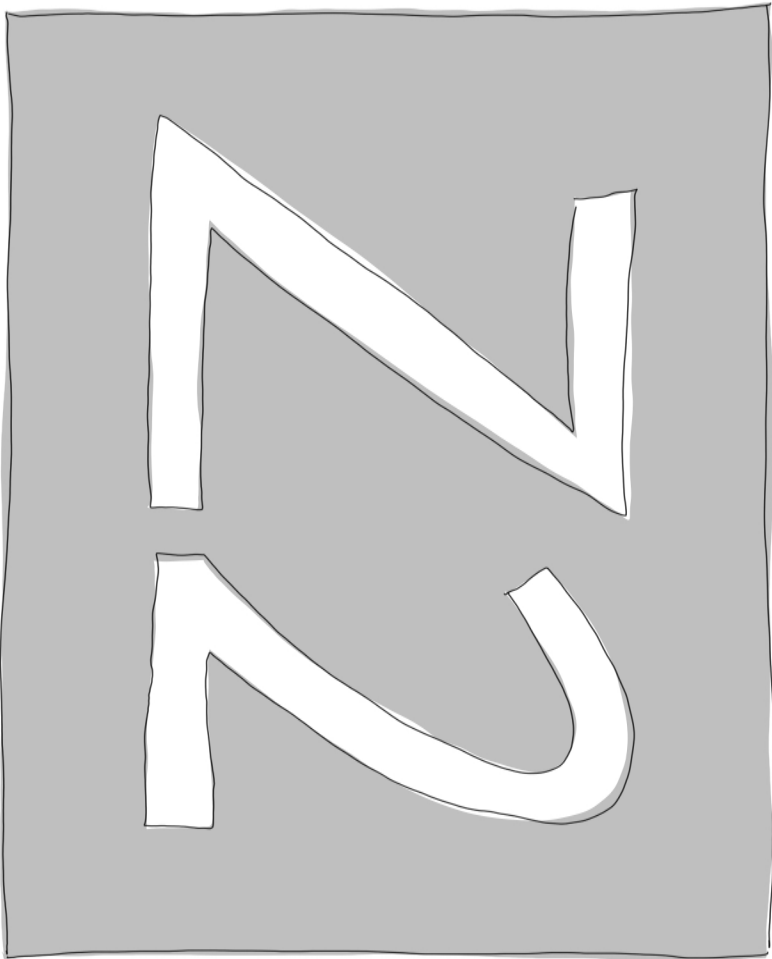
- If so, head to the **Great Hall**.

Did you sleep through your alarm and need to rush to your first class?

- If so, skip your earlier block(s) and head to your first class.

Did you wake up and discover it's the weekend or decide not to go to class?

- If so, the day is yours.



Entrance

You approach an entrance to the **Weretooth** dorms.

Is this your dorm?

- If so, you place your **House ring** against the base of the werewolf statue guarding the entrance. It is recognized and you are permitted in.

If this is not your dorm, you are denied entrance.

- You possess a **Weretooth ring**.
 - The statue growls and swings out of the way and you enter the dorms.
- You decide to force the statue to let you in.
 - Describe what you do and roll the appropriate **ability check**. If you roll ≥ 10 , you are allowed in. If you roll < 10 , you are denied entrance. You can attempt arcane means or walk away.
- You decide to trick the statue through arcane means.
 - Describe what you do and roll the appropriate **arcane check**. If you roll ≥ 10 , you are allowed in. If you roll < 10 , you are denied entrance and the statue raises an alarm. You are caught by **Professor Finnmont** and are issued a detention that you must serve during your next open night block. She makes sure you leave.

Event E

You observe the central statue in the common room. It depicts a werewolf with its palms outstretched, as if it is holding an object. However, its hands are empty. You ask a nearby student about it and they shrug and say it's been like that forever. They tell you that most teachers will say that it represents the knowledge you will find at Avallonis.

You don't know what it is meant to hold, but you want to find out.

- Roll a **vigor check**. If you roll < 9 , you are at a loss and spend the rest of the block trying to figure it out. If you roll ≥ 9 , the image of a **white wolf pelt** enters your mind. Is this it?

You know what it is meant to hold and have it with you.

- You take out the **pelt** and place it in the werewolf's hands. You swear its eyes flash green for a moment. The next time you enter the Great Hall, there is now a sculpture of a werewolf watching the knight pick the apple. Complete the other three events to unlock **Z5-D**.

Event B

You run into **Lucien Lazar**, a third-year student, in the hallway. They glance around before whispering that they have a proposition for you: **Professor Saller** confiscated a pair of **glasses** from them and if you retrieve it for them, they'll give you something in return.

Do you deny their offer?

- If so, they sigh and pull out their wand. They tell you they're sorry that they have to do this, but you didn't give them a choice. **Lucien** casts a spell at you. Describe how to avoid the spell and roll the appropriate **ability** or **arcane check**. If you roll ≥ 8 , you avoid the spell and escape. If you roll < 8 , the spell hits you and you forget about their proposition. You must subtract 1 from your vigor modifier. **Lucien** asks if you're okay and escorts you out of the dorm.

Do you accept their offer?

- If so, they tell you that they saw **Professor Saller** bring it to his office, so they suspect it's locked up somewhere in there. They wish you good luck and tell you that they'll be hanging out in the common room whenever you get it.

Event C

You have found **Lucien Lazar's glasses**. You enter the common room and find them at one of the study tables with a couple other students. As you approach, they excuse themselves from their friends and usher you to a secluded corner.

Do you give them the glasses?

- You pull out the prank glasses that you found in **Professor Saller's** office. **Lucien** pats you on the back and thanks you for retrieving it for them. When you ask what you get in return, they take you to their room and hand you a small **golden key**. **Lucien** tells you that they don't know what it goes to, but it's definitely something in the school.

Do you lie and tell them that you didn't find the glasses?

- You tell **Lucien** that the **glasses** weren't in **Professor Saller's** office. They look disappointed, but seem to accept it. As you leave the common room, the reason for your visit seems to fade from your mind. Later, you find the **prank glasses** among your belongings and wonder where you got them.

Event D

You're relaxing in the common room when you hear raised voices across the room. You turn and see **Veris Hoffman** and **Salmani Feero** being cornered by **Gilly Willix**, a second year student. You gather that **Gilly** is trying to goad one of them into a duel. What do you do?

You choose to ignore what's happening.

- After some creative threats, **Salmani** agrees to the duel and is quickly demolished by **Gilly**. **Veris** helps them up and they run off as **Gilly** laughs.

You send a message to a professor.

- You take out a piece of paper and write a quick note. You fold it into a little bird and spell it to fly to the nearest professor. After a few minutes, **Professor Andine** enters and catches **Gilly**. She assigns **Gilly** a detention.

You challenge **Gilly** to a duel.

- She looks you up and down, announcing that she wants this to be an "official" duel. She states that she will meet you in the Dueling classroom tomorrow during the evening block. She then invites everyone to come watch. **Gilly** gives you a crooked grin and walks off. **Z9-D** is unlocked.

Event A

You wake up in your dorm.

Did you wake up early enough to make breakfast?

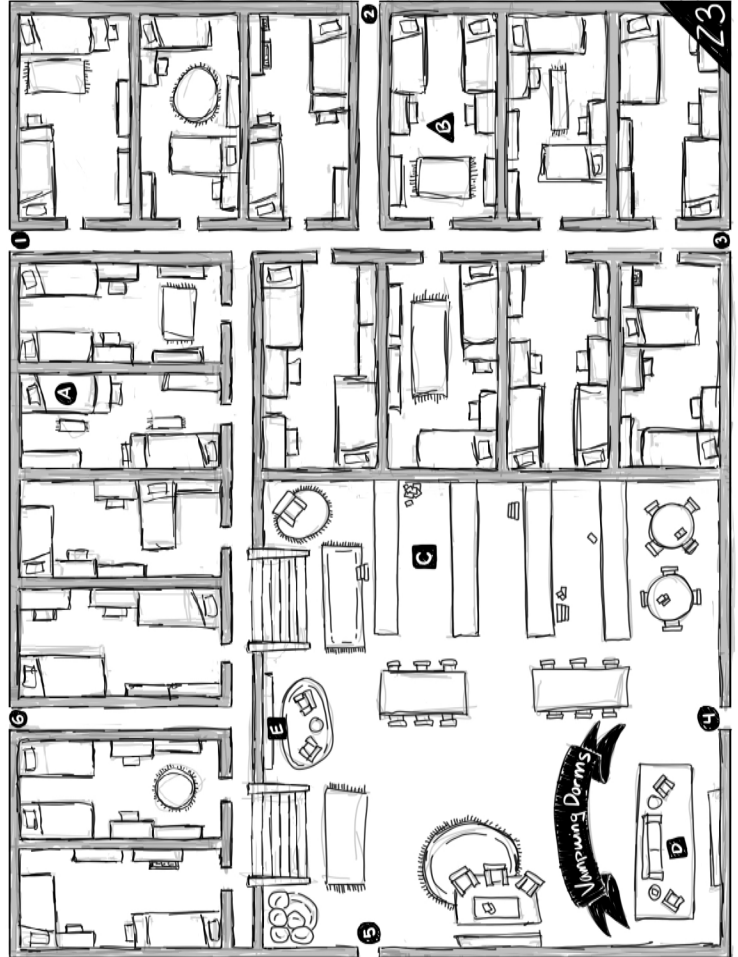
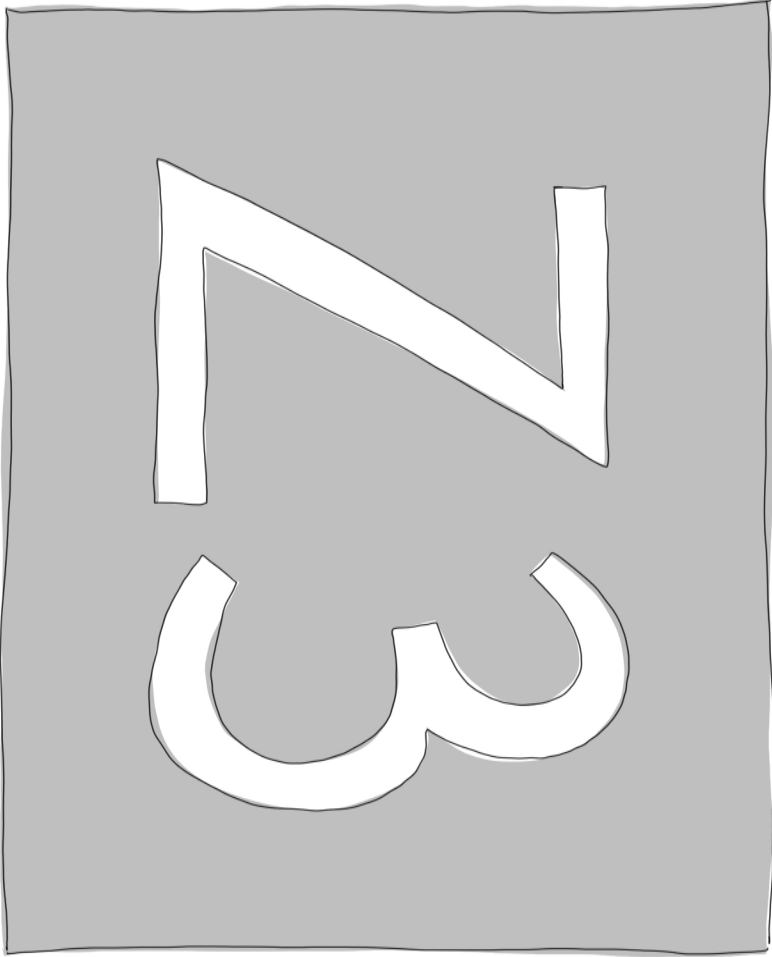
- If so, head to the **Great Hall**.

