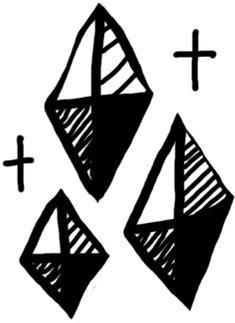


Life at a Terrible Magic School

LIFE AT A
TERRIBLE
MAGIC
SCHOOL



A DIY ADVENTURE GAME BY ANDREW



For Sonia.

ABOUT

Share away!

Andhegames.com is where this book came from. It all belongs to Andrew Miller; feel free to copy and distribute. Don't sell it, though - make your own cool book, and sell that. It's more fun.

Print away!

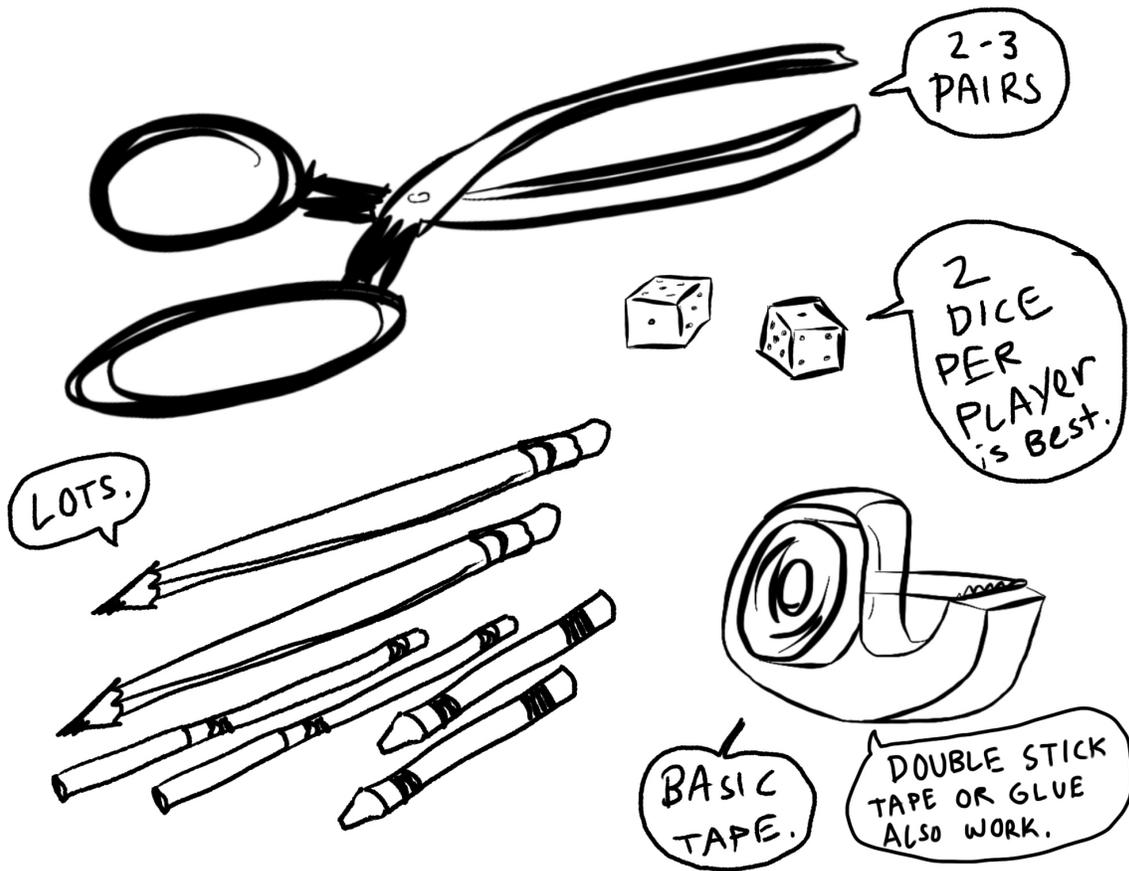
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Thank you for buying ExSpelled. Your money helps make more awesome handmade games that inspire creativity.

This is a DIY adventure game, you don't need to read it before you play, just open up the book and begin. Here's what you need to play:



WHIMBERLY'S

COLLEGE OF THE MAGICAL ARTS

Office of admissions
Center
Mana desert
Contact us: Avian (Vulture recommended)



Dear student,
Have you been REJECTED by the other magic schools?
Are you not naturally magical?
Do you get terrible grades?
Are you inept? DANGEROUS?

***We've got a place for you at
our school!***

Here at Whimberly's, we do our best to not discriminate. It doesn't matter if you've got bad or no test scores, non-magic family, criminal record, or are actually running from the law: **we'll accept you** (credit check required).

So grab your wand and join us at Whimberly's!

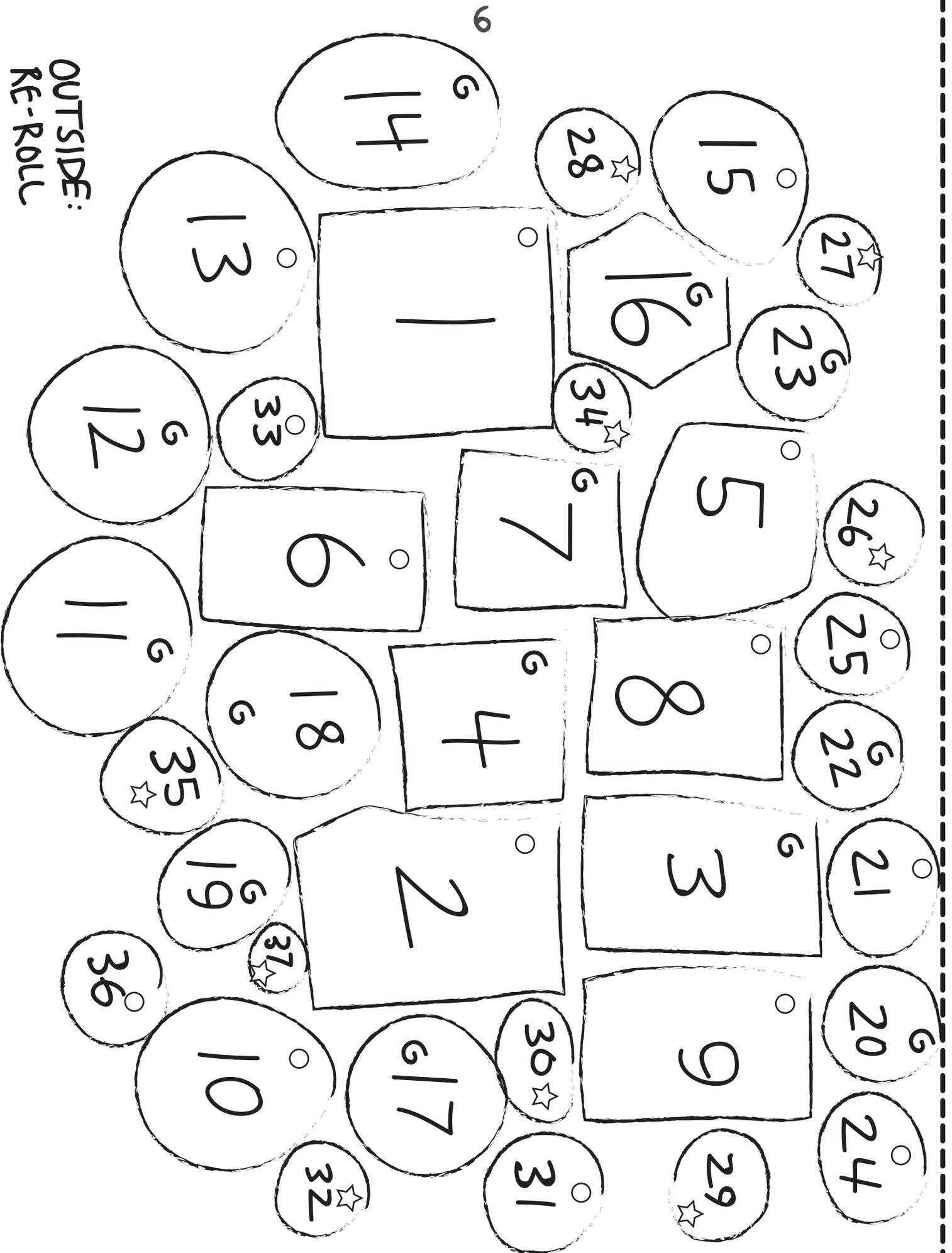
Located in a pristine mana desert that is perfect for sunbathing, Whimberly College is the most successful college for miles around. We're incredibly proud of our low academic standards: we're truly a school not for the gifted, but a school for **you**.

Application and acceptance letter attached.

A stylized, handwritten signature in black ink, appearing to read "Jambly Whimberly".

Jambly Whimberly
Headmaster

OUTSIDE:
RE-ROLL



Spell Sheet

Cut this and the opposite page out of the book immediately. You don't need these pages right away, but you will need them soon:

If "use magic" is called for:

Cast a single die onto the opposite page.

IF YOU OVERLAP MORE THAN ONE SPACE: You choose!

Take note of the symbol, and follow instructions.

If "Cast a spell" is called for:

Cast a single die onto the opposite page.

IF YOU OVERLAP MORE THAN ONE SPACE: You choose!

- : Deal one damage to your opponent.
- ☆: Deal 3 damage to your opponent
- ⊖: Make a bungled spell roll

If "Bungled spell" is called for:

Cast a single die onto the opposite chart, and add a quirk on the reverse of this page according to the number that your spell landed on.

IF YOU OVERLAP MORE THAN ONE SPACE: You choose!

Quirks! (You may write and/or illustrate on card)

- 1 You get a/another silly hat.
- 2 A/another bug gets attached to your face.
- 3 Your skin becomes carpet.
- 4 Your eyes change colors.
- 5 Your ears grow much bigger.
- 6 Your head turns upside down (cut out your head and paste or tape).
- 7 Hand turns into an animal.
- 8 Green stars on one part of your body.
- 9 You start glowing blue.
- 10 Your clothes get stripes.
- 11 You're covered in frogs.
- 12 You're a turtle-person.
- 13 You turn evil, grow fangs.
- 14 You're a mummy.
- 15 You grow a red beard.
- 16 Your shoes grow 8 toes.
- 17 Your eyebrows grow. A lot.
- 18 An undead squirrel appears.
- 19 You transform into a clown.
- 20 You think you're an accordion.
- 21 Three eels are your friends.
- 22 You become a yeti.
- 23 You grow a cow tail.
- 24 You become covered in hair.
- 25 You develop tiger stripes.
- 26 You get the sniffles forever.
- 27 Your nose is alive.
- 28 You have a computer implant.
- 29 You're a cloud person now.
- 30 You have twelve mouths.
- 31 You develop green star rash.
- 32 You develop mad cow syndrome, and a mad cow.
- 33 You have a mild cold. and toads.
- 34 Your ears are metal.
- 35 You're a cow person.
- 36 You're a squid person.
- 37 You are transformed into mostly candy.
- 38 There's no 38, so you shouldn't be reading this.

