

RED HURST™

ACADEMY OF MAGIC



STUDENT HANDBOOK

TAKE THIS PDF!

WHAT'S THE DEAL HERE?

The print edition of *The Redhurst Academy of Magic* first hit shelves in the fall of 2003 and was an instant critical success. Players everywhere enjoyed the quality of both the book's presentation and its contents. Here at Human Head Studios, we couldn't be happier about the response.

The one request we consistently heard from our fans was to produce a copy of the book that didn't have any of the game material or the secrets revealed by a spy in the book's margins. While it wasn't feasible to produce a print version of the book designed that way, a PDF like this is a different story. You're reading the results of those requests right now.

This PDF serves two purposes.

First, it's a big "Thank you!" to the fans that picked up the book when it first came out. We appreciate your support and want you to know we listen to your responses.

Second, it's a full-length preview of the actual book for those of you out there who have yet to have the pleasure of reading the real thing. If you like, and we

believe you will, be sure to look for the book at better adventure games stores everywhere. Alternatively, you can purchase the book directly from our friends (and publishers) at Green Ronin Publishing.

WHAT'S MISSING?

This book has everything featured in the original book with two exceptions: the d20 System material and the secrets only the DM should have. Other than that, it's complete.

If you want to see more about what the printed book is like, visit www.humanheadgames.com and click on the link for the *Redhurst* page. There you can find a free, 17-page preview PDF of pages taken directly from the printed version. There's also a slew of web enhancements, computer desktops, and links to all the glowing reviews.

We hope you enjoy this systemless, secretless version of *The Redhurst Academy of Magic*. Look for the print version of *Redhurst*, as well as our many other fine adventure game products, at your friendly local adventure games store now!

BUY THIS BOOK!

The print version of *The Redhurst Academy of Magic* is for use with the



Requires the use of the *Dungeons & Dragons Player's Handbook*, published by Wizards of the Coast, Inc. The print version utilizes updated material from the v. 3.5 revision.

THE REDHURST ACADEMY OF MAGIC



A HANDBOOK FOR NEW STUDENTS

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FOREWORD

For this latest edition of our handbook for new students, we are fortunate to be able to lead off with a few words from the legendary Margaret Weis. Many of you are no doubt already familiar with both her and her work, and you should be unsurprised to learn of the respect she's earned from Redhurst's students and staff. There are few in the Known Realms who are as familiar with both wizards and magic as Lady Weis, and we are blessed to be able to count her as a friend of Redhurst. If you were to take her words from this page and post them at the head of your bed – to be the last thing you see at night and the first thing in the morning – you would be doing yourself and your studies a great service.

If you are holding this book in your hands, it means that you are one of the chosen few to have been selected for admittance into the prestigious Redhurst Academy for Magic. That, in and of itself, is a great honor, and I congratulate you. But I wonder if you truly understand what else holding this book means?

It means you are one of the blessed (or some might say cursed) individuals who have magic in your blood. You have the ability to circumvent the laws of nature, to defy those laws, bend them and twist them to your will. You possess a great and terrible power, and you must be worthy of it. Therefore, do not enter this academy with a light heart and an empty head. Think seriously about the magic, about the power, about yourself.

All power comes at a price. This includes the art of magic. You will be called upon to make many sacrifices for your art, including, perhaps, your very life. You will be asked to make a commitment to the magic, to your art. You will be asked to make magic the ruling passion of your life. Are you prepared to do this? Will you give of yourself completely to the magic, though it cost you everything? Consider this well before you enter these sacred halls.

Are you capable of taking responsibility for the magic? Unleashing such enormous power without heed for the possible consequences to those who are helpless to oppose you is the act of a coward and such use will not be tolerated. We have learned over many generations that magic takes, as well as gives. Use the magic well, use it responsibly, and you will be rewarded. Use the magic irresponsibly, without thought or care, and it will destroy you.

Are you willing to keep the art safe and keep it secret? Just as you would not hand a child a butcher knife to play with, so you should not give out the secrets of our art to those who may be as children with regard to it. The life of a wizard is, of necessity, a solitary life. You should avoid discussing what we teach here at the academy with even those you love best. We do this for your protection, as well as for our own, for there are those out there who see what we do as a threat and who are doing everything in their power to bring us down.

Those of you who come to Redhurst come to us from different cities, different continents, different worlds, perhaps even different pasts, different futures. You are all welcome. We hope that each and every one of you succeeds in your goals, whatever those may be. We will work to help you succeed. But know this. We will expect you to work diligently in return. We expect you to respect our rules and to obey them. Those who cannot or will not will be asked to leave.

We at the Redhurst Academy of Magic do not tolerate failure.

For the sake of those whose lives depend upon us, we do not dare.

– Margaret Weis
Summer Season, Realm of Earth

*Lady Weis in the Emerald Sultanate,
captured by the wizards of Wuttke Studio.*



CHAPTER ONE:

WELCOME TO REDHURST

A WORD FROM THE DEAN

Welcome! As one of the newest faces at the Redhurst Academy of Magic, you are sure to be full of all sorts of questions. Answering them is what this book is about. Entering the halls of the premiere institute of magical education in the Know Realms can be intimidating, even for the most talented prospects. After all, some of the most powerful wizards ever known once walked these halls, and it can sometimes be hard to see how any fresh-faced student might hope to measure up. Some of those legendary learners are still here – as teachers – but they were once all students here, just like you.

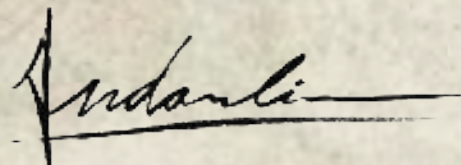
While we at Redhurst are serious about magic, we're not all potions and research. Our students don't just walk in from their homes to study every day. They live, work, and play here from the moment they first enter to the day they leave to pursue their fortunes in the Known Realms. In short, they become members of our extended family.

You are now a member of that family. If you're like most of us, that means we'll be seeing a lot of you over the next several decades – or even the next few centuries. Many of our students return every year to visit, catch up with old friends, and learn what's happening in their old stomping grounds. Some of them never leave. Either way, we're happy to have you along for the ride.

Redhurst can overwhelm even the most jaded souls. You will learn much about the manipulation of magic in your time here, but first you must learn about the Redhurst itself and your place in it – or at least the place we hope to help you carve out for yourself.

The hallowed halls of the academy are as storied as any of the wizards who have passed through them. Before you report for your first class, you should read this book through from cover to cover. The details you learn herein are sure to make your life here at Redhurst a great deal easier. We expect our students to be able to follow rules and memorize a great number of details. After all, if you're able to learn the rules of how to manipulate arcane energies, the rules we lay down to make life easier for everyone at Redhurst should present no problem.

So, in the unofficial motto of the Redhurst Academy of Magic, study carefully, work hard, and play harder. Welcome home!

A handwritten signature in black ink, appearing to read 'J. Daniels', with a long horizontal flourish extending to the right.

CONGRATULATIONS!

If you're reading this, it's because you have been accepted into the Redhurst Academy of Magic, the most prestigious institution of higher arcane learning in the Known Realms. Many of the most powerful wizards of all time have studied within the wandering campus since its founding 500 years ago. If you are fortunate enough to graduate from our program, you may be privileged enough to someday count yourself among them.

We receive literally thousands of applications from prospective students every year. Only a relative handful of the most talented are accepted, placing you among an elite group of the finest wizards of the future.

The competition here is of the highest caliber, as is everything about Redhurst. As we like to say around here, "We accept only the best." We expect nothing less from all of our students, from first-year novices to our most distinguished continuing students. This includes you.

So pay attention. We have a lot of ground to cover between the covers of this book, and yes, you need to know all of it. You may never face a written test based upon any of it, but every day you are here at Redhurst you will need to call upon it.

Not everyone has an infallible memory, of course. As such, you should study this book thoroughly, reading over key passages several times, perhaps making notes to yourself in the margins.

You may feel that because you were good enough to get into Redhurst in the first place you should have little trouble getting through the lessons we teach here. You should toss such foolhardy notions from your head. Your education here is sure to challenge even the most gifted of you – and chances are good that you are not fortunate enough to fall into that class.

Take this opportunity to resolve to yourself this: You will study as you never have before. With luck – and some of that raw talent you apparently have – you should do Redhurst proud.

A HISTORY OF SUCCESS

About 500 years ago, a pair of elf wizards named Aegis (EE-gis) and Nammor decided to retire from their legendary careers as adventurers. At only the tender ages of 100 years each, though, they were hardly ready to fade away. Since they no longer wished to do, they opted to teach.

Aegis and Nammor soon after founded the Redhurst Academy of Magic. Part school and part fortress, Redhurst has since stood as an unassailable symbol of the best in arcane education. Kings and emperors have sent their children here to be educated here, and they have rarely been disappointed – by the school, at least.

The unique nature of the school's campus has long made Redhurst an object of desire in the eyes of many of the mighty. Despite this, Redhurst has steadfastly managed to maintain strict political neutrality in the face of regular assailants from both without and within.

The success of this long-standing policy likely lies with the fact that it was only five years ago that Redhurst lost the leadership of Aegis and Nammor. While we still feel their absence dearly, their influence has been imprinted upon the campus and shall be felt here for as long as these stone walls stand.

More importantly, the founders' progeny live on. While his siblings have left campus for other challenges in the lands beyond, Headmaster Andarlin – Aegis and Nammor's heir and eldest son – carries on in their stead. Additionally, some of the heroes who helped found this academy so long ago still remain.

Today, the walls of Redhurst stand tall and proud, unbreached for centuries. You would have to go back to before the Time of Troubles to find a moment during which the school's safety seemed more secure. In the first century of the school's existence, it seemed that the faculty spent half its time fighting off attacks from one demon or despot after another, each hoping to snatch this jewel of a place for themselves. Since that long-ago era, however, most potential aggressors have apparently learned that none can steal the keys to Redhurst's crimson gates.

THE REDHURST ACADEMY OF MAGIC CAMPUS

- 1) Mordant School of Necromancy
- 2) Thaumant School of Transmutation
- 3) Far Dorm
- 4) The Deadwalk
- 5) Jecture's Tower
- 6) Hothouses
- 7) Jecture School of Divination
- 8) Staff Housing
- 9) Barracks
- 10) Rightwatch
- 11) Walled Garden
- 12) The Vault
- 13) The Redhurst Library of the Arcane
- 14) Kitchen/laundry
- 15) Cistern
- 16) Fields
- 17) Graveyard
- 18) Tomb of the Founders
- 19) Lake Lethe
- 20) Faculty Housing
- 21) Dining Hall
- 22) Stores
- 23) Ignes School of Illusion
- 24) Labs
- 25) Wolkhart School of Evocation
- 26) Left Dorm
- 27) The Warrens



- 28) The Auditorium
- 29) Right Dorm
- 30) Gymnasium
- 31) Leftwatch
- 32) Nammor School of Enchantment
- 33) Offices
- 34) Dean's Tower
- 35) Grand Hall
- 36) Training and Dueling Grounds
- 37) Bisechen School of Conjuraton
- 38) Maintenance
- 39) Aegis School of Abjuration
- 40) Oldtower Dorm
- 41) Dean's Gate
- 42) Chapel
- 43) Museum
- 44) Stables
- 45) Menagerie
- 46) Moon Tower
- 47) Bull Tower
- 48) Main Gates
- 49) Statue
- 50) Ox Tower
- 51) Ram's Head Inn
- 52) Sun Tower
- 53) Dragon's Flagon
- 54) Redhurst Academy Store
- 55) Hall of Healing

THE TRAVELING CAMPUS

One of the most astounding features of the Redhurst campus is the fact that it never stays in one location for long. Instead, it travels on an irregular schedule from one city to another, disappearing from one place in the middle of the night and reappearing in another.

In arcane terms, the campus—which includes the walls around the school and everything they enclose—actually teleports from one locale to another by means of a special enchantment built into the school’s foundation.

Teleporting a school the size of a castle is not something that can be done blindly. In each case, the locale to be reached must be clear of interference and ready to accept the school. Otherwise, the teleportation attempt cannot work.

To make this easier, the Redhurst administration has purchased land rights equal in size to the academy’s footprint in several different locations, including some within or next to the largest cities in the Known Realms. Some of these locations are in open fields or atop mountains just outside of the nearby population centers. Others are smack in the heart of the oldest parts of the cities in question, surrounded by a secondary curtain wall designed to keep out the curious.

Ideally, the academy’s campus blends in well with its surroundings, but that’s just not always possible. The place was built as a castle overlooking the waters of the western coast, and its architecture reflects its origins. When it appears next to the palace of a sultan of one of the Desert Lands, it is certain to look like an armored knight among the bedouin.

To correct this situation, the campus features powerful illusion spells embedded into its walls. In effect, it can look like anything it wants to at just about any time. Once someone enters the campus, he pierces the illusion and sees it as it really is, but the outsiders see only what we want them to.

REDHURST STUDENTS

The students of Redhurst hail from everywhere people aspire to better themselves. Nowhere else can you find a more diverse yet unified group of people. Parents and patrons from around the Known Realms send their children to Redhurst to master the ways of magic, but while here our students learn so much more.

APPLYING FOR ENTRANCE

Because Redhurst is the most exclusive institution of arcane education in the Known Realms, getting in is not easy. Being the son of a powerful king or the daughter of a legendary witch is not enough. These advantages can help a prospect hone what talent he or she has, but they cannot augment an applicant’s raw ability.

To be admitted to Redhurst, a student must pass a rigorous set of tests. Those that pass the test are admitted to the school for the following term. Normally, only one or two people are admitted each year from each locale the school visits. On rare occasion, three students might arrive from the same region in the same year. The standing record goes to the city of Freeport, which had five students admitted at once nearly 20 years ago.

THE STUDENT BODY

Redhurst students hail from all around the Known Realms. The largest number of them are human, but there are many elves, dwarves, gnomes, halflings, and so on here as well. Few members of the so-called “evil” races are ever admitted to the school, although this is not unheard of. One of Redhurst’s best-known former students—Karta Zz’urkm—is a drow princess, for instance.

No matter their backgrounds, all Redhurst students are treated equally. Discrimination on the basis of anything other than past actions is not tolerated. Furthermore, every student is given a blank slate upon entering the school. Any deeds committed before entry are entirely ignored, whether for good or ill.

REGISTRATION

Only the students with the best prospects have a chance of being admitted to Redhurst. This means that many promising aspirants are disappointed at the beginning of each registration period.

The Academy takes two instructional breaks each year, over the winter and summer equinoxes. New students are admitted when classes resume after each break. Most students enter the school in the summer, but exceptions are made each year for students able to fill any vacancies that may open up during the first semester.

The Redhurst program of arcane education requires a commitment of five years. We prefer to take on students in their formative years, before their coming of age, but we are prepared to make exceptions for applicants that warrant them. Many students stay on beyond their first five years to continue their studies, while even more come back from time to time to brush up on their skills.

Aspirants fortunate enough to be admitted to the school must show up to register for classes the morning after the next equinox. Classes begin in earnest the following week, with any time in between dedicated to orientation, of which this handbook is a proud and vital part.

First-year students are presented with a rigid schedule of classes designed to discover their individual strengths both in terms of talents and preferences. This covers a great deal of ground, giving each student a chance to experiment with magic of all types, including the construction of various kinds of magic items, potions, scrolls, and so on. In each successive year, the students are permitted more latitude in their choices of classes, with most students preferring to concentrate in one particular school of magic.

During registration, each student is also assigned living quarters, usually a bed in a shared room. Most students spend their entire education in the same room, so it's in your best interests to get along with your roommates. Students who are unable to make peace with their fellows are normally permitted to leave the school, but rooms are rarely reassigned.

CONTINUING EDUCATION

While Redhurst is best known for its basic programs in arcane education, it is first and foremost an institution dedicated to furthering the development of knowledge of the arcane arts. Well over half of our students return to Redhurst at some point after graduation to further their studies. Some simply wish to take advantage of our unparalleled libraries and laboratories. Others only visit to browse our legendary stock of various spell components and potion ingredients gathered regularly from exclusive sources around the Known Realms.

A sizable percentage of those students who return decide to stay here for extended periods of time. For those who wish to create the next great spell or build the most innovative magic items, there are no better facilities available, including access to our staff of some of the top wizards of our time.

FEES

Attending Redhurst is not free, of course, but no one who is accepted into the school is ever shut out due to lack of ability to pay. For those students not blessed with wealthy parents or patrons, we have several different repayment choices available. Many of our students take out loans from the school, promising to pay us back at a future date. Others agree to serve as apprentices to older wizards while they're here, the value of their labor helping defray their expenses.

Under our new administration, we have had a great deal of success with an all-new program. In essence, the student is able to attend the school absolutely free. In exchange, the student agrees to pay the school 10% of his or her future earnings, similar to a church tithe. This plan is not for everyone, for sure, and applicants for it are evaluated on a case-by-case basis, but it can certainly take the burden of paying for Redhurst off the shoulders of those who find themselves eligible for it, allowing them to concentrate on their studies instead.

JOINING THE FACULTY

Of course, not everyone comes to Redhurst to learn. Some come to teach. For those of you who harbor such aspirations, there are precious few positions available in the Redhurst faculty, and we only accept the absolutely finest of candidates. Many wizards have left standing orders with us to contact them in the case of another professor's departure or death.

Faculty members at Redhurst – both teachers and staff – are paid a generous salary and provided with free room and board while on campus. In addition, all employees have free use of Redhurst's renowned library and various laboratories. These benefits alone are valuable enough for most applicants to offer to work free of charge.

If you feel you have what it takes to be a part of the Redhurst faculty, we encourage you to apply with the headmaster either by letter or in person. Keep in mind that there are rarely openings, but if we have your letter on file there's a much better chance of us calling on you when we need to fill a position.

RESEARCH FACILITIES

Redhurst's library is arguably the best facility of its kind in the Known Realms. We have records of every spell ever discovered on file somewhere in our stacks of spellbooks, and we have the most extensive collection of magical scrolls in the Known Realms too.

Some of the most amazing and useful magic items were first invented at Redhurst, and our long-standing tradition of basic research continues to this day. It was our co-founder Aegis who invented the teleportation circle and led the efforts to develop our entire campus into the largest teleportation device ever seriously contemplated.

The research facilities are normally only open to our students and faculty. However, outside applicants have been known to be granted limited access. For details, please contact the headmaster's office.

CONSULTING SERVICES

Not everyone who comes to Redhurst is here for an education. Some simply don't have the time to unravel the secrets of magic themselves, even under the guidances of our instructors. They simply want the answers they need and to move on.

We can help.

In addition to our teaching services, Redhurst brokers consulting arrangements between our staff and those interested in hiring them on a temporary basis. Our prices are generally the standard for such fees in the locale in question, plus a 10% surcharge which goes directly to the school's coffers. If there's a doubt as to the nature of the locale, Redhurst is considered to be the place at which the business is transacted.

Redhurst wizards can help out with everything from long-term divinations to the mass production of magic items or weapons for royal contractors. Additionally, we offer healing services to those besides Redhurst students and staff. Medical aid is usually free to our own people. It costs the standard rate for direct family members of students and staff. School graduates receive a 20% discount off these rates. Everyone else must pay double the normal rates. Otherwise, our Hall of Healing would quickly be flooded beyond capacity.

Upon occasion, Redhurst may opt to help out certain friendly nations or organizations for a reduced charge – even for free if the situation warrants. Despite the fact that we normally charge for our services, Redhurst's primary mission is not to make money but to further the spread of arcane knowledge in the Known Realms. We use the money to pay our own bills and to maintain and improve our facilities, but when necessary we support what is good and right.

The best example of this was the amount of support Redhurst offered the forces of Light in the course of the Archmage War. Despite the terrific losses we suffered from our involvement in that conflict, Redhurst never received a dime of compensation. Nor did we ask for it. The preservation of the Known Realms is its own reward.

TOURISM

While Redhurst may be both school and home to those who work and study here, it's also an amazing curiosity to those living in the communities through which the campus passes. Once a day, usually at about noon, a member of the staff gives a select group of lucky locals a tour through the campus, starting at the Bull Tower. The security surrounding these groups is high. Although we have never had a serious problem with any of our visitors, we owe it to our students to remain ever vigilant about those we allow to visit our school. Safety is our first concern.

Many of the most powerful leaders of the greatest lands have strode through Redhurst's august halls. We make a point of insisting that at least half of each tour group be composed of those not of noble birth though. We find that some of our best students hail from the less fortunate ranks of society, and spending time in close quarters with ignoble fellows has been known to have an educational effect upon some of the leaders too.

TRAVEL

When Redhurst's founders imbued the campus with the amazing ability to teleport as a whole, they were thinking, "If we can't get all the students to the school, then we'll just have to bring the school to them." What they didn't bank on was that the fact that the campus could travel from place to place made it a wonderful way for people in the local communities to transport themselves and their goods from one location to another, if they could hitch a ride.

The school follows a semi-regular schedule, stopping at each of roughly a dozen cities about twice a month, with a few side trips thrown in for research and educational purposes. The school normally stays in each spot for 24 to 48 hours, arriving in each place at midnight local time and staying until midnight of the following day.

Students travel for free, of course, but those who aren't on

campus when it leaves an area may find themselves trapped there for a fortnight or more. Those who miss exams in this way can be failed.



Magic weapons fashioned at Redhurst, captured by Master Illusionist Shawn Sharp.

Nonstudents are welcome to travel with the school as well. We have a well-appointed inn – the Dragon’s Flagon – available for overnight stays. Travelers can stay at local establishments instead, as long as they are back on campus in time for each teleportation. Refunds are not granted to those left behind of their own accord.

Fees for travel are not inexpensive, but there are few safer ways to get from one location to another. Each time a traveler enters campus, it costs 500 gold pieces. If the traveler stays with us until reaching a final destination, there is no additional charge. Travelers that leave and come back, however, are charged again. Nights at the Dragon’s Flagon range from 50 to 500 gold pieces per night, depending on the luxury of the chosen accommodations.

DIPLOMACY

While the Redhurst Academy of Magic doesn’t belong to one particular country, our staff realizes that it’s in both the interests of the school and its students for peace to reign throughout the lands. Redhurst has been involved in several diplomatic missions in the past and is sure to be again.

In most cases, our staff does little to negotiate peace between warring peoples. Instead, we prefer to simply provide a safe haven in which leaders of such conflicted territories can speak to each other without fear of harm. As a venue for peace, the meeting halls of Redhurst are provided free of charge. We see this as an investment in the lands of the Known Realms as well as a means of protecting our future students.

At such times, our regular travel schedule is suspended. A trip is made to a negotiated pick-up point in each involved locale, and the campus is then brought to a neutral site to ensure impartiality throughout the process. This site is no less than 500 miles from the nearest border of the troubled lands.

In all cases, we maintain regular communication with the capitals of each people. If an attack breaks out, either party has the opportunity to suspend the talks until further notice. At the moment, we have no less than a half-score of suspended talks going on, each of which we hope may resume soon.

COMMUNITY OUTREACH

It is not enough to simply take the best pupils from the communities of the Known Realms. At Redhurst, we take care to give back to these lands as well. Students working to pay off their tuition costs are often placed in the locales from which they sprang. In this way, the students are able to contribute to their homelands in a way that they may never have dreamed of before.

Redhurst has no system of embassies in the lands it visits. Nor does it have any branch campuses, as the faculty wishes to concentrate on its duties on our only campus instead. However, we have strong relationships with a number of different wizards’ colleges throughout the Known Realms. Teachers at some of these places have been known to spend a semester or more with us as guest lecturers or working in our laboratories on vital research projects. Some of our best students started out at these other schools too and later transferred to Redhurst to complete their education.

In all cases, we do our best to work with the local peoples and their cultures in each and every land we visit. This is one reason for the intricate web of illusions around the campus that alter its appearance to fit in no matter where it may be. We wish to be a valued part of each of the communities, and we work hard to make that happen.

AWARDS

Redhurst and its students have won just about every award available in the field. Notably, the International Guild of Wizards has awarded us their highly prized Spell of the Year award a record-setting 24 years in a row as of this writing. Many of our magic item designs garner blue ribbons at the various expositions of such items held around the globe each year too.

The best award, of course, is the loyalty our students shows us every year by contributing their hard-won funds to the school to ensure that we can continue to be the best institute of wizardry ever.

CHAPTER TWO:

CAMPUS LIFE

YOUR LIFE AS A STUDENT

Redhurst has a great deal to offer each of its students, no matter who they might be or from where they might hail. While our students are primarily here to experience the best in wizardly education available, they also learn to live, work, and play alongside each other and to develop themselves as people of great intelligence and power. By the time you graduate from Redhurst, we expect you to have learned a great deal, not just about the arcane arts but also yourself. A Redhurst education is not only about exploration of the power of magic but a journey of self-exploration as well.

At Redhurst, we believe that a student's performance outside the classroom is just as important as inside it. We are here to create not just great wizards, but great people. You are our greatest and most important partner in that endeavor. We cannot succeed in our common goals without not only your help but your active cooperation.

To that end, there are a number of rules that you are expected to know, understand, and follow at all times. These apply no matter if you are on the campus or off. As long as you are a Redhurst student, you are a representative of our school, and you should deport yourself with care at all times. We can tolerate a great many things at Redhurst, but the basic four rules should remain inviolate.

THE SCHOOL RULES

The main rules of the school are simple and clear. You should follow them both in their spirit and to the letter.

- 1) Do No Harm.** Redhurst students are expected to respect the sanctity of life. Any harm done intentionally to another member of the Redhurst community is grounds for immediate expulsion. Intentional property damage is also dealt with accordingly.
- 2) Do Not Cheat.** Redhurst students are here to learn. When they cheat, they cheat themselves out of a proper education, and they cheat their friends out of a fair competition. This is grounds for immediate expulsion.
- 3) Respect the Staff.** All members of the faculty are to be treated with the utmost respect at all times. Students should use the appropriate honorific when speaking to any of the staff. ("Lord" or "lady" are the default terms, although many of the staff prefer and allow the use of other titles.) Students must always listen to and obey the instructions of a member of the faculty, as long as doing so would not cause the student to break the other rules.
- 4) Respect the Students.** Your fellow students have come to Redhurst for the same reason as you: to learn. You are to give them every opportunity possible to realize this ambition.



There are many lesser rules at Redhurst as well. These cover simple details that are easy to understand things like “no running in the halls” or “stay quiet in class.” Many of these are rooted in both common sense and common courtesy. If, for some reason, you need these explained to you, you will find that Dean Khûdzak – our Dean of Students and also our head disciplinarian – is only too happy to expound upon these details at length, while the student scrubs the school’s front gate or cleans out the stalls in the menagerie.

The members of our faculty are just as bound by these rules as any of the students. They each strive to instruct our students in the means of following these rules by way of providing a shining example.

When students err, they are given a fair chance to explain themselves and their actions before the headmaster. Lord Andarlin is a merciful elf, but he bears the safety of his charges and the security of Redhurst always foremost in mind. Those who commit the worst infractions can expect to incur the direst consequences. Similarly, those who can own up to honestly made mistakes usually find their punishments cumbersome but survivable.

It’s exceedingly rare for a student to be expelled from Redhurst, but it does happen. Those who are asked to leave are forbidden to ever return to the school, even as a visitor. Most Redhurst students and alumni avoid contact with these pariahs as a matter of general principle. Expelled students lose all of the benefits of having ever attended Redhurst too, including the ability to ask Redhurst for help in dire times. Such people have betrayed the trust the school once placed in them, and they are never to be trusted again. Only twice in the history of the school has an expelled student been reinstated, and both were under extraordinary circumstances. Don’t gamble on our mercy.

Most students, of course, need never fear the possibility of such punishment. Many of our students are deadly serious about their studies and follow every rule to the letter. This provides our students with the security they need to be able to dedicate themselves to the study of the arcane. Without these sorts of distractions that sometimes plague other schools, our students manage to complete their training in far less time than that seen in other institutions or even in the more traditional forms of private instruction.

GETTING AROUND

Since the Redhurst campus travels around so much, directions like north, south, east, and west do not mean a great deal here. What is north one day may be south the next, and east the day after that.

Instead, we refer to directions with regards to the Main Gate, through which most people enter our campus. Places are either farther from or nearer to the Main Gate, and they are either to the left or right as you look into the campus from the main gate.

This might take some getting used to at first. If it helps, ignore the sky for a while and think of the directions like this. Up is north, down is south, left is west, and east is right. These directions are actually correct when the campus is situated with the Main Gate looking south, so it's not too much of a stretch to think of things that way.

LIVING ARRANGEMENTS

All Redhurst students are required to live on campus for the duration of their studies. There can be no exceptions. Other schools may permit students to reside in their childhood homes and come to campus to study every morning. Due to the fact that the Redhurst campus normally finds itself in a new locale every morning, this sort of arrangement simply isn't practical.

When a student is admitted to the school, he or she is immediately assigned to one of the five different dormitories on campus. These are the Far Dorm, the Near Dorm, the Left Dorm, the Right Dorm, and the Warrens. Each of the dorms has its own style and flavor, and you can read more about each of them in Chapter Four.

Most first-year students must share a room with one, two, or even three other students of about the same age. As you get older, you may have the opportunity to apply for a single room, but these cost more money as well. Meanwhile, take the time to get to know your roommates and learn how to get along with them. You're going to be seeing them every day for at least a year, so you might as well make the best out of the situation.

CLASS SCHEDULES

For your first year, your class schedule is pretty much set. You end up taking a number of required courses designed to introduce you to the various schools of magic. By the end of the first year, you and your teachers should have a decent idea of what areas you have any aptitude in. At that point, you get to start choosing an elective course or two. By the time you're ready to graduate, just about all your courses will be electives, but you have a while to work your way up to that point.

First-year courses tend to be more oriented toward the morning hours as well. As you work your way through your education, your classes will likely be later in the day. The notable exceptions are those classes that either require or demand darkness. Many classes on necromancy are held at night, for instance, as it's far easier to deal with the undead on their own terms when it comes to classroom experiences.

COUNSELORS

When you are admitted to Redhurst, you are assigned a staff member as a counselor. This can be anyone from an assistant dean all the way up to Headmaster Andarlin himself. It's your counselor's job to help guide you through your education at Redhurst, advising you on which classes might best suit your temperament, what you need to do in order to graduate on time, and so on.

You should have the same counselor for your entire time at Redhurst, unless he retires or something horribly happens to him. This helps guarantee that you'll always have someone to talk with who knows who you are, what you've done, and what your hopes, dreams, and ambitions might be.

You should meet with your counselor at least once a month during the school year. Your counselor will contact you with your scheduled meeting times. These are informal chat sessions to allow the counselor a chance to catch up with where you are on a monthly basis. Treat them as chats with someone who someday may be one of your oldest and dearest friends, because that's what they really are.

GRADUATION REQUIREMENTS

To graduate from Redhurst, you need to spend a minimum of five years studying the arcane arts. You have a large amount of leeway within those guidelines however. Some students spend far more time here than that though. The current record for the most number of years spent in study without a degree goes to Filgren Thisbee of the nomadic wood elves of the Monstrous Forest. He's been with us over 27 years, although we suspect its mostly because he likes the kitchen's cooking so much.

Most of our students settle upon one specialty or another by the time they complete their second year, although some wait until just a bit later to do so. Almost all of them make up their minds before four years have passed. Until you declare your intended speciality, you are properly known as a "novitiate."

When you choose a school of magic in which to concentrate, you take on the title of "apprentice" in that school. For instance, if you choose transmutation as your specialty, you would then be an "apprentice transmuter." If you change specialties before graduating, your title changes too, to reflect your new status.

Once you graduate, you can drop the "apprentice" label. Upon graduation, for instance, the student above would become known as a "transmuter."

You don't have to concentrate in any one field of course. While many powerful wizards find that picking and following one school of magic works well for them, allowing them the chance to more deeply explore that particular art, some others prefer to keep their options open.

If you reach the end of your fourth year and have yet to choose a specialty, you are automatically considered a "general apprentice."

Many times, the "general" part of the title is dropped, so you would be known as simply an "apprentice."

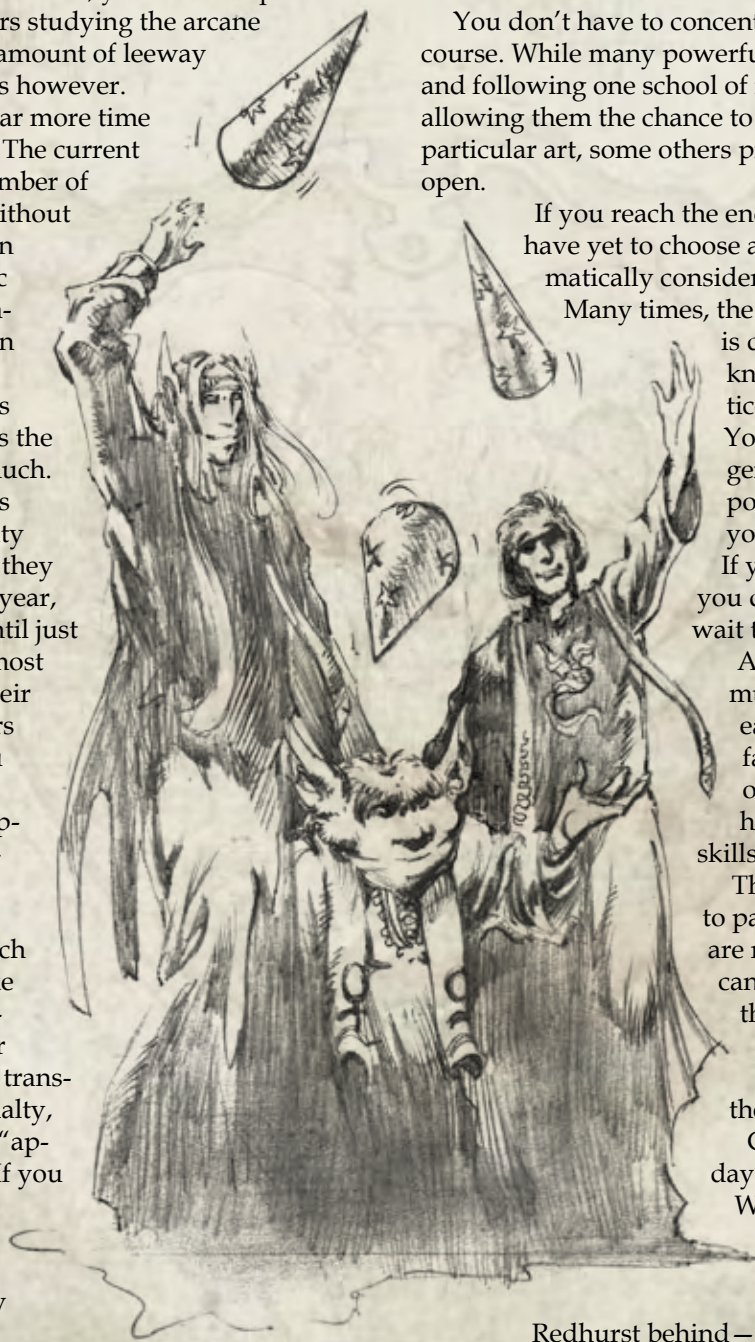
You can declare yourself a general apprentice at any point after the conclusion of your second year, of course. If you know that's the path you desire, there's no need to wait to tell the Known Realms.

At the end of each year, you must pass your exams in each of your classes. If you fail, you must attend classes over the summer to help hone your knowledge and skills.

Those students that manage to pass their fifth-year exams are ready to graduate. They can apply for graduation for the next ceremony date, and all qualified students are automatically admitted to the ceremony.

Graduation is a bittersweet day for many of our students. While it marks the largest accomplishment of their young lives, it also means it's time to leave

Redhurst behind—at least for a while.



Our latest class celebrates graduation. Captured by Transmuter Ted Halsted.

TUITION

An education like the kind you're going to get at Redhurst does not come cheap. Our graduates often go on to become powerful men and women in their local communities and beyond. Many of them manage to make a great deal of money doing what they love doing: working magic.

However, many of our students are the opposite of wealthy when they arrive on our doorstep. Talent, it seems, doesn't pay attention to the weight of one's purse.

Because we hate to see such wonderful raw potential to manipulate arcane forces go untapped, we have set up or helped to develop several programs designed to lend financial assistance to all those who need it. Many of our scholarships were originally funded by the wealthiest of our alumni, wizards who have made more money than they can spend on themselves and who want to do something to give back to the school that nurtured them in their tender years. With their generous assistance, we strive to ensure that anyone who is ever admitted to Redhurst — a process that does not consider financial wherewithal at all — is not turned away due to money problems.

We also have a few different student loan programs. The most common program asks the student to make regular monthly payments until his debt is entirely covered. We have a new program, though, that's gaining in popularity. In essence, Redhurst pays for your education out of its own pocket, and in return you agree to give Redhurst a percentage (usually 10%) of your professional income for the rest of your life.

This might seem like a bit of a gamble for the academy, since it's always possible that we'll only collect a few bits of tin from our wagers on less ambitious souls. However, when a student makes it big, we share a bit of those profits with her. We have a lot of faith in the abilities of our students, and given a choice we're always happy to bet on them not to fail but to succeed.

Redhurst has also set up a general monetary fund that's designed to allow us to run the school entirely off the interest earned — eventually. We need to have a few more spectacularly successful graduates first — at least in terms of gold — so get to work.

EXTRA-CURRICULAR ACTIVITIES

While our main focus at Redhurst is obviously on arcane academics, we do believe in helping to create well-rounded students with a variety of interests and skills. To that end, we have developed a number of different programs designed to pull your nose out of your textbooks — at least for a little bit.

SPORTS

When most people think of wizards, the last image that comes to mind is that of the burly athlete. While it's true that the Redhurst student body has more than its share of frail-bodied geniuses, there are a number of other kinds of wizards here too, and many of them enjoy the chance to compete against each other on the Dueling Grounds, a specially enchanted portion of the campus on which it is impossible to sustain a serious injury.

Dueling: The most popular kind of competition among Redhurst students is the duel. This sort of conflict gives the students a chance to show off a little bit about what they know, and they can also prove how tough they are at the same time.

Most duels are fought under a strict set of rules and the watchful eye of a trained referee. On many weekends, we host round-robin or single-elimination tournaments in which students can compete against each other and whoever dares to accept the challenge of stepping onto the field.

Sometimes students take to the Dueling Grounds of their own accord, often to simply practice their moves before they find themselves locked into the strictness of a tournament. The results of these matches do not count towards a student's dueling rank, but they can still make for excellent practice nonetheless.

In a duel, combatants are permitted to cast any spells they like in an effort to render their opponent unconscious. Due to the nature of the Dueling Grounds, no one can be truly hurt during such battles, allowing the young wizards to pull out all the stops.

Races: We have a number of different kinds of races held throughout the year. There's the Aviators' Rally held late each spring, in which the participants use whatever means they have to fly rings around each of the school's towers in sequence. Then there's the Ghost Walk, in which students attempt to race blindly through the length of the external walls of the Public Square. Those who fall out into the sunlight are disqualified.

The most popular race of all is the Wall Walk Race, in which students and staff race around the entire Wall Walk on foot. The use of magic is not permitted in this race, and anyone can take part, even those not gifted in the arcane arts.

Spellflag: The game that our students seem the most interested in these days is a rough-and-tumble team sport called spellflag. The game is essentially a rarefied version of "capture the flag," except the players use their magic to help them grab the other team's flag and get it back to their goal.

Spellflag players are required to wear helmets and pads during play. While the pitch on the Redhurst Dueling Grounds is magically enhanced to prevent injury, the same isn't true at most other venues at which our team plays.

There aren't many spellflag teams up and running yet, but the sport is quickly increasing in popularity around the Known Realms. At Redhurst, we have had a proper team since Coach Andarlin developed the game here 10 years ago. For the first few years, we merely held exhibition matches – among our own players, of course – in many of the cities we visited, and our guests at each locale were utterly thrilled with the game. It was only a matter of time before challengers arose to compete against us.

Some of the newer teams play a "touch" version of spellflag in which you can freeze a foe for 10 seconds with a touch of your hand. Here at Redhurst, we play by the original rules. These state clearly that a player is only down and must give up the flag once he is tackled to the ground. This is by far a rougher and more visceral version of the game, but the nature of the Dueling Grounds make it possible for our students to play it at their most aggressive without fear of sustaining a serious injury.

The rules of spellflag are fairly complex when put down on paper, but they essentially state that you should do your best to not hurt anyone, no matter how tough your armor seems. Also, just like with a duel, no magic items are allowed.



EXCURSIONS

One of the great benefits of living on a campus that wanders about the Known Realms is that you can sometimes leave it behind and explore the surrounding regions, which change on a regular basis. Every time the campus makes a scheduled stop in a new locale, we have a student excursion planned for the following evening.

The nature of this excursion changes depending on the qualities of the new locale. When arriving at the Lonely Island, for instance, we might organize a trip to the beach, complete with lessons on how to surf the waves on a magically enhanced board. When we find ourselves at Redtop, we often feature a rock-climbing trip, or perhaps even a visit to the dwarf city of Stonehold. These days, whenever we find ourselves in the Emerald Sultanate, Prince Hentru takes great pains to lead guided tours of his homeland, often arranging for camel rides through the great sand dunes surrounding Al Jafara, capped off by a private feast at the Emerald Palace. We've witnessed light-storms over the arctic plains, exploding volcanoes in the Frenzied Seas, and other amazing sights too varied to list here.

If you're interested in taking part in any of these excursions, please consult the message board in the school offices for regular updates. We try to plan out our excursions at least a month ahead of time, but we sometimes make last-minute adjustments to accommodate spectacular opportunities that may arise.

Space in our outings is theoretically limited. We can only watch over so many students at once, after all. However, if we find that there is overwhelming demand for one excursion or another, we can often manage to find another chaperone from among our staff to help out, thereby expanding the number of spaces available.

We encourage our students to attend at least one excursion each year, although you should preferably take advantage of many more. Once you leave Redhurst, the opportunity to visit so many different lands and to learn so much about their different cultures may not present itself again. We suggest you take advantage of this unique opportunity as many times as you possibly can.

GAMES

It's not always possible to leave campus, and even with our dedication to education, our students do have some free time to while away. The favorite way for many of our students to spend their off hours – besides working around campus to earn some extra money or defray tuition expenses – is to play games.

Students gather in open spaces all around campus to play chess, various kinds of card games, and numerous types of games of chance. Once each month, we have a games day at which our students can show their mastery of their favorite diversions by competing with or alongside each other in tournaments too.

Of course, the game our students love best is the Grand Adventure Game. In this, the students dress up in the garb of adventurers about to venture into the dark, dank dungeons once controlled by an evil wizard-king, but now overrun by the monsters he once experimented upon.

One group of students – the Grand Adventurers' Club – sets up an amazing and detailed scenario each semester, developing precise maps of the dungeons and replicating them in various parts of the campus. (One favorite area is the Warrens, which nicely give one the sense of wandering through an underground maze.) These students use illusions and other spells to fashion the monsters and the backdrops involved in the adventure.

The GAC then arranges for other groups of students to pretend to be parties of adventurers hunting for fortune and glory in the set-up scenario. For safety, these pretend-heroes use padded weapons in the battles they fight against the monsters – which are sometimes illusions and other times polymorphed students or simply students in rough disguises.

The GAC runs as many different parties through the game as wish to play, but each student is only allowed to go through once, and no one is permitted to speak of their experiences with those who have yet to play – or until everyone who wishes to play has had a chance.

Players are scored by the amount of treasure they manage to pull out of these elaborately faked dungeons. At the end of a week of adventuring, the team with the most treasure is declared that term's winner!

DRAMA

Once each term, the Redhurst Dramatics Club puts on a production of a play for the rest of the school and any visitors that care to attend. These are elaborate productions that call upon the skills and spells of many of the different schools of magic. Our Dean of the Ignis School of Illusion, Stentelindabree, directs and produces the performances, along with a team of student volunteers and any of her colleagues that she can draft into service. Even without the legendary theatrical effects provided by the Ignis School illusionists, the scripts and the performances would still be on par with anything you might see in the finest traditional venues in the Known Realms.

The style of the play varies each term, from drama to comedy to tragedy or something else entirely. The students themselves compose the play from whole cloth, under Stentelindabree's masterful guidance.

If you'd like to help produce one of our shows or care to try out for a part, just stop by Stentelindabree's office and let her know. Auditions are normally held the second week after the term begins, and opening night is only eight weeks later, so the preparations and rehearsals often feel like rolling down a mountainside in a barrel. Still, the results are rewarding. People come from far and wide to see the plays, sometimes planning whole journeys around them. Furthermore, many former members of our Dramatics Club have gone on to establish themselves among the foremost entertainers of their respective homelands.

The plays themselves are usually held in our Auditorium, although we have been known to hold performances out on the Training Grounds, particular for second-term plays, which are often staged on warm, spring nights. The rulers of several of the most powerful nations in the Known Realms often arrange to stop by for at least one of the eight performances of each show, no matter where our campus may happen to be at the time.

We also have an alumni night for each set of performances. This is a favorite event for our staff as well as our former students, as it's a chance to catch up with each other and enjoy a kind of entertainment that's rarely available anywhere else in the Known Realms.



Our dramatic production of Death of a Dragon. Captured by Conjurer Brett Hawkins. 19

INTERNSHIPS AND APPRENTICESHIPS

While we believe that every wizard needs a solid grounding in academic basics before venturing out into the Known Realms, we recognize that there is no real substitute for a true experience. To that end, we have established several internship and apprenticeship programs to give our students a chance to try out different careers before they complete their education.

This is a winning proposition for all involved. Those who take on a Redhurst intern get essentially free labor for the period of the internship, and they have the assurance that the intern is getting the kind of education Redhurst gives each of its students. The student learns things that he would never discover in any classroom. And that same student brings back new experiences to the school to share with both his teachers and his fellow students.

Internships and apprenticeships are not permitted to interfere with basic studies, of course. As such, almost all of them take place during the summer break. Instead of returning home during that time, the student works the internship, returning to Redhurst at the start of the next fall. Some internships allow for a short break between their ending and the start of classes, just for those who still wish to visit their homelands for a short while. Be sure to declare your preferences when you sign up for your internship.

Your internship coordinator is your school counselor. If you're interested in an internship or apprenticeship, please let him know as early as possible. There are a limited number of spaces available, and they do fill up fast. Often by the winter holidays we have already placed students in every available slot. Sometimes other spots open up later in the year, but these are the exceptions, not the rule.

Your counselor works closely with Miraleebelle, our school secretary, to make all the arrangements necessary for any internship. Rest assured that your well-being and the quality of your education are our top priorities. We refuse to compromise these standards, even over your summer break.



ADVENTURING

The most dangerous of any of our internships involves sending our students out to work with an adventuring party. At the same time, it's also the variety most popular with our students, many of which hope to be able to say they helped save a kingdom or slay a lot of monster over their summer break. This is the kind of thing that attracted many of our students to the arcane arts in the first place, after all, so it's difficult to deny these impulses, however risky they may be.

As such, we do what we can to minimize the risks. First and foremost, we carefully vet each and every adventuring party that applies for the program with our school. There is a long and rigorous application process each party must go through to ensure that they won't be putting our students into unnecessary danger. This is a rare find, of course, and the bulk of the applicants are turned down.

Once we find a good, solid party of adventurers, we stick with them like glue. Some of our best partner parties have had over 50 of our students intern with them over the years. Parties in which a student is seriously injured are removed from the list of acceptable partners and must apply again. Those who have a student perish in their care are stricken from our records and cannot ever work with us again.

We always place our students in parties filled with experienced adventures. Those that have a Redhurst graduate as a member gain top priority. This is not a means for a hard-luck party to tap into a free source of magic. It's a chance for a party of seasoned professionals to show the younger generation what being an adventurer is all about, to help train those they may be working alongside in the future.

Interns often get a share of any treasure obtained in the course of their summer adventures, making this potentially one of the most lucrative internships around. Often this is a reduced share, say half that of what the full members of the party receive, but it's far more than most other interns take back to school with them. As such, these positions are first given to those students experiencing difficulty making their tuition payments for one reason or another. In such cases, the student keeps only what's left after settling his debts.

DIPLOMACY

The diplomatic corps of many nations require wizards of all sorts to aid them in a variety of ways. This can involve translations, detection of poisons, surveillance, identification of various pieces of equipment, and so on.

If you apply for such a post, you will be placed with a trusted partner government for the duration of the summer break. That government normally assigns you a supervisor for the duration of your internship. This is essentially your boss, and your job is to help him out in whatever way necessary.

Note that interns are never to be asked to do anything illegal, unethical, or immoral in the course of their activities. If such a situation should occur, we recommend that you report your problem back to Redhurst immediately – or, if that's not possible, to your supervisor's immediate superior. Such breaches are not to be tolerated.

Diplomatic internships are wide and varied. Some students have helped broker treaties to end wars or prevent them from ever starting. Others have spent their summers cataloging plant species on remote frontiers. Be sure to work with your coordinator to find a job that fits your temperament.

RESEARCH

There are a number of arcane research institutions in the Known Realms, and they are always looking for extra help. As an intern in one of these places, you'll be helping to refine the understanding of arcane forces. This can range from cataloging the contents of a treasure trove recovered from an ancient tomb all the way to testing out new and unproven spells in the laboratory and the field.

This is a field that requires patience and diligence for success. Those students who are best able to apply themselves to such problems will find a summer of research time well spent, but the long hours of concentration – and sometimes isolation – aren't for everyone. Your coordinator should be able to point you in the direction of a position that fits you well, and with luck you'll have a summer you'll never forget.

ADVANCED TRAINING

As you wander about our campus, you may notice that not everyone here is either a teacher, a part of our staff, or a student roughly your age. That's because we also offer graduate-level training and individualized instruction to wizards who have either already graduated from an academy (like Redhurst) or have an equivalent amount of real-world experience.

Many of these students are only here part-time or for short periods of time. Some only attend classes here or regular seminars with our teachers when the Redhurst campus happens to be in their neighborhood. Others come to stay with us for a while for crash courses in certain subjects.

It's said that a wizard never stops learning about magic, and it's true. Even Headmaster Andarlin himself devotes a portion of his time to the continuing study of the arcane arts, just as all successful wizards do.

Those who wish to undertake advanced training at Redhurst must apply for the privilege, just as our undergraduates do. The easiest way to be accepted is to have a degree from Redhurst or another academy of a recognized level of quality. (Contact our offices for a current list of such institutions if you're not sure if your alma mater qualifies.) Otherwise, you must display an appropriate level of power and general preparedness and be able to supply recommendations from reputable sources.

Some of our continuing education students defray some or all of their tuition costs by teaching or tutoring other students at Redhurst as well. If you think you might be interested in such a position, be sure to inform our school secretary so that your name can be put forth for consideration. Keep in mind, however, that our hiring process is even more rigorous than that for admissions. After all, it's one thing to take courses here. It's something else entirely to teach them.

For a current list of available advanced courses and upcoming seminars or training sessions, please contact our offices. We keep an updated schedule posted on the board outside the office at all times. It changes regularly, so be sure to check back often or contact us if you're looking for something specific.



REDHURST TRADITIONS

With a school that's just reaching its 500th anniversary of opening its doors, you can be sure that we have developed a number of traditions over the years. Here's a partial list of our more popular ones.

- Throw a coin in the pool in the Public Square as you enter the school for the first time each school year for luck.
- Have your first (legal) drink at the Dragon's Flagon the day you turn sixteen.
- If you walk on the Redhurst crest embedded in the parquet floor of the Grand Hall, you will fail your first exam of the year.
- When you graduate, pull a rabbit out of your hat.
- After you suffer through your first punishment at Redhurst, spend the night camping out in the woods behind the stables.
- Crawl across the threshold of your dorm room on your hands and knees the first time you enter it.
- Spit on the ground whenever you think someone might be invisible nearby.
- Once you declare a school of specialization, you can wear that school's crest on your robes. Until then, you can only wear the Redhurst crest.
- Go for a midnight swim on the first day back from winter break.
- Kiss someone under the archway of Nammor's front door.
- Shaking a zombie's hand in your first necromancy class.
- Firing *flare* spells from the tops of all the buildings and towers on Founders' Day (the week before school ends for the summer).
- Singing our school song before every sporting match.
- Raising a glass to our founders and saying "Cheers!" before every meal.

