

RED HURST™

ACADEMY OF MAGIC



~~STUDENT HANDBOOK~~

OFFICIAL PREVIEW BOOKLET

THE REDHURST ACADEMY OF MAGIC



The fools! That they would freely provide so much information to any student who strolls through the gate! When you are ready to strike, Master, this information should prove invaluable.

Of course, the authors of this book provide few insights into the darkest secrets of the school. Those, I'll happily provide herein as best I can. Anything to bring the walls of this campus down around their thrice-damned ears!

Publisher's Note:

These pages represent a small sampling of the full d20 System™ fantasy roleplaying sourcebook The Redhurst Academy of Magic, on sale at finer game stores in August of 2003. For more information about the book, be sure to visit www.humanheadgames.com.

A HANDBOOK FOR NEW STUDENTS

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Produced by Human Head Studios, Inc.
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I'm not quite sure who these people are, but they seem to know a great deal about the academy. Perhaps they are mere puppets spouting the claptrap that Andarlin feeds them, but they could bear watching.

"Human Head"? The wizards that put this book together must have some skills in necromancy. Else their name seems to make little sense. Perhaps they are enchanters able to get inside one's head. Hm. This bears further thought.

Isn't "d20" the name of the system you have me use to encode your notes about these cretins? It seems the people of the Human Head are aware of it too.

*I'm not sure what this group's affiliation is, but apparently the entertainment they sell is both fast and forward.
Intriguing.*

The number of worlds referred to here is staggering. Those of the Human Head must travel the Known Realms like mortals cross streets.

These "Wizards of the Coast" seem to be everywhere. Are they friend or foe? Best to tread carefully until we somehow locate the coast upon which they reside.

FOREWORD

I'm impressed that Andarlin managed to wrangle some words out of someone as well-known and respected as Margaret Weis. Apparently his personal contacts spread far throughout the Known Realms, perhaps due to the many years he spent adventuring before taking the position as headmaster of the school.

Lady Weis certainly speaks the truth here, eh, Master? When I consider what I've given up, it staggers my imagination.

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.*



Well spoken, Lady Weis. The people of Redhurst had best not fail—for if they falter at any point, we stand ready to strike!

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 Conjuraction
- 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

Although it never says it in the book, Redhurst tuition averages 1,000 gp per year, well above what most people can afford. There are some need-based scholarships for those who really can't manage to pay, but there aren't nearly enough to help out everyone who needs it.

Of course, the scholarships only cover tuition and books. Keeping yourself in school supplies and decent robes can add up quickly too. Many students work in the kitchens, the laundry, the stables, and so on to make up the difference. After all, that's not the kind of work someone volunteers to do for free.

We can use a student's poverty as leverage against him, and I've done so in the past. Even the mere promise of gold can be enough to turn the heads of some of these youngsters.

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

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.

The students who attend Redhurst are naturally curious and competitive creatures. They are forever poking around in places they shouldn't be at things that could kill them. Sports gives them a safe and easy way to express these feelings without getting into trouble. In fact, they could even become the heroes of the school.

Most weekend nights feature an illicit duel or two, often with a handful of spectators. The guards rarely do anything to interfere with these, as they enjoy the show themselves and know that combatants on the Dueling Grounds can't be hurt.

Well, physically hurt. Plenty of mental and emotional wounds have been inflicted over the years.

It seems to me that one good way to cause a bit of trouble would be to suddenly disable the spellflag pitch's ability to keep people safe from harm. Before the players could figure out they needed to hold back, the field could be full of dead or injured players. Even the survivors would be traumatized. I'll have to look into what I can do to make this happen.

Spellflag truly is a wonderful game, both to watch and to play. I happen to know it's inspired about 10% of the current class to apply to Redhurst in the first place, just so they could try out for the team.

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.



Our spellflag team is second to none. Captured by Diviner Jeff DeWitt.

It's whispered that the only reason the regents installed Andarlin as headmaster is that his parents' will stated that their ghosts would haunt the campus forever if he wasn't given the position. Andarlin didn't particularly want the job, but he couldn't bear the thought of his parents' restless spirits destroying his childhood home.

