

# Table of Contents

<b>Table of Contents</b>	<b>1</b>
<b>Introduction</b>	<b>6</b>
What is this?	6
What You Will Need	6
Structure of the Corebook	7
Feedback	7
<b>How to Play</b>	<b>7</b>
<b>Safety Tools</b>	<b>8</b>
<b>Rules</b>	<b>8</b>
<b>Rolling</b>	<b>8</b>
Basic Moves	8
Interact with Someone	8
Forge Ahead	8
Act Under Pressure	8
Take a Risk	9
Look for the Unknown	9
Conditions	9
Clear a Condition	9
Rolling with Consequence and Benefit	9
Combat	10
<b>Game Master's Corner</b>	<b>10</b>
Setting Up a Story	10
Playing with New Players	10
Rolling with Consequence	10
'Gender' Roles and How to Portray Them	10
First Session	10
Spotlight Management	11
GM Principles	11
<b>Hydromancy</b>	<b>12</b>
Looks	12
Roleplay Beats	12
Conditions	12
Mage Moves	12
Wax	12
Create	12
Destroy	13
Wane	13
Manipulate	13
Weave	13

Roleplay Moves	13
Wax	13
Wane	14
<b>Pyromancy</b>	<b>15</b>
Looks	15
Roleplay Beats	15
Conditions	15
Mage Moves	15
Wax	15
Create	15
Destroy	16
Wane	16
Manipulate	16
Weave	16
Roleplay Moves	16
Wax	16
Wane	17
<b>Anemomancy</b>	<b>18</b>
Looks	18
Roleplay Beats	18
Conditions	18
Mage Moves	18
Wax	18
Create	18
Destroy	19
Wane	19
Manipulate	19
Weave	19
Roleplay Moves	19
Wax	19
Wane	20
<b>Geomancy</b>	<b>21</b>
Looks	21
Roleplay Beats	21
Conditions	21
Mage Moves	21
Wax	21
Create	21
Destroy	22
Wane	22
Manipulate	22
Weave	22
Roleplay Moves	22

Wax	22
Wane	23
<b>Electromancy</b>	<b>24</b>
Looks	24
Roleplay Beats	24
Conditions	24
Mage Moves	24
Wax	24
Create	24
Destroy	25
Wane	25
Manipulate	25
Weave	25
Roleplay Moves	25
Wax	25
Wane	26
<b>Biomancy</b>	<b>27</b>
Looks	27
Roleplay Beats	27
Conditions	27
Mage Moves	27
Wax	27
Create	27
Destroy	28
Wane	28
Manipulate	28
Weave	28
Roleplay Moves	28
Wax	28
Wane	29
<b>Photomancy</b>	<b>30</b>
Looks	30
Roleplay Beats	30
Conditions	30
Mage Moves	30
Wax	30
Create	30
Destroy	31
Wane	31
Manipulate	31
Weave	31
Roleplay Moves	31
Wax	31
Wane	32

<b>Skiamancy</b>	<b>33</b>
Looks	33
Roleplay Beats	33
Conditions	33
Mage Moves	33
Wax	33
Create	33
Destroy	34
Wane	34
Manipulate	34
Weave	34
Roleplay Moves	34
Wax	34
Wane	35
<b>The Tournament</b>	<b>36</b>
Concept	36
Hook	36
Locations	36
Tournament Hall	36
Possible Intrigues	36
Dining Hall	36
Possible Intrigues	36
Infirmary	37
Possible Intrigues	37
Staff Room	37
Possible Intrigues	37
Classrooms	37
Possible Intrigues	37
NPCs	38
Captain (They/Them)	38
Opposing Team Member 1 (She/Her)	38
Opposing Team Member 2 (He/Him)	38
Opposing Team Member 3 (They/Them)	39
Opposing Team Member 4 (He/Him)	39
Classmate 1 (She/Her)	39
Classmate 2 (He/Him)	40
Classmate 3 (They/Them)	40
Opposing Teacher 1 (They/Them)	40
Opposing Teacher 2 (She/Her)	41
Teacher 1 (He/Him)	41
Teacher 2 (They/Them)	41
Principal (They/Them)	42

NPC Names:	43
Feminine:	43
Masculine:	43
Neutral:	43
Last Names:	43

# Introduction

*In a world where magic is as ordinary and intertwined in the everyday as (literally) the air we breathe, magic users train with their abilities as soon as they unlock them. That's you, someone who has just unearthed their innate magical potential. **New Age Mages** takes you through your training and adventures as, well, mages of the new age.*

## What is this?

New Age Mages is a table top role playing game (TTRPG) for 3-5 players (including a Game Master or GM). A table top role playing game is a way of collaboratively storytelling that adds an element of randomness and gamification to what would otherwise be a linear writing process. Usually, in a TTRPG, the group consists of a Game Master and several players who create and play Player Characters (PCs). The Game Master does not create a Player Character and instead acts as the facilitator, guiding gameplay, building the world and narrative, and ensuring the rules are followed. If you're reading this book, the Game Master is probably you.

New Age Mages is a mystery and slice of life game where players play as students at an institute that teaches them to harness their magic (alongside their regular school subjects, of course). The tone should generally be relatively light. While the Player Characters can and should delve into serious topics, the table shouldn't linger there. However, every table is unique and will find different focuses that the characters and players will be interested in. Work with the players to create a story that feels like it caters to the tastes of the table and is enjoyable for everyone.

The Player Characters are the main characters of the story and, therefore, the spotlight should always have at least one of them. While the table may sometimes get glimpses of things outside the Player Characters' purview, those should never become the focus of the story.

## What You Will Need

To play a game of New Age Mages, you will need the following:

- ❖ 3-5 Players, one of whom will act as the Game Master
- ❖ 2 six-sided dice (preferably one set per player)
- ❖ One copy of each Playbook (these double as the character sheets)
- ❖ Pencils and notepaper (enough for everyone!)
- ❖ Optionally:
  - Reference sheets for the basic moves for the players
  - Reference sheets for rules for the Game Master

Each session of the game can run anywhere from 2-4 hours (though it may take longer). Sometimes you may resolve a mystery or story arc in one session. Other times, arcs may take longer and have to be split between multiple sessions. In that case, find a natural point to pause the session and continue another day.