OUR SCHEDULE

As with any large institution, we run on a fairly tight schedule. While there are exceptions to every rule, our annual schedule looks pretty much the same each year. With as many different places as we visit and as many different cultures with which we interact, a common calendar is impossible to establish. At Redhurst, we employ the New Calendar of the elves of Drassilyrg – the homeland of our founders – but that may not mean much to you now.

Here is a rough schedule that relies on the changing of the seasons, which are often much the same everywhere – at least in the same hemisphere. In this case, the schedule assumes you're in the northern hemisphere, so simply reverse the listed events if you're not

<u>Time</u>	<u>Event</u>
Autumnal equinox	School begins
Winter solstice	Winter break
Vernal equinox	Spring break
Summer solstice	School ends

The winter and spring breaks are each two weeks long, centered around the time of the solstice or equinox. That's one week off before, and one week after. We often try to complete a quick visit to our most popular stopping spots in this time. Those dropped off first are picked up first. If you want to go home and are lucky, this means you should have about a week to spend back home.

We have two semesters, and the break between them comes directly between the winter solstice and vernal equinox. At that time, we have a four-day weekend and then come back and return to our studies. Midterm exams are given out before each of the breaks. Finals are administered just before the semester break and then before school breaks for the summer.

Many people ask about the campus's travel schedule. This changes around all the time and is difficult if not impossible to predict with complete accuracy. We usually have a good idea of our likely schedule about a month out, and this is posted in the main offices, just outside of the school secretary's office.

CHAPTER THREE:

THE FACULTY

THE PEOPLE MAKE THE SCHOOL

If you didn't know any better, you might think that the best part of Redhurst is the campus. After all, it does comprise one of the most amazing places in the Known Realms, able to move through space effortlessly, bringing the light of reason and the gift of the arcane arts to all communities fortunate enough to receive its touch.

But you'd be wrong.

Redhurst is far more than a series of buildings. The classrooms, the dorms, the laboratories, they're all just places. Without the people who live, work, study, and even play in them, they're nothing, mere shells of stone and wood waiting for the members of our community to breathe life into them.

THE GREATEST STUDENTS

It's clear that Redhurst has some of the greatest students that any school has ever seen. Even before our students register for their first class, they are rigorously screened and tested to ensure that they are the brightest stars in the sky and have the best raw talent with the arcane arts around. With such high standards for entry into the school, it would be almost impossible to expect anything less than the best from the young men and women who grace our campus with their presence each and every year.

Over the course of the years that you spend at Redhurst, you'll form a number of deep bonds, not only with your fellow students but with the teachers privileged to instruct you during your time here. These bonds are certain to stand the test of time, as we see every year during our regular class reunions. A close-knit group of elven friends who studied together here have reunited at Redhurst every ten years since. In just a few years, they will celebrate their 350th-year reunion.

Many of you will make the best friends of your life during your time here. Others may even meet their true loves and marry them, building on the lessons learned at Redhurst to help you create a family of your own.

There are some legacy students here who have had a member of their family attend Redhurst for over 20 generations. This is a proud tradition for these people, and we are just as proud to have them as a part of our extended family, which now numbers in the thousands.

As a Redhurst graduate, you'll find that others recognize the strength of our community too. The Redhurst crest on your wizard's robes can open doors for you in many of the Known Realms. Those who recognize it know it for the mark of quality it is and will treat you accordingly. And if you happen to run into a fellow graduate, there are likely to be few limits for what you might do for each other — after you catch up with each other about news of your alma mater.

So when you arrive, stick out your hand and make some friends. Talk to the people around you. Learn who they are and don't be shy about telling about yourself. This is where you'll be for the next few years.

Welcome home.

GETTING TO KNOW YOU

Since you're new here, we don't know all that much about you — yet. There are many things we can learn from scanning your application and asking the people who handled your entrance interviews and placement exams, but those don't do much to show us about your real personality, about who you are.

When you first arrive at the school, you'll have a number of mixers to attend. These are designed so that you can get to know the staff and your fellow students and so we can learn more about you. We realize that many of you are away from home for your first time, but do your best to not be shy. We're all looking forward to meeting you, so there's no reason to hold yourself back.

MAKING INTRODUCTIONS

When you meet someone, it's customary to give your name — and your surname or earned name as well if you have one. You should also mention where you're from in a way that would mean something to someone who's never heard of your hometown. For example, you might be Dektor Lightbearer from the town of Cratersville in the northern part of the Empire of the Immortal Golem.

Once you've said that kind of a mouthful, it's common to tell your new friend how people usually refer to you. The student above, for instance, might call himself "Dektor." Or he might run under the nickname "Blaze." Try to be clear, as this is how people around here are probably going to refer to you for the rest of your life.

You don't need permission to introduce yourself to your fellow students, and unless a staff member is in the middle of something else they're usually happy to meet you. When you first meet a member of the faculty or the administration, be sure to introduce yourself fully. It's important that we know who you are, and we're looking forward to learning more about you as soon as you arrive.

OUR STAFF

In the first few days after you enroll at Redhurst, you are sure to meet dozens of different people, ranging from your fellow students to Headmaster Andarlin himself. While it's impossible for us to give you detailed information about each and every member of your class — we haven't yet met many of them ourselves — we can tell you all about our staff.

This chapter gives details about each and every permanent member of our faculty and administration. There are other people who work for Redhurst too, but we don't want to overwhelm you. If you manage to keep track of who all the people in this chapter are, you'll be far enough ahead to relax for a moment or two.

You don't need to memorize the information in this chapter. There will not be a quiz on it at any point. However, when you can't remember the name of that dean you met at your first mixer, or if you want to know what one of your future teachers looks like so you can introduce yourself to her, turn back here and consult these pages.

ASK QUESTIONS

While the staff profiles in this chapter give you a good briefing on who the most prominent members of the Redhurst leadership are, at only a page in length each they can hardly be comprehensive. Our staff members are invariably experienced far beyond their years, masters of their individual fields, and fascinating people in their own right. You owe it to yourself to get to know them better than these brief overviews could possibly manage.

Engage your teachers in conversation. Talk to our staff. Ask them questions. Find out who they are. The answers you receive just may surprise you.

Most of our staff members started out their own studies of the arcane arts right where you are now. When they came to Redhurst, they were excited too, and maybe just a little scared. They've been in your shoes and remember what it's like. Let them show you where you might go from there.

HEADMASTER

Andarlin: Although our current headmaster has only been with us for five years, he has a long history with Redhurst, dating back even before his birth. Andarlin's parents – the archmages Aegis and Nammor – were two of the founders of our academy. Aegis served as headmaster for nearly 500 years before his untimely death, and it was then that his only child was tapped to take over the reigns of the school. The transition has gone over with nary a bump, as Andarlin not only graduated from Redhurst but also spent his entire childhood here.

With the exception of several decades spent adventuring on and off, Redhurst has always been Andarlin's home. "I can't imagine the Known Realms without Redhurst," he likes to say, "and as long as I can help it, we will always be here."

Andarlin inherited his parent's quarters on our campus, which – like many things around here – he has transformed into his own. The building is filled with mementoes from his adventuring days. However, in re-

spect of his parents and the traditions they started here, he has kept many of their things around him as well.

Although he never held a teaching position here before, Andarlin was unanimously elected to take his parents' position. The board of regents refused to consider any other applicants, believing firmly that Andarlin's parents would only rest comfortably knowing that their son was in charge of the school they'd spent most of their lives building.

Andarlin has proven himself to be a wise leader, a sure disciplinarian, and a commanding presence about Redhurst. He often spends his days patrolling the campus, taking a hands-on approach to keeping the academy running smoothly. He knows every student's face and greets them each by name, taking a personal interest in the development of each of them, not only as wizards but as individuals with the potential to leave great marks upon their homelands and the rest of the Known Realms.



DEAN OF STUDENTS

Khûdzak: The original founders of Redhurst – Aegis and Nammor – always endeavored to find the best coworkers around. They realized that they’d literally be living with their fellow faculty members, and it was important to them that Redhurst was not only a wonderful learning facility but also a great home. The people who hired on as teachers at Redhurst were not mere employees. They were friends.

The closest friend the founders had in the past two centuries was clearly Khûdzak, master wizard hailing from the Stone Marches buried deep beneath the Distant Desert. When Khûdzak joined the faculty over 300 years ago, he was already a legend among those knowledgeable in all things arcane. Over the years, he cemented that reputation, eventually becoming the Dean of Students at Redhurst, a position he’s held for nearly 200 years. To many, he’s the rock upon which the school is built.

Khûdzak is charge of not only the education of our students but their physical welfare. Because of this, the role of disciplinarian falls to him. It’s a rare first-year student that fails to tremble to her core when Khûdzak enters a room. By the time a student is ready to graduate, however, chances are good that she has struck up a friendship with the stoic dwarf that will last for the remainder of her years. He may be hard, but he’s fair, and he earns every bit of respect the students give him.

Recently, Khûdzak has taken to spending the summer break back in his homeland. While rumors persist that he is scouting out a retirement tunnel for himself, the dwarf insists that the only way he will ever leave Redhurst permanently is by way of a funeral bier.

We’re confident that day is a long way off. With lucky, Khûdzak will watch over the students of Redhurst for generations to come.



SECRETARY

Miraleebelle: The first staff member ever hired at Redhurst was the school secretary. Aegis and Nammor understood that a strong school requires a strong infrastructure. A good secretary is the core of that infrastructure, and the best are worth their weight in platinum pieces.

The beautiful and talented Miraleebelle started out as a student at Redhurst over 100 years ago, assisting in the administration offices to help offset the cost of her tuition. Soon enough, she realized her talents lay more to the organizational than the arcane. Although a talented wizard in her own right, she scaled back her studies to part-time to take on more and more duties with the school. When it came time for Kantella, our

previous secretary, to retire, Miraleebelle was the clear choice to take her place.

Miraleebelle hails from the elf lands known as the Great Forests of the West. She grew up near the roots of the Big Oak itself. She saw magic as a means of getting closer to the sunlight upon the broad, green leaves that eternally shelter that land. Instead, it removed her from that world entirely, and she has never gone back. Redhurst is truly her home now.

If you lose your spellbook, if you want to schedule a trip home, if you have a special dietary need – in short, if you have any unusual needs at all – Miraleebelle is the person you need to see. In addition to her normal duties, she acts as the mother-in-residence for all of our students. Several generations of students have turned to “Momma Mira” when they were homesick or worse, and that tradition continues strongly to this day.



Miraleebelle, captured by Enchanter Shane Gurno.

CHIEF OF SECURITY

Christopha: A veteran wizard and warrior, Lady Christopha joins Redhurst this year as the new chief of security. A former member of Headmaster Andarlin's old adventuring group and a Knight of the Seven Stars, Lady Christopha brings vital experience to the post.

Lady Christopha began her career as a private in the Royal Legion of King Elrial. She was promoted quickly to the palace guard. Not soon after, she and some of her fellow officers uncovered a plot to assassinate King Elrial. Using a cunning plan worked out with the king's arcane advisor, the wizard Aidan Trect, they managed to stop the assassination. During the battle that followed, Lady Christopha picked up a dropped wand and used it—untrained—to kill the one of the assassins on the spot.

Master Trect realized that Lady Christopha had considerable aptitude for magic, and he petitioned the king to name Lady Christopha one of his arcane apprentices. She excelled in both evocation and abjuration under Master Trect's tutelage, and she put her hard-earned skills to great use defending her king in her new role as a Knight of the Seven Stars, the king's personal guard. It was soon apparent, however, that Lady Christopha would need more education than Master Trect could provide, so she petitioned for permission to apply at Redhurst. It was granted, and she was accepted.

True to her past, Lady Christopha worked as a guard at Redhurst while she attended classes. With the help of our headmaster and a few other friends, Lady Christopha exposed a spell-component smuggling ring within the school, earning her a promotion within the ranks of the guards.

Lady Christopha graduated at the top of her class, with a specialization in abjuration. Afterward, she and her friends formed an adventuring party which she took part in until she returned to King Elrial's service. When Headmaster Andarlin asked her to consider returning to Redhurst, this time as chief of security, she obtained leave of her liege and leapt into the job.

Lady Christopha would like to remind everyone that she teaches self-defense on the dueling grounds every other morning at 10:00 AM. She also leads the advanced seminar "Casting with a Sword" each semester. Additionally, Lady Christopha has posted a new school security policy outside her office. Everyone should spend some time reading it. As part of this, she has instituted a zero-tolerance policy on unauthorized casting in the school. Ignorance of this new policy is no excuse.



HEAD STEWARD

Prendist: Handling the day-to-day affairs of keeping an establishment like Redhurst running smoothly is a huge job. Besides the standard challenges of keeping the campus set for food and drink and in good repair, there are the added supply needs of not just a school but a school full of wizards. Making sure that every student has the proper components for his spells and potions on hand whenever necessary

is just one of several monumental tasks that must be completed with apparent grace and ease. The best steward manages such feats without anyone noticing that something could possibly have gone wrong.

The problems Redhurst has had in the recent past with such logistics are now long gone. Upon his installment as headmaster, Andarlin's first act was to audit the school's accounts. Soon thereafter, he hired on Prendist Cashwright, the latest star in a proud line of stewards.



Prendist grew up in the Commonwealth, a free and happy land in the northwest of the central continent. Bored with her family's long-standing tradition of service to others, she struck out on her own to forge a name for herself as an adventurer. During her travels, she met and befriended Andarlin. The two saved each other's lives several times over during those years, forming the basis for a kind of trust that simply cannot be purchased with gold.

Under Prendist's guidance, Redhurst has been able to keep tuition bills frozen while improving services, all by cutting costs across the board. The halfling runs a tight ship, and she has quickly impressed the Board of Regents with the ease and authority with which she negotiates deals on the academy's behalf.

If you have any special needs or requests during your stay at Redhurst, you should approach Prendist directly. Although she is a busy person, she is always happy to help out a student in need. She sees each such challenge as an entertaining puzzle to be solved as quickly and efficiently as possible. There are few such demands at which she has ever failed.

ARCANE MAINTENANCE

Marsden: A place as fantastic as the Redhurst campus requires a great deal of upkeep. Transforming the campus into the Known Realms' first building capable of traveling by teleportation was a monumental feat by itself, by itself worthy of entering the name of the academy's founders into the annals of arcane history. The illusions around the campus that keep it hidden from view astound all but the most jaded mages too. And there are other magical features scattered all about the area.

Putting all of that together took years to accomplish — centuries even. It's no surprise, then, that things occasionally go wrong, just as with any other complex system. Fortunately, we have a long-standing tradition of hiring the best and brightest wizards to help keep our campus's arcane powers in tip-top shape.

The latest in our line of chiefs of arcane maintenance is Marsden Nightfeathers. Marsden trained under the Great Shaman of the People of the Land, the largest tribe of nomads wandering around the wilderness of the southern continent. His wandering ways led him to learn about and seek out the most famous nomadic structure of all: the Redhurst campus.

Marsden hired on under the auspices of the previous chief of arcane maintenance, Liddet Hortonnen. She taught the young wizard everything she knew, and she relied on him to keep everything running smoothly whenever she took off on one of her spontaneous sabbaticals. When she announced her retirement, her selection of Marsden as her hand-picked replacement shocked no one.

Despite the fact he is no teacher, many students claim to have learned more from Marsden than any dean. Every year, several of our students take on jobs working in the arcane maintenance department, and those that do often pick up more in their on-the-job training than they do in their course work.

Marsden is known for his amiable nature, despite the importance of his work. Little rattles him after all he's seen. This serves him well when having to track down the culprits behind the latest school prank, and when he finds them, most students are wise enough to volunteer to help clean up any mess they might have made.



Marsden, captured by Transmuter Ted Halsted.

HEAD CHEF

Leganté: Feeding the hundreds of people who call Redhurst home is no easy task, especially considering how widely varied and cultured the palates of our faculty and students can be. It's seemingly impossible to make everyone happy at once, yet that's what Leganté Deepkettle strives to accomplish at every meal.

Leganté was hired to reinvigorate the Redhurst kitchens after an exhaustive search for the replacement for Menadin, the half-elf chef who ran the kitchens for over 100 years. In the scant, few years she's been with us, she has transformed our dining hall into the kind of place any student would be proud to bring her parents. Her efforts satisfy even the most demanding taste buds, and we haven't had a single incidence of food poisoning since she took on the job.

Leganté hails from the Goodburrows district of the Commonwealth, a region renowned throughout the Known Realms for its cuisine. Before hiring on at Redhurst, though, she traveled the globe for years, studying all varieties and styles of cooking and creating a kind of fusion cuisine of her own. She most recently ran the kitchens of the King of Paladane, where she offered him a different dish for every day of the year.



The happy halfling would likely have remained in that post forever had the position at Redhurst not opened up. For her, it was a chance to combine her two greatest loves: food and travel. From the reviews the students give her, she has certainly made the most of the opportunity, and we are grateful to have her on staff.

Leganté runs her kitchens with a firm hand. Those students who hope to work in the kitchens during the school year must be prepared to meet the demands of a supervisor every bit as meticulous about her work as their professors.

Although her reputation as a chef extends throughout the Known Realms, Leganté is nearly as well known for her arcane research. She has been instrumental in training *smart servants* for use in the kitchens. Her success there has led Marsden to experiment with their use in arcane maintenance as well. Christoph has yet to endorse their use in security, but many feel that it's only a matter of time.

Leganté lives on campus with her husband Damnil, a cheery halfling who often spends mealtimes greeting diners at the door and explaining the current choices to them. The two have three grown children living in the Goodburrows. They visit frequently, sometimes escorting important halflings from the Commonwealth to sample their mother's cooking and delight in the Redhurst experience.

HEALER

Mother Chicendra: While the incidence of injury and illness at Redhurst is far below that found at other institutes of learning, we do have medical needs from time to time, both chronic and acute. Parents and students can rest assured that all of our charges are in the finest of hands when it comes to their health.

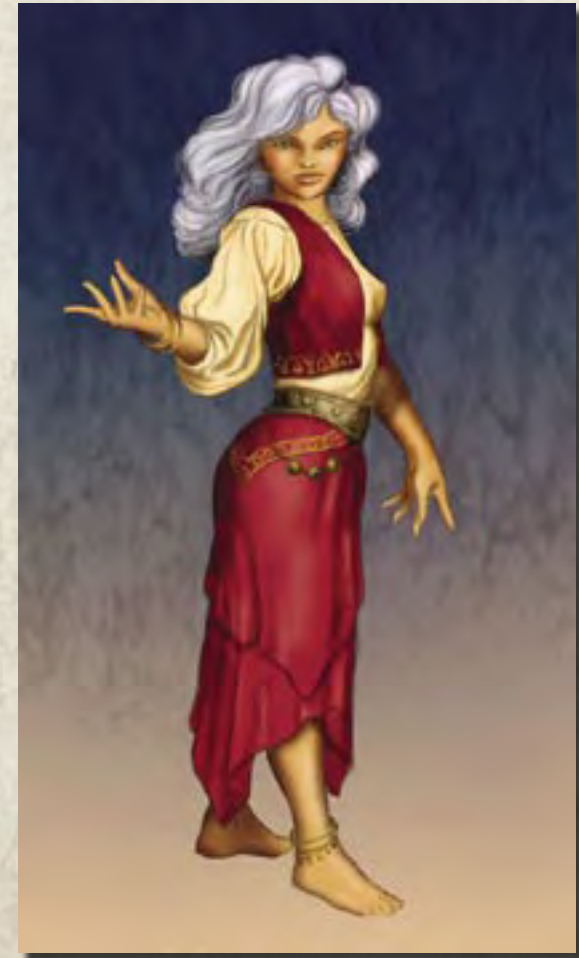
Mother Chicendra has been in charge of the Redhurst infirmary since the school's second century, and she's literally seen it all—everything from runny noses on up. Her early training as an adventuring cleric and a battlefield medic have served her well, as little can faze her when it comes to medical needs. She was instrumental in crushing the crimson pox outbreak of thirty years ago, in which group of Redhurst students inadvertently spread the disease through a dozen different cities on three separate continents. She is capable of handling everything from feeding a fever to bringing the recently deceased back to life.

As a priestess of the Mother Goddess, Mother Chicendra—"Momma C," as the younger students like to call her—is a capable manipulator of divine powers. However, her training at Redhurst has allowed her to study arcane energies as well. She deftly switches back and forth between the two kinds of spells, using whichever is called for at the time.

Mother Chicendra holds services to the Mother Goddess in the infirmary every weekend. She happily instructs students in the worship of her chosen deity, and she has even taken a few under her wing to teach them the ways of divine service.

Mother Chicendra actually has two grown children, each of which serves the Mother Goddess in their own capacity. One preaches her word in the Endless Heather, while the other wanders up and down the Emerald Beaches, working as a missionary to the sea elves who thrive along those shores. Her husband remains with his own church in their familial home in the cloud city of Cirrain. The mobile nature of both of their homes means they don't see each other as often as they'd like, but Father Lenderas is a common fixture at holiday celebrations and attends many graduations at his wife's side.

Mother Chicendra is well known not only for her skills as a healer but her warm and friendly bedside manner. It's said that her smile alone is sunshine enough to banish any cold. We are certainly blessed to have her as a part of our family.



LIBRARIAN

Lexandri: Learning about magic doesn't always involve mixing together potions or memorizing incantations. Sometimes it requires old-fashioned, solid research. The manipulation of arcane energies is far from a science, and there is much about it that has been learned and lost.

It would take several lifetimes to absorb the full body of knowledge accumulated in Redhurst, but fortunately our students don't have to. That reserve of research is carefully cataloged and indexed in the famous Redhurst Library of the Arcane, currently under the deft guidance of our own Lexandri, the most gifted and dedicated librarian of this age.

Lexandri took over the reins of the RLA ten years ago after the sudden and tragic passing of our previous librarian, the legendary elf Kardik Llipsis, the founder of the RLA. Decoding Kardik's personal index of the library's contents was no small task, but Lexandri delved into it with relish, and by many accounts his understanding of the RLA's contents surpasses even that of Kardik himself.

Lexandri was formerly the curator of the Library of the Folk, the repository of all dwarf knowledge in which every entry is carved in glowing text upon the twisting and turning walls of the library maze. The chance to reorganize the RLA was far too enticing for him to ignore, and he leapt at the opportunity.

Lexandri has long theorized that every spell known is merely an aspect, a splinter if you will, of a large, unified gem of arcane understanding. Only by knowing all of the pieces, he claims, can you hope to know the whole. Even before being hired at Redhurst, Lexandri spend untold hours — months, even — poring over the tomes there to find clues that support his ideas. While he has yet to prove his Unified Theory of the Arcane, his research has proven promising enough to attract the attention of every one of Redhurst's deans. For this reason alone, the board of regents unanimously approved his hiring, despite the fact that he never attended a single Redhurst class.

While it might be impossible for a single person to ever encompass the whole of the nature of arcane magic in his own mind, Lexandri is determined to try. He is eager to share his theories with students as well, and those who wish to lend him a hand are never turned away. Unlike many of his gruffer kinsmen, Lexandri believes that cooperation is only way to unlock the true nature of the meaning of the universe, and he's happy to take aid from all corners to advance that goal.



PASTOR

Father Crattus: While Redhurst is dedicated to the study of the arcane, that hardly means that we ignore the effects of the divine in our lives. Most of the staff at our school naturally worship the God of Magic, but they and our students are free to follow the religious of their choice without fear of interference. The only exceptions involve religions that pose a clear and present danger to others at the school, as members of such faiths tend to become far too troublesome to deal with on a daily basis.

The Redhurst campus features a handsomely appointed chapel dedicated to the God of Magic. We have had many different pastors serving in this chapel over the centuries. They are placed there by the hierarchy of priests of the God of Magic rather than being hired in by the board of regents. The board, of course, has strict approval of all proposed pastors, but to date there has never been a disagreement over a proposed cleric to lead the chapel and our flock.

Appointment to the Redhurst chapel is a point of honor among priests of the God of Magic. For that reason, each pastor serves a term of office of only 20 years. Many of our former pastors have gone on to positions of greatness elsewhere, so much so that Redhurst is often considered a stepping stone to bigger and better things.

Our current pastor is Father Crattus, as dedicated a cleric as ever there was. He graduated from Redhurst a mere twelve years ago, and he has returned to our fold with much acclaim. While many of our other pastors have had more experience than Father Crattus, few have shown the enthusiasm for the post and the sheer enjoyment of leading his brethren's religious development as he.

Father Crattus hails from the Stunted Lands, where he survived the Darknight Wars as a young man. His experiences there caused him to embark on a road of spiritualization that eventually led to him entering the seminary of the God of Magic. After graduating there, he completed his graduate-level studies at Redhurst before striking out into the wilds as a missionary for his chosen god. We're pleased to be able to welcome him back against.



MASTER GARDENER

Goldendilly: Many of our students find respite from the stress of their studies by wandering the campus grounds. From the neatly groomed paths and burbling fountains of the gardens to the grassy clearings and shaded copses tucked between the buildings and the walls, all fall under the purview of our gnome master gardener Goldendilly.

Goldendilly learned the basics of her trade in the Oaken Heights, tending to the plants of her herbalist grandmother. When the young Goldendilly confided a fear that her love of plants could never lead anywhere exciting, her grandmother arranged for an apprenticeship with longtime Redhurst master gardener Sylvoi Beledine. At the side of the “Green Elf,” Goldendilly learned how to nurture not just simple shrubs but also the exotic flora in the campus’s walls. When Beledine planned for retirement, she asked a thrilled Goldendilly to take her position.

Already many notable accomplishments have marked Goldendilly’s tenure as master gardener. She

has taken special care to expand the Redhurst collection of nocturnal plant life, including the rare and delicate *floridus noctis* – the photophobic “midnight opal” that blooms only during the new moon. She also successfully petitioned the academy to allow a fairy clan to take up residence on campus to aid in hand-pollinating the gardens’ most fragile specimens of plant life. Despite a schedule that requires her to attend to the gardens day and night, Goldendilly has nearly completed a course of study in the Bisechen School.

Goldendilly also oversees the fields that provide Redhurst with the plethora of foodstuffs and botanical spell components it requires on a daily basis. Students interested in assisting the master gardener in working these crops as an extra course of study should visit Goldendilly’s office outside the kitchen. Students assigned to the fields as punishment duty should report to the same office following their last class.



STABLEMASTER

Faragrim: Academy rules require students to leave at home any animals – familiars or otherwise – they cannot house comfortably in their own quarters. But mounts belonging to Redhurst faculty are housed in our small but well-equipped stables and tended by our popular stablemaster Faragrim Southgrove.

Faragrim joined the Academy staff three years ago. Previously he spent more than a decade riding the high forest of Callandra with Quarvel's Rangers, where he learned woodcraft from the legendary Thomas Quarvel. Since childhood, Faragrim possessed an unusually strong ability to calm and approach nearly every sort of animal. So once Faragrim learned all he could about woodland creatures from Quarvel, he was sent to a druid who taught the young ranger methods of healing particular to the animals and beasts.

Faragrim's skills quickly earned him the respect of not just local rangers and druids, but also the people of the forest. Callandra's King Volgov IV even inducted the young ranger into the Order of Volgov for curing a family of girallon whose attacks on local villages far outside their normal territory had been instigated by the consumption of mind-altering, poisonous berries.

But when a plague spread among the forest's flocks of cockatrice that turned their own powers of petrification against them, Faragrim realized he had much to learn about the nature of magical creatures and applied to study at Redhurst. Accepted into the Thaumant School, Redhurst's board was happy to waive tuition in return for his services in the stables.

Faragrim spends his time outside of classes with the animals he love. Students of a similar inclination are always welcome to assist him in preening the wings of a pegasus or currying the coat of Sahib Hentru's camel.

Though some graduate students are allowed stalls in the stables as openings are available, Faragrim has asked that all faculty and students be reminded that the stables are closed between terms.

Faragrim also hosts special seminars at the stables. The topic and schedule of these seminars are posted on the stable door, and places are available on a first-come, first-served basis. Popular seminars from past terms have included the following:

First Aid for Familiars: How you can help your familiar in an emergency – and how it can help you!

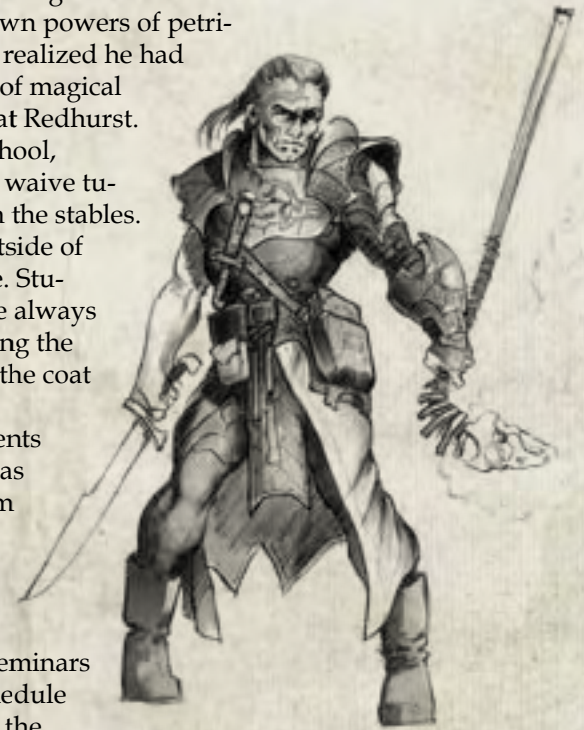
Saddles for Winged Creatures: A guide for newcomers to this difficult task. If class size and schedule permits, introductory flights may also be available.

Befriending the Spider Eater: Though their riders may be of evil intent, many creatures are of a much more placid nature and will welcome your overtures of friendship if properly approached. The spider eater is a prime example.

Listening to the Animals: How to know what a creature wants – without using magic!

Swimming with the Deepwhales: A special off-campus seminar offered in conjunction with the Sea Duchies of Perion.

Dung Sculpting: Long popular among semi-sentient beasts and barbarian hordes, now you can learn the most odorous art of them all. Gloves are provided.



AEGIS SCHOOL OF ABJURATION

Rockwell: If abjuration is all about defense, there are few prouder practitioners of this arcane art than Rockwell Apente, our dean of the Aegis School. Rockwell has been with the school for nearly three hundred years, and he has personally trained thousands of students in the proper ways of magical defense.

Abandoned as an infant on the doorstep of the Carchilde Abbey, the young Rockwell was indoctrinated in the ways of the sun god nearly from birth. It's no surprise then that he started out his adventuring career as a paladin in that god's service.

Always eager to use every tool at hand to further his desires to protect the helpless, Rockwell soon hoped to add arcane powers to his arsenal. For the most part self-trained, he came by his knowledge of magic by ways both long and hard.

Wishing to share his knowledge with others, he founded an organization known as the Circle of Protection. The Circle's aim was to educate protectors everywhere about the best ways to keep their charges safe. Adherents to this multidisciplinary effort mark themselves with a circular tattoo around their right eye, declaring to all those around that they are prepared to use any means necessary to prevail in their

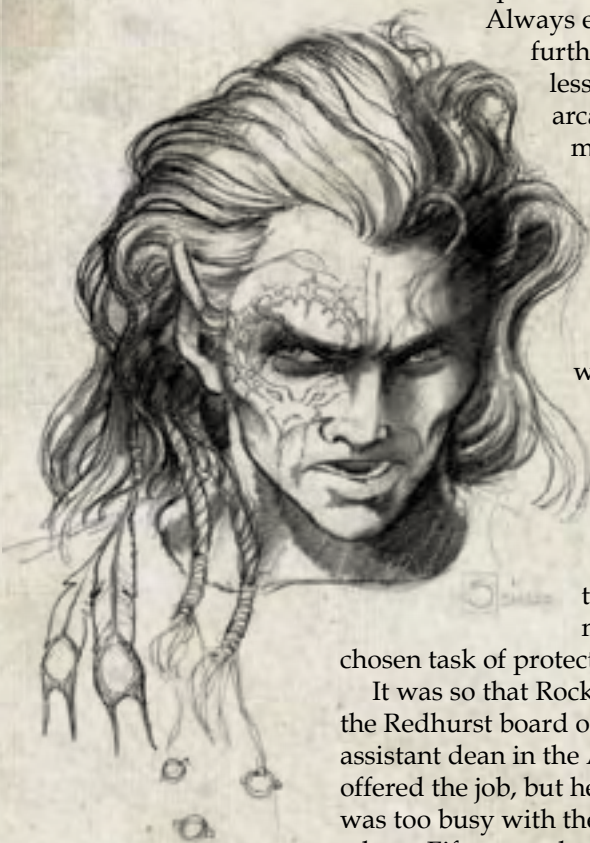
chosen task of protecting their charges.

It was so that Rockwell came to the attention of the Redhurst board of regents. When the position of assistant dean in the Aegis School opened up, he was offered the job, but he turned it down. At the time, he was too busy with the Circle to turn his attentions elsewhere. Fifty years later, when the dean of abjuration's position opened up, the regents approached Rockwell again. This time, eager to further his own arcane research, he relented.

Rockwell and his wife Shalandra have been a part of the Redhurst family for centuries, the only exceptions being the rare sabbaticals they take to test out their theories in the field.

Rockwell is happy to consult with good leaders of all stripes in the proper ways to protect themselves from wickedness, and his services are sought far and wide. Despite this, he finds time to teach "Arcane Protections 101," and he leads sword-fighting classes which meet at the Dueling Grounds every other weekday evening.

Rockwell is the current standing dueling champion among those faculty members who care to compete. He attributes this to his ability to make use of many different techniques against the wide variety of opponents he faces. He encourages his students to be as well-rounded as he.



Chantrelliandra: When it comes to fighting, most people think of wizards as the shy and retiring type, preferring to hang in the back of an adventuring party while burly and well-armored people with massive swords launch themselves into the fray. Assistant Dean Chantrelliandra du Frost shatters this stereotype in every way.

The lovely half-elf Chantrelliandra was born and raised in the Indigo Wastes, one of the harshest environments in the Known Realms. There she was schooled in the deadly art of combat. Before she even came of age, however, she realized that there was more than one way to protect herself, and she took up the study of magic to acquire another edge.

Chantrelliandra spent 50 years as an itinerant adventurer, working with several different companies of heroes. After skirting death at the hands of the dread necromancer Mallux, she realized that she needed to take her study of the arcane more seriously. She graduated from the Aegis School with top honors and was immediately offered a teaching position. That was 13 years ago, and she quickly climbed her way up the school hierarchy to claim the job of assistant dean.

Like Dean Rockwell, Chantrelliandra is a prominent member of the Circle of Protection. In fact, she's in charge of the group's annual meeting held on the Redhurst campus the week after our spring graduation ceremonies. She's been instrumental in the advancement of the Circle into dozens of cultures around the globe, and it falls to her to recommend promising students and graduates for membership.

Chantrelliandra teaches many of the first- and second-year classes – including “Introduction to Magic Circles” – as well as a few advanced seminars – like “Building Arcane Defense Systems.” She sometimes assists Rockwell with his combat lessons, but she spends the bulk of her free time lending a hand with campus security. She was deeply saddened at the loss of our founders, and she has vowed to bring the culprits to justice. Her testimony led to the expulsion of Braktûn, our previous head of security, on the grounds of gross incompetence.

Since then, Chantrelliandra has rededicated herself to educating every student – not just those in the Aegis School – in means of defense both physical and arcane. Her obvious affection for our students has won her friends throughout the school – and respect as well.



BISECHEN SCHOOL OF CONJURATION

Rumors still circulate among the student body and the public with regard to last term's unfortunate death of longtime Bisechen Dean Ropran Lenonage, so near to his planned retirement. While both the School of Conjuraton and Redhurst would prefer to quietly and respectfully mourn our fallen friend, we dedicate a short section of this year's handbook to setting the truth into public record.

Master Ropran was giving his potential replacements a tour of the academy menagerie, following their interviews with the regents. At that time, a quarantined werewolf suffering from Wayfarer's Madness escaped confinement. Before the lycanthrope could be recaptured, he mauled several of the group and killed Master Ropran. The Academy hired an independent agency to conduct a thorough inquiry. The investigators concluded that under the effects of the disease the werewolf could not control his actions. Upon his recovery, he was cleared of any charges.



Lupentranne, captured by Master Illusionist Shawn Sharp.

Lupentranne: Though the Bisechen School continues to be saddened by its loss, we are happy to announce that the school's new dean comes from those hand-picked by Master Ropran. Lupentranne Sylvern hails from the respected Giantgrove tribe of nomads, where she directed a two-decade battle to save the ailing Tower Oaks. That they still stand today is a tribute to her leadership and healing powers. Though the Tower Oaks campaign brought her to our attention as a candidate for dean of Bisechen, her expertise in creation magic that lifted her to the head of the list. Specializing in protective magics, Master Lupentranne is the author of the widely studied spell *Sylvern's shining armor*.

To help herself quickly become a part of the Redhurst community, Master Lupentranne has announced that she will be holding informal salons in her chambers on a weekly basis. These will include a cross-section of both faculty and students, and if you receive an invitation it is hoped that you might attend to add your voice to the conversation.

Krukht: The daily affairs of the Bisechen School continue to be administrated by Krukht Flashblade, whose duties also include several classes for first-year conjurers. A Flashblade orc on his father's side, Krukht's mother is a Redhurst graduate (from Nammor). Saddened by Ropran's loss, Krukht has asked all Bisechen students to join him in dedicating this year's efforts to the memory of his fallen mentor:

Seven years ago I came to Redhurst. Like many young students, I found the classes difficult. My early attempts at enchantment were failures and I considered returning home. But one afternoon Master Ropran sat down across from me at supper. I had spent much of the day defending my parentage to callous upperclassmen and feared that now I would be required to defend my crumbling academic record to one of the faculty. I busied myself with soup and cheese and tried to say as little as possible. But the master continued to engage me in conversation until I realized I had told him my life story. At the end of the meal he told me that I was not an enchanter like my mother. Instead he said he would instruct me in the ways of conjuration.

Though Master Ropran was not a seer, he possessed an uncanny ability to plumb the depths of one's heart with but a few pointed questions. I was one of many students he helped over the years. His classes taught us not merely magical conjurations. They taught us how to summon our strengths and to fashion ourselves into honorable wizards.

When I completed my basic studies I was honored to have Master Ropran ask me to act as his assistant. So it was that I walked beside him on the fateful day that he was killed. I can only beg the forgiveness of both him and the Academy for failing to save him. I can never hope to fill the void his death leaves, but I will continue my studies and my work with the Bisechen School to the best of my abilities until the day I am asked to leave.

Once I thought of leaving here. I thank Master Ropran for showing me that it is my true home.

— Krukht Flashblade



JECTURE SCHOOL OF DIVINATION

On occasion, the answer is not an answer.

Simple answers often aren't.

Answers may lie within those asking the question.

Where a thing is may not be why it is.

— from *The Way Mysterious* by Nimblane Jecture

Jecture: Redhurst's school of the divination arts is proud to celebrate 500 years under the leadership

of school founder Nimblane Jecture. Master Seer Jecture's storied past is a thing of song and legend retold by bards throughout the Known Realms. The luxurious quarters of the Jecture School are a gift from Emperor Tharlaxenon, in thanks for counsel from the Master Seer that brought the Golden Empire back from the edge of ruin.

So widely sought are the visions of Master Seer Jecture that he has opened offices in the major cities of many planes. Only the most talented graduates of the Jecture School are selected to staff these offices, an elite group known as the Blue Oracles. The

seers of the Blue Oracles can answer most questions posed to them, but the most difficult or troubling are passed along to be perused by the Master Seer himself in his study at Redhurst. Unfortunately, these days his ailing health and "unwillingness to disrupt the careful currents of destiny" prevent him from investigating all but the most serious matters.

Though he now only teaches a master-level class in divination once each five years and suffers from faltering eyesight, the Master Seer is a valuable part of the Redhurst faculty. His failing vision has not affected the clarity of his mind's eye, and we hope that this will remain so for many years to come.



Lavoh: For five centuries, a leading student of the Jecture School has acted as personal assistant and chronicler to Master Seer Jecture. In recent years this honor has fallen to Seer Lavoh Alahseyer.

As an orphan growing up on the streets of the Kingscity, Lavoh heard stories of Redhurst and became determined to study magic at the academy. Obtaining a job in the school's scullery, she befriended the chief librarian to spend her limited free time studying general texts on magic. After Master Seer Jecture provided assistance to the Supreme Underdwarf of Ironmount, the thankful monarch established a patronage in his name to pay the tuition of promising students. Lavoh was selected as the first recipient of the Ironmount Patronage.

Lavoh's basic studies proved her to be a student with endless enthusiasm, and she quickly became a favorite among both her instructors and her peers. In her second year, Lavoh assembled a team of students from several schools that won the academy's Wintertide Challenge – the first multi-school team to do so in nearly a quarter century. In her final year of basic studies, Lavoh nearly achieved the top seat of her class – bested only by her classmate, the now legendary Redhurst alumni Treyvon Starwright.

After attaining the rank of seer, Lavoh declined an opportunity to enter the Blue Oracles to pursue graduate studies in divination. In addition to teaching classes and penning the *recall forgotten* spell, Lavoh also spent the better part of three years studying all forty-seven volumes of Master Seer Jecture's ongoing biography *Views of the Past*. When the master seer's assistant departed the academy to become advisor to King Volgov of Callandra, Seer Lavoh was asked to take his place.

Despite her high post, Seer Lavoh has never forgotten her days in the scullery and often returns there to assist with after-meal dishes, calling the work "as calming as meditation."



NAMMOR SCHOOL OF ENCHANTMENT

Delainrix: Every available seat has been filled in the Nammor School's "Basic Enchantments" class for more than thirty years. Part of this stems from the introductory nature of the class, but a great deal more is due to the lecturer: Enchantress Delainrix, one of Redhurst's most popular instructors.

Delainrix is the daughter of Eloinin Silverbow, the renowned elf archer and adventurer who once rescued the demigod of love. In return for his freedom, the

demigod rewarded Silverbow with unearthly beauty and the promise of perfect love. Eloinin found her love in Thomas Delon, a human wizard. Soon after their marriage, they ended their travels when their daughter was born. She shared her mother's beauty and was named Delainrix – elvish for "beautiful star."

At Redhurst, Delainrix met a young wizard named Stroykart, and the two became fast friends. Upon graduation, they left the academy together to adventure in the Ghost Countries. Years later, they were married in the academy's chapel and began their advanced courses.

After a full decade of graduate studies and teaching, Delainrix once again began to speak of leaving the academy. In response to an outcry from both students and faculty, the board of regents offered her a permanent teaching position. As her husband hoped to soon rise to the chair of the Wolkhart School and was reluctant to leave, she accepted the regents' offer.

Enchantress Delainrix's contributions to the academy extend far outside the classroom, where she often plays the role of peacemaker. When the trade minister of the Bloodsword Kingdoms threatened to break long-standing supply agreements with Redhurst, Delainrix volunteered to assist in the renegotiations. Later, during the events of the infamous Summer's Eve Curse, she was the only one allowed behind the barricades of the student quarters – where she quickly and calmly defused the situation.

In addition to teaching and research, Enchantress Delainrix keeps in practice with the longbow, and many sunny afternoons find her with a target set up in the gardens. While she is happy to discuss her hobby with interested students, she asks that she not be disturbed during these times.



Hentru: The wise and noble Sahib Hentru is a prince of the Emerald Sultanate, one of the most powerful nations regularly visited by Redhurst. The youngest son of that land's sorcerer king, he originally came to Redhurst to help maintain and protect the magical means by which the academy directs Redhurst's wanderings. After several unplanned interruptions of the Nammor School's enchantment lectures "to share the wisdom of the sultanate with sand-soft minds," the board of patrons arranged for Hentru to begin teaching his own classes to interested students.

Many students enjoy Sahib Hentru's flair for the dramatic and the florid stories he uses to illustrate points. He has been known to turn his lecture hall into a desert oasis – complete with silk pavilions and several tons of sand – to bring his students "in tune with the song of wisdom." He once tested his students' mastery of charm spells by releasing several ettercaps among them.

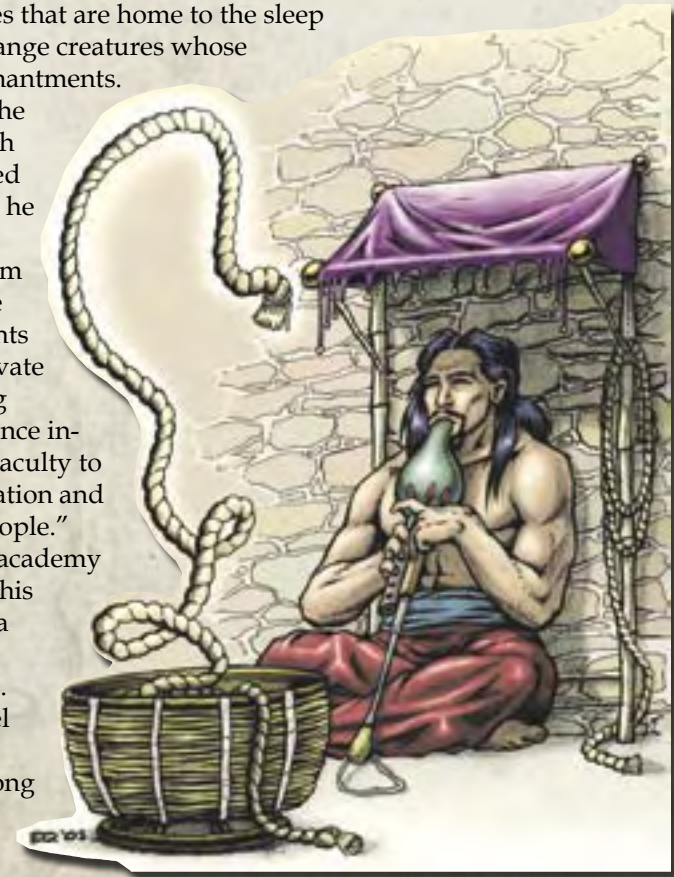
Sahib Hentru is also well known among the student body for the field trips taken by his classes. He once led the students of his upper-level seminar on a journey called "Understanding the Effects of the *Geas* Spell" that took them into the Shadowcaves of Grazok in search of a long-lost artifact. A day trip took second-

year students to the icy floes that are home to the sleep serpents, to study these strange creatures whose natural abilities mimic enchantments.

Powerful magic allows the prince's quarters to be much larger than the space allotted most faculty members, and he maintains a staff of several dozen servants brought from the Emerald Sultanate. One of the duties of these servants is to attend the prince's private table in the academy dining room. At each meal, the prince invites several students and faculty to join him in private conversation and enjoy "the manna of my people."

However, in respect for academy rules, the prince maintains his celestial camel Halamin in a finely crafted, sandalwood stall in the academy stables. Hentru has raised the camel since he was a boy, and he counts riding Halamin among his favorite pastimes.

Some on the faculty worry that Sahib Hentru's constant praise of the Emerald Sultanate hints that his primary loyalty lies outside the walls of Redhurst. But the prince assures those concerned that he has a deep and abiding love for the cosmopolitan mix of the academy and seeks only to contribute the knowledge and flavor of his homeland.



WOLKHART SCHOOL OF EVOCATION

Stroykart: The Wolkhart School of Evocation is proud to have as its dean Lord Stroykart, human noble of the House of Elestis. A graduate of Wolkhart in his youth, Stroykart returned to us nearly three decades ago to become one of the best-loved members of the faculty. Four times he earned the prestigious Galabrand Award for Excellence given annually by the Student Council for understanding of student needs.

Stroykart goes out of his way to make himself available to his students as a councilor and mentor, even those outside his own school. Students recognize that his vast experience

is something they can ill afford to ignore. He teaches all four years of "Defenses Against Undeath," instructing the classes personally.

You may have heard of Stroykart from the epic poem *Dawn Triumphant*, composed by the bard Stellos to commemorate the exploits of Stroykart and his companions in their defense of the city Arhest in its darkest hour. During the midterm festivals, students

often perform a dramatic reading of the poem.

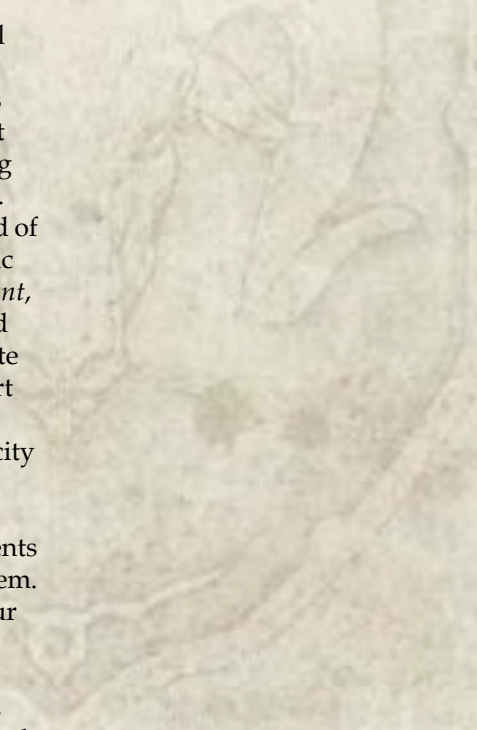
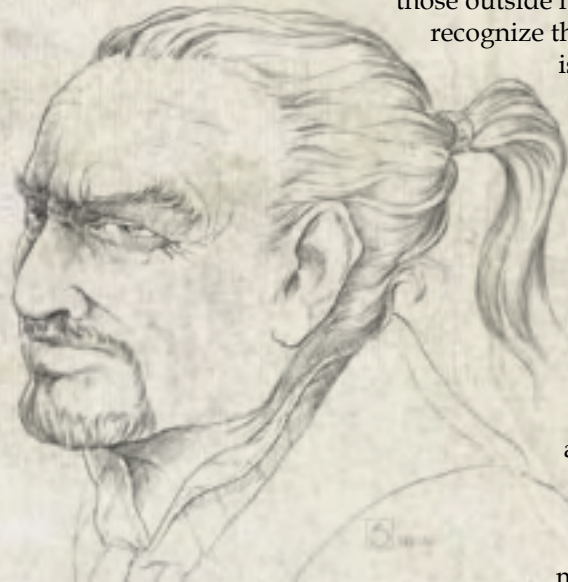
Stroykart and his half-elf bride Delaintrix – one of our instructors in the arts of enchantment – often attend these performances, to which parents are invited.

Though no longer able to take to the field himself, Stroykart is an advisor for various athletic and magical competitions organized at Redhurst, assisting student coaches and teams on the finer points of competition. An avid supporter of the various school competitions, Stroykart is a fixture at these events, sometimes serving as field judge, especially during championship matches. He also established the Stroykart Scholarship,

a need-based financial award given to a student that shows exceptional athletic or magical aptitude.

Many are no doubt aware of Stroykart's extensive list of published works. When not returning to the Court of Elestis during summer break, he can be found in his chambers penning another tome on the finer workings of evocation or the latest volume of his personal memoirs. A copy of each of his works is permanently housed in the Redhurst Library.

We at the Redhurst Academy of Magic are truly honored and fortunate to have such a learned and august wizard of Stroykart's magnitude as a member of the faculty. If your child shows promise in the arts of evocation, you can choose no finer place of learning than Wolkhart.



Burko: The halfling Burko Longtoes joined the staff of Redhurst three short years ago. His exceptional talents in the arts of magic, combined with his real-world experience, earned him a posting as assistant dean of the Wolkhart School, making him the youngest assistant dean in Redhurst history.

Burko began an adventuring career at an extremely young age, but he did not take up the study of magic until several years later. As part of the group that first explored the depths of the Caverns of Horist, he uncovered a long-lost wand and was intrigued by the power that could craft and wield such items. He enrolled at a small magic institution near his native city of Allaris and quickly specialized in the art of evocation.

Burko attracted Redhurst's attention with his first tome, *Confessions of a Searcher in the Dark*, in which he presented his theories on the natural aptitude of halflings for channeling magic power. He was formally invited to join Redhurst for his role in saving the King of Alaman from a Hellish plot.

