

School of Chalk

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Esmée Gardner (a.k.a. The Professor) is an educator and a mother. She had big expectations for her daughter, Jane, to follow in her footsteps. Such expectations were too much for Jane and, once old enough, she left her mother all alone. Esmée was left broken, both of heart and of mind. She closed down the school and created a simulacrum of Jane, acting as though she had never left. She developed a series of trials to test academic prowess, searching for a scholar as brilliant as her daughter. The trials have yet to be passed, especially since Esmée's recent deadly additions, but then again... No one could replace her Jane.

THE CLASSROOM

1084 SQ FT

FROM OUTSIDE, THIS SEEMS to be the only room. This classroom has two rows of desks, a few lockers, a closet, and a blackboard at the front of the room. There are three doors on either side of the room and no windows.

f.1 THE WEE GAL'S PET CAT IS HUNGRY FOR TOES

A little girl will let her very protective (and hungry) pet lion feast relentlessly on the adventurers' toes. The adventurers must unlock the door located beyond the lion using the key tied to its tooth.

f.3 THE KEY WILL BE IN THE PIT OF THE DRAGONS OF ICE

The key to the door is buried within the dragons' hoard on the other side of their lair, where dozens of dragons are slumbering.

f.2 THE OLD GRAN BEGS YOU TO HAVE ONE PIE MORE

An unassuming grandma wants the adventurers to eat all of the pies she has baked. The pies are poisonous but one contains the key to the door that will take them back to the classroom.

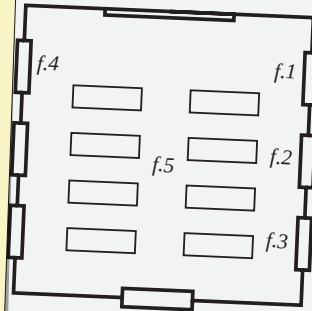
f.4 THE SEA IS SINKING YOUR SHIP

The adventurers must find the door somewhere on the ship without first succumbing to the storm, the sea, or the creatures that lurk within.

Possible Hooks

- The school closed down many years ago with no explanation. When folks heard it was reopening they flooded back. None of those who ventured to the school have returned...
- Impossible creatures have escaped from the school (failed creations of Esmée) and are terrorizing passersby...
- Whispers can be heard within 10 miles of the school, luring in the curious to attempt the trials...

THE PCS WILL SPEND much of their time here in the classroom, so it's a great place for story details. Maybe include some items from Jane's youth, perhaps an old journal or a "Student of the Month" wall that shows exclusively pictures of Jane. This is also a great place for some fun magic items. You could even alter the room or its contents each time the PCs return.



f.5 Following room 4...

Water from the sea floods through the door while the other doors open, barely holding back their dangers. Eventually, the water will fill the room, break the floor, and lead to

Section II. Trial Rules

This dungeon centers around magic chalk which manifests whatever it writes. While in THE CLASSROOM, player characters (PCs) will face a sentence written in magic chalk describing the scenario behind the corresponding door. Each scenario is more deadly than the last, and represents an aspect of Esmée's relationship with her daughter Jane.

The PCs will alter each sentence using a piece of magic chalk to bring about a more agreeable scenario. They may do this by adding letters, punctuation, or other marks (i.e. I becomes L). After this, the corresponding door will open to the scenario as written. The PCs' goal is to make it past each scenario and through the door back to THE CLASSROOM. The Professor will grade the PCs based on their creativity and problem-solving skills.

The PCs must follow only a few simple rules: (1) at least one change must be made, (2) the sentence must remain grammatically correct, and (3) nothing can be erased.

EX: THE BENDLESS MAZE IS FULL OF RAIN

Descriptions of each scenario *unaltered* can be found with the sentences below THE CLASSROOM. Note that scenarios will change with the PCs' alterations. It's up to you (the GM) to decide how those changes alter the scenario, so be prepared for anything!

GM TIPS:

- A version of the rules should be written in THE CLASSROOM for the PCs to see.
- Make this more challenging by limiting the amount of chalk or time!
- Write the scenario descriptions with wide spacing, capital letters, and a basic, sans-serif lettering to allow for more alteration ("I" instead of "l" or "T")

THE LECTURE HALL

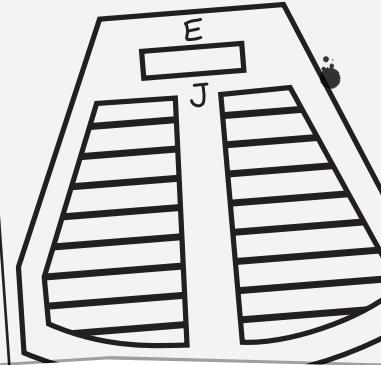
ESMÉE SIT ATOP A tall desk, made invulnerable by school supplies swarming around her. A SIMULACRUM OF JANE uses magic to fight the PCs while Esmée writes spells on blackboards rolling around the room. CHALK FLOATS ALL AROUND the room which can be used to alter Esmée's spells.

CONSIDER A MULTI-PHASE FIGHT (1) Battle Jane while Esmée writes spells. (2) Jane is invulnerable with her mother while Esmée summons minions. (3) Jane returns while Esmée writes

895 SQ FT

THE GARDNER LECTURE HALL is a venue for lectures of all sorts, whether are teaching, presenting, or speechifying.

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Spells

1	IF YOU ARE BAD, YOU ARE OUT (a PC is banished for one round)	5	DESKS END YOUR APPROACH (Several desks form a wall)
2	INK IN THE AIR (everybody's vision is completely obscured)	6	TIME FOR A TALKING TO (A loud reprimand psychically harms each PC)
3	OOPS! ALL JANE (Everyone turns into Jane, no one knows who is who)	7	JANE COME TO OUR DESK (Jane teleports within Esmée's invulnerability field)
4	TALK ONE BIT, GET HIT (PCs take damage whenever they talk)	8	JANE CAN SEE THE FUTURE (General buff to all rolls Jane makes)

Note: This is an IMPORTANT detail. Do not miss this! Ok, here goes: PCs should never ever ever NEVER under any circumstances check behind the third shelf from the top in the closet. That is where Esmée has her magic chalk spells.

IF THE B apes ma run film clownin make th hipster what th downtw ice cre to sum squirr gentri create mid-l conve spell