## Structure of the Corebook

In this corebook you will find the following:



### Feedback

If you have any feedback, feel free to contact us at [sonder.workonly@gmail.com](mailto:sonder.workonly@gmail.com)

## How to Play

- ❖ The game begins when the Game Master presents the rules and setting to the players.
- ❖ Each player selects a Playbook to build their PC on:
  - Each playbook can only be chosen once.
  - A playbook provides an outline for the personality and magic inclinations of the character, however, players should feel free to develop their PCs' personalities as they see fit
  - The players also choose names and pronouns for their PCs.
  - All the above steps and any extra details should be noted down in the playbooks.
- ❖ After choosing playbooks, the players roll a 6-sided die (1d6) to find the form their character's magic takes, which provides them with 2 moves, which allow them to channel their magic.
  - They then choose an additional roleplay move which provides them with additional conditional benefits.
- ❖ The Game Master details the scene in which the PCs find themselves, after which the players take turns interacting with the world through their PCs.
  - During gameplay, the GM may ask a player to roll dice if they trigger a move or if the fiction demands it. In this case, the roll is made and resolved before gameplay continues.
- ❖ The GM ends a session when it feels appropriate to do so.
  - When a session ends, the table has an out-of-character discussion about things they enjoyed about the session (Stars) and things they wish they'd seen/hope to see more of (Wishes)
  - Outside of a session, no time passes in the fictional world i.e. even if the the players go weeks without returning, they will find their characters and the setting exactly as they left them.
- ❖ The next session begins the fiction where the table last left off with the GM introducing the scene in which the PCs find themselves and the cycle repeats.

## Safety Tools

One of the most important things is to ensure that everyone at the table feels safe and comfortable. Part of this is making sure that the table doesn't discuss topics or introduce themes that players would rather not have included in gameplay. The way we do this is through the usage of Safety Tools. **[TALK ABOUT SAFETY TOOLS: LINES AND VEILS, X-CARD, OPEN DOOR POLICY, STARS AND WISHES (mini bit for gm)]**

## Rules

### Rolling

When asked to roll, decide how many tokens to spend (up to a maximum of 2). Roll 2d6 (unless rolling with consequence/benefit). After rolling, decide whether to add or subtract the tokens spent.

### Basic Moves

These are the moves that are available to all players i.e. can be triggered by any PC so long as the situation allows for it.

### Interact with Someone

When you use your words and actions to try to sway an NPC to see your point of view, spend up to 2 Tokens, roll, and add or subtract your tokens.

On a 5-, they don't find you as compelling as you'd hoped. The GM describes the fallout.

On a 6-8, you manage to make them see your side of things. Tell the GM the outcome you hoped for, and they'll detail the result in the fiction.

On an 9+, you're too convincing. The NPC will believe in your intentions and act towards them in ways that may or may not be beneficial to you.

### Forge Ahead

When you use physical prowess to try to get your way, spend up to 2 Tokens, roll, and add or subtract your tokens.

On a 5-, your strength falters when you need it most. The GM describes how you fail to accomplish what you set out to do.

On a 6-8, you do perfectly. Describe the outcome as your actions are successful.

On an 9+, you overestimate how much strength is needed. The GM describes the outcome as you overexert yourself.

### Act Under Pressure

When you try to keep your cool in a risky or dangerous situation, spend up to 2 Tokens, roll, and add or subtract your tokens.

On a 5-, you fail to stay calm and stumble or otherwise reveal your hand. The GM describes the outcome.



On a 6-8, you manage to stay calm and steady and accomplish your goal. The GM describes the outcome.

On an 9+, you sink too deeply into calmness and fail to recognize immediate danger to yourself. The GM describes the outcome.

## Take a Risk

When you attempt something risky, tell the GM what you're afraid will happen if you falter. Spend up to 2 Tokens, roll, and add or subtract your tokens.

On a 5-, you falter and realize your worst fears. The GM describes the outcome.

On a 6-8, you hold steady. Describe what it looks like as you accomplish your goal.

On an 9+, your magic acts in your best interests, involving itself in strange ways.

## Look for the Unknown

When you search for answers not immediately available to you, describe what you're looking for, spend up to 2 Tokens, roll, and add or subtract your tokens.

On a 5-, your search is incomplete and turns up either nothing or misinformation. The GM decides which.

On a 6-8, your search goes as planned. Ask two questions from the list below:

- ❖ What can I do to []?
- ❖ Are there any factors that I'm missing?
- ❖ What information is most pertinent to me?
- ❖ Who would be my best ally to []?
- ❖ What immediate dangers am I missing?
- ❖ What is the greatest danger to me?

On an 9+, your search turns up either too much information or information best left unknown. The GM decides which.

## Conditions

When a PC undergoes an experience that may affect them physically or emotionally, the GM may ask them to mark a Condition. If all the Conditions on a PC's sheet are marked, they make all rolls with consequence.

## Clear a Condition

At any time, you may spend 3 Tokens to clear a Condition.

## Rolling with Consequence and Benefit

New Age Mages is not a game that deals with or is built for combat. To that effect, PCs cannot take physical harm. Instead, when PCs are negatively affected by rolls or the fiction, they mark one of the available Conditions on their sheets (whichever is most applicable). When all four Conditions on a character's sheet are marked, all rolls they make are made with Consequence. Rolling with Consequence works as follows:

Spend up to 2 Tokens, roll 3d6, remove a die of the GM's choice, and add or subtract tokens.

When asked to Roll with Benefit:

Spend up to 2 Tokens, roll 3d6, remove a die of your choice, and add or subtract tokens.

## Combat

This system is not designed for elongated combat (>3 rounds per PC). Thus the GM and players are advised to resolve combat instances with as few rounds as possible.

- ❖ In the case of one ongoing combat:
  - If the PC(s) are ambushed, the enemy NPC(s) go first. Otherwise, the PC(s)' actions take precedence.
  - Each Player has a chance to state what they want their PC to do. Once each Player has chosen a course of action, they make the appropriate rolls (as required by the GM).
  - The GM narrates the outcome of the combined actions and the enemy NPC reaction(s).
- ❖ In the case of multiple simultaneous combats:
  - The GM moves between combat groups upon resolving each individual combat in turn, see above.

## Game Master's Corner

If you're new to being a Game Master (and even if you aren't!), it can sometimes be tricky to get the hang of everything. This section is here to guide you and help you get on your feet.

### Setting Up a Story

- ❖ influences (refs)
- ❖ location
- ❖ timeflow and management

### Playing with New Players

If playing with new players, remember to mention that you will tell them when to roll as well as what move to use when doing so. [MORE FILLER TEXT]

### Rolling with Consequence

### 'Gender' Roles and How to Portray Them

### First Session

- ❖ Your first session should always begin with an introduction to the setting and an overview of the rules of the game.
- ❖ After a brief summary of the game, the table can then move on to character creation.
  - Ensure that each player has chosen a distinct playbook and followed the instructions on it to decide the PC-specific mechanics.
  - Have each player give their character a name, pronouns, and a brief description of anything they find relevant.