Burko proved adept beyond his years and quickly went from junior instructor to full-fledged professor,

specializing in dealing with the handling of the undead. When the previous assistant dean of Wolkhart died due to a sudden illness, Burko was awarded the post, having presented his case most eloquently to the review board.

Today Burko teaches Wolkhart's first-year classes "Discovery and Disarming of Traps for Adventuring Wizards" and "Basic Evocation." He also serves as advisor to the Student Peer Review Board and as a career counselor for Wolkhart's students. An avid magical dueler, Burko often challenges his fellow teachers to good-natured contests in the dueling arena. His duels are popular with students, and word quickly spreads when Burko is on the duel roster.



IGNES SCHOOL OF ILLUSION

Stentelindabree: As the best illusionists will tell you, it's not always about what you show as how well you show it. The link between illusionary magic and entertainment has always been strong, and our Dean of Illusion, Stentelindabree, personifies that.

Beyond her unparalleled prowess as an illusionist, Stentelindabree is a bard of the first order. Every summer, during the school's break, she tours the Known Realms, giving concerts at just about every major venue available. She has performed for royalty and for gods, always to standing ovations.

Despite this, our gnome dean is delightfully free of ego and is always accessible to students, parents, and the general public. Her weavings of images and music have garnered her just about every available award for entertainment, from the Emperor's Cross on down, and she consistently comes up with new material on an annual basis.

Stentelindabree claims that her work as a teacher keeps her mind fresh. She is always seeing the world through a new set of eyes: those belonging to her students.

Stentelindabree works with Redhurst's best and brightest to put on two plays every year. These professional-caliber affairs feature full-stage illusions accompanied by live music. The music and script are always a collaboration between Stentelindabree and the students involved in the play, and the most successful productions have been taken on the road by the Redhurst Dramatics Club. Nearly all of the school's plays have been reproduced in the finest centers of culture in the Known Realms.

Stentelindabree mostly teaches upper-level classes, but she insists on personally handling the first class that most students in the Igenes School take: "An Introduction to the Six Senses." In this way, she gets to know each and every one of her students and put her own stamp on their education from their very first semester at Redhurst. The class is often filled to standing-room capacity, but everyone who wants to be a part of it is let in. If the main classroom overflows, Stentelindabree simply sets up another classroom and arranges for a real-time illusory reproduction of her lessons in that room as well.

To keep in practice as a performer, Stentelindabree entertains regularly in the common room at the Dragon's Flagon. On such nights, we often get many more visitors from the local public than normal, exposing the students to people from other cultures in a concrete way while also letting those same people see Redhurst at its best.



Wrent: Unlike much of Redhurst's famous faculty, little is known about Magister Wrent, lecturer and lead researcher of the Igenes School. Students should be reassured knowing that he is respected and trusted not only by his fellow instructors but by the academy's headmaster and the board of regents.

Still, mysteries gather to the magister like moths to candlelight. Many have asked whether "Wrent" is his birth name or his surname. The answer is unknown, as none of the dozens of spells he has authored bear his name – nor do any of the hundreds of magic items, rings, rods, and staves he has crafted over two decades on the faculty. As the Magister tends to cloak himself in illusion while he lectures, even his appearance is the subject of much speculation.

Many have walked past Wrent's laboratory in the halls of Igenes, but few have been inside. Little information has escaped about what goes on behind its doors, as the magister selects advanced students to assist him based strictly on their trustworthiness. They always refute any of the rumors constantly circulating among younger students that Magister Wrent has students kidnapped from the dormitories in order to test his more experimental spells.

Magister Wrent unsettles many students with his practice of wandering the halls of the academy invisibly. He addressed this and much of his other unusual behavior in a letter to the campus journal, which we quote here with his permission.

I see you, little wizards. You think I don't hear your whispers. "Is Wrent his real name?" you ask one another. "Why does he cloak himself in illusions and invisibility?" you wonder. "Was he horribly scarred by acid?"

Daily I resolve myself to overlook your lack of manners. Those you will learn – whether it occur in my classes or on the losing side of an honor duel. I even excuse the peculiar mix of boldness and impertinence in those who question me directly. It is my personal quest to correct all those who show an excessive lack of understanding regarding the propriety of minding one's own business.

But gather your frustrations close, for they are all you will ever have.

Far too many walk the path of magic as one of personal glory. They want to pen the next secure shelter or hideous laughter – a popular spell with their name on it. They forget that the study of magic is a matter of personal devotion, of abandoning the things of the mundane realms to perceive and control the hidden energies.

Who I am is not important. It is not for you to know.

What I know is vital, and I share it willingly. When you truly give yourself over to the path of magic, we will walk it together.



MORDANT SCHOOL OF NECROMANCY

Karnakia: The Mordant School of Necromancy has long instilled fear in some Redhurst students, while attracting other intrepid souls to its mysterious halls. Still, understanding necromancy and preparing our students in defense against so-called “death magic” is a significant part of our curriculum.

Karnakia, a Mordant graduate, proves that not all necromancers take on the visage of the dead they study. As a “death wizard,” Karnakia knows no equal.

Karnakia joined Redhurst’s faculty one year after having been believed lost in the Great War of the Archmages. During the war, she served in defense of the forces of light. She gained renown for her defeat of the Wraith Overlord Kernin during the Battle of Bones, in which three of her companions – including her lover Armand – were made undead. Since her return, Karnakia has dedicated herself to teaching a new generation to use necromancy to hold undeath at bay.

Karnakia has published numerous works on the undead and defenses against death magic. Her most famous is her interview with the great vampire Countess Polana – entitled *Blood Ties* – in which the vampire relates the internal conflicts of those cursed creatures. Amongst the numerous classes taught by Karnakia, she is the primary professor for first-year “Anatomy for Humanoid and Monstrous Creatures” and “Graveyard Exploration 101 and 201,” all of which routinely fill to capacity.

As dean of Mordant, Karnakia is a strict disciplinarian. Her school often rates the highest test scores during final exams. The entrance requirements for the school are strict, with only the most dedicated and accredited students admitted. Despite this, Karnakia encourages her students to take part in all of Redhurst’s organized athletic and magical competitions so they might mix with the other students and gain wide exposure to all of the magical arts.



Frekka: This half-orc is a recent addition to the faculty at Redhurst, having just hired as the assistant dean of the Mordant School of Necromancy. She comes to us with the highest recommendations of four separate archmage graduates of the Academy. She is also a former student, having graduated from Redhurst nearly 18 years ago.

Frekka was born to mixed parents into the Yellow Tooth tribe of orcs beyond the Earthspine Mountains. Her savage early existence taught her great strength of character, and her intellect was cultivated by her tribe as she became an assistant to the Yellow Tooth's high shaman.

Inheriting wanderlust from her human mother, Frekka eventually decided to strike out into the world on her own. She turned her natural aptitude for the magical arts into a career after taking part in the Battle of Bones, where she first encountered and befriended the now-dean of Mordant, Karnakia, who encouraged her to enroll at our fine school.

After graduation, Frekka served as a mercenary wizard, a solo adventurer, and an arcane bodyguard in the courts of several kings and queens. In the last few years, Frekka has taken up more academic pursuits and published several works, including *The Anatomy of the Common Ghoul* and *Apparitions, Ghosts, and Ghasts*.

At Redhurst, Frekka sits as advisor on three separate student boards. She also coaches the school's track team, for which her former life has well prepared her.

Since her arrival, Frekka has taken it upon herself to organize a full-fledge excavation of the school catacombs in order to trace the history of our esteemed institute. In this endeavor, she has received the full backing of the headmaster and the faculty council.

Students find Frekka a compassionate counselor and a well-disciplined academician. She currently teaches "Magic Powders 101," "Monster Identification 101," and "Advanced Necromantic Spells." We hope you join us in giving this new member of the faculty a warm Redhurst welcome!



THAUMANT SCHOOL OF TRANSMUTATION

Dóil: You'll know that you approach the domain of Master Dóil by the aromas hanging in the air: first sulphur and ozone, then hops and yeast. For not only is Dóil a brilliant alchemist and a popular instructor at Redhurst, he's also an expert brewmaster.

Dóil Stonegate comes from the Ironmount Holdfasts, where he spent a decade working as a miner and tunnel engineer while he pursued brewing as a hobby. Within two years, Dóil matched his brewing mentor in alchemical skill, and he began to delve into texts on the basics of magic and transmutation. His skill at magic improved in pace with the quality of his beers, and five years later he felt qualified to apply to Redhurst. Much to his surprise, he was told he didn't qualify for the academy's basic studies program – and instead was invited to pursue *advanced* studies in the Thaumant School.

Dóil was asked to join the faculty at Redhurst fifteen years ago. He marked the occasion by creating Redhurst Ale. A brew whose basic ingredients are imported from the Stonegate Brewery in Ironmount (now run by Dóil's brother), its secret ingredients are gathered by Dóil himself from the academy gardens. These ingredients fluctuate with the seasons as various plants go in and out of bloom, and the seasonal variants of Redhurst Ale have unique properties that can be sampled in the academy's public house.

Still possessed by intellectual wanderlust and a joy for life itself, Dóil is a favorite teacher and mentor to many Redhurst students. His lectures often begin in the art of transmutation and wander cheerily through several foreign subjects before he ties them together to make an instructive point. Much beloved by students for his constant admission that there is much he has yet to learn and more he may have forgotten, he is often seen in the back of basic lectures in many schools of the academy enjoying the lectures of other Redhurst faculty.



Dóil, captured by Enchanter Nichol Norman.

Záin: If you want to learn the art of transformation, you will be fortunate enough to study under the tutelage of Záin Silverhole, an advanced student at the Thaumant School. Záin has specialized in transformative magic since arriving at Redhurst nine years ago from the Kingscity, where his grandfather was the dwarf ambassador to the throne.

Záin shares his knowledge of spells such as *bull's strength*, *cat's grace*, and *bear's endurance* in his "Buffing Up" class, but his true expertise lies in reshaping raw materials. While some of Thaumant's labs still show scars from his over-exuberant experiments in his basic studies, he has since developed a near-masterful touch. Though he often jokes about charging for the services he provides to the academy, he has volunteered his skills in a variety of tasks from gilding the ceiling of the academy chapel to using fabrication spells to shape delicate goblets from rare gemstones to decorate the high table during the Wintertide feast.

Outside of the classroom and the laboratory, Záin sets aside his spellbooks and takes off his fine silken robes to lead several of Redhurst's sporting teams. The captain of the flying squad during his basic studies, he took over as coach when he began his advanced courses. Two years ago, the team began to take top-place finishes in both speed and endurance trials, and Záin's instruction has been instrumental in its continued dominance over visiting teams. Ever on the watch for raw talent, once per month he offers an instructional for students mounting brooms or carpets for the first time.



CHAPTER FOUR:

THE CAMPUS

WELCOME TO YOUR NEW HOME

As many generations of students have told us, the most intimidating part of starting your education at Redhurst—besides your teachers, of course—is the campus itself. A large percentage of our students hail from small, even rural, communities and have never seen a building with more than one floor, much less a walled fortress like that of the Redhurst campus. Taking in the notion of a complex of buildings that sprawls over half a mile across at some points is enough to crack the most confident souls from such parts of the Known Realms. Only those students hailing from the largest metropolises seem to be able to take such a series of structures in stride.

This chapter details the various parts of the Redhurst campus in great depth. It breaks down the campus building by building and explores each of them for you so that you know what—and often who—to expect in each area.

For an overview of the campus, see the excellent map provided on page 6. Mark that page if you like, since you may be returning to it regularly.

Study this section of the book before you arrive at our campus. Many students continue to carry their guidebook along with them for weeks after they first join us, just in case they get lost. By reading through this thoroughly, you can get a large jump on them. Knowledge, after all, is power.

A FEARLESS LAND

When asked to describe the campus he'd helped build for the students of Redhurst, Master Stonecutter Gurnt Chisle called it "a fearless land." By that, he meant that while those who lived in it might have fears of their own and even succumb to them from time to time, the Redhurst campus was as secure a fortress as he'd ever known, a complex in which a person could feel safe.

Since many of our students hail from lands in which the study of magic is frowned upon, if not explicitly outlawed, simply being able to live and work alongside others with a similar interest in the arcane often seems liberating. Once they realize the kind of security measures we've taken to ensure that the campus never falls into the wrong hands, these same students feel entirely relaxed—possible for the first time in their relatively young lives.

While it's a mistake to ever lower your guard entirely—no system of protection is ever entirely foolproof, after all—it's understandable that our students feel comfortable here. We're known for treating them for who they are, not who we hope they might grow up to be. And there are few communities in the Known Realms who can boast that they have had some of the most powerful wizards of all time work in concert and over the years on its security system.

So relax. Take some time to settle in and find your place here. While you're figuring things out, wander about and take in some of the campus. What you find here in your new home just might surprise you.

SECURITY

While we like to think of Redhurst as an institute of learning, it is so much more. Within our walls, we have a concentration of magical might more powerful than most people could possibly conceive. We have taken great steps to ensure that there are few conceivable ways in which this power could fall into the wrong hands.

More important than the complex and its material trappings, of course, are the people who live in it. Besides the wonderful faculty and staff who are the metaphorical parents of the Redhurst family, we have the young people who study here, whose parents have entrusted us with their safety. We take this responsibility with the utmost gravity. With that foremost in our minds, we have fashioned Redhurst into an impregnable fortress capable of withstanding the most concerted forms of attack.

Our defenses are not based upon a single premise but several. If one layer of our defenses fail, there are others that stand just as ready to take up the slack.

MOBILITY

The linchpin to our security plans is the mobile nature of the campus itself. Since Redhurst can teleport away at a moment's notice, it's practically impossible for an armed force to lay siege to the campus.

This has been tried before, most recently by the Blood Eye orc tribe during a campus excursion to the Twilight Lands. The War Chieftain Gzurnak encircled the campus with a fighting force five thousand orcs strong. Before a single orc arrow even embedded itself into the mortar of Redhurst's walls, the entire campus teleported away, leaving Gzurnak to deal with the subchiefs to whom he'd promised our blood. We understand they settled for his instead.

Similarly, it's difficult for anyone to dig a tunnel beneath the campus from the outside. First of all, they never know when the campus will arrive again and potentially crush anyone that happens to be beneath it. Second, the underside of the campus is sturdier than such people might think.

WALLS

From the outside, Redhurst resembles a walled fortress more than a school. The sprawling complex of over 50 different buildings is enclosed by a stone wall over 40 feet tall and several feet thick.

The most amazing part about the walls is that you can't actually touch them. Between the regular walls and the outside world stands an invisible barrier impervious to all but the most aggressive attacks. They also keep the weather from affecting the walls, so they always look as new as the day they were built.

The tops of the outer walls are roofed to keep the weather off the heads of the guards who patrol them and to offer them some defense against airborne attackers. The walks along the inside of the wall feature regular windows – which are wide and arched – to permit the guards to keep watch on the world outside our walls. These are protected by our invisible barrier as well, ensuring that our guards are safe from bowmen on the ground – or worse.

ALARMS

Each building and tower within the campus has its own series of defenses too, depending on the nature of the building and what may be inside it. Students are required to carry their school badges with them at all times. Those who fail to do so may inadvertently trigger off one of our many automatic, magical alarms. Those who do can expect to be punished in accordance with the inconvenience the others in the building experience.

When an alarm goes off – which is rare but does happen – it's best if you simply stay put. Some of the simply scream for help, but others are a bit more aggressive. Wandering about can cause you to set off even more security measures or run afoul of our guards. Those caught running from an area in which an alarm was set off are automatically considered to be dangerous intruders, our guards treat them accordingly.

None of the effects caused by the alarms are lethal. They may make you strongly wish to be somewhere else, but that's the worst price you'll pay – if you stay still.

ILLUSIONS

To those inside Redhurst, the campus almost seems as if it has a pulse. The campus is constantly teeming with students and staff milling back and forth, moving from lecture to lecture, to their dorms, to the dining hall, and so on. Wizards soar through the sky on broomsticks, flying carpets, or entirely under their own power. Strange scents often fill the air, and the noises of mystical chants can be heard just about everywhere.

From the outside, though, Redhurst seems a bit more staid and reserved. Even in a city like Fenilore, which shares much of Redhurst's architectural style, the campus appears quiet and even dull from the outside. This is due to a series of illusions permanently woven around the campus.

The illusions have two effects. The first is to hide any unusual sights and muffle any large noises emanating from the campus. Redhurst likes to be good to its neighbors, and it does that first and foremost by not being a bother to them.

The second effect is that Redhurst seamlessly blends in with its surroundings, no matter where it might find itself. When in the Emerald Sultanate, the campus resembles the palace complex of a powerful sultan, for instance. In other words, the academy matches the architectural style of the community in which it finds itself. In an isolated locale, the campus often looks just like itself, but just as often it can blend into the background, appearing to be a large hill, a placid lake, or whatever else may fit.

In times of trouble, our staff can cast fresh illusions to respond to the situation. There have been times when Redhurst has become entirely invisible, hiding it from those who would attack it. Other times, the campus has appeared to be a horrific tower cast forth from the underworld, bristling with demons and blades and writhing as if it was alive. This proves effective against most armies, as there are few soldiers out there willing to take part in an assault on such a structure, no matter how hard their commanders may drive them.

Of course, within the campus, these illusions aren't even seen. To those who live and work or study here, the complex always seems as welcoming and serene as it ever did.

GUARDS

While Redhurst may have some of the most advanced arcane security systems in the Known Realms, these are all only backups for the real thing: guards. While magic is powerful, it can be manipulated by outsiders as well. To rely on it too much can lead to serious troubles, as the teachers here often endeavor to remind their students.

Our primary line of defense against those determined enough to brave our automatic, magical systems is the Redhurst Guard. You may recognize the guards as they wander the campus by their red and blue uniforms. These were recently revamped by our new chief of security, Lady Christopha, who claims that the new versions are both more comfortable and more practical while echoing modern styles. Since it has been over 400 years since these uniforms were redone, it's easy to see how the original design of the embroidered black robes might seem a bit dated.

We have a staff of over 40 guards working in three shifts around the clock. They patrol just about every inch of the complex in the course of a single day.

Many of these people are not only experienced fighters but also part-time students at Redhurst, using their martial prowess to help pay for their arcane education. Every guard can cast at least a few basic spells and carries one sort of wand or another to aid in their protection of the campus. They usually keep these tucked into a special holster strapped across their chest or hips so they can draw it quickly and use it without a moment's hesitation.

Students are required to obey the orders of our guards at all times. This is for their own safety, as well as for those around them. Failing to do so may be grounds for expulsion.

Our guards are instructed to use nonlethal means of self-defense when possible, but when the life of a Redhurst student or staff member is in danger, there are no limits. We do have a dungeon in the basement of the guards' barracks, but it is rarely occupied. Instead of keeping dangerous people on our campus, we're more likely to either commend them to the custody of a sympathetic kingdom or pursue a more permanent solution to the problem.

COMMUNICATION

The Redhurst campus is a large complex. During the middle of an intraclass period, it can easily take 15 minutes or more to dash from one side to another, especially if you must dodge all the students making their way to their next lecture or lab.

If our staff had to track someone down on foot, it might take hours to find him. When the reasons for doing so are something less than life threatening, it can seem pointless to spend the time.

Our founders came up with the perfect solution to this common problem. Each and every major room or hall on campus is fitted with a magical, iron ring about a foot and a half wide. Those who look into this ring see into the communications center in the staff offices. From that vantage point, a person in the communications center can speak to someone through any of the dozens of rings.

The rings in the communications center are mounted on a series of movable racks. The communicator can match up two sets of rings at will, allowing people in nearly any portion of the campus to speak with each other. Alternatively, the communicator can set all of the rings in a matrix against a wall and speak into them all at once, making general announcements to everyone on campus.

This innovation allows our staff an unprecedented means of keeping in contact with our students and each other. From a security point of view, it allows our guards to sound an alarm more quickly as well. A communicator works the matrix around the clock, normally switching out after a four-hour shift, to keep fresh and alert.

Notes and other small items can be passed through the rings as well. Teachers can access a student's records within minutes instead of days. Staff members who require a scroll from our library can have it almost instantly. Our kitchen can even deliver food and drink throughout the campus when necessary.

Rulers of nations have asked Redhurst to replicate this system for them, but few have been able to absorb the expense of not only the rings themselves but the training of the communicators needed to use them.



TRANSPORTATION

Getting around Redhurst is easy enough once you know where you're going. Most second-year students can navigate from any one spot on campus to another on foot in less than 20 minutes. By the time they're ready to graduate, many of our students say they could find their way from their dorm to the dining hall blindfolded.

Sometimes, though, traveling by foot just isn't fast enough. For this reason, we have established public gates available on the ground floor of the towers at each of the major corners in the campus's outer wall. These each connect to a corresponding gate just inside the Dean's Gate. By deft use of the gates, a guard—for instance—can get from one end of the campus to another in a matter of seconds. No place is further than a few minutes' dash.

Wizards being who they are, they often prefer alternative means of travel. Teleporting is permitted within the campus grounds, but only to public areas. Those who teleport into a private area that is not their own are punished harshly.

RULES OF THE AIR

The skies over Redhurst are often full of flying wizards. We encourage our students to train in flying, and we offer several levels of courses in this active art. Only those students who have completed the initial class are permitted to fly freely around campus. However, all students must obey certain rules while in the air, simply to prevent accidents.

Those lower than you have the right of way. Similarly, if you are approaching someone from behind, you must grant them some space. Flights should be at a reasonable speed. The proper use of hand signals to indicate changes of direction is required as well.

Those who recklessly endanger the safety of others can expect to have their flying privileges on campus revoked. These rights are normally only reinstated after the violator completes another flight training course.

Of course, none of these rules apply on the Training Grounds, but that is the only exception.

CAMPUS POLICIES

In addition to the standard school rules, there are some that have to do specifically with the campus and how our students live on it.

MAIL

Students do not arrive at Redhurst fresh from their mother's womb. They had lives before they were admitted to our school, relationships that were and likely still are important to them. We recognize this and realize that many students wish to invite their friends and family to visit them at their new home. We encourage our students to keep in contact with their loved ones. We arrange for mail drop-off and pick-up at each of our regular stops. In general, this means you can expect to be able to receive or post mail about once a month—perhaps once a fortnight for our most popular stops.

The contents of all letters are kept private. Seals on them are not broken by our staff without due cause.

However, there are certain things that are not permitted to be mailed in or out of Redhurst. These include living plants, living creatures, and anything magical. If you are concerned that something you wish to send may fall into one of these categories, please inquire at the central office to be absolutely sure. Exemptions to the rules have been known to be granted under a variety of special circumstances, but those who break the rules can expect to be punished.

VISITORS

Students are permitted to have visitors throughout their stay with us. However, we discourage any visitors during the first 90 days of a student's stay with us. Most students who wash out of Redhurst do so within this period of time, and we feel it's best for these students to concentrate on their studies and embracing their new surroundings rather than suffer from the distractions that visitors can cause.

Once their first 90 days are over, students are permitted up to one visitor per month. These visitors can stay for up to three days, but they are not permitted to

sleep in the student's dorm room. Instead, they must make arrangements for lodgings at the Ram's Head Inn in the portion of our campus open to the public. The same visitor may visit any number of months in a row however.

Visitors must register with the guards at the Dean's Gate upon arrival, where they are granted a visitor's pass for the duration of their stay. Unregistered guests are considered trespassers and are treated accordingly.

CURFEW

First-year students have a midnight curfew. They are expected to be in their beds with any lights they might have extinguished at that time. Past that, our students have no general curfew, although they are encouraged to get to sleep at a reasonable hour. Also, in times of crisis, the headmaster may temporarily impose a curfew. These rarely last for more than a few days before being lifted.

THE PUBLIC SQUARE

The area between the Main Gate and the Dean's Gate is open to the public during daylight hours. Those staying at the Ram's Head Inn or Dragon's Flag are permitted to remain past dusk. All others must exit the premises at that time.

From time to time, the headmaster may lift this restriction. Often this is done for various special events: celebrations, holidays, or tournaments and the like.

TRAVEL WITHOUT NOTICE

Those who are on the Redhurst campus should realize that they might end up traveling halfway around the Known Realms at a moment's notice. While we strive to refrain from unscheduled trips, such restraint isn't always possible. If an official visitor or a guest of the Ram's Head Inn happens to be on campus when it unexpectedly moves, we will endeavor to make every reasonable effort to get that person back home as soon as possible. Until that happens, the person should consider himself an honored guest of the Academy and will be treated as such.

Students who are off-campus when it disappears without notice may find they are in a rough spot. If relations with the local government are still good, we recommend you seek help from their ruler as soon as possible. Most such rulers are only too happy to earn some points with the Redhurst staff and take excellent care of their new charges.

In situations in which getting help from a ruler either isn't wise or possible, you should find yourself a safe, quiet space and wait. We will return for you as soon as possible. Often we send out a strike team of guards to gather any stragglers. Once they track you down, they'll teleport you safe and sound back to campus.

If you find that you must depart immediately from your location, do what you can to leave word with someone you trust. Either way, we'll track you down as soon as we can.

PRIVACY AND RESPECT

While Redhurst may seem huge to those of you from rural areas or smaller towns, our students and staff often spend long times with each other in close proximity. While this often helps to forge strong friendships, it can also cause some amount of strife. There are a few rules you can follow to ease this.

First, be polite to those around you. Begging a person's pardon after bumping into them can go a long way. Mind your manners in all cases. Losing your temper only reflects badly on you.

Second, respect a person's privacy. There are only a few hundred people on our campus at any given time. Rumors among them spread quickly. Don't engage in rumor mongering.

It's possible to be extremely rude to those around you and still stay within the rules of the school. You will, however, make a lot of enemies instead of friends, and you can count on your years here being much more miserable than they otherwise would have been.

Instead of doing whatever you can to twist the rules in your favor, spend your energies being good to the people around you. You'll earn their respect and possibly even their friendship, and you'll make Redhurst into the kind of institution at which anyone would care to study.

FAR DORM



SPECIFIC LOCATIONS

To get around the Redhurst campus, you need more than a simple overview. Students often have to get from one end of the campus to another quickly. Tardiness is not tolerated, so smart students take care to know the campus layout as well as the hide covering their spell book. Use of the gates scattered about the campus can help, but if you don't know how to use them properly it's all too easy to get yourself turned around.

Each of the locations shown on the main map on page 6 is described in this section, some in more detail than others. You may wish to refer back to that overview map from time to time.

This chapter also has several blow-up maps that detail particular sections of the school. Study them all, and know them well. It's hard enough to be a new student without also being lost all the time.

1) MORDANT SCHOOL OF NECROMANCY

This is where most classes in the necromatic arts are held. This school is the furthest of them all from the Public Square, but it still has easy access to the Redhurst graveyard. This is not so that the students can make use of the corpses there but so the necromancers of Mordant can instead protect the revered remains of our honored dead.

For more about this school, see page 136.

2) THAUMANT SCHOOL OF TRANSMUTATION

Here students are schooled in the arts of transmutation. The building overlooks Lake Lethe—the only body of water on campus—in which our students often get to practice spells involving shaping water or even breathing it. Contrary to popular legend, the waters of the lake are filled only with live fish, not their animated corpses.

For more about this school, see page 142.

3) FAR DORM

There are five main dormitories on the Redhurst campus: the Far, Left, Right, and Near Dorms and the Warrens. The Far Dorm is the furthest from the Main Gate, and thus the name. On another campus, the Far Dorm might be called the North Dorm, but when Redhurst travels, its orientation relative to the sun often changes, so ordinal directions are mostly meaningless.

The Far Dorm abuts on the Thaumant School and is close to the Thaumant and Jecture Schools, making it the ideal living quarters for students concentrating their studies in those schools' fields. Preference for spots in the dorm is given to upperclassmen studying in those fields. If there are any spaces left at that point, the remaining spots go to younger students taking classes in Mordant or Thaumant. Students concentrating in other schools of magic are rarely found here.

Dean Dóil and Assistant Dean Záin both live in the dorm, as it keeps them close to their work at the Thaumant School. As you ascend the stairs to the second floor, you should find their suites to either side of you. Dóil's apartment faces inward toward the rest of the campus, while Záin's looks out upon the outer wall. Both dwarves are available to their students at all times—at least when they're not burning the midnight oil in their labs in the Thaumant building. Once a month, Dóil hosts a dinner for those in the dorm, featuring the delicacies of traditional dwarf cooking, a treat not to be missed.

The only way into the Far Dorm is by walking through Thaumant. This tends to keep away the casual visitors, as those who do not study the art of transmutation seem to believe they may find themselves turned into toads with an unfortunate misstep in the school.

Nothing could be further from the truth, of course. Those students who live in the Far Dorm are privileged to have comfortable rooms and a good view of the far part of campus. Many warm nights find students crawling out their second-story windows to walk across the roof of Thaumant and take in the view over the lake and the lawns below. During our many celebrations throughout the year, Far Dorm students find this to be an excellent spot from which to watch our traditional pyrotechnic shows.

4) THE DEADWALK

This paved walkway covers the stretch from the central part of campus all the way up to the doors of the Thaumant School (see #2). Originally it was called the Walk of Heroes, but over the years the pillars that line the outside edges of the pavement were each carved into larger-than-life statues of legendary wizards who either worked or studied at Redhurst. The fact that most of these wizards are now deceased and that the Mordant School of Necromancy (see #1) lies just beyond Thaumant caused some students to rename this area the Deadwalk. The name stuck, and it's been officially called this for over two centuries.

5) JECTURE'S TOWER

Dean Jecture is the lone surviving member of the school's original staff – that we know of. He's been with the school for 500 years, living and working among dozens of generations of students. His private tower stands at one corner of the school that bears his name, overlooking the gardens below. For more about Jecture's school and tower, see page 112.

6) HOTOUSES

The traveling nature of Redhurst's campus may be wonderful for the people who live here, but it's murder on some of the more delicate plants with which we share our space. To compensate for this, we keep several hothouses capable of maintaining a relatively constant and healthy temperature for the plants inside.

Goldendilly keeps a close eye on all the plants herein, and students are not permitted inside without a staff member. This is for the protection of the students as well as the plants, some of which are so poisonous that a single sniff of their perfume may be enough to kill.

Our hothouse plants have many uses. Some find their way into our meals as tasty herbs. Others are employed in the Hall of Healing as part of a poultice. Still others are used in various spells. In all cases, you can rest assured that only plants of the finest quality hail from here.

7) JECTURE SCHOOL OF DIVINATION

This is where most classes delving into the arts of divination are held. Because of this some students who don't have classes here avoid the building, fearing that someone might pry into their private lives without their permission. Since such actions are punishable by failure of any related class, there is little threat of this actually happening though.

For more about this school, see page 112.

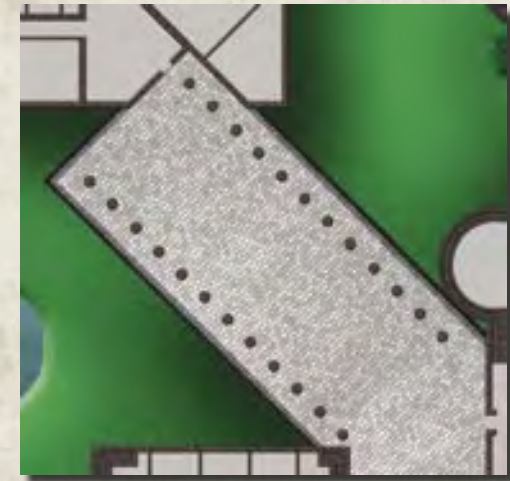
8) STAFF HOUSING

At Redhurst, we hire only the best people to help run the place, and to draw them in and keep them here, we treat them right. Nowhere is this more obvious than in the Wakazi Building, the well-appointed living quarters of our permanent staff.

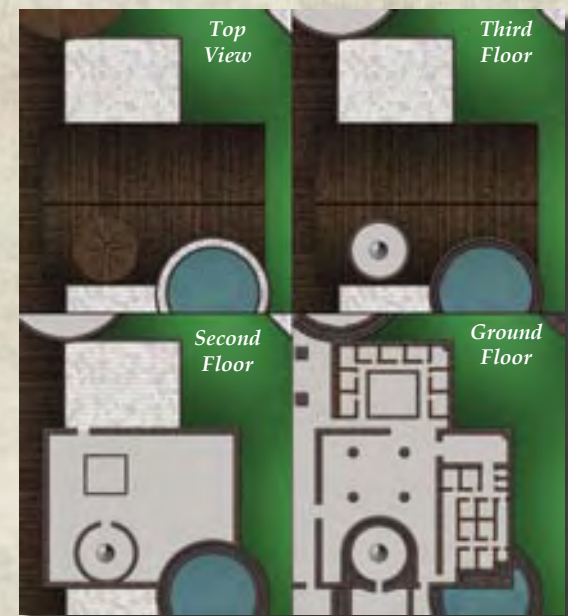
Wakazi was the first servant hired on at the school, and the building is dedicated to the legacy of excellence he left behind. Staff members living here each have their own private and spacious apartments on the ground floor.

The second floor comprises a massive recreational area in which the staff can sit, relax, and play. A sunken pit in that area is often filled with water, making for a private swimming pool for our staff to enjoy on hot days. From there it's an easy jaunt out to the second-floor balcony, which overlooks a grassy field. A single tower runs through one end of the building, and staff members can often be seen out stargazing from it at night.

THE DEADWALK



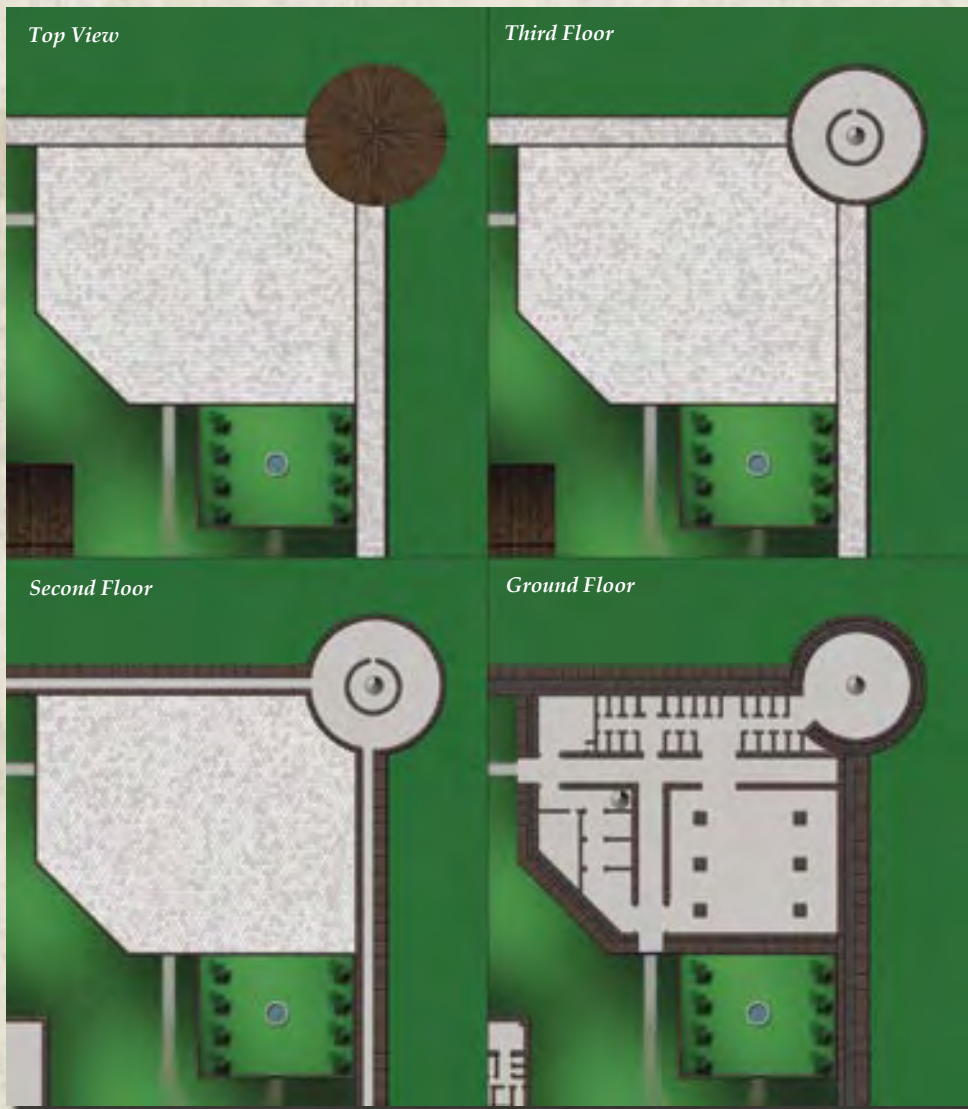
STAFF HOUSING



9) BARRACKS

The Redhurst Guard is housed in this low and unassuming building. Those who are not on duty bed down in their personal cells here. The decor is spare and utilitarian, as befits a more military mind set. Of course, each of our guards is also a wizard in his own right.

BARRACKS, RIGHTWATCH, AND WALLED GARDEN



Most of the first floor is occupied by an indoor training ground. This also doubles as the dining hall, with the guards moving in tables and chairs when the food arrives from the kitchens. The Redhurst Armory is located here too, with weapons and armor enough to outfit a small army in time of need. This includes a cache of wands to be handed out to all handy when circumstances dictate.

The central hall in the barracks is bare except for dozens of scars and black marks skidding along the walls. The guards like to use this area for indoor target practice with their wands when the weather outside is rotten, and their dedication shows.

The sublevel includes a sizable dungeon, complete with a handful of cells. There is no interrogation chamber, as such, since torture is frowned upon at Redhurst. Our wizardly guards have more subtle and effective means of obtaining desired information at hand anyhow.

10) RIGHTWATCH

This watchtower is most notable for being directly connected to the barracks. Guards pass through here almost constantly on their way back and forth to their posts.

At least one guard is always posted in the observation area on the tower's third floor. This vantage point gives the guard a commanding view along the school's two longest walls, making this one of the most important positions for a guard to be assigned.

11) WALLED GARDEN

This serene, formal garden is open only to Redhurst staff and their personal guests. Many of our faculty come here to relax between classes and take a moment apart from the bustle that permeates most of the rest of the campus. Its proximity to the barracks means that those who rest here are far less likely to be disturbed in their meditations.

Some of our diviners use the reflecting pool in the center of the garden as a means of scrying. In its exceptionally clear water, everything seems clearer and in sharper focus.

12) THE VAULT

The world of magic is a dangerous one, filled with all manners of trouble. Some of these take the form of cursed spells and items. Others are simply artifacts too powerful for mortals to be trusted with their use.

Although the use of such and research into such magic is strictly prohibited at Redhurst, items of this nature fall into our custodianship from time to time. As the preeminent institute of magical knowledge, we are the place to which many people turn when they stumble across these sorts of things.

These forbidden pieces of lore are stored in the Redhurst Vault. Entrance into the Vault is restricted to senior staff members and the deans of each school. Illicit entry is almost impossible, as the structure is fitted top to bottom with the most effective and deadly series of alarms and safeguards ever seen.

Sadly, some thieves seem to see this fact as a challenge to their abilities. In the 500-year history of Redhurst, no one has ever managed to break into the Vault. Still, we find at least one thief's corpse cooling outside the doors every decade.

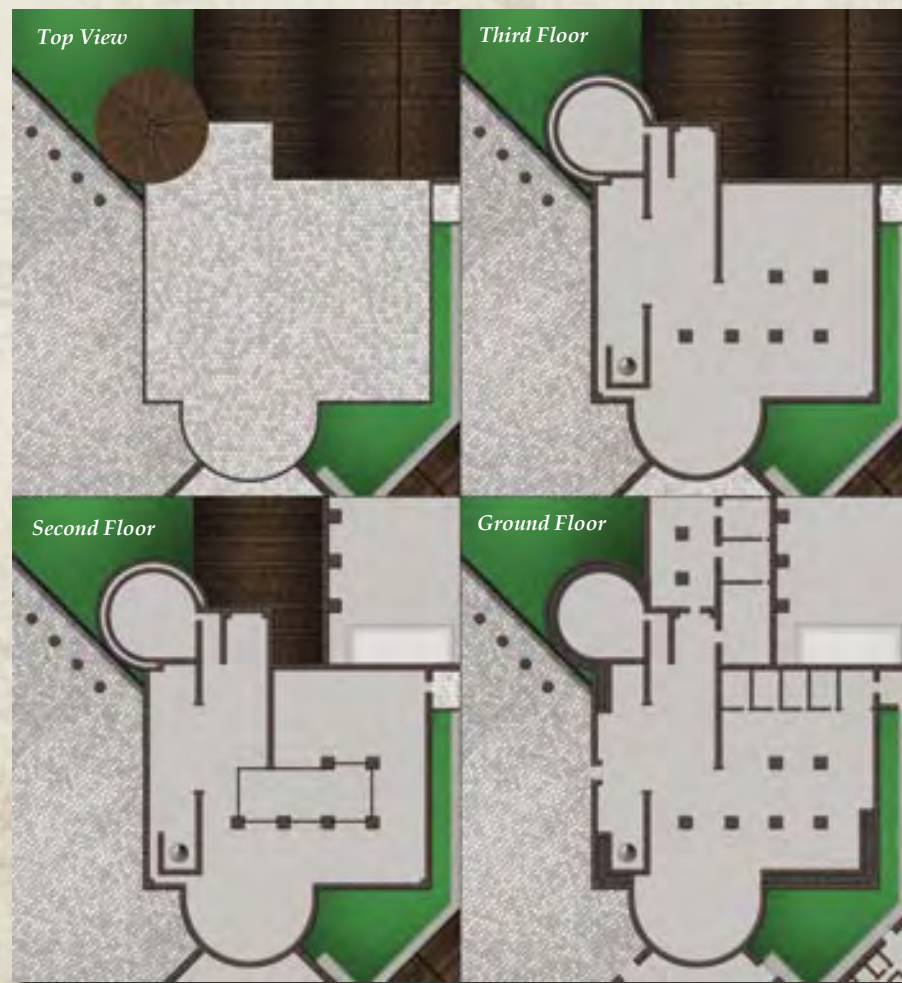
The only means of access to the Vault is through the library. Each floor is locked separately and must be entered from the library's corresponding floor. Outsiders are never permitted inside.

13) THE REDHURST LIBRARY OF THE ARCANE

The Redhurst Library of the Arcane is the finest collection of arcane spells, scrolls, and research materials ever assembled. Librarian Lexandri does an amazing job keeping everything in order and procuring new spells. His ambition is to have a copy of every spell ever created, building on the efforts of the generations of head librarians before him.

Students and staff are allowed free access to the library. Guests of any other sort must apply with Lexandri for permission to even enter the building. Those who attempt to bypass this restriction are ejected immediately and may be forbidden from ever entering the campus again, much less the library.

THE VAULT AND LIBRARY



Students spend a great deal of time studying in the library. A quiet atmosphere is enforced here, and sitting in the presence of so many recorded spells seems to have an inspirational effect upon many aspiring wizards. It's also a chance for them to rub shoulders with some of the most powerful wizards in the Known Realms, many of whom have established borrowing privileges with us. Although autograph seeking is discouraged, many of our better known patrons don't seem to mind making their mark for a young fan or two.

14) KITCHEN/LAUNDRY

Keeping several hundred people fed and in clean sheets and clothes is a monumental task, but the members of our staff attack it with characteristic enthusiasm. They prepare three meals per day, and they clean the laundry for every student and staff member in the complex. Visitors can have their laundry cleaned for a nominal charge of 1 gold piece per bushel. Meals are available for 1 gold piece each as well.

The kitchens are open around the clock, although meals are only served from 6 AM to 10 PM. Those who must be fed at other times can wake the staff if need be.

See page 66 for the map of this place.

15) CISTERN

The cistern is a roofless tower sealed watertight. It has no means of entrance other than through the top, although water can be tapped from it through a spigot that empties into the kitchen.

This is the backup water supply for the school. Although there are *decanters of endless water* built into just about every building on campus, there are times when you need more water than they can provide, especially

when you're cooking and cleaning for several hundred people.

The cistern is usually kept at least half full with rain water. When we run low, a quick jaunt to a rainy climate is usually enough to fill it for another couple weeks at least.

See page 66 for the map of this place.

16) FIELDS

While we procure much of our foodstuffs from local vendors in the course of our travels, we also grow some of our own food here on campus in the fields near the right wall. Besides the traditional kinds of food crops, we also grow many different ingredients for use in spells, alchemical concoctions, potions, and even dining sauces.

Only the hardiest foods are grown in our fields, as our constantly changing itinerary makes for a difficult growing season. More delicate plants find a home in our hothouses (see #6).

The field closest to the Walled Garden (see #11) is actually an orchard that features fruit-bearing trees of all sorts. The nearest field is a vineyard that produces some of the finest grapes you'll ever taste. Goldendilly herself uses some of them to produce the extremely limited Redhurst Red. Bottles of the best years routinely go for over 100 gold pieces and may even command more.

17) GRAVEYARD

Redhurst has its own private graveyard near the left wall. Alumni and staff members are eligible to be buried here if they wish, although not all of them take advantage of this opportunity. The grounds are *hallowed* regularly, ensuring that the remains of our honored dead shall not be disturbed, even by the students in the nearby Mordant School.

The headstones are meticulously maintained, recarved as necessary to ensure that those beneath them are never forgotten. As an extra means of keeping these memories alive, each person buried here has a volume of biographical material kept in the Redhurst Library of the Arcane (see #13).

Once every year, near the autumnal equinox, we hold a Celebration of the Dead in the graveyard. Staff, current students, alumni, and relatives of the deceased are all invited to attend. Those who wish to may make arrangements to attempt to contact chosen members of the deceased. Resources for such conversations are limited. We suggest getting your requests in as early as possible.

GRAVEYARD, TOMB, AND LAKE LETHE



18) TOMB OF THE FOUNDERS

This recently built structure houses the remains of Aegis and Nammor, the two elves who founded Redhurst 500 years ago. Headmaster Andarlin ordered this elaborate monument constructed immediately upon their deaths, and it was completed in record time. He comes here often to find peace in his departed parents' presence.

Attempting to contact the founders by magical means is prohibited. Andarlin has made clear that he wishes his parents' final rest to be undisturbed by the petty concerns of the living, and we endeavor to respect his intentions in this matter.

Those who wish to visit the tomb are more than welcome to do so. The carvings on the building's exterior tell the tale of the founding of Redhurst in bas relief. The most prominent likeness of Aegis actually recites Aegis's founding day speech verbatim upon request, while the nearby carving of Nammor reads a speech she gave to the school's 400th graduating class.

19) LAKE LETHE

The waters of this pristine lake are deep yet warm and inviting, constantly refreshed by magical means. New waters flow in via an underground stream from nowhere.

The far side of the lake is reserved for fishing. Only decorative fish are kept here, so all that are caught must be immediately released. The near side of the lake is best for swimming, as it has a sandy beach and a bottom that gradually slopes out before dropping off into the depths. There are a pair of boats you can borrow to take out too, but demand for them is always extremely high, so you should make sure to reserve them early.

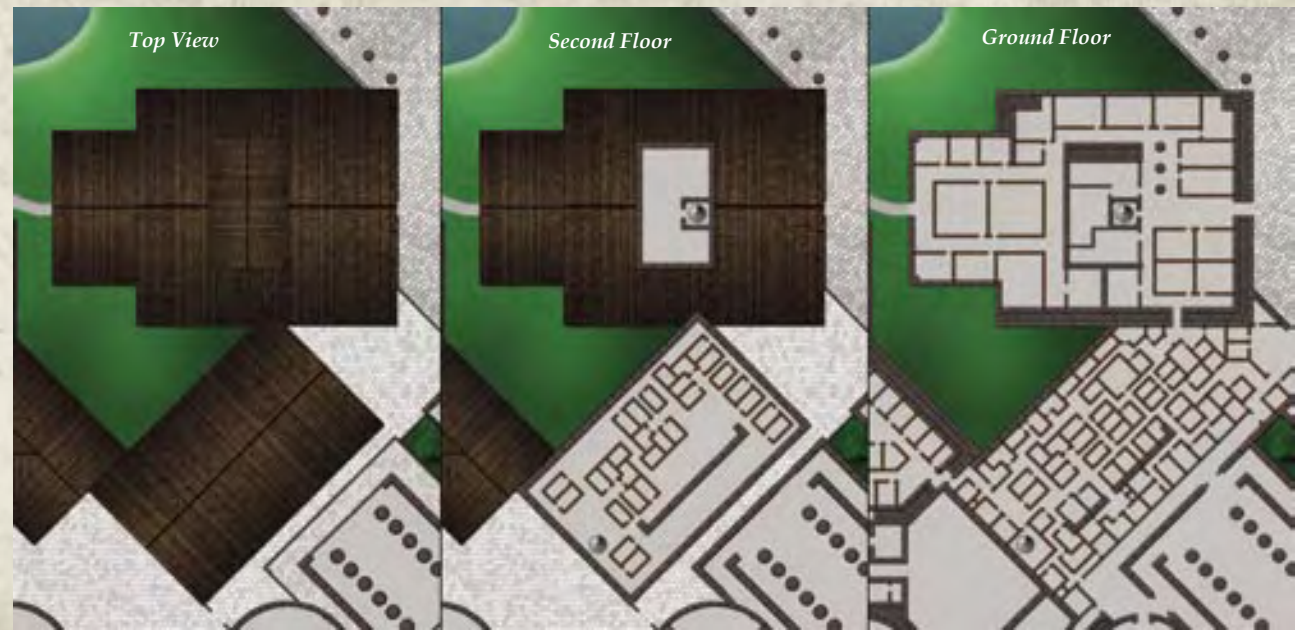
20) FACULTY HOUSING

While some of our teachers are housed in the dorms next to their students, many others – along with the remainder of our staff – call this building home instead. The rooms here are large and luxurious, especially when compared with the smallish cells in the nearby Warrens (see #27). The largest ones go to the staff members with the greatest seniority.

The common room on the second floor of the building features several picture windows that permit those inside to look out over nearby Lake Lethe (see #19) as the sun dances across it. This is where many of the informal staff meetings take place, and most of the private staff parties and dinners.

This building is generally off limits to students unless accompanied by a member of the staff. This is where our teachers and support staff live, where they go to get away from their jobs for a little while. If you can wait, you should approach a staff member in his office instead. If it's an emergency, alert a guard, and he will contact the required person for you.

FACULTY HOUSING (AND THE WARRENS)



21) DINING HALL

As Leganté, our head chef, often likes to say, “Wizards cannot live on magic alone!” While technically it’s true that wizards can conjure food from thin air, it’s rarely of the quality and never the quantity that Leganté and her staff serve up in our dining hall every day, along with the help of a number of our trademark *seen servants*.

While the kitchens are open most of the day, meals are only served in the Dibbo Fallsworth Dining Hall—named for our now-legendary first Head Chef—at specific times. Breakfast is served promptly at 7 AM, lunch at noon, and dinner at 6 PM. Meals last for approximately one hour, although to be served you must sit down at least fifteen minutes before the end of that hour.

Those who miss their meals are welcome to arrange for food directly with the kitchens. These offerings are usually served cold, with the exception of the soup of the day, which Leganté keeps simmering all day.

The dining hall is also the scene of many special banquets and feasts held on appropriate holidays or other special occasions. Weather permitting—which we can, of course, arrange—we often have one meal a week out on the edge of the Training Grounds (see #36). Sometimes this is directly before one sort of match or another, allowing spectators to make an evening of it.

22) STORES

Keeping a complex as large as Redhurst well stocked is no mean feat, but Head Steward Prendist makes it look easy. From her offices directly outside the dining room, she arranges for the students and staff of Redhurst to have all the necessary things in life: food, water, and magic supplies.

Each of the rooms in this two-story building is lined top to bottom with shelves, hooks, pallets, and the like. These areas are off limits to students at all times—unless, of course, they are in Prendist’s direct employ. Many students defray part of their tuition this way.

All requisitions for any materials you may need, no matter how amazing or mundane, should be made in Prendist’s office. She will get back to you within 24 hours with either what you’re looking for or a reason why she can’t get it for you—yet.