Andarlin is so accessible to the students because he doesn't care for the work of actually running the school. He leaves those duties to Khûdzak instead. He

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.

knows the dwarf resents him, but he doesn't particularly care. He didn't ask for this position, and he's handling it the best he can.

Of course, this division in the administration makes them vulnerable. If Andarlin left the school of his own free will—if we could drive him out—the place would likely fall into chaos!



Andarlin, captured by Abjurer Eli Quimm.

Andarlin: Male elf (high); Evo15/Acm5; hp 188; Init +3 (+3 Dex); Spd 30 ft.; AC 26 (+3 Dex, +8 bracers of armor, +5 ring of protection), touch 18, flat-footed 23; Atk +15/+10 melee (1d3+6/1d4+6, +5 silvered dagger), or +12/+7 ranged; SV Fort +10 (+13), Ref +9, Will +15; AL LG; Str 12, Dex 17, Con 18 (24), Int 21 (27), Wis 14, Cha 17.

Skills: Concentration +27, Craft (Metalworking) +28, Decipher Script +28, Hide +3, Knowledge (Arcana) +28, Knowledge (Local: Redhurst) +28, Listen +4, Move Silently +3, Profession (Teacher) +16, Search +13, Sense Motive +10, Spellcraft +34, Spot +4.

Feats: Brew Potion, Combat Casting, Craft Staff, Craft Wondrous Item, Empower Spell, Enlarge Spell, Extend Spell, Maximize Spell, Redhurst Alumni, Run, Scribe Scroll, Still Spell.

High Arcana: Arcane fire, arcane reach, mastery of counterspelling, mastery of elements, mastery of shaping.

Spells Prepared: (5/7/6/6/6/6/4/3/4/4; save DC 16 (19) + spell level) 0—drench, prestidigitation, read magic (x2), wake; 1st—ball of light*, capture sound, erase, fascinate, floating disk*, magic missile*, scribe; 2nd—continual flame*, detect thoughts, gust of wind*, recall forgotten, shatter*, touch of inspiration; 3rd—daylight*, dispel magic, nondetection, tiny hut*, tongues, wind wall*;

4th—charm monster, dimensional anchor, fire shield*, polymorph, resilient sphere*, scrying; 5th—break enchantment, cone of cold*, dismissal, passwall, sending*, wall of force*; 6th—chain lightning*, freezing sphere*, greater dispel magic, true seeing; 7th—force cage*, sword*, limited wish; 8th—mind blank, telekinetic sphere*, sunburst*, temporal stasis; 9th—crushing hand*, meteor swarm*, time stop, wish. Specialized School: *Evocation. Prohibited Schools: Conjuraction, necromancy.

Possessions: +5 silvered dagger, +6 amulet of health, +8 bracers of armor, crystal ball (true seeing), dust of illusion (x2), dust of tracelessness (x2), elixir of truth, gem of seeing, +6 headband of intellect, mantle of spell resistance, medallion of thought projection, necklace of adaptation, orb of storms, pearl of power (9th), potion of intelligence, ring of three wishes, +5 ring of protection, rod of security, stone of alarm, universal solvent (x3), wind fan, winged boots.

Ractir (Owl Familiar): Tiny Animal; HD 15; hp 94; Init +3; Spd 10 ft., fly 40 ft. (average); AC 27 (+2 size, +3 Dex, +2 natural, +10 natural armor adjustment), touch 15, flat-footed 24; Atk +13/+8 melee (1d4-3, talons); AL LG; SQ SR 20; SV Fort +6, Ref +9, Will +15; Str 4, Dex 17, Con 10, Int 15, Wis 14, Cha 4.

Skills: Listen +14, Move Silently +20, Spot +6.

Feats: Weapon Finesse.

Khûdzak may have loved his old bosses, but he was bitterly disappointed when the Board of Regents chose to make Andarlin the headmaster, according to his parents' wishes. I think the crusty, old dwarf realizes he doesn't have the necessary charm to run the school, but it must still gail him to have the much younger elf as his superior.

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: Male dwarf (hill); Nec18; hp 156; Init +2 (+2 Dex); Spd 20 ft.; AC 16 (+2 Dex, +4 ring of protection), touch 16, flat-footed 14; Atk +10/+5 melee (1d3+1/1d4+1, silvered dagger), or +11/+6 ranged; SV Fort +14, Ref +8, Will +12; AL NG; Str 12, Dex 15, Con 22, Int 20, Wis 12, Cha 10.