Did you sleep through your alarm and need to rush to your first class?

- If so, skip your earlier block(s) and head to your first class.

Did you wake up and discover it's the weekend or decide not to go to class?

- If so, the day is yours.



Entrance

You approach an entrance to the **Vampwing** dorms.

Is this your dorm?

- If so, you place your **House ring** against the base of the vampire statue guarding the entrance. It is recognized and you are permitted in.

If this is not your dorm, you are denied entrance.

- You possess a **Vampwing ring**.
 - The statue hisses and swings out of the way and you enter the dorms.
- You decide to force the statue to let you in.
 - Describe what you do and roll the appropriate **ability check**. If you roll ≥ 10 , you are allowed in. If you roll < 10 , you are denied entrance. You can attempt arcane means or walk away.
- You decide to trick the statue through arcane means.
 - Describe what you do and roll the appropriate **arcane check**. If you roll ≥ 10 , you are allowed in. If you roll < 10 , you are denied entrance and the statue raises an alarm. You are caught by **Professor Andine** and are issued a detention that you must serve during your next open night block. She makes sure you leave.

Event E

You observe the central statue in the common room. It depicts a vampire with its palms outstretched, as if it is holding an object. However, its hands are empty. You ask a nearby student about it and they shrug and say it's been like that forever. They tell you that most teachers will say that it represents the knowledge you will find at Avallonis.

You don't know what it is meant to hold, but you want to find out.

- Roll an **intellect check**. If you roll < 9 , you are at a loss and spend the rest of the block trying to figure it out. If you roll ≥ 9 , the image of a **golden vial** of red liquid enters your mind. Is this it?

You know what it is meant to hold and have it with you.

- You take out the **vial** and place it in the vampire's hands. You swear its eyes flash purple for a moment. The next time you enter the Great Hall, there is now a sculpture of a vampire watching the knight pick the apple. Complete the other three events to unlock **Z5-D**.

Event B

You're pretty suspicious about what **Tove Mammon** is up to so you decide to break into his room. You test the doorknob and the door swings open. Apparently, he didn't lock it today.

Do you look in his desk drawer?

- If so, you find the drawer locked with a spell. Describe how you undo the spell and roll the appropriate **arcane check**. If you roll < 12 , the drawer flares with magic and you feel an electric shock run through your body. You must subtract 1 from your vigor modifier. If you roll ≥ 12 , you undo the spell. There is only a decorative box in the drawer. Inside the box is a **slip of paper**. It reads: "The passcode to my office is 'mollymawk.' Use it whenever you need. Love, Dad." **Z5-B** is unlocked.

Do you look in his dresser?

- If so, you find a small chest in one of the doors. When you try to open it, it presents you with a riddle. Roll an **intellect check**. If you roll < 11 , the chest remains locked. If you roll ≥ 11 , the chest opens. Inside is a **runestone**.

Event C

You need to get some reading done for classes, so you decide to take advantage of the books in the common room. You soon get lost in a rabbit hole of research. After a bit, a Vampwing student, **Zemi Sykana**, sits across from you. The two of you begin talking and he asks what you're researching.

You respond that you're reading about vampires.

- You're not entirely sure how you got here, but the topic calls to you. **Zemi** grins and shuffles his chair closer. He reveals that he's also been fascinated by vampires recently and he read this great book in the library called **Vampwing Vampires**. **Zemi** glances around quickly and whispers that he overheard a rumor about a vampire somewhere in the school. He tells you that you better not find it before him. He leaves with a grin. **Z8-B** is unlocked.

You respond that you're reading about fairies.

- You tell him that an upperclassman told you that **Professor Finnmont** makes all first years face off against a group of them. You're trying to prepare, but you can't seem to find a decent book. **Zemi** considers this before recommending that you check out **Fetching Fairies: A Guide for Collection** in the library. You thank him for his help. **Z8-C** is unlocked.

Event D

You need to retrieve the orb that **Mikhal West** took from you. Luckily (for you), he left his dorm room unlocked today. However, you don't know where he hid it.

You decide to look in the chest under his bed. He seems to have placed a magical lock on it.

- You try to break the lock. Describe what you do and roll the appropriate **arcane check**. If you roll ≥ 11 , the chest unlocks. The **orb** is not in there, however, you do find a **Sirensong ring**. If you roll < 11 , the magic flickers wildly and your vision goes black. You wake in your bed the next morning and you must subtract 1 from your presence modifier.

You decide to look in the closet next to his bed. It opens easily and is filled with clothes.

- Describe how you look through the clothes and roll the appropriate **ability check**. If you roll ≥ 7 , you find the **orb** buried among his underwear. You take it. If you roll < 7 , **Mikhal** walks in on you as you are looking and summons **Professor Gladling**. You are given a detention to serve during your next open morning block.

Event A

You wake up in your dorm.

Did you wake up early enough to make breakfast?

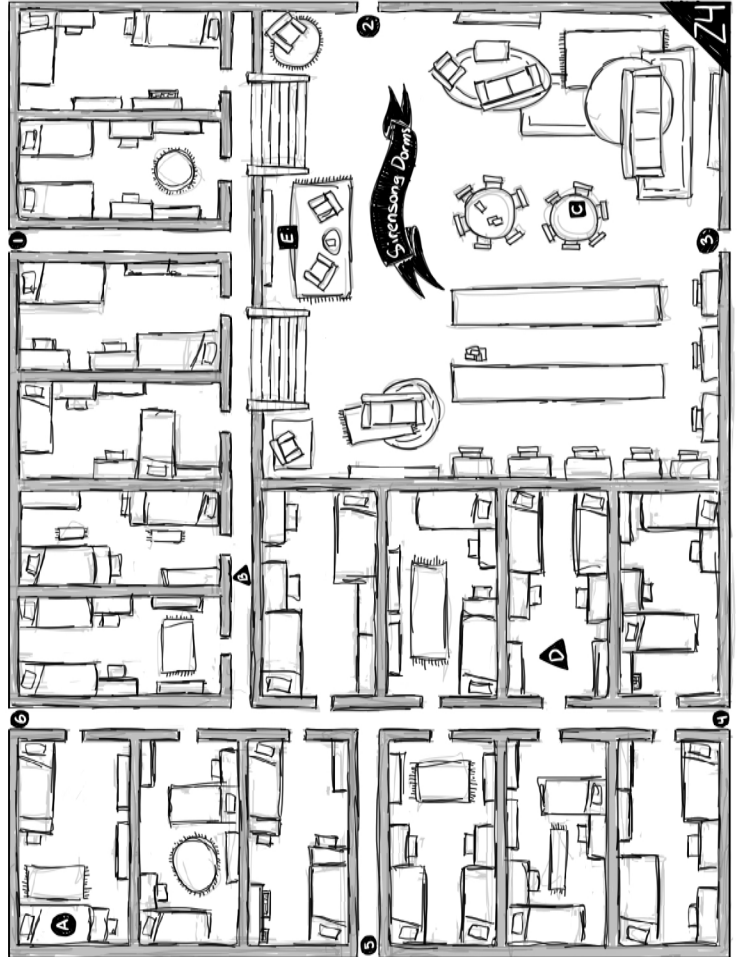
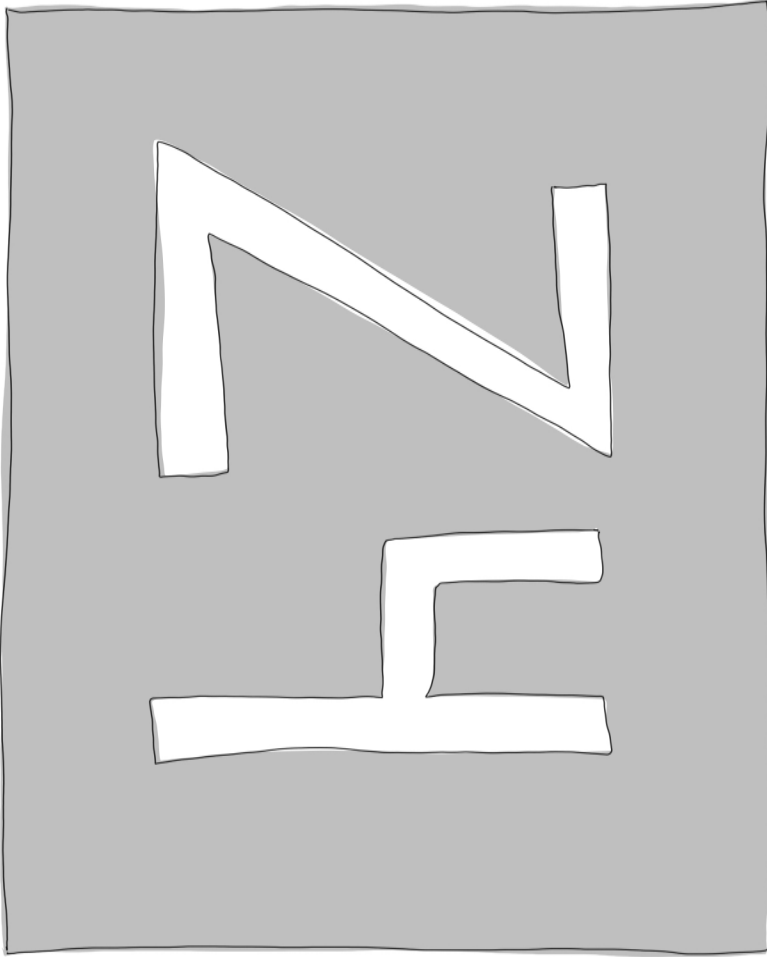
- If so, head to the **Great Hall**.