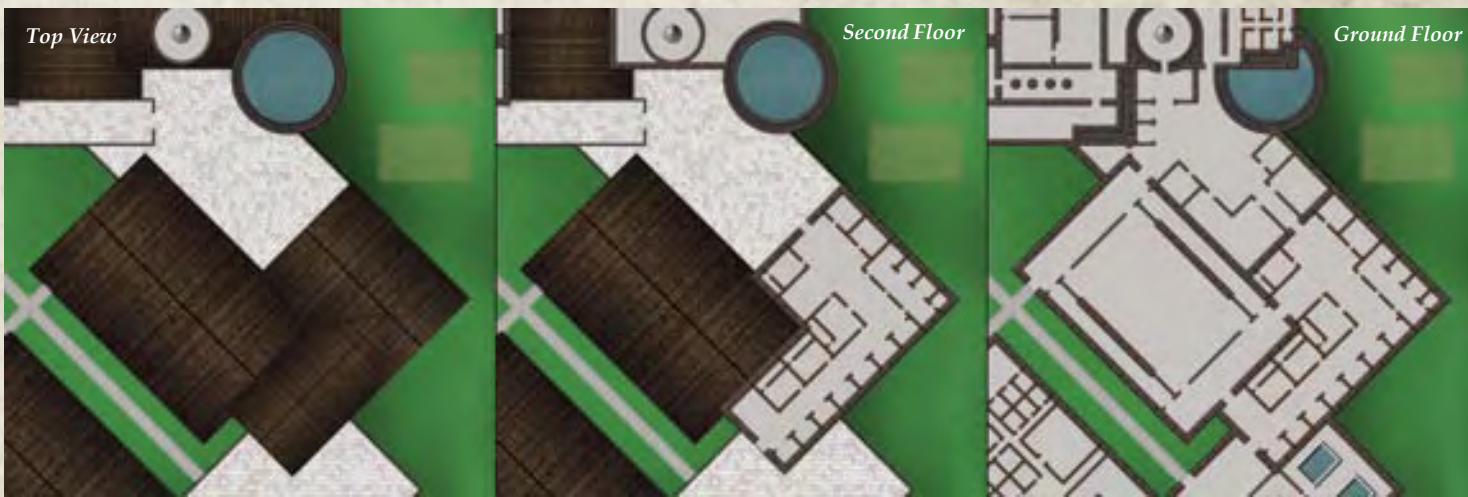
23) IGNES SCHOOL OF ILLUSION

Classes concerning the arts involved in illusions are apparently held here. Of course, it’s hard to tell for certain with a group of illusionists running the place. Even the location of the building seems to shift up and down

the right wall from time to time. Isolated from the other buildings in the school as it is, the place is like a magician on a stage, giving itself enough distance between itself and its audience.

For more about this school, see page 130.

DINING HALL AND STORES



24) LABS

This unassuming building is located on the far left of the campus, well away from any living quarters. A formal garden separates it from the nearby Bisechen and Nammor Schools, and a paved walk stretches between it and the Wolkhart School. It squats in the shadow of the Leftwatch, and the guards therein are almost as likely to be looking down on the labs as they are to be gazing out at the new lands in which the campus finds itself.

The reputation the Kandallar Laboratories have around campus is well deserved. First and foremost, it is where the leading-edge theories in arcane manipulations are tested. The facilities here are among the finest in the Known Realms, and there is no better place in which to test out potentially hazardous spellcraft.

However, when you are standing on the edge of what's known, things don't always go the way you might expect. The labs have an average of one serious disaster per year. These are rarely fatal, and in those few cases, normally only to the casters involved.

After the Abyssal Gate Error over fifty years ago, strong magics were put into effect to prevent any further problems and to protect the rest of the campus. Each room, for instance, is fortified with permanent magic circles against evil and chaos, and we have strict rules about casting other appropriate protective abjurations when necessary.

The outer walls of the building are several feet thick and reinforced with both metal and magic. The walls of each of the rooms are made of permanent *walls of force*, as well, preventing any problems in one room from spreading to the next.

Each student must take at least one class in the labs every semester. We believe in hands-on work at Redhurst. There's only so much you can learn from the pages of a spell book. In the labs, the students can finally get their hands dirty.

First-year classes are held first thing in the morning, and classes for older students are held progressively later in the day. Our graduate students and staff have exclusive use of the laboratories in the evening and night hours, although underclassmen may act as their assistants when properly supervised.

The only entrance into the tower of the Leftwatch from the ground is directly through the main floor of the labs.

Guards can reach the tower itself through the wall walks reaching from the tower in the Mordant School and the Moon Tower. However the access through the labs is not so the guards can get into the tower. It's so they can get from the tower into the labs.

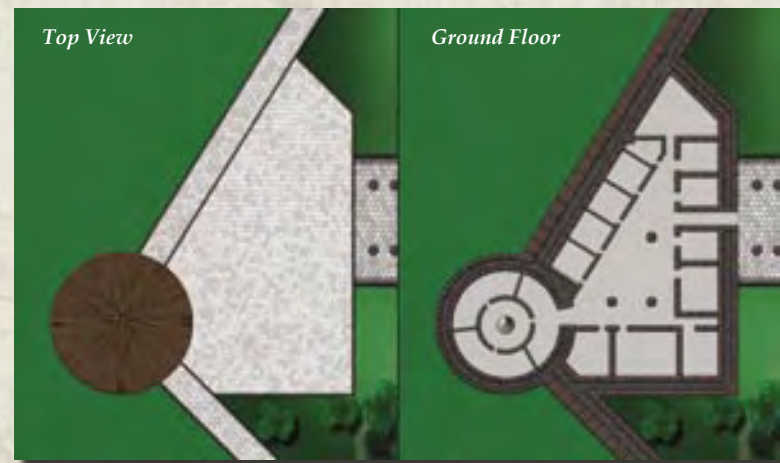
We regularly run drills with the guards to ensure fast response times in cases of disaster. Our average response time is under one minute, sometimes far less.

As an added security measure, one member of our staff must be on duty in the labs whenever they are being used. Also, the ring to the communications center in the main offices (see #33) must be kept uncovered.

When students need a bit more room for their experiments, they sometimes adjourn to the roof of the building. The reinforced surfaces of the outer walls here bear the scorch marks of thousands of lightning bolts and the like cast against them. Strict safety protocols are adhered to here as well, and a high railing around the roof's outer edge ensures that no one accidentally wanders off.

Visiting wizards are sometimes granted access to the labs for their own research. The fees vary and are negotiated directly with Headmaster Andarlin. However, all spells tested or created in our labs must be shared with the school. Copies of these are made and kept on hand in the Redhurst Library of the Arcane (see #13). The same policy applies to any potions, alchemical concoctions, or other magical items fashioned here. This is just one more way that Redhurst ensures that it is always on the cutting edge of arcane research.

LABS



25) WOLKHART SCHOOL OF EVOCATION

Both wizards and those uninitiated in the arcane arts consider evocation to be the flashiest and most directly dangerous of the schools of magic. The students who study here are instructed in the use of power as raw as magic can make it. They are also given the wisdom to use it well.

The fact that Wolkhart stands so close to the Kandallar Laboratories (see #24) is no coincidence. When there is trouble in the labs, the wizards we want first on the scene hail from Wolkhart. They are the best prepared to deal with the widest variety of potential problems in the most devastating and final fashion.

For more about this school, see page 124.

THE LEFT DORM



26) LEFT DORM

Of the four dorms, the Left Dorm is the home most coveted by upperclassmen. The rooms are spacious, particularly compared to those in the adjoining Warrens (see #27). Most of the rooms have windows that overlook green lawns or gardens. And two of our most popular recent additions to the faculty call the building home.

Some might find it odd for a woman of the obvious power of Dean Lupentranne Sylvern of the Bisechen School of Conjuraction to reside in a dormitory alongside students, but she feels that it helps to keep her in touch with her young charges. A warrior born, she has few material possessions, and her quarters reflect her understated nature.

On the other hand, Burko Longtoes, Assistant Dean of the Wolkhart School of Evocation, is as flamboyant a wizard as you could ever meet. He has built a wide shelf into his quarters that bisects the room vertically, turning it into a two-story home. While a human would find the space horribly cramped, Burko finds it extremely cozy, closer to the comforts of his halfling homeland than any other room in which he's lived since leaving that place so many years ago.

The open area in the right area of the dorm functions as a common room private to those who live here. There is a long tradition of conversations in that area continuing long into the early morning hours as our students debate the finer points of their studies.

The pillars in the far side of the dorm that separate that portion of the hallway are even more private, with single desks carved into each of them. Students preparing for an exam covet these positions, and during finals week their time at these desks is limited to four hours at a time. Only those residing in the Left Dorm are eligible to use them, another perk for the students living there.

Most of the students who call the Left Dorm home complete the bulk of their course work in the Wolkhart and Nammor Schools. Putting the students of these disparate schools in close proximity to each other may seem like a recipe for trouble, but it seems to have worked out for the deans of these schools. Dean Stroykart Elestis of Wolkhart and Dean Delaintrix of Nammor have been married for over 40 years, and their love shows no sign of abating. Their shining example of how two wizards from such different specialties can work closely together and well has inspired many of the students living in the Left Dorm.

The students of Left Dorm are expected to be among the best behaved in the school. This is more of a practical concern here than in other dormitories, as the near end of the school abuts upon the academy's staff offices. While the offices are mostly empty at night, any troubles caused during the day are sure to disturb the concentration of the staff members working in their offices. Repeat offenders can expect to find themselves relocated to different quarters, perhaps in the Right Dorm, near their new and ongoing duties in the kitchens.

The assistant deans who share the dorm with our students are normally perfectly capable of keeping any rambunctiousness in line though. Incidents that require the relocation of one or more students are few and far between—even more so since Lupentranne and Burko moved in. These two have instantly claimed the respect of their dorm-mates, and in cases in which a gentle words doesn't go quite far enough, they have other means of persuasion at their command.

27) THE WARRENS

Because of space concerns, most of the students in Redhurst must share their dorm rooms with one or two other students. Not so in the Warrens, where each student gets his own space in which to live. For this reason, most of the rooms in the Warrens are given over to graduate students, upperclassmen, and the occasional long-term guest.

The Warrens are so named for the mazelike formation of halls and rooms in the building. Those who do not know their way around the complex can easily become lost. In fact, a favorite game of the underclassmen is to navigate the passages from one end of the building to the other without being spotted by any of the residents. This requires a great deal of cunning, particularly for first-year students who have never been in the place before.

The rooms in the Warrens may not be all that large, but they are private. Students here can shut their doors and rest assured that their studies will not be disturbed by a roommate or other intruder. Quiet hours are enforced in the dormitory at most times, a fact that our most dedicated students certainly appreciate, especially if they've spent the last few years of their lives in one of our other dorms.

The only exceptions to the quiet that normally reigns over the building comes during weekend evenings, at which times the students often throw an interesting kind of party known as a "progressive." During these events, the students progress from room to room, visiting with the people there for a short while before moving on to the next spot in line. Most students only make it to a few different rooms before giving up for the night, but a hardy few have been known to hit every room in the Warrens in a single night.

The residents of the Warrens find themselves under the protection of Assistant Dean Krukht of

the Bisechen School of Conjunction. His somber and serious nature fits the Warrens well. His larger room in the far right part of the Warrens is still centrally located enough for him to be able to know much of what happens in the dorm. His door is always open — metaphorically, at least — to any student living in the Warrens, although few of these older students find it necessary to tap this particular resource.

The second floor of the Warrens actually has some open space in it. This forms a common area which is restricted to the residents of the Warrens and their guests. A long wall runs through the near side of the floor, providing space for a number of large desks at which residents can quietly study. The desks on the near side of the wall are the most coveted, as they are located nearest the windows, which allow a great deal of light into the area.

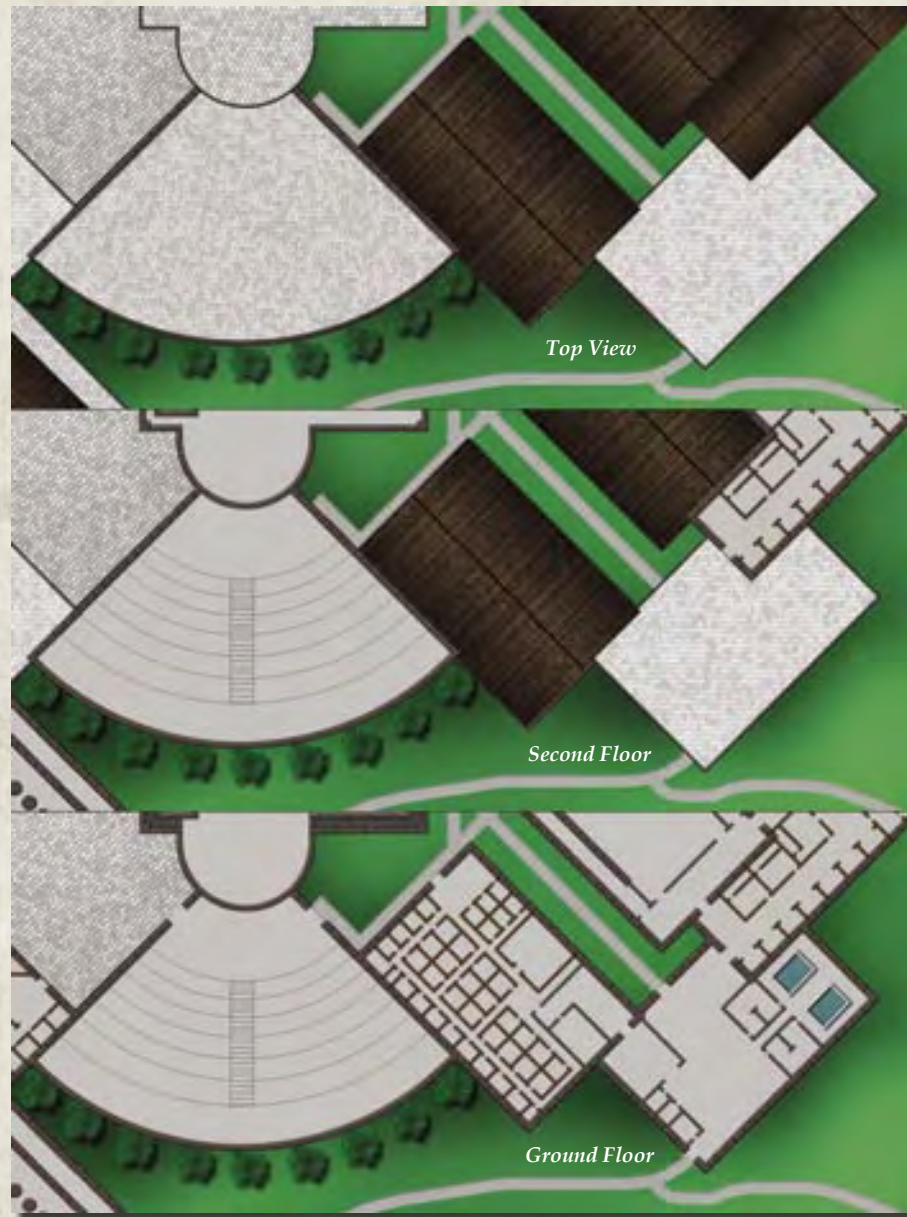
The residents of the second floor tend to be the eldest of our students and long-term guests, including a visiting professor or three. Many of these rooms share only a single wall with another room, making them the most private residences permitted to students. Free and easy access to the common areas is treasured as well.

In times of need — when the rest of the school is overcrowded, the administration has occasionally set some students up in cots in the common areas on the second floor. These are partitioned off from each other by canvas sheeting, providing some measure of privacy. Such accommodations are always temporary, and it's rare for someone to have to stay in one of these makeshift rooms for longer than a couple months.

THE WARRENS



THE AUDITORIUM, RIGHT DORM, AND GYMNASIUM



28) THE AUDITORIUM

Most of our classes are held in small, intimate settings in which our students can receive the kind of individualized attention that their devotion to magic deserves. Sometimes, though, we need to have a spot in which every person on campus can gather all at once with a good view of the speakers. At Redhurst, that place is the Father Praewell Auditorium.

When the Redhurst campus was first built, the auditorium served many functions, including that of campus chapel. Father Praewell himself held services in the auditorium for the school's first 56 years before moving into the current chapel near the Main Gate. After his death over 300 years ago, the auditorium was dedicated in his name.

Today, the auditorium still serves several purposes. Our full-school meeting first thing every week is held here, along with three or four of the largest introductory classes for first- and second-year students. The biggest events that take place in the auditorium, of course, are the two plays held here every year by the Redhurst Dramatics Club. These are the social events of the season, with every student seeing each play at least once. We often have several visiting dignitaries in during the run of these plays, which feature not only stellar writing and acting, but also the best special effects our team of illusionists can provide.

29) RIGHT DORM

If you're concerned about getting to your classes on time, than the Right Dorm is the right dorm for you. The most centrally located of all the dorms, it sits sandwiched in between the auditorium and the dining hall, and it has direct access to the gymnasium. Students living here have few excuses for being late for classes all around campus.

For this reason, our staff assigns most of the rooms here to first-year students, as few of them are positive yet about which school of magic in which they hope to specialize. Later, when a student figures out which school of magic appeals most to him, he can transfer out of the Right Dorm into something closer to his chosen school's main building.

Still, some students stay in the Right Dorm straight through until graduation. The dorm is most popular with students from the Jecture and Ignes Schools. Students that take courses in both schools could show you your future in full, breathing color!

Dean Stentelindabree and Assistant Dean Lavoh oversee the students in the Right Dorm. As a new hire herself, Lavoh feels right at home with the fresh-faced students. Stentelindabree, on the other hand, prefers to be as close to the Auditorium as possible for her convenience when directing rehearsals and performances of her plays.

There are two large common rooms in the dorm, both of which are usually packed to capacity with new students jabbering away about their studies. From time to time, Stentelindabree gives an impromptu performance in one room or the other, yet another of the many perks for those who live here.

30) GYMNASIUM

Wizards around the Known Realms aren't particularly well known for their stunning physiques. Just because the study of magic doesn't require exercise and training in the martial arts, however, doesn't mean such things won't come in handy. Many a wizard has wished that—even if he might never have the skill to face down a powerful warrior in combat—he might at least have the wind in his lungs to outrun the heavily armored assailant.

To that end, Redhurst has always maintained a fully equipped gymnasium. Chief of Security Christopha often holds voluntary classes here, training alongside the other guards and the students. She is a harsh taskmaster when it comes to honing our students' bodies, but those that stick with it always seem to appreciate it. According to Christopha, a healthy body goes right along with a healthy mind, something every wizard should appreciate.

The spellflag team trains in here every late summer and fall as well. Despite this, there is always plenty of space for students just starting down the road to physical well-being. If you're at all curious about what the gymnasium has to offer you, please don't hesitate to stop by.

31) LEFTWATCH

The Leftwatch tower stands three stories high and features a commanding view of the walls leading to the Mordant School (see #1) and the Moon Tower (see #46). It can be reached via the wall walk from either one of the towers, but the only other way into the structure—by foot and without magic, that is—is through the back corner of the labs (see #24).

The primary purpose of the guards in this tower is to protect the school from outside attacks coming from the left. However, the guards here also stand at the ready to lend a hand should something untoward happen in the laboratories. With so much cutting-edge research going on there, it's not usual for small problems to crop up on a regular basis, but when they do, the guards are right there on top of them.

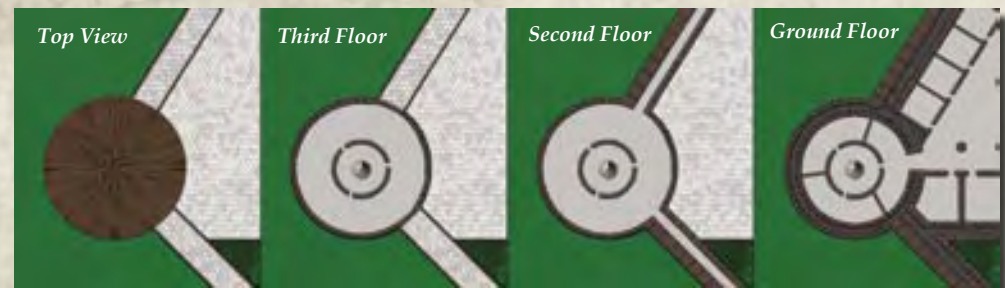
Staff with flying mounts or flying magic sometimes use the roof of the labs as a landing pad. From there, it's a simple climb over the railing into the tower.

32) NAMMOR SCHOOL OF ENCHANTMENT

It seems appropriate that the Nammor School is tucked between the Wolkhart School (see #25) and the school offices (see #33). When the administrators in the offices need help, they often turn to either one school or the other. Where diplomacy fails, force may rule the day, and vice versa.

The charms of enchantment are taught to students here. For more about this school, see page 118.

THE LEFTWATCH



33) OFFICES

The school's administrative offices are held in this unassuming building that connects the following places together: the Nammor School (see #32), the Wolkhart School (see #25), the Left Dorm (see #26), the Warrens (see #27), the Dean's Tower (see #34), and the Maintenance Building (see #38). Geographically and metaphorically, it is the crossroads of the campus, a place where students and staff mix regularly and meet to determine both their own fates and that of the school.

Just about every junior member of the administration has an office here, as do a number of the senior staff, including Dean Khûdzak, Miraleebelle, and

Prendist. Other members of the staff may be scattered about the campus, ensconced in offices closer to their actual places of work, but they all meet here on a regular basis.

This is where the business of the school gets taken care of. If you can't find a staff member somewhere else, be sure to look here. If you have a problem of some sort, the first person to take it to is Miraleebelle. As secretary, it's her job to direct students to where they can find the proper resources and—hopefully—solutions.

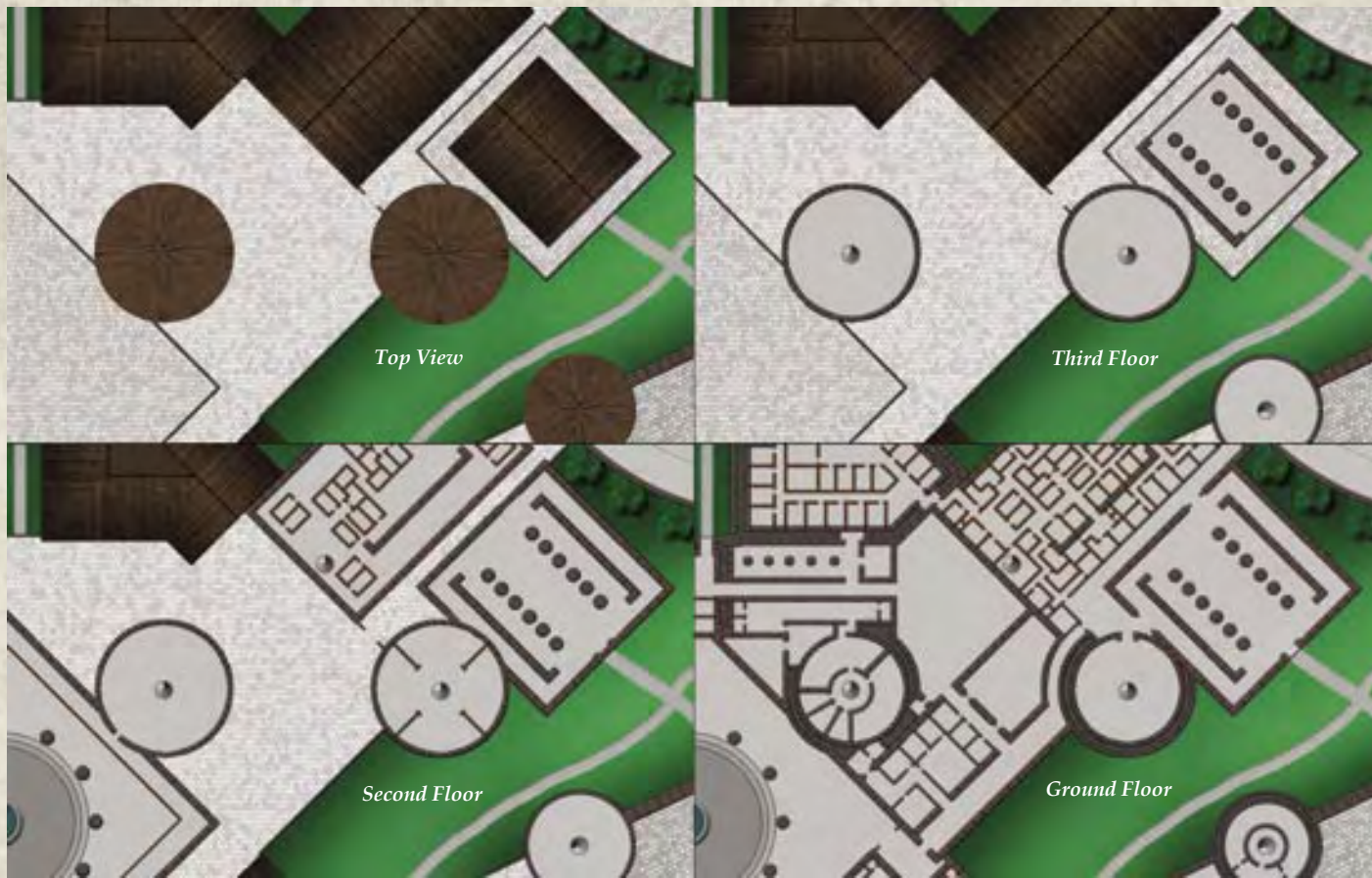
The faculty lounge and meeting room are strictly off limits to students. They are located in the tower in left part of the offices, and they can only be reached by

walking through a passageway covered up entirely by a permanent illusion. Many a student has literally banged his head on the office walls trying to find this passage, so please try ringing the bell on the secretary's desk instead.

The offices are open throughout the day, from breakfast through dinner. If you have an emergency after hours, contact one of the guards for help.

The ring board, which sits in the long room in the far left, runs around the clock. The doors to this room are locked after hours, but a guard or other staff member can rouse the operator for you.

THE OFFICES AND DEAN'S TOWER



34) DEAN'S TOWER

The Dean's Tower is the oldest structure on the Redhurst campus, predating Redhurst itself by over 40 years. It was originally the home of our founders, Aegis and Nammor, and they built Redhurst around it when they decided to start the school. It's only fitting that the elf living here now — Headmaster Andarlin — grew up here, having moved back in directly after taking over management of the school in the wake of his parents' deaths.

If the school's offices (see #33) are the nerve center of Redhurst, then the Dean's Tower is the location of its heart. From here, Andarlin guides the school as it sails into the future, his hand firmly on the tiller of its long and storied past.

The ground floor of the tower serves as Andarlin's public offices. His door here is always open, although he is only in the office intermittently, as he prefers to be involved in the daily affairs of the school rather than waiting for them to come to him. On most days, though, he holds regular office hours here for two hours directly after lunch. A line often starts forming outside the office well before midday, so if you have an issue you must bring up with the headmaster that day, be sure to get there early.

The tower's second floor holds Andarlin's private office and library, as well as a sitting room in which he likes to receive guests. Students walking past can often see lights burning in here late, as one of our headmaster's favorite pastimes is catching up with old friends in each of the locales we visit. Since he has been travelling with the school for nearly three centuries, there are many such friends to confer with over a bottle or two of Redhurst Red.

The top floor of the tower is home to Andarlin's private quarters. He is so involved with the workings of the school that he seems to spend little time here, but when he needs to relax, this is the sanctum to which he retires.

Andarlin has made a few changes to the place since he moved back in. Although he is proudly his parents' son, he is also his own elf. He invites alumni and former staff members to please stop by to extend their regards and tour his renewed home.

35) GRAND HALL

In the early days of the school, the Grand Hall was the place's only classroom. Teachers met with the student body as a whole in the morning, split up into groups, and then adjourned to different corners of the building for their classes. At noon, they met in the middle again for lunch, then split up into different groups and did it all over again.

Today, the Grand Hall's decor belies its humble beginnings as a one-room schoolhouse. This large building with its high-vaulted ceiling features glorious stained-glass windows that depict the story of the founding of Redhurst and the various triumphs of its most famous graduates. Below, visitors walk across a polished parquet floor fashioned of the rarest woods to gaze up at the carved pillars, each of which bears the figure of one of the greatest of Redhurst's teachers.

Each of the column statues comes to life when an observer stands in front of it for more than a moment. From there, it launches into a lesson about the school and what it was like in the time of that teacher's life.

The Grand Hall is used mostly for holding receptions for important guests, as well as our annual graduation party. Additionally, we hold a student dance on the last weekend of each month, affairs to which many of the locals are also invited. These engagements are at the top of many social calendars around the Known Realms, and students are expected to deport themselves well at them, as representatives of our school. Those that fail to do so can find themselves banned from such events for up to a year at a time.

The Grand Hall is one of the few parts of our campus available for use by outside concerns. Just about every weekend features one kind of royal party or another held here, from coming-of-age celebrations to wedding receptions to wakes. Families of students have first priority for such things, a fact that helps those families feel even more connected to the students they have entrusted into our care.

If you or your family wishes to make use of the Grand Hall for any reason, be sure to contact Stentelindabree as early as possible. Choice dates are spoken for quickly, but with enough notice we can arrange for wonderful weather as well.

36) TRAINING AND DUELING GROUNDS

The Training and Dueling Grounds feature the largest amount of open space on campus. While most of the other areas of greenery are filled with formal or casual gardens – with the notable exception of the Riding Grounds tucked into the corner near the woods – the grassy lawns of the grounds are smooth and level.

TRAINING AND DUELING GROUNDS



The grounds are a favorite among students because this is one of the few places where they can truly cut loose with the full of their abilities without fear of harming another. The grounds have been enchanted so that no blood can be spilled upon them, no matter how horrible the attack.

When students have a dispute they cannot settle with words, they are often told to “take it to the grounds.” Here they can duel it out without fear of any permanent damage.

This is also where we hold our regular spellflag matches. Each school fields its own team for regular intramural matches, and we have an all-school team that competes against other such teams around the Known Realms. It’s all in good fun, of course, and wagering on the game is discouraged, especially among students.

When students are ready to leave the classroom for some real hands-on experience, this is often where their teachers take them. Once every two weeks, each school of magic has the grounds for the day, and the teachers and students of that school are free to flex their magical muscles. Effects are strictly contained by the magical nature of the grounds, ensuring that the many spectators that show up for such displays are kept safe.

37) BISECHEN SCHOOL OF CONJURATION

Located along the left wall, the Bisechen School is tucked between the Kandallar Labs (see #31), the Nammor School (see #32), and the Aegis School (see #39). Students here learn the arts of conjuration under the tutelage of Dean Lupentranne and Assistant Dean Krukht. Classes are often held in the gardens between the Bisechen building and the labs, as many of the creatures the students conjure up in the course of their studies find this green area to be a more comforting place than the inside of any classroom.

For more about this school, see page 106.

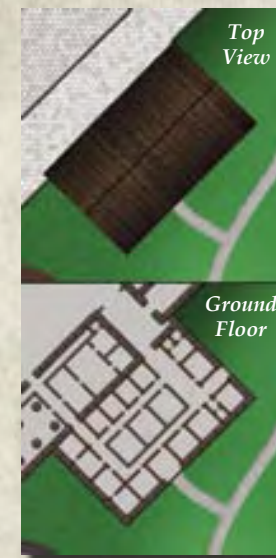
38) MAINTENANCE

This unassuming building serves as home and office for Redhurst’s amazing maintenance staff. While much of the meaner work of keeping the school clean and running smoothly is handled by magical means, there are some details that cannot be trusted to anyone less than a master. That’s where Marsden and his small but talented staff come in.

The Maintenance building abuts directly onto the nearer end of the Nammor School, making for a strange juxtaposition between charms and handiwork. This might seem to be a coincidence, but it is by the founder’s design.

Enchanters often seem to focus on image over substance, while those involved in the school’s maintenance were exactly the opposite. With the two in close, physical contact with each other on a regular basis, the theory goes, they cannot help but influence each other’s way of thinking.

MAINTENANCE



So far, the experiment seems to have proven itself a success. The maintenance staff is mindful of not only keeping Redhurst rolling like a well-oiled wheel, but also of doing it with style. Similarly, the enchanters of Nammor appear to be of a more pragmatic mind than is normally found in practitioners of this specialty. Other arcane institutes from around the Known Realms have come by to study this amazing effect, and many of them have begun to implement it on their own campuses.

Marsden and his staff keep not only their offices in the Maintenance building, but also their tools. They have magic items to help them with many of the most mundane tasks, like keeping the grass of the Training Grounds cropped and clean for our spellflag contests. Most of these would be of little interest to adventurers and the like, but they certainly do make the lives of Marsden and his crew a great deal easier.

39) AEGIS SCHOOL OF ABJURATION

The Aegis School was recently relocated to this new building after spending many centuries in the slightly nearer building, which is now the Oldtower Dorm (see #40). As one of the oldest schools at Redhurst, the Aegis School was in drastic need of an expanded workspace. The dwarves of Farstone Mountain worked this new structure deftly between the Oldtower Dorm and the Bisechen School. They masterfully matched the original architecture so well that it's almost impossible for an uneducated eye to know which is the newer building.

The arts of abjuration are studied in this newly renovated building.

For more about this school, see page 100.

40) OLDTOWER DORM

The Oldtower Dorm is one of the oldest buildings on campus. It was first constructed to be the home of the Aegis School, a function it performed admirably for over 400 years. Just last year, however, the new building for the Aegis School was finished, and this faithful old structure was converted into a dorm.

Both the oldest and newest dorm at Redhurst, the Oldtower Dorm—so named for the old tower that rises out of the building's roof—is mostly filled with upper-classmen and graduate students that would otherwise have been in the Warrens. The rooms here are certainly more spacious than those in the Warrens, but the occupants must share them each with one or two roommates chosen by lottery.

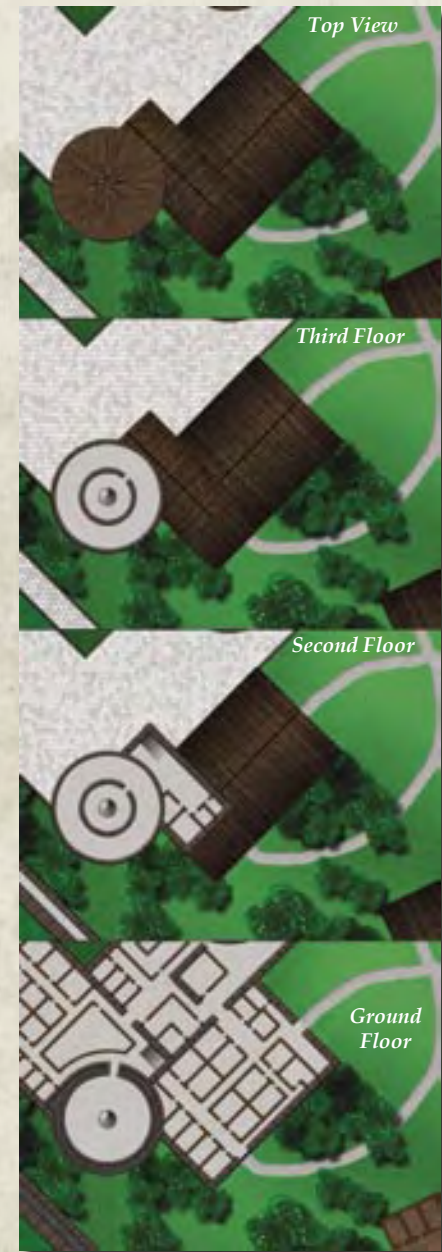
This seems a fair deal to most of the dorm's residents, as there are only 20 dorm rooms in the whole of the building, including three on the second floor, most of which is occupied by a common area with a good view of the Riding Grounds to the right. This makes for a tight-knit group of students, as their rooms are well separated from the others.

Most of the students in the Oldtower Dorm hail from the Aegis School, but there are a few from Nammor and Bisechen as well. Assistant Dean Chantrelliandra of the Aegis school lives in the large room on the second floor, where she is often available for questions and tutoring.

Amazingly, the tower of the Oldtower Dorm isn't accessible from inside the building. Students used to have to walk outside to get to the tower's front door. These days, that door is enclosed by the new Aegis School, and you have to enter the school first instead. The tower traditionally has been the residence of the Aegis dean, ever since Aegis himself gave up the post to run the school as its first full-time headmaster. That tradition continues to this day, with Dean Rockwell and his wife Shalandra currently living in the tower.

Rockwell and Shalandra often host picnics in the woods on the nearer side of the dorm, which all students are welcome to join. When sitting in the clearing in the center of these ancient trees—which blot out all sign of the walls surrounding the campus—you can almost imagine yourself in one of the great forests of the Known Realms.

OLDTOWER DORM



THE PUBLIC SQUARE



The front section of the campus features a large, open square that is open to the public. It features a number of buildings that are of more interest to the people of the various locales we visit. These places, along with the gates that surround them as an integral part of our security system, are described on the following pages.

41) DEAN'S GATE

This gate—which is flanked by two watchtowers, much like the Main Gate at the near end of the Public Square—is capable of sealing off the rest of the campus from the Public Square in a matter of seconds. Most of the day, the gate stands open, allowing the students to move back and forth freely between campus proper, the Public Square, and the outside world.

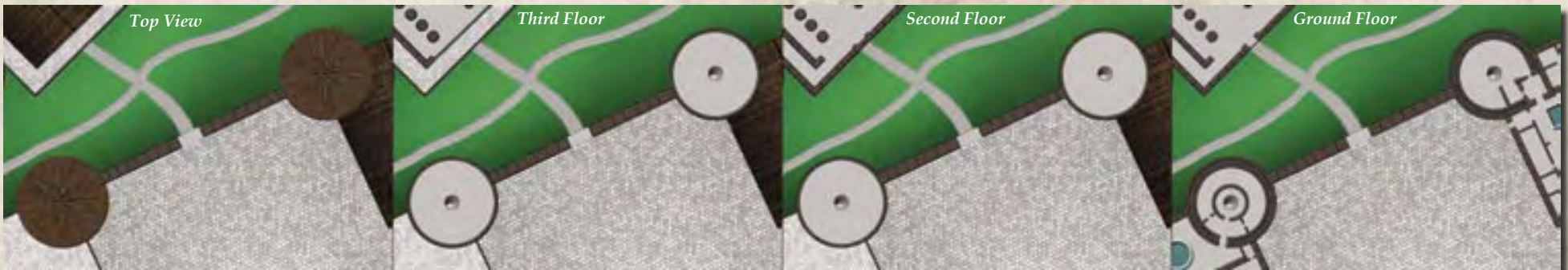
At dusk, the gate is shut firmly, then reopened again at dawn. The guards who staff the gate allow students to pass through at any time, but those who come through after midnight are disciplined for violating the campus curfew.

The entrances into the gate's two towers are found in the chapel (on the left side) and the Hall of Healing (to the right). The doors are locked firmly after dark, keeping the guards safely within, except at shift change, of course.

As the students file in on the first day of classes each year, Headmaster Andarlin and members of the school's faculty stand before the Dean's Gate and greet them as they come. On the final day of class each year, the faculty bids the students good-bye in the same way. This long-standing tradition serves to affirm the Redhurst philosophy of education—that all of our students are our future colleagues in our lifelong exploration of the arcane arts.

The first trip you make through the Dean's Gate is sure to be one of the most memorable moments of your life. Our staff wants to be there with you to share it, the first of many excellent memories of life at Redhurst to come.

THE DEAN'S GATE



42) CHAPEL

The Known Realms are filled with all sorts of gods, and at Redhurst we try to respect the rights of our students to worship as they wish. We make no judgments on the validity or propriety of any religions, as long as they do not advocate the breaking of our own community's rules.

Many of our students worship an entire pantheon of gods. They may favor one more than others, but they still respect and often pay tribute to them all. Of these students, their favorite is more than likely their particular God of Magic, whatever its name might be.

At Redhurst, we feature an ecumenical chapel at which students may all worship their own aspect of the God of Magic as they understand this deity through the lens of their own pantheon. We are led down this spiritual path by Father Crattus, a strong but understanding cleric who sympathizes with all of our students, having graduated from Redhurst himself not too long ago.

The Chapel of the God of Magic may seem like a low and common building from the outside, but inside it's something entirely different. While outside the roof is only 12 feet off the ground, the ceiling inside magically extends up 40 feet, towering over the people below and letting in perpetual light through stained-glass windows that feature characters that actually move, acting out scenes from the lives of the people they represent.

The main hall of worship sits to the near side of the building. Every day, Father Crattus holds services here. On most days, these are lightly attended, but as finals or other exam times approach, the pews are suddenly packed.

The central part of the chapel features a meditation hall in which individual worshippers can come and pray

to the God of Magic or any other god that they prefer. There are doors on these stalls, which allow the members of our community to worship in private.

Father Crattus's offices are in a small section in the far left corner of the structure. He prefers to keep his furnishing simple, instead concentrating on the amazing nature of magic in all its different manifestations.

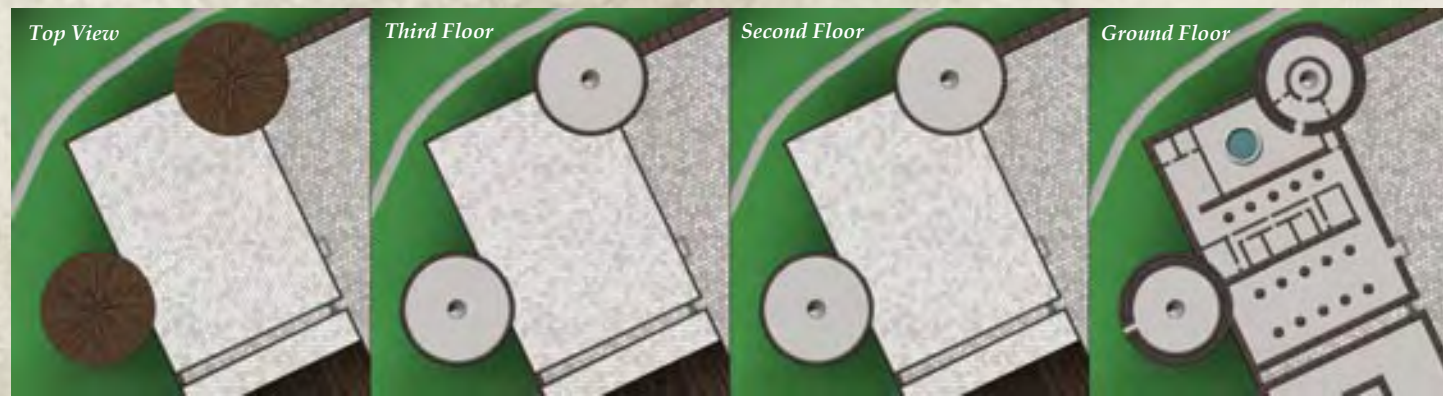
There is another large room at the far end of the Chapel. This contains the baptismal font, which is perpetually filled with holy water in which those who wish to dedicate their worship to the God of Magic are drenched. The door to this room is concealed, but it can be easily found by casting a *detect magic* spell, which causes it to glow with a strong light.

The exterior tower that overlooks the Chapel cannot be entered normally from the Chapel. However, Father Crattus has been known to us a *passwall* spell to move in and out of it during services. Those not so experienced or inclined can simply take the back way around and meet Father Crattus that way.

Father Crattus lives on the second floor of the tower, although he spends a great deal of his time on the third floor, watching over his flock below and practicing his spellwork in private.

When Mother Chicendra is not needed at the Hall of Healing, she assists Father Crattus during the most important masses of the year. She has been doing this for each of the past three priests, and Father Crattus values her effort and her input. If you're so inclined, please stop by and share a prayer with them both.

THE CHAPEL



43) MUSEUM

As an institute of higher learning concerning the arcane arts, the Redhurst Academy of Magic offers studies about not only the current state of magic but also its past. It's a rare wizard that asks where his powers come from—originally—mostly for two reasons.

First, there doesn't seem to be a firm answer. As with most details about magic, it's an art, not a science. As such, it's nearly impossible to pin down with simple explanations. You might as well ask where the Known Realms first came from and try to reconcile all the different answers you'd get. This is a question more suited for Father Crattus than Headmaster Andarlin.

Second, knowledge of the past doesn't make it much easier to affect matters in the present—or so it seems. You don't need to know about who cast the first spell to be able to cast that same spell. The evolution of the arcane arts from the equivalent of cave paintings to the modern masterpieces we enjoy using today can be fascinating, but it doesn't much affect your ability to use those same masterpieces.

Still, there is something to be learned from the past, particularly if you ever envision doing any kind of basic research to create spells of your own. Knowing just how people have tried such things in the past can save you weeks if not months of effort.

To the end of educating our students and visitors about the evolution of magic—and where it might be going—we have dedicated the Founders' Museum.

This building features not only artifacts from the various stages of the development of magic—gathered by our staff in the course of our campus's wanderings—but also from the history of Redhurst itself.

As you might guess, the development of magic was already pretty far along when ground was broken on Redhurst. However, since that moment, Redhurst has been involved in more breakthroughs in the continuing work on magic than any other institute or person.

Redhurst, for instance, has long trained its students in the extensions of their magical abilities in many ways, allowing them to learn how to improve the spells they already have, in addition to using new ones. We have also pioneered advances in the creation of many types of magical items. One of the first stable *brooms of flying* was created at Redhurst, for example.

The museum has this actual broom on display, as well as a number of other items of interest. There is, for example, the first *ring of invisibility* developed by Jecture, long before the school was even founded. Plus, we have a number of different kinds of magic weapon, ranging from humble *keen daggers* all the way up to the legendary *Gauntlets of the Damned* wielded by the dread archfiend Agmenemzon in the first of the Wars of the Realms.

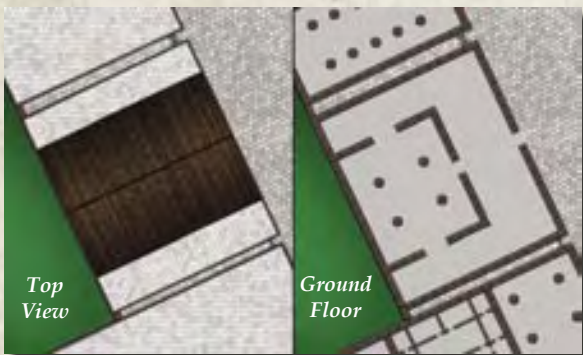
Each of the devices herein is held under the tightest security. The museum is only open from 9 AM to 3 PM every day, and at these moments there are no less than six guards on duty. At night, the doors are locked tight, and the entire building is under the protection of arcane energies more powerful than most students will see elsewhere in their lifetimes.

There are many nonmagical items on display at the museum as well. For instance, there is a stunning retrospective on the development of school uniforms opening this year. It takes you from the days of simple armbands, through the years when students were identified by their hats, to the evolution of our modern-day robes.

The museum received a large influx of items into its inventory upon the demise of Aegis and Nammor. Headmaster Andarlin, our founders' only heir, donated many of their personal notes and effects to the museum. As the de facto curator, Prendist is still cataloging many of the items the museum inherited this way, but she hopes to have a new display set up as early as next year to showcase the effects that Aegis and Nammor have had on Redhurst over the years.

When the museum is open—normally from after breakfast to before dinner, although exceptions are made for special circumstances—visitors may come and go freely through its doors. After-hours visits can sometimes be arranged by appointment. Check with the central office if you're interested.

MUSEUM



44) STABLES

Although Redhurst can travel anywhere at a moment's notice, the same can't be said of our visitors. Many times, these people must travel hundreds of miles or more to see us or our people. A good number of them have horses and need a place to keep them when visiting with us. That's why we built the stables, which sit out back of the menagerie.

There are 12 regular-sized stalls and three extra-large ones in the stables, along with a large common area at the right end. Although mounts are forbidden to students, the same is not true of Redhurst's staff. Most teachers only leave the campus rarely, but when they do they need access to a reliable steed. There are a handful of superb horses available for staff use at all times. The rest of the stalls normally stand empty, used only for the mounts of guests staying in the Ram's Head Inn.

The path into the stables from the Main Gate winds through the menagerie, past many sorts of strange creatures that most horses and the like may never have seen. To prevent visiting steeds from panicking, Faragrim – who runs both the stables and the Menagerie – personally leads all such creatures through the area while they wear magic blinders supplied by Redhurst.

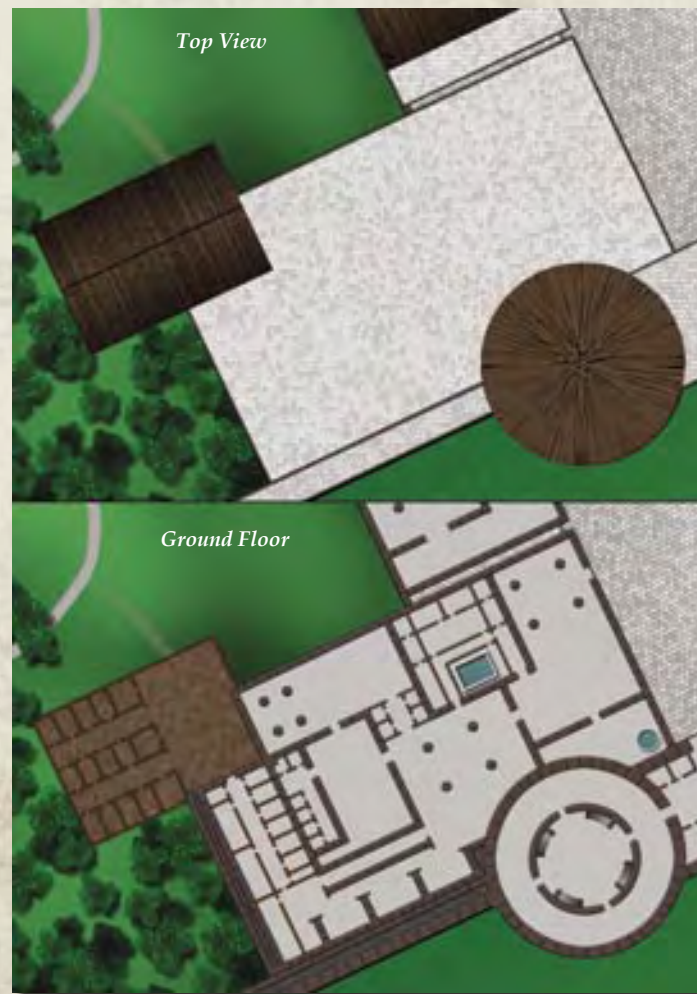
45) MENAGERIE

The Redhurst Menagerie is one of the first such collections of magical creatures in the Known Realm. Besides a variety of magical mounts – from pegasi to unicorns to even a small dragon – we have a number of different creatures who are useful in preparing magic spells or alchemical concoctions. The next time you need the tail of a fire newt for some pyrotechnic spell, you know where to turn.

Such supplies are, of course, supplied to students as a part of their tuition charges. Extremely special, rare, or unusual supplies may require an additional charge, but this is the exception rather than the rule.

Once a student graduates, however, he can still return to Redhurst for his spell components. We sell such items to the general public as well, but all Redhurst alumni receive a 50% discount off the list price.

THE STABLES AND MENAGERIE



Security around the menagerie is traditionally tight, but the creatures themselves offer enough protection. Woe to any who somehow manage to let loose our school basilisk without affording themselves some protection.

Every student receives a personal tour of the Menagerie in the course of his first year here. If Faragrim hasn't contacted you by the end of your first term here, please make sure that you are registered with his office in the front of the menagerie. This is one Redhurst experience you don't want to miss.

46) MOON TOWER

The Moon Tower is the leftmost of the four watch-towers along the campus's front wall. From this vantage point, the guards stationed here have a commanding view down the front and left walls.

The back of this tower looks out over the woods in the campus's front, left corner. If you get a chance to take the wall walk tour, be sure to stop at this position to gaze out over the trees at the campus beyond. It's a view you won't soon forget.

47) BULL TOWER

The Bull Tower and the Ox Tower (see #50) flank the Main Gate (see #48), the only proper entrance into the Redhurst campus from the outside world. Security around this part of campus is tighter than anywhere else, but it's also the friendliest area on our campus as well.

During daylight hours, the gatehouse at the foot of the Bull Tower is staffed by professional greeters whose job it is to meet all visitors and guide them to where they wish to be on campus. In most cases, simple directions are all that's necessary, but when called for the greeters can personally escort visitors through the campus.