Skills: Appraise +7, Bluff +3, Concentration +24, Craft (Weaponsmith) +27, Forgery +7, Hide +2, Intimidate +5, Knowledge (Arcana) +26, Knowledge (Local: Redhurst) +13, Listen +9, Sense Motive +4, Spellcraft +26, Spot +7, Use Rope +6, Survival +11.

Feats: Combat Casting, Craft Magic Arms and Armor, Craft Staff, Extend Spell, Forge Ring, Great Fortitude, Heighten Spell, Improved Unarmed Strike, Redhurst Alumni, Scribe Scroll, Silent Spell, Spell Focus (Necromancy).

Spells Prepared: (5/7/6/6/6/6/5/4/4/3; save DC 15 + spell level) 0 – *disrupt undead**, *exterminate**, *kill blooms**, *read magic* (x2); 1st – *cause fear**, *chill touch**, *comprehend languages*, *hold portal*, *identify*, *ray of enfeeblement**, *unseen servant*; 2nd – *command undead**, *detect thoughts*, *fake death**, *locate object*, *scare**, *spectral*

*hand**; 3rd – *arcane sight*, *fly*, *gentle repose**, *halt undead**, *vampiric touch**, *wind wall*; 4th – *animate dead**, *bestow curse**, *eneration**, *fear**, *locate creature*, *polymorph*; 5th – *magic jar**, *private sanctum*, *prying eyes*, *symbol of pain**, *telepathic bond*, *waves of fatigue**; 6th – *circle of death**, *create undead**, *symbol of fear**, *true seeing*, *undead to death**; 7th – *control undead**, *control weather*, *finger of death**, *forcecage*; 8th – *create greater undead**, *discern location*, *horrid wilting**, *screen*; 9th – *astral projection**, *energy drain**, *soul bind**. Specialized School: *Necromancy. Prohibited Schools: Enchantment, Illusion.

Possessions: Cloak of the bat, elixir of truth (x3), potion of cure light wounds (x3), potion of hide from undead (x2), +4 ring of protection, staff of necromancy, wand of magic missiles (7th), silvered dagger.

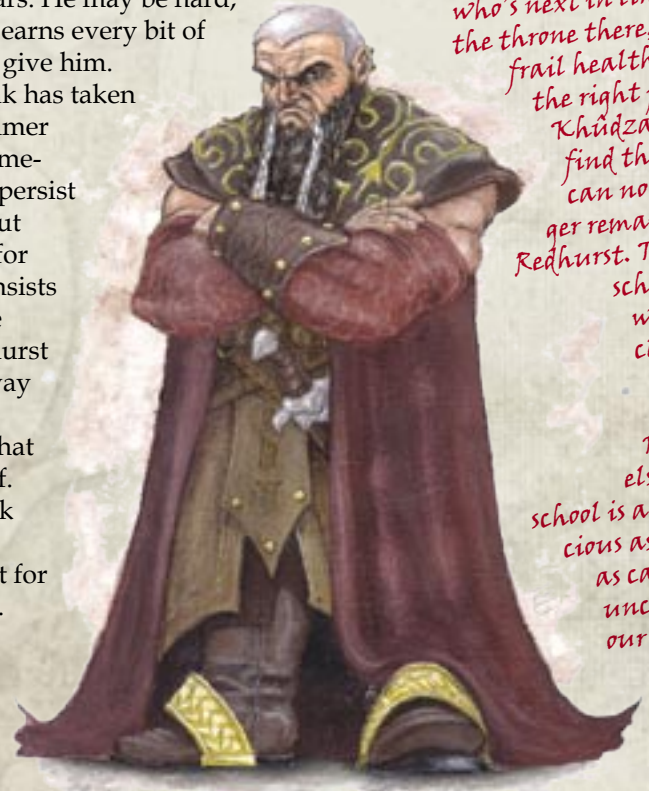
Kreshn (Bat Familiar): Diminutive Animal; HD 18; hp 78; Init +2; Spd 5 ft., Fly 40 ft. (good); AC 25; Atk +4/-1 melee, or +11/+6 base ranged; SQ: Blindsight 20 ft., low-light vision, SR 23; AL N; SV Fort +6, Ref +8, Will +13; Str 1, Dex 15, Con 10, Int 14, Wis 14, Cha 4.