- ❖ Once everyone has created a character, have the players go around and introduce their PCs to the table.
- ❖ Describe the situation the PCs find themselves in and kick off play.

## Spotlight Management

Spotlight management is one of the trickier things to manage as a GM, so here are a few pointers to make things a little easier for you:



## GM Principles

- ❖ Remember that the PCs are the heroes of the story
  - While it 's important that they face trials and tribulations (what hero doesn't?), remember that the PCs are the heroes and you should be rooting for them to succeed in the end.



# Hydromancy

*Ebbing and flowing, cleansing and eroding, water is not of any single nature. Be it a drizzle or a tsunami, they are all made of water. It is this water that is the form your magic takes. Read below to see what this means for you, personally.*

## Looks

- ❖ Subtly shining accessories
- ❖ Dark, muted colours
- ❖ Voluminous, flowing clothes
- ❖ Something of your own description

## Roleplay Beats

Take 2-4 tokens when you:

- ❖ Embody a Condition that affects you
- ❖ Appreciate the finer details of someone else's work
- ❖ Shift your worldview to better understand someone else
- ❖ Let someone unexpected lead you to success

## Conditions

- ☐ Scared
- ☐ Raging
- ☐ Uncertain
- ☐ Despairing

## Mage Moves

When you reach this point, roll 1d6 to learn which form your magic takes. If you roll an odd number, your magic waxes within you. If you roll an even number, it wanes instead.

## Wax

You gain access to the following two moves:

### Create

When you reach within yourself to channel your magic to materialize your element, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, your inexperience shines through and you fail to produce the barest amount. The GM describes the outcome.

On a 6-8, you tap into your powers just the right amount, and produce exactly as much of your element as you required. Describe the outcome.

On an 9+, your magic becomes too involved, rushing to your fingertips and bursting out of your control. You produce far more of your element than anticipated. The GM describes the outcome.

## Destroy

When you reach towards a manifestation of your element and attempt to channel your powers to absorb and destroy it, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, the external manifestation of your element is stronger than you are, and you fail to absorb it. The GM describes the backlash.

On a 6-8, your magic is eager to please and consumes precisely what you wish of it. Describe the outcome as you accomplish precisely what you intended.

On an 9+, your magic is hungrier than you anticipated and surges out of your control, consuming what you intended and then some. The GM describes the outcome.

## Wane

You gain access to the following two moves:

### Manipulate

When you reach towards a manifestation of your element and attempt to shift it in some way, describe what you intend, spend up to 2 Tokens, and roll:

On a 5-, you fail to twist the element to your purposes and it moves on, free of your control. The GM describes the outcome.

On a 6-8, you bend the element to your will and accomplish what you intended. Describe the outcome.

On an 9+, your magic is too eager to please and acts in what it assumes are your better interests. The GM describes the outcome as the element is twisted, but not exactly to your will.

### Weave

When you attempt to weave a manifestation of your element into the workings of something else, spurring it forward in new ways or hindering its function, describe your intended outcome, spend up to 2 Tokens, and roll:

On a 5-, your understanding of your element or the form you're attempting to weave it into is incomplete. The GM describes the outcome as you fail to accomplish what you set out to do.

On a 6-8, your understanding of the things at hand just clicks, and you accomplish precisely what you set out to do. Describe the outcome.

On an 9+, your understanding is complete, but your magic is too involved. The GM describes the outcome as it warps your intentions in some way and acts upon them.

## Roleplay Moves

Depending on the form your magic takes, choose one additional move from the corresponding list below:

### Wax

- ☐ Take a moment to find a detail you have missed, Roll with Benefit as you pursue this course of action.
- ☐ Handle someone with gentleness to gain some insight into their situation
- ☐ Approach an appropriate situation with flexibility to have others look upon you with admiration

## Wane

- ☐ Take a step back to look at the bigger picture, and Roll with Benefit as you pursue this course of action
- ☐ Bolster someone's inner strength to gain some insight into their situation
- ☐ Be firm in an appropriate situation to have others look upon you with admiration

# Pyromancy

*Fire can be both warm and burning, but regardless of what other sides it may show, it is ever-blazing. A thing of beauty yet something to be treated with caution, for it will burn you if mistreated. It is this fire that is the form your magic takes. Read below to see what this means for you, personally.*

## Looks

- ❖ Bright, lively colours
- ❖ Sharp, jagged patterns
- ❖ Warm, comfortable clothes
- ❖ Something of your own description

## Roleplay Beats

Take 2-4 Tokens when you:

- ❖ Embody a Condition that affects you
- ❖ Appreciate the finer details of someone else's work
- ❖ Direct your passions constructively
- ❖ Light a spark in someone else

## Conditions

- ☐ Reckless
- ☐ Raging
- ☐ Reactive
- ☐ Overconfident

## Mage Moves

When you reach this point, roll 1d6 to learn which form your magic takes. If you roll an odd number, your magic waxes within you. If you roll an even number, it wanes instead.

## Wax

You gain access to the following two moves:

### Create

When you reach within yourself to channel your magic to materialize your element, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, your inexperience shines through and you fail to produce the barest amount. The GM describes the outcome.

On a 6-8, you tap into your powers just the right amount, and produce exactly as much of your element as you required. Describe the outcome.

On an 9+, your magic becomes too involved, rushing to your fingertips and bursting out of your control. You produce far more of your element than anticipated. The GM describes the outcome.

## Destroy

When you reach towards a manifestation of your element and attempt to channel your powers to absorb and destroy it, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, the external manifestation of your element is stronger than you are, and you fail to absorb it. The GM describes the backlash.

On a 6-8, your magic is eager to please and consumes precisely what you wish of it. Describe the outcome as you accomplish precisely what you intended.

On an 9+, your magic is hungrier than you anticipated and surges out of your control, consuming what you intended and then some. The GM describes the outcome.

## Wane

You gain access to the following two moves:

### Manipulate

When you reach towards a manifestation of your element and attempt to shift it in some way, describe what you intend, spend up to 2 Tokens, and roll:

On a 5-, you fail to twist the element to your purposes and it moves on, free of your control. The GM describes the outcome.

On a 6-8, you bend the element to your will and accomplish what you intended. Describe the outcome.

On an 9+, your magic is too eager to please and acts in what it assumes are your better interests. The GM describes the outcome as the element is twisted, but not exactly to your will.

### Weave

When you attempt to weave a manifestation of your element into the workings of something else, spurring it forward in new ways or hindering its function, describe your intended outcome, spend up to 2 Tokens, and roll:

On a 5-, your understanding of your element or the form you're attempting to weave it into is incomplete. The GM describes the outcome as you fail to accomplish what you set out to do.