Did you sleep through your alarm and need to rush to your first class?

- If so, skip your earlier block(s) and head to your first class.

Did you wake up and discover it's the weekend or decide not to go to class?

- If so, the day is yours.



Entrance

You approach an entrance to the **Sirensong** dorms.

Is this your dorm?

- If so, you place your **House ring** against the base of the siren statue guarding the entrance. It is recognized and you are permitted in.

If this is not your dorm, you are denied entrance.

- You possess a **Sirensong ring**.
 - The statue huffs and swings out of the way and you enter the dorms.
- You decide to force the statue to let you in.
 - Describe what you do and roll the appropriate **ability check**. If you roll ≥ 10 , you are allowed in. If you roll < 10 , you are denied entrance. You can attempt arcane means or walk away.
- You decide to trick the statue through arcane means.
 - Describe what you do and roll the appropriate **arcane check**. If you roll ≥ 10 , you are allowed in. If you roll < 10 , you are denied entrance and the statue raises an alarm. You are caught by Professor Andine and are issued a detention that you must serve during your next open night block. She makes sure you leave.

Event E

You observe the central statue in the common room. It depicts a werewolf with its palms outstretched, as if it is holding an object. However, its hands are empty. You ask a nearby student about it and they shrug and say it's been like that forever. They tell you that most teachers will say that it represents the knowledge you will find at Avallonis.

You don't know what it is meant to hold, but you want to find out.

- Roll a **presence check**. If you roll < 9 , you are at a loss and spend the rest of the block trying to figure it out. If you roll ≥ 9 , the image of an elaborate **silver orb** enters your mind. Is this it?

You know what it is meant to hold and have it with you.

- You take out the **orb** and place it in the siren's hands. You swear its eyes flash blue for a moment. The next time you enter the Great Hall, there is now a sculpture of a siren watching the knight pick the apple. Complete the other three events to unlock **Z5-D**.

Event B

Derek Goman corners you in the hallway. He's clearly still angry about his defeat in Defense and he challenges you to a rematch right here, right now.

Do you accept the challenge?

- If so, you get into places, drawing a decent crowd of spectators. As you prepare your first spell, describe what you do and roll the appropriate **arcane check**. If you roll ≥ 11 , your spell hits **Derek**. If you roll < 11 , your spell misses and he manages to hit you. Regardless, before either of you can prepare another spell, **Professor Gladling** enters. He looks at the both of you with a disappointed glare and spends the rest of the block lecturing you about proper safety measures. You must subtract 1 from your presence modifier.

Do you reject the challenge?

- If so, **Derek** sneers and says that he will be in the dueling classroom during night block until you show up. If you take too long, he says that he is going to tell the entire school that you're a coward. He shoves past you and stomps down the hall. **Z9-C** is unlocked.

Event C

While you are reading, you overhear Tove Mammon talking to a Sirensong student about something hidden in his dorm. You try to listen in for more information, but a couple students interrupt and ask if you want to join their makeup contest. They explain that it's just for fun, so there's no prize, but they really need one more person.

Do you agree to join?

- If so, do you apply beauty makeup?

- Roll a **presence check**. If you roll ≥ 9 , you win second place in the contest. If you roll < 9 , you do a decent job, but you lose the contest. You go back to listening to **Tove's** conversation, but he is gone. **Z3-B** is unlocked.
- If so, do you apply special effects makeup?
 - Roll a **presence check**. If you roll ≥ 8 , you win first place in the contest. If you roll < 8 , you do a decent job, but you lose the contest. You go back to listening to **Tove's** conversation, but he is gone. **Z3-B** is unlocked.

Do you reject their offer?

- If so, they shrug and head over to another student. You go back to listening to **Tove's** conversation, but he is gone. **Z3-B** is unlocked.

Event D

You sit at one of the tables and grab some food. About halfway through the block, **Lara Bonabo**, a third year Sirensong student, takes a seat across from you. She places three cards face down in front of you and tells you to pick one.

Do you pick the card on the left?

- If so, she reveals an image of a tree. **Lara** tells you a story about a Knight and a Mage who slowly build a kingdom together, transforming a barren wasteland into a vibrant city. She tells you to come back sometime to hear the rest.

Do you pick the card in the middle?

- If so, she reveals an image of a fire. **Lara** then tells you a story about a Knight and a Mage who come together to slay a dragon. The journey brings them together and they marry. She tells you to come back sometime to hear the rest.

Do you pick the card on the right?

- If so, reveals an image of an apple. **Lara** then tells you a story about a Knight who disobeys a Mage's warning and eats a magical apple, which dooms their kingdom. She points to the sculpted apple on the wall. **Lara** says that if you return the apple to the tree, you will receive hidden knowledge.

Event B

You've made it into **Professor Saller's** office, but there's multiple places where the glasses could be.

Do you check the desk?

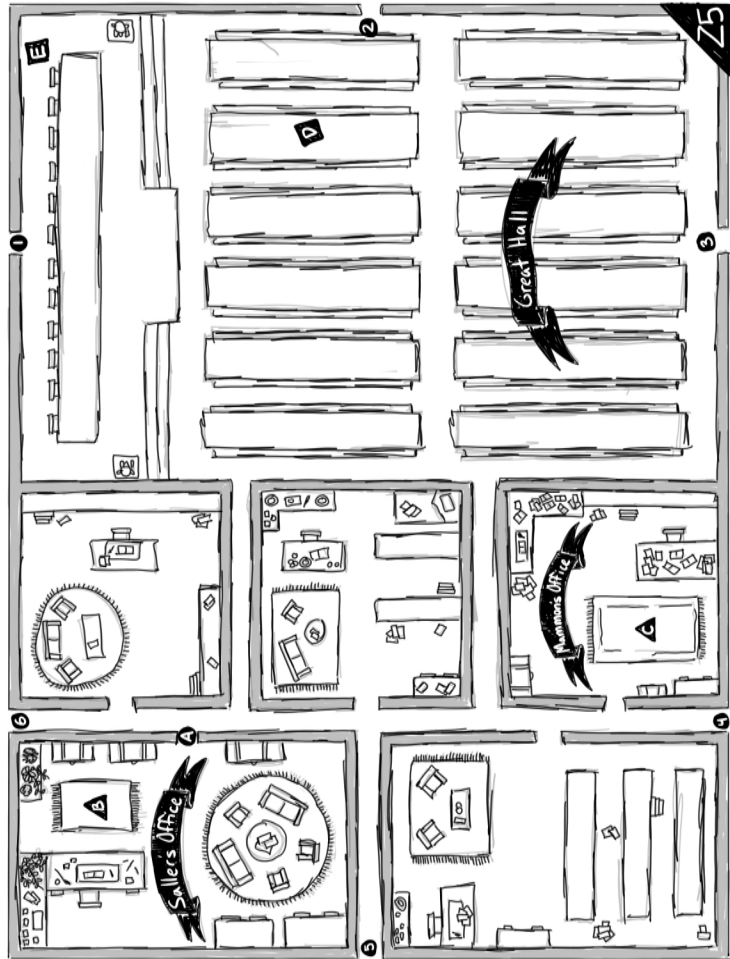
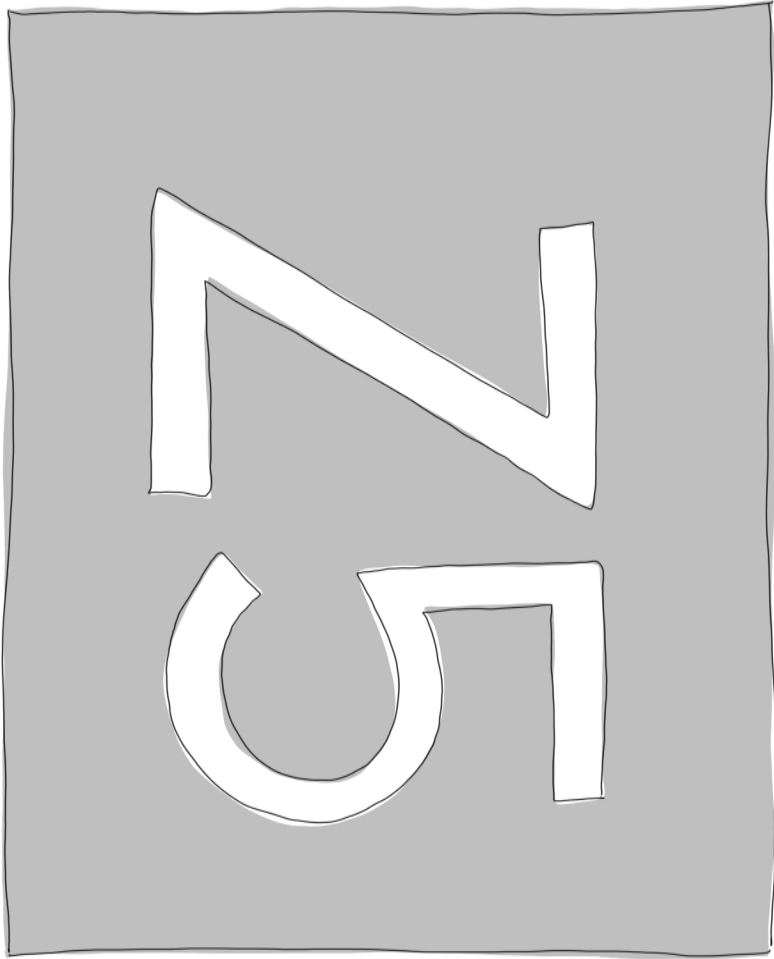
- If so, you quickly find a warded drawer. Roll a **destruction check** to try and break the ward. If you roll < 9, you are unable to break it and the office door locks. **Professor Saller** shows up a few minutes later and assigns you a detention for your next evening block. You must subtract 1 from your agility modifier. If you roll ≥ 9 , the drawer opens and you find a pair of **prank glasses** inside. **Z2-C** is unlocked.

Do you check the cabinets?

- If so, you open the door, but all of the shelves appear to be empty. Roll an **intellect check**. If you roll < 7, the shelves still seem empty. If you roll ≥ 7 , you notice that there are gaps in the dust like someone removed things from the shelf recently.

Do you check in the trunk?

- If so, you find it locked and it appears to require a small **golden key**. If you do not have the key, you are unable to unlock the trunk. If you have the key, the trunk opens easily, but it is empty.



Event A

You approach the door to **Professor Saller's office**. The door is made from a light wood and there's a face carved into the door. It asks you for the password in a low, droning voice.

You know the password.

- You speak it out loud and the door hesitates for a second before you hear a click. The door swings open on its own and you can enter.

