

Collegia Magia

GRANSPIRE SEMINARY

THE FOLLOWING IS THE FIRST part of *Collegia Magia*, a series focusing on magical academies that can be dropped into a campaign with minimal preparation. Each article in the series presents several detailed NPCs, points of interest, and loose plot hooks that can be developed during play. Also included are lore and options for enrolled PCs! This installment of the series details Granspire Seminary, a holy lighthouse with a dark secret.



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INTRODUCTION

Overlooking a humble bayside village is a brilliant lighthouse, Granspire Seminary. This landmark is a mages' tower by any other name, home to students of theology and magic. The lighthouse's beacon lays not at its precipice but in its basement: a sacred crystal which radiates a holy light. The crystal's light shines up through the lighthouse and out to sailors and pilgrims. The village of Granspire, at the Seminary's base, serves its fishermen, students, and faithful.

The Seminary has a peculiar perspective on magic: the instructors and administrators firmly believe that all magic—even that of wizards and warlocks—is ultimately of divine origin. After all, magical spells and items can each be described as miracles beyond mortal description; they do not abide the laws of man and nature. This means the Seminary accepts magically talented students of all stripes, and offers to all an education sanctified by the light.

CLASS RELATIONSHIPS

All spellcasters are welcome at the Seminary, but their studies do vary somewhat based on their character class.

Bard. With their talent for inspiration, bards are respected at Granspire and educated in the ways of ministry and psalmody. Those with a particularly intellectual bent (or those aware of the Seminary's secret) are instructed in the art of True Naming*.

Cleric. At home at the Seminary, clerics here can study virtually any Divine Domain. However, aspects related to light, knowledge, and the arcane are most common.

Druid. To date, Granspire Seminary has received no druid students. They wish to correct

Rumors and Plot Hooks

1. Ye can take the holy light with ye home, by of-ferin' a priest yer own gemstone. (True)
2. The closest we can get to the crystal is the chapel. Only priests can go into the beacon room. (False; any Seminary affiliate is permitted)
3. The dean is the child of Granspire's founders. (False)
4. They say that if you go into the lighthouse beacon room and look at your shadow, it will have demonic red eyes! (True)
5. To keep the crystal's light ablaze, the priests must offer regular blood sacrifice. (False)
6. They say if you look into the bay at midnight, you'll see the fell glow of the ghost ship *Hell-chain*. (False; however, there may be sea monk activity)
7. The best fishing is after a storm, but demons come with the storms, and sailors gotta offer blood sacrifice to keep 'em at bay! (True)
8. Lock the doors at night, and keep your crystals glowing. Bad things come out these waters at night. (True)

this, and will offer full scholarship to a student willing to divulge and document the Druidic language.

Sorcerer. Few students are received so well as sorcerers, who seem to embody magic as a living miracle. Yet for all of Granspire's inclusivity, sorcerers often find the lessons stale and stuffy.

Warlock. Though cosmology is taught at the Seminary, vast gaps in the syllabus frequently lead curious seekers to study weathered tomes after hours. Contained in the library's dustiest

* Ari Marmell, "Volumes of Forgotten Lore: Arcane,"

EN World ENsider, <https://www.patreon.com/posts/volumes-of-lore-2716738>

Open Game Content

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tomes are the sigils of several celestial patrons, and even certain Sea Lord[†] patrons.

Wizard. Presented with Granspire's magical theories, wizards here encode their spellbooks with a language considered compatible with theological principles. Many follow the Theologian[‡] tradition.

BACKGROUND OPTIONS

If you are affiliated with Granspire Seminary, you can take the following trait options, replacing the normal trait from your background. You can also replace one your background's proficiencies with the optional proficiencies below.