On a 6-8, your understanding of the things at hand just clicks, and you accomplish precisely what you set out to do. Describe the outcome.

On an 9+, your understanding is complete, but your magic is too involved. The GM describes the outcome as it warps your intentions in some way and acts upon them.

## Roleplay Moves

Depending on the form your magic takes, choose one additional move from the corresponding list below:

### Wax

- ☐ Take a moment to find a detail you have missed, Roll with Benefit as you pursue this course of action.
- ☐ Handle someone with gentleness to gain some insight into their situation
- ☐ Approach an appropriate situation with flexibility to have others look upon you with admiration



## Wane

- ☐ Take a step back to look at the bigger picture, and Roll with Benefit as you pursue this course of action
- ☐ Bolster someone's inner strength to gain some insight into their situation
- ☐ Be firm in an appropriate situation to have others look upon you with admiration

# Anemomancy

*The air is part of everything that surrounds us and so it is only natural that its nature is ever-changing. From a calm breeze to a hurricane, it is all powered by the air. It is this air that is the form your magic takes. Read below to see what this means for you, personally.*

## Looks

- ❖ Clear, translucent accessories
- ❖ Light, airy colours
- ❖ Voluminous, flowing clothes
- ❖ Something of your own description

## Roleplay Beats

Take 2-4 Tokens when you:

- ❖ Embody a Condition that affects you
- ❖ Appreciate the finer details of someone else's work
- ❖ Move beyond the opinions of others
- ❖ Attempt to blow someone's worries away

## Conditions

- ☐ Distracted
- ☐ Unreachable
- ☐ Uncertain
- ☐ Disdainful

## Mage Moves

When you reach this point, roll 1d6 to learn which form your magic takes. If you roll an odd number, your magic waxes within you. If you roll an even number, it wanes instead.

## Wax

You gain access to the following two moves:

### Create

When you reach within yourself to channel your magic to materialize your element, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, your inexperience shines through and you fail to produce the barest amount. The GM describes the outcome.

On a 6-8, you tap into your powers just the right amount, and produce exactly as much of your element as you required. Describe the outcome.

On an 9+, your magic becomes too involved, rushing to your fingertips and bursting out of your control. You produce far more of your element than anticipated. The GM describes the outcome.

## Destroy

When you reach towards a manifestation of your element and attempt to channel your powers to absorb and destroy it, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, the external manifestation of your element is stronger than you are, and you fail to absorb it. The GM describes the backlash.

On a 6-8, your magic is eager to please and consumes precisely what you wish of it. Describe the outcome as you accomplish precisely what you intended.

On an 9+, your magic is hungrier than you anticipated and surges out of your control, consuming what you intended and then some. The GM describes the outcome.

## Wane

You gain access to the following two moves:

### Manipulate

When you reach towards a manifestation of your element and attempt to shift it in some way, describe what you intend, spend up to 2 Tokens, and roll:

On a 5-, you fail to twist the element to your purposes and it moves on, free of your control. The GM describes the outcome.

On a 6-8, you bend the element to your will and accomplish what you intended. Describe the outcome.

On an 9+, your magic is too eager to please and acts in what it assumes are your better interests. The GM describes the outcome as the element is twisted, but not exactly to your will.

### Weave

When you attempt to weave a manifestation of your element into the workings of something else, spurring it forward in new ways or hindering its function, describe your intended outcome, spend up to 2 Tokens, and roll:

On a 5-, your understanding of your element or the form you're attempting to weave it into is incomplete. The GM describes the outcome as you fail to accomplish what you set out to do.

On a 6-8, your understanding of the things at hand just clicks, and you accomplish precisely what you set out to do. Describe the outcome.

On an 9+, your understanding is complete, but your magic is too involved. The GM describes the outcome as it warps your intentions in some way and acts upon them.

## Roleplay Moves

Depending on the form your magic takes, choose one additional move from the corresponding list below:

### Wax

- ☐ Take a moment to find a detail you have missed, Roll with Benefit as you pursue this course of action.
- ☐ Handle someone with gentleness to gain some insight into their situation
- ☐ Approach an appropriate situation with flexibility to have others look upon you with admiration

## Wane

- ☐ Take a step back to look at the bigger picture, and Roll with Benefit as you pursue this course of action
- ☐ Bolster someone's inner strength to gain some insight into their situation
- ☐ Be firm in an appropriate situation to have others look upon you with admiration

# Geomancy

*Stone is powerful and unyielding, yet it can be shaped by the smallest of tools. Be it nurturing soil or cliff-faced mountains, earth can take many forms. It is this earth that is the form your magic takes. Read below to see what this means for you, personally.*

## Looks

- ❖ Clear, translucent accessories
- ❖ Earthy colours
- ❖ Structured, sturdy clothing
- ❖ Something of your own description

## Roleplay Beats

Take 2-4 Tokens when you:

- ❖ Embody a Condition that affects you
- ❖ Appreciate the finer details of someone else's work
- ❖ Support someone through a difficult time
- ❖ Stand your ground against someone with more power

## Conditions

- ☐ Inflexible
- ☐ Defensive
- ☐ Overconfident
- ☐ Lonely

## Mage Moves

When you reach this point, roll 1d6 to learn which form your magic takes. If you roll an odd number, your magic waxes within you. If you roll an even number, it wanes instead.

### Wax

You gain access to the following two moves:

#### Create

When you reach within yourself to channel your magic to materialize your element, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, your inexperience shines through and you fail to produce the barest amount. The GM describes the outcome.

On a 6-8, you tap into your powers just the right amount, and produce exactly as much of your element as you required. Describe the outcome.

On an 9+, your magic becomes too involved, rushing to your fingertips and bursting out of your control. You produce far more of your element than anticipated. The GM describes the outcome.

## Destroy

When you reach towards a manifestation of your element and attempt to channel your powers to absorb and destroy it, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, the external manifestation of your element is stronger than you are, and you fail to absorb it. The GM describes the backlash.

On a 6-8, your magic is eager to please and consumes precisely what you wish of it. Describe the outcome as you accomplish precisely what you intended.

On an 9+, your magic is hungrier than you anticipated and surges out of your control, consuming what you intended and then some. The GM describes the outcome.

## Wane

You gain access to the following two moves:

### Manipulate

When you reach towards a manifestation of your element and attempt to shift it in some way, describe what you intend, spend up to 2 Tokens, and roll:

On a 5-, you fail to twist the element to your purposes and it moves on, free of your control. The GM describes the outcome.