Skills: Hide +14, Listen +12, Move Silently +5, Spot +10.

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.



I understand that there are troubles in the Stone Marches that require Khûdzak's attention from time to time. It seems his father, who's next in line for the throne there, is in frail health. With the right push, Khûdzak may find that he can no longer remain at Redhurst. The school's loss would clearly be our gain. No one else in the school is as suspicious as he, nor as capable of uncovering our plots.

Animate Dead, Mass
Necromancy [Evil]
Level: 6
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. +10 ft./level)
Targets: One humanoid creature per level, no two of which can be more than 30 ft. apart.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

This spell functions like *animate dead*, except that it affects multiple creatures at range.

Material Component: You must have the dust produced by grinding a massive black pearl worth at least 100 gp. When casting the spell, you scatter this over the region to be affected. It turns to worthless dust as the spell takes effect.

The bottom of Lake Lethe is apparently an extradimensional space, similar to that found in a portable hole. Rumor has it that it is actually a gate to the Elemental Plane of Water, but I haven't been able to confirm this.

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 place 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. By magical means, they are constantly refreshed from an underground stream that comes 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

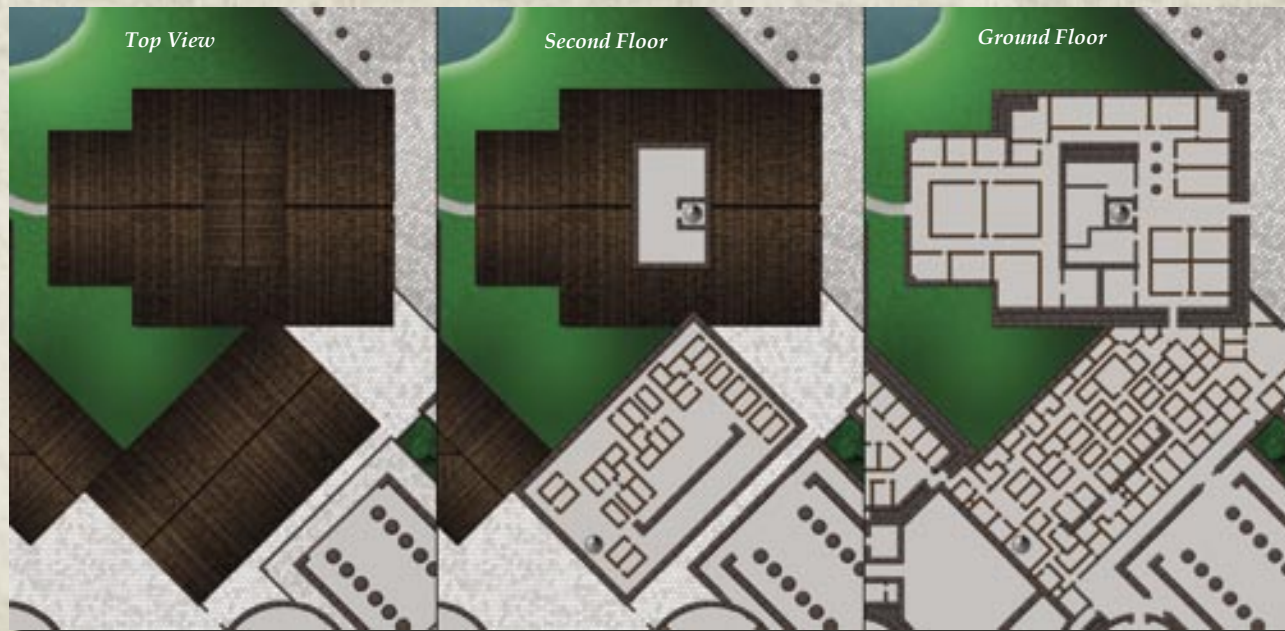
While some of our teachers are housed in the dorms next to their students, many others — along with the remainder of our staff — call this building home instead. The rooms here are large and luxurious, especially when compared with the smallish cells in the nearby Warrens (see #27). The largest ones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

After the barracks, the faculty dorm is the place we should give the most space. This single building has the highest concentration of powerful wizards in it that I've ever seen. Still, there are times when the people who live here don't get along all that well, and we may be able to use that to our advantage. Either that, or we should lock them all in before we start something serious here. Divide and conquer!