Decision cards⁹ (1 per player)

Keep your eye out for boxes like this. When you see one with a number that you have circled on your decision card, read the text in the box and do what it says!

C

A1: Used magic
A2: Attacked
A3: Kept down
A4: (solo) Slept in.
A5: (solo) Didn't.
A6: Told Truth.
B1: Lied.

HOW TO MAKE A STRENGTH/SMARTS/SANITY ROLL:
Roll two dice and compare the number to whatever stat you're rolling for. If the rolled number is equal or lower, the roll is a success. If the rolled number is higher, the roll is a failure.

X

C

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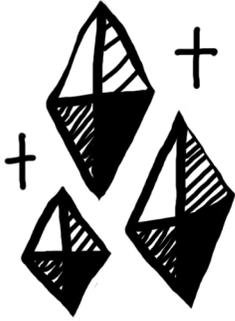
X

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X





Outside the thick metal walls of the armored transport vehicle, the rocks are coming alive, battering themselves against the side, splitting your eardrums. The pilot is waving his wand furiously while peering out the 8 inch square windshield: the only piece of glass on the entire vessel, and it's 5 inches thick. The pilot glances back to you and your classmates, forced smile surrounded by gray whiskers – “Don't be concerned, just a small mana storm.”

Suddenly a heavy stone, seething and glowing with the mana that brought it to life, crashes through the windshield, and hurtles towards your small party of students. The pilot's wand is knocked out of his hand, and he scrambles as the transport begins plunging toward the desert below, no longer supported by the pilot's frenzied magic. The stone hurtles to the back of the transport, and begins trying to beat your heads in.

↪ TEAM DECISION:

1. Use magic! You haven't learned how yet, but it can't be that hard!
2. Throw yourselves at the stone, and try to hold it down.
3. Keep your heads down, let the pilot handle it.

→ Results!

1. IF YOU USED MAGIC: You yell out magical words that you learned on TV. The stone looks vaguely confused and disappointed. It wanders back out the window. CIRCLE A1 ON YOUR DECISION CHARTS.
2. IF YOU THREW YOURSELVES ON THE STONE: The stone fights you for a moment, then dissolves into blue sand. When you stand up, you feel stiff and sore like a much older person. Odd. CIRCLE A2 ON YOUR DECISION CHARTS!
3. IF YOU KEPT YOUR HEADS DOWN: The stone batters any parts of your bodies it can reach, and you try not to think of the bruises you'll have in the morning. Finally the pilot regains his wand, and magics the stone with a brilliant flash of light. The stone glows green with the force of the magic, and blinks out, like it as never there. CIRCLE A3 ON YOUR DECISION CHARTS!

The pilot rights the ship before it hits the sands below, and you continue towards Whimberly College - also known as Whimberly's School for the Inept and Dangerous. What a great start to your first day at Magic School.

WANDS

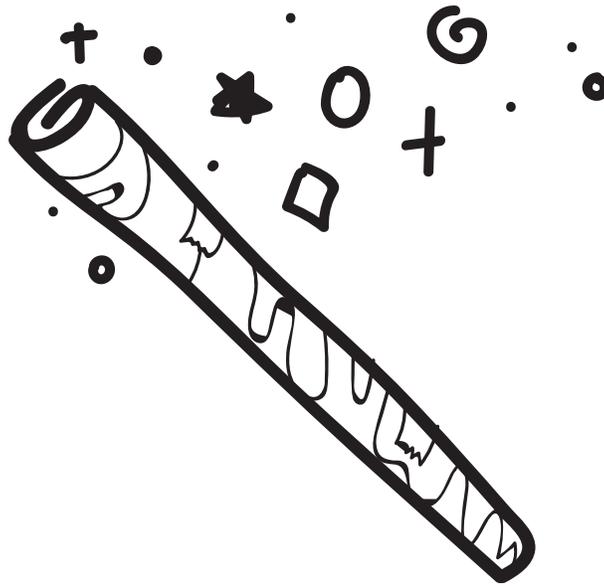


You spend the next day going through the admissions process, which includes receiving a school-issued wand. They're not the most exciting wands ever, but they'll do.

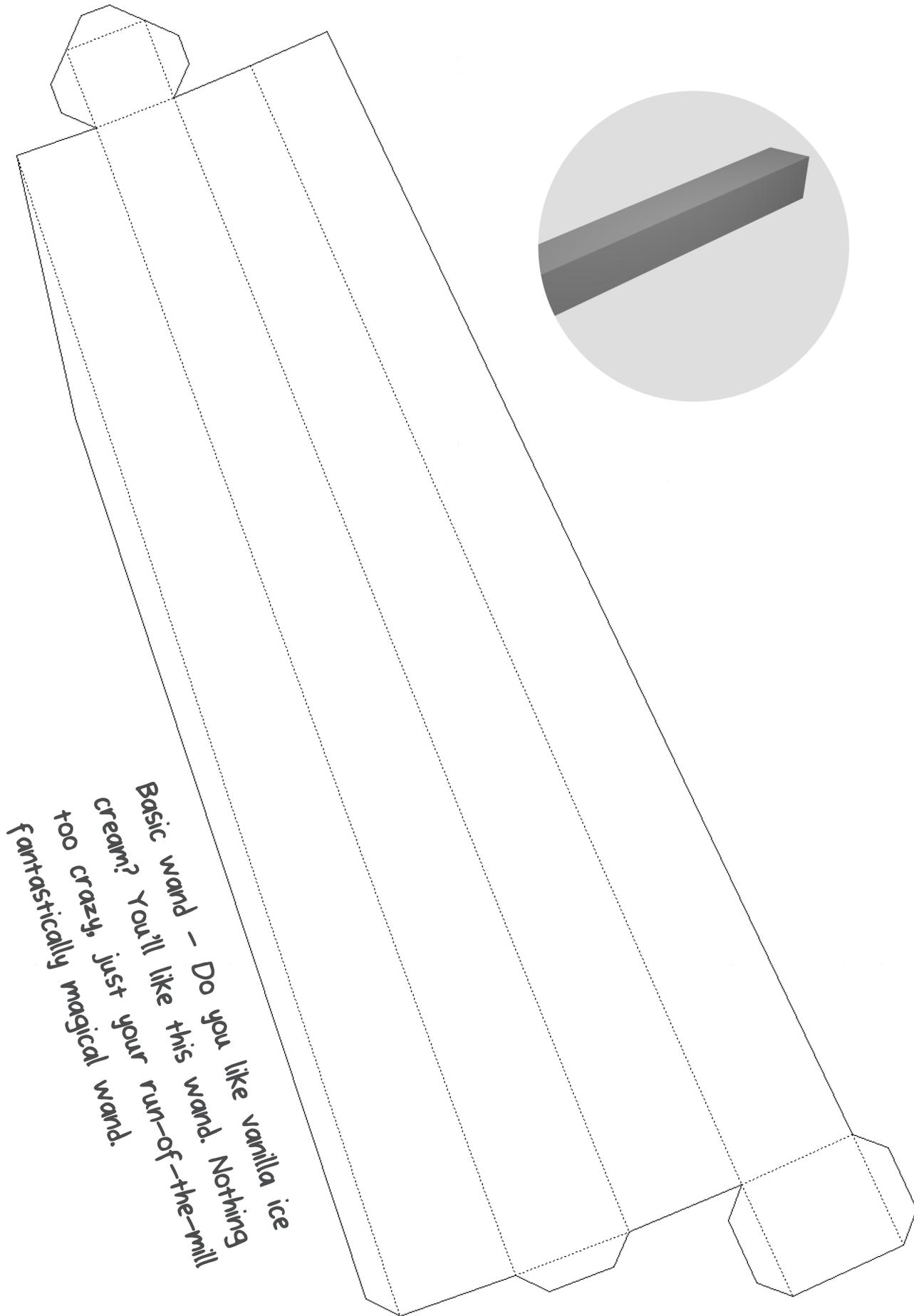
- Choose your wand design (next few pages)
- Coloring and decorating your wand before you put it together makes the coloring easier.
- Pick one wand for the whole group for a faster game, or everyone can build one if you've got a very crafty group (More printable wands at andhegames.com/SpellPDF).



Simple rolled wand - color/doodle on the reverse of this page, roll it up tightly, tape it, and you've got a wand!