You don't know the password, so you decide to break in.

- Describe what you do and roll the appropriate **ability check**. If you roll ≥ 11 , the door slowly creaks open. If you roll < 11 , you are denied entrance. You can attempt arcane means or walk away.

You don't know the password, so you decide to use arcane means to trick the door into thinking you've given it the password.

- Roll the appropriate **arcane check**. If you roll ≥ 12 , the door opens. If you roll < 12 , you are denied entrance and the face's mouth opens. A detention slip with your name on it flutters to the floor. You must serve a detention during your next open afternoon block.

Event E

You approach the sculptures behind the Head Table. It feels like the four monstrosities are watching you as you approach. The roots of the sculpted tree frame the bottom half of the wall before they connect with the trunk that spans the entire right side of the wall. You follow the branches of the tree to the point where they reach for the apple that has been taken from it.

Roll a check for your strongest ability. If Lara has told you the tale of the Knight and the Mage, then you receive a +1 to your roll.

- If you roll < 10 , the apple looks like an apple and you're not sure where to go from here. You spend the rest of the block trying to figure it out.

- If you roll ≥ 10 , you notice that the apple doesn't appear to be carved out of the wall like the rest of the sculptures; rather, it seems to be sitting in a little nook. You take out your wand and summon the apple. It's large enough that you need both hands to carry it. You place the apple into a rounded opening among the roots. There's a low scraping sound and a doorway opens between two roots. Along the archway is inscribed, "The Warren." You enter a tunnel into darkness.

Event C

You approach the door to **Professor Mammon's office**. It is made from a red-tinted wood and has a brass handle. In the center of the door is a carved serpent. It asks you for the password. You tell the serpent that the password is "mollymawk" and you enter the office. Inside, every available surface is packed with books, spell components, and papers.

You decide to examine the desk.

- The desk is as cluttered as the rest of the office. After spending a couple minutes poking around the desk, you notice a bright **white wolf pelt** draped across the back of the desk chair. **Z2-E** is unlocked.

You decide to examine the trunk.

- It opens easily and is packed with an assortment of spell components. It's all pretty standard stuff, so you leave it alone. You hear someone walk by the door and freeze. The footsteps pass and you slip out the door before you're caught.

Entrance 1-3

You arrive at the **Great Hall**. There are some students scattered around at tables and a few teachers at the Head Table. The wall behind the Head Table is covered with a massive tableau of high relief sculptures depicting a knight defeating a dragon and picking an apple off of a large tree.

Do you choose a seat away from people?

- If so, you find an empty corner and sit down. You grab some food and start to eat. After a few minutes, you are interrupted by a chill from your left. There is a ghost hovering next to you. You politely say hello to them. The ghost smiles and introduces herself as **Eleanor Riker**. You talk to her for the rest of the block and afterwards, she thanks you and offers her help if you ever need to know anything about the history of the university.

Do you choose a seat near the Head Table?

- If so, you find an empty seat and sit down. You grab some food and start to eat. You can hear some of the teachers talking and you overhear **Professor Saller** ask **Professor Gladling** how his explorations of the tunnels have been going. **Professor Gladling** glances around and reminds him to keep his voice down. You can't hear the rest of their conversation.

Event C

During class, **Professor Saller** instructs you to demonstrate the proper technique for collecting an apple from one of the saplings of knowledge that he is cultivating.

Do you go for the matte black apple?

- If so, roll a **protection check**. If you roll < 7 , you remove the apple, but it withers in your hand. If you roll ≥ 7 , you pick the apple. **Professor Saller** tells you to take a bite. You bite it and the phrase, "The Warren," enters your mind.

Do you go for the translucent green apple?

- If so, roll a **protection check**. If you roll < 9 , you remove the apple, but it withers in your hand. If you roll ≥ 9 , you pick the apple. **Professor Saller** tells you to take a bite. You bite it and a word enters your mind: "salhe." You suddenly know that this is the password to **Professor Saller's office**.

Do you go for the sparking red apple?

- If so, roll a **protection check**. If you roll < 6 , you remove the apple, but it withers in your hand. If you roll ≥ 6 , you pick the apple. **Professor Saller** tells you to take a bite. You bite it and suddenly know that **Professor Lyndon** is deathly afraid of ghosts.

Event A

While sitting in class, **Sara-Lin Mason**, a first year Demhorn student, pokes you in the back of your head with her pencil. She keeps poking you, over and over and over and over. **Professor Andine** catches this and tells you both to stop or she's going to assign detentions.

Do you go with it?

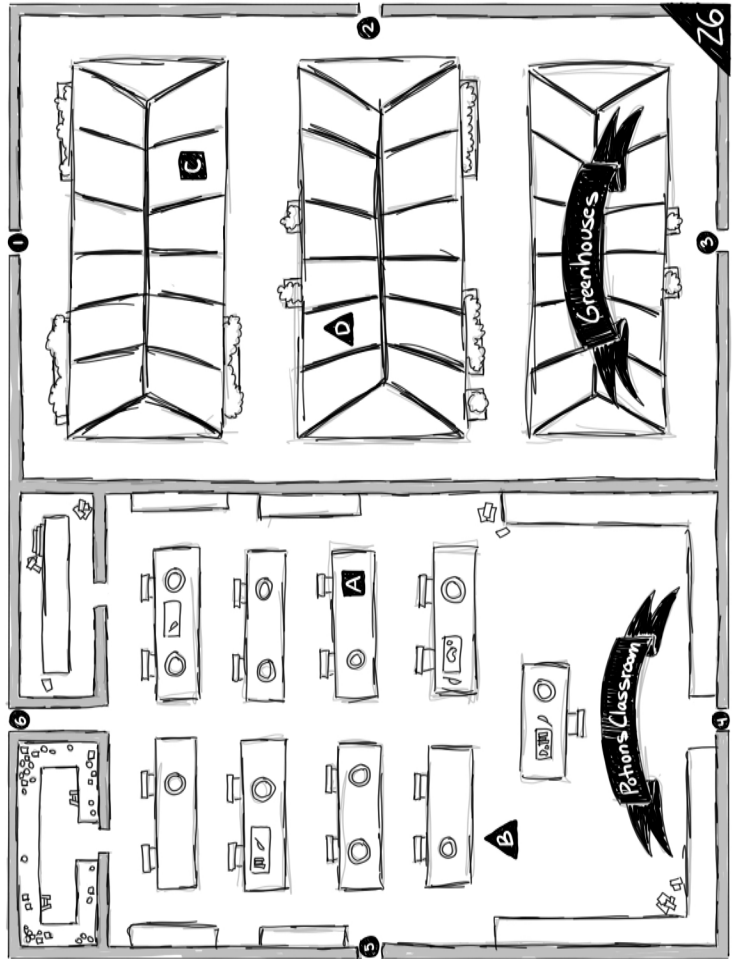
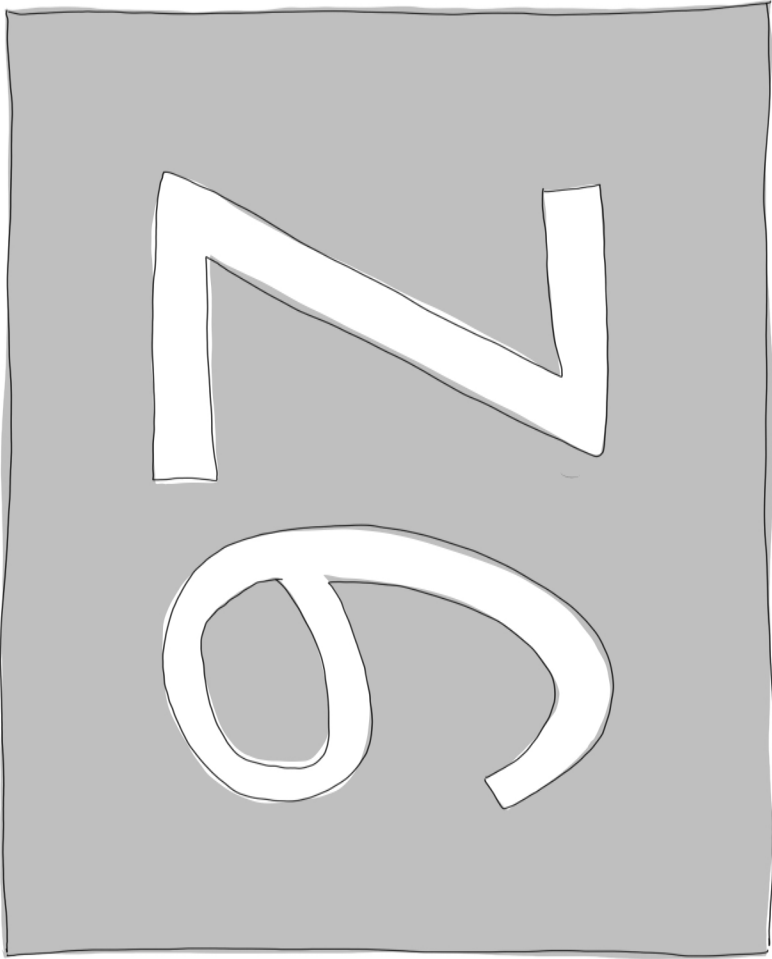
- You pacify **Professor Andine**, but **Sara-Lin** refuses to stop. **Professor Andine** eventually sees this and assigns you both a detention to serve at your next open morning block.

Do you tell her it is **Sara-Lin's** fault?

- **Professor Andine** gives **Sara-Lin** a detention. You hear something muttered behind you. A sudden drowsiness comes over you and you fall asleep. When you wake, the classroom is empty and there is a detention slip on your desk for your next open morning block.

Do you ask **Sara-Lin** what she wants?

- If so, dares you to break into **Damien Zlander's** room in the **Demhorn dorms**. She promises that if you can bring her something as proof, she will give you something in return. She tells you to bring it to the next class. **Z1-B** is unlocked.



Entrance 4-6

You climb the steps to the first year **Potions classroom**. Located at the top of a spire, its vast windows provide a picturesque and ever-changing view of the school grounds. You take a seat at a desk.

If this is this not a class you're enrolled in, how do you blend in?

- Describe what you do and roll the appropriate **ability** or **arcana check**. If you roll ≥ 9 , no one notices anything is off and you can move to the next two questions. If you roll < 9 , **Professor Andine** catches you and escorts you out of the classroom.

If this is your class, do you pay attention in class?

- If so, you spend the entire block taking notes and performing the practical demonstrations when required. After the first class, you can add a +1 to your creation modifier. After your third and fifth classes, you can add a +1 to both your intellect and creation modifiers.

If this is your class, do you explore the events in the room?