The Bull Tower gets its name from the massive statue of a bull that stands on the flat roof next to its side of the Main Gate. Like the similar statue of an ox on the other side of the Main Gate, the bull appears to be straining with all its might to drag the Redhurst campus throughout the Known Realms.

48) MAIN GATE

The ornately carved gate that serves as the front door to Redhurst is actually a 20-foot-tall, solid portcullis that is drawn up into a holding pocket in the wall above it during the day. At a moment's notice, the gate can be dropped, falling to the earth and sealing off entry into or exit from the campus — at least by that main route.

The gate itself is gilt, and it sparkles brightly at any time of day or night. The gate is reinforced with magic to be practically impervious, and in the entire history of Redhurst it has never fallen.

49) STATUE

The center of the Public Square features a long pool bisected by a fountain spraying water in both directions. A statue of our founders stands over this fountain, their arms outstretched in greeting toward those coming in by the Main Gate.

The bottom of the pool is covered with coins from nearly every realm Redhurst has ever had the pleasure to visit. These are removed once a year and put into a scholarship fund for some lucky student-to-be.

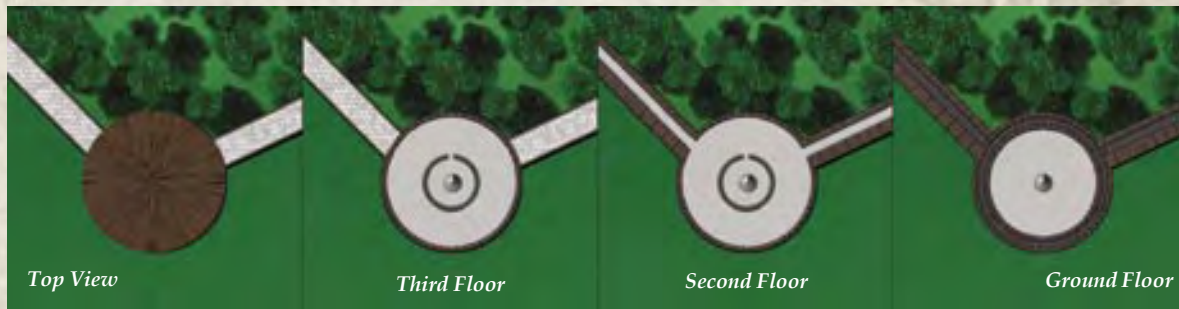
50) OX TOWER

The Ox Tower is the mirror of the Bull Tower on the opposite side of the Main Gate. While they share an almost identical architecture, simply reversed across the gate, their differences are stark.

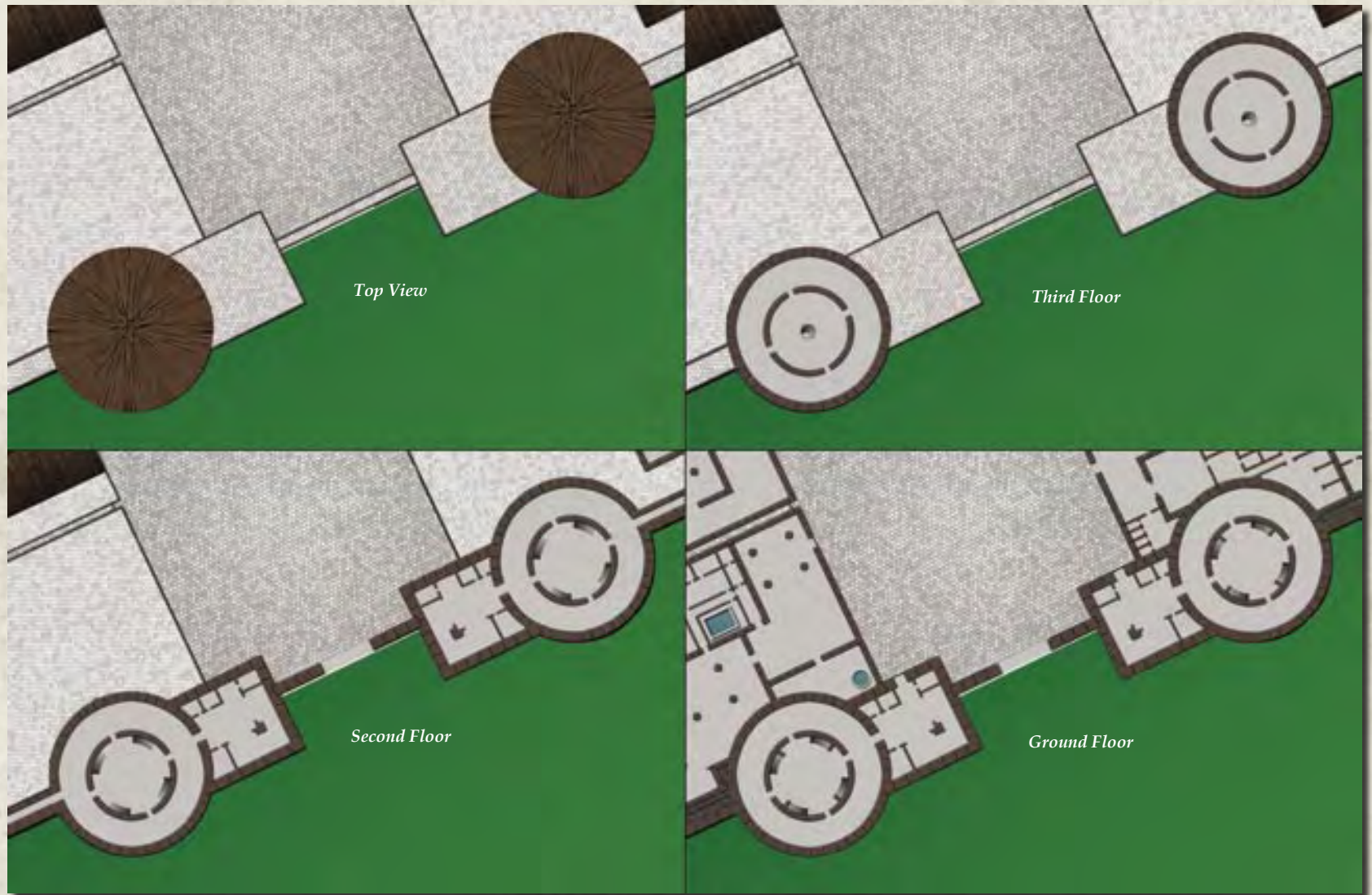
First, and most obvious, the statue over the guardhouse of the Ox Tower is a massive ox which is doing its share of the task of pulling Redhurst forward into the Known Realms.

Second, the people who work in the guardhouse here are not guides but actual guards. If there are any problems with anyone in the Public Square, particularly at the Main Gate. These well-armed protectors of Redhurst are authorized to respond with deadly force.

MOON TOWER



THE MAIN GATE AREA (BULL TOWER, MAIN GATE, AND OX TOWER)



In many ways, the Main Gate area is Redhurst's face for the Known Realms. Most people in the towns and cities that Redhurst visits never see more of our wonderful campus than this facade. It is cultivated to impress – when not hidden behind illusions for security purposes, of course. Standing before the gate and staring up at the massive statues of the Redhurst ox and bull towering nearly 40 feet above is enough

to move most people to awe. If that's not enough, the evershining gate is sure to dazzle them so much that they might not have the wits to appreciate the full-color crests that frame the gateway. Four crests of the schools of magic stand to either side of the wide opening, while the Redhurst crest itself stands watch from its vantage point directly overhead, a welcome sign to friends – and a warning to foes – far and wide.

51) THE RAM'S HEAD INN

The Ram's Head Inn may be the best-known inn in the Known Realms. Because it travels about as much as it does, it's not the most popular place in each of the realms, but since it gets to so many different realms, people scattered far and wide have heard about it and even stayed there.

A night in the Ram's Head Inn is something of a badge of honor for the wealthy and powerful, and the prices of the rooms reflect this. They are normally set in accordance with the standards in the realm they happen to be visiting that night, but they can be five to ten times the rates for a standard hotel in the region. Of course, families of students receive a discount that brings the price down to the regular rate for a standard inn, and they also get first crack at the rooms, which squeezes out some of the wealthier patrons.

Some families have tried to sell their reservations to others for large profits. This almost never works, as the hotel staff is unusually good at ferreting out the truth in such matters.

Space at the Ram's Head is limited, and it often fills up quickly, especially during the spellflag season. The ground floor of the inn has sixteen small rooms, three medium rooms, five large rooms, and three extra-large deluxe rooms. The front part of the inn has two large common rooms and a number of private booths. There's also a larger private meeting room available for hire. The kitchen serves some of the best food found in any realm and is a real treat for students.

The large room on the second floor of the inn is available for hire as well, but only by those affiliated with the academy in some way. Andarlin himself has the final word on who is fortunate enough to have the privilege to rent the place out. Competition for the room is fierce, especially during sporting events, as the room has the best view of the Training and Dueling Grounds available for non-students.

The existence of the room is not widely known among those who have not attended Redhurst. Even the entry to the room is kept a secret from those not personally brought there.

The Ram's Head's manager is a spry halfling by the name of Dobbin Fairtucker. The Fairtucker family has run the inn for Redhurst for over 10 generations, and by most accounts Dobbin is the best of the lot, surpassed perhaps only by his great-great-grandfather Teddib "Old Roundy" Fairtucker.

The Ram's Head serves all sorts of different cuisines drawn from the campus's various visits around the realms. If you want a dish of curried camel from the likes of the Emerald Sultanate, for instance, this is the finest you'll find outside of Al Jafara itself, according to even Prince Hentru.

Similarly, the Ram's Head's wine cellar and selection of ales are legendary throughout the realms for both their breadth and depth. This ranges from earthy mushroom wines from the dark elves of Riverdark to the airy pilsners of the winged gnomes of Treefell. The most popular ales still come from Redhurst itself, courtesy of our own Dóil Stonegate.

The Ram's Head opens for breakfast at the crack of dawn. It stays open until midnight, although Dobbin has been known to extend the hours for special occasions – at his own discretion – sometimes to the point of staying open for several consecutive days.

THE RAM'S HEAD INN



The Ram's Head also enjoys the luxury of being the only place approved for our traveling guests to spend the night while they accompany us in our travels. Special friends of the academy may be able to find a spare bed someplace on campus proper — there are several such rooms in the Warrens for just such purposes. Most people, though, end up staying in the Ram's Head instead.

While the Ram's Head is often packed, it can sometimes go for weeks without a single guest from outside the campus, mostly when the campus wanders the wilds on the edges of the Known Realms. This is often the case during the summer break. At such times, Dobbin traditionally runs all sorts of specials at the inn, designed to bring students and staff.

Members of the academy community who wish to may have their tabs at the inn added to their tuition bills or deducted from their pay. This sort of convenience has allowed more than one student to spend a bit more at the Ram's Head than might have been wise. Be sure to take care of how you run up your own expenses here. The prices the Ram's Head charges come due in real pieces of gold.

Occasionally it may seem that we have a rough-and-tumble character staying at the Ram's Head. That perception is probably accurate. While the guards are careful about who they let on campus, they are not as particular about the patrons of the Ram's Head. Accordingly, please deport yourself with the best of decorum when mingling at the Ram's Head, and remember that fighting is punishable by a week of cleaning out the academy stables — no matter who may have started it.

Also, students should be aware that visiting the Ram's Head is a privilege, not a right. Dobbin is well within his own rights to bar a Redhurst student from his inn, even if the student in question is the head of his class or the captain of the spellflag team. Make him your friend, though, and you have a place in the inn for life.

52) SUN TOWER

The Sun Tower is the counterpart to the Moon Tower on the left side of the campus's facade. From its position, the guards have an excellent view of the surrounding area, as well as a clear look all the way along the front of the campus and up the right wall.

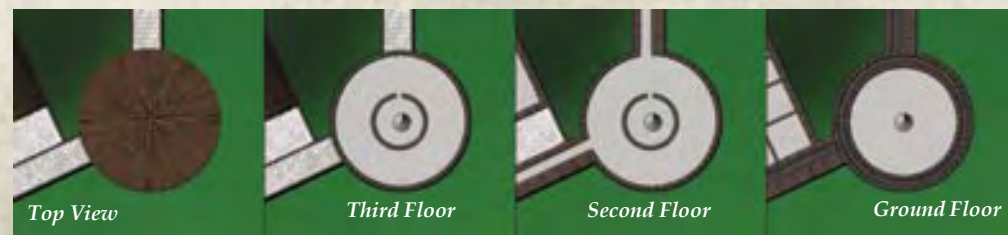
You may notice that there is no way into the Sun Tower from the ground floor, which abuts on the Training and Dueling Grounds. This is by design, as few students or guards have good reason to come this way across the grounds.

The Sun and Moon Towers get their names from where they were located when the Redhurst campus was first built, before the complex started its wandering among the realms. In those days, the Main Gate faced due south. The Sun Tower, then, was in the east, which is the direction from which the sun came up every morning. The Moon Tower, on the other hand, was in the west, which is where the sun set every day, marking the end of the light and the beginning of night.

These days, the top of the Sun Tower gleams with a bright light at any time of day. Meanwhile the top of the Moon Tower glows with a ghostly light that's only brightly visible during the dark hours. The two light sources frame the Main Gate in the middle and thereby present the entirety of the facade to the public at large.

The guards fortunate enough to draw Sun Tower duty on days of important events held on the Training and Dueling Grounds often brag that they have the best seats in the house. While they may get an argument from the people in the Dragon's Flagon (see #53), it's clear that if they could sell tickets to the event the people lucky enough to land them would find it hard to claim they overpaid, no matter what the price.

THE SUN TOWER



53) THE DRAGON'S FLAGON

If the Ram's Head Inn is the best-known inn in the Known Realms, then the Dragon's Flagon is the worst-kept secret. Theoretically this tavern is open only to the staff of Redhurst, but in reality it takes all visitors. In the words of Spike Durgan, the place's owner and bartender, "I don't care where they come from, as long as they pay in real coin. Everyone's money spends the same to me."

Durgan, a rotund and surly dark elf from the flying city of Kargeshenti in the Land of Eternal Darkness, won the lease to the tavern in a poker game over 300 years ago, or so the story goes. He's milked the customers there for their last coppers ever since.

When Redhurst was founded, the Dragon's Flagon had no competition. The Ram's Head Inn didn't have a common room. If you wanted a drink or a meal and you weren't part of the academy, you had to go to the Dragon's Flagon or leave the campus entirely. Only after Durgan took over the tavern did the management of the Ram's Head see the need for being able to offer an alternative to the facilities there.

Because of this, students are rarely found in the Dragon's Flagon. It's a rough-natured dive with substandard food and watered-down drinks. Among visitors, though, it's become a nigh-legendary crossroads of the Known Realms, a building in which you could very well find anyone you're looking for, no matter from

where they might hail. Adventurers of the sort who are always looking for trouble need search no further. Even beside the shenanigans Durgan manufactures himself, this inn has trouble to spare.

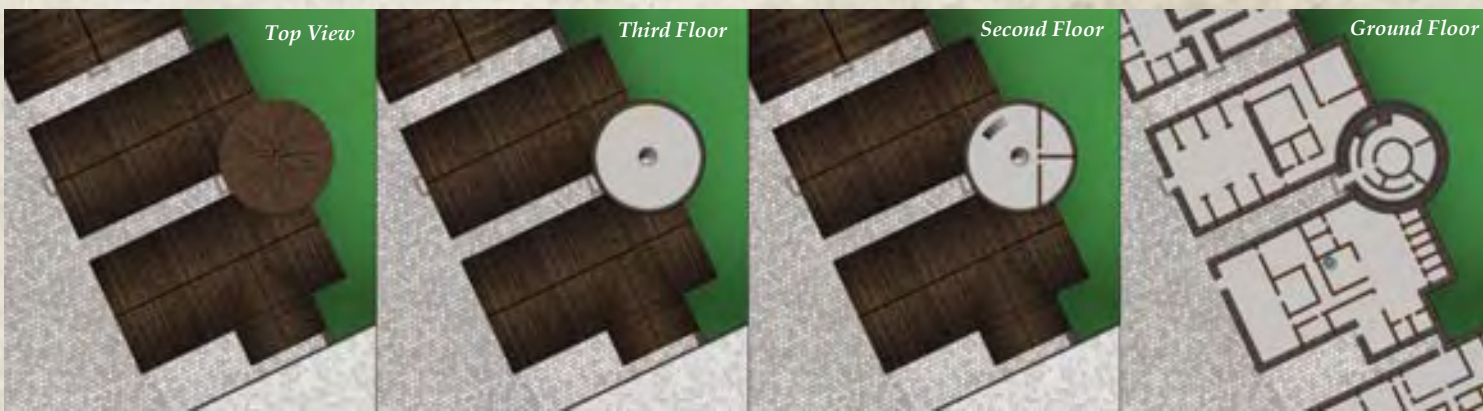
The Dragon's Flagon is known as the kind of establishment where desperate people can hire other desperate people to perform desperate acts for them. It's also filled with charlatans and rogues of all stripes. The best advice you may get about the inn is that if someone in it offers you a map to a treasure that he's somehow too sick or otherwise incapacitated to find on his own, don't pay a copper for it unless you're looking for a placemat for your dinner.

Maps like these are churned out a dozen or more at a time and sold to as many different groups of over-eager adventurers at a time. If you purchase one and actually follow its directions, your most likely destination is the nearest graveyard, as you'll be lucky if you don't find a host of bandits waiting to rob and kill you at the spot marked X.

Durgan himself is a known smuggler. Our previous chief of security was never able to pin a thing on the dark elf, but we have high hopes that Christopha will be able to prove conclusively that Durgan is involved directly in something horrible. Proving this would be enough to properly get Redhurst out of Durgan's lease on the Dragon's Flagon, allowing the academy to finally award the contract for the tavern to someone who deserves to have it.

By virtue of the academy's lease with Durgan, the Dragon's Flagon is technically not a true part of the campus. While the staff at Redhurst is unable — because of this — to

THE DRAGONS' FLAGON AND THE REDHURST ACADEMY STORE



actually forbid any of its students from entering the Dragon's Flagon, you should consider this a word to the wise. Those students found patronizing the Dragon's Flagon on a regular basis can expect to find little forgiveness for any transgressions that may happen elsewhere on campus.

In recent years, we have had a number of students taken in by a group of unknown adventurers who apparently claim to have set up an internship with their party for promising Redhurst students. This is a flat-out lie. Unless a season or more of attempting to cheat death in some of the most dangerous parts of the Known Reams somehow appeals to you, be sure to turn such "opportunities" down. If possible, report those who approached you to the nearest guard.

Admittedly, turning to the guard is of dubious use in the Dragon's Flagon. Most of the guards have been bodily thrown out of there often enough to dread ever returning. They only go back into the place in groups of five or more, and they prefer to have at least ten on hand. They only do so if they see an urgent and pressing need.

Durgan has a "hands off the students" policy posted right over the door of the tavern as you enter. Over the years, many students have hoped to use this to their advantage but have run afoul of varying interpretations of what the rule really means. One vicious attacker claimed that the rule didn't apply to him when he kicked the tar out of a student—but only because he had used his feet instead of his hands!

If you do dare to enter the tavern, be sure to stick to the main room up front. There is an even larger common room past the kitchens and Durgan's offices and personal quarters, but if the front room is dangerous, this rear area is simply suicidal for a novice wizard or three.

The food in the Dragon's Flagon is uniformly horrible, greasy, and unwholesome. No matter what time of day or night it might be, you'd be better off disturbing the Redhurst kitchen staff (see #14) and having them provide you with a cold repast of bread, fruit, and cheese. While the Dragon's Flagon's kitchen is open all night long, you should endeavor to avoid it at all costs, if only to spare you the nausea that inevitably comes after ingesting one of Durgan's meals.

Fortunately the tower next to the Dragon's Flagon is only partially the property of Durgan. Although it is mentioned in his lease, it's not clearly a part of tavern itself, as the only doorway into it is through the alley that runs between the tavern and the Redhurst Academy Store. This, along with the animosity Durgan always engenders, combined to make for quite a dispute between the tavern owner and the college. Soon after Durgan took over the Dragon's Flagon, he tried to claim the tower but was rebuffed by the Redhurst guards. The original stand-off went on for months, with neither side being able to take full advantage of the tower's facilities. In the end, Durgan and the school came to an arrangement in which the tower was to be available to Durgan for a week at a time before going back over to the school entirely for another week.

The tower features the best view of the Training and Dueling Grounds (see #36) on the entire campus. On weeks when the tower is under Redhurst control, the headmaster often invites the top dignitaries of the local realm to watch competitions with him from the tower's top floor. The school does its best to avoid scheduling any events during the weeks that Durgan controls the tower, but it's not always possible. During such weeks, Durgan rents the upper floors out to the highest bidder. Many times, some of our more affluent alumni take one for the team by shelling out the money to rent the whole building and ensure that no one improper manages to take the place.

Sadly, that's not always possible. At those times, the guards watch the people who enter the tower like hawks, taking special care to ensure that none of them are of any real danger to the school or its students. In these troubled times, it's difficult to be too careful, especially when discussing the care and safety of such a promising batch of young people as those we have here today.

If you get a chance to watch a match from the comfortable vantage of this tower, be sure to take advantage of it. There are few better spots from which to watch the games, with the exception of actually being on the field yourself. In the meantime, rest assured that the Redhurst staff is still working on a means of getting Durgan to leave. Andarlin has set his mind to it, so it shall be so.

54) REDHURST ACADEMY STORE

As a novice wizard, there are doubtless all sorts of different supplies you will need to purchase before you begin your studies at Redhurst. Before you arrive here, you should receive a list of the necessary supplies for this upcoming year. This normally includes common things like quills, ink, paper, clothing, and the like, but there are also a number of different sorts of spell components you may need, depending on your schedule of courses.

If you cannot find many of the more uncommon or even exotic items on your list, you need look no further than the Redhurst Academy Store, located prominently in the Public Square. The storekeeper – Renshaw Fife, the latest in a long line of Fifes to own and operate this fine establishment – is ready and willing to help you with all your school supplies needs. Just show up – preferably before classes start – with your list, and he will arrange for you to obtain everything you need, including each and every one of your textbooks.

You may pay in cash if you like, but Renshaw also offers you the ability to charge your purchases to your Redhurst account, allowing you to pay for them along with your tuition. Redhurst students receive a hefty 50% discount on all goods sold through the store, yet another way that we do our best to serve you.

The store is open to the public as well, and every time we arrive at a new locale, you can be sure to find several wizards lined up outside the shop before it opens. Renshaw's customers always go away satisfied with their purchases, and it is his dedication to quality that keeps them coming back time after time.

The fact that Renshaw carries a deep stock of just about any kind of spell component makes him unique in most cities we visit. Certainly, there are some similar stores around the Known Realms, but Renshaw's ability to find suppliers from so many different realms truly sets him apart.

If Renshaw doesn't have something you need, you only have to place an order with him, and he'll do his best to fill it as soon as possible, usually within a month. If you need your purchase faster than that, he

can try to work something out, but the price goes up as the time allotted goes down. If you need something in two weeks, the price doubles. If you need it in one, the price triples. Any sooner than that and the price quadruples.

Renshaw offers delivery services to customers who are off-campus. The fees for this vary, depending on the urgency of the order and the method of delivery used. For instance, Renshaw may be willing to teleport a purchase to you, but he must charge what such a spell costs him, plus a premium of ten percent.

Renshaw lives in an apartment in the back of the building. He grew up on the Redhurst campus, and he hopes to someday find a wife and raise children of their own in this space as well. Renshaw's parents retired at the age of 40 and left the shop in their son's care. He still visits them from time to time in their home on the Lonely Island, and they even come back to lend a hand with the shop during the first and last weeks of school when demand for Renshaw's time and products is at a peak.

While Renshaw doesn't technically have any control over the tower that separates his shop from the Dragon's Flagon next door, he watches just about every school competition from it. He is on good terms with both Andarlin and Durgan, and he enjoys the company of each.

Amazingly Renshaw is not a wizard himself. He is happy to be surrounded by such people, but he has no desire to even dabble in the arcane arts. For him, it's enough to help others in their quest for knowledge.

This gives him a fresh perspective on acquiring rare items for spell components. To him, these things have little inherent value, only that which wizards put upon them. He claims that this allows him to bargain dispassionately for these items, permitting him to bring in spell components at prices that few other stores in any of the Known Realms are ever able to beat. He kindly passes these savings on to the students of Redhurst.

Renshaw makes little or no money off of our students. Outsiders coming to purchase materials from his form his profit center instead. This fact makes him one of the most treasured and trusted people on campus, despite the fact he works as an independent agent with a perpetual lease on his shop.

55) HALL OF HEALING

Many people are surprised to learn that our Hall of Healing is located in the Public Square, but they shouldn't be. The mission of any such establishment is to heal those who are suffering from harm – no matter who they are or where they're from. To limit such resources to the students and staff of Redhurst would run counter to the ethos of the hall's healers.

The hall would be nothing, of course, without the gentle, healing hands of Mother Chicendra, the kind-hearted elf who has been in charge of the Hall of Healing for over 300 years. She single-handedly takes care of every snuffle, cough, lightning burn, and broken bone that comes through the hall.

There are several beds in the main areas of the Hall of Healing, as well as a number of private rooms for those who require some more recuperation time. Mother Chicendra is not afraid to call on the Mother Goddess to aid her skills in healing, but she similarly does not bother her deity for trivial needs. She believes that time is the best of all healers, and she allows it to run its own course when possible.

Mother Chicendra lives in a few rooms on the far side of the building, near the entrance to the tower on the right side of the Main Gate. She is normally alone there, but her husband Father Lenderas visits from time to time. He comes to be with her over most holidays, but he is also ready to be called upon when his own skills as a healer are needed.

Mother Chicendra holds services to the Mother Goddess in the large back room of the Hall once per week, normally the evening after Father Crattus's weekly high mass at the Chapel (see #43) across the way. Belief in the Mother Goddess isn't a prerequisite of receiving treatment at the Hall of Healing, but as Mother Chicendra often says, "It can't hurt to ask anyone available for help."

The Hall of Healing is open to the public during all daylight hours. After dusk, however, the doors are closed except for emergency cases. Security in the building is normally tight, as the guards from the Main Gate filter in and out of the place on a regular basis.

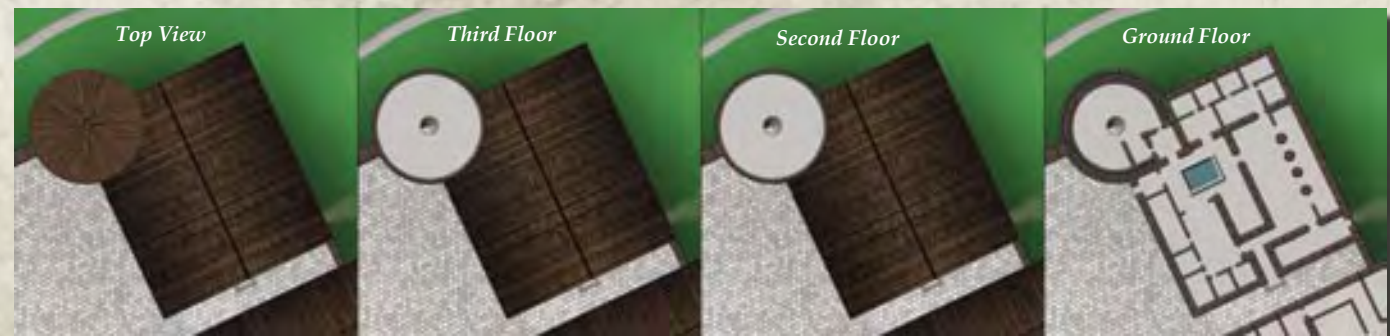
There is also a rear entrance into the Hall of Healing from the campus proper. This is meant to be used only after hours, once the Main Gate is closed for the night. Those who enter it are not permitted to leave the same way. They can go out the Hall's front door and go back into the campus via the Main Gate whenever it's open, but they cannot simply slip back into the main campus area.

At any given time, there may be up to 10 people here undergoing or awaiting treatment. On the first day that the campus arrives in a locale, there is usually an influx of patients that lasts for the better part of a day. After that, the number of patients from outside Redhurst usually slows to a trickle. The only real exception is when the campus ends up near a war zone, but since we try to avoid that when possible, this is a rare occurrence.

Mother Chicendra is also available for house calls, but normally only on campus. If she is required to leave the Redhurst grounds, she normally is accompanied by an escort. Most times, Father Crattus volunteers for the honor, hoping to have a chance to spread the word of the God of Magic at the same time.

If an off-campus guest needs long-term care, Mother Chicendra can admit them until the campus comes around to their home realm once again. More often, though, she tries to heal them quickly rather than have them wonder when they might finally get home.

THE HALL OF HEALING



OUR EVER-CHANGING ENVIRONS

One of the most amazing aspects about the Redhurst campus is not what is contained within its high, thick walls but what falls outside of them. Unlike with other complexes – which remain rooted to one location for their entire existence – the campus of Redhurst roams the Known Realms like a nomad by means of teleporting itself from place to place.

This adds a worldly aspect to the education we offer our students. So many novice wizards start out by serving an apprenticeship under a more powerful and learned wizard. The trouble is that many of these mentors live in isolated locales and rarely if ever leave them. Sadly, this means that their charges share the same fate.

Not so at Redhurst.

THE WANDERING CAMPUS

To the untrained eye, it might appear that Redhurst randomly wanders about like a lost lamb. In truth, the campus is more akin to a migratory bird. It moves in certain paths with the cycles of time, and those who study it can learn its patterns and hope to anticipate them.

That's not because the leader of Redhurst don't know where the school is going and when. They do, but they prefer to not share that information with outsiders for security reasons.

Savvy students and their friends and family who observe closely should quickly be able to pick out a pattern in the school's travels though. If Redhurst regularly shows up in your hometown three to four weeks before the winter solstice, you can be reasonably sure that it will do so in the future.

The campus's traveling schedule is wont to change without notice, however, which is another reason we don't publish our projected arrivals and departures. We prefer to maintain the freedom to move about wherever we need, whenever we need to, and our silence on this matter permits us to do this.

THE WORLD IS OUR CAMPUS

Because our campus's foundation is portable, the Known Realms stand open to our students. Those who study with us see more realms in their five years with us than most accomplished explorers find in a lifetime.

It's a bigger and broader world out there than most people realize. This intimidates many of our students, particularly those in their first year with us. For this reason, Headmaster Andarlin has recently instituted mandatory field trips at several of our regular stops.

During these field trips, a member of our faculty acts as a guide for each group of students, ensuring their safety no matter where they might find themselves. Most of the locals give our students a great deal of respect and sometimes a wide berth. The study of magic is only barely acceptable in some regions of the Known Realms, after all, and even our second-year students have a stronger command of magic than many village shamans or wise people.

CULTURAL EXCHANGES

Our students must observe strict rules when interacting with the different cultures that our campus visits. They are to attempt to blend in with the locals at all times. This can be accomplished either by illusions or more mundane disguises if either is necessary.

Redhurst students are prohibited from casting spells of any kind outside of the campus – except in cases of self-defense. Many cultures around the Known Realms do not appreciate the nature of magic. They believe the people who practice it to be in league with demons and fiends who grant them their amazing powers.

For this reason alone, we prefer that our students keep as low a profile as the campus. If you see that the campus is cloaked by an illusion in a certain locale, you should assume that you need to make a similar effort to blend in. On the other hand, when the campus is open for view to the public, you may parade around as openly as you like.

With that in mind, the following pages provide details on some of the more memorable locations the Redhurst campus has been, as well as places we may likely return to again.

ARCANIS

The lands of Arcanis (as detailed in the weighty yet delightful tome *Codex Arcanis*) are wide and varied. On the continent of Onara alone, they range from the Coryani Empire to the Theocracy of Canceri to the serpent-men-infested land known as Ssethregore. The Redhurst campus has visited many of these regions. However, our most frequent stop is in the Republic of Altheria, home of the people known as the Wise.

As worshippers of the God of Knowledge, the Wise make wonderful wizards, and magic is used freely within their society. They have managed to harness the power of electricity and magnetism, and their alchemists have devised an amazing, explosive substance they call “blastpowder.”

The Redhurst campus arrives in New Althré—the Altherian capital—approximately once every two months. While there, our students are free to roam the streets of the city as they like, as long as they are back before the Dean’s Gate is locked at midnight.

We have a strict policy against the procurement of flintlocks or any other blastpowder weapons. While blastpowder may be examined in the classroom, students are not allowed to own any private stock. The governing Altherian Council of Wisdom agrees with this policy entirely, as it fits in well with the strict controls they have over the material and the fervor with which they guard the secret of its manufacture.

The Redhurst Library of the Arcane has a crosslending agreement with the Great Library of Altheres and the legendary Vault of Memory held there. Students who wish access to the collected, written words of the Wise need merely apply with Lexandri at the RLA for permission. We have several other such agreements in place, all designed to expand the amount of research materials our students and staff can reach.

The Altherians are a friendly and open people. One of the tenets of their god Althares is “The whole of the people is your family.” In other words, they recognize that we are all related, no matter how diverse our backgrounds nor from where we may hail. The warrior monks of New Althré take these words to heart, extending the offer of friendship to all they meet in their land.

Travel beyond New Althré is not prohibited, but it is difficult. The city is located high atop the Altherian Plateau—which itself soars over a lengthy peninsula—and is normally only accessible by means of the Great Stair carved straight into the sides of the mountains. The city is a paradise filled with formal gardens, linked to nearby mountaintops by long bridges stretching across dizzying chasms and breathtaking vistas. It is worthwhile to make the long hike between these peaks, if only for the view, but most other travel should be made by magical means.



BATTLE CITY

The Rock River flows through a fertile valley, connecting together a series of settlements that range from the tiny thorp of Lorantan all the way up to the proud city of Solamber (elvish for “City of the Sun”). This is a land with a long and storied past, but the people there are as friendly and genuine as you will ever meet. For further reading about them, we suggest the popular and authoritative reference book *Seven Cities*. Its exploration of the region cannot be equalled.



While the Redhurst campus has visited each of these communities over the course of the past 500 years, the locale at the top of the list is, of course, Battle City. As you might guess from the name, Battle City is a community with a history of conflict that stretches back centuries. Our interest in the region, however, has little to do with its martial past. More importantly, this is the location of the Arcane College, one of the finest of Redhurst’s many sister schools.

Tallista, the current dean of the Arcane College, is a graduate of our Thaumant School, and her links to Redhurst are as strong as they were in the days she called the Far Dorm home. With her help, we’ve set up an instructor-exchange program. Once each term, a teacher from the Arcane College joins us as a guest lecturer, and one of the members of our faculty takes a post there.

The Arcane College’s library is extensive, but it is but a subset of what is available in the Redhurst Library of the Arcane. In effect, it is a backup set of the most popular and powerful spells on the shelves of RAL, giving us some peace of mind should something untoward happen to our own copies of accumulated arcane knowledge.

Our relations with the Council of Heroes—the panel of the powerful advising the current King of Heroes, Fuego Vallante—are not quite as warm. They have the warrior’s longstanding distrust of matters beyond their ken. Still, the people of the city greet us with open arms upon our arrival.

During one of our regular visits to Battle City, students should take it upon themselves to visit both the Plaza Island Market and the Church of the God of Magic. The market is set on an island that is the heart of the city in more ways than one. This bustling bastion of commerce offers up a wide variety of merchandise, and those who wish to pick up a souvenir of their trip need look no further.

Father Endolo Kahera is the kindly pastor of the church and friend to many a Redhurst student. He accepts all offerings to the God of Magic, especially during exams, and our students are rarely too proud to take advantage of the opportunity. He also has a kindly ear for those nervous about taking advantage of our own pastor’s time.

DUNGEON WORLD

Many decades ago, two married students named Anail and Nelgal were pursuing advanced studies in planar travel at the Thaumant School of Transmutation. In the course of the most important of their promising series of experiments, they were killed, leaving their work undone and many questions about their untimely demise behind. The popular pair – who also taught a number of courses and supervised students working in the labs – were buried in the Redhurst graveyard at the request of their family. Their unexplained passing became the stuff of popular lore among the students, who claimed that Anail and Nelgal had left behind too much unfinished business – so much so that their ghosts still wandered the grounds.

Three years ago, an academy groundskeeper was understandably shocked when he found Anail and Nelgal alive, well, and walking through the gardens. In interviews with Master Seer Jecture, they revealed that they had spent the intervening years in a faraway purgatory unknown to us up until now. They have since returned to the welcoming arms of the descendants of their families, but before they went they were kind enough to answer many of the questions their return provoked. In the academy library, the volume transcribing the interviews with them and recording everything they learned there bears the name of this mysterious place: *Dungeon World*.

Dungeon World is a sprawling and possibly infinite labyrinth of caves, tunnels, and passages located deep underground – perhaps within this world, but just as likely beneath the surface of another. The inhabitants of that cold and grim land are the living shades of those who have died on countless worlds, brought to Dungeon World by its masters: the enigmatic Caretakers. It was only by fulfilling the fickle whims of one of these powerful beings that Anail and Nelgal managed their escape back home to the grounds of the Redhurst Academy of Magic. By a majority vote of the faculty and the board of regents, it was decided that Redhurst would do anything in its power to help the spellnapped inhabitants of Dungeon World return to their place in the natural order, a task sure to draw upon all of the academy's vaunted resources.

For more than a year, a powerful cabal of cross-school faculty labored to discover a means of traveling to Dungeon World. Finally, when the students had been sent home for the summer and all nonessential staff had been taken to a safe haven in the Emerald Sultanate, the senior faculty and Lady Christoph's guards took the academy on the unusually difficult journey through the planes. Upon arrival, the spellcasters found that casting their magic had become unusually taxing, and the next week became not only an effort to save as many lost souls as possible but also a struggle to simply escape, as the Caretakers and their minions laid siege to Redhurst and the cavern it occupied. In the end, seven of Redhurst's finest wizards fell – but nearly four hundred of Dungeon World's inhabitants were rescued and brought back to the lands of the living.

With the assistance of the academy, Anail and Nelgal are now meeting with the rulers of each locale visited by Redhurst in hopes of gathering support for another expedition back to Dungeon World in the near future. The fate of many souls rests upon their success.



Dungeon World, captured by Archmage Larry Elmore.

FREEPORT

As the best known book on the subject—*Freeport: The City of Adventure*—states: “Freeport is a city bursting at the seams.” Formerly a haven for the most bloodthirsty pirates in the Known Realms, Freeport has evolved into one of the busiest sea ports around. Despite this, the community seems to have had difficulty shedding its rough-and-tumble image. Perhaps this is because it is still a city where anything can happen and often does.

Our students are sheltered from the rougher parts of Freeport by geography if nothing else. The plot of land we regularly use is located between the edges of the tony Merchant District and the surrounding jungle, keeping our young charges a healthy distance from the notorious Scurvytown part of the city’s cove.

One of the highlights of our visits is our annual outing to the Freeport Opera House, during which our students are exposed to the finest in modern culture. On such trips, students traditionally stop by the Fountain of Fortune in the Plaza of Gold to make a wish—usually to perform better on their next exam.

Redhurst has close ties with the city’s Wizard’s Guild, located in the Old City portion of town. Those who graduate from Redhurst are automatically granted membership in the guild—assuming they can afford the fees. In return, apprentices from the guild are given preferential consideration for admission to our school.

The main reason we maintain such close ties with Freeport is that it’s a wonderful source for all sorts of necessary stock. Down at the Seaside Market, our staff can purchase just about everything we might need,

including new-made bedding, fresh fruit, rare gems, and hard-to-find ingredients for potions and spells.

Despite our long experience with the community, our security is tighter in Freeport than in any other city. We have staved off more burglars there than in any other city. Fortunately, larceny seems to be the worst thing in these thieves’ hearts. Still, a dusk curfew is strongly enforced. Students who break it can expect to be left in town all night.



GEANAVUE

Redhurst has visited many of the locales chronicled in the multivolume geopolitical study *The Kingdoms of Kalamar*, but of those the beautiful and placid city of Geanavue is the most popular stop. Though the citizens of the “Stones of Peace” are by nature distrustful of wizards, Redhurst has won them over with years of peaceful visits. Those journeying off the academy grounds into Geanavue are simply warned to avoid open displays of magical ability.

Artisans of all sorts call Geanavue home, and Redhurst often arranges apprenticeships with the city’s master craftworkers for students who show talent in fashioning magical items. In return, those few Geanavese who express an interest in learning to enchant their handiwork are welcomed to study at the academy.

The academy has a friendly relationship with Geanavue’s current ruler, Lord Haar of the Basalt Throne. It was only thanks to the intervention of Lord Haar’s skilled agents known as the Ready Sword that Redhurst’s vaults were saved from being pilfered by the infamous Vaolai the Invisible. In return, the academy’s senior faculty instructed Lord Haar’s already powerful daughters in the more esoteric magical arts.

While Geanavue is a welcoming and friendly community, it has areas visitors should avoid. Students are forbidden to visit Geanavue’s undercity. Three students who recently disobeyed this policy to tour the sewers on a “deep boat” found themselves robbed and beaten by cellarers. Further, students should avoid doing favors for Geanavue’s wealthy families, who are engaged in a political struggle with the city’s ruling nobility. Those who might ignore such advice should investigate the meaning of the local word “blackflame.”

However, no student should miss visiting the Tower of Time. Many Redhurst students visiting the clock tower are often less interested in its architecture than the tower’s lone inhabitant: the wizard Feseera Lorot. Though Lorot has been known to display the countersigns for the recognition hand signals of various Redhurst schools, there is no record that he is an academy alum. Further, as no one from Redhurst has ever been allowed inside the tower, we can only assume that Lorot plays this game for his own amusement.



Geanavue, captured by Wizard Matt Mitchell. ©2002 Kenzer and Company.

NYAMBE

Though it is now well described in the volume *Nyambe*, for many years Redhurst's visits to the island land of the same name were done exclusively under a cloak of illusion and only to isolated areas. After years of investigations and forays carefully orchestrated by the academy's Contact Council, Redhurst was revealed to the nations of Nyambe. When Caliph Ragheb on



Boroko heard of the academy's ability to move the location of our campus at will, he immediately invited Redhurst to make use of an open plain near the large city of T'ombo and its Great University during our visits. Always pleased to be located near institutions of higher learning, the academy accepted the invitation with the intention of making this spot in Nyambe one of our regular stops.

But the Redhurst community soon discovered that our students were generally distrusted and disliked in T'ombo. Worse, the board of regents realized that the caliph's invitation to use his land hadn't been entirely altruistic. Instead, Ragheb Boroko hoped to use the presence of our campus to his advantage in the ongoing political power struggle between the local kingdoms of Nyambe and foreign governments across the sea. When Headmaster Aegis learned of this, the Redhurst campus promptly left Nyambe and didn't return for several months – until the academy was petitioned by several of our own advanced students who had begun studies of the Nyamban mystic art of mask making. After much deliberations and some further research by the Contact Council, the academy returned to Nyambe, locating itself on the plains to the east of Lake Gomala. This site is purposely set far from any of the continent's political capitals, in an effort to remove Redhurst from any petty squabbles.

While the school remains unaffiliated with any Nyamban nation, it has strong relationships with many communities across the tropical kingdoms. A visit to Nyambe by the academy often results in one or more of our advanced students remaining behind for a course of study with one of Nyambe's many magical societies. These students can be recognized by the gourds called *mojuba* bags that they carry on campus, used to cast some of the spells learned during their stay. In return, each new class at Redhurst features several students hailing from somewhere in Nyambe.

Students of all ages are given a chance to explore the land's wellspring of flora and fauna on expeditions led by Faragrim Southgrove and the local *dembe* rangers he has befriended. However, as resurrection magic works differently – and often fails – in Nyambe, all students are expected to take especial care to avoid danger of all sorts.

LOEREM

Redhurst has visited the lands of Loerem for several centuries, throughout the events still being recorded by historians in the *Sovereign Stone* chronicles. The academy's longtime base of operations in Loerem was near the city of Old Vinnengael and situated on the high plains above the Mysterium, the city's mage district. But when the magical portals connecting Old Vinnengael to the far reaches of Loerem shattered and led to the cataclysmic destruction of the city, the academy moved west to Dunkar, capital of the Kingdom of Dunkarga.

By arrangement with the Dunkargan Council, Redhurst was for more than fifty years a regular fixture on the Godsward near the Library of Imaf and the College of Dunkarga. The methods of magic practiced in Redhurst and Loerem are distinctly different, a source of never-ending fascination to mages from both. The academy's regular arrivals in Dunkar were often marked by large gatherings of local mages to discuss new spells and debate the fundamental nature of magic itself.

Recently, however, the Kingdom of Dunkarga has fallen in an invasion by the evil and reptilian Taan. So now Redhurst once again calls Vinnengael its home on Loerem, but this time in the relocated capital of New Vinnengael.

Where once the exchanges of knowledge between the academy and the mages of Loerem were purely academic, they now have a more pragmatic bent, at least in the view of those from Loerem. Mages from New Vinnengael, the elven TromeK, and even the seafaring orks have come to Redhurst – and even sent some of their most promising young wizards to study here – in hopes of gaining an edge against the coming Taan invasion. In return, Redhurst alumni have joined several expeditions out of New Vinnengael in search of fragments of the shattered Portals, rogue magical passages across the continent that might allow an army to slip behind the advancing lines of the Taan.

Despite the encroaching chaos, Loerem continues to be a place of great value and potential interest for Redhurst students. Expeditions escorted by faculty and academy guards regularly journey to many points of



interest across the continent, from Samuel – the dwarf “City of the Unhorsed” – to the schools in the Divine Lands of the TromeK belonging to the elven wizards known as the Wyred. Though all students are encouraged to study the unique nature of magic in Loerem, they are reminded that study of the dark arcane art known as Void Magic is strictly forbidden.

HOLLOWFAUST

Some families — not to mention a few students — have expressed concerns about the academy's visits to the Scarred Lands. Those who are worried have typically only heard the title of the book describing Redhurst's port of call: *Hollowfaust: City of Necromancers*. Rest assured that though the title is accurate, Hollowfaust is a peaceful and civilized city, ruled over by a necromantic mageocracy that does much to counter the common perception that all mages are evil liches.

Redhurst made its first journey to Hollowfaust at the urging of Avar Blubridge, then the dean of the Mordant School. After an ill-conceived arrival in Hollowfaust's Ghosts' Quarter that was perceived as an invasion, the school relocated to a nearby plain at the mouth of Dunzad's Corridor, east of the city. Only long and patient negotiation by both Blubridge and Enchantress Delainrix calmed the Sovereign Council. Even then the powerful necromancers decreed that visitors from Redhurst are required to be accompanied by an advanced student or faculty member from the Mordant School who has been thoroughly instructed in Hollowfaust's laws and customs.

Those few faculty and Mordant students who earn the respect of Hollowfaust's sorcerous Guilds are occasionally allowed through the city's Third Gate into the Underfaust, the Guilds' stronghold, school, and laboratory. But even above ground there is opportunity for students of all schools to learn by simply observing the skilled and creative application of death magic that help to sustain and protect the inhabitants of a major city. Of course, as with all places visited by Redhurst, there is room for education in non-magical disciplines too. Master Gardener Goldendilly recently planted a small rooftop garden atop the academy menagerie, following techniques she observed in Hollowfaust.

Provided that they follow the instructions of their Mordant guides and the local authorities, the academy guarantees the safety of all students on organized visits to Hollowfaust. But all are reminded that they must be back on academy grounds by the time the chapel bell sounds one hour before nightfall. Only citizens of Hollowfaust are given the curfew tokens that protect them from the armed skeletons that patrol the city after dark.

OTHER STOPS

While these are some of the most notable regions that the Redhurst campus visits in its wanderings through the Known Realms, they are by no means the only. The Redhurst campus has found itself in literally dozens of different locations over the centuries. Some spots it visits only once and then moves on.

Many times, the local peoples of these areas don't even know the campus is there, as we often make the entire complex invisible on our early visits. The unveiling of the campus only happens after we've firmly established a solid relationship with the local powers and assured ourselves that neither the campus or our pupils would be in any danger if our presence were widely known.

The following places have had the fortune of making it on to our list of friendly locales.

Drassilyrg: This amazing region is less of a city and more of a community of interconnected families of elves living atop massive trees thousands of years old. It was the original homeland of our founders — Aegis and Nammor — before they made Redhurst a home for us all.

The people of Drassilyrg still have a fond spot in their heart for Redhurst. When in the region, our campus sits in the heart of the Mirrorglade, a secluded clearing filled with plants and grasses so silver in color that they shimmer in the sunlight.

Redhurst returns to Drassilyrg every year for the summer solstice. Although there are few students with us at that time of year, all who can manage it are invited to join us for this most amazing and sacred of the wood elf festivals.

The Emerald Sultanate: This desert land has been on Redhurst's list of regular stops since the days of its founding. The sultans who have ruled this arid nation have always been patrons of Redhurst, sending their finest and most promising students of the arcane to study here, all paid for from the sultan's own coffers.

Our campus visits the capital — Al Jafara — on at least a monthly basis. While there, it sits in a spot of honor on the southern shore of the lake that forms the heart of the lush oasis in which the city rests. The people of Al Jafara welcome us each time with open arms.

Those with an open pocketbook are greeted with even more fervor. It's said that the finest merchants in the region each have a stand in Al Jafara's Nomadic Market, which wanders about the city, appearing in a different area every day. If you can't find something you want in the Nomadic Market, you probably didn't really want it in the first place.

Our own Prince Hentru hails from the Emerald Sultanate and is currently third in line for the sultan's throne. He happily arranges for tours of Al Jafara upon request, and he hosts the Fig Festival there each year.

The Lonely Island: The residents of the Lonely Island (roughly translated from their native tongue) have little to no contact with the outside world. Living as they do on a remote island in the middle of the Turbulent Ocean, they know little of the people beyond the waves. Despite this, they are wonderfully kind to us, and we have made their land a regular stop on our campus's circuit.

Every spring we spend a full fortnight in our spot on the Lonely Island's southwest beach. Classes are suspended over this break for the vernal equinox, and our students have a chance to relax, enjoy the sun and waves, and refresh themselves before returning to their spellbooks again.

Redtop: When our headmaster decides that we need some space from the rest of the Known Realms, we head for Redtop, the tallest mountain peak on the planet. Our campus rests at a plateau underneath the mountain's massive shadow, but still far up enough to deter unwanted visitors. Sheer dropoffs surround the plateau on three sides, and a cliff face forms the fourth.

From time to time, while at Redtop we entertain visitors from Stonehold, the great dwarf city carved into the mountain's heart. These fine dwarves enter through a secret passage leading from the center of their capital. About once per year, they permit students to visit Stonehold as well, as part of a massive feast they hold for the leaders of Redhurst.

Fenilore: This fabled "city by the sea" is the capital of the human Kingdom of Anador on the continent of Kalandria, a region famed for the almost perpetual state of war among its nations. While in Fenilore, the school does not allow students to leave the grounds without being escorted by a senior faculty member.



The city is located above the massive cliffs on the southern shore of the Sea of Storms, where students can study maritime magics in a suitable setting. Though the region is dangerous, it offers students a first-hand glimpse of the use of magic in warfare – and its consequences. While the school is in Fenilore, all precautions are taken so that students are placed in no danger, and the school departs immediately if any threats arise.

Anador is a nation sworn to justice and law above all things, and the Royal Court has allowed special dispensation for Redhurst to come and go as it wishes. Over the years, few Anadorians have attended Redhurst, but those select students have proven quite adept.

While in Fenilore, the school's defenses are aided by the famous Silver Knights of Anador, who swear to protect the school with their lives. The Knights work directly with Christopha to coordinate this, though they are required to remain outside the grounds, while the school cares for its own defenses inside.

CHAPTER FIVE:

THE SCHOOLS OF MAGIC

A MAGIC PRIMER

As you should probably know by now, magic spells are divided into eight different categories that are – perhaps not coincidentally – referred to as “schools.” At Redhurst, we have a school devoted to each of the schools of magic, as shown below.

