

# MEOVANDER INSTITUTE

*"Museums don't like things to be thrown away, in case they turn out to be very important later on."*

— TERRY PRATCHETT, UNSEEN ACADEMICALS

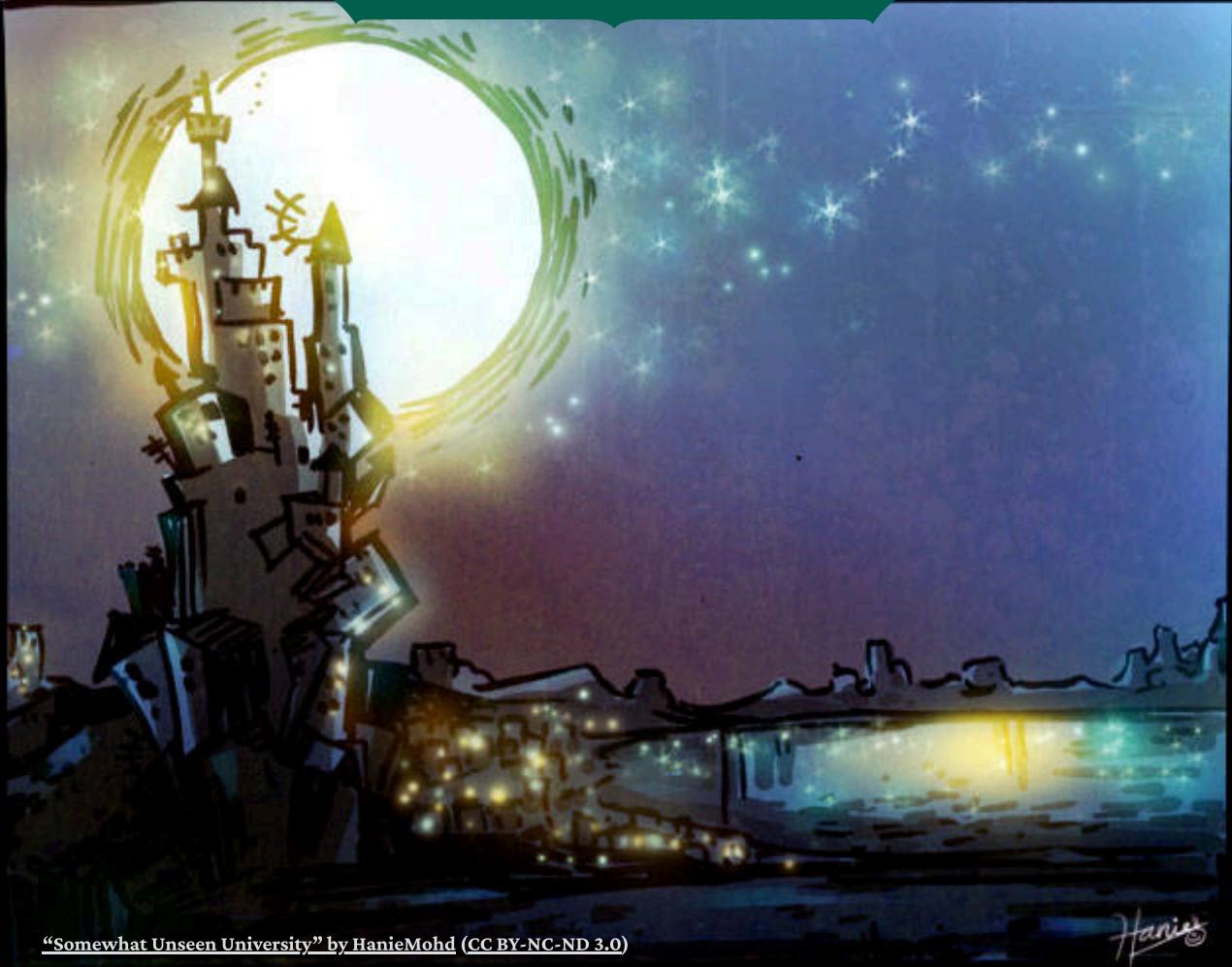
The Institute for the Study of Historic Arcaneology was founded by Marcius Melcheor Meovander to conduct focused research into the magical remains of past civilizations. Today, the Institute is home to three prestigious chairs in the field of Historic Arcaneology whose occupants are appointed for life (and beyond). It houses the largest library of magic-historical research in the known world, commonly referred to as the "Meovander Library". Meovander himself was considered an eccentric outsider in the Mages Guild (which is saying something among mages!) and ridiculed for locating his institute in an insignificant backwater – place the Institute in any town or village you like.

## CURRENT SITUATION

While the Meovander Institute is housed in a seemingly large building, once you step foot inside it, you realize that it is considerably smaller on the inside. This is due to a recent event now known as the "Great Departmental Downsizing". In an interdepartmental effort to gain more interior space, the heads of the Institute performed a magical ritual to expand the internal dimensions of the building – which sadly had the opposite effect.