Optional Proficiencies: Arcana, Religion

GRANSPIRE TRAITS

d6 Ideal

- 1 **Hope.** I must be a beacon of wisdom and healing. (Good)
- 2 **Impartiality.** The wise watch, learn, and then teach the next generation. (Neutral)
- 3 **Intellect.** Knowledge is power. (Any)
- 4 **Spectrum.** There is no "one essential truth." A prism shatters even pure light. (Chaotic)
- 5 **Superiority.** Those who cannot see my glory are unworthy of my benevolence. (Evil)
- 6 **Unity.** All objects, people, and worlds are bound by the same universal principles. (Lawful)

d6 Flaw

- 1 I have worsening cataracts from staring too long directly at Granspire's beacon.
- 2 I've grown too used to Granspire's light, and now I fear the darkness.
- 3 I defy any mage or priest to debate me. I'm right about everything.
- 4 I'm paranoid the gods are watching ... and I think they are displeased.
- 5 Diabolic lore intrigues me. I must know more ... I must know more ... I must know more ...
- 6 I've been sheltered so long, I have almost no resistance against temptation.

NEW ITEM

Heavenspark Gem

Wondrous item, common

This gem glows with the light of a candle. Any spellcasting character who prays with the gem can use it as a spellcasting focus. To use the gem in this way, the caster must hold it in hand, wear it visibly, or bear it on a shield.

This property disappears if the gem is not used in prayer for more than 12 hours. The gem returns to its mundane state, otherwise unharmed.

A donation of 10 gp will let a priest bless a gem or gem-bearing jewelry item you own with the heavenspark property. You can also buy a heavenspark quartz pendant for 20 gp.

NEW SPELL

This cantrip is available to any spellcasting character affiliated with Granspire Seminary.

Celestial Burst

Evocation cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You shoot a comet of cosmic light at a creature or object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d8 radiant damage. If the target was an object, it takes no damage and instead emits bright light in a 30 foot radius until the end of your next turn.

This spell's damage increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

[†] Josh Gentry, "Friends Close, Enemies Closer," *EN World ENsider*, <https://www.patreon.com/posts/friends-close-3880329>

[‡] Ari Marmell, "Volumes of Forgotten Lore: Divine," *EN World ENsider*, <https://www.patreon.com/posts/volumes-of-lore-3140034>

SIGNIFICANT NPCs

Landola Truehope, Dean of Granspire (lawful good)

This half-elf has dark blond hair, which is speckled with gray, and she sports her signature sky blue robes.

Trait: She spends late nights voraciously reading the tomes and theses gathered by her precious Seminary affiliates.

Ideal: Evangelism. “We must bring enlightenment to every heart and crystal which might bear it.”

Bond: A rumor posits Landola to be the Seminary’s founder’s daughter, though documents clearly point to the contrary.

Flaw: Power and security are well worth political bargains and misdirection.

Dralfor, the Exorcist (lawful good)

This dwarf wears a black robes and a scarred, stern countenance.

Trait: He is sworn to silence, except during prayer or purification ritual.

Ideal: Purity. “The destruction of demonkind is worth any sacrifice, my own first of all.”

Bond: Oft called “Landola’s Shadow,” for he is rarely far from her side.

Flaw: His face, body, and dreams are scarred from the night sea demons sunk his ship.

Captain MacKensey, the Sea Dog (neutral)

This human mariner is tall and robust, and sports short red hair and goatee.

Trait: His eyes twinkle with ambition, and he is quick to crack a randy smile or hearty laugh.

Ideal: Ambition. “I plan to make Granspire shine on the world map! Export gods, and import gold!”

Bond: While lost at sea, his vision of Granspire’s holy lighthouse saved him and his crew.

Flaw: He cannot resist the scent of stout ale or pleasurable company.

A BRIEF HISTORY

THE FOUNDING

The Seminary was founded by a wizard and a cleric who, in their adventures together, shared their lore and found commonality. On one of their adventures, they encountered a demon that had escaped from its terrestrial prison. It fled, but the wizard and cleric could not rest easy, for through their combined insight they discerned that the amphibious demon would regain untold power if it escaped to the sea. They gave chase, and at length they encountered the demon once again on the coast. In a last-ditch effort, the duo called upon mighty magical forces to stop the demon—and the universe responded. A shimmering crystal fell to the earth and sealed the demon at the base of its impact crater.