<u>School of Magic</u>	<u>Redhurst School</u>
Abjuration	Aegis
Conjuration	Bisechen
Divination	Jecture
Enchantment	Nammor
Evocation	Wolkhart
Illusion	Ignes
Necromancy	Mordant
Transmutation	Thaumant

There are exceptions to every rule, of course. Some spells don't fit into any of these categories at all. These are known as “universal” spells and can be used by anyone.

It's our job to teach you all about how to use your arcane abilities to their fullest. To that end, you should try playing around with all sorts of different kinds of spells at first. Before too long, though, you're may want to specialize in one school of magic or another. You do this at the cost of the time and effort it takes to keep up with the other schools of magic, of course, but it's considered to be the only way to truly excel in your chosen school.

CHOOSING A SCHOOL

At Redhurst, each school has its own building, its own teachers, and its own quirks. This chapter goes into some depth describing each of the various schools, including details on all of the above.

This may be your first chance to examine the different schools of magic and consider each of them as separate entities. You can think of the entries in this chapter as short previews of what life in each of these schools might be like and whether that particular brand of magic suits your personality and your style.

If you don't make your mind up on the spot, don't worry. Most of our students don't declare a school of specialization until the end of their second or third year. Some even make it to the end of their fourth before finally nailing down their specialty. Some never choose a specialty at all, preferring instead to pursue all the schools equally.

When considering a school, think first about the kinds of spells it involves. If you're a visual thinker, you might try your hand at illusions. If you like poking around at dead things, necromancy might be your calling. If you always want to know what's going to happen next, try divination. If you have an affinity for animals and other, weirder creatures, conjuration may be for you. If you're a defensive sort, we recommend abjuration. If you prefer to be on the attack, evocation is probably the way to go. If you prefer to be more subtle, manipulating emotions instead, then enchantment might be a wise choice. And if you like to change things around, transmutation could be the key.

IT'S YOUR LIFE

So do what you want. Finding yourself working a type of magic that doesn't speak to you can be like a painful trip to the local leech every time you cast a spell. Working magic should be exciting and fun. If it isn't, then Redhurst probably isn't the place for you.

The best wizards aren't those who spend every waking moment studying the ways of the arcane arts simply out of the belief that uninspired, rote research can help them improve their skills. The wizards that do the best, that go the farthest, that make the biggest impression both on other wizards and the Known Realms, are the ones whose love of magic drives them on.

Keep in mind that you don't have to choose a school of magic in which to specialize—ever. In fact, you can actively avoid it for your entire education, picking and choosing your spells from each and every one of the schools. Then you can truly say that few people have as broad and wonderful an understanding of the arcane as you. In that case, you can read every bit of this chapter as a preview of the wide world of the arcane that awaits you at Redhurst.

RESPECT YOUR OWN POWER

As Lady Weis wrote in her foreword for this book, "All power comes at a price." Truer words were never written. Just in terms of the amount of time and

energy you must devote — not to mention the amount of gold you will pay in tuition alone — your efforts to master the arcane arts will cost you dearly. We at Redhurst hope to make paying that cost as painless as possible, but the only person who can truly ease your troubles is you.

Your ability to manipulate arcane power and your dedication to your studies of it set you apart from most others. This is something you should be proud of, but do not let your pride own you. Power

is a means, not an end, and if you plan to pursue it, you should have a goal in mind.

Do you want to help other people? Perhaps you wish to become respected or rich. Or maybe you want to protect yourself from the horrors lurk-

ing in the shadows. No matter the cause, the fact that you've not only applied to Redhurst but been admitted means the chance to obtain the power you desire is within your grasp.

Congratulations and welcome again! We hope that we can help you find yourself as well.



Redhurst Crest, captured by Ighes Dean Emeritus James Sunwalt.

AEGIS SCHOOL OF ABJURATION

Redhurst's School of Abjuration was the first to be separated out from the original, generalized school over 450 years ago. At the time, school founder and academy founder Aegis decided that the academy not only needed to deepen its offerings but also concentrate on developing the campus's defenses. Even in those days, the academy had already become a high-profile target for all sorts of trouble, and Aegis realized he needed to start training wizards to help him take care of the problem.

Originally just called "the School of Abjuration," its name was later changed to "the Aegis School of Abjuration" soon after Aegis stepped back from his post as the school's dean to concentrate on his duties as Redhurst's headmaster once again.

This established the tradition of naming each of the schools after their first deans, the founders of those institutions. This is but a small way to honor those who gave so much to Redhurst and put so much effort into shaping the academy into the wonderful institute of education it has become.

THE BUILDING

For many centuries, the Aegis School was located in what is now the Oldtower Dorm, tucked up against the woods in the near, left corner of the campus. It stood apart from the other buildings around it, and it featured an attached tower that could only be entered from the outside. This was traditionally the home of the dean of the Aegis School, although Aegis himself never lived here, instead residing in the headmaster's residence in the Dean's Tower, named in the early days when Aegis was dean of the entire academy.

Soon after Aegis's death, Andarlin decided to finally put into action plans his father had long had for the construction of a brand-new building for the Aegis School.

The new building was completed last year, and the entire school

moved in directly.

The new facilities are far more spacious than the old ones.

They provide several updated classrooms, as well as full access to a brand-new tower—which is known around campus as the

Newtower. Ironically, the Oldtower—which you used to have to leave the old Aegis School proper to enter—can now only be entered from inside the new Aegis School. Dean Rockwell and his wife Shalandra find this far more convenient than the original configuration.



Abjuration Crest, captured by Ignis Dean Emeritus James Sunwalt.

The Aegis School prefers to concentrate on smaller classes and more individualized instruction. This is reflected in both the number and the size of the classrooms in the new building. There are over 20 such rooms here, appropriate for teaching up to 10 students at a time.

There are a few larger rooms in the building too, both for larger classes and for a place in which Dean Rockwell can address all of his school's students at once. Additionally, there's a demonstration laboratory that features two reinforced walls designed to withstand the kind of abuse that evocation spells can wreak on a room.

The long room attached to the Newtower has a smaller room inside of it. This is a hazard room — something many of the students refer to as "studying insurance." Our teachers can place students in here and simulate a number of different kinds of threats, all with the aim of developing not only the students' magical abilities but also their skill at choosing the right spell quickly and then making the best use of it. A *shield* spell, for instance, is absolutely useless against a pit trap, illuminating exactly why a wizard should not only be choosy about the spells he casts but also be ready to cast them at any instant so he may keep his options open until the last possible moment.

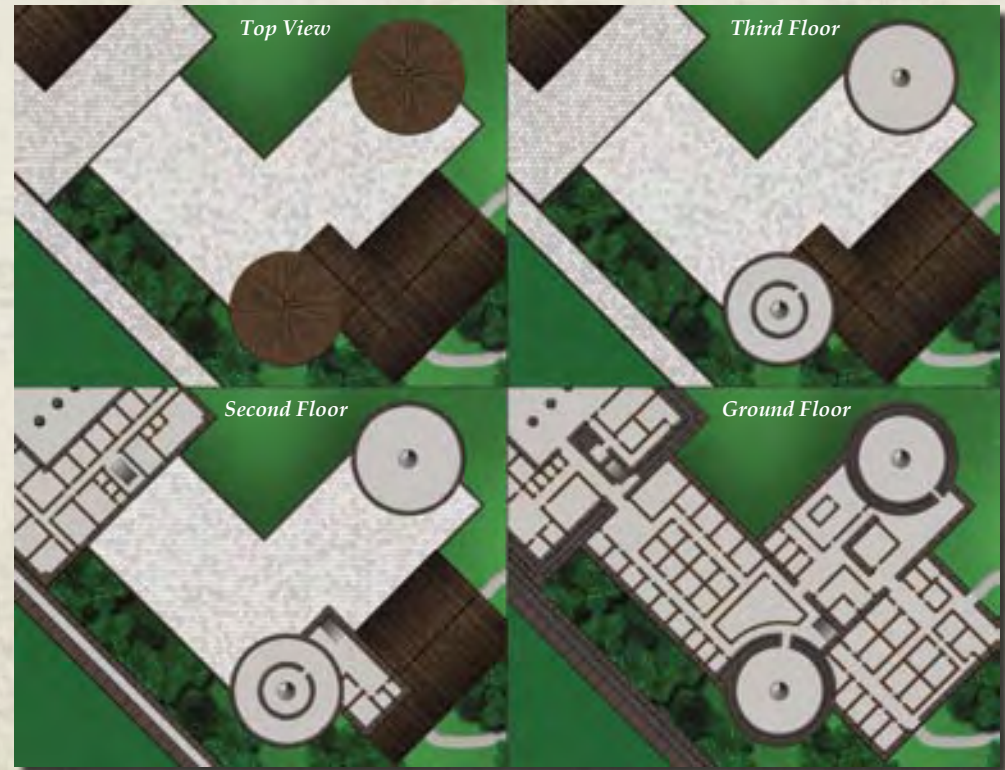
The new Aegis building has convenient access to the Oldtower Dorm, which is mostly filled with abjuration students. What was once the tower's front door now empties directly into the new building, permitting students to get from their beds in their dorm rooms to their desks in their classrooms in a matter of minutes. You are encouraged to dress for the day before attending classes in any case, no matter how late you may have been up studying the night before.

BEYOND THE CLASSROOM

On warm days, many teachers hold their classes in the Newtower instead. Sometimes there are as many as three different classes going on here at a time, one on each floor of the Newtower.

On days that are both warm and sunny, some of the teachers prefer to hold classes either on the roof of the building — which is easily accessible from the windows

AEGIS SCHOOL OF ABJURATION



in the second floor of the Newtower — or outside. You can also reach this area by taking the stairs near the outside of the Oldtower up to the second floor area above the Oldtower Dorm and slipping through the window next to the top of the stairs.

Sometimes students sit on the Riding Grounds, but more often the teacher leads the students to the clearing in the woods for a chance to enjoy the delights of its parklike setting. On occasion, the students have a chance there to try out some of their spells on the squirrels and birds that frequent the area.

Older abjuration students — third-years and later — sometimes take their classes outside even in the dead of winter. Even doing so is a test of the students' abilities to cast an *endure elements* spell so they can ignore the ravages of snow and ice. Those that fail often cannot hear their teacher's lecture over the chattering of their own teeth.



THE TEACHERS

The Aegis School is blessed with a number of wonderful instructors, each of which brings several years of field experience along with him to the classroom, as well as finely honed teaching skills.

The dean of the school is none other than Rockwell Apente, founder of the now-legendary Circle of Protection, the premier organization of arcane defenders everywhere. We are truly fortunate to have a wizard of his stature on our staff.

Our assistant dean is the lovely Chantrelliandra, another prominent member of the Circle of Protection. Every summer, she hosts the annual meeting of the Circle right here on our campus, ensuring that Redhurst and all those associated with it are on the cutting edge of any developments in the school of abjuration.

We have two other teachers currently helping out at the Aegis School as well. They are:

Wimsun Katen: Wimsun graduated from Redhurst five years ago and went off into the Known Realms to establish herself as one of the foremost experts on protective magic in the modern era. Originally hailing from Pellecar, deep in the heart of the White Forest, this woman is the first person in her entire nation to have ever attended Redhurst, but she is not the last. Due to her recruiting efforts and the fine name she has made for Redhurst by attaching it to her own accelerating reputation in her homeland, we now have no fewer than five students from the White Forest in our current student body.

Wimsun is friendly and gregarious, almost to a fault. Her wide and welcoming smile always invites a shared moment or—better yet—a meal. She happily whiles away the evening hours chatting with her students about the finer points of abjurations and anything else that may come to mind.

If you press her, you might even find out the details about the role she played in the rescue of the Glass Prince from the Tower of Brass, thereby freeing the entirety of the prince's kingdom from the tower's tyranny and restoring him to the throne of his dead father. The Glass King has since become a proud patron of Redhurst, another testament to Wimsun's wonderful way with all those who have the fortune to meet her.

Katollahuru Fine: Katollahuru – Kato, to his friends, among which you can proudly count yourself as soon as you take one of his classes – comes to us from the Lonely Island, one of the regular stops on our wandering campus’s itinerary. Kato’s parents ran a coconut drink stand on the best of the Lonely Island’s beaches, so Kato met and befriended many wizards throughout his childhood. When the time came for him to decide where life might take him, he chose to stroll down the Redhurst path.

The Lonely Islanders have a reputation for taking everything easy, for believing that there is no job that cannot be done tomorrow, as every morning for them heralds another day in paradise. Kato puts the lie to that directly. Although he has the warm and friendly ways of the Lonely Islanders, there is no more industrious teacher in all of Redhurst. He is entirely dedicated to the education of his students, eschewing research as something the graduate students and the older professors can handle.

Those who do not know Kato well may mistake his light-hearted attitude for a lack of seriousness about magic. If so, they must be unaware of the years he spent as the arcane bodyguard of Tippin Polliduk, the Emperor of Thieves, scourge of the repressive Fankazza Commonwealth. The price on Tippin’s head was so high that the halfling rebel often claimed he had to look straight up to see it. Still, Kato kept him out of harm’s way for the better part of a decade before deciding to return to the halls of Redhurst.

Kato prefers to be outdoors whenever possible, even in the dead of winter. He rarely wears more than a loose shirt and short pants, leaving his feet bare in the halfling way, despite the fact he stands nearly six and a half feet tall and tips the scales at well over 300 well-tanned pounds.

Kato spends each minute he can back on the Lonely Island, including every moment of our summer break. If you’re lucky enough to find him on the beaches there, be sure to sign up for one of his classes in the gentle art of surfing – riding the wild waves around the Lonely Island on a long, narrow board. Kato claims that surfing and magic have a great deal in common, and he encourages you to join him on the waves so you might explore that metaphor together.

ABJURATION CLASSES

The classes in the Aegis School of Abjuration change from year to year or even term to term. If Rockwell finds that a class is not working, he may cancel it on the spot and start up something new right away. He is less concerned with the notion of grades than with making sure that his students actually learn something worthwhile in their time with him.

Still, there are a number of classes that have proven to be solid performers over the years. These are listed below. However, when you arrive, be sure to ask for the latest schedule – available in the school office – for the most current version of our planned class names, descriptions, and times.

FIRST-YEAR CLASSES

Arcane Protections 101: The basis of abjuration is arcane protection, and this course gives you the basics that no abjurer can be without. It covers the proper use of the *resistance* cantrip, and moves on from there to instruction about *endure elements*, *shield*, and each of the various *protection from chaos/evil/good/law* spells.

Recommended for all students who are considering specializing in abjuration. This is a required course for concentrating in this school.

Teachers: Dean Rockwell, Professor Wimsun, and Professor Katollahuru.

Doors, Portals, and Other Holes: The basis of any arcane security system must concentrate on the means of entry into the area to be protected. The weak spots in most buildings are not in the walls themselves but the holes we cut in them, mostly in the form of doors and windows. The *hold portal* spell can help you seal shut such easily compromised points, but only if you know how to use it properly. This class also touches upon the *arcane lock* spell toward the end of the year, although students may not be ready to actually try it out until the following year.

Teachers: Professor Wimsun and Professor Katollahuru.

Introduction to Magic Circles: With the founder of the Circle of Protection as our dean, is it any wonder that we feature a class on protective magics? While the actual casting of *magic circle* spells is certainly beyond the ability of most of our underclassmen, this class instructs you in the basics of what you need to know in order to be able to make them work for you when you can command such powers. During the course, the instructor summons and converses with a number of different outsiders – from demons and devils to representatives of the good planes – and demonstrates how they all can be constrained within magic circles.

Teachers: Assistant Dean Chantrelliandra, Professor Wimsun.

Introduction to Swordplay: While this is not strictly speaking a class on the arcane arts, Dean Rockwell strongly believes that all wizards who hope to someday become adventurers should have a strong grounding in the art of the sword. Beyond simply giving pointers on how to hold and use a sword, Dean Rockwell offers solid advice on how a wizard might best make use of a sword as part of an adventuring party. He spends extra time explaining how swords and magic sometimes conflict and other times work together like a symphony.

Teachers: Dean Rockwell, Assistant Dean Chantrelliandra, and Chief Christoph.

ADVANCED CLASSES

The following courses aren't available to entering students, but they should give you an idea of the kinds of classes you might be taking if you decide to specialize in this particular school of magic.

Making Magic Arms and Armor: Although most wizards have little use for a blade larger than a dagger or armor of any kind, such devices play a large part in legends throughout the Known Realms. No matter if the item is a longsword or a breastplate, if it's magical then chances are that a wizard had something to do with it.

This class teaches you how to take premade weapons and suits of armor and turn them into something truly special. The rudiments of weaponsmithing and armorsmithing are covered as well.

Teacher: Professor Katollahuru.

Intermediate Swordplay: Once you know how to hold a sword well enough to parry a decent blow, you're ready to move up to Intermediate Swordplay. This is a further exploration of the use of long blades as a companion to the arcane arts. Some wizards say it can't be done effectively, but our instructors are only too happy to show you how wrong they are.

Teachers: Dean Rockwell, Assistant Dean Chantrelliandra, and Chief Christoph.

Advanced Swordplay: After completing Intermediate Swordplay, it's time to move up to the real thing. This is less of a class and more of a series of no-holds barred sparring matches in which participants hone their skills against each other. Our instructors participate as well, allowing you to pit your skills against the very best.

Note: All classes of Advanced Swordplay are held on the Training Grounds so that combatants need not hold back for fear of harming each other.

Teachers: Dean Rockwell, Assistant Dean Chantrelliandra, and Chief Christoph.

Building Arcane Defense Systems: As any competent abjurer will tell you, defending a building involves more than simply casting a *guards and wards* spell on the area. Excellent and effective protection requires planning, and a good plan demands that you first know everything you can about the area to be protected and the kinds of attackers you're likely to encounter. This course shows you how to design a proper arcane defense system along with the one thing that most abjurers tend to forget: a proper escape route.

Teachers: Assistant Dean Chantrelliandra and Professor Katollahuru.

Breaking Curses: When it seems like every old woman in every little town up and down the river can cast a curse, it becomes vital to know how to break hexes of all sorts. Sometimes it's not enough to simply cast *remove curse* on a subject. Curses are often complex beasts that can return time and time again. To defeat them, you must take the time to research each one, learning all you can about how the curse was woven and what it might take to undo it properly. This is the only way to make sure such afflictions do not recur.

Teachers: Assistant Dean Chantrelliandra and Professor Wimsun.

SIGNATURE SPELLS

Each of the various schools of magic at Redhurst have developed a number of spells particular to the academy. These are taught only to our students, and their use marks you as someone who has attended our fine institution. Here are the spells associated with this school of magic.

Protect Object: This is a spell that any novitiate can learn. It works similarly to the common *resistance* spell, except that grants a small bit of protection not to a living being but to an inanimate object. Casters regularly place this on fragile items they worry about getting damaged, especially if they are going to be passed about a lot from person to person.

This spell can be made permanent and sometimes is cast on especially important items to maintain some small protection from harm for them, particularly magic items.

Alarm Clock: This is a slightly altered form of the *alarm* spell. It wards an area just like normal, but it has the additional effect of waking you up at a predetermined time. If you don't know what time it is for some reason, you can instead set the alarm to go off a certain amount of time after you cast the spell.

Some wizards work the spell so that it wakes them right before it expires. This allows them to recast the spell and go back to sleep if they like, or get up and get moving.

Alarm Clock, Mass: This spell works like the *alarm clock* spell, but it affects everyone within its area of effect. This is used every day around the Redhurst campus to ensure that the students awaken in plenty of time to make it to their classes. More powerful wizards could certainly figure out a way to protect themselves from this effect, but the underclassmen have no such luck.

At Redhurst, we have taken great pains to use numerous copies of permanent versions of the spell to chime every hour from 7 AM – time to wake up – to 11 PM – lights out. This helps keep everyone in the school on the same schedule and do so quietly, without a huge bell tower to bother people outside the campus. It also lets those students and staff within a mile of the school know when it's time to get back to campus.



A magic shield, captured by Master Illusionist Shawn Sharp.

BISECHEN SCHOOL OF CONJURATION

Magic always ran strongly in the Bisechen family. In fact, it was Dean Bisechen's great-grandfather — Belasko Garwulf — who designed the Redhurst campus's amazing ability to teleport anywhere, long before the founding of the School of Conjuration. There are few achievements in the realm of magic-item creation to rival this incredible feat, and every Garwulf since has studied conjuration too.

The School of Conjuration was a relative latecomer to Redhurst. Before it could be set up, we needed to have a functioning menagerie and a stablemaster to run it. That didn't happen until almost 100 years after Redhurst first opened its doors. Directly afterward, work began upon the School of Conjuration, which was completed within five years.

The Bisechen School was immediately named after its first dean, Bisechen Garwulf, Belasko's great-grandson. Dean Bisechen was already a legendary conjurer when Aegis managed to persuade him to give up the adventuring life and settle down to teach aspiring conjurers what he knew. He remained an integral part of the academy until his final days.

To add to his great-grandfather's efforts in applying transportation magic to Redhurst, Dean Bisechen set up the various *gates* around campus in an effort to make getting around the complex a bit easier. This also meant that students no longer had a good reason to be late to his classes, much to his delight.

Although Dean Bisechen is long gone, those who knew him well report that he was a bear of a man with a better affinity for creatures than people, but that he managed to be a fine teacher despite that. This explains his long-standing efforts to constantly improve the menagerie. He also fought to keep the Riding Grounds off limits to construction, pointing out that the creatures he and his students conjured required open space.

The Bisechen School carries on its namesake's tradition of working closely with the me-

nagerie he treasured so much. Students who decide to concentrate in conjuration at Redhurst must each dedicate at least four hours per week to the care of the beasts in either the menagerie or the stables.

The school also features many courses about the anatomy and ecology of creatures of all sorts, from the lowliest mice all the way up to the mightiest dragons. In Dean Bisechen's view, it wasn't enough to be able to summon such creatures into your life. You needed to know exactly how to handle them once they were there.



Conjuration Crest, captured by Ighes Dean Emeritus James Sunwalt.

THE BUILDING

The Bisechen School building is one of the nicer ones on campus. It was constructed during a time when the school had plenty of riches donated by sponsors and much open land on which to build.

The building has a tower spiking out of its far side, but the most prominent feature is the two-story, column-lined atrium which you enter as you walk in through the front door. This features a high-arched roof with many windows along the top edges, letting in an amazing amount of light. This is where the students practice their summoning spells when possible. The room has plenty of space for lots of creatures to roam within, even if they're exceptionally tall or have wings they'd like to stretch out.

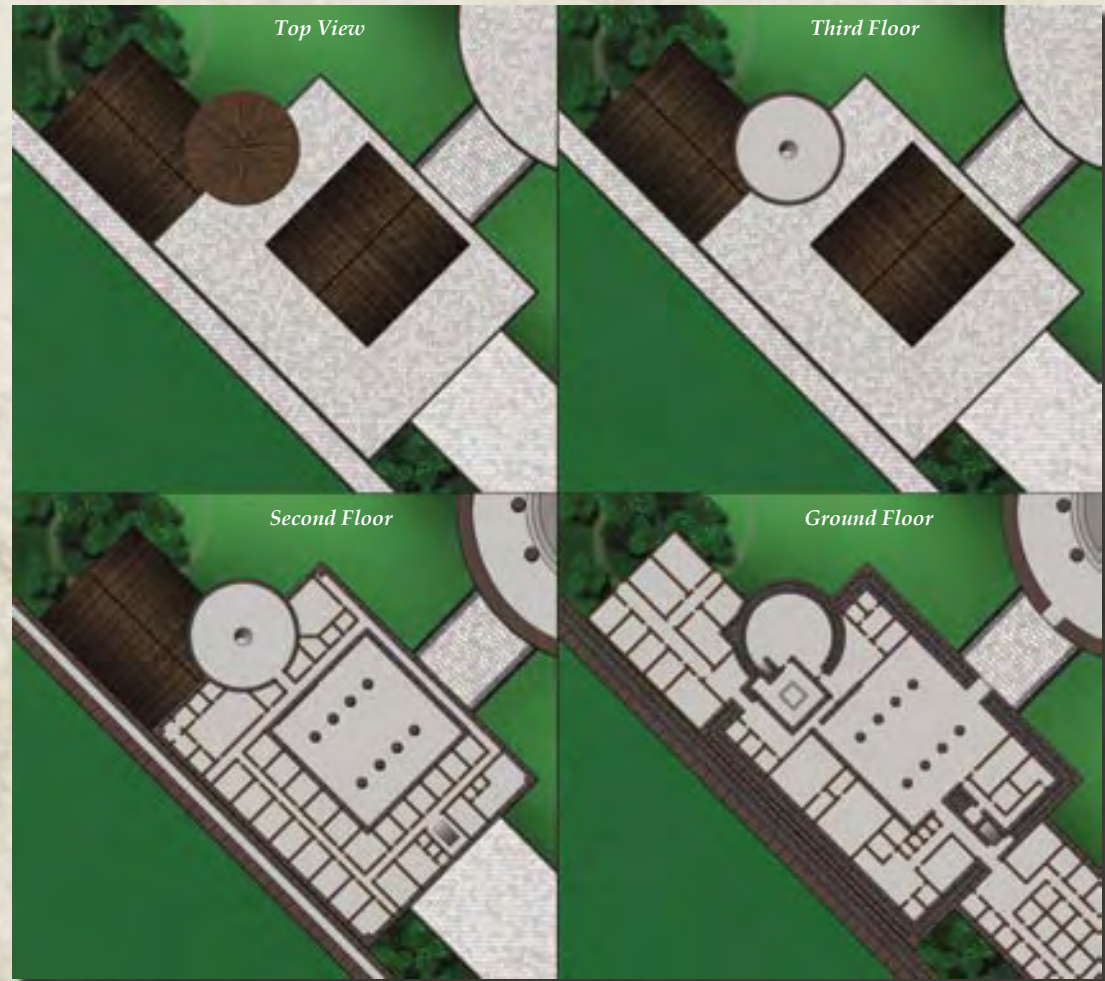
The tower itself is accessible from the ground and second floors. Classes are sometimes held in the third floor when students are going to be conjuring up some huge flying creatures, ones that can't be contained by the atrium, no matter how big it might seem to me.

There is an annex that was built on to the far side of the school over 200 years ago. This part of the building is only a single story tall, but it features several rooms suitable for holding and examining creatures of all types. Many of the beasts here are either on their way to or from the menagerie, and they are fortunate to have this private home, out of the public eye.

There are a couple large lecture rooms on the first floor, but the vast majority of the classrooms are on the second floor. Most of the classes are small, with only five to ten students in each. The actual instruction tends to be shorter, with plenty of time set aside for the aspiring conjurers to practice their skills privately.

In good weather, classes are sometimes held in the Riding Grounds. During such times, conjurations are limited to traditional, nonaggressive animals. Past experience has shown that allowing more interesting creatures onto a crowded Riding Grounds can lead to sheer bedlam.

BISECHEN SCHOOL OF CONJURATION



The Bisechen building also has its own laboratories, so for most experiments the students here do not have to resort to using the laboratory building just to the far side of here. Still, sometimes the students work their spells in the gardens between the Bisechen building and the labs, if only to get out into the open air, where it always seems like an *obscuring mist* spell dissipates a bit more quickly. It's also a wonderful area for conjured creatures to wander, with enough high hedges and low, stone walls to keep them apart from each other for the most part, assuming the students aren't yet able to.

THE TEACHERS

The faculty of the Bisechen School is still adjusting to the recent loss of our longtime Dean Ropran Lenonage, who was killed in a werewolf attack toward the end of last year. While he is desperately missed, his influence on the daily workings of the school remains as strong as ever, and his memory lives on in us all.



The new dean of the Bisechen School is the near-legendary Lupentranne Sylvern, most recently of the Giantgrove tribe. She was a respected friend of Dean Lenonage for many years, and he had picked her to replace him after his retirement, which he missed by a matter of mere months. Although distraught by the horrible turn of events, she decided to honor her friend's wishes and accept the job as the Bisechen Dean. She has pledged to do her best to live up to the incredible legacy that Lenonage leaves behind, and we have a great deal of faith that she shall.

Bisechen's assistant dean continues to be Krukht Flashblade. As one of our youngest assistant deans ever, Krukht's rise through the ranks to his current position has marked him as a conjurer of great merit and an even more wonderful teacher. He is sure to be an invaluable help to Dean Lupentranne in the course of her first year with us.

We have three other teachers currently helping us out at the Bisechen School. They are:

Chessen Garwulf: Chessen is the direct descendant of Bisechen Garwulf, and from all reports he has many of his beloved ancestor's best qualities. His grandfather Bisechen was the dean of the Bisechen school before Dean Lenonage, and Chessen is proud to continue the family tradition of studying and working in the school.

While Chessen is a Garwulf, he is still his own man. He strives hard to make his own contributions to our community, and he has authored several popular spells to show his intent.

Chessen lives in the Garwulf suite on the first floor of the Bisechen School. This small area was set aside for the Garwulf family when the structure was built, and every Garwulf who has studied or worked here at Redhurst has proudly called the place home. Those students who wish to may see a portion of his living quarters during his weekly office hours. These are posted outside the doors to the suite.

Chessen is in his first year as a teacher at Bisechen, although he graduated five years ago. He spent the intervening time visiting with his family in the Blackwood Province and leading an adventuring party that cleared the monsters from the heart of the Greenlife Forest. He is happy to be back at Redhurst and looks forward to seeing many old friends again.

Falandratta Quink: This hardy halfling learned the art of conjuration at the white-furred feet of Peppy Candleson, the great wizard from his homeland of High Hills in the heart of County Warmton. A bright-eyed, blonde, red-hot brand of a halfling, Falandratta took to her studies under Peppy like a duck to water.

When Falandratta got to the point at which Peppy could teach her no more himself, she applied to Redhurst. To her own surprise, she tested straight out of the undergraduate courses and was admitted directly into our graduate program. Soon after, she took a teaching position with Bisechen to help defray her educational expenses.

Falandratta specializes in summoning creatures that can also be used as mounts. Despite her size—or perhaps because of it—she’s an excellent rider, even if the mount in question has wings instead of—or in addition to—hooves. She is planning to give riding lessons near the Riding Grounds. Those who are interested should register soon, as we expect this class to fill quickly.

Merdii Bonecrusher: This hardy dwarf come from the Hollow Mountains of the Twisted Lands where he made his reputation not so much as a great conjurer but for the innovative uses of his spells. He discovered, for instance, that applying a simple *grease* spell to a defensive bridge set up over a bottomless chasm was enough to defeat even the worst foes. Eventually, of course, the enemies of his people caught on to this trick, but Merdii had a dozen more for them up the sleeves of his wizard’s robes.

Merdii is short, even for a dwarf, standing nearly shoulder to shoulder with Falandratta, although he weighs at least twice as much. He keeps a long beard forked, braided, and tucked into his wide belt to ensure it stays out of his way as he casts his complex but elegant spells. He also claims this leaves a clear runway up to his lips for the massive amounts of food and drink he likes to consume.

Unlike many conjurers, Merdii doesn’t particularly care for creatures or monsters. In his homeland, such beings were meant only for slaying, so you’re not likely to find him wandering around the stables or the menagerie. However, if you need someone to teach you how to manipulate the veils that separate the planes of existence, Merdii is your wizard.

CONJURATION CLASSES

The classes in the Bisechen School of Conjuration change from year to year and even term to term. Still, there are a number of classes that have stood the test of time and are almost always offered. These are listed below.

Be sure to ask for the latest schedule when you arrive for matriculation though. This should give you the most current version of the list of our planned class names, descriptions, and times.

FIRST-YEAR CLASSES

Basic Air Movements 101: Many conjuration spells involve the creation of clouds of one kind of substance or another. When you cast these spells, you’re actually opening a tiny gate to our own plane of existence from a plane filled with the material in question. Once it’s here, though, you have little direct control over it. Unless you wish to suffer from the effects of your own spells, you must learn some basics about prevailing winds, dissipation speeds, and how such gases fill an indoors area. Otherwise, the first *cloudkill* you cast may be your last.

Teachers: Assistant Dean Krukht and Professor Chessen.

Introduction to the Planes: When most novitiates enter Redhurst, they don’t know a plane of existence from a dinner plate. There are few things more important for a wizard to comprehend, especially a conjurer. In the course of this class, you’ll study the most important of the various planes of existence, how they relate to each other, and how to use your arcane abilities to manipulate both them and the veils that keep them apart.

Note: This course is required for all who wish to specialize in this field. It is strongly recommended for any wizards who wish to have a better understanding of the nature of existence, and it can help wizards of any specialization.

Teachers: Dean Lupentranne and Professor Merdii.

Introductory Summoning: Conjurers specialize in summoning creatures of all sorts from various planes of existence and using them to help them accomplish a variety of things. The traditional image of such things is a wizard summoning a dragon to lead a vast army, but most times the reality is far different, especially for novitiates. This course explores art of summoning monsters and other creatures to you, how to handle them once they're there, and what to do if you start to lose control.

Teachers: Professor Falandratta and Assistant Dean Krukht.

Monstrous Anatomy: Just because you're able to summon creatures to your side from other planes of existences doesn't mean you know anything about them in particular. It's one thing to bring a hippogriff to you and another thing entirely to know what that hippogriff can do. This course examines in depth the various kinds of monsters that summoning spells can call to you. This includes details on temperament, diet, attack forms, special powers, and any special needs. (Hint: Don't try to summon a porpoise into a desert.)

Note: This class is also strongly recommended for any wizards who hope to someday take up a career as an adventurer. It's always best to know what you're up against, and with this sort of knowledge under your hat, you have a much better chance of surviving the adventuring experience:

Teachers: Dean Lupentranne, Professor Chessen, and Professor Merdii.

Something for Nothing: Conjunction is the art of seemingly bringing something into existence from thin air. As the saying goes, though, "You don't get something for nothing." While magic allows you to break all sorts of rules, this one generally holds true, even for the most powerful wizards. This class seeks to break down the art of conjunction into its component parts. By the end, you should be able to see that conjunction isn't about creating something so much as moving things around from one place to another. Once you know what it is you're really doing with a conjunction, your mind should open up to all sorts of other possibilities as well.

Teachers: Assistant Dean Krukht and Professor Falandratta.

ADVANCED CLASSES

Piercing the Veil: The art of conjunction is based upon the ability to see or feel the very fabric of the universe and then play with it. Conjurers are able to pierce the veils that separate the various planes of existence from each other and rearrange things more to their own liking. This advanced-level course explores the metaphysical ramifications of such acts and considers what our responsibilities as conjurers might be. That celestial creature you summoned came from somewhere. Where exactly? What was it doing at the time? Does anyone miss it? What happens to it when it returns home? These questions and others will be grappled and — perhaps — answered.

Teachers: Dean Lupentranne, Assistant Dean Krukht, and Professor Chessen.

Ropran's Teachings: Dean Ropran Lenonage guided the Bisechen School of Conjunction at the Redhurst Academy of Magic for decades, and his influence here is sure to be felt for centuries to come. This special seminar delves into Ropran's teachings in great depth, hoping to get to the core of this great teacher, gentleman, and friend — and hopefully give us something we can all take with us, wherever the paths we've chosen may go.

Note: Assistant Dean Krukht will personally interview all who are interested in this class and will post a list of those admitted one week before the start of classes. Admission to this class may be extended to novitiates, although they will have to field impressive answers in the interview.

Teachers: Dean Lupentranne and Assistant Dean Krukht.

The Wild World of Wondrous Items: The construction of magic items is not limited to standard forms like potions, wands, rings, and so on. Magic items can and do come in all sorts of different forms, varying for reasons of need, culture, materials available, and more. This class examines many of the classics — from an *amulet of health* to *wings of flying* — and explores even more creative ideas for the creation of magic items of your own design.

Teachers: Professor Falandratta and Professor Chessen.

SIGNATURE SPELLS

Each of the various schools of magic at Redhurst have developed a number of spells particular to the academy. These are taught only to our students, and their use marks you as someone who has attended our fine institution. Here are the spells associated with this school of magic.

Drench: This useful spell was originally developed for use in Redhurst's labs. Our students often make use of fire in their research, and accidents are bound to happen. With this spell, a supervisor or teacher can douse out most fires a student might set, including those on other students or himself. This spell can also help with students exposed to acid or other substances that should be washed off right away.

The use of this spell to drench students not in need of water is frowned upon—unless the target requests it. This can be quite refreshing on a hot summer day.

Stick: Besides the obvious uses of this spell in combat, it's wonderful for holding something in place for just a little bit. If you ever feel like you need a third hand for something, a *stick* spell might be just the thing. Some of our researchers have crafted magic items with a *stick* power, just so they can call upon it at will.

The stickiness of the spell isn't strong enough to hold a person in one spot. For something like that, you should turn to a *web* spell instead. Still, it can be as useful in the field as it is in the lab. We have several accounts of adventurers using it to help them climb sheer walls, cross icy bridges, and give themselves a bit of extra traction wherever they might need it. It also makes it harder for slippery villains to slip away.



Sylvern's Shining Armor: Our own Dean Lupentranne developed this spell long before she came to work at Redhurst. However, she shared it with our former dean—and her good friend—Ropran many years ago, and it has become a staple in our instruction of advanced conjurations.

While *Sylvern's shining armor* has clear use in the course of a battle, we find that some of our students appreciate its use in the laboratory as well. Just before setting off a potentially explosive experiment, some professors like to use this spell to give their younger charges a bit of an edge in case of disaster. Also, our dramatics club has had some success using this spell in certain productions, as the glow that surrounds the affected subjects can be quite dramatic in a darkened theater.

JECTURE SCHOOL OF DIVINATION

While divination magic may not be as flashy as a lightning bolt or a fireball, it can be even more powerful in the right hands. It's said that knowledge is power. If that's so, then the wizards who can learn about nearly anything and everything are potentially the most powerful of all.

More importantly, people in power are willing to pay handsomely to retain it. Just about every ruler worth his salt has a diviner of one sort or another on his retainer. Such people are able to grant the ruler the kind of knowledge he needs to retain power and to fend off those who would attack him.

The Jecture School of Divination is one of the oldest at Redhurst. Jecture himself was once an adventuring friend of both Aegis and Nammor, and when they decided to found the Redhurst Academy of Magic, he was the first teacher they hired on.

Soon after the general academy started breaking up into smaller schools designed for more specialized study, Jecture was named to head up the new School of Divination. Work began on the building directly thereafter. At first, it was simply called Diviners' Hall,

but 100 years later, Jecture finally gave in to the insistence of his old friends and allowed them to name the building after him.

The reputation of the Jecture School of Divination has grown dramatically over the years, paralleling that of Jecture himself. The teacher who always sees himself as a student now finds that kings and emperors call on him to help them solve their most terrible problems. It takes a great deal these days to pry Jecture from the comfort of his private quarters, but like the hero he has always been he consistently arises to the challenges put before him.

Jecture routinely refuses payment for such services. If he believes in the cause he is aiding, money means nothing, and there is not enough gold to persuade him to help those of whom he thinks ill. However, the academy has benefitted greatly over the years

from the largesse of those rulers who have truly appreciated our great seer's aid.

The teachers of the Jecture School have a proud tradition of following in their great leader's footsteps in this regard. There are many matters which may

not be weighty enough to bother disturbing such an ancient elf with, but the younger generations stand ready to lend a hand where Jecture cannot. This is little surprise, as Jecture has always taught all his students that knowledge not only brings power but the responsibility to use it wisely as well.



Divination Crest, captured by Ignis Dean Emeritus James Sunwalt.

THE BUILDING

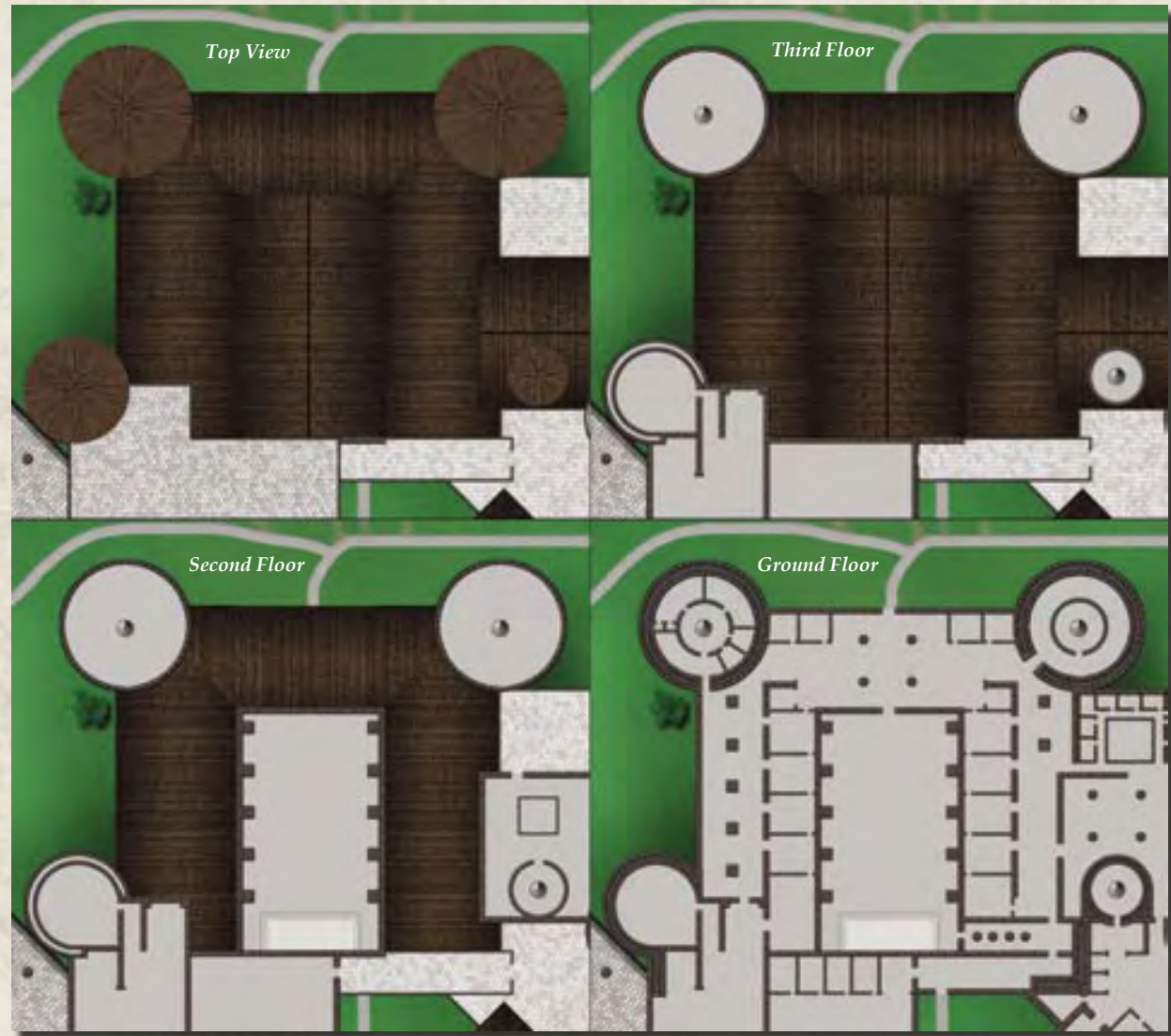
The Jecture School of Divination has one of the finest locations on campus. It was built soon after the Redhurst Library of the Arcane, and the two buildings are interconnected because of this. It's no coincidence that those of the school most concerned with knowledge are attached to our huge repository of written records. In Jecture's own words, which are carved over the entrance to his school, "To know the future, you must first know the past."

As you walk in under those wise words, on the far side of the building, you enter a large, airy foyer. From there, you can walk straight forward into an beautiful atrium with high, vaulted ceilings. Windows lining the atrium's upper parts allow light to flow in at all times of day, no matter the direction the school is facing.

There are ten large classrooms in the building. These line the outside of the atrium's walls and are used for smaller, more personal lessons. Many of the classes are taught in the atrium itself. The lecturer stands on the raised dais at the room's near end, instructing the students in the diviner's secondary craft—showmanship—as he conducts the class.

Jecture's own offices are in the left tower. He holds regular office hours here, making himself available to students at all levels and from every school. His private offices are on the second floor, and his personal quarters are on the third. From these high windows, he can see across the entire campus, and even out into the lands beyond the academy's tall, stone walls.

JECTURE SCHOOL OF DIVINATION



The right tower houses offices for many of the other teachers, although the third story is reserved for classes. Some of the teachers use the rooms running along the inside of the far wall instead. The teachers sometimes change the locations of their classes without notice. This is an abject lesson to the students that it's impossible to rely on anything and that you must always keep up to date on changing information.



THE TEACHERS

The Jecture School has a long tradition of choosing teachers based more on their ability to teach than anything else. Jecture himself has always valued this, and since he hand-picks each of his teachers, he gets his way. The students in the Jecture School appreciate this, as they know that they're far better off for it.

Dean Nimblane Jecture (he has always gone by his surname, as this is the tradition among his people when no longer in their homeland) has been with the academy for longer than there has been a Jecture School. With the deaths of Aegis and Nammor a few years back, Jecture is now the sole founding member of the faculty to remain with the school. The years have taken their toll on him, but he is arguably still the finest diviner who ever lived. His work extends beyond the classroom too, to the Blue Oracles now scattered throughout the Known Realms.

Assistant Dean Lavoh Alahseyer is an inspiration to poorer students throughout the academy and beyond. Her scullery-to-scholarship story of her rise to the penultimate position in the Jecture School gives hope to every copperless kid out there who aspires to one day join the ranks of the wise and powerful. If you happen to be one such person, be sure to stop Lavoh and thank her in person. Her modesty will require her to blush, but you may ignore that, as she certainly deserves the attention.

We have three other teachers currently helping us out at the Bisechen School. They are:

Ballaz Abre: Ballaz began his association with Jecture before even his birth. While Ballaz's mother was attending Redhurst, Jecture leaned over and rubbed the good lady's belly. With a nod and wink in the elf's direction, he said, "I predict that I shall be seeing a great deal more of this youngster — in time."

As usual, Jecture's words proved true, although at first it seemed that he could have been terribly wrong. Soon after Ballaz's birth, his human father kidnaped him and brought him back to his own homeland in the Hinterwoods to raise him in his own traditions. There father and son apparently disappeared for several years. It wasn't until Ballaz grew up that he encountered someone from Redhurst once again.

His father now dead, young Ballaz was living on the streets of the great city of Cedelphia when he tried to rob an elderly elf — who turned out to be Jecture. The great seer immediately knew Ballaz for who he was and convinced the young half-elf to accompany him back to Redhurst where he was reunited with his mother, still studying there, still hoping to be able to track down her husband by magical means.

Stunned by these circumstances, Ballaz decided to dedicate his life to the study of divination, to the delight of both his mother and Jecture. He has become a favorite among our students and is now one of Jecture's most prized confidants.

Oart Fenn: This elderly man is sometimes mistaken for Jecture himself, although the ages of the two are nearly 400 years apart. Oart was a seeker of wisdom in the Grenshaw Empire. As a young man, he was already an advisor to the emperor's son.

One day, the emperor asked a question that none of his wise viziers could answer. Oart struggled with it himself, but when he finally gave up he contacted Jecture and pleaded for his help on the emperor's behalf. Touched by the young man's lack of ego exhibited by his willingness to reach out for help in such matters, Jecture agreed to answer the emperor's question, but only on one condition: Oart must come to Redhurst to study under him. The emperor agreed, and Oart has been with us ever since.

Oart is as flamboyant a diviner as ever practiced the art. When he speaks of things unknown, he always acts as if what he is about to say is the most amazing thing anyone has ever heard — and so it seems.

Oart has also mastered the enigmatic response, a skill he does his best to impart to all of our students. "There are some things that an emperor simply does not want to hear, but demands to be told," he says. "There are ways to tell him such truths so that he is eager to have you learn more for him if you can. The other ways to tell him, they may cost you that which you cannot afford to lose — besides your head — your credibility."

As a proponent of free will, Oart always maintains a positive attitude. "The signs may not be right," he says, "but the signs, they can change." Although his view on this matter is not shared by all of his fellow teachers,

much less his students, he refuses to allow any arguments to dissuade him from his optimism. In his view, it is better to be happy and wrong than sad and right — and he's betting on happy and right anyhow.

Yarminda: In the ongoing debate about free will that regularly tears through the School of Divination, Yarminda falls squarely on the side of fate. This is no surprise considering she comes from the Fatelands, a mysterious land to the west of the Emerald Sultanate filled with fey creatures and worse. Although she has left behind her childhood home long ago, its ideas about the inescapability of one's fate run through her like her own blood.

Yarminda often cites Oart Fenn's tale as evidence that she is right, but he ignores her, pointing to her own tale as proof for his arguments.

As a young woman, the beautiful Yarminda had many suitors, none of whom seemed to fit her well. Her parents finally arranged for her to marry a young prince with excellent prospects, but before the ceremony, she asked a wise woman to tell her fortune. "Your husband," the old crone said, "will make you mad!"

Rather than face insanity under her new husband, Yarminda fled. She made her way to the Emerald Sultanate, where she heard of the fantastic, traveling fortress of Redhurst. When it next came by, she entered the Public Square and hid in the Redhurst stables overnight. She lived as a stowaway on campus for two months before the guards finally rooted her out. Before they could dispose of her, though, Jecture stopped them, saying that he saw great things for her here.

The old elf's prediction has proved true. In the nine years she's been a part of Redhurst, Yarminda has completed her undergraduate and graduate programs and taken a job as one of Redhurst's most popular teachers. To prevent the old woman's words from coming true, Yarminda has sworn to never go back to the Fatelands again, and thus far she has been true to her word, despite the efforts of Prince Hentru to intervene there on her behalf.

Yarminda has become an amazing diviner in her own right. She specializes in scrying magics, and she is often seen looking back at her homeland through a silvery mirror, which is as close as she says she wants to get.

DIVINATION CLASSES

The classes in the Jecture School of Divination change from year to year or even term to term. Still, there are a number of classes that have stood the test of time and are almost always offered. These are listed below. Be sure to ask for the latest schedule when you arrive for matriculation though. This should give you the most current version of the list of our planned class names, descriptions, and times.

FIRST-YEAR CLASSES

The Arcane Detective: The basic job of a diviner is not only to learn things but to apply that knowledge in a meaningful way. It's not enough to learn that there are a small army of zombies waiting for you on the other side of a door. How did they get there? Who put them there? How can that information help you either defeat them or circumvent them? This class teaches you the kind of critical thinking that helps you determine what the information you gather really means.

Note: This is a popular course for students in every school of magic. Although it is recommended for all students, at least half the spots in each class are set aside for those with a declared interest in divination magic.

Teachers: Assistant Dean Lavoh and Professor Ballaz.

A First Look at Second Sight: Some refer to the arcane ability of the diviner to see things that others cannot as "second sight." To develop your own "inner eye," you need to understand this metaphor and what it means.

Note: This is a required class for all who plan to specialize in divination magic. You will not be permitted to take advanced classes without first completing this prerequisite course.

Teachers: Professor Ballaz and Professor Yarminda.

I Know What You're Thinking: Some divination spells allow us to pry into the thoughts of those among us. There are few things that are more perilous in civilized cultures—or more potentially damaging to your own ego. Many people have strange thoughts that flit through their minds all the time, and picking

out the right ones can be an art. Even openly reading someone's thoughts can be awkward. Doing so surreptitiously can be disastrous if you are not careful with your interpretations. This course teaches how to handle this kind of information in a discreet and thoughtful way.

Teachers: Professor Oart and Professor Yarminda.

Introduction to Language Theory: Just because you can understand a language—or even speak it—doesn't mean you know how it works. There's more to a language than a jumble of words, and not taking cultural differences or dense references into account can leave you more confused than ever. This course explores how to sort such things out and provides you with strategies for setting it all straight. Don't let your first experience with a strange language spoken by a hostile people end up being your last.

Teachers: Professor Lavoh and Professor Ballaz.

Privacy and You: Diviners have access to all sorts of information that some people would prefer better left alone. Just because you want to know something doesn't mean you have the right to violate someone else's privacy to get it. This class examines the ethical and moral issues involved in poking around in someone's thoughts or future and what your responsibilities are once you have certain kinds of knowledge. If you know someone is going to die, do you have the right to interfere? Are you required to? What if the alternatives are far worse? These and other questions are explored in depth.