On a 6-8, you bend the element to your will and accomplish what you intended. Describe the outcome.

On an 9+, your magic is too eager to please and acts in what it assumes are your better interests. The GM describes the outcome as the element is twisted, but not exactly to your will.

### Weave

When you attempt to weave a manifestation of your element into the workings of something else, spurring it forward in new ways or hindering its function, describe your intended outcome, spend up to 2 Tokens, and roll:

On a 5-, your understanding of your element or the form you're attempting to weave it into is incomplete. The GM describes the outcome as you fail to accomplish what you set out to do.

On a 6-8, your understanding of the things at hand just clicks, and you accomplish precisely what you set out to do. Describe the outcome.

On an 9+, your understanding is complete, but your magic is too involved. The GM describes the outcome as it warps your intentions in some way and acts upon them.

## Roleplay Moves

Depending on the form your magic takes, choose one additional move from the corresponding list below:

### Wax

- ☐ Take a moment to find a detail you have missed, Roll with Benefit as you pursue this course of action.
- ☐ Handle someone with gentleness to gain some insight into their situation
- ☐ Approach an appropriate situation with flexibility to have others look upon you with admiration

## Wane

- ☐ Take a step back to look at the bigger picture, and Roll with Benefit as you pursue this course of action
- ☐ Bolster someone's inner strength to gain some insight into their situation
- ☐ Be firm in an appropriate situation to have others look upon you with admiration

# Electromancy

*Crackling and energizing, electricity powers many tools. From the smallest jolt to a thunderstorm, all of it has the ability to spark a change. It is this electricity that is the form your magic takes. Read below to see what this means for you, personally.*

## Looks

- ❖ Subtly shining accessories
- ❖ Neon, electric colours
- ❖ Straight, sharp patterns
- ❖ Something of your own description

## Roleplay Beats

Take 2-4 Tokens when you:

- ❖ Embody a Condition that affects you
- ❖ Appreciate the finer details of someone else's work
- ❖ Find a spark in an unexpected place
- ❖ Help someone else take a stand

## Conditions

- ☐ Obsessed
- ☐ Unsatisfied
- ☐ Reactive
- ☐ Disdainful

## Mage Moves

When you reach this point, roll 1d6 to learn which form your magic takes. If you roll an odd number, your magic waxes within you. If you roll an even number, it wanes instead.

## Wax

You gain access to the following two moves:

### Create

When you reach within yourself to channel your magic to materialize your element, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, your inexperience shines through and you fail to produce the barest amount. The GM describes the outcome.

On a 6-8, you tap into your powers just the right amount, and produce exactly as much of your element as you required. Describe the outcome.

On an 9+, your magic becomes too involved, rushing to your fingertips and bursting out of your control. You produce far more of your element than anticipated. The GM describes the outcome.



## Destroy

When you reach towards a manifestation of your element and attempt to channel your powers to absorb and destroy it, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, the external manifestation of your element is stronger than you are, and you fail to absorb it. The GM describes the backlash.

On a 6-8, your magic is eager to please and consumes precisely what you wish of it. Describe the outcome as you accomplish precisely what you intended.

On an 9+, your magic is hungrier than you anticipated and surges out of your control, consuming what you intended and then some. The GM describes the outcome.

## Wane

You gain access to the following two moves:

### Manipulate

When you reach towards a manifestation of your element and attempt to shift it in some way, describe what you intend, spend up to 2 Tokens, and roll:

On a 5-, you fail to twist the element to your purposes and it moves on, free of your control. The GM describes the outcome.

On a 6-8, you bend the element to your will and accomplish what you intended. Describe the outcome.

On an 9+, your magic is too eager to please and acts in what it assumes are your better interests. The GM describes the outcome as the element is twisted, but not exactly to your will.

### Weave

When you attempt to weave a manifestation of your element into the workings of something else, spurring it forward in new ways or hindering its function, describe your intended outcome, spend up to 2 Tokens, and roll:

On a 5-, your understanding of your element or the form you're attempting to weave it into is incomplete. The GM describes the outcome as you fail to accomplish what you set out to do.

On a 6-8, your understanding of the things at hand just clicks, and you accomplish precisely what you set out to do. Describe the outcome.

On an 9+, your understanding is complete, but your magic is too involved. The GM describes the outcome as it warps your intentions in some way and acts upon them.

## Roleplay Moves

Depending on the form your magic takes, choose one additional move from the corresponding list below:

### Wax

- ☐ Take a moment to find a detail you have missed, Roll with Benefit as you pursue this course of action.
- ☐ Handle someone with gentleness to gain some insight into their situation
- ☐ Approach an appropriate situation with flexibility to have others look upon you with admiration

## Wane

- ☐ Take a step back to look at the bigger picture, and Roll with Benefit as you pursue this course of action
- ☐ Bolster someone's inner strength to gain some insight into their situation
- ☐ Be firm in an appropriate situation to have others look upon you with admiration

# Biomancy

*The botany in our surroundings breathes life into us. From the smallest sapling to the largest tree, all of them are vital. It is these plants that are the form your magic takes. Read below to see what this means for you, personally.*

## Looks

- ❖ Colour-shifting accessories
- ❖ Bright, lively colours
- ❖ Floral patterns
- ❖ Something of your own description

## Roleplay Beats

Take 2-4 Tokens when you:

- ❖ Embody a Condition that affects you
- ❖ Appreciate the finer details of someone else's work
- ❖ Make a grim situation more lively
- ❖ Help someone "live a little"

## Conditions

- ☐ Distracted
- ☐ Reckless
- ☐ Defensive
- ☐ Despairing

## Mage Moves

When you reach this point, roll 1d6 to learn which form your magic takes. If you roll an odd number, your magic waxes within you. If you roll an even number, it wanes instead.

## Wax

You gain access to the following two moves:

### Create

When you reach within yourself to channel your magic to materialize your element, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, your inexperience shines through and you fail to produce the barest amount. The GM describes the outcome.

On a 6-8, you tap into your powers just the right amount, and produce exactly as much of your element as you required. Describe the outcome.

On an 9+, your magic becomes too involved, rushing to your fingertips and bursting out of your control. You produce far more of your element than anticipated. The GM describes the outcome.

## Destroy

When you reach towards a manifestation of your element and attempt to channel your powers to absorb and destroy it, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, the external manifestation of your element is stronger than you are, and you fail to absorb it. The GM describes the backlash.

On a 6-8, your magic is eager to please and consumes precisely what you wish of it. Describe the outcome as you accomplish precisely what you intended.

On an 9+, your magic is hungrier than you anticipated and surges out of your control, consuming what you intended and then some. The GM describes the outcome.