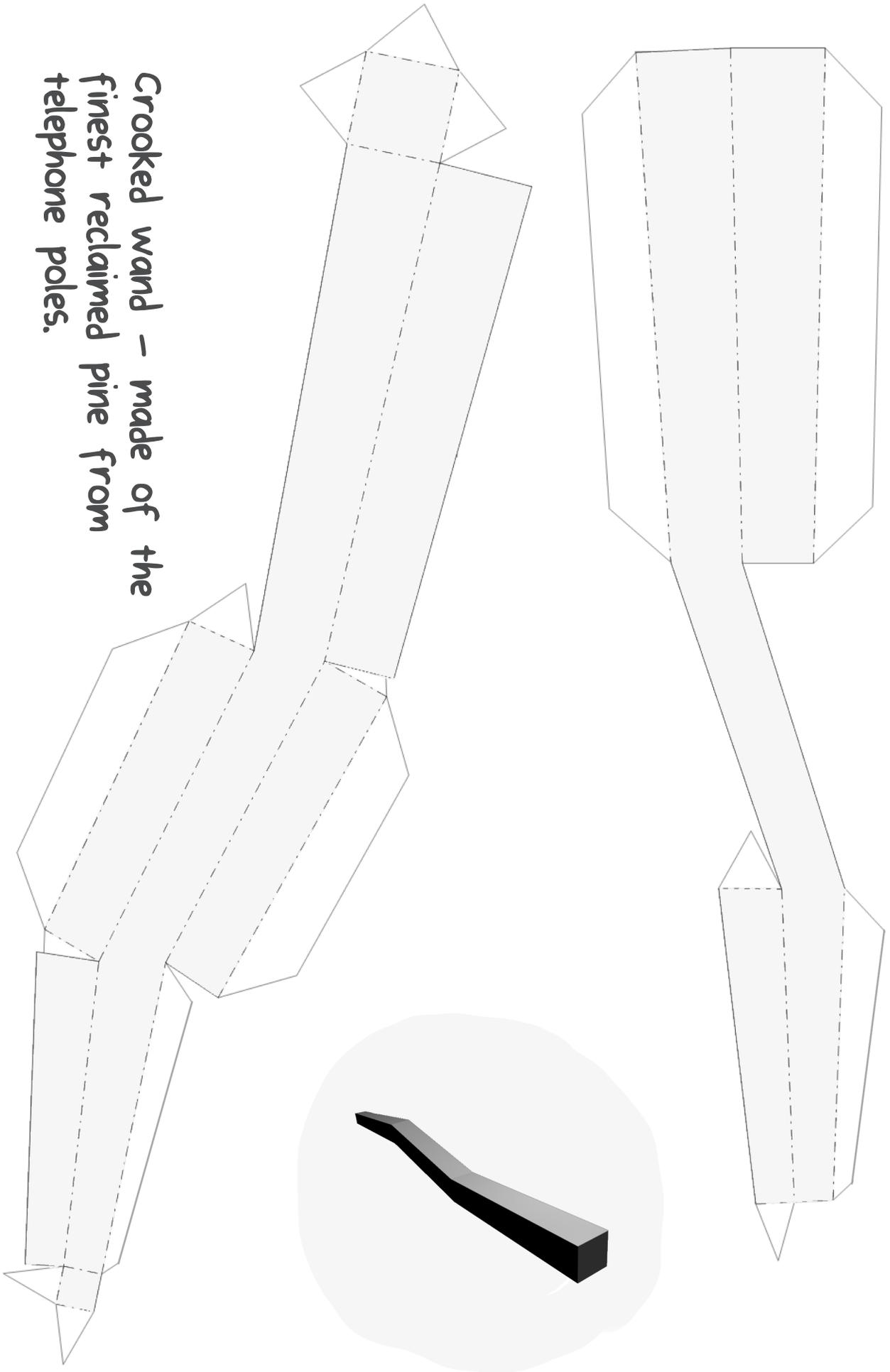


Basic wand - Do you like vanilla ice cream? You'll like this wand. Nothing too crazy, just your run-of-the-mill fantastically magical wand.





Crooked wand – made of the finest reclaimed pine from telephone poles.





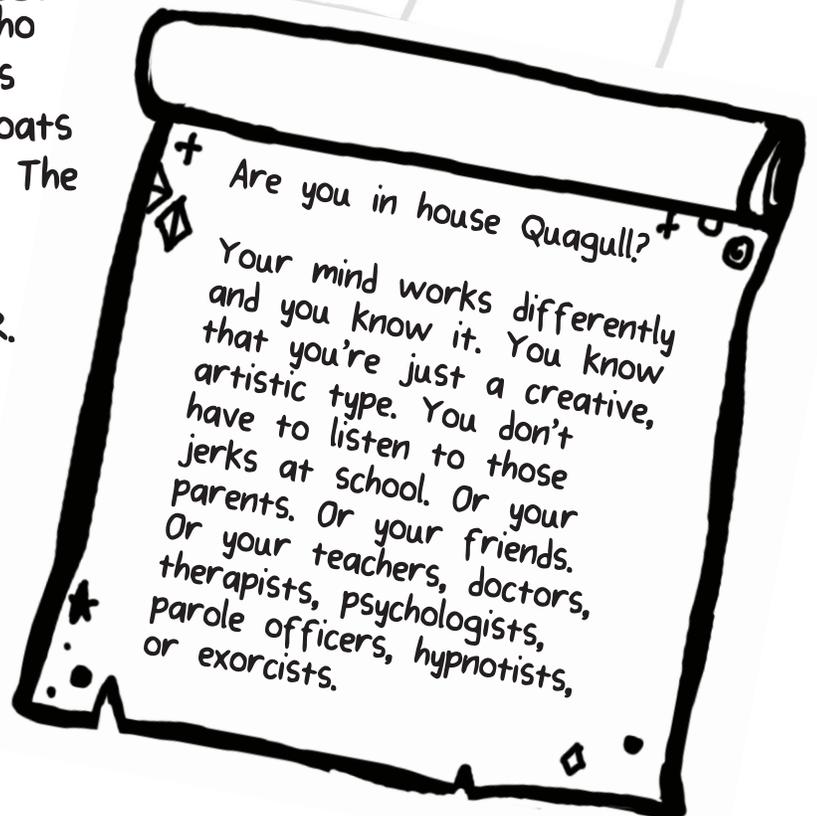
You sit down at your desk. It's 2 A.M. on the first day of classes. Thorn Swinninger, a curlicue of a woman with flowing purple robes and a much-too-toothy grin, glides into the room and addresses you through teeth clenched in a perpetual smile.

She's the head of house Quagull, and she's very excited.

"WELCOME TO MAGICAL SYMBOLOGY!!!" She's much too loud and excited for this time in the morning. "In this class, you will be learning all of the tricks and techniques for casting magic spells with your WANDS!!!!"

There's a small man with buggy eyes and a small mustache who is taking attendance. He flicks his wand, and his clipboard floats toward you. "NAME, PLEASE" The clipboard announces.

+ CHOOSE YOUR CHARACTER.
2-6 PLAYERS.



NAME:

smarts:	3								
strength:	2								
sanity:	3								

NAME:

smarts:	3								
strength:	3								
sanity:	1								



QUIRKS!

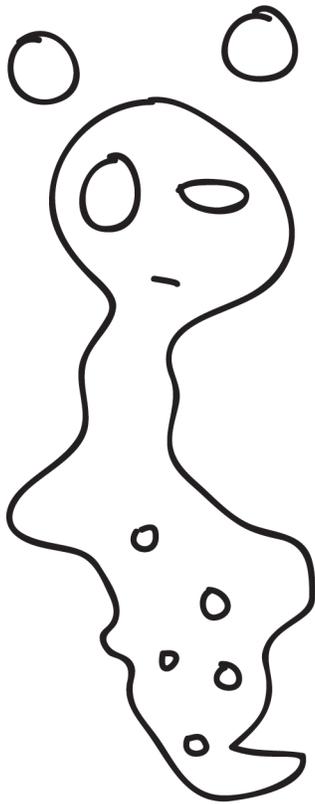


QUIRKS!

NAME:

Smarts:	
strength:	
sanity:	

WHEN YOU DIE, SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES TO THE LEFT. THESE STATS MAY NOT CHANGE, AND YOU CANNOT TAKE DAMAGE.

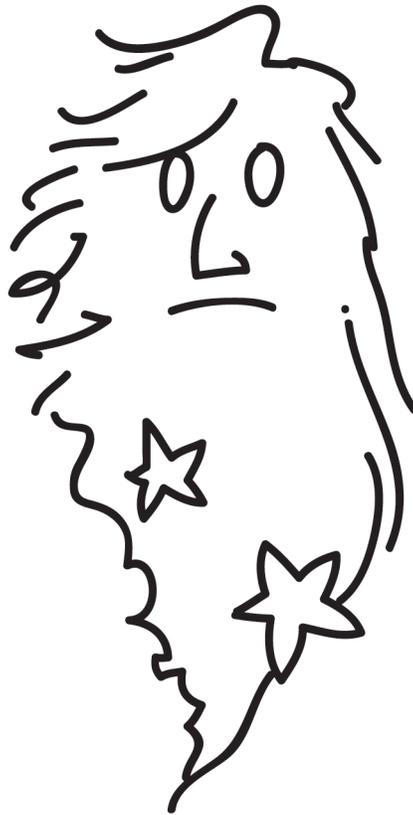


YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A ⊗ SYMBOL.

NAME:

Smarts:	
strength:	
sanity:	

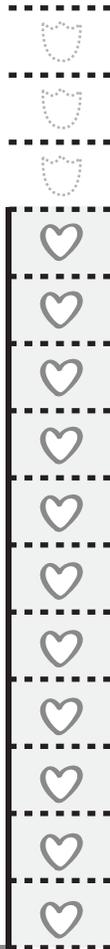
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NAME:

smarts:	4								
strength:	2								
sanity:	1								



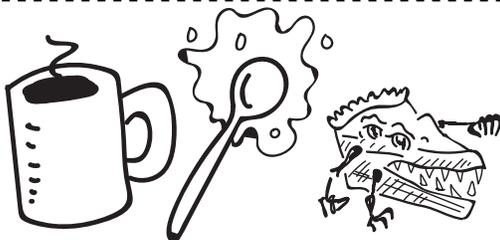
QUIRKS!

NAME:

smarts:	1								
strength:	2								
sanity:	4								



QUIRKS!



NAME:

Smarts:	
Strength:	
Sanity:	

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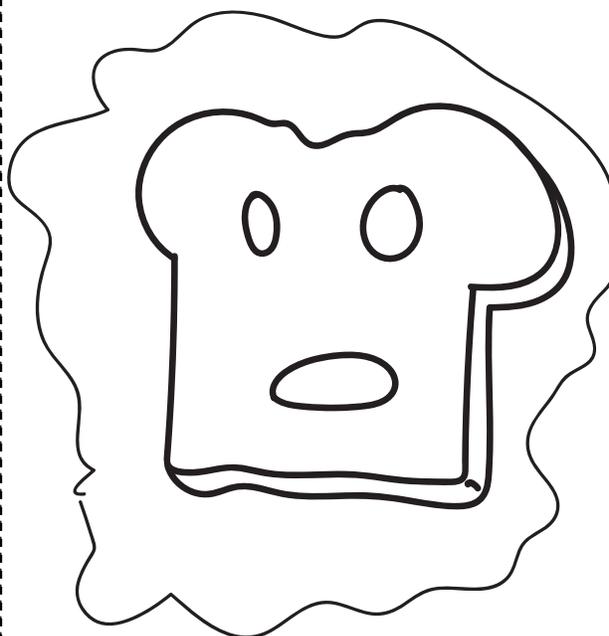


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NAME:

Smarts:	
Strength:	
Sanity:	

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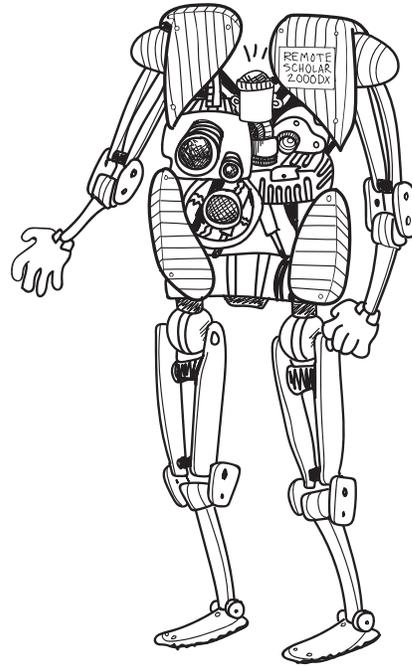
smarts:	3								
strength:	1								
sanity:	2								