Note: This class is required for all who wish to graduate as diviners. We suggest you take it as early as you can work it into your schedule.

Teachers: Professor Oart and Professor Ballaz.

ADVANCED CLASSES

Looking Over Shoulders: Scrying can be a tricky art. Sometimes it's not what you see but what you don't that can tell you what's really going on. In this class, we discuss various means of picking out visual details via scrying that can help you accurately interpret what it is you see.

Teachers: Assistant Dean Lavoh and Professor Yarminda.

Scribing Scrolls: The most basic of all magic items is the scroll. Every wizard must master the construction of these temporary receptacles of arcane power fashioned with only ink and a handy writing surface.

This class explores the proper preparation of the ink and the paper or vellum to be used, as well as the best means of storing and caring for your personal collection of scrolls. How to read a scroll without activating it is covered, as are the proper means of triggering any spells you may find.

Note: This class meets in the Redhurst Library of the Arcane and features the assistance of Head Librarian Lexandri. All students must take this class to qualify for graduation.

Teachers: Assistant Dean Lavoh and Professor Ballaz.

The Way of the Blue Oracle: The seers of the Blue Oracles are among the most respected in all the Known Realms. Many of you aspire to someday enter the ranks of this august organization yourself. If you have any such intention, we recommend strongly that you avail yourself of this seminar.

Note: This seminar is only held once every two or three years. If you miss it now, you may not be able to register for it again before you graduate. As a special treat, this year Dean Jecture himself is leading the lectures. This is the only course that Dean Jecture has personally taught in the past five years. Do not miss this chance to see him in action before a packed classroom once again.

This class is held in the atrium of the Jecture Building. Despite this, space is still sure to be limited, especially if you would like a chair. Preference is given to declared divination students and to graduate students from any school after that.

Teachers: Dean Jecture, Assistant Dean Lavoh, and Professor Oart.

SIGNATURE SPELLS

Each of the various schools of magic at Redhurst have developed a number of spells particular to the academy. These are taught only to our students, and their use marks you as someone who has attended our fine institution. Here are the spells associated with this school of magic.

Locate Water: This is a rediscovered classic. Many rustic societies – particularly those in desert or drought-afflicted areas – use this one to find that most precious of commodities: clean drinking water. While this spell is entirely useless in combat, even adventurers get thirsty eventually. When you're trapped deep in the bowels of some dungeon and you've just drained the last dregs from your water skin, this is the spell you want.

Clever spellcasters have also been known to use this spell to help find their way when lost. If you know the largest body of clean water around is to the north, then you can use this spell to determine which way you're facing.

Predict Weather: No matter where you go in the Known Realms, people always seem to think the weather where they're living is special in some sort of way: usually that it's unpredictable. As the saying goes all over the Known Realms, "If you don't like the weather, just wait."

Knowing what kind of weather is on the way can help in innumerable ways. A sudden cloudburst in the wrong place and the wrong time can ruin even the best-laid plans, and a full moon on a cloudless night can expose sneaks who might otherwise be invisible. The *predict weather* spell finally puts all those doubts to an end. You may not like the answers you get, but it at least allows you to make plans that should work for you.

Recall Forgotten: Have you ever had a bit of information right there on the tip of your tongue but been unable to spit it out? Then this spell is for you. Jecture himself created this spell to help him remember the names of all the students in his school. It was such a hit that it instantly ended up in the spellbook of just about every wizard on campus.

Note that students are not permitted to use this spell during exams, whether by casting or embedded into some magic item. While some have argued that a wizard should be able to use all means at his disposal to meet any challenge thrown before him, we prefer to assume that the wizard has nothing to rely upon but his own wits. Even magical abilities run out eventually, and we'd like our students to be prepared for that likely possibility.

NAMMOR SCHOOL OF ENCHANTMENT

The Nammor School of Enchantment resides in the oldest building on campus. This was originally the only place on campus in which classes were held. As each of the newer school buildings were constructed, those schools moved out of what was then known as the Main Hall of Knowledge and into areas of their own. It wasn't until the last of the other schools moved out that Nammor finally had the place to itself and the name of the building was changed to its current title.

As one of the school's founders, Nammor herself oversaw the construction of the building that would someday bear her name. She wanted an open and airy room in which wizards could breathe freely as they exchanged ideas about the workings of the arcane arts. In that, she succeeded admirably. The Main Hall—as the central portion of the school is still known—is one of the most popular places on campus. Several students claim to have taken enchantment classes here simply so they could enjoy the architecture, including the soothing sounds of the central fountain.

As an elf and a founder of the school, Nammor could take the long view. By setting up the entire academy at first in what was acknowledged to be her own space, she gained some measure of control over the happenings in the rest of the academy, a fact that continued until the day of her death. Nammor never served as headmaster, preferring to

leave the daily duties of that post to her husband Aegis. However, her interest in each school continued on long after they left her building, and many members of both the staff and the student body came to see her as the mother they always wanted. In this, we all became siblings of her true children, including especially her eldest: Headmaster Andarlin.

It was unheard of for Nammor to exploit her position unfairly. Instead, she always had the best interests of each one of us at heart.

It is fitting that as the long-standing dean of the School of Enchantment, she won the student body's Galabrand Award for Excellence more than half the time. She was simply as charming a teacher as you could ever want.

Today, Dean Delaintrix labors on capably in Nammor's former position. The younger elf could never truly replace the school's beloved founder. Instead, she has followed her own heart and in so doing won the hearts of Redhurst's students and staff all over again.



Enchantment Crest, captured by Iguess Dean Emeritus James Sumwalt.

THE BUILDING

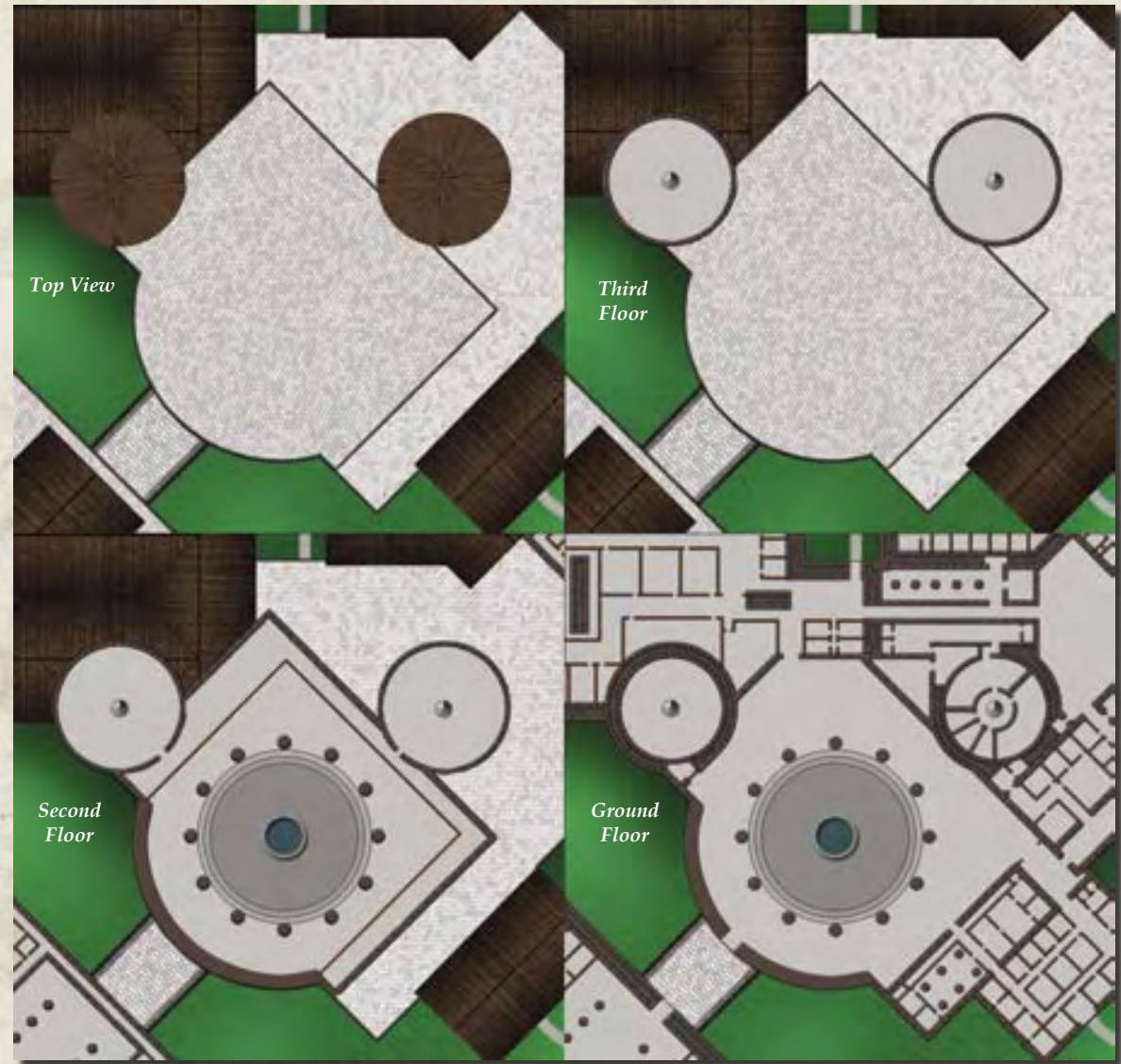
Despite being one of the oldest buildings on campus—only the Dean’s Tower is older—the Nammor School is refreshing in its architectural approach to inner space and its central concept of what a classroom should be. Nammor never believed in forcing students to huddle in a room while the teacher stood at the head and doled out bits of knowledge like drops of candy to starving children. Instead, she saw education as an ongoing dialog between the students and the “teachers,” whose main job it was to simply guide the conversation.

To that end most of Nammor is a single, high-ceilinged room suffused with light from all available directions. In the center of the Main Hall, a marble-lined pit has been carved out, with a wide pool in the middle. The pool is magical, letting forth beautiful displays of shooting sprays of water to mark the passing of each hour. In the past, it would also erupt into a dazzling shower of liquid and light upon Nammor’s command—usually at the end of each day of classes—but it has remained silent in this way since her passing.

Classes are held in the Main Hall, with the students sitting on the ascending rings of marble step as they interact with the teacher standing in the pit, between the students and the pool. Several classes are often held here at once, although the teachers take care to not let the conversation from one class disrupt that of another.

A bank of smaller rooms sits off on the nearer edge. These include the offices of the teachers, as well as rooms more appropriate for private, more sensitive conversations. There is also access here to the Maintenance Building, which once served as the school’s first dormitory.

NAMMOR SCHOOL OF ENCHANTMENT



A wide balcony runs around the three sides of the upper floor, looking down on the pit and pool below. You can get here by ascending the Nammor Tower (to the left) or by coming in through the Office Tower (to the right). Few classes are held up here, but it offers additional room for observers when a particularly important lecturer is working.

THE TEACHERS

While the leaders of the Nammor School would never say that style is all that matters, it's clear that it figures largely in their way of teaching as well as their private lives. You would never mistake any of the faculty in this school for the sort of wizards who spend their entire careers locked in secret laboratories beneath dank keeps far out on the borderlands of some backwater land. These wizards are the star of any social scene they care to enter. The very way they enter a room commands the attention of everyone in it.

Students in Nammor are told that it's often not so much *what* it is that you're doing as *how* it is that you're doing it. The teachers here reflect that philosophy and pass it on to the students as best they can. No student was ever kicked out of Nammor for not being attractive enough—beauty can be faked, after all—but some may certainly have been intimidated by the caliber of people studying here.

The graceful and beautiful Dean Delainrix graduated from the School of Enchantment over fifty years ago, where she was the prize pupil of then-Dean Nammor. She returned to the school thirty years ago to continue her studies and work as a professor here as well. She quickly rose through the ranks to become the assistant dean under Nammor. After Nammor's demise, Delainrix graciously accepted her mentor's position, making her only the school's second dean in nearly 500 years.

As the youngest son of the ruler of the Emerald Sultanate, Prince (or Sahib) Hentru had few true responsibilities. It was not until he came to Redhurst to help shore up the magics that allow our campus to travel so freely among the Known Realms that he realized that there could be more to life than endless years of idleness. It quickly became clear that he belonged here, bequeathing his expertise to a new generation of enchanters. Although he was shocked when Andarlin offered him a position at the school, he quickly accepted it and then flamboyantly skyrocketed up the ranks to the position of assistant dean.

We have three other teachers currently helping us out at the Nammor School. They are, in no particular order:

Grent: There are many out there who believe that those with orc blood in their veins can never be more than ruthless brutes, but these people have never met Grent. Hailing from the Knife's Edge frontier, Grent was born the bastard son of a mighty warchief and the orc woman who won his heart. (How she managed to do this is a tale worthy of a book itself.)

When his father refused to recognize Grent's birth, his mother spirited him away beyond the Knife's Edge to the Bloodmoors where she returned with him to her family's tribe. The orcs there weren't happy to see a half-human child in their midst, but even at that tender age he was so charming that they decided he could live with them—at least for a while.

When Grent achieved adulthood, it was clear that he would soon be popular enough to challenge his grandfather, the chief of the united Bloodmoors orcs, for rulership over the tribes. The chief sent assassins to remove Grent, and the young half-orc decided to flee rather than be forced to kill the chief. Knowing that the chief would track him down anywhere in the lands around, Grent sought out Redhurst and registered for classes here, leaving the Bloodmoors far behind.

Grent is the first to admit that his face is ugly enough to stop a galloping centaur. Despite that, he is so charismatic that almost no one here ever notices his looks much, and rumor has it that no unmarried female on campus has ever turned down a request for a date.

Grent is currently working as a teacher while he finishes his graduate studies. He has no desire to return to the Bloodlands, so it seems he'll be a part of our family for a good, long while.

Adona Bellucente: A breathtaking beauty, Adona is the only daughter of Queen Erastia of Bellucente, the beleaguered sorcerer who has managed to maintain a viselike grip on her rule despite numerous assassination attempts by neighboring nations over the years. Fearing for her daughter's life and wishing to give her the means of defending herself if need be, Queen Erastia sent Adona—her eldest daughter and therefore heir to her throne—here to study with us.

Adona dabbled in several different fields of study before finally settling upon enchantment, although from the way she handles enchantment spells, it's almost as if she was born to them. Some wizards believe

that you don't pick your specialty so much as it picks you. If that's so, then enchantment clearly tapped Adona on both shoulders at once, and again in the back of her head just to make sure.

Once she finished her undergraduate studies, Adona went back home for a while, but she returned to Redhurst before the year was out, signing up for advanced classes. Dean Delaintrix offered her a teaching position, as she seemed a natural for the job, and she jumped at it.

Adona seems to have taken many of the female students in the School of Enchantment under her wings, instructing them in the ways not only of magic but also of males. Her students constantly come to her for advice about males of all species, and they never leave disappointed.

N'dege: Tall, dark of skin and hair, and exceedingly gorgeous, N'dege comes to us from the Lapis Jungle, where she was born the granddaughter of the local shaman. From birth, N'dege was expected to follow in the steps of her ancestors and study to be a shaman as well. However, she never could seem to wrap her mind around the shaman's spells. Frustrated, she was on the verge of deciding to try her hand at being a warrior when the Redhurst campus first arrived in her homeland.

After spending a few days on our campus, N'dege realized that she had an innate knack for the styles of magic we teach here. In particular, her flair for enchantments was so strong that Andarlin offered her a scholarship on the spot. Consulting quickly with her grandmother, N'dege gratefully accepted.

N'dege adapted to our ways with startling ease. It was as if the methods of enchantment already laid buried in her mind, needing only a few, well-put words to bring them rushing to the front. She sped so quickly through every class in the school that Delaintrix felt compelled to offer her a teaching position so we could use her talents to help our other students too.

N'dege may seem a bit aloof when you first meet her, but within minutes that sweet girl from the jungle bursts out in a warm and welcoming smile. It's almost impossible not to like her, and some of our younger female students have even taken to mimicking her style of dress so they may emulate her in every way.

ENCHANTMENT CLASSES

The classes in the Nammor School of Enchantment change from year to year or even term to term. Still, there are a number of classes that have stood the test of time and are almost always offered. These are listed below. Be sure to ask for the latest schedule when you arrive for matriculation though. This should give you the most current version of the list of our planned class names, descriptions, and times.

FIRST-YEAR CLASSES

Basic Enchantments: This is the first course that everyone interested in enchantments at Redhurst should take. It covers the basics of how enchantments work in their various forms, exploring the underlying relationships between spells as seemingly diverse as *sleep*, *rage*, and *geas*. Many students from outside the Nammor School take this course as well, for the insight it offers novitiates into the basic workings of the arcane arts.

Teachers: Dean Delaintrix and Professor Grent.

Dazed and Confused: A number of enchantments seem to simply reach into the target's brain and scramble its inner workings. This class digs deep into this particular class of enchantments and shows how many enchantments simply trigger off—or shut down—various parts of the brain. The various kind of confusion spells are easier to use, though, because they affect the whole brain at once, requiring far less sophistication on the part of the spellcaster.

Teachers: Professor N'dege and Professor Adona.

Introduction to Charms: One of the most powerful aspects of enchantments is their ability to make people like you, to believe that you are their friend, even when this is the farthest from the truth. We examine not only the many spells that help with this sort of thing but also the moral and ethical dilemmas that arise from them. When is it permissible to force someone to think better of you? Are there other workable alternatives?

Teachers: Assistant Dean Hentru and Professor Adona.

To Sleep Perchance to Dream: Enchantments make it possible to cause someone to fall asleep at once, no matter if they're standing before a king or riding on a galloping horse. In this class, we examine how these spells work and attempt to answer the question: "Do people under the effects of a *sleep* spell dream of magical sheep?"

Note: This class is often held at night. During such times, students are expected to wear sleepwear appropriate for class.

Teachers: Professor Grent, Professor Adona, and Professor N'dege.

ADVANCED CLASSES

Emotional Magic: Many enchantments directly manipulate the subject's emotions. This class examines the nature of emotions, how quickly they can change—even naturally—and what shown emotions say about those who have them. We find that those who are in touch with their own emotions have an easier time manipulating those of others. This class requires a certain amount of self-examination, which is the reason it is only open to emotionally mature students, fifth-year or higher.

Note: The instructors of this class will interview all those who apply to the class to determine their readiness for taking the class. Those not accepted this year will be encouraged to examine and address the reasons for this and apply the following year.

Teachers: Assistant Dean Hentru and Professor Grent.

Hold It Right There: Did you know that the subject of a *hold* spell or any of its variants is not actually frozen or incapable of movement? He just thinks he is. How are we able to persuade someone that he has lost all volition, even when his life may depend directly on his ability to move. It's one thing to put a subject to sleep, but those who are held by a spell are awake, aware, and often very afraid. The class also discusses the various uses of the spell and the reasons why a caster might choose it over other alternatives.

Note: Students are expected to be targets as well as casters in this class.

Teachers: Professor Grent, Professor Adona, and Professor N'dege.

A Mission for You: Several powerful enchantments have the ability to compel their subjects to alter their behavior to instructions for a period of days, week, months, or even longer. This is a powerful and amazing ability to have over other people, and it must be used responsibly and ethically. A large portion of the class concentrates on the proper use of the spell, specifically on how to word your instructions to the subject to get the behavior you desire. Unwilling subjects are often all too willing to twist around your words, so it's incumbent upon you to make those words as airtight as you can.

Note: Students may be required to submit to a *geas* or other compelling spell for a period of hours or days. The requirements of these will not endanger or embarrass the student in any way, but the experience should serve to illuminate exactly how being under such a spell feels and how subjects may try to work against your will, no matter how specific you may be about it.

Teachers: Dean Delaintrix and Assistant Dean Hentru.

The Power of Words: Sometimes it *is* what you say, especially if it's one of the *power word* class of enchantments. With but a word from the caster, these spells can stun, blind, or even kill a subject. Is this the nature of these words themselves, or are they charged with meaning through the use of the associated spell? Can understanding the word better help protect you against its effects?

Teachers: Dean Delaintrix, Professor Adona, and Professor Grent.

Wands of All Kinds: The classic weapon of any wizard is not the dagger but the wand. Wands give wizards access to multiple castings of a stored spell with few, if any, drawbacks. This class covers the various kinds of wands, including how to fashion them as well as the best means of imbuing them with magic power. Deciphering how to trigger the spells stored in strange wands you may find is also explored in detail.

By the time you complete this course, you shall have constructed at least three wands of your own. However, you will likely expend all their charges while practicing their use.

Teachers: Assistant Dean Hentru and Professor N'dege.

SIGNATURE SPELLS

Each of the various schools of magic at Redhurst have developed a number of spells particular to the academy. These are taught only to our students, and their use marks you as someone who has attended our fine institution. Here are the spells associated with this school of magic.

Fascinate: With this spell, you enchant a glowing piece of fungus so that it becomes the most utterly amazing thing to the person you cast the spell upon. This is a great way to get someone's attention, although their attention is then focused on the fungus instead of you.

Unlike with the *hypnotize* spell, the *fascinate* spell doesn't make the subject any more suggestible or allow you to give him any orders. It just makes him sit still and keep his eye on the fungus for as long as he can, or until the spell expires.

The safest thing to do is take the fungus and put it right in front of the subject, where he can't possibly miss it. Novitiates sometimes decide to hurl the fungus away or toss it behind the subject. Either way can cause the subject to lose sight of the fungus, which ends the spell there and then.

Touch of Inspiration: Sometimes you just need a little extra boost to get your mind working in the best way it possibly can. This spell can help out, although only for a limited amount of time. As such, it's not much good for use during research or other extended situations. However, a *touch of inspiration* can allow a wizard to cast a spell that might normally not be available to him, although he must act quickly before the *touch of inspiration* spell expires.

For what should be obvious reasons, the use of this spell is not permitted during exams at Redhurst. The exams are meant to test a student's ability to respond under all sorts of circumstances, but these circumstances are usually assumed to be adverse. Use of any sorts of spells that enhance your mental abilities is strictly prohibited.

Wake: It's a classic scene in many adventure tales. The wizard is awake on watch while his friends all snooze peacefully away. He spots some sort of threat coming toward the party, but he doesn't want to raise



a general alarm for fear of alerting the threat that it has been spotted. What's a wizard to do other than crawl around and his belly and prod each of his friends in turn?

Cast the *wake* spell, of course. This handy cantrip wakes up everyone in the area at once, effectively but quietly.

Some of our teachers have been known to use this spell to awaken students in the dorms—or during a particularly lengthy and challenging lecture by a visiting dignitary. Very tired students have been known to cast this spell on themselves, hoping it will give them enough of a rush of wakefulness to keep them going just a little bit longer. Sadly, the spell's effects don't last very long—no more than a splash of cold water on the face—so the hopes of such students are sure to be dashed.

WOLKHART SCHOOL OF EVOCATION

The Wolkhart School of Evocation is a relative newcomer to the Redhurst Academy of Magic, being only 475 years old or so. With so many other wizards instructing their students in the rather flashy arts of evocation, there didn't seem to be much of a void there for Redhurst to fill. Eventually, though, Aegis decided that Redhurst needed to be a full-service academy, offering a full range of courses in each of the eight schools of magic, without exception. Construction on what would be known as the Wolkhart buildings began soon after.

Space on the Redhurst campus was already running short at that point, so Wolkhart was sandwiched in between Nammor and the school's main labs. Given the propensity for evokers to always be trying out new spells, it seemed appropriate to put them between the labs (where the students would be spending much of their time) and the school filled with enchanters, many of whom would at least be polite about the inevitable disturbances the evokers' experiments would produce. The only hurdle from there was finding someone of the appropriate stature to run the school.

At the time, Rheingott Wolkhart was clearly the preeminent evoker in the Known Realms, but since he was a recluse who rarely took on apprentices, it seemed unlikely that he would be willing to take on the dean's position at the new school. Still, Aegis decided to try, and he wasn't disappointed. As an incentive to the evoker — who apparently felt that he'd been mostly ignored in the past, despite his achievements — Aegis offered to name the brand-new building after him. A handshake was offered, and a deal was struck.

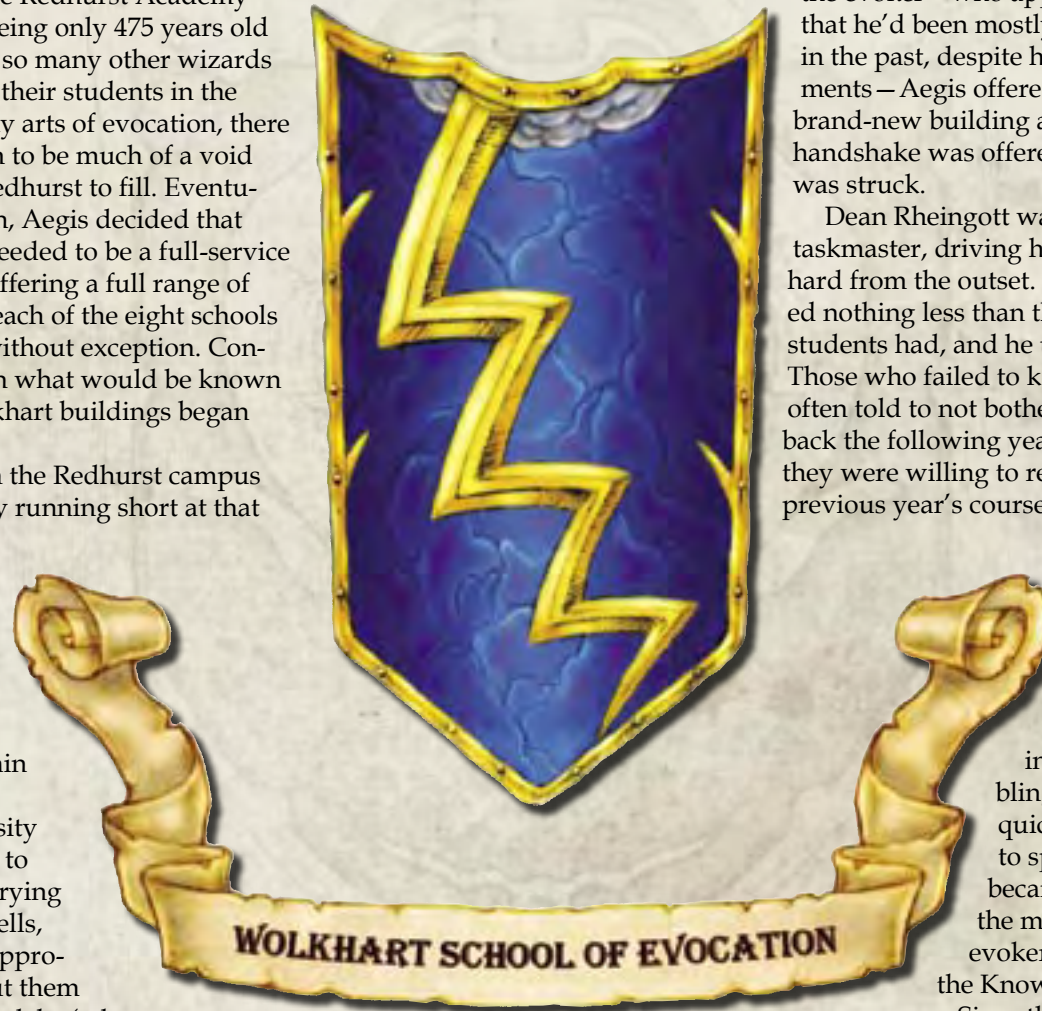
Dean Rheingott was a harsh taskmaster, driving his students hard from the outset. He demanded nothing less than the best his students had, and he usually got it. Those who failed to keep up were often told to not bother reporting back the following year — unless they were willing to repeat all of the previous year's coursework again.

Rheingott's dedication and leadership quickly paid off.

Despite initial grumbling, his students quickly got up to speed and became some of the most promising evokers ever seen in the Known Realms.

Since those days, the reputation of the Wolkhart

School continues to grow by leaps and bounds. Although Dean Rheingott is long gone, his legacy lives on. The teachers of the Wolkhart School may be the most pragmatic and unforgiving in the academy, but they certainly get results.



Evocation Crest, captured by Ignis Dean Emeritus James Sumwalt.

THE BUILDING

Ground was broken on the Wolkhart building long before Dean Rheingott agreed to run the school, but he still had a chance to make a few of his own alterations to the building before the first classes there began. The most apparent of these is the massive brick wall that stands at one end of one of the larger rooms. Rheingott liked to use this room to demonstrate powerful evocations without fear of breaking down the wall behind him. The wall bears the scorches from thousands of lightning bolts cast against it over the years.

You can get into the building in one of four ways. Most people enter through the school's offices, cutting through from other areas on campus. Those evocation students who live in the Left Dorm have easy and direct access to the Wolkhart School. There's also a door that meets up with a path from the graveyard and Lake Lethe, and an exit that lets out on the short paved, walk between Wolkhart and the labs.

Most classes are held in one of the seven classrooms in the center of the school. More popular classes take place in one of the two large rooms, with those involving more dangerous spells taking place in the central room with Dean Rheingott's original, lightning-scarred wall.

There are a series of smaller rooms tucked into the school's right wing. These are mostly used for smaller classes or private instruction. Dean Rheingott was a big believer in giving his students individual instruction in addition to what they got in the classroom, and these rooms reflect that.

The school's current leader — Dean Stroykart — and his wife — Dean Delainrix — live in the school proper. They have the four rooms tucked right up against the school offices and the Nammor School. This makes it easy for both deans to get to work, as they literally live only steps away from their classrooms.

The medium-sized rooms lining the near wall serve as private offices for Dean Stroykart and the other teachers in the school. Each of the teachers holds regular hours in their offices, making themselves available for individual questions and requests for further instruction regarding any matters of scholastic importance.

THE TEACHERS

As mentioned, the teachers of Wolkhart are hard-nosed and practical about their jobs. They're here to teach, and they expect their students to do their level best to learn. Those that don't meet the rapidly accelerating expectations should find themselves a more forgiving school in which to specialize. Dean Stroykart has a standing offer to help place such people in the Nammor School at the very least.

Dean Stroykart has been with us for several decades. Despite the fact that the years are starting to catch up with him, he remains hale and hearty, more than ready to take on a new generation of hopeful novitiates and show them why they either were born to be evokers or have made a horrible mistake in signing up for his classes. Despite his gruff exterior, Stroykart does have a heart of gold. Just don't depend on it coming out for you, and you should work out just fine.

Assistant Dean Burko is far friendlier than his supervisor, but he is no less demanding. His many years as an adventurer taught him that each mistake you make in the field might be your last. Thus he drills his students mercilessly. There are complaints during the school year, of course, but once it's all been said and done, there are few who come back to complain.

Most of our Wolkhart alumni write our offices to thank both Stroykart and Burko for expecting so much from them, as it has served them well once out in the "real world." We have been getting this sort of response since Dean Rheingott first taught here, and we see no reason to mess with this success.

We have three other teachers currently helping us out at the Nammor School. They are, in no particular order:

WOLKHART SCHOOL OF EVOCATION





Bitre Luspac: The arboreal gnomes of the Shadow Wood have a reputation for being mischievous little souls. As a society, they believe strongly in their duty to keep all who pass beneath the boles of their homes safe and sound, but as individuals they are happy to tease and harass any such outsiders as mercilessly as possible. They just can't seem to help themselves.

As a patriarchal society, the Shadow Wood gnomes don't tend to give much power to their females. That's why Bitre Luspac decided to take it for herself. Working as a scullery maid for the region's most powerful wizard, she studied every move he made and secretly taught herself a few simple cantrips.

While surreptitiously reading her master's correspondence, Bitre learned of Redhurst and immediately decided that she would study at the academy. As soon as she was able to make arrangements, she packed up what little she owned and immediately made off for the spot at which her master's letter told her the Redhurst campus would next appear. She spent a long week in the wilds of the Shadow Wood, waiting for the campus to arrive, and the moment it did she sprinted inside and banged on the Dean's Gate, insisting she be considered as a student.

Bitre completed her first degree in record time, attacking her classes and devouring them like a starving dragon. Upon her graduation, she was granted a teaching position at the Wolkhart School. She is a demanding teacher, but fair, and those who study under her feel lucky to have had the chance.

Murin Rockblaster: Murin is a real dwarf's dwarf. While most dwarves are content to swing a pick to mine the wealth out of their mountain homes, he prefers to blast great strips of ore out of a cliffside at once. His proudest moment was when he—as the clan wizard of the Granite Eaters of Mount Gnarlbad—managed to bring down the side of a mountain on an army of invading orcs. He not only killed them all but also exposed a vein of precious mithral with the same spell.

Unlike many dwarves, Murin was always eager to learn more about the outside world, particularly when it came to the arcane arts. While his duties at Mount Gnarlbad prevented him from ever studying full-time at Redhurst in his younger years, he managed to take many seminars at the academy in an effort to increase

his understanding of the underlying powers beneath the arts of evocation. He was at one such seminar when the mighty white dragon Arctanzz'kebrant struck, killing everyone in Mount Gnarlbad and taking the wealth of the Granite Eaters for his own.

As the last survivor of his people, Murin swore vengeance upon the dragon for her horrible crime. Sympathetic to the mourning dwarf, Aegis offered Murin a new home at Redhurst, along with a position with our faculty.

Nearly forty years after the dragon struck, Murin is still with us. With each passing month, he gets closer to mounting a final offensive against the great beast that tortures his dreams, but in the meantime he is satisfied to continue teaching at Redhurst, training the next generations of evokers to be able to take on their own personal dragons, in whatever form they might happen to take.

Vendela Arborata: The eternally warm stretches of the Greenswathe are home to many different civilizations, but none so advanced as that of the local wood elves. Vendela hails from that proud and private people, who taught her the ways of wizardry while she was still in diapers. Although she comes from a land filled with practitioners of the arcane arts, she stood out from a very young age. When her elders decided to send a promising student to Redhurst to learn more about the outside world, they never looked further than Vendela.

The first year Vendela was with us, she barely spoke to anyone outside of class. Today, she is far more outgoing, speaking proudly and eloquently of the lushly wooded land in which she was born. She also helps Goldendilly tend to the plants in the hothouses, the humid atmosphere of which reminds her of the home to which she shall someday return.

If Vendela seems serious, it's because the need of her people to broaden their understanding of magic weighs heavily upon her. She has been with us for eight years now—three as a teacher—and she plans to leave us in another two to return to the Greenswathe to report all that she has learned while with us. Despite the attachments she has formed here, this thought fails to sadden her, as she is dedicated to her mission and determined to carry it out.

EVOCATION CLASSES

The classes in the Wolkhart School of Evocation change from year to year or even term to term. Still, there are a number of classes that have stood the test of time and are almost always offered. These are listed below. Be sure to ask for the latest schedule when you arrive for matriculation though. This should give you the most current version of the list of our planned class names, descriptions, and times.

FIRST-YEAR CLASSES

Basic Evocations: What is it that separates evocations from the other schools of magic? This class introduces you to the basic evocation cantrips and uses these minor spells to help explain the core concepts underlying all evocations.

Note: This class is open to students of all levels of experience. It is required for all students that wish to progress in the Wolkhart School.

Teachers: Assistant Dean Burko and Professor Bitre.

Defenses Against Undeath: Many laypeople believe that to be able to mount an effective defense against the undead you must have a cleric of some sort on your side. Nothing could be further from the truth. A great number of the creatures of eternal unlife shy away from magical lights and the like, preferring the safety of the darkness from whence they come. Wizards have the power to stop such creatures by many means both arcane and mundane. Intrigued? Be sure to register for this class, or the next undeath you have to deal with may be your own.

Teachers: Dean Stroykart and Professor Vendela

Discovery and Disarming of Traps for Adventuring Wizards: Just because you're a wizard doesn't mean you have to run straight on into every trap placed in your path. There's a lot you can do to protect yourself—and even to disarm the traps you're bound to encounter as an adventurer—if you only know what to look for. This course discusses such details in depth and even presents practice traps for students to test their skills upon throughout the year.

Teachers: Assistant Dean Burko and Professor Murin.

Fire and Light: The evoker can directly tap the power inherent in fire, including both heat and light, either together or separately, in ways both large and small. This course examines the various methods of contacting the source of that power and the proper way to control the resultant flow of energy in as many different ways as is possible.

Note: Students who take this course are not permitted to practice in the Wolkhart School as the roofing is made of wood. It is permissible to cast such spells therein under the guidance of a teacher, but we ask you to show restraint when on your own.

Teachers: Professor Bitre and Professor Murin.

Introduction to the Magic Missile: The *magic missile* is the quintessential evoker's spell. You can almost pick out young evokers by how often they use it and even come to rely on it. This course explores the proper time and place for the use of this spell, as well as how to make sure you get the best crunch for your coppers out of it.

Teachers: Assistant Dean Burko and Professor Murin.

Running Hot and Cold: Even the novitiate evoker realizes that cold is merely the absence of heat. Or is heat the distinct absence of cold? When you cast a spell that uses cold, are you releasing some sort of cold energy or instead absorbing heat? This fundamental question is addressed, along with practical applications of the answer.

Note: Students are advised to dress in several layers when taking this course.

Teachers: Professor Vendela and Professor Murin.

ADVANCED CLASSES

Give Me a Hand: There is an entire series of spells that mimic the use of a giant hand, with effects ranging all the way from interposing to crushing. In fact, this is not a true hand but a direct manipulation of an invisible force. In this course, we explore the various means of employing this force and the details that must be dealt with for each permutation of the spell. We also examine whether the use of the spell is limited to the metaphor of a giant hand—could a foot be used instead, we wonder—and if so, why?

Teachers: Dean Stroykart and Professor Bitre.

Now Hear This: Sound is yet another kind of energy that evokers can tap directly into, often with smashing results. Did you realize that both the *shout* and *sending* spells share this same root? Each requires a certain amount of control but in an entirely different way, although their basic source is the same. We come to grips with the various means of manipulating sound—and all without instruments!

Teachers: Assistant Dean Burko and Professor Vendela.

Power in Tight Spaces: One of the biggest mistakes many young evokers make is letting loose their most powerful spells in an enclosed space. A *fireball* can literally bring the roof down—and it might land on you if you forgot that you're too close. Similarly, a *lightning bolt* can bounce right back at you if you're not careful. This class trains you to be able to estimate rough distances on the fly and gauge the how likely any spell you cast is to endanger you or those you hold dear.

Note: By the end of the year, we hope to also introduce the idea of using these limitations to your advantage. There are times when bringing down a roof is the right thing to do, and there are even evokers who can bounce a *lightning bolt* off four different walls on its way to a fatal encounter with a target.

Teachers: Dean Stroykart, Assistant Dean Burko, and Professor Murin.

Timing Is Everything: The most important thing an evoker can learn is control. The best evokers manage to get their magic to help them manage that control in spells like *contingency* and *delayed blast fireball*, each of which manipulates exactly when a particular spell goes off. Such versatile spells have all sorts of applications, and this course examines many of them in depth. We also instruct you on the skill of properly counting off seconds to help you gauge exactly when a spell might take effect.

Teachers: Professor Bitre and Professor Murin.

Working with Staves: The most powerful and flexible sort of magic item is a wizard's staff. It is the badge of the archmage, as well as a symbol of the power of magic throughout the Known Realms. This course examines the proper means of fashioning a staff for your own use, as well as the best ways to use it.

Teachers: Professor Murin and Professor Vendela.

SIGNATURE SPELLS

Each of the various schools of magic at Redhurst have developed a number of spells particular to the academy. These are taught only to our students, and their use marks you as someone who has attended our fine institution. Here are some of the spells for novitiates associated with this school of magic.

Ball of Light: This spell allows you to create a glowing ball of light that you can then move about mentally as you wish, within the range of the spell. The ball of light—as shown on the cover of this year’s handbook—gives off about as much light as a torch or as the classic *light* spell, but the fact that you can move it about as you like makes it much more useful. Also, the light from the spell lasts quite a bit longer.

At some of our student dances, the students light to cast the *ball of light* spell and then turn the regular lights in the Grand Hall down. The sight of dozens of balls of light zipping about the area, around and about the pillars and even between dancing couples, is an amazing sight, the like of which you probably won’t be able to find anywhere else.

Adventurers love *ball of light* as well because they can send it ahead like some kind of magical scout to poke into the darker nooks and crannies around them. Also, a properly positioned ball of light can illuminate the position of a foe trying to hide in the darkness, eliminating the normal benefits for doing so. It’s a simple spell but extremely useful in the hands of an imaginative spellcaster.

Sunshade: This spell was first used on the Lonely Island to help some of our pastier-skinned students play around on the beach without risking a horrible sunburn in the process. Over the years, other creatures have found uses for it, although most of these are monsters to whom darkness is a soothing balm.

To those who don’t know to look for it, the *sunshade* itself is nearly invisible. The only sign of it is the shadow that covers the people underneath it, a large, regularly shaped shadow where there shouldn’t be any

The *sunshade* spell can also be used to dispel the *light* spell, making it useful for those who don’t care to deal with being subject to magical light but also don’t wish to waste a more powerful spell on ending it.



Snowball: Most of the time, the Redhurst campus only visits realms experiencing weather that ranges from spring to fall, with a lot of summer days mixed in. Upon occasion, we’ll find ourselves in the middle of a snowstorm, but we usually travel someplace warm the next day, the accumulating snow melting away like some wintry dream. In the meantime, though, the students make the best of the white, wet stuff by playing in it for as long as they can.

This spell was originally conceived by a student who ran out of ammunition during one of our legendary snowfights. It allowed him to come up with a snowball when he most needed it. Of course, when the snow was over and melted, he was able to really get in the last word—at least until someone else learned the spell. These days, we often have snowball fights into the hottest days of summer. On such warm days, most people don’t mind too much being hit by a snowball, as it can be both refreshing and exhilarating. Those that do mind had better have a *snowball* spell of their own.

IGNES SCHOOL OF ILLUSION

When you mention the name “Ignes,” it conjures up all sorts of images. To most of the Known Realms, Ignés was the greatest performer of her time, the creator of more than a dozen epic poems, a handful of heart-wrenching dramas, and more popular music than you could sing in an whole evening—the gods know she tried to do so more than once herself. The Great Beauty, the Amazing Talent, the Born Performer, she pioneered the use of illusions in her work, granting her audiences not only her sounds, but her sights and scents as well.

Sadly, Ignés was, in the end, only human and eventually the years took her from us. But she left us with some wonderful memories and a staggering collection of truly amazing art. As Nammor said to Ignés upon her deathbed: “No flame that so bright burnt so long could last.” The Known Realms were lucky to have her as long as they did. But if they were fortunate, then Redhurst was truly blessed. She gave us not only her mundane arts but her arcane works of genius as well.

Aegis and Nammor had been searching for someone to head their School of Illusion for years without any luck. Despite their struggles with this effort, they were being as picky as possible. After all, the people who teach at Redhurst share not only a common job but also a home.

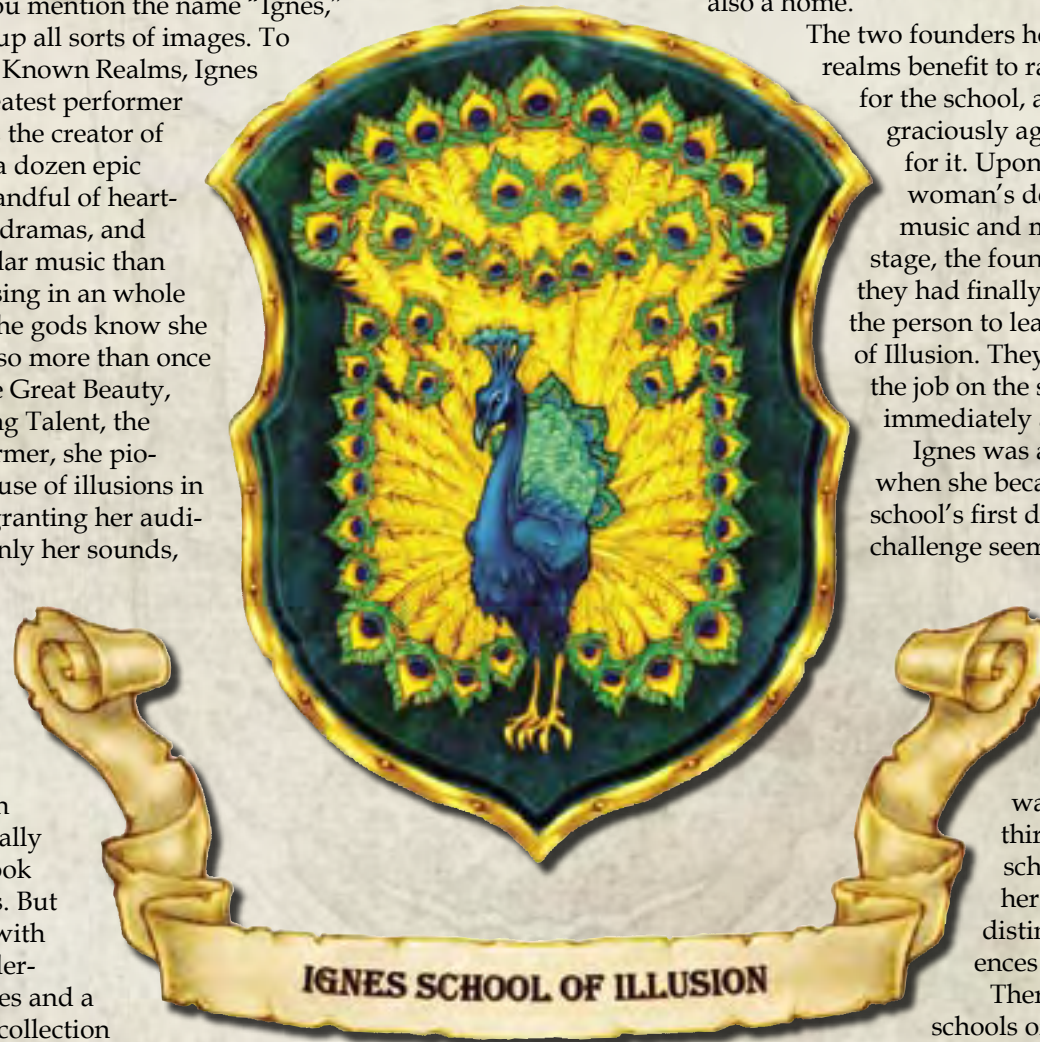
The two founders hosted a cross-realms benefit to raise money for the school, and Ignés had graciously agreed to play for it. Upon seeing the woman’s deft weaving of music and magic on the stage, the founders knew they had finally discovered the person to lead the School of Illusion. They offered her the job on the spot, and she immediately accepted.

Ignés was already aged when she became the school’s first dean, but the challenge seemed to uplift her, and she handled it like a woman half her years.

Although she was gone within thirty years, the school still bears her strong and distinctive influences to this day.

There are few schools of illusion with teachers and courses

so daring and flamboyant as those of Ignés. This is a source of great pride for both students, staff, and even—perhaps especially—alumni. More than 400 years after Ignés’s death, her school is still widely regarded as one that offers lessons of not only illusion, not only performance, but of life.



Illusion Crest, captured by Ignés Dean Emeritus James Sunwalt.

THE BUILDING

The Ignēs School stands off to the far right of the campus, alone and apart along the right wall, separated from the other buildings on campus by the Training Grounds. It is the smallest of the school buildings, especially now that the Aegis School has moved into its new home on the other side of the campus.

The building is the tallest of those housing the schools, with the exception of Mordant, which is in a tower. In fact, some call it the Square Tower, although not while any illusionists are within earshot. It has three floors and, unlike any of the proper towers, a flat roof. The second and third floors have windows all around, while the first floor only bears windows on the walls facing in toward the middle of the campus.

The first floor features mostly offices and a couple of large, open sitting areas. A quick walk up the spiral staircase takes you to the second floor, which features seven different classrooms. This is where most of the teaching in the school takes place. The third floor is one, large open area. Classes are held regularly in this space, although they tend to be of the sort that require either some space or a proper audience.

The illusions that sometimes conceal the school from the prying else of the surrounding community come directly from the School of Illusion. They are operated by the use of the built-in Opal of Ignēs, a powerful artifact the great Ignēs herself once used to project her illusions across a stage.

The most amazing thing about the building is the fact that its location along the far wall seems to change from time to time. Sometimes it seems to be right on top of the fields to its north. Other times it appears to be encroaching upon the Sun Tower to the south. No matter where it goes on campus, though, the paved path leading up to its door still conveys you to and from the school without a hitch.

The appearance of the building changes regularly too. Sometimes it appears round rather than square, or it has an onion dome atop it instead of a flat roof. Other times it might look like a steam-snorting dragon, or a gigantic anthropomorphic ram in wizard's robes covered with windows through which the students inside look out at the world.

THE TEACHERS

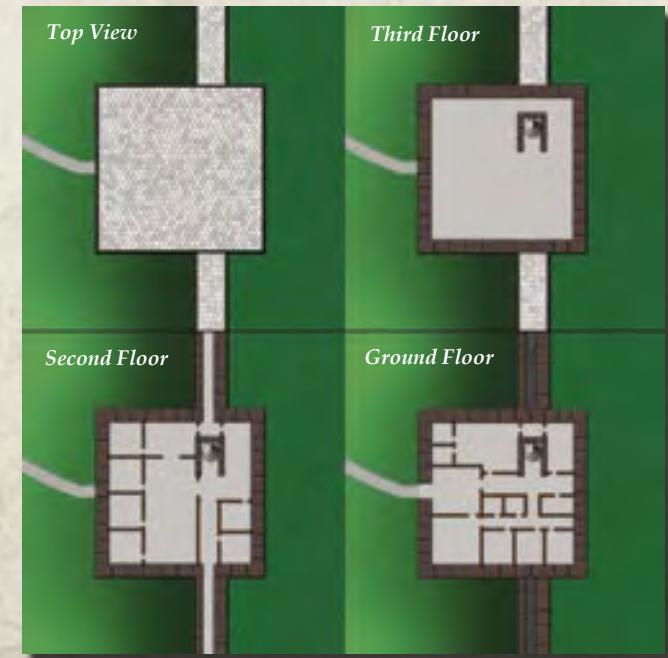
The teachers of the Ignēs School have always had a hard act to follow, as there are few in the history of the Known Realms who could ever hope to rival fair Ignēs herself as both a teacher and a performer. Still, those who teach in the Ignēs School do their best to follow in the legend's illustrious footsteps, and more often than not they succeed.

Case in point is the lovely Stentelindabree, a gnome of uncommon beauty, character, intelligence, and talent. Like Ignēs, she is a performer as well as a teacher, and she has taken to directing a series of plays in the Redhurst Auditorium each semester, giving our students a chance to be in a top-level production while still working on their studies. Stentelindabree also lives in and oversees the students of the Right Dorm, which is conveniently close to the Redhurst Auditorium

Only one person lives in the Ignēs School full-time – or at least as often as we can tell. It's the mysterious Wrent, the professor who spends so much of his time invisible that sometimes his students have to check if he's wandered off in the middle of an exam. Wrent likes his privacy, and not much is publicly known about his past, however sordid it may be. However, you should rest assured that Headmaster Andarlin has known Wrent for many years and vouches for the man's character personally.

Strange habits aside, Wrent is an excellent teacher. A wonderful illusionist, he prefers to lead by example, showing the students exactly how to weave the most amazing illusions ever.

IGNES SCHOOL OF ILLUSION



We have three other teachers currently helping us out at the Ignis School. They are, in no particular order:

Karlenbraggat: The gnomes of the Shamrock Isle are a wise and yet curious lot. Unlike the gnomes of other lands, they are always interested in the world around them, and upon their coming of age, many young gnomes from this magic-saturated land leave for other realms to see what they can learn about those places and the people who call them home.

Karlenbraggat was one of the more responsible gnomes on the Shamrock Isle. At the tender age of 45, he became mayor of the capital city of Tarry, having spent his younger years working hard at home rather than wandering the Outside Lands. Still, as Karlenbraggat completed his fourth term as mayor, he realized that something was missing in his life: magic.

Karlenbraggat decided to secretly apply to Redhurst, in the hopes that he could both study magic and see more of the Known Realms. When he was accepted, he immediately resigned his office and left for school. We understand his send-off party was the talk of the island for months and the basis of no less than three doggerels and an epic poem.