## Wane

You gain access to the following two moves:

### Manipulate

When you reach towards a manifestation of your element and attempt to shift it in some way, describe what you intend, spend up to 2 Tokens, and roll:

On a 5-, you fail to twist the element to your purposes and it moves on, free of your control. The GM describes the outcome.

On a 6-8, you bend the element to your will and accomplish what you intended. Describe the outcome.

On an 9+, your magic is too eager to please and acts in what it assumes are your better interests. The GM describes the outcome as the element is twisted, but not exactly to your will.

### Weave

When you attempt to weave a manifestation of your element into the workings of something else, spurring it forward in new ways or hindering its function, describe your intended outcome, spend up to 2 Tokens, and roll:

On a 5-, your understanding of your element or the form you're attempting to weave it into is incomplete. The GM describes the outcome as you fail to accomplish what you set out to do.

On a 6-8, your understanding of the things at hand just clicks, and you accomplish precisely what you set out to do. Describe the outcome.

On an 9+, your understanding is complete, but your magic is too involved. The GM describes the outcome as it warps your intentions in some way and acts upon them.

## Roleplay Moves

Depending on the form your magic takes, choose one additional move from the corresponding list below:

### Wax

- ☐ Take a moment to find a detail you have missed, Roll with Benefit as you pursue this course of action.
- ☐ Handle someone with gentleness to gain some insight into their situation
- ☐ Approach an appropriate situation with flexibility to have others look upon you with admiration

## Wane

- ☐ Take a step back to look at the bigger picture, and Roll with Benefit as you pursue this course of action
- ☐ Bolster someone's inner strength to gain some insight into their situation
- ☐ Be firm in an appropriate situation to have others look upon you with admiration

# Photomancy

*Light allows us to perceive the world around us. It would be too much of a simplification to say that it has a true nature, for how can something so pervasive be of just one cast? It is this light that is the form your magic takes. Read below to see what this means for you, personally.*

## Looks

- ❖ Subtly shining accessories
- ❖ Vibrant, prism-like colours
- ❖ Warm, comfortable clothes
- ❖ Something of your own description

## Roleplay Beats

Take 2-4 Tokens when you:

- ❖ Embody a Condition that affects you
- ❖ Appreciate the finer details of someone else's work
- ❖ Shine a light on someone else's actions
- ❖ Be a guiding light for someone else

## Conditions

- ☐ Merciless
- ☐ Inflexible
- ☐ Unreachable
- ☐ Scared

## Mage Moves

When you reach this point, roll 1d6 to learn which form your magic takes. If you roll an odd number, your magic waxes within you. If you roll an even number, it wanes instead.

## Wax

You gain access to the following two moves:

### Create

When you reach within yourself to channel your magic to materialize your element, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, your inexperience shines through and you fail to produce the barest amount. The GM describes the outcome.

On a 6-8, you tap into your powers just the right amount, and produce exactly as much of your element as you required. Describe the outcome.

On an 9+, your magic becomes too involved, rushing to your fingertips and bursting out of your control. You produce far more of your element than anticipated. The GM describes the outcome.

## Destroy

When you reach towards a manifestation of your element and attempt to channel your powers to absorb and destroy it, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, the external manifestation of your element is stronger than you are, and you fail to absorb it. The GM describes the backlash.

On a 6-8, your magic is eager to please and consumes precisely what you wish of it. Describe the outcome as you accomplish precisely what you intended.

On an 9+, your magic is hungrier than you anticipated and surges out of your control, consuming what you intended and then some. The GM describes the outcome.

## Wane

You gain access to the following two moves:

### Manipulate

When you reach towards a manifestation of your element and attempt to shift it in some way, describe what you intend, spend up to 2 Tokens, and roll:

On a 5-, you fail to twist the element to your purposes and it moves on, free of your control. The GM describes the outcome.

On a 6-8, you bend the element to your will and accomplish what you intended. Describe the outcome.

On an 9+, your magic is too eager to please and acts in what it assumes are your better interests. The GM describes the outcome as the element is twisted, but not exactly to your will.

### Weave

When you attempt to weave a manifestation of your element into the workings of something else, spurring it forward in new ways or hindering its function, describe your intended outcome, spend up to 2 Tokens, and roll:

On a 5-, your understanding of your element or the form you're attempting to weave it into is incomplete. The GM describes the outcome as you fail to accomplish what you set out to do.

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On an 9+, your understanding is complete, but your magic is too involved. The GM describes the outcome as it warps your intentions in some way and acts upon them.

## Roleplay Moves

Depending on the form your magic takes, choose one additional move from the corresponding list below:

### Wax

- ☐ Take a moment to find a detail you have missed, Roll with Benefit as you pursue this course of action.
- ☐ Handle someone with gentleness to gain some insight into their situation
- ☐ Approach an appropriate situation with flexibility to have others look upon you with admiration

## Wane

- ☐ Take a step back to look at the bigger picture, and Roll with Benefit as you pursue this course of action
- ☐ Bolster someone's inner strength to gain some insight into their situation
- ☐ Be firm in an appropriate situation to have others look upon you with admiration



# Skiamancy

*Where there is light, there is shadow, for all things must be balanced. Comforting and shrouding in turns, the shadows take many forms. It is these shadows that are the form your magic takes. Read below to see what this means for you, personally.*

## Looks

- ❖ Colour-shifting accessories
- ❖ Dark, muted colours
- ❖ Structured, sturdy clothing
- ❖ Something of your own description

## Roleplay Beats

Take 2-4 Tokens when you:

- ❖ Embody a Condition that affects you
- ❖ Appreciate the finer details of someone else's work
- ❖ Teach someone to embrace themselves
- ❖ Grab an opportunity when it arises

## Conditions

- ☐ Merciless
- ☐ Obsessed
- ☐ Lonely
- ☐ Unsatisfied

## Mage Moves

When you reach this point, roll 1d6 to learn which form your magic takes. If you roll an odd number, your magic waxes within you. If you roll an even number, it wanes instead.

## Wax

You gain access to the following two moves:

### Create

When you reach within yourself to channel your magic to materialize your element, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, your inexperience shines through and you fail to produce the barest amount. The GM describes the outcome.

On a 6-8, you tap into your powers just the right amount, and produce exactly as much of your element as you required. Describe the outcome.

On an 9+, your magic becomes too involved, rushing to your fingertips and bursting out of your control. You produce far more of your element than anticipated. The GM describes the outcome.

## Destroy

When you reach towards a manifestation of your element and attempt to channel your powers to absorb and destroy it, describe what you intend, spend up to 2 Tokens and roll:

On a 5-, the external manifestation of your element is stronger than you are, and you fail to absorb it. The GM describes the backlash.

