



Death & Heroic Deeds



(Meta-Organization Supplement - March, 2002)

Wrinkle Academy of Magic

The Wrinkle Academy of Magic is a brand-new school of magic founded by the enthusiastic and intelligent gnome wizard, Obble Quillkeeper Humbleburrow Har. Obble Har founded the Academy in 592 CY, purchasing and renovating an old, sprawling manor house in Verbobonc City. The Wrinkle Academy is so new that many places sport fresh paint and some parts of the building are still under construction. The Academy boasts eight lecture halls, two laboratories (one still under construction), a mostly-empty library (also under construction) and an administrative suite. Obble Har has taken the title of Magister Har, and has thrown the doors of his school open for all who choose to pursue wizardry. Magister Har's academy has been met with some suspicion by the cautious folk of Verbobonc City.

Unfortunately, to run a "premier academy for wizardly instruction of the young and old," Magister Har needs students and teachers. Magister Har has managed to induct an opening class of over 80 students of varying levels of skill. These are almost all Commoners who will, upon graduation, take one level in Wizard, but many adventurers have also signed on as students. Most of the classes taught at the Wrinkle Academy of Magic are time-intensive and designed to produce skilled wizards. However, anyone with a degree of magical knowledge can attend irregular classes to improve their skill, for a small requirement of money and time each academic year. Other than the Instructors and the energetic Magister Har, the Wrinkle Academy has only one staff member: the gaunt and creepy Artemis Kurl, an older human who oversees construction at the Academy and performs other administrative duties.

The Wrinkle Academy is shunned and feared by many of the common folk of Verbobonc, who dislike the idea of a "wizard's school" in their city walls. However, some of the more professional organizations in Verbobonc see a well-run, low-key magic academy as a boon. Magister Har encourages this cooperation among prestigious groups in Verbobonc, as it enhances the reputation of his burgeoning school.

Magister Har emphasizes control and discretion when using any magic, but particularly so when using these spells, which can be easily traced to the Wrinkle Academy and besmirch the academy's reputation. In addition to any legal penalties imposed in Verbobonc, a Student or Magister of the Wrinkle Academy who commits a crime using magic may face sanctions from the academy, up to and including expulsion.

Requirements:

To qualify to join the Wrinkle Academy of Magic, a character must fulfill all the following criteria. Each level's requirements are independent of the previous level.

Student

Skills: 1 rank in Alchemy, Knowledge (Arcana), Scry or Spellcraft

Annual Class Time Units: 3 TU

Library Fee: 150 gold pieces (Campaign Certified Books, Tomes, Scrolls or Spell books may be exchanged at full certified value).

Instructor

Knowledge (Arcana): 4 ranks

Spellcraft: 4 ranks

Additional Skills: 4 ranks in Alchemy or Scry

Annual Class Instruction: 6 TU

Library Fee: 300 gold pieces (Campaign Certified Books, Tomes, Scrolls or Spell books may be exchanged at full certified value).

Benefits:

General

Permanent Influence : One permanent influence with/from the Wrinkle Academy of Magic, which can be used in any way a normal influence can be used in the Viscounty of Verbobonc. This benefit exists as long they maintain membership in



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good standing with the Academy.

Student

Education's Bounty – A Student of the Wrinkle Academy of Magic is provided with excellence in instruction granting a +1 insight bonus to Knowledge (Arcana) and Spellcraft. This bonus is granted as long as the student is within the boundaries of the Verbobonc Campaign allowing the student to be close to the Academy's center of instruction.

Arcane Research – A Student is granted relief of 1 event within the boundary of the Verbobonc Campaign. The Adventure Summary must specifically state that members of the Wrinkle Academy of Magic are relieved [pay no Time Unit Cost for play] in the adventure.

Arcane Lore – A Student may upon gaining a level of wizard research and scribe 1 additional spell into their spellbook for half cost.

Instructor (Magister)

Arcane Lore – The Magister may upon gaining a level of wizard research and scribe 2 additional spells into their spellbook for half cost.

Education's Bounty – A Magister of the Wrinkle Academy of Magic has access to numerous resources to research and seek knowledge. These resources grant the Magister a +2 insight bonus to Alchemy, Knowledge (Arcana) and Spellcraft. This bonus is granted as long as the student is within the boundaries of the Verbobonc Campaign allowing the Magister to be close to the Academy's resources.

Arcane Research – A Magister is granted relief of 2 events within the boundary of the Verbobonc Campaign. The Adventure Summary must specifically state that members of the Wrinkle Academy of Magic are relieved [pay no Time Unit Cost for play] in the adventure.

Builder Book Feats – A Magister has access to the following meta-magic feats from *Tome and Blood: a Guidebook to Wizards and Sorcerers*: Arcane Defense, Chain Spell, Cooperative Spell, Delay Spell, Eschew Materials, Extra Slot, Extra Spell, Sanctum Spell, Sculpt Spell, Spell Specialization, Spilt Ray, Subdual Substitution, Widen Spell. The hero must have met the requirements for feat selected. This is not a bonus feat, it only grants your character the right to take one of the feats listed above when you gain a new feat normally. If you take one of these feats you must bring a copy of the feat when you play an event so that the GM can reference its rules.

Builder Book Spells – a Magister has access to any 0 through 2nd level spells from *Tome and Blood: a Guidebook to Wizards and Sorcerers*. Further, the Magister is granted access to Arcane Sight, Ice Burst, Feign Death, Negative Energy Burst and Enhance Familiar. The Magister must have met the requirements for casting the spell to include normal scribing costs. If you take one of these spells you must bring a copy of the spell when you play an event so that the GM can reference its rules.

Builder Book Equipment (Mundane) – not available at press release, please contact the Triad if you desire to purchase something from the either *Tome and Blood: a Guidebook to Wizards and Sorcerers*.

Builder Book Equipment (Magical) – not available at press release, please contact the Triad if you desire to purchase something from the *Tome and Blood: a Guidebook to Wizards and Sorcerers*.

Builder Book Specials – a Magister has access to call forth an Improved Familiar as per the feat from Table 2-2 of *Tome and Blood: a Guidebook to Wizards and Sorcerers*. The hero must have met the requirements for familiar selected. This seeking and bonding with the familiar will cost the hero 3 Time Units. If you accept one of these familiars you must bring a copy of the regional certificate when you play an event so that the GM can reference its rules. When you call the familiar contact the Triad to receive the familiar and a supplementary Adventure Certificate, record necessary information on the Adventure Certificate and present it for signature to the GM at your next Verbobonc Regional event, any Verbobonc Council Member or Triad Member. Any questions on familiar selection should be addressed to meta-campaign@verbobonc.net.

Builder Book Prestige Classes – not available at press release, please contact the Triad if you desire to advance in an Adaptable or Special Prestige Class that is available within the Verbobonc Campaign.