Unlike many of our teachers, Karlenbraggat has some experience at being in charge of large groups of people. This has served him well in his new role as a teacher. He has already proved to be popular with the students, though few of them can keep up with his constantly high level of energy. Many students leave his classes worn out from simply watching him zip about the room like a *hastened* hawk.

Misuki Narataki: Fair Misuki stands out in a crowd, even among the diverse population we have here at our "most cosmopolitan of colleges." Not only does she bear the distinctive features of the natives of the Dragon Empire, but she teaches her classes in the formal dress of her people, which includes the traditional silk kimono and white facepaint. Outside of class, she normally dresses far more casually, wearing simple, black clothes and letting her long hair out of the formal bun.

Misuki came to us ten years ago as an exchange student from the Imperial College of the Dragon at Tyoko. As much as she may have learned from us, we've certainly discovered a great deal more about her homeland from her. At the end of her undergraduate education, Misuki inquired about advanced studies and a teaching position. Although there were none open at the time, Dean Andarlin, freshly in his new post as headmaster, carved out a position for her, and she has been with us ever since.

Misuki is especially talented with visual illusions, which many observers claim

are as realistic as life. Few details escape her keen eye, allowing her to make her own creations as thoroughly convincing as possible. She often spends her evenings polishing her work near the Training Grounds, and she never minds having an audience. As in her classroom teachings, she is always poised and ready for any requests that may come her way.



Karlenbraggat examines a number of magical spectacles, captured by Abjurer Eli Quimm.

Pentura Tagg: Pentura came to us late in life, after raising a total of eleven children—including three sets of twins—in fair Fenilore, one of our regular stops. All throughout her childhood and beyond, Pentura always came to visit in the Public Square every chance she got, nurturing her dream of someday attending Redhurst by chatting with the students, staff, and fellow visitors she met there. Once all her children had left the house, Pentura—who'd been bereaved of her husband only two years earlier—applied for entrance to Redhurst and was accepted without hesitation.

Despite the fact that Pentura was twice the age of many of her classmates when she began her studies—or perhaps because of it—she quickly worked her way to the head of her class. Her study habits were second to none, and her pragmatic attitude, unencumbered by the traditional stirrings of youth, drove her to ever higher levels of achievement.

Upon graduation, Pentura applied for a teaching job at the academy so she could continue her studies. At that time, the only open space was in the Ignis School, and since she had failed to declare a specialty earlier—wisely it now seems—she leapt at it. In the five years she's been on our faculty, many of the same, effective, no-nonsense qualities that served her so well in her initial studies have molded her into a well-respected instructor.

As a teacher, Pentura brings the wisdom earned through many years of motherhood to bear upon the challenges of each class. Since all of her children are older than her students, she knows how to handle the students properly, both inside the classroom and out. They often come to her for advice not only about the arcane arts, but also about the intricacies of coming of age, which can be especially complex in such a strange and wonderful setting as Redhurst. When necessary, she often breaks into a fable to illuminate the situation, using her illusions to illustrate the story for its strongest effect.

Knowing well that she really does care about them, Pentura's students dote on her almost as much as she does on them. She has been nominated for the Galabrand Award every year she's been on our staff, and it seems clear that this time around she is the heavy favorite.

ILLUSION CLASSES

The classes in the Ignis School of Illusion change from year to year or even term to term. Still, there are a number of classes that have stood the test of time and are almost always offered. These are listed below. Be sure to ask for the latest schedule when you arrive for matriculation though. This should give you the most current version of the list of our planned class names, descriptions, and times.

FIRST-YEAR CLASSES

The Art of Illusions: Though comfortable with working the magics behind an illusion, many young wizards are intimidated by the creativity required to hone the concepts behind their spells. Unlike many other arcane disciplines, illusions require some amount of creative thought when invoked. If the illusion doesn't match well with a viewer's expectations, the entire illusion can be ruined, no matter how masterful the wizard might be at casting the spell. In this class, we explore such techniques as image matching (making sure your illusion matches up with the reality around it), synchronizing sound (to make sure that your birds actually chirp when they open their mouths), and consideration of lighting (to ensure the lighting in your illusion matches that around it). Mastery of these skills can require a lifetime of study, so variants of this course are offered for students at several levels of ability.

Note: This class is required for all illusionists.

Teachers: Dean Stentelindabree and Professor Pentura.

Being Someone Else: While it's easy enough to change your appearance so you look to be someone other than yourself, it is far more challenging to actually impersonate another person. This course explores and teaches the additional skills you need to be able to pull off such deceptions. It even gives you the top five best things to say or do when you're caught! If you're serious about your impersonations—whether of the Emerald Sultan or even Headmaster Andarlin—you owe it to yourself to take this class.

Teachers: Professor Karlenbraggat and Professor Misuki.

Image Is Everything: When creating the best illusions, it's not just what you make but how well you make it. Illusions crafted with confidence and style are almost always more convincing than even the most realistic simulations of reality. People want to believe that the world around them is more amazing and vibrant than it really is, and it's up to you to give it to them—in rainbow-colored spades! This class concentrates not only on the actual creation of an illusion but the means by which you present it. An illusion that a subject sees after turning a corner is far more persuasive than one that appears out of nowhere—for instance—unless whatever appears *should* appear out of nowhere. Keep in mind the illusion's context, and everything else should fall into place.

Teachers: Assistant Dean Wrent and Professor Misuki.

An Introduction to the Six Senses: To fashion the finest illusions, you must first understand what you are doing with them: fooling the senses of those who observe. Breaking that down even further you must understand how each of the senses work individually before you can hope to fool them. We recognize five basic senses—sight, hearing, touch, smell, and taste—as well as a catch-all sixth sense that covers any kind of superior senses or instincts. This class examines each sense in turn and explores how to deceive it—including the notoriously hard-to-fool sixth sense.

Note: This class is required for all students who hope to take any advanced classes in the Ignis School of Illusion.

Teachers: Dean Stentelindabree and Professor Karlenbraggat.

Miss Me: A number of different types of illusions depend on using deception to protect yourself in combat. These can be collectively described as attempts to force an attacker to attack somewhere else besides where you happen to be. You can manage this sort of trick in many ways, and this class explores most of your options, from hiding behind a *silent image* to distracting a charging guard with *ventriloquism*. It also gives suggestions for nonmagical ways you can try to achieve the same effect.

Teachers: Assistant Dean Wrent and Professor Karlenbraggat.

ADVANCED CLASSES

Forging Rings: Other than a wizard's staff, the most powerful of the basic types of magic items is the ring. Such devices often allow you to cast a spell as many times as you like without fear of any sort of penalty.

This course teaches every aspect of ring construction, from the choosing of the metals, to the forging of the ring, to imbuing the finished object with magical powers. Many of the classic rings are covered, but there are extensive discussions planned for exploring new ideas presented by the students. Practice sessions for use of rings created in class will be held on the Training Grounds.

Teachers: Dean Stentelindabree, Professor Misuki and Professor Pentura.

Phantasms: Once you reach a certain level of skill with your illusions, they do more than just seem to be real. On a certain level, they *are* real. Any illusion that can perfectly simulate reality ceases to have any meaningful difference from reality, becoming a force that uses an accumulated set of masterful lies to become the truth. Throughout this course, we investigate the means of mastering illusions so well that we become master of reality instead.

Note: This class is not for novitiates. You must have completed three years of courses and declared yourself an illusionist before you can register for this class.

Teachers: Dean Stentelindabree and Assistant Dean Wrent.

Seeing Through—Invisibility and You: One of the most amazing items in any illusionist's bag of tricks is to make something look like it isn't there. Is this done through a misdirection of light? Or do you reach into the mind and not permit the viewer to see what should be plainly before him? How does the world look to someone who's invisible? We answer these questions and wrestle with others until the class's conclusion is clear. As a final exam, each student is required to make it invisibly from one end of the Warrens to the other during the morning rush—without being seen or bumped!

Teacher: Assistant Dean Wrent (the foremost master of invisibility in the Known Realms) and Professor Karlenbraggat.

SIGNATURE SPELLS

Each of the various schools of magic at Redhurst have developed a number of spells particular to the academy. These are taught only to our students, and their use marks you as someone who has attended our fine institution. Here are the spells associated with this school of magic.

Capture Image: The *capture image* cantrip is possibly the most popular of all those developed at Redhurst. It essentially allows the caster to create an image of something that he is looking at and put it down on paper or some other relatively clean and smooth surface. Many students who learn this spell use it to send pictures of themselves (by looking into a mirror) and their surroundings back to their friends and families in letters home.

If you've been paying attention, you might have already noticed that the *capture image* spell has been used extensively throughout this book to create most if not all of the images seen herein. Without the spell, this would be a much duller-looking book.

There are actually three different versions of the *capture image* spell, with the others being available to more powerful wizards. (Each can be found in the Redhurst Library of the Arcane, here on campus.) The *capture improved image* spell allows you to capture the image in full and glorious color instead of just black and white. The *capture perfect image* spell creates the image in either color or black and white—your choice—but the image is so sharp and clear as to be a perfect likeness—except for being flat, of course. The final images in each case are produced in the style the caster prefers—possibly in which he sees the world—within the limits of the particular spell used.

Capture Sound: The *capture sound* spell works similarly to the *capture image* spell, except that it grabs a sound instead of an image. It then transfers the sound into a crystal that can later be tapped by anyone who cares to hear the sound again.

The recording clarity of the sound is true to life. The more powerful the wizard using it, the longer the recorded sound can be. The size of the crystal has no bearing upon the amount of sound it can hold. Only the power of the wizard affects that.

This spell can be used to pass along messages that are difficult to forge, at least if the listener can recognize the speaker's voice. It can also be used to pass someone a quick note to be listened to later. Some are sold with precaptured sounds on them, usually songs. The crystals cannot be set off accidentally. Only a deliberate tap on a crystal's surface can play the captured sound.



Ghost Scent: This spell allows you to generate whatever smell you like—as long as you've smelled it before. This can be anything from the scent of fresh roses to the stench of swamp gas. The scent itself cannot be made strong enough to be physically nauseating—at least not with this spell—but it can range from a faint whiff to a full-blown blast. The distance from which the affected target can be smelled varies with the power of the wizard.

Some wizards have been known to have a perfumed version of this spell cast upon them permanently so that they will forever after smell sweet. Conversely, a bad smell could be attached to a foe to make it easier to find him. You could then smell when he was coming, even if he was invisible.

MORDANT SCHOOL OF NECROMANCY

The Mordant School of Necromancy was obviously on the minds of the founders when they drew up the plans for the Redhurst campus. They knew they would someday need a separate building for the school of death magic, but such a place needed to stand a bit apart from the rest of the school. They also wanted it as far from the Main Gate as possible. While all wizards understand the need for necromancy in the schools of magic, many laypeople equate death and the afterlife squarely with evil and even fiendish forces.

Deciding to recognize this problem and deal with it rather than fight it, the founders placed their School of Necromancy in a separate tower that was as far from the front of the school as it could be. This delighted the school's first dean, the now-legendary Mordant, whom Aegis and Nammor courted for many months to lead the new school. The dwarf death-wizard liked the feel of the tower's strong walls. The idea of his undead servants running throughout the structure without disturbing the rest of the campus sold him on the idea.



MORDANT SCHOOL OF NECROMANCY

Today, the only undead on campus are kept locked in cells on the third floor of the Mordant Tower. Students are instructed in the creation of such creatures, but only for educational purposes. As the words of Mordant carved over the second-floor windows looking out over the campus state: "You must know death to defeat it."

We have strict controls in place over the creatures, however, both magical and mundane. Additionally, the Halls of Healing have a good stock of scrolls for *resurrection* spells should they ever be needed.

Students at Mordant are required to take a minimum of one ethics course each year. Those who meddle with death have a tendency to become jaded to it, to consider it simply another state of being. We prefer to ensure that our students consider and understand how

valuable life is to the living.

Mordant moved on to that next state of being long ago, but his presence is still felt throughout the school in many ways, from the spells he created to his choices in decoration. His fascination with

death and its manipulation transformed him into a philosopher, and the words that in our ethics textbooks were penned by his hand. Many Mordant students look forward to someday studying with the great master in the afterlife, but we work to help them ensure that day is a long while off.

THE BUILDING

The Mordant School of Necromancy is an unusual building in that it is the only school on the Redhurst campus that cannot be reached directly from the grounds. There are only three ways into the tower – on tangible foot, that is.

The first means of entry, and the one most commonly used, is to walk into the ground floor through the Thaumant School of Transmutation. When Mordant was first built, the area where the Thaumant School now stands was a grassy field. Later, when plans for the Thaumant School were drawn up, the board of regents decided to block off the ground-floor doorway of Mordant with the new building. This allowed students living in the Far Dorm to get to class in Mordant without going outside. The long, winding halls of Thaumant also made it likely that any undead that escaped would have a harder time getting out into the rest of the campus.

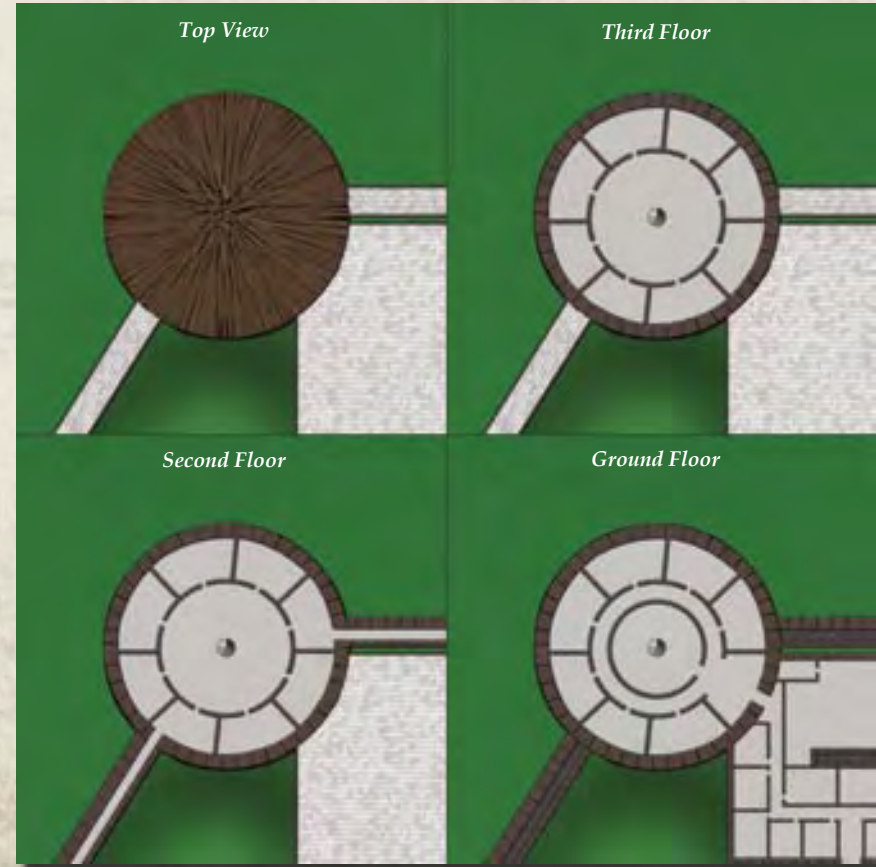
The two other ways to enter the Mordant Tower are via the wall walks that lead into it from either side. These empty into the two study rooms on the school's second floor. The guards have the full run of the Mordant School at all times because of this, yet another layer of security put in place to protect our students and staff.

Many visitors to Mordant never go further than the front foyer. The bones that decorate the area make many people uncomfortable enough to turn around rather than venture forward. If you're considering a career in necromancy, you should try this test out on yourself. If you can't bring yourself to walk through the foyer, you're probably not Mordant material.

The rooms on the first floor are all classrooms linked together by a circular hallway. The inside wall of the hall separates the classes from a common area in the center, which also features a spiral staircase that ascends into the upper floors.

The second floor has the aforementioned two study rooms, which exit onto the wall walk. There is another common area here which is often used for gatherings involving the entire school. Introductory classes in necromancy are sometimes held here as well, to provide easier access to the third floor.

MORDANT SCHOOL OF NECROMANCY



The other rooms on the second floor are offices for the teachers of the Mordant School. The teachers hold regular office hours and any student in the academy can find them here then.

The third floor features eight different cells in which are held various types of undead for use in necromantic lessons and experiments. A permanent *magic circle against evil* is etched into the floor here, centered on the spiral staircase. This offers another measure of protection against the undead trapped on this floor, ensuring that they cannot leave the tower by the staircase. The doors to each room can be opened remotely by means of a long rod stored next to the staircase. In this way, a teacher can open a door with no threat to himself or his students.



THE TEACHERS

Those who teach in the Mordant School must deal not only with squeamish students but the distrust that many laypeople have of anything that smacks of death. The instructors' fascination with death magic has led them to overcome any reservations of their own, and this strength helps them tolerate the prejudices of others, most of which arise from simple ignorance.

Dean Karnakia has been helping people achieve a better understanding of both death and magic for decades. Her measured responses and irrefutable reason serve both her and Redhurst well when she must deal with those whose preconceived notions about necromancy run deep. More than one fearful person who has come to her to voice concerns, however, has left the campus feeling much better about necromancy in particular and even magic in general. She is a wonderful ambassador to the public for both Redhurst and wizards everywhere.

Karnakia is personally in charge of maintaining the strict security in area around the Mordant School, ensuring that any of our undead guests do not get out, even temporarily. Under her, we have not experienced a single escape from the third floor of the Mordant School.

Assistant Dean Frekka may not have as wonderful a way with people as Dean Karnakia — there are few who do — but she is as talented a magician as any of our assistant deans. Her gentle demeanor has a way of putting even the most skittish student at ease in the most uncomfortable of settings, a description that applies well to any of Mordant's final exams.

Frekka is entirely dedicated to her students, spending long hours regaling them with tales of adventures filled with necromancy and other kinds of magic. Besides drawing on her own storied past, Frekka — who is something of a historian in her own right — knows more about wizards throughout the centuries than nearly anyone else on campus. To find such knowledge in one so comparatively young is rare to be sure, but to those who know Frekka it's no surprise.

We have three other teachers currently helping us out at the Mordant School. They are, in no particular order:

Hartlan Smallfoot: “Even halflings die” is the answer Hartlan Smallfoot usually gives when someone asks him why a person from a people so generally full of life would spend so much time studying death. It’s just one of the many ways in which Hartlan defies the stereotypes many people seem to have about halflings.

For instance, unlike most of the Smallfoot halflings—or “Smallfeet,” as Hartlan’s father calls them—Hartlan actually wears shoes. This has nothing to do with his surname, but Hartlan’s choice to become a necromancer played a part. “Have you ever walked through a necromancer’s laboratory?” he asks. “There are things on the floors there in which you never want to step, furry, padded feet or no. Before I went to wearing shoes, I was forever slipping in blood, bile, and other nastier fluids. They’re a matter of practicality, really.”

Hartlan started out in his homeland of the Rolling Hills as the assistant to the local undertaker. Digging graves for a few years piqued the halfling’s interest in death. When one of the corpses sat up and tried to attack him, he realized he had to learn as much as he possibly could about undeath as well.

Hartlan graduated from Redhurst a decade ago and has worked in the Mordant School ever since. He is a favorite of the students and teaches many courses to novitiates while he conducts his own private research on the side. If you can’t find him in his office, chances are good he’s on the third floor studying one of the many creatures there instead—or in the campus labs, trying out a new technique.

Tendiff McBaird: Hailing from the highlands of the Cloudy Isle, Tendiff McBaird is a dour and quiet man, given to frantic outbursts of brilliance when he finally figures out the matter that he’s been silently considering all along. Those who do not know Tendiff may think of him as a hermit who avoids all contact with the living. The truth is that he’s simply too busy with his studies of the dead to bother much with traditional manners.

Still, Tendiff is a wonderful teacher, specializing in instructing advanced students in the more esoteric and powerful aspects of necromancy. He is an expert in all matters concerning the soul, and other necromancers—and even clerics of all stripes—regularly stop by his offices for his opinion on one matter or another.

Tendiff is a self-taught genius who has never formally studied magic. His flair for necromancy comes from the proximity of his ancestral home Cestryn to the legendary Island of the Undead, only a short boat ride from Cestryn’s harbor. The lure of the home of so many undead was too much for him, and he often visited the land as a child and young man, although almost always during the day.

As a teacher, Tendiff is a harsh taskmaster, which is one reason why he only takes on advanced courses. If you don’t know your material solidly by the time you’re ready to take one of Tendiff’s classes, you’re clearly not the caliber of student he’s looking for, and he will waste no time in telling you so before he expels you from the room.

Well-prepared students fare much better under Tendiff’s care. Those who soldier on through his courses claim that he teaches them more about necromancy than anyone else by far. This is why we continue to value his presence here on our staff.

Naelort the Bleacher: The people of the Dank Waste are intimately familiar with death. As the water table is so high in this marshy land, there are no places to bury bodies. The above-ground mausoleums quickly fill up, so it’s up to a special sort of undertaker known as a “bleacher” to make room for them.

The bleachers are trained in various means of cleaning the bones of the dead once the flesh has rotted away. Once they finish with preparing a skeleton, it is so white and clean that it nearly glows. The bones are then either stacked away in storage or employed as decorative or building materials in the grand necropolis in the center of the Dank Waste, a cold and lonely area known as the Ossuary.

Naelort took several advanced courses at Redhurst over the years, spending a semester with us here and there, as well as taking the occasional seminar. He so impressed the faculty that they immediately looked for a way to add him to our roster of teaching talents.

Thin and sallow, Naelort still looks like he just walked in from the Dank Waste, despite having been with us for three years. He is an excellent instructor, patient and respectful at all times, even with those creatures that have shuffled off this mortal coil, although the living students get most of his attention.

NECROMANCY CLASSES

The classes in the Mordant School of Necromancy change from year to year or even term to term. Still, there are a number of classes that have stood the test of time and are almost always offered. These are listed below. Be sure to ask for the latest schedule when you arrive for matriculation though. This should give you the most current version of the list of our planned class names, descriptions, and times.

FIRST-YEAR CLASSES

Anatomy for Humanoid and Monstrous Creatures: Death is a simple enough concept, but when faced with the myriad of creatures extant in the Known Realms, it's not always easy to determine whether or not a creature is dead. To know this, you need to know more about that particular creature and what makes it tick.

Note: This class is open to all novitiates. It is required for those specializing in necromancy:

Teachers: Dean Karnakia and Professor Naelort.

Fear and Loathing: The actuality of death often isn't nearly as troublesome as the emotions that surround it. These are natural feelings arising from a strong self-preservation instinct, but they can be overcome. This course examines the source of these emotions, how we can alter that in ourselves, and what we can do to change the feelings of others.

Teachers: Professor Hartlan and Professor Tendiff.

Graveyard Exploration 101: The best place to learn about death is where the dead are, and there are graveyards near just about every community of any size. This class teaches you the basics of navigating your way around a graveyard, finding the freshest materials with which to work, and how to best go about disinterring your selections.

Note: Students are prohibited from practicing these techniques in the Redhurst Graveyard. We have opened a field near the barracks where our students may practice such work.

Teachers: Dean Karnakia and Professor Tendiff.

Magic Powders 101: There are many sorts of powders one can make from the body parts of deceased creatures. These can be used in the fashioning of potions and alchemical concoctions and even in the casting of spells. The procurement and preparation of these powders is explored in depth here.

Teachers: Assistant Dean Frekka and Professor Naelort.

Monster Identification 101: The work of a necromancer is often that of a detective. You have found a body or some bones, but can you tell where they came from? Were they humanoid or not? From a dwarf or an elf? This course starts out with an introduction to the major kind of monsters found in the Known Realms. In the following year, we teach you proven techniques for identifying these creatures' remains.

Teachers: Assistant Dean Frekka and Professor Hartlan.

Morals and Ethics 101: When working with magic of any type—much less death magic—you're bound to stumble upon difficult situations in which the right thing to do isn't always clear. This series of classes examines a number of different moral and ethical codes and the reasonings behind each, as well as how they apply to the practicing wizard.

Note: This class is open to all students. Every student in the academy must take this class to graduate.

Teachers: Assistant Dean Frekka, Professor Hartlan, and Professor Tendiff.

ADVANCED CLASSES

Bringing Undeath: Bringing a semblance of life—often referred to as “undeath”—to a dead thing is an amazing and useful power, but one that must be treated with reverence and care. This course shows you how to use such power and examines when it's the right thing to do.

Teachers: Professor Tendiff and Professor Hartlan.

Never Spare the Rod: The rod is one of the more powerful kinds of magic items, primarily because—unlike a wand or staff—it does not consume charges. This course covers the construction of such devices, and their proper use.

Teachers: Dean Karnakia and Assistant Dean Frekka.

SIGNATURE SPELLS

Each of the various schools of magic at Redhurst have developed a number of spells particular to the academy. These are taught only to our students, and their use marks you as someone who has attended our fine institution. Here are the spells associated with this school of magic.

Exterminate: This cantrip allows you to instantly kill all pests within a certain distance. This is a wonderful spell to have when wandering through a swamp on a hot, summer day, as it takes care of all mundane varieties of biting insects. Of course, once the spell is complete, other pests can move in to take the place of the dead creatures, but at least you can earn yourself a moment's respite.

This spell works best when you have several wizards casting it one right after another. On some nights in particularly buggy locales, students picnicking by Lake Lethe make frequent use of this spell, and together their efforts really do seem to make a collective difference.

Fake Death: This spell allows you to see what death is like from the other side, if only for a moment. Fortunately, it keeps your soul nearby so you don't have to deal with going to the afterlife and back, normally the stuff of epic legends.

Some adventuring wizards have used this spell to fake their death when all else seemed lost, and it can be effective in convincing others that you will never be a threat to them again. However, it also leaves you defenseless and open to further attack from those who really want to make sure you're dead, so using it is a calculated risk. While the name is "fake" death, the death is convincingly real. The only difference is you get to return right away.

Kill Blooms: This is a spell that doesn't have many practical uses except as an exercise in manipulating the negative energies of death. It's a wonderful spell to use for simply its visual effects. When you step into a garden and all the blooms about you wither away, turn black, and fall off, you're bound to get some kind of attention.



THAUMANT SCHOOL OF TRANSMUTATION

The Thaumant School is unusual in that it is the only of the schools that predates the founding of Redhurst itself. Thaumant Durg was a legendary transmuter over a hundred years before Aegis and Nammor broke ground on the Redhurst campus, and he'd been running his own school — specializing in transmutation, of course — nearly as long.

When Aegis and Nammor went looking for someone to run Redhurst's School of Transmutation, they hunted down Thaumant and asked him for a recommendation, figuring he'd put them on to one of his former students. Instead, he revealed that he was tired of running his own school and wanted to get back to teaching full-time instead. In short, he took the job himself.

Dean Thaumant ran his school within Redhurst for over 200 years before finally retiring. Although he is now long gone, the school that bears his name is still run according to his own wishes, in many respects. He might be surprised to see a dwarf like our current Dean Dóil in charge of the school now, but we like to think he'd be as proud of us as he could ever be.

In the years since Dean Thaumant left, the school that bears his name has had several other deans, none of whom has ever lasted longer than twenty-five years. Some of the more imaginative students like to call this "the Thaumant Curse," but it's more due to the fact that running such a large and popular school can

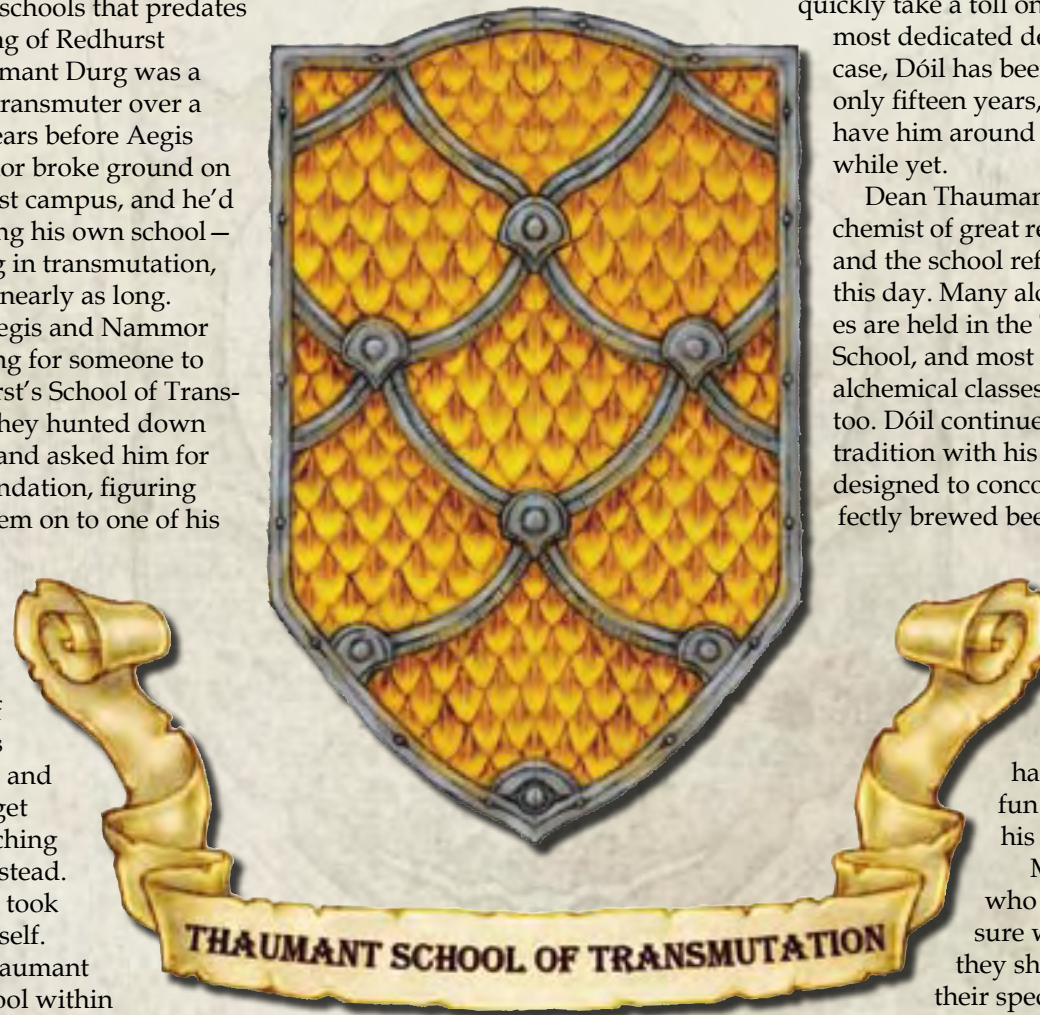
quickly take a toll on even the most dedicated dean. In any case, Dóil has been dean for only fifteen years, so we should have him around for a little while yet.

Dean Thaumant was an alchemist of great renown as well, and the school reflects that to this day. Many alchemical classes are held in the Thaumant School, and most of Redhurst's alchemical classes are held here too. Dóil continues on in this tradition with his experiments designed to concoct the perfectly brewed beer. He may not

have gotten there quite yet, but he and the patrons at the Dragon's Flagon have had a lot of fun polishing off his best attempts.

Many wizards who aren't quite sure what school they should pick for their specialty often end up graduating from

Thaumant. Transmutation has a wide variety of spells, virtually something to please just about every taste. That keeps Thaumant's classrooms packed solid, year after year. The fact that many of the school's top duelers hail from Thaumant does nothing but help the school's image as well.



Thaumant Crest, captured by Ignis Dean Emeritus James Sumwalt.

THE BUILDING

The Thaumant Building wasn't built until 100 years or so after work on the school's campus was completed. In the meantime, Thaumant taught his classes either in the Grand Hall or the Auditorium. He preferred larger classes rather than the intimate affairs that are more popular today. Some say this is because he liked to have the attention of dozens of people at once, but he always claimed that it was simply the most efficient way for the students to learn as much as possible at one time from the school's best teacher: him!

When the Thaumant School finally went up, Thaumant insisted on having a few larger rooms, as well as a room in which he and his faculty—and even his students—could test out potentially explosive new spells, potions, and concoctions. He also demanded an attached dorm, as there was a housing shortage at the school, and he wanted to ensure that his students could concentrate on their studies rather than where they were going to live.

At Thaumant, the classes are normally held in one of the six larger rooms in the area, and occasionally even in the foyer through which many students enter the school by means of the Deadwalk. The room on the near left features a reinforced test closet, just as Thaumant wanted. Two of the other rooms feature walls that have long, reinforced wall, perfect for lining up targets against for practice.

The medium-sized rooms that run throughout the middle of the building and up the left edge are usually filled with teachers' offices, but sometimes stranger things have been known to be housed here—at least temporarily. The room in the corner of this run of rooms is outfitted to be used as a prison as well. Normally it only gets use when some sort of *polymorph* spell goes awry and the subject is put in here until the spell's effects wear off.

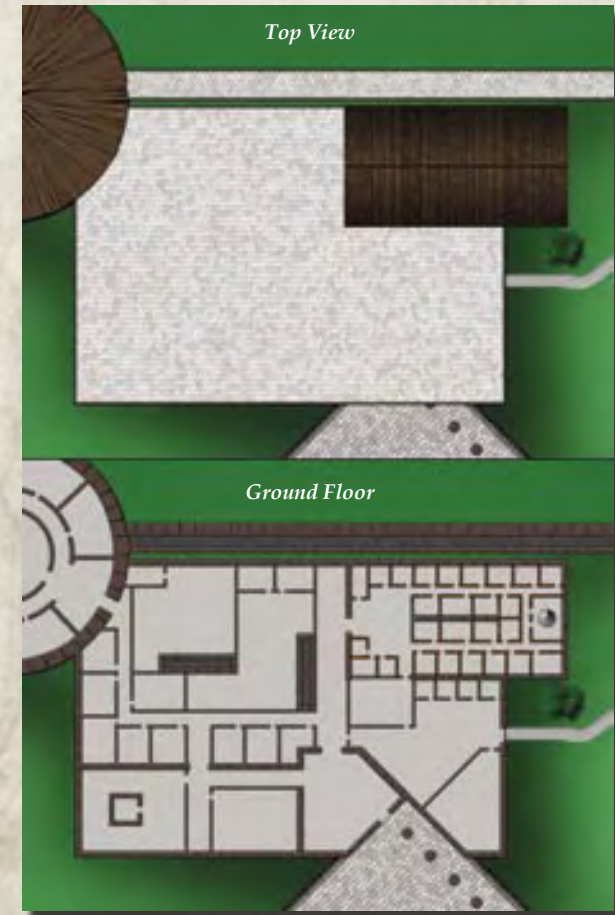
When Dóil wishes to have a particularly large audience for a lesson, speech, or whatever, he convenes the event on the school's flat roof. There is enough room here to squeeze in everyone taking classes in this building at once. To make himself more visible, he often stands atop the Far Dorm or even speaks to those below from the top of the Mordant Tower.

In the grand tradition of Thaumant himself, Dóil treats the entire campus as if it's one big classroom. He can forever be seen traipsing around the place, his students scrambling to keep up with him yet hanging on his every word. He often takes advantage of the proximity of the Mordant School tower to take the students up to the wall walk, from which they can often get amazing views of the surrounding territory.

No place on campus is safe from his meanderings. He's been known to hold underwater breathing lessons in Lake Lethe. He's turned volunteers into brand-new statues along the Deadwalk and then restored them again in time for lunch. He's reduced an entire class to show them the world from a child's perspective, and he's enlarged them all as well so they can understand what it might feel like to be a giant. He's shown them all how to leap from the top of the Dean's Gate and float to the ground.

In Dóil's eyes, transmutation is the purposeful alteration of the way things are supposed to be—as decreed by the gods themselves—into something it's not. There's nothing inherently wrong with doing this, but if you going to mess with the natural order of things, you'd better have an excellent reason for doing so. To that end, he often leads field trips from the campus, trying to show the students the most beautiful and amazing parts of the Known Realms to which Redhurst sometimes gets. Only by appreciating what's already there can the transmuter truly understand what it is he's messing with.

THAUMANT SCHOOL OF TRANSMUTATION





THE TEACHERS

It sometimes seems that wizards are the dreamers of the Known Realms, always walking around with their head in the clouds—sometimes literally—as they try working out new mastery of forces that can be called arcane in every sense of the word. Not so with the transmuters. These wizards must be among the most observant and pragmatic of all. As Thaumant himself was wont to say, “You must first know something for what it is before you can hope to change it into what you want it to be.”

Our Dean Dóil Stonegate exemplifies this sentiment. While he has already contributed greatly to the accumulated knowledge of magical lore found in the Redhurst Library of the Arcane, he doesn’t only spend his time pondering the nature of the universe. Sometimes he interacts with it on a basic level, as when he brews his beer and shares it with his friends.

Dóil is as hands-on a teacher as you will find at Redhurst. He is fascinated by the world around him, and he’s eager to share that passion with every student he meets. It is contagious, and it causes those who listen to him to hang on his words.

As a dean, Dóil is happy to let his teachers explore avenues not written on any syllabus. He has a great deal of trust in the curiosity of the students to lead them into new and exciting places. Often, it’s just the teacher’s job to keep up as best he can.

Assistant Dean Záin Silverhole shares the style of his mentor, although he still takes care to ensure he doesn’t let his students carry him too far off the original track. At times, he’s been known to help reel in some of his dean’s wilder notions, but always with the respect and good reason we expect from all of our teachers, whether they happen to be dealing with a novitiate or our headmaster.

Záin is, if anything, even more worldly than his supervisor. His most common point to bring before Dóil concerning any of his plans is the potential cost involved. As Záin rightfully points out, Redhurst is not only an academy but also a business. He’s there to make sure the students get their money’s worth.

We have three other teachers currently helping us out at the Thaumant School. They are:

Ashton Levart: Not all wizards come from wealthy homes in the best parts of the biggest cities. Ashton Levart, for instance, was raised by orcs on the Blistering Plains, and it was only after he was captured in a dark elf raid on the nomadic orcs' camp that he realized he had any talent for magic at all. He learned his first cantrips in the slave pits of the subterranean kingdom known as the Ebon Artery, and he picked up a bit more serving as the janitor for the dark-elf archmage Burk'anzon.

It was through Burk'anzon that Ashton first learned of Redhurst, although not under the happiest of circumstances. He discovered that the dark elf was part of a conspiracy of mages gathering to attack the campus and take it for their own. Realizing he had to act, he removed his master and used the wizard's magic items to find a means of getting to where Redhurst would be next. When the campus arrived, he dashed forward and alerted the guards to the imminent attack. The campus quickly teleported off again before the conspirators' forces could do any real damage.

To show his gratitude, Headmaster Aegis granted Ashton asylum on our campus and offered him the chance to study with us free of charge. Ashton graduated at the top of his class and became one of our best teachers soon after. He brings with him a hunger for learning that many of our students can identify with but few can hope to match. No jaded expert, he charges headlong into the unknown, his students racing up close behind.

Nippika Hollyhaus: When many students first enter one of Nippika's classes they often mistake her for a beautiful human child. While she is certainly flattered, she is usually far older than most of those making the error.

With her long, black, curly hair, and her wide, round, blue eyes, it's easy to see how a novice could be so wrong about Nippika. She often turns this into her first lesson for her new students: things are often not what they seem. It's best to try to see through what your experiences may have told you to what actually is. This is a hard lesson for many students who, like most people in the Known Realms, are accustomed to relying on such experiences to help them size up those they run across.

Hailing from the Cluster Atolls in the Tranquil Sea, Nippika was born aboard a catamaran, and she often regales her students with stories about her life on the waves, sailing from beach to rocky beach in her tribe's nomadic search for fresh water and food. As an adult, her boat was blown off course during a monsoon, and she ended up washing ashore on the Lonely Island. It was there that she first learned about Redhurst and decided that the wizard's life was for her.

As a teacher, Nippika prefers to hold her classes outdoors whenever possible. Her well-tanned skin holds up well under the sun, and she hopes to get some of her pasty-skinned students their first real exposure to weather in their lives. Although a few inevitably end up with a burn for the first week or two, by the end of the term they all have a healthy glow and are ready for even the sun and surf of the Lonely Island.

Mranda Chipper: Like Dean Dóil, Mranda Chipper hails from the Ironmount Holdfasts, one of the greatest dwarf strongholds in all the Known Realms. She is, in fact, his third cousin on his mother's father's side, a close enough tie in Ironmount that they were playmates from an early age. Although the two are related, there have been no charges of nepotism leveled against them. Those who know Mranda instantly recognize the level of raw talent she has that she is even still molding into the power of one of the finest transmuters ever. Although she is a bit younger than Dóil, many who know them both – including Dóil himself – see a time in the future at which Mranda may eclipse the dean.

Where Dóil lives largely and extravagantly, Mranda is far more restrained and conservative. She puts a great value upon thinking a matter through before acting, believing that no one ever gets more than one chance to get it right the first time. If she's hard on herself, you can imagine what the novitiates think of her.

More than one student has failed out of Mranda's classes and never come back. While we hardly support such a decision – we believe that talent will out in the end, despite any temperamental differences – we appreciate the fact that the students that are left in Mranda's classes are quickly recognized as among the best of their kind. As Mranda often likes to say, "You can't forge yourself a decent blade without using a lot of heat."

TRANSMUTATION CLASSES

The classes in the Thaumant School of Transmutation change from year to year or even term to term. Still, there are a number of classes that have stood the test of time and are almost always offered. These are listed below. Be sure to ask for the latest schedule when you arrive for matriculation though. This should give you the most current version of the list of our planned class names, descriptions, and times.

FIRST-YEAR CLASSES

Arcane Alterations: Transmutation is about taking a property of a subject and changing it. Novice transmuters may only be able to alter a single aspect of the subject at a time, while masters of the art can make wholesale changes. This class outlines how we can recognize and define these changeable elements, which we must accomplish before we can hope to begin casting spells.

Note: This class is required for all students specializing in transmutation. It is recommended for any others who wish to take courses in Thaumant as well.

Teachers: Dean Dóil and Professor Ashton.

Buffing Up: There is an entire series of “animal quality” transmutation spells that are available to those who can understand how they work. This course examines first the basic abilities that can be affected in this way and then explores the best ways to effect those sorts of changes.

Teachers: Assistant Dean Záin, Professor Ashton, and Professor Mranda.

Change Starts at Home: While many transmutation spells allow you to change all sorts of different subjects, some of the first ones you learn concentrate on changing yourself around instead. Presumably, this is because it’s easier to know yourself. But is it really possible to know yourself in a holistic and unbiased way? Or are such foolhardy attempts doomed to fail?

Teachers: Dean Dóil, Assistant Dean Záin, and Professor Ashton.

Dealing with Heights: One of the biggest hazards for an adventuring wizard is falling from a large height. It’s possible for a wizard to survive such a fall – to walk away from it, in fact – but to do so requires lightning reflexes and a solid plan. This course examines the various kinds of height hazards one may encounter, and what you as a wizard can do about them.

Note: This class is recommended to all student interested in an adventuring career.

Teachers: Professor Nippika and Professor Ashton.

The Need for Speed: Often it’s not what you can get done so much as how quickly you can accomplish it. Transmutation offers many answers for you here, including the ever-popular *haste* spell. This course investigates this spell in depth and discusses the recent changes that have been made to “improve” it.

Teachers: Dean Dóil and Professor Mranda.

ADVANCED CLASSES

Breaking the Rules: In a real sense, transmutation is about breaking the rules of the physical world in strange and amazing ways. In “Arcane Alterations,” you discovered the nature of these rules and explored some basic notions about how to alter them. Now get ready to turn everything on its ear once again and with feeling.

Teachers: Dean Dóil and Professor Nippika.

Brewing Potions: A potion is more than the sum of its parts. If an alchemist mixed together the same solution as a wizard, it would not have the same sort of power – once you take the time to imbue the liquid with arcane energies. This class explores the creation of such potions – as well as how to make them taste best.

Teachers: Dean Dóil and Professor Mranda.

Polymorphing: One of the most powerful and controversial spell series around is that which permits you to polymorph as subject. As the word “polymorph” suggests (poly = “many”; morph = “change”), the spell permits you to make many different changes at once. Even this sort of spell has its own set of internally consistent rules you must work within however. This course pokes around in that matrix of rules and asks if it’s possible to break these as well.

Teachers: Assistant Dean Záin and Professor Mranda.

SIGNATURE SPELLS

Each of the various schools of magic at Redhurst have developed a number of spells particular to the academy. These are taught only to our students, and their use marks you as someone who has attended our fine institution. Here are the spells associated with this school of magic.

Shrink Person: This is essentially a more powerful version of the *reduce person* spell taught to every novitiate. You can get the same effect by casting a *polymorph* spell on a subject, the effect of *shrink person* is much longer.

Adventurers have been known to use *shrink person* to walk under doors or even squeeze through a keyhole. For most shrunk people, if a mouse can get into an area, so can they.

Water to Wine: This is the classic party spell, sure to make any novitiate a hit back home. Of course, drinking alcohol is prohibited for those who have not yet come of age, which includes most novitiates. Because of this, we suggest care in the use of this spell. Demerits will be assigned to those caught breaking the rules.

While a spell like this can be useful in a pinch, those who know their alcohol eschew its use. It can create a passable drink, but never anything approaching the excellence of alcoholic drinks made by hand. This is one reason why Dean Dóil bothers crafting his beers and ales by hand.

Wine to Water: Many people may not understand why anyone would ever want to cast such a spell as this. The converse spell (listed above) is far more popular. However, many students have found it handy in helping them get through a drinking contest without falling over. The spell removes the alcohol from the drink, but nothing else. The flavor, scent, and color remains, making it hard to discern from the truly potent stuff without tasting it. Of course, most wizards immediately recognize the words and motions involved in the spell, so they would not be fooled by any trickery involved here. It seems to work fine in less civilized lands though.



Our swim team captain takes a breather, captured by Enchanter Nichol Norman.

IN CLOSING

YOUR EDUCATION IS JUST BEGINNING

If you've made it all the way through the book to this point, you've just taken the first step on the road of your education at the Redhurst Academy of Magic. Where it takes you from here is largely up to you.

In a way, I'm envious of you. Redhurst is one of the most amazing and incredible places in the Known Realms, and you'll soon be stepping into it for the first time, seeing it through fresh eyes. Since I was raised here, I never had that kind of experience. When I went out into the Known Realms on my own, after I completed my degree, I half expected everywhere else I went to be as stunning as Redhurst.

I wasn't entirely disappointed, of course. As wonderful as it is, Redhurst has no monopoly on being wondrous. The Mile High Falls in Farkhûm; the Flying Islands of Westeria; fair Aquatis, far below the protective waters the Boiling Sea churned forever by the Burning Sky; I've seen all these and more. They are sights to stir the heart with their beauty, to stun the mind with awe.

But they're not Redhurst.

They're not home.

For you, now, Redhurst is your new home too, a safe haven for you from the outside world, a place where people about whom you will soon care a great deal live. And—I have no doubt—we'll come to care about you too.

Coming to the Redhurst campus for the first time can be intimidating. For many of you, it may be the first time you've lived in a walled community, or so close to other people. For others, the way we move about from realm to realm, constantly finding ourselves under strange skies filled with unknown constellations, may cause you pause. No matter who you are or where you may be from, though, you should know this:

You're one of us now.

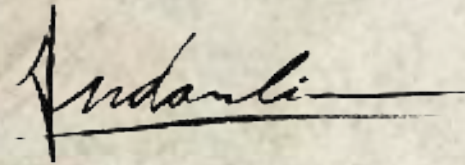
You're a wizard.

And you're a Ram.

That's never going to change. No matter where your life may take you after this, no matter how many years your life may span, those facts will remain the same.

And that means that as long as there is a Redhurst Academy of Magic, you'll have a home.

Welcome home.



LEGENDS OF REDHURST

Over the past five hundred years, Redhurst has accumulated a long and storied history. As one of our newest students, you may play a large part in the next chapter. Here are some tidbits about our past you may find interesting.

- ▶ The name “Redhurst” comes from the original name of the land the campus was built upon. It was called “red” for the vibrant crimson color of the leaves of the trees in the fall, which include the red maple, the sourwood, the black tupelo, and the scarlet oak. A “hurst” is a wood, but it can also be the nest of a bird of prey. The Redhurst mascot was nearly the phoenix. In fact, the stylized bird at the top of our school crest represents that most amazing and magical creature.
- ▶ The land upon which the Redhurst campus rests originally came from Drassilyrg, the ancestral home of our founders. The leaders of that community gladly granted the acreage to Aegis and Nammor for the many services they’d performed for Drassilyrg in the past.
- ▶ Redhurst’s ram’s head crest comes from the initials of the school’s full name: R.A.M. The Golden Ram is also our school mascot, and we are collectively known as Rams. The stylized horns at the bottom of our school crest emphasize this again.
- ▶ There are eight stars along the bottom of our school crest. These represent the eight schools of magic.
- ▶ The gold color of the ram on our school crest represents the light of the sun, which in turn symbolizes enlightenment, a core tenet of our school. The red symbolizes the passion and energy we devote to our studies. The gold bounds the red and is on top of it to show that our reason guides our passion.



THE REDHURST ACADEMY OF MAGIC™ STUDENT RECORD SHEET



STUDENT NAME

SPECIALIZATION

HONORS & AWARDS

HOME REALM

**CLASSES &
SEMINARS**

MERITS/DEMERITS

HOMELAND

AGE

CLUBS & SOCIETIES

RACE

**EXTRACURRICULAR
ACTIVITIES**

YEAR

ADVISOR

INTERNSHIPS

DORM ROOM

MEDICAL CONCERNS

Affix Student Portrait Here

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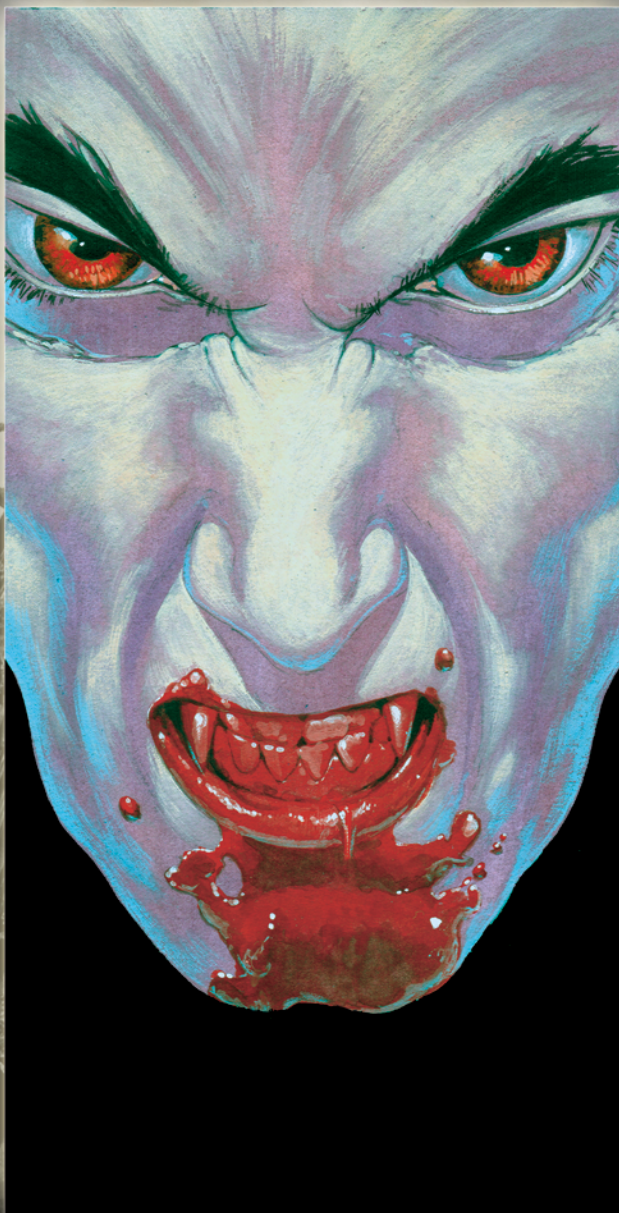
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