On a 6-8, your magic is eager to please and consumes precisely what you wish of it. Describe the outcome as you accomplish precisely what you intended.

On an 9+, your magic is hungrier than you anticipated and surges out of your control, consuming what you intended and then some. The GM describes the outcome.

## Wane

You gain access to the following two moves:

### Manipulate

When you reach towards a manifestation of your element and attempt to shift it in some way, describe what you intend, spend up to 2 Tokens, and roll:

On a 5-, you fail to twist the element to your purposes and it moves on, free of your control. The GM describes the outcome.

On a 6-8, you bend the element to your will and accomplish what you intended. Describe the outcome.

On an 9+, your magic is too eager to please and acts in what it assumes are your better interests. The GM describes the outcome as the element is twisted, but not exactly to your will.

### Weave

When you attempt to weave a manifestation of your element into the workings of something else, spurring it forward in new ways or hindering its function, describe your intended outcome, spend up to 2 Tokens, and roll:

On a 5-, your understanding of your element or the form you're attempting to weave it into is incomplete. The GM describes the outcome as you fail to accomplish what you set out to do.

On a 6-8, your understanding of the things at hand just clicks, and you accomplish precisely what you set out to do. Describe the outcome.

On an 9+, your understanding is complete, but your magic is too involved. The GM describes the outcome as it warps your intentions in some way and acts upon them.

## Roleplay Moves

Depending on the form your magic takes, choose one additional move from the corresponding list below:

### Wax

- ☐ Take a moment to find a detail you have missed, Roll with Benefit as you pursue this course of action.
- ☐ Handle someone with gentleness to gain some insight into their situation
- ☐ Approach an appropriate situation with flexibility to have others look upon you with admiration

## Wane

- ☐ Take a step back to look at the bigger picture, and Roll with Benefit as you pursue this course of action
- ☐ Bolster someone's inner strength to gain some insight into their situation
- ☐ Be firm in an appropriate situation to have others look upon you with admiration

# The Tournament

## Concept

Magic users all gain their magic at a certain age and undergo training to harness their powers effectively. This training occurs at school and, like any other scholastic activity, has tournaments and the likes associated with it. The Tournament is one such competition, staged between the PCs' school and their competitor school.

## Hook

The Tournament itself consists of three rounds. The first round is a problem the teams must solve by creative application of their magics. The second round is a round that requires the teams to focus on their teamwork to win. The third and final round is a bit of an outlier. It consists of a festival after which the winner of the round is chosen by popular vote.

If you wish to add more intrigue and layers for the Players to unravel, you can have the Captain of the opposing team be in possession of (and using) a forbidden artifact to facilitate their win. The exact nature of the artifact is left to the GM, but should definitely be something the PCs themselves would be capable of destroying with the proper approach.

## Locations

### Tournament Hall

High ceilings and crowded seating, protected by barriers both magical and physical. The constant buzz of conversation and ever-building excitement in the air. Two platforms for the contesting teams, a short yet daunting series of steps leading up to them. The pressure to perform. Photomancy-powered lighting and anemomancy-powered cooling.

### Possible Intrigues

- ❖ A small snake has made itself known in the middle of the seating, causing quite the commotion.
- ❖ The physical barriers have begun to form cracks, causing the tournament to come to a pause as teachers (and PCs, if they so wish) shore them back up.

### Dining Hall

Enticing intertwined scents of food in the air, making your stomach rumble. Long tables with seats running down either side. The clinking of tableware and low murmurs of conversation. A cafeteria line that seems to never dwindle.

### Possible Intrigues

- ❖ One of the students has just found a strand of hair in their food and is fighting one of the dining hall staff about it.
- ❖ Two groups of students, both from opposing schools, are arguing over who gets to sit at a table.

## Infirmary

Sharp smell of antiseptic in the air, a row of simple beds separated by curtains. A cabinet of medical supplies in the corner. A nurse with a bored expression seated at a small desk, stethoscope around their neck, twining their magic between their fingers.

### Possible Intrigues

- ❖ A student has come in with a scraped knee, the school nurse is cleaning the wound.
- ❖ A couple of students are skipping class by pretending to be sick, the school nurse is scolding them.

## Staff Room

Cubicles busy with teachers frantically working on coursework and grading. The occasional burst of magic from students asking for clarifications and assistance. Bulletin board with important events. Water dispenser in the corner.

### Possible Intrigues

- ❖ A teacher flags down one or some of the PCs to help them gather materials for their next class.
- ❖ A teacher and a student are arguing about how the teacher graded the student's test paper.

## Classrooms

Every classroom starts with the same base description, use the table below for more magical extensions.

Classrooms lit by photomancy. Open windows with a constant breeze. Teacher's desk at the front, a blackboard behind it., half-broken chalk pieces at its base. Desks lined up neatly, some with doodles on them or gum stuck underneath them. The quiet air of learning.

d6 Roll	Type of Classroom	Additional Description
1-2	Magic	Soft mats lining the floor, teachers on standby in case of emergencies. A throng of students all practicing their disciplines. An air of concentration undercut by the occasional joke between friends.
3-4	Alchemy Lab	Faint smell of something burning in the air. A litany of posters about lab safety measures. Shelves filled to the brim with strange chemicals, some bubbling, some not. A frazzled teaching assistant helping the teacher set up the next experiment.
5-6	Gym	Plenty of space for physical exercise. A gym teacher yelling instructions over the hubbub of students chattering. The acrid tang of sweat in the air. A constant breeze, courtesy of anemomancy.

### Possible Intrigues

- ❖ A PC is called on in class to answer a question posed by the teacher.

- ❖ There's been a small malfunction in the magic keeping the classrooms lit. The PCs are asked to look into it.

## NPCs

NPCs are mentioned by their roles, choose names for your NPCs using the names list given below.

### Captain (They/Them)

- ❖ School of Magic: Photomancy
- ❖ Goal: To win the tournament by any means necessary
- ❖ Likes:
  - Victory
  - Opposing Teacher 1
  - Chewing gum
- ❖ Dislikes:
  - TV soaps
  - Being wrong
  - Opposing Team Member 1
- ❖ Description: Always wears a smirk, overconfident air, acts too good to be here
- ❖ Quote: "All of you need to stop holding me back!"

### Opposing Team Member 1 (She/Her)

- ❖ School of Magic: Electromancy
- ❖ Goal: To prove herself best in her school
- ❖ Likes:
  - Ice cream
  - Problem solving
  - Petty arguments
- ❖ Dislikes:
  - Her captain
  - Dogs
  - Small talk
- ❖ Description: Glasses, hair out of the way, serious face, tidy uniform
- ❖ Quote: "Think about it - I've already won."