NAME:

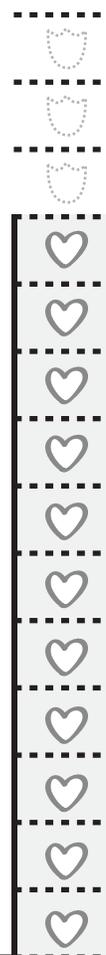
smarts:	2								
strength:	4								
sanity:	1								



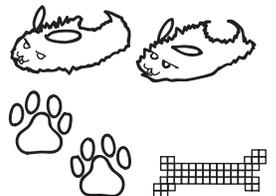
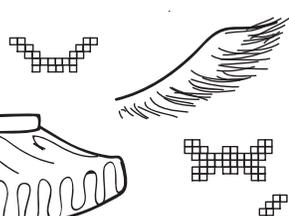
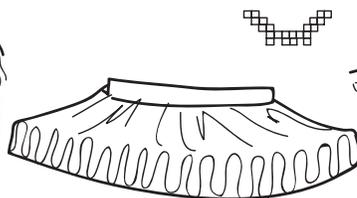
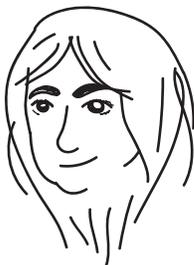
QUIRKS!



QUIRKS!



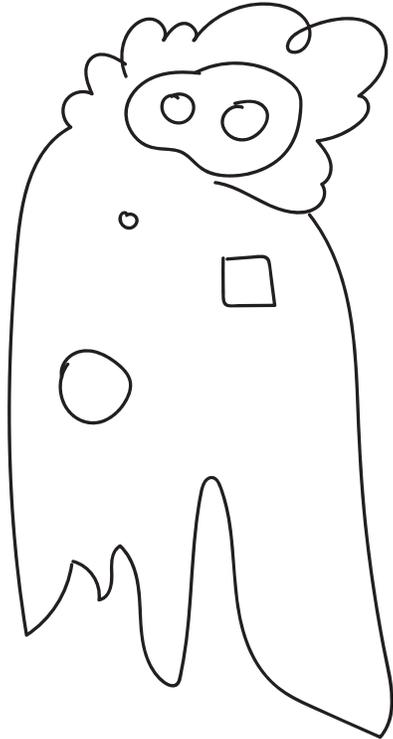
Holographic heads, and custom items for your Remote Scholar 2000DX



NAME:

smarts:	
strength:	
sanity:	

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YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A ☹️ SYMBOL.

NAME:

smarts:	
strength:	
sanity:	

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NAME: 3

smarts:	2								
strength:	3								
sanity:									

NAME:

smarts:	2								
strength:	2								
sanity:	3								



QUIRKS!

QUIRKS!

NAME:

smarts:	
strength:	
sanity:	

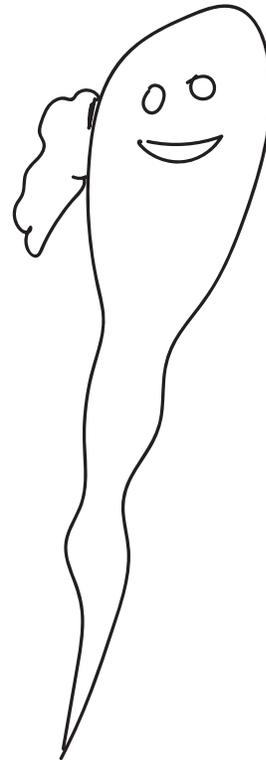
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NAME:

smarts:	
strength:	
sanity:	

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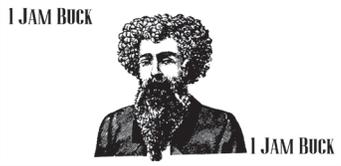
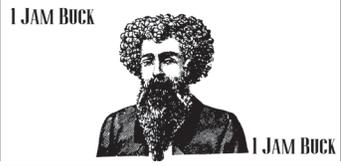
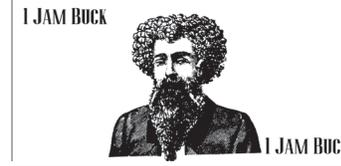
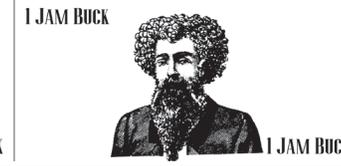
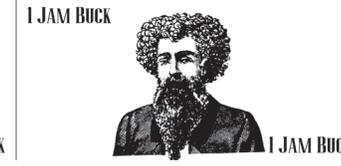
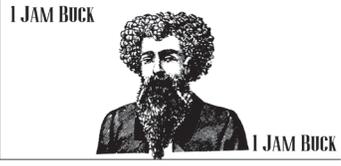
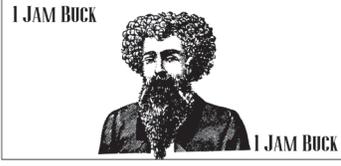
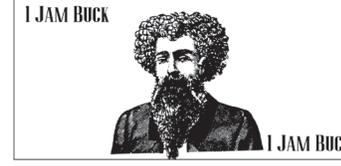
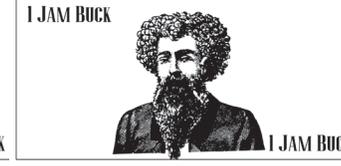
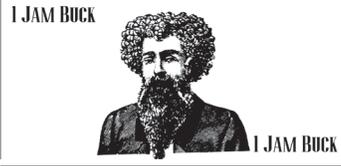
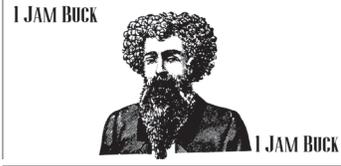
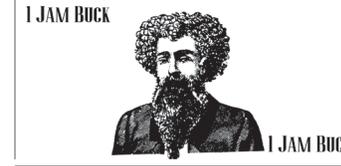
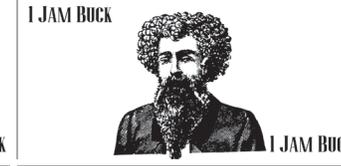
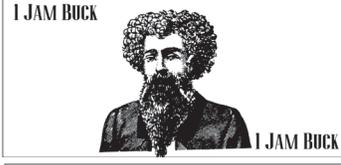
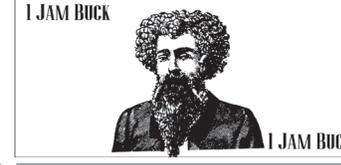
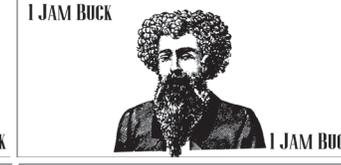
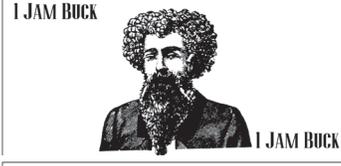
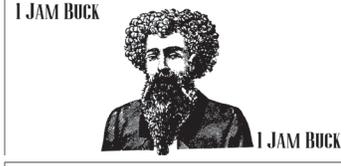
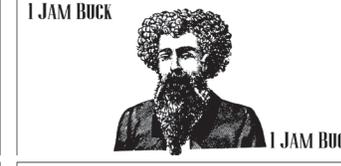
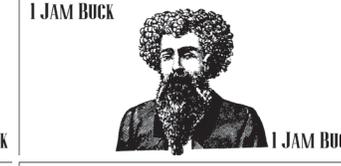
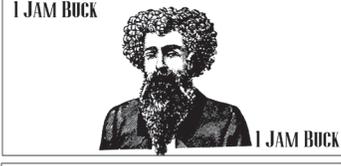
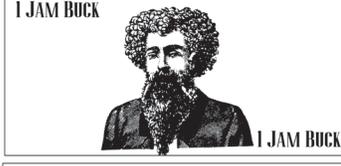
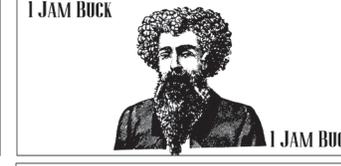
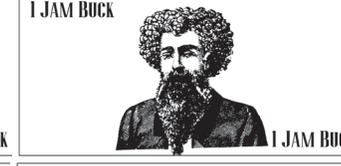
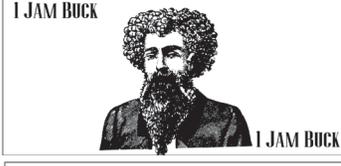
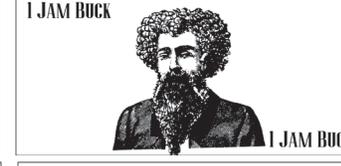
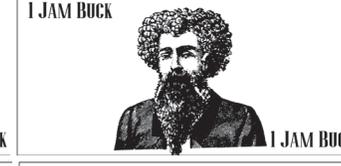
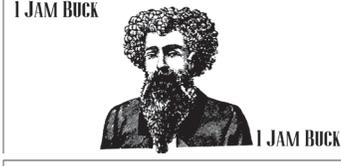
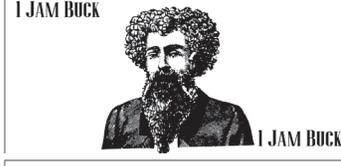
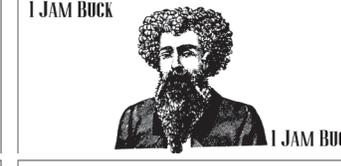
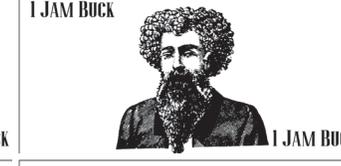
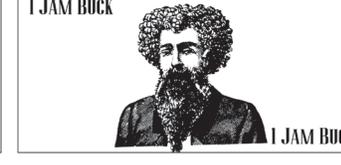
YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

Jam Bucks

Cut this page out, do not use until page 33 is complete:

Cut out jam bucks for every player according to the table to the right. Reserve the remaining Jam Bucks for later.

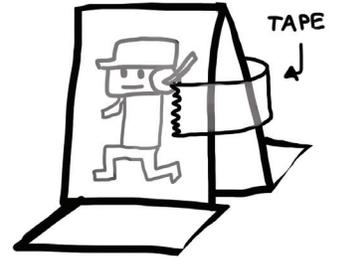
Total of all stats:	Starting bucks:
7-14	5
15-19	3
20+	1



Cut that out!