FACULTY HOUSING (AND THE WARRENS)



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.

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.

Time For Magic: The most seemingly immutable facts about the physical world is that time marches on, waiting for no one. With certain transmutation spells, that’s no longer true. This class deals with these spells in depth and asks if it’s possible to even travel through time by means of magic.

Teachers: Professor Nippika and Professor Mranda.

Shrink Person
Transmutation
Level: Sor/Wiz 4
Components: V, S, M
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature
Duration: 1 hour/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

With this spell, you can shrink the target immediately by four size categories. This is effectively 1/16 of its original size in each dimension or roughly 1/4000 its original size and mass. Unlike with the *shrink item* spell, living creatures cannot be changed into a clothlike facsimile.

Shrink person can be made permanent with a *permanency* spell.

Arcane Material Component:
A bit of dried lemon.

Water to Wine
Transmutation
Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Target: 1 cu. ft./level of water
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This spell changes clean, drinkable water into wine. The quality of the wine depends on the quality of the water. The better or cleaner the water to begin with, the better the wine. Unholy or holy water changed in this way simply becomes unholy wine or holy wine.

Variants on this spell permit it to be used to create other alcoholic beverages of an equivalent strength. The most popular variant is *water to beer*.

Note: Water weighs about 8 pounds per gallon. One cubic foot of water equals roughly 8 gallons and weighs around 60 pounds.

Wine to Water

Transmutation

Level: Brd 0, Clr 0, Drd 0,
Sor/Wiz 0

Components: V, S

Casting Time: 1 standard
action

Range: 10 ft.

Target: 1 cu. ft./level of
wine

Duration: Instantaneous

Saving Throw: Will
negates (object)

Spell Resistance: Yes
(object)

This spell changes alcohol into water. The quality of the water depends on the quality of the original drink.

Although the spell is called *wine to water*, it is effective on any kind of alcohol. In one cubic foot of wine, there is about a half gallon (64 ounces) of pure alcohol (200 proof). The spell can affect an equivalent amount of alcohol in any other kind of drink.

SIGNATURE SPELLS

Each of the various schools of magic at Redhurst have developed a number of spells particular to Redhurst. 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 novice. 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 novice a hit back home. Of course, drinking alcohol is prohibited for those who have not yet come of age, which includes most novices. 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.

As I reach the end of this book, Master, I realize that it may seem that there are few ways for the non-wizards in our organization to lend assistance in our plans. Nothing could be further from the truth!

The wizards of Redhurst are guilty of this very conceit. Sometimes they are so enamored with arcane abilities that they forget just how potent other forms of power can be. For this reason, it might actually be easier for someone without arcane powers to infiltrate the school, albeit at a different level.

In each of the locales it regularly visits, Redhurst contracts with a local group of warriors to help provide security for the campus's exterior. After all, it's much easier to defend against a threat before it breaches your borders than after. Additionally, Andarlin isn't quite so myopic as one might think. His years as an adventurer have taught him the value of a well-rounded team. He often brings in people of all sorts: druids, clerics, monks, bards, rogues, fighters, etc.

There are many times, also, when Andarlin isn't willing to risk the safety of his students or staff on one sort of mission or another. At such moments, he often turns to outsiders for help, bargaining with both gold and Redhurst's good will. These are opportunities for us to exploit, either by infiltrating such groups or working to foil their plans.

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This doesn't make a bit of sense to me. It seems to be some kind of contract, but between who? Does it automatically enchant the reader, binding him to it? And who are these "Wizards of the Coast" again? I've heard rumors of such an organization, but I've never seen any proof, nor an indication of which coast they might be on. We should be on the lookout for further evidence of these people. They could be a serious threat to our plans.

Publisher's Note:

The Redhurst Academy of Magic is a 160-page, full-color, hardcover book. It comes with new d20 System™ feats, prestige classes, and rules, including a dozen new magic items and over 30 new spells. What you've seen here is a small sample of the whole book. For more details, stop by www.humanheadgames.com or visit your local games store.

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