- If so, you forgo the +1 bonus and instead spend the block completing the event.

Event D

You need to find the **carving**, so you have to sneak into the greenhouses when the room is empty. You decide to transfigure yourself in order to help you sneak in.

Do you transform into a frog?

- If so, roll a **creation check**.* If you roll < 10 , your transfiguration fails and you hear footsteps approaching. You quickly leave. If you roll ≥ 10 , your transfiguration is successful and you slip into the greenhouses. You find the correct tile and attempt to pry it up, but your little frog hands can't move it. You hear footsteps approaching and hop away.

Do you transform into an owl?

- If so, roll a **creation check**.* If you roll < 10 , your transfiguration fails and you hear footsteps approaching. You quickly leave. If you roll ≥ 10 , your transfiguration is successful and you slip into the greenhouses. You find the correct tile and pry it up. Underneath is a package. In it is a small **runestone** and a **note** with "A History of Avallonis University" written on it. **Z7-B** is unlocked.

* If you received a passing grade in the human transfiguration class, you receive a +1 bonus to your roll.

Event B

You've retrieved an item from **Damien Zlander's room**. You find **Sara-Lin Mason** at the end of class and show her what you found.

Did you steal the **ruby-encrusted dagger**?

- If so, she examines it closely, a grin stretching across her face. She slips the dagger in her bag and shuffles around in there until she finds a small pouch which she offers to you. Inside, is a **Vampwing ring**. She winks and heads out of the classroom.

Did you steal the **brown leather journal**?

- If so, she flips it open and examines the contents. **Sara-Lin** scoffs and says that there is no proof that this is his journal; there's not even a name written inside! It could belong to anyone! She tosses it on the floor and stomps out of the room. You go to pick up the journal and notice that it fell open to a page of notes on vampires. It references a specific book called **Vanquishing Vampires**, along with a note to check the library for a copy. Event **Z8-B** is unlocked.

Entrance 1-3

You enter the **greenhouses**, where **herbology** is taught. Arching over your head is a transparent dome that regulates the room's environment. The floor is covered with white and decorative yellow tiles. You take an open place at a station.

If this is this not a class you're enrolled in, how do you blend in?

- Describe what you do and roll the appropriate **ability** or **arcana check**. If you roll ≥ 9 , no one notices anything is off and you can move to the next two questions. If you roll < 9 , **Professor Saller** catches you and escorts you from the classroom.

If this is your class, do you pay attention in class?

- If so, you spend the entire block taking notes and performing the practical demonstrations when required. After the first class, you can add a +1 to your creation modifier. After your third and fifth classes, you can add a +1 to both your intellect and creation modifiers.

If this is your class, do you explore the events in the room?

- If so, you forgo the +1 bonus and instead spend the block completing the event.

Event D

You approach the coffin and examine it. It is made from a dark, almost black wood and is wrapped in heavy iron chains. The lock holding the chains appears to require an iron key.

You don't have an iron key or simply don't want to open the coffin.

- You resolve to either find the key or you choose ignore that you ever saw this room.

You have an iron key, and open the coffin.

- The chains fall to the floor and the lid slowly creaks open. You see a flash of white fangs and the vampire is on you.

Describe what you do and roll the appropriate **ability** or **arcane check**. * If you roll < 13, the vampire easily

overpowers you and you feel a sharp pain in your neck. You wake the next day in the **Hospital Wing**. You are kept there for the day and are released the next morning. Subtract 2 from your intellect modifier. If you roll ≥ 13 , you barely manage to subdue the vampire. In the coffin, you find a **golden vial** of red liquid. Event **Z3-E** is unlocked.

* If you have read **Vanquishing Vampires**, then you receive a +1 bonus to your roll.

Event A

Professor Mammon announces that you have a test today on the historical period they have been covering recently. You are instructed to clear your desk and take out a pen. They place a test on each of your desks.

Do you take the test honestly?

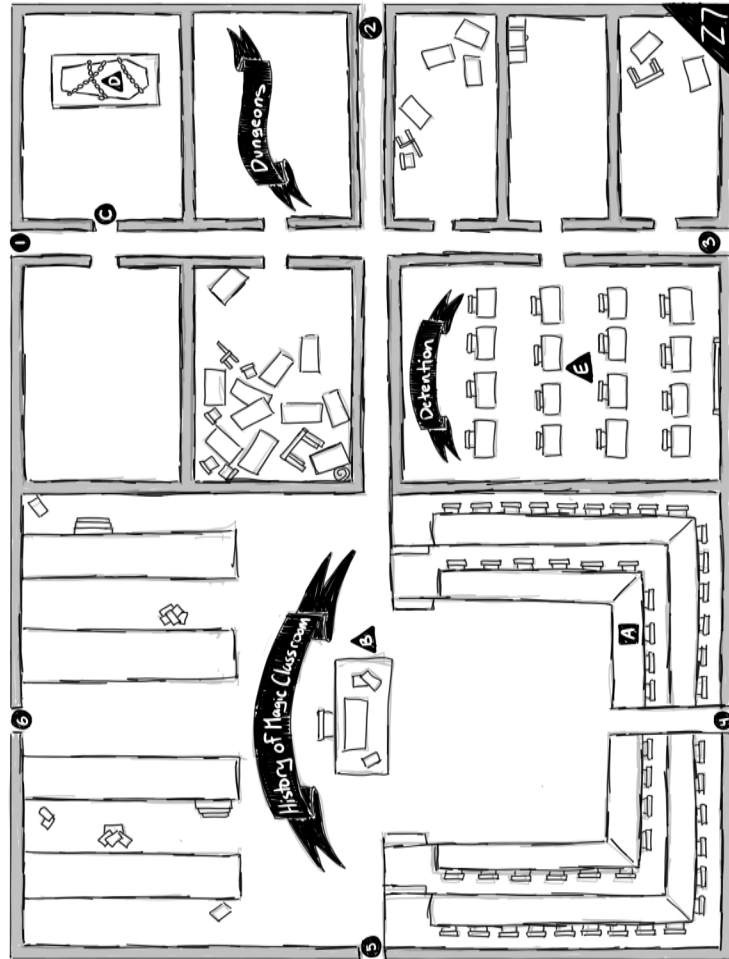
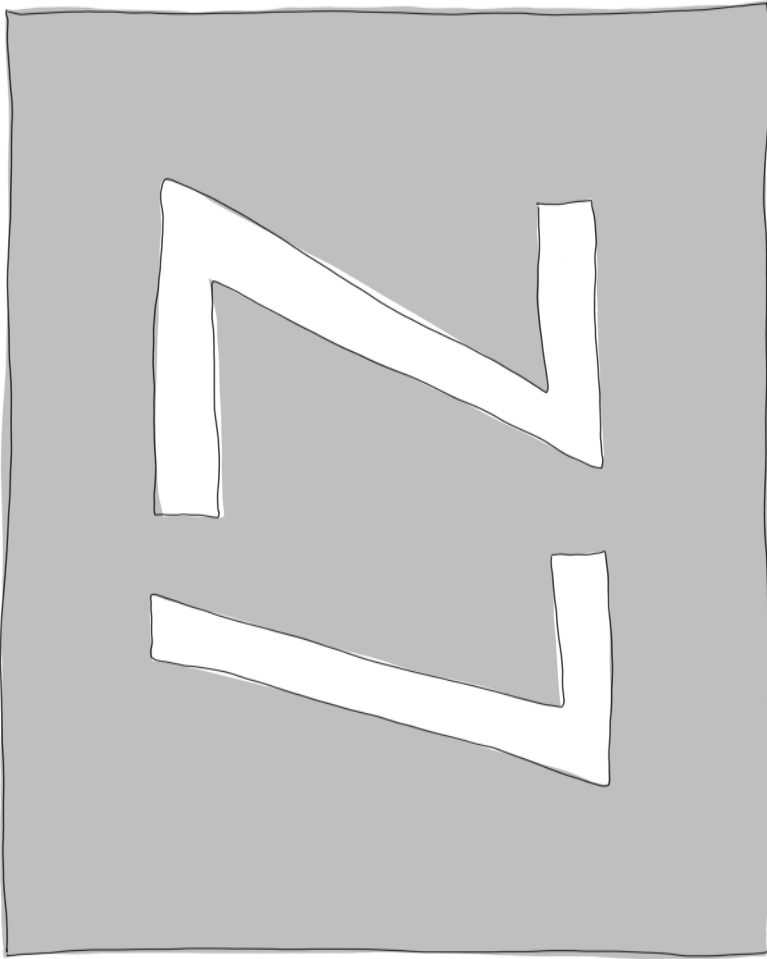
- If so, roll a **destruction check**. If you roll ≥ 11 , you pass the test. If you roll < 11, you fail the test.

Do you try to cheat on the test?

- If so, roll a **presence check**. If you roll ≥ 8 , you manage to cheat off of your neighbor without **Professor Mammon** catching you and you pass the test. If you roll < 8, **Professor Mammon** catches you almost immediately and assigns you a detention for your next open morning block. You must subtract 1 from your presence modifier.

If you have conversed with Eleanor Riker, do you take her up on her offer to help?

- If so, roll a **destruction check** with a +1 bonus for **Eleanor's** help. If you roll ≥ 9 , you pass the test. If you roll < 9, you fail the test.



Entrance 4-6

You pass through a stone arch into the first year **History of Magic classroom**. The walls are plastered with a mixture of informative posters, historical propoganda, and maps. It is a chaotic environment. You take a seat at a desk.

If this is this not a class you're enrolled in, how do you blend in?

- Describe what you do and roll the appropriate **ability** or **arcana check**. If you roll ≥ 9 , no one notices anything is off and you can move to the next two questions. If you roll < 9 , **Professor Mammon** catches you and escorts you out of the classroom.

If this is your class, do you pay attention in class?

- If so, you spend the entire block taking notes and performing the practical demonstrations when required. After the first class, you can add a +1 to your creation modifier. After your third and fifth classes, you can add a +1 to both your intellect and creation modifiers.

If this is your class, do you explore the events in the room?

- If so, you forgo the +1 bonus and instead spend the block completing the event.

Event E

For whatever reason, you have been assigned a detention. The room is cold and musty and sparsely populated with a couple old wooden desks. There isn't a professor in the room to supervise the detention, but there is a large portrait of **Ser Antonius DeFontain**, the founder of the school, at the front of the room. His eyes track you as you take a seat at an open desk.

Did you arrive on time to your detention?

- You spend the entire block morosely staring around the bland room and pretending that the portrait doesn't creep you out.

Or have you missed a detention for any reason?