The Meovander Library is home to the largest collection of books and manuscripts on all manner of topics relating to the study of historical applications of magic. Since the great departmental downsizing, however, it has suffered from a lack of space, so every nook and cranny of the institute building is used for storage. As a result, every room is packed to the rafters with stacks of books and towers of scrolls, which complicates finding anything.

## THE MEOVANDER INSTITUTE TOWER



*"Somewhat Unseen University"* by HanieMohd (CC BY-NC-ND 3.0)

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# CHAIR OF ARCHAIC ENCHANTMENTS

The chair specializes specifically in the study of lost civilizations, which has the irritating consequence that someone has to go out and dig the things up.

- ◆ **Professor Ordinarius Aldus Phex:** As an occupant of a chair of Archaic Enchantments, Phex examines enchanted, bewitched or cursed artifacts from all over the world, as long as they are old enough.
- ◆ **Infinite Staircase:** The main staircase has looped in on itself, always leading back to the first floor. To get to Phex' office on the second floor, you need to climb a rope dangling down the stairwell (ACROBATICS).
- ◆ **Painted Office:** After the downsizing, Phex moved his office into an enchanted painting to save space. To get in, you only have to touch the painting. Getting out, however, is more complicated.
- ◆ **Getting Out Again:** To leave the painted office again, you need to call his assistant, a scatter-brained dwarf called Lorna, to cast an Open/Close spell on the painting. This spell allows you to touch the frame from the inside, transporting you back outside. Since Lorna can be a bit distracted, you might have to yell.
- ◆ **Freshly Painted:** In a moment of sheer genius, Phex realized that instead of bringing furniture into the painting, he could have Lorna paint everything he needed into it. The poor quality of his furniture is due to her not being a very good painter.

## FETCHING ARTIFACTS

Phex' main interest in a band of adventurers is in getting his hands on some new artifacts. He knows a lot of legends and rumors and pays reasonably well.

- ◆ **Fetch Contracts:** When providing you with information about the location of an artifact, Phex' requires you to sign a contract binding you to bring the artifact to him, in exchange for an agreed-upon price. He normally offers one or two of his enchanted items.



PROF. ALDUS PHEX

Aldus is a rather laid-back kind of master of the arcane. He is also completely oblivious to the amount of work and effort is required to dig up and procure all the ancient artifacts he likes to study – from the comfort of his armchair.

**MOVEMENT:** 10    **HP:** 14    **WP:** 30

**SKILLS:** Mentalism 16, Myths & Legends 14

**ABILITIES:** Focused ×4, Master Spellcaster

**SPELLS:** Fetch, Flick, Light, Slow Fall, Sense Magic, Dispel, Magic Shield, Magic Seal, Charge, Enchant Weapon, Permanence

**WEAPONS:** Saff (skill level 13, damage D8)

**GEAR:** Grimoire, wand

## FETCH AN ARTIFACT

4D6	1: TYPE	2: KIN	3: ITEM	4: PLACE
1	Cursed	Imperial	Crown	Tower Ruin
2	Holy	Elven	Sword	Catacombs
3	Arcane	Dwarven	Shield	Ancient Tomb
4	Draconic	Orcish	Gemstone	Hidden Cave
5	Demonic	Mallard	Statuette	Castle Ruin
6	Elemental	Wolfkin	Grimoire	Abandoned Mine

## FOR A MAGIC ITEM

ITEM	EFFECT
Fletch Glove	With a flick of the wrist, you can cast Flick or Fetch (2 WP, action).
Light Stone	When activated (2 WP, action) it casts a bright light in a 10-meter radius for 1 shift.
Protection Talisman	As a reaction (3 WP, not an action) you can cast Magic Shield at power level 1.
Feather Cape	As a reaction (2 WP, not an action) you can spread the cape to cast Slow Fall.

# CHAIR OF OBSCURE TRANSMUTATION

Professor Extraordinarius Hieronymus Vitus is a leading researcher in magical methods of shapeshifting and specializes on obscure magic and folk remedies.

- ◆ **Down to the Lab:** Vitus' study and laboratory is located in the basement of the Meovander Institute. You have to climb down the stairwell one level to reach it. There you find an about 10-meter wide, cluttered alchemical workshop full of pots and plants.
- ◆ **Concoctions:** As a result from his research on folk remedies, Vitus sells a range of potions and poisons to further fund his research.
- ◆ **Research Assistants:** To regain workspace, all research assistants are required to eat a piece of shrinking shroom each day, enabling them to work on bookshelves. While they are mostly resigned to this, they are also eager to complain about these work conditions to anyone who would listen.