### Opposing Team Member 2 (He/Him)

- ❖ School of Magic: Hydromancy
- ❖ Goal: To not let his team down
- ❖ Likes:
  - Plants
  - Sticking up for people
  - Making friends
- ❖ Dislikes:
  - Loud noises
  - Bullies

➤ Competitions

- ❖ Description: Shy smile, kindness through both actions and words, ruffled hair
- ❖ Quote: "That looked like a rough fall, are you alright?"

### Opposing Team Member 3 (They/Them)

- ❖ School of Magic: Geomancy
- ❖ Goal: To make their family proud
- ❖ Likes:
  - Cracking jokes
  - Animals
  - Sports
- ❖ Dislikes:
  - Confrontation
  - Tests
  - Cockroaches
- ❖ Description: Messy uniform, bright grin, draws people to themselves
- ❖ Quote: "It's not over yet, we can still win this!"

### Opposing Team Member 4 (He/Him)

- ❖ School of Magic: Pyromancy
- ❖ Goal: To sabotage his own team
- ❖ Likes:
  - His family
  - Black coffee
  - Bad puns
- ❖ Dislikes:
  - His school
  - Opposing Team Member 2
  - Breaking the rules
- ❖ Description: Perfect uniform and hair, no-nonsense attitude, cold eyes
- ❖ Quote: "I think you'll find that not everyone is exactly as they seem."

### Classmate 1 (She/Her)

- ❖ School of Magic: Biomancy
- ❖ Goal: To make at least one friend
- ❖ Likes:
  - Chocolate
  - Cats
  - Her classmates
- ❖ Dislikes:
  - Rudeness
  - Tea
  - Gossip
- ❖ Description: Hair in two braids, shy demeanour, a little people-pleasing

- ❖ Quote: “I-I’m not sure that’s allowed but if you say so it’s probably okay!”

## Classmate 2 (He/Him)

- ❖ School of Magic: Skiamancy
- ❖ Goal: Prove their magical capability to someone in power
- ❖ Likes:
  - Cricket
  - Cooking
  - Studying
- ❖ Dislikes:
  - Pranks
  - People who aren’t as smart as him
  - His parents
- ❖ Description: Missing tie, serious eyes, hair that keeps falling out of place
- ❖ Quote: “One day I’ll be above all this. Mark my words.”

## Classmate 3 (They/Them)

- ❖ School of Magic: Photomancy
- ❖ Goal: Make sure everyone follows the rules
- ❖ Likes:
  - Rules
  - Authority
  - Order
- ❖ Dislikes:
  - Cheating
  - Chocolate
  - Not being taken seriously
- ❖ Description: Ironed uniform, impossibly tidy hair, tie that looks like it’s on the verge of choking them
- ❖ Quote: “Actually, the school rules clearly state that [].”

## Opposing Teacher 1 (They/Them)

- ❖ School of Magic: Skiamancy
- ❖ Goal: Ensure the Captain is seen in a good light
- ❖ Likes:
  - Captain
  - Being in a position of power
  - Getting away with things
- ❖ Dislikes:
  - Skiamancy
  - Rules
  - Nosy people
- ❖ Description: Eye bags, unapproachable air, scheming face



- ❖ Quote: "I don't think you understand. [Captain] is destined for greatness, which is more than I can say for the likes of you."

## Opposing Teacher 2 (She/Her)

- ❖ School of Magic: Biomancy
- ❖ Goal: Keep her students safe
- ❖ Likes:
  - Her students
  - Tending to plants manually
  - Sunlight
- ❖ Dislikes:
  - Rough people
  - Cold things/places
  - Opposing Teacher 1
- ❖ Description: Hair braided with flowers, green clothes, calm and gentle air about them
- ❖ Quote: "Please step away from my students. It doesn't have to come to this."

## Teacher 1 (He/Him)

- ❖ School of Magic: Anemomancy
- ❖ Goal: To guide his students to victory
- ❖ Likes:
  - His school
  - Jewellery
  - Kites
- ❖ Dislikes:
  - Defeat
  - Being seen as inferior
  - Insects
- ❖ Description: Matching earrings and necklace, well-put-together clothing, always a small breeze around him
- ❖ Quote: "Remember what you've learned so far and victory is surely yours."

## Teacher 2 (They/Them)

- ❖ School of Magic: Geomancy
- ❖ Goal: Keep the tournament safe
- ❖ Likes:
  - Steady foundations
  - Clay sculptures
  - Being acknowledged for their work
- ❖ Dislikes:
  - Braggarts
  - Troublemakers
  - Things being out of place
- ❖ Description: Glasses, serious eyes, measured speech

- ❖ Quote: “We have these safety measures in place for a reason.”

## Principal (They/Them)

- ❖ School of Magic: Pyromancy
- ❖ Goal: Incite as much chaos as possible
- ❖ Likes:
  - Fire
  - Confusing people
  - Keeping their students safe
- ❖ Dislikes:
  - Geomancy
  - Order
  - Flowers
- ❖ Description: Mischievous air, twinkling eyes, a true force of nature
- ❖ Quote: “While that is possible, I think this way would be much more fun!”

## NPC Names:

### Feminine:

- ❖ Anamika
- ❖ Lata
- ❖ Vaishnavi
- ❖ Pari
- ❖ Rekha
- ❖ Priya
- ❖ Jaya
- ❖ Anjana
- ❖ Urvi
- ❖ Asma
- ❖ Tania

### Masculine:

- ❖ Piyush
- ❖ Vaibhav
- ❖ Anurag
- ❖ Vinod
- ❖ Sumit
- ❖ Venkat
- ❖ Karam
- ❖ Manas
- ❖ Jeet
- ❖ Amrit

### Neutral:

- ❖ Asha
- ❖ Santosh
- ❖ Chanda
- ❖ Neela
- ❖ Imaan
- ❖ Hira
- ❖ Jwala
- ❖ Ananda
- ❖ Dishya
- ❖ Nakshatra

## Last Names:

- ❖ Goyal
- ❖ Das
- ❖ Sayyid
- ❖ Qureshi
- ❖ Singh
- ❖ Patil

- ❖ Seth
- ❖ Deshmukh
- ❖ Prasad
- ❖ Reddy
- ❖ Nayak
- ❖ Gadepalli
- ❖ Nag

- ❖ Mohapatra
- ❖ Raut
- ❖ Misra
- ❖ Ghosh
- ❖ Biswas
- ❖ Ray
- ❖ Mukerji