Cut out your character card and the matching standee from the back cover. Cut your standees out at the dotted lines, and fold at the solid lines.



Name your character

Be sure to add a name. If you can't think of anything, simply take the first syllable of your favorite beverage, and add it to the last syllable of your middle name.

Add to your abilities

You have starting numbers for your abilities. Roll a die for each ability, and add that number to the starting number. Write the new number in the next empty box.

Smarts: $1 + \text{die} = 6$

Strength: $3 + \text{die} = 6$

Sanity: $3 + \text{die} = 7$

A1: +1 sanity

A2: +1 strength, -1 health.

Cut Your Health Tabs

See those dotted lines on the side of your card? Cut each line to create tabs. These are your health tabs. Each time you lose any health, tear that many tabs off of your card.

When you get robes, weapons, and items, cut them out and glue/tape them to your character.



Professor Thorne smiles as she produces her pink, curly wand.
 "Please take out your wands right now!!!" You fumble for
 your wand.

Get out your wand! Cut out spell cards equal to the number of players times 5. (For example, if you have 3 players, cut out 15 spell cards).
 Cut out one row per player, starting at card one: cards 1-10 for two players, 1-15 for three players, etc.



Cut out a number of "magic spell" cards according to the number of players. (cut out tab #1 for the first player, tab #2 for the second player, etc). DO NOT share your secret code on the back of the card with anyone.



The person with the lowest strength goes first. Play proceeds clockwise.



On your turn:

Note a number on the back of your card




Use your wand to "draw" the spell that matches that number in the air, up to two times.



On other player's turns:

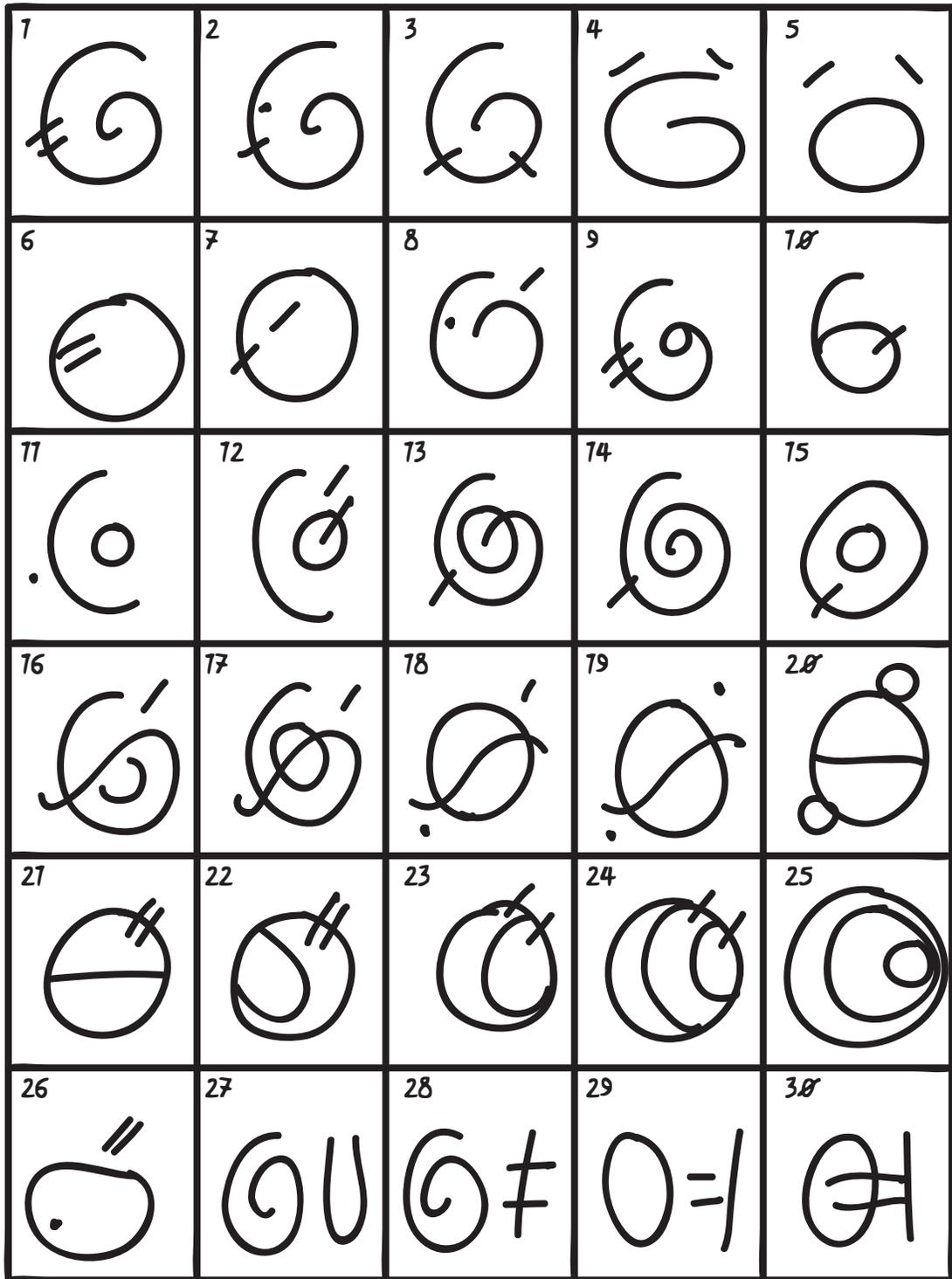
Attempt to guess what numbered spell the active player is "casting". Write the number on the back of your "magic spell" card, in the box matching the player's "magic spell" card.



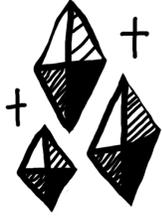
Cast a number of spells according to the table to the right.
 When finished, compare numbers.
 Gain a number of Jam Bucks according to how many correct guesses you made!

of players
 # of spells

2	3	4	5	6
3	2	1	1	1

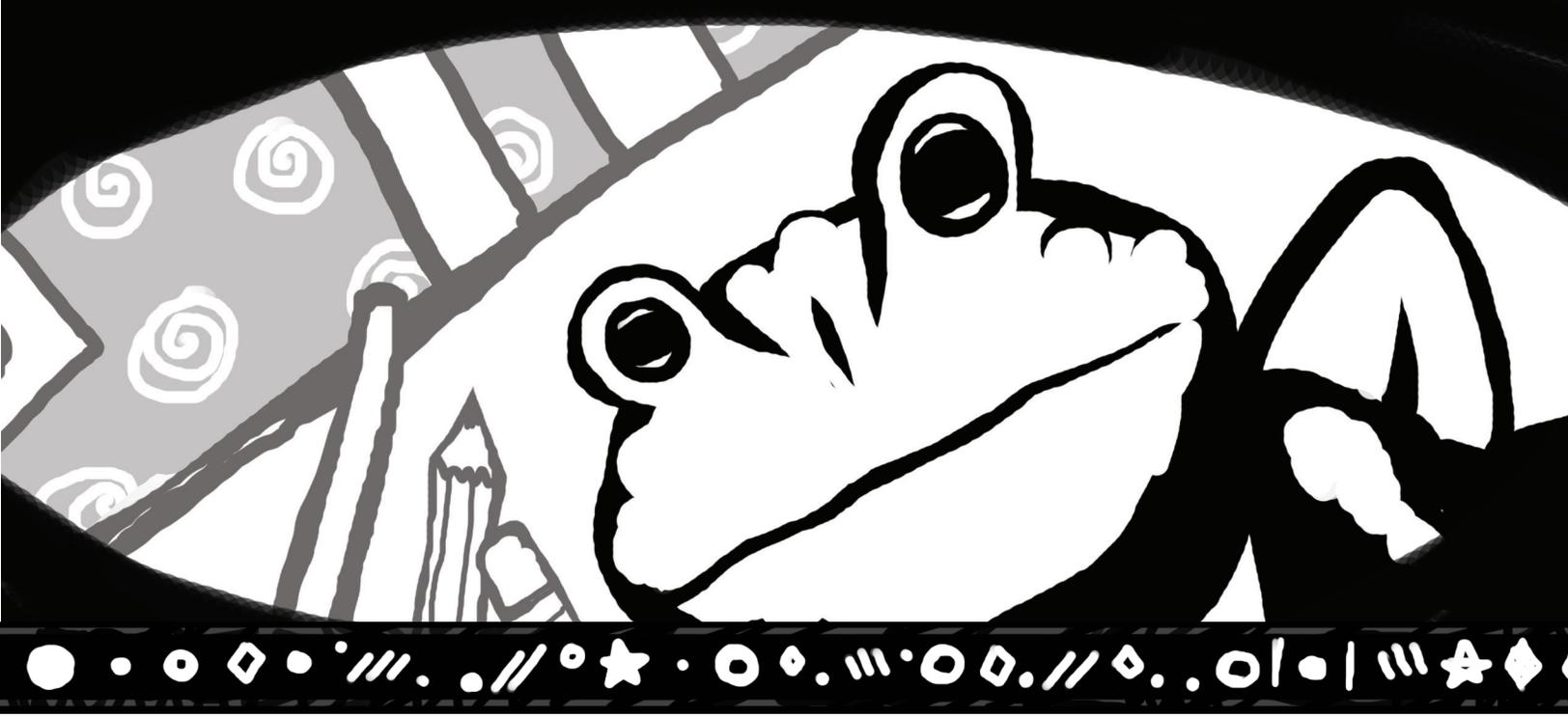


Magic Spell Card Player 6	Magic Spell Card Player 5	Magic Spell Card Player 4	Magic Spell Card Player 3	Magic Spell Card Player 2	Magic Spell Card Player 1



Your secret numbers: 8 4 3	Your secret numbers: 10 4 2	Your secret numbers: 14 4 12	Your secret numbers: 20 11 5	Your secret numbers: 22 19 3	Your secret numbers: 21 16 15
Guesses: Player # 1 2 3 4 5 6	Guesses: Player # 1 2 3 4 5 6	Guesses: Player # 1 2 3 4 5 6	Guesses: Player # 1 2 3 4 5 6	Guesses: Player # 1 2 3 4 5 6	Guesses: Player # 1 2 3 4 5 6





Later that Day

Wake-up-or-you'll-be-late! Croak!
Wake-up-or-you'll-be-late! Croak!

Your alarm Toad stirs you from your sleep. It's 5:58 A.M., and You've set your alarm nice and early in order to be on time for your second class.