As the days passed, the crystal’s light faded, but the duo’s prayers restored the crystal’s light. They took this as a sign of their new duty to safeguard the crystal, so they constructed a pavilion. The pavilion brought pilgrims who sought to bask in the crystal’s holy light, and sailors paused their travels to become acquainted with this luminous beacon. From these, the wizard-cleric duo recruited magically talented disciples. This led to the construction of the lighthouse, the chapel for receiving pilgrims, and the seminary to instruct students. Due to the religious duties at the seminary, and the magical convenience of the lighthouse, eventually the teachers and students abandoned the old school building and took up residence in the lighthouse.

Though it is not a matter openly discussed, the demon remains sealed to this day by the holy crystal and the prayers of the devout. It is assumed that should the crystal’s light ever go out, the demon will escape, and Granspire will feel its resurgent vengeance. As the demon gnaws at its seal, the ground of the crater transforms into black and red crystal; this frightening and obvious demonstration of the demon’s will was part of the motivation for keeping the holy crystal out of common sight.

THE DEMON'S LEGACY

Though the nameless demon appears safely sealed by the beacon, it is more accurate to call the demon sleeping ... and hungry. In its hunger pangs, it telepathically calls out to its aquatic brethren, the demon-worshipping sea monks. On moonless nights, the sea monks lead raids against nearby ships and villages to grow their numbers. When the stars are right, they will plunder Granspire, darken its crystal, and free their imprisoned idol.

The exact nature of the demon is for the GM to determine; choose an aquatic or demonic monster that makes sense for your campaign. Perhaps once the demon awakens, it may take the form of a baby **kraken**, or an aquatic **balor**, or something even more terrifying.

Until that world-shaking night, it is more likely the players will encounter the demon's servants: the sea monks. Sea monks were once divine magic users (perhaps even Granspire students) until they were taken captive, dragged underwater, and transformed into fiendish abominations: their skin is replaced by scales, barnacles, and chitin, and they grow fins and claws—including a terrifying lobster vise. They worship dark aquatic powers, and organize sea monsters to attack the surface.

Summoning Ropers

Three sea monks within 30 feet of each other can magically transform a seaside boulder into a **roper**. Each of the three creatures must use its action, movement, and concentration (as if casting a spell) uninterrupted for 1 minute. At the end of the ritual, a boulder within 60 of the sea monks becomes a roper. It is friendly towards them and obeys their spoken commands. It remains for 1 hour, until it or all its summoners die, or until any of its summoners dismisses it as a bonus action. A roper dismissed in this way retreats into the sea unharmed, carrying along its victims; the roper then remains for an additional hour to hold the captives as the sea monks sacrifice or transform them. A summoner can't perform this ritual again until it completes a short rest.



Sea Monk

Medium fiend, lawful evil

Armor Class 12 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	11 (+0)	12 (+1)	14 (+2)	14 (+2)	11 (+0)

Skills Religion +6 Perception +6

Senses darkvision 120 ft., passive Perception 16

Languages Abyssal, Aquan, and Sahuagin

Challenge 2 (450 XP)

Dark Celebrant. While the sea monk and its target are in darkness, the sea monk has advantage on its vise melee attack roll, and its target has disadvantage on rolls made to escape its grapple.

Limited Amphibiousness. The sea monk can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.

Spellcasting. The sea monk is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared.

Cantrips (at will): *guidance, thaumaturgy*

1st level (4 slots): *bane, command, inflict wounds*

2nd level (3 slots): *hold person, spiritual weapon* (cutlass)

3rd level (3 slots): *animate dead, dispel magic*

ACTIONS

Multiattack. The sea monk makes two attacks: two claw, or one claw and one vise.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) slashing damage.

Vise. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 +1) slashing damage, and if the target is Large or smaller it is grappled (escape DC 15).

Create or Destroy Water. The sea monk can cast this spell at will. 🗡️