- After you take a seat, the portrait locks eyes with you and gleefully assigns you another detention that you must serve during your next open night block. It informs you that you will be assigned another detention every time you fail to serve a detention on time. For the rest of the block, the portrait's eyes remain steadily locked on you.

Event B

Before class begins, you search the stack of books next to **Professor Mammon's** desk and find **A History of Avallonis University** towards the bottom of the stack. You take it and sit at your desk right before **Professor Mammon** enters. As class begins, you discreetly open the book and begin to read.

You start with the section titled "Before Creation."

- You learn that before the school was built, the land was abundant with **wormith**, a highly conductive arcane mineral. A mine was built to harvest **wormith** for over a hundred years before the land was exhausted. It was then sold to **Ser Antonius DeFontain**. Your reading is cut short as **Professor Mammon** takes the book, telling you to pay attention.

You start with the section titled "Founding Members."

- You learn that **Ser Antonius DeFontain** founded the university along with **Orm Mammon** to compete with Aballach University, the only other arcane university in the area. However, **DeFontain** and **Mammon** had a falling out, a feud which still continues. Your reading is cut short as a hand blocks the page. **Professor Mammon** takes the book and assigns you a detention for your next open afternoon block.

Event C

You've been wandering the **dungeons** for a while when you hear a scratching noise behind one of the doors.

Do you open the door and enter?

- If so, as soon as you enter, the swarm of bats that has been circling the room turns and flies straight for you. Describe what you do to stop them and roll the appropriate **ability** or **arcane check**. If you roll ≥ 9 , you are able to incapacitate all of the bats and you see that the object they were protecting was a coffin. If you roll < 9 , you are unable to stop the bats and are forced to back out of the room and shut the door to escape them. You leave to heal your scratches.

Do you keep moving?

- If so, quickly walk by the room and spend the rest of the block wandering the dungeon halls.

Event D

Professor Fay announces that today you will be focusing on identifying constellations using your astronomical orbs as a guide. You were unable to purchase one in time for class.

Do you share with a classmate?

- **Kathy Dennis**, a first year Weretooth student, offers to share with you. You take a seat next to her and spend the rest of class identifying constellations.

Do you borrow one from the school?

- It takes you a minute, but eventually you find a dusty **astronomical orb** in the back of the cabinet. Despite the dust, it is far more elaborate than the orbs your classmates have. You take a seat at your desk and begin the assignment. As you are packing up at the end of class, you go to put the orb in your bag when you notice that it is gone. Out of the corner of your eye, you see **Mikhal West** quickly put something in his bag. He tells his friend that he needs to stop by his dorm to drop off his stuff before his next class and he will meet up with them later. He then slips out of the room. **Z4-D** is unlocked.

Event B

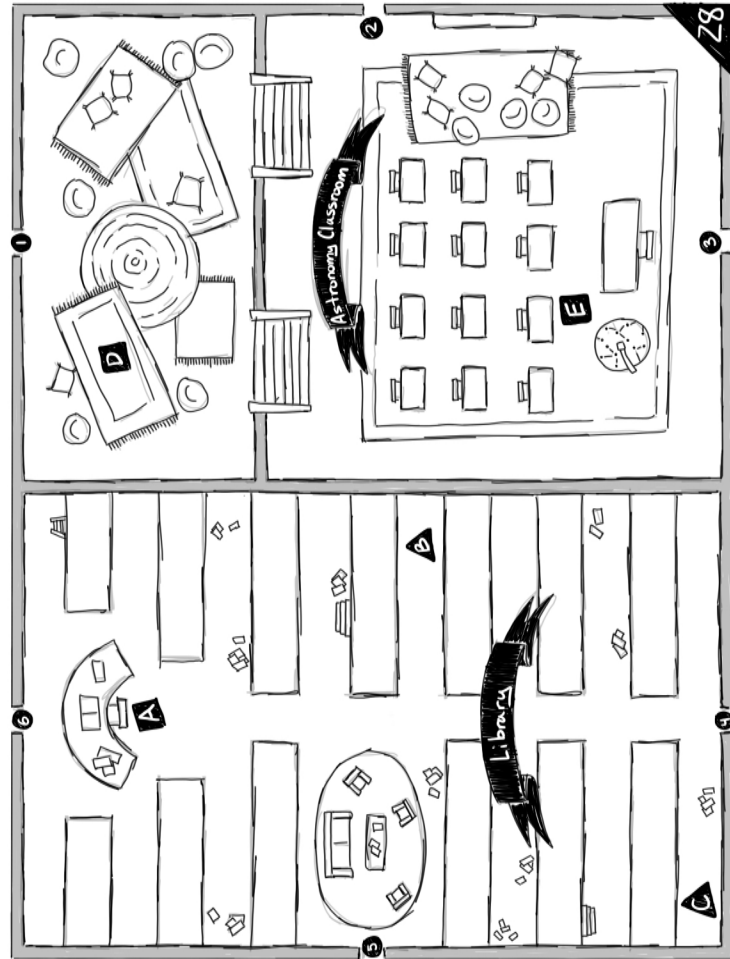
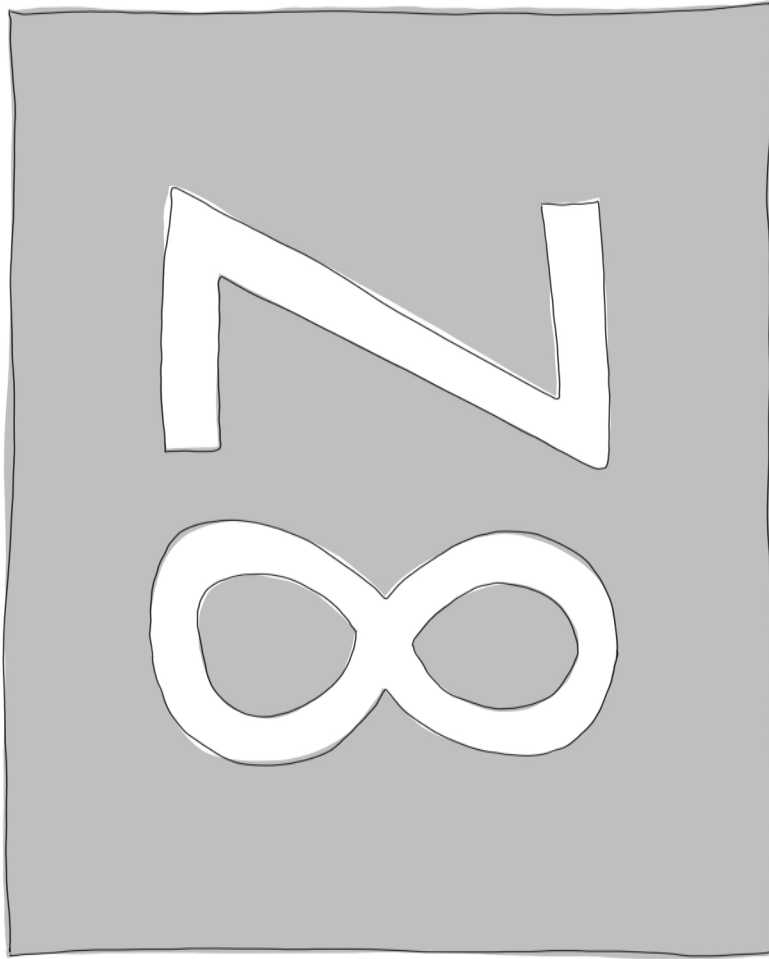
You've been wandering the library trying to find **Vanquishing Vampires**. You've already checked the "Creatures" and "Defense" sections and are about to leave when you catch sight of the book laying on the floor.

You decide to check for any magical effects or traps.

- A quick spell later and the book glows with malicious intent. There are layers of spells that need to be removed. Describe how you do this and roll the appropriate **arcane check**. If you roll ≥ 10 , you dispel the traps and can read the book. It goes into great detail about various ways to kill vampires. If you roll < 10 , the traps stay in place. You can try something else, or try to dispel the traps later.

You decide to just grab the book.

- It's a book, what's the worst that can happen? As soon as you touch it, your head gets fuzzy and you suddenly can't keep your balance. You fall to the floor and curl into a ball. You wake some time later to **Librarian Elvora** leaning over you. She helps you sit up and chastises you for your carelessness. She then helps you out of the library. You must subtract 1 from your agility modifier.



Event A

You decide to volunteer at the front desk with **Librarian Elvora**. It's a great place to overhear conversations. Do you want to listen to **Professor Mammon** and **Professor Fay**, or **Lara Bonabo** and **Aileen Emrys**?

You decide to listen to **Professors Mammon** and **Fay**.

- They seem to be discussing an abandoned tunnel system. They're talking so quietly that you can barely make out what they're saying. You manage to catch them discussing the Headmaster's worry, their difficulties closing entrances, and something about another missing student. You try to shift closer, but **Professor Fay** glances around nervously and pulls **Professor Mammon** into a hallway away from the library.

You decide to listen to **Lara Bonabo** and **Aileen Emrys**.

- It takes you a couple minutes to realize that they are discussing their recent grades in **Professor Gladling's** Charms class. **Aileen** mentions that she did terribly on her Charms test. **Lara** scoffs and says that he's one of the easiest teachers. All you have to do is charm something to act like a cat and he gives you an automatic passing grade. You file that information away and go back to the task you actually need to do, filing papers.

Event E

For today's class, **Professor Fay** tells you that you will be learning about how to navigate using astronomical objects, such as stars and planets. They begin their lecture, pointing out key stars in the sky above you. They then shift to the large astronomical globe by their desk to point out other key objects not visible from your vantage point. She then assigns you a test to locate key stars and constellations on a map.

How do you do on the test?

- Roll a **presence check**. If you roll ≥ 8 , you remember the majority of the key points that **Professor Fay** taught you. After you turn in your test, you receive a passing score and they compliment you on your attention to class. If you roll < 8 , you forget most of the locations. After you turn in your test, you receive a failing grade and **Professor Fay** recommends some books for you to read for further instruction. You have a -1 on your next intellect check.

Event C

You asked **Librarian Elvora** where **Fetching Fairies: A Guide for Collection** was in the library and she directed you here, but you can't seem to find the book on the shelf. Do you check each title one by one or try to use a spell to summon the book from the shelf?

You choose to check each title individually.

- Roll an **intellect check**. If you roll ≥ 10 , you find the book after another ten minutes of looking and are able to take it to a desk to read. You learn multiple techniques for capturing fairies that seem pretty useful. If you roll < 10 , you spend another thirty minutes looking, but don't see the book anywhere. You can either attempt to use a spell to find the book or keep looking later.

You choose to summon the book with a spell.