! ? SOLO DECISION:

Are you going to sleep in?

1. No
2. Yes

→ Results!

1. IF YOU DIDN'T SLEEP IN: You have to buy magical lattes to stay awake. Lose two jam bucks each. Add A5 to your decision card

2. IF YOU SLEPT IN:

A3 ONLY:

You try to sleep, but you're too nervous about your first day at school. You toss and turn until you fall out of bed and hit your head on your roommate's crystal dragon. -1 sanity, -1 health.
CIRCLE A5 ON YOUR DECISION CHART

NO A3:

CIRCLE A4 ON YOUR DECISION CHART

You jump right back into bed and smile as your head sinks into the pillow. Your magical pillowcase that your mom gave you quietly sings you to sleep. Unfortunately, while you're asleep, a wrinkled pocket goblin picks your pocket.

MAKE A SMARTS ROLL.

FAILURE: lose 4 jam bucks.

SUCCESS: You wake up and beat the goblin away, lose one jam buck.



You stumble out of your rooms, when you're confronted by the headmaster of the school, Jambley Whimberly. He's got a huge mass of curly hair, both on his head and on his face, and he would be scary if he wasn't wearing his jammies. He's a stern man, with perpetual foul breath.

"Greetings, students. Something very important has gone missing from my office during the night." He sternly raises his wand.

"I want you to tell me who took The Very Important Thing, or you'll all be turned into alarm toads, as per the paperwork that you signed when enrolling."

↔ **TEAM DECISION:**

Should we tell him the truth, that you have no idea who it is?

1. Tell him the truth! You might be a toad, but at least you'll be a toad with integrity!
2. Lie! Pin the crime on a teacher.

→ Results!

1. IF YOU TOLD HIM THE TRUTH: "Very well." He sneers "You will ALL report to my office at the end of your school day, and I fine you all one Jam Buck." Everyone loses 1 Jam Buck. So much for honesty being the best policy. CIRCLE A6 ON YOUR DECISION CHART.

2. IF YOU LIED: You strongly imply that someone in the student body might have seen Thorne Swinninger leaving his office early in the morning. He says he doesn't believe you, but he has a thoughtful, distrustful look in his eyes as he leaves.

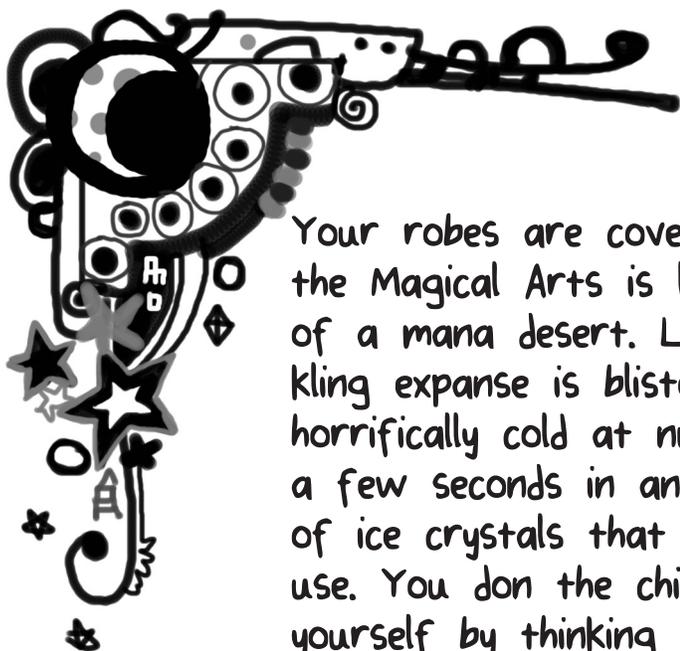
You should not have blamed Thorne Swinninger, because she was standing in the classroom behind you.

Smiling cheerfully, she magics your noses to be longer and stranger than before.

The person with the highest smarts is a little too smug, and Thorne fines them one jam buck.

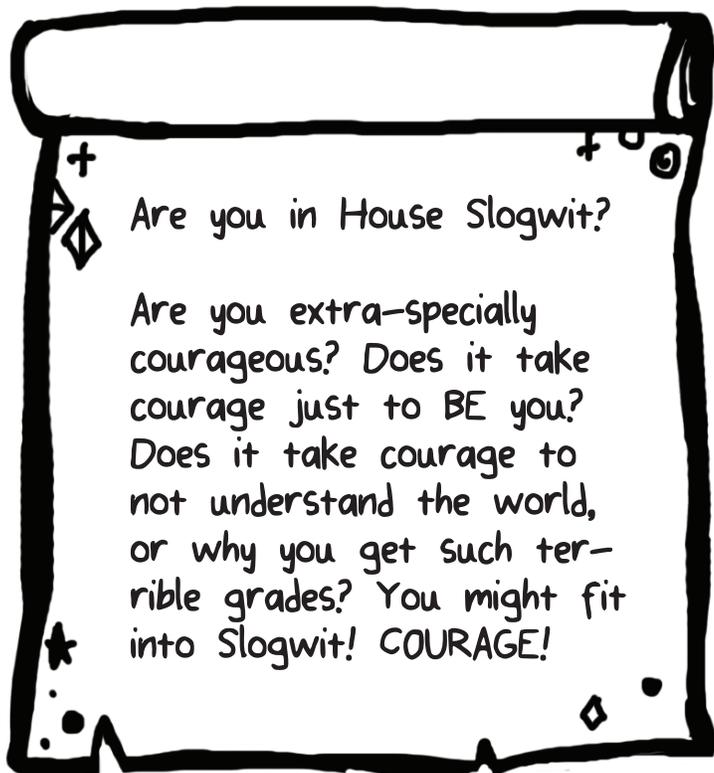
CIRCLE B1 ON YOUR DECISION CHART (and choose a nose from below to glue on your character)





Your robes are covered in ice. Whimberly's College for the Magical Arts is located in the geographic center of a mana desert. Like most deserts, the purple sparkling expanse is blisteringly hot during the day, and horrifically cold at night. You beat your day robes for a few seconds in an attempt to soften up the layer of ice crystals that have covered them, but it's no use. You don the chilly garments, and try to console yourself by thinking how nice that ice would feel in five hours when the desert sun heated up the school like an alarm Toad brought slowly to boiling on the stove.

The school isn't the nicest place to go after high school. The students there - including yourself - are smart (except maybe for those in House Slogwit), but slacking and lack of effort are prime character traits in most.



Are you in House Slogwit?

Are you extra-specially courageous? Does it take courage just to BE you? Does it take courage to not understand the world, or why you get such terrible grades? You might fit into Slogwit! COURAGE!



You show up late to your next class. It's the ultimate slacker's class, Magic in the Real World. The teacher is droning on about the strengths and weaknesses of troll nasal hair as a magical wand catalyst. She pulls out a wand to demonstrate the strength and inconsistency of the troll-hair wand, and she taps it on the table, warming it up.

Unfortunately, the wand explodes, spewing magical gusts everywhere, (and masterfully proving the teacher's point about the volatility of troll hair wands). You and your fellow classmates are engulfed in glittering clouds of unknown magic. You're certain to never be the same.

EVERYONE makes one bungled spell roll.

(Look at your spell sheet - page 7, if you haven't cut it out yet)

AS: You're still pretty wired from the coffee, so the magic hits you extra hard. Take two bungled spell rolls.

Luckily the coffee reacts with the troll-hair to make your mind a bit sharper. +1 smarts!

You stumble out of magic in real world coughing and confused.

As a part of your enrollment at Whimberly's, you are assigned to a certain amount of chores to reduce the cost of your education. You're not paid in real money, just "Jam Bucks", which can be used within the school, but are useless scraps of paper elsewhere.

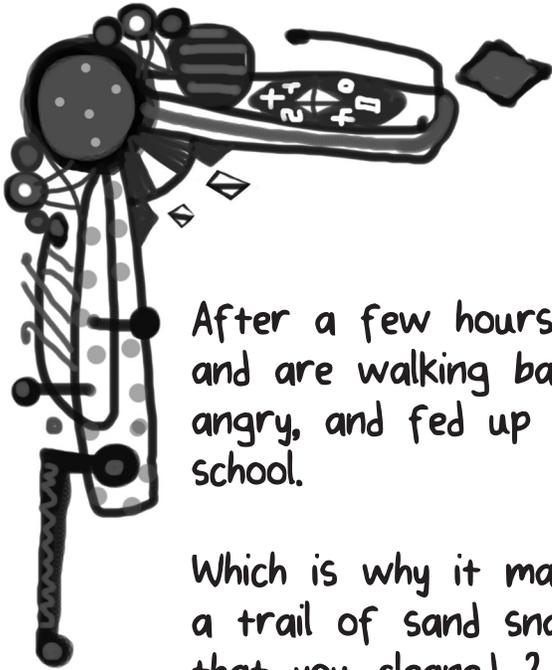
You try to use magic to scrub the floor. This might not be the best idea.

USE MAGIC on your spellsheet.

- : 1 jam buck each
- ☆: 2 jam bucks each
- ⊖: 3 jam bucks, but lose one sanity.

IF ANY OF YOUR STATS ARE 4 OR LOWER: the spirits of randomness feel sorry for you, and nudge your supervisor into grant you two additional jam bucks, no matter what you roll.

A3: You are awarded an extra jam buck each, no matter what you roll, for obeying school policy in the incident with the stones the night before. Cha-ching!



After a few hours, you finish up washing the floors and are walking back to your rooms – you're sore, angry, and fed up with the administration of the school.

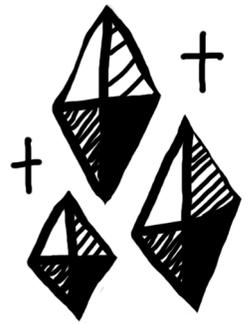
Which is why it makes you really angry when you see a trail of sand snaking down the concrete hallway that you cleaned 2 hours ago. Someone must have gone outside and tracked the bright purple sand in.

You angrily follow the trail of sand, intending to exact punishment on the perpetrator. It leads you down, deeper into the bowels of the school.

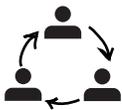
You've never walked these halls before – it smells like an adventure, and whoever made the trail of sand is sure to have found something awesome, and maybe... valuable. Since you all just learned a temporary wall-making spell in class today, you start hastily throwing up magical walls to prevent your friends from getting there first.

You greedy greedster, you.





The person with the lowest sanity goes first. Play proceeds clockwise.



Place your standees on any of the spaces on the bottom (grey) row of the board.