## MUSHROOM CRISIS

*Due to an infestation, no further shrinking shrooms or enlargement fungi can be harvested. This results in a temporary permanence of the research assistants' size.*

- ◆ **Help Needed:** Vitus is looking for someone to get rid of the monsters that have infested the mushroom cave and save the magical mushrooms. As a reward, he offers each PC a potion of poison from his stock.
- ◆ **Shroom Cave:** The natural mushroom cave lies deep below the tower and has been sealed off by a heavy reinforced door (HP 100, armor rating 20) which you reach via an incredibly long spiral staircase.
- ◆ **Giant Amoebas:** Two giant amoebas (Bestiary, p.78) await you beyond the door. They must have grown after consuming some enlargement fungus. They hide in the dark recesses of the cave but try to escape whenever a creature opens the door.
- ◆ **Fungal Spores:** Vitus warns you that the fungal spores that fill the air are easily flammable. When exposed to an open flame, a fiery explosion will engulf the whole cave, dealing 2D8 damage to any creature inside, and destroying all the mushrooms.

## THE DEEP CAVES

Beyond the mushroom cave lies a labyrinth of tunnels and caverns composing a vast underground realm. The Institute can serve as a starting point to explore this dark realm.



## PROF. HIERONYMUS VITUS

Hieronymus is actually an elf. There was a transformation accident. Please don't ask, he is rather sensitive when asked about it.

**MOVEMENT:** 10    **HP:** 14    **WP:** 30

**SKILLS:** Animism 15, Healing 14, Beast Lore 13

**ABILITIES:** Focused ×4, Master Herbalist\*

**SPELLS:** Fetch, Clean, Cook Food, Treat Wound, Ensnares Roots, Lightning Flash, Sleep

**WEAPONS:** Saff (skill level 13, damage D8)

**GEAR:** Grimoire, herbalism tools\*

\*See Dragonburn Professions Collection, p.58

## VITUS' VIALS

ITEM	COST	EFFECT
Poisons	Varies	See the Rulebook, p.52
Invigorating Tonic	40 gold	Blue colored potion. Instantly regenerates 2D6 WP.
Healing Potion	50 gold	Red colored potion. Instantly heals 2D6 HP.
Ogre Strength Potion	60 gold	Gives you Strength 19, STR DMG Bonus +D6, carry capacity 10, a boon to all STR rolls for 1 stretch. But leaves you Exhausted afterwards.

## OBSCURE TRANSMUTATION

# CHAIR OF TRANSCENDENTAL LOGISTICS

*Professor ad Infinitum Callista Eliana Meovander is the last descendant of thaе Institute founder and current dean of the Institute, and leading luminary in the field of spacial and interdimensional displacement.*

- ◆ **Rotunda:** Prof. Meovander's main workplace is located in an about 6-meter wide domed at the top of the Institute's tower. Due to the downsizing, this is only the third floor, internally.
- ◆ **The Demiweight:** In her study, the wight-like figure of Callista Meovander paces back and forth. Yes, Meovander is undead, but her plans do not invoke world domination, nor the eating of mortal souls. She does, in fact, not know how she ended up as a half-living being and therefore focuses her research on the realm beyond death.

## THE OTHERWORLD PORTAL

*At the center of her study and the main focus of her work, is a permanent 2-meter wide portal that leads directly into the realm beyond death – the otherworld.*

- ◆ **The Lost Expedition:** A first expedition into the portal was launched some time ago, but failed miserably, with only one member returning.
- ◆ **Ding:** Meovander's assistant, a scrawny halfling called Ding, is the only survivor who returned from the failed expedition into the otherworld. She claims to have lost any memory of what happened there.
- ◆ **The Changeling:** That is not Ding, but a changeling who took Ding's place to escape the horrors of the world beyond and is content to live as a scholar (she uses the scholar stats from the Rulebook, p.105, but with Changeling and 9 WP) for a while.
- ◆ **An Offer You Can Refuse:** Meovander is eager to send another expedition and offers any adventuring party an honorary doctorate at the Institute if they agree to enter the portal, report on the environment and nature of the otherworld, and find out what happened to the first expedition on the other side. You can also bargain (BARTERING) for a different reward.

## OTHERWORLDLY EXPEDITIONS

If you take her offer, you can start an expedition into the world beyond the mortal veil, the great beyond, the otherworld – a world inhabited by demons, spirits and all sorts of otherworldly beings. But what exactly awaits you there is another story...



**PROF. CALLISTA MEOVANDER**

Technically, Callista is dead, but there is a new clause that allows chairs to be held for an unlimited period of time, called “unlife-long tenure”.

Since her death, she has had even less patience for late submissions and lazy assistants. “If dying is no excuse for me not to work, then it’s no excuse for you when your mother does it either!” and similar rebukes are not uncommon with her.

**MOVEMENT:** 10    **HP:** 22    **WP:** 34

**SKILLS:** Mentalism 16, Evade 13

**ABILITIES:** Focused × 6, Master Spellcaster, Robust × 4, Fearless

**SPiELS:** Fetch, Flick, Light, Sense Magic, Levitate, Stone Skin, Transfer, Telepathy, Flight, Teleport

**WEAPONS:** Saff (skill level 13, damage D8)

**GEAR:** Grimoire, notebook, spyglass

## KIN ABILITY: CHANGELING

- ◆ **Willpower Points:** 3

If you study another creature's form and features, you can activate this ability to permanently take its form. This does not change any of your ratings.