- Describe what you do and roll the appropriate **arcane check**. If you roll ≥ 8 , every single book on the shelf comes flying at you and you are soon buried under a pile of books. **Librarian Elvora** storms around the corner and tells you off for using magic in the library. You are assigned a detention for your next open morning block. If you roll < 8 , nothing happens. You keep trying for the rest of the block to no avail.

Entrance 1-3

You climb the steps to the first year **Astronomy classroom**. Situated at the top of the tallest tower, it lacks a roof, providing an unobstructed view of the stars. You take a seat on one of the many rugs and cushions scattered on the floor.

If this is this not a class you're enrolled in, how do you blend in?

- Describe what you do and roll the appropriate **ability** or **arcana check**. If you roll ≥ 9 , no one notices anything is off and you can move to the next two questions. If you roll < 9 , **Professor Fay** catches you and escorts you out of the classroom.

If this is your class, do you pay attention in class?

- If so, you spend the entire block taking notes and performing the practical demonstrations when required. After the first class, you can add a +1 to your creation modifier. After your third and fifth classes, you can add a +1 to both your intellect and creation modifiers.

If this is your class, do you explore the events in the room?

- If so, you forgo the +1 bonus and instead spend the block completing the event.

Event C

You meet **Derek Goman** in the **Dueling classroom**. He tells you that you're going to settle this now. He introduces the person next to him as **Heather Hornwood**, the referee for the duel. **Heather** instructs the both of you to your spots and counts down to start.

Do you draw your wand and cast a spell?

- If so, describe what you do and roll the appropriate **arcane check**. If you roll ≥ 12 , your first spell hits **Derek**. After several spells, you disarm him. **Derek** grabs his wand and walks out in silence. If you roll < 12 , your spell misses. Derek eventually disarms you. He lets out a loud whoop, drawing the attention of a professor. **Professor Saller** assigns each of you a detention for your next open night block.

Do you charge **Derek** and attack him physically?

- If so, describe what you do and roll the appropriate **ability check**. If you roll ≥ 10 , you hit **Derek**. After a short tussle, you pin him and tell him to leave you alone. You get up and walk out. If you roll < 10 , you miss and **Derek** grabs you. After a short tussle, he pins you and knocks you out. You wake in time for the start of the morning block. You must subtract 1 from your vigor modifier.

Event A

You're bored in class, staring out a window while **Professor Lyndon** lectures on pictorial transfigurations, when you're struck with an idea. You know that **Professor Lyndon** is afraid of ghosts and you have a great idea to prank her.

Do you glance around and discreetly get your wand out?

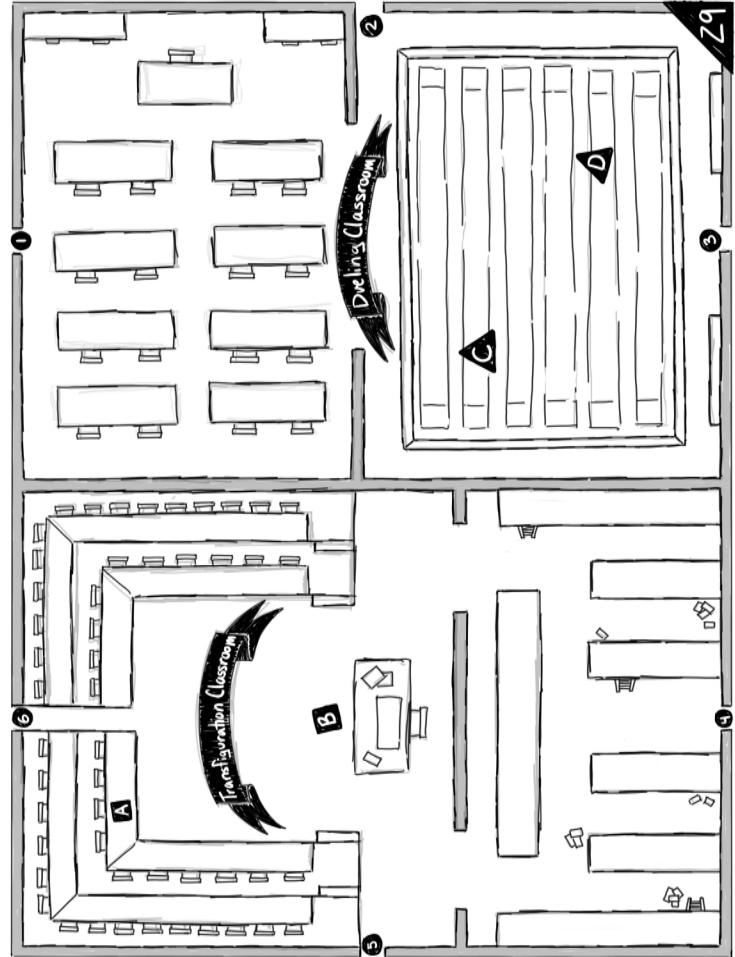
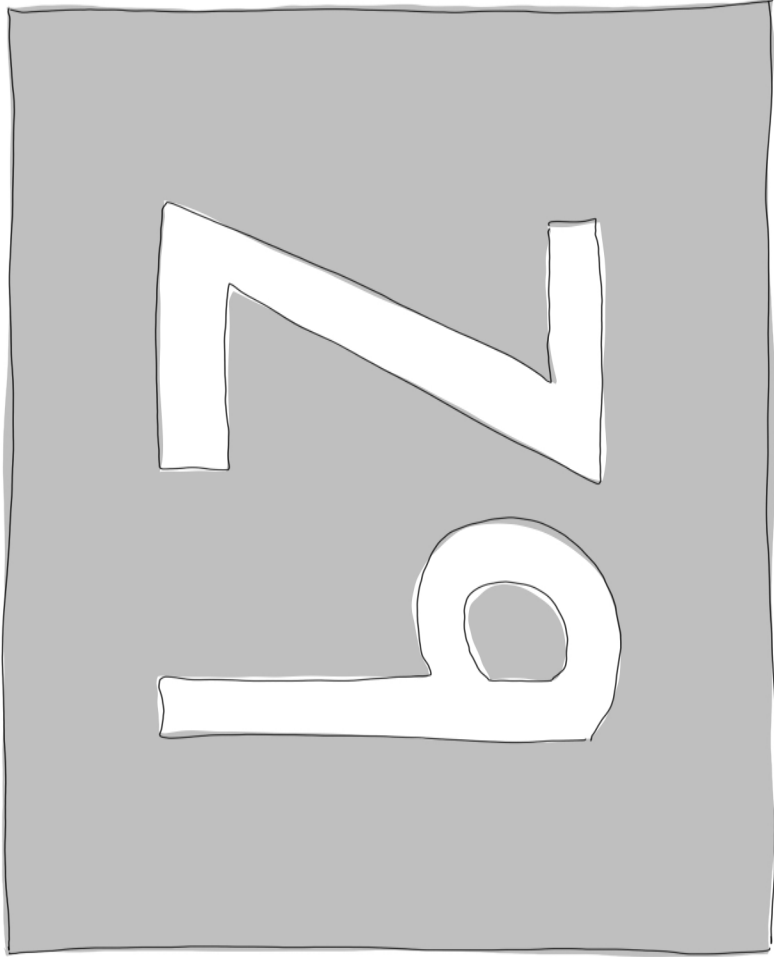
- If so, you point it at the tapestry behind **Professor Lyndon** and mutter a spell. Roll a **creation check**. * If you roll ≥ 9 , your spell works. The figures on the tapestry start to wander onto the walls. One of your classmates screams.

Professor Lyndon spins around and goes pale. She freezes before visibly collecting herself and dispelling the transfiguration. If you roll < 9 , the transfiguration fails and you go back to staring out the window.

Do you suddenly feel bad for thinking about pranking a professor?

- You sigh and go back to staring out the window. The rest of class passes without you learning anything about pictorial transfigurations.

* If you have secured **Lexi** and **Luther's** pranking help, you receive a +2 bonus to your roll.



Entrance 4-6

You open the door the **Transfiguration classroom**. The walls are covered with diagrams of transfiguration procedures. There is also a massive tapestry covering the wall behind **Professor Lyndon's** desk. You take a seat at a desk.

If this is this not a class you're enrolled in, how do you blend in?

- Describe what you do and roll the appropriate **ability** or **arcana check**. If you roll ≥ 9 , no one notices anything is off and you can move to the next two questions. If you roll < 9 , **Professor Lyndon** catches you and escorts you out of the classroom.

If this is your class, do you pay attention in class?

- If so, you spend the entire block taking notes and performing the practical demonstrations when required. After the first class, you can add a +1 to your creation modifier. After your third and fifth classes, you can add a +1 to both your intellect and creation modifiers.

If this is your class, do you explore the events in the room?

- If so, you forgo the +1 bonus and instead spend the block completing the event.

Event D

You've been challenged by **Gilly Willix** to a duel.

Did you arrive at the assigned time?

- If so, the duel proceeds. **Gilly** stands in the center of the room with a decent portion of the Vampwing students - along with a few from the other Houses - lining the walls. **Javier Colman**, a third year Vampwing student, steps up to referee the match. He states the rules of the duel and calls for you to start. Describe your first move and roll the appropriate **ability** or **arcana check**. If you roll ≥ 12 , after a difficult match, you send **Gilly's** wand flying from her grasp. If you roll < 12 , she beats you ruthlessly. You must subtract 1 from your agility modifier.

Did you arrive at a different time?

- If so, you trip a ward as soon as you enter the classroom and you're frozen in place. A minute later, **Professor Griffith** walks through the door with a disapproving look. She unfreezes you and tells you off for trying to set up an unsanctioned duel. She then assigns you a detention for your next open morning block and escorts you back to your dorm.

Event B

Professor Lyndon announces that today you will be focusing on human transfigurations. She gives a short lecture on the process and demonstrates by turning herself into **Professor Finnmont** and then a dog. She has everyone practice by trying to transfigure their hand into a webbed hand. She then calls for volunteers to attempt a full-body transfiguration.

You decide to volunteer.

- She has you stand in front of the class and announce what you are trying to transform into. Describe what you choose and roll a **creation check**. If you roll ≥ 10 , your spell works. You shift into the form of your choice. **Professor Lyndon** praises your attempt and gives you a passing grade. If you roll < 10 , you achieve a partial transfiguration.

Professor Lyndon informs you what you did wrong and reverses the transformation. She gives you a mid-range mark and calls for the next volunteer.

You decide not to volunteer.

- You spend the rest of class watching your classmates attempt their transfigurations.

Entrance 1-3

You enter the first year **Dueling classroom**. Placed in the basement of the school, its sturdy stone walls resist any spell damage from errant castings. You join the group of students in the center of the room.

If this is this not a class you're enrolled in, how do you blend in?