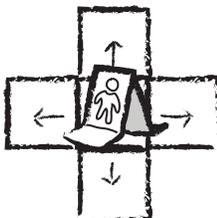
Your standee may not be placed, and may never move onto a space with another standee.

On your turn:

Roll a single die.



Move to an adjacent space (not diagonally, and you may not move through walls)



1. Move one space through an adjacent wall.

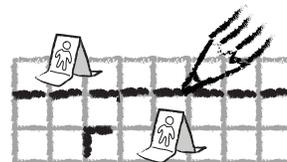
OR

2. Draw one wall along the side of one square on the game board.



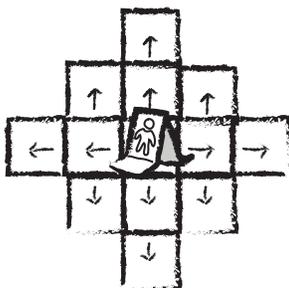
You **may not** draw a wall on a space if:

- there are already two walls adjacent to the square
- if the wall makes the game board impassible for any players.



Accidental Teleportation

IF YOU ROLL THE SAME NUMBER AS THE NUMBER ON YOUR SQUARE: instead of taking either of the other actions, move two spaces in any direction, ignoring walls.



First player to move onto the black spaces at the top wins! 4 jam bucks for you.

1 JAM BUCK



1 JAM BUCK

1 JAM BUCK



1 JAM BUCK

1 JAM BUCK



1 JAM BUCK

1 JAM BUCK



1 JAM BUCK





When the slightly glowing trail reaches an end, it disappears into round, shadowy hole cut into the bunker-like walls of the school. Someone took the time to adorn the wall around the hole with warnings and crudely drawn eyeballs to ensure that anyone thinking about entering would think twice.

You don't have time to investigate, because you've got to race to your next class, but you all agree to explore the scary place as soon as possible.

Heck, you could die in there.

What fun.

↔ **TEAM DECISION:**

1. Poke one of the eyeballs before you go.
2. Write your own eerie warning,

→ Results!

1. IF YOU POKED AN EYEBALL: Nothing bad happens at first, but the door looks vaguely offended. Then it magics all of you.

A4: The magic is especially potent. Your head transforms. Pick a new head from the bottom of this page!

Each make a sanity roll.

FAILURE: BAD MAGIC! -2 health

SUCCESS: You absorb the bad magic! +1 jam buck

2. IF YOU WROTE A WARNING: You realize that none of you brought a writing utensil, so you attempt to magic the message onto the wall. Of course everything goes wrong.

The magic bounces off of the black, shiny stone, and hits your friend.

The player with the lowest smarts makes a bungled magic roll.



On your way back, you stop by the indoor marketplace to pick up some fuzzy rolls.

Fuzzy rolls are like eating a giant fried fluffy gerbil. They're just disquieting enough to appeal to college students, so they've been huge on campuses.

There's also some awesome magical stuff available for jam bucks.

Cracked cauldron - 2 jam bucks, +2 smarts

Owl - 2 jam bucks +2 sanity

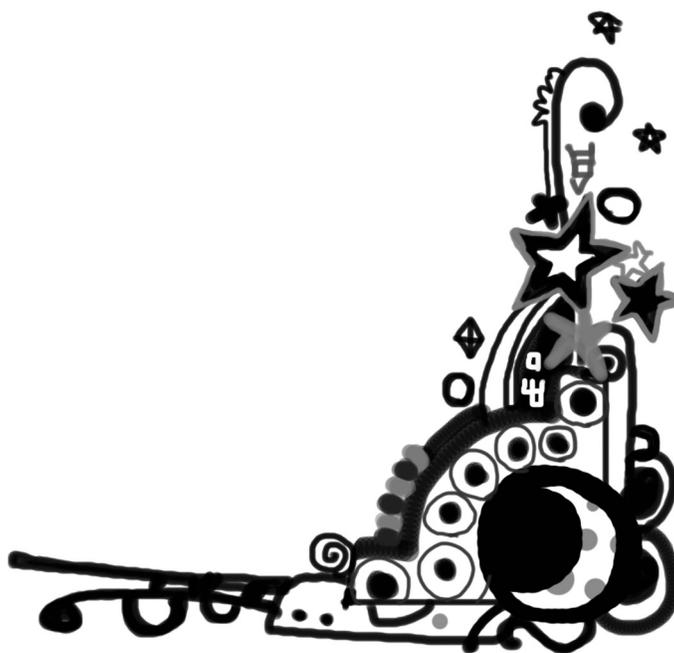
Lizard - 2 jam bucks +2 armor (fill in two armor tabs, they count as +1 health each)

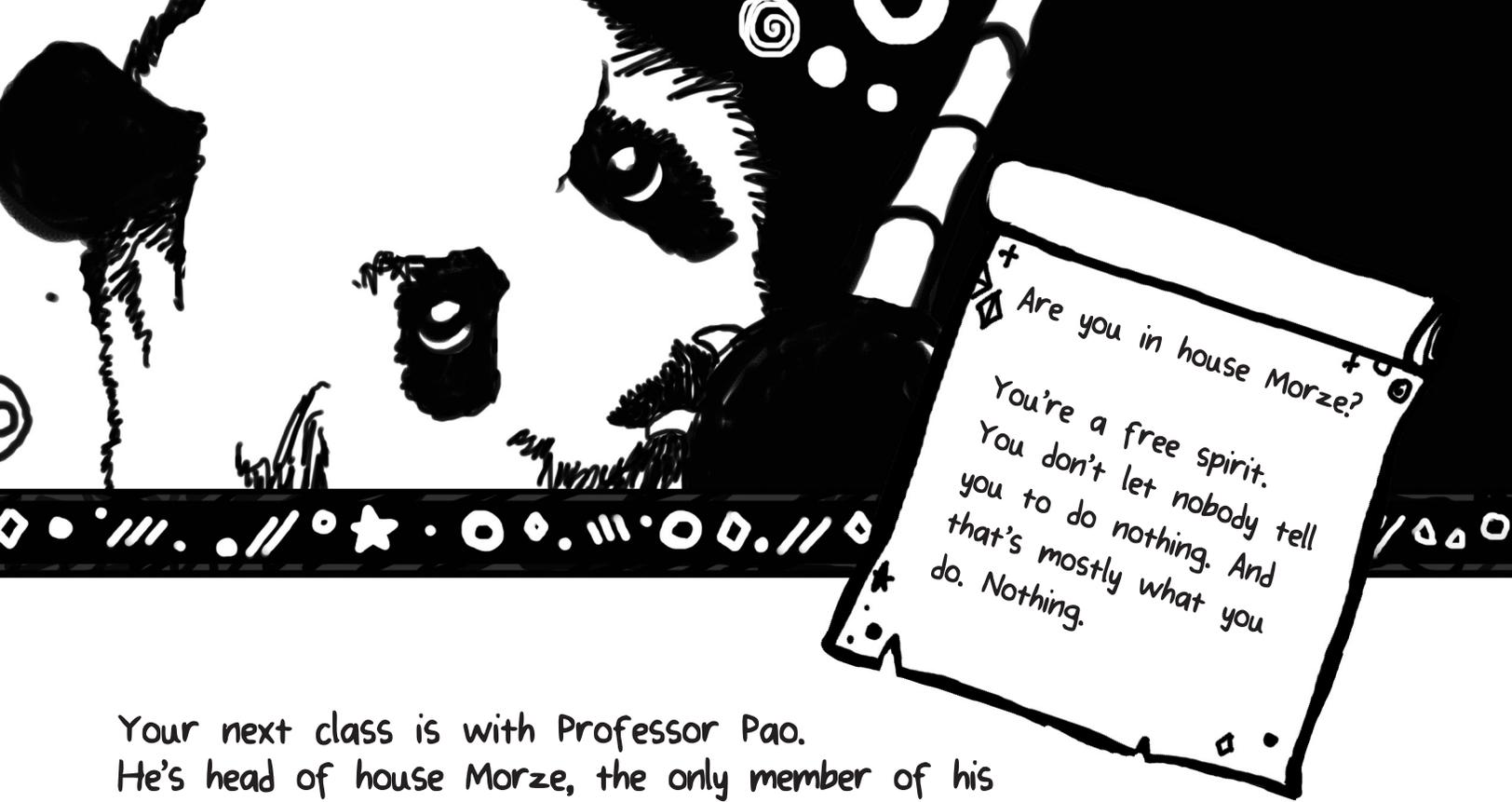
Twisted staff 1 jam buck - +7 smarts

Diamond staff 1 jam buck - +7 strength

Rat - 2 jam bucks +2 strength

Fuzzy rolls
1 jam bucks, +1 armor





Your next class is with Professor Pao.

He's head of house Morze, the only member of his family obtain higher education, and he's also the only trained panda to ever teach at a collegiate level. He communicates by magicking words in the air, eerie purple words that lend a creepy air to everything he says.

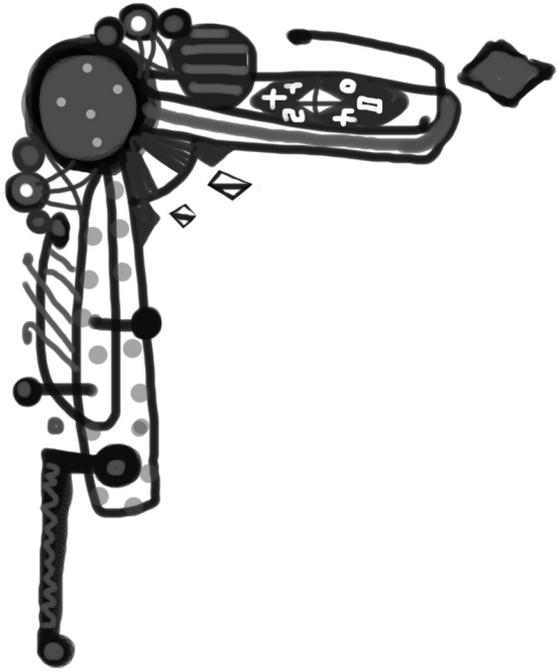
He's actually one of the best teachers at the place.

When you're all seated, he flicks his bamboo wand, and words start appearing above his head.

“HELLO”

“WELCOME TO MAGICAL APPLICATION”

“TODAY, WE ARE GOING TO CREATE MAGICAL PETS FOR YOU”



Pet/beast summoning.

Build yourself a pet using 8 body parts from the next page.