- Describe what you do and roll the appropriate **ability** or **arcana check**. If you roll ≥ 9 , no one notices anything is off and you can move to the next two questions. If you roll < 9 , **Professor Lyndon** catches you and escorts you out of the classroom.

If this is your class, do you pay attention in class?

- If so, you spend the entire block taking notes and performing the practical demonstrations when required. After the first class, you can add a +1 to your creation modifier. After your third and fifth classes, you can add a +1 to both your intellect and creation modifiers.

If this is your class, do you explore the events in the room?

- If so, you forgo the +1 bonus and instead spend the block completing the event.

Event C

After you sit down, **Professor Finnmont** announces they're posing a challenge: each student will face off against a group of fairies. The student that captures the most will receive a homework pass. **Professor Finnmont** instructs everyone to step outside and calls in the first student. Eventually, he calls you in.

Do you create a bunch of bubbles to trap them?

- If so, roll a **protection check**. * If you roll ≥ 10 , you are able to capture most of the fairies and you end the competition at the top. If you roll < 10 , most of the fairies escape and you end up near at the bottom.

Do you create the illusion of bees to round the fairies up?

- If so, roll an **illusion check**. * If you roll ≥ 8 , you are able to capture most of the fairies before you run out of time and you end the competition near the top. If you roll < 8 , most of the fairies escape and you end the competition near the bottom.

* If you have read **Fetching Fairies: A Guide for Collection**, you gain a +1 to your roll.

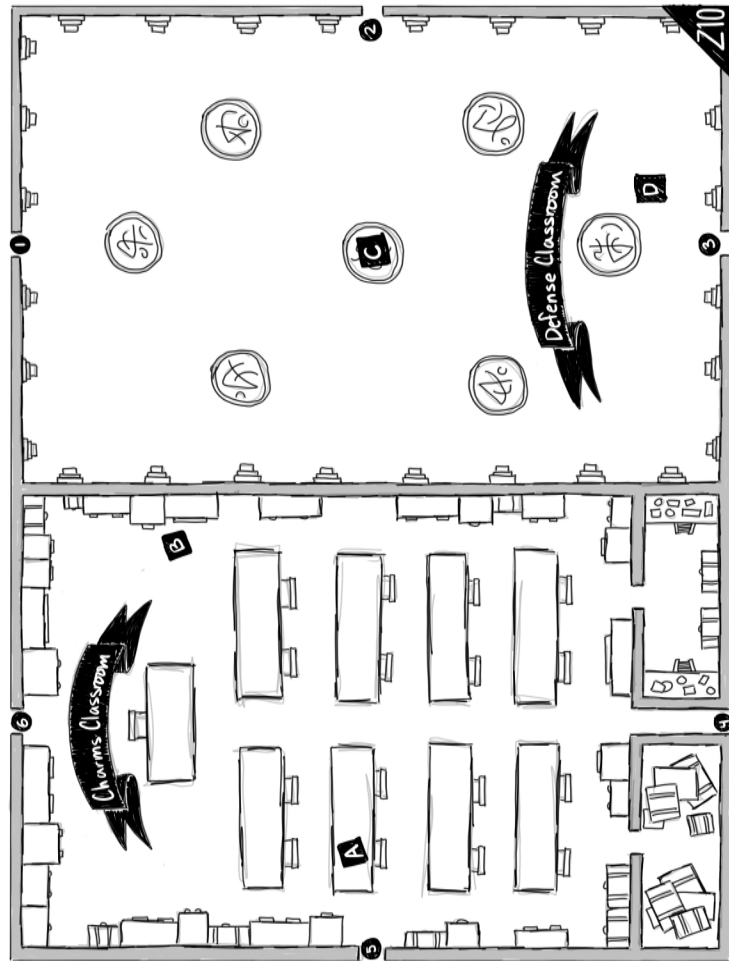
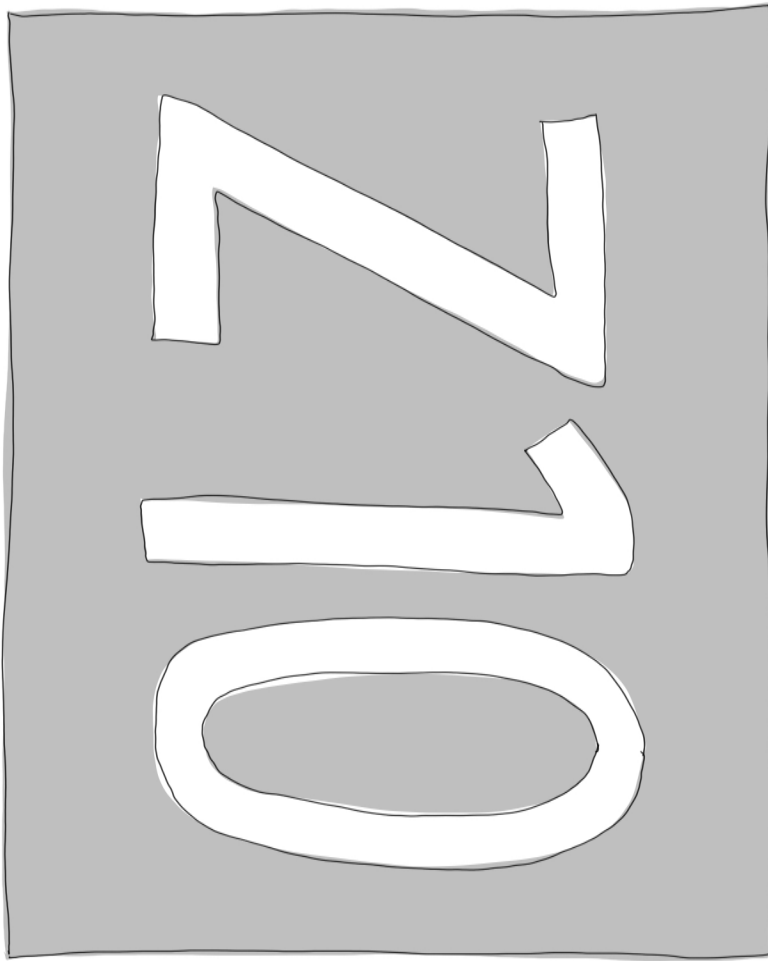
Event A

Professor Gladling has assigned a test for today's class. He walks around the room and places a random object on each student's desk. He then informs the class that in order to pass, you must demonstrate a charm on the object. It can be anything, so long as it is something that he taught recently.

What do you transform it into?

- Describe what you do and roll an **illusion check**. If you roll ≥ 9 , your charm is successful. **Professor Gladling** sees this and complements your execution. You receive a passing mark. If you roll < 9 , your charm fails. **Professor Gladling** smiles and reassures you that you'll get it next time. He then demonstrates the proper technique and helps you practice it until you succeed. He gives you a low mark, but passes you for your effort.

* You remember the conversation you overheard between **Lara Bonabo** and **Aileen Emrys** in the library. You charm your object to act like a cat. **Professor Gladling** makes a beeline for your desk and seems delighted by your charmwork. He scribbles down a passing grade and spends the next several minutes playing with your object and chatting about cats.



Entrance 4-6

You enter the first year **Charms classroom**. The walls are lined with mismatched cabinets that house a vast variety of props for spell practice. You take a seat at a desk.

If this is this not a class you're enrolled in, how do you blend in?

- Describe what you do and roll the appropriate **ability** or **arcana check**. If you roll ≥ 9 , no one notices anything is off and you can move to the next two questions. If you roll < 9 , **Professor Gladling** catches you and escorts you out of the classroom.

If this is your class, do you pay attention in class?

- If so, you spend the entire block taking notes and performing the practical demonstrations when required. After the first class, you can add a +1 to your creation modifier. After your third and fifth classes, you can add a +1 to both your intellect and creation modifiers.

If this is your class, do you explore the events in the room?

- If so, you forgo the +1 bonus and instead spend the block completing the event.

Event D

For today's class, **Professor Finnmont** is holding a practice session. They announce that you will each pair off and trade spells, with one person on the offensive and the other on the defensive. Each pair will switch between offense and defense until one member is unable to block the offensive spell. You are paired with **Derek Goman**, a first year Sirensong student.

Do you choose offense?

- As soon as **Professor Finnmont** begins the match, you've released your spell. Roll a **destruction check** to determine how the round goes. If you roll ≥ 11 , you get the first hit in. You win the fight. **Derek** looks ready to explode by the end of class. **Z4-B** is unlocked. If you roll < 11 , **Derek** gets the first hit in. He wins the majority of the rounds and leaves celebrating loudly with his friends.

Do you choose defense?

- Roll a **protection check**. If you roll ≥ 10 , **Derek's** spell bounces off your shield. You continue to fight and eventually win. **Derek** looks ready to explode by the end of class and leaves fuming. **Z4-B** is unlocked. If you roll < 10 , **Derek** breaks your defenses and gets a hit in. He eventually wins and leaves celebrating loudly with his friends.

Event B

You've been curious about all of the stuff in the cabinets in the **Charms classroom** and decide to have a look through some of them. Do you want to look in the richly embossed wood armoire or the squat gray trunk?

You choose to investigate the fancy-looking armoire.

- When you open the doors, its shelves are overflowing with random knick knacks. You see oddly-shaped metal contraptions, teacups, jars of mysterious substances, silverware, and more packed into every free nook. You decide to just plunge in there and grab something. Roll a **vigor check**. If you roll ≥ 7 , you find a heavy iron key. **Z7-D** is unlocked. If you roll < 7 , you find a chipped saucer.

You choose to investigate the worn trunk.

- When you lift the lid, all you can see are messy stacks of various fabrics. Roll an **agility check**. If you roll ≥ 5 , you find something hard and sharp among the cloth. You pull out a large bronze crown. **Z1-E** is unlocked. You take it. If you roll < 5 , you find a scrap of shimmery red cloth.

Entrance 1-3

You enter the first year **Defense classroom**. The walls are peppered with charmed "spell cannons" that randomly release spells, while the open floorplan leaves plenty of space to move. You choose one of the starting sigils on the floor.

If this is this not a class you're enrolled in, how do you blend in?

- Describe what you do and roll the appropriate **ability** or **arcana check**. If you roll ≥ 9 , no one notices anything is off and you can move to the next two questions. If you roll < 9 , **Professor Finnmont** catches you and escorts you out of the classroom.

If this is your class, do you pay attention in class?

- If so, you spend the entire block taking notes and performing the practical demonstrations when required. After the first class, you can add a +1 to your creation modifier. After your third and fifth classes, you can add a +1 to both your intellect and creation modifiers.

If this is your class, do you explore the events in the room?

- If so, you forgo the +1 bonus and instead spend the block completing the event.