A1: Your magic is strong today! Use an extra 3 pieces to create your creature.

will
will
will
♥
♥

Attach to your finished creature

will
will
will
♥
♥

Attach to your finished creature

will
will
will
♥
♥

Attach to your finished creature

will
will
will
♥
♥

Attach to your finished creature

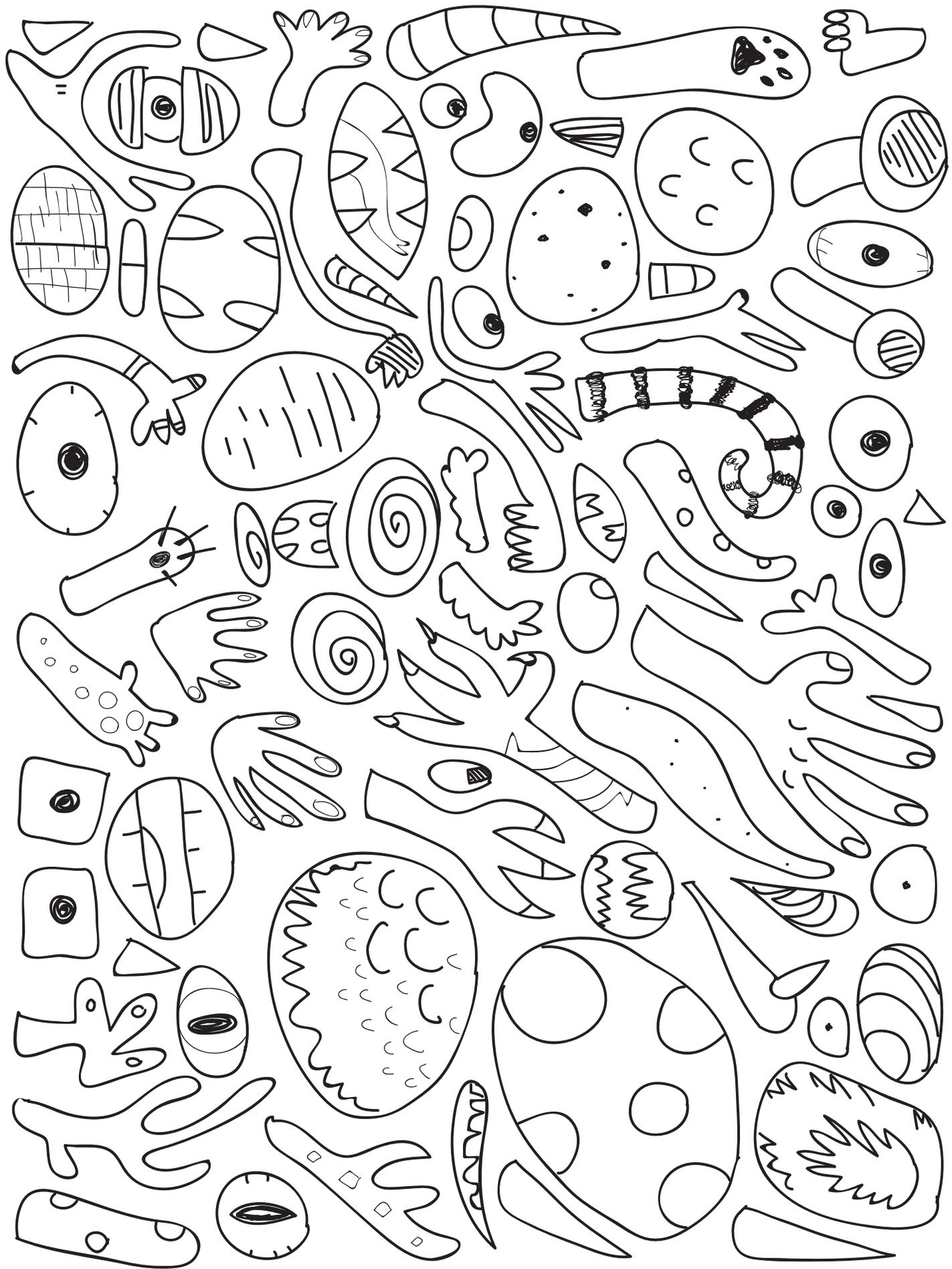
will
will
will
♥
♥

Attach to your finished creature

will
will
will
♥
♥

Attach to your finished creature







The creatures attack!

You have to fight your pet to tame them. (Once you've removed all three "will" tabs, you've tamed them) **BREAK ITS WILL!**

A2: You're feeling strong today! Remove 1 will from your creature. You get a permanent +1 strength.

A4: You're feeling well-rested! Add 1 to each of your stats for this battle only, and +1 strength permanently.

Each player fights their own creature. During this battle, each point of damage decreases the creature's will instead. Once the creature's will is gone, you've tamed it!

Everyone plays at once. Play is finished when everyone has attempted 4 attacks.



when you attack:

Do a strength roll



strength

OR

Do a smarts roll



smarts

success

Do one damage to the creature

failure

Lose 1 health.

success

Cast a spell (See spell sheet)

failure

Lose 1 health.

IF YOU TAMED YOUR CREATURE:

They'll be your friend forever and ever...of course, they have two tabs of health, so at any time they can take damage instead of you. How self-ish are you? Would you throw a cute creature in front of you to save your own skin?

IF YOU DIDN'T: The creature's magic overwhelms you. -2 health. Make a bungled spell roll.



During your next class, Magical Marine Biology, the scaled professor takes you to a beautiful lake that's far away from the school – she magically transports the whole class using the “ignis ambulate” spell. It's a risky spell, but only a few of your classmates end up with burns that are actually life-threatening.

Professor Piscus assigns you each a magical marine creature to find and study. If you had listened in class you would know which ones were dangerous. Of course, you do get jam bucks if you succeed, so...

Each pick one creature, and then turn the page:

1. The Blue-Clawed Blue
2. The Exploding Sardine
3. The Umbrella-Mouthed Wizard Eel
4. The White-Striped Starred whiprey
5. The Spellcasting Urchin
6. The Mana Oarfish



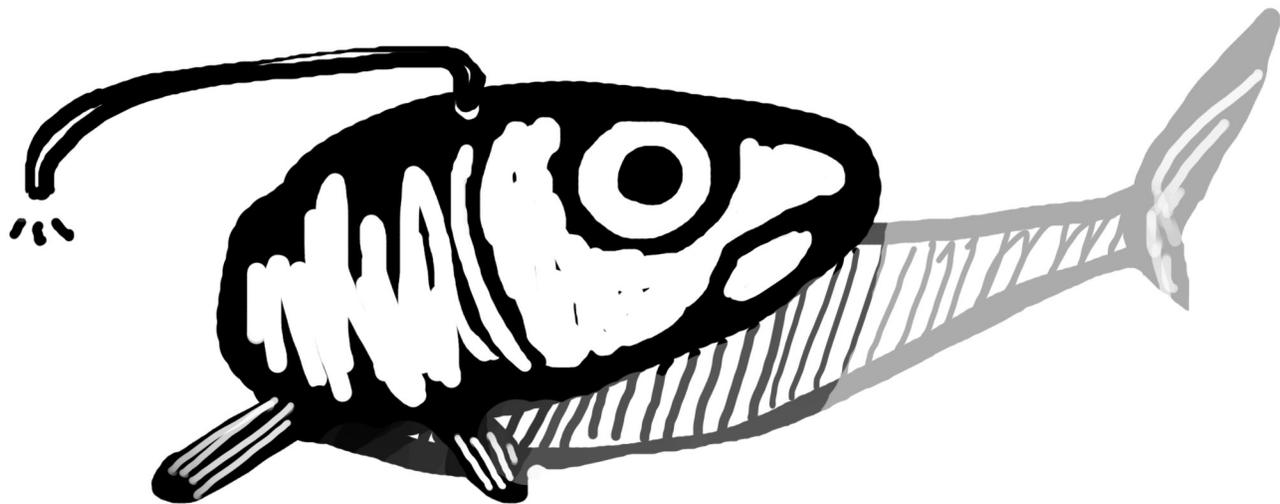
1. The Blue-Clawed Blue

You almost lose your nose when you grab this little sucker. It's strong, and its ghostly spirit companion keeps nipping you with its claws.

MAKE A SMARTS ROLL.

SUCCESS: You remember that the ghostly spirit companion of the blue-clawed blue is very gullible, so you yell "GHOST SHARK!!" and it swims away. +1 smarts!

FAILURE: The blue-clawed blue and its ghostly friend clamp onto your face, and stay there. -1 health, draw them on your card.

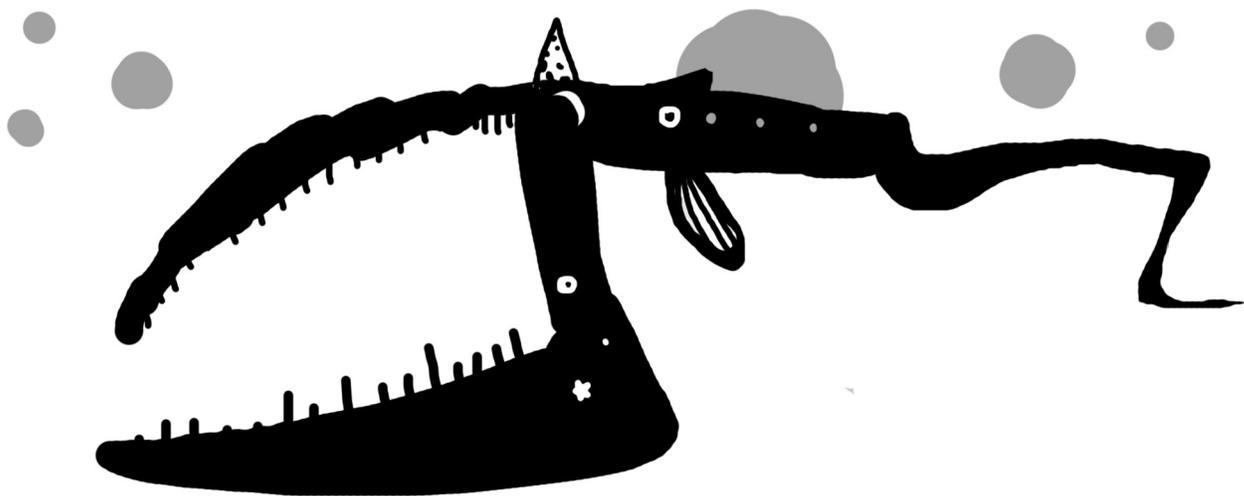


2. The Exploding Sardine

The sardine swims toward you. Make a strength roll.

SUCCESS: You dodge the explosion, and gather up the tiny bits of perfectly cooked fish to bring to your teacher. You gain 2 jam bucks for your effort.

FAILURE: It explodes in your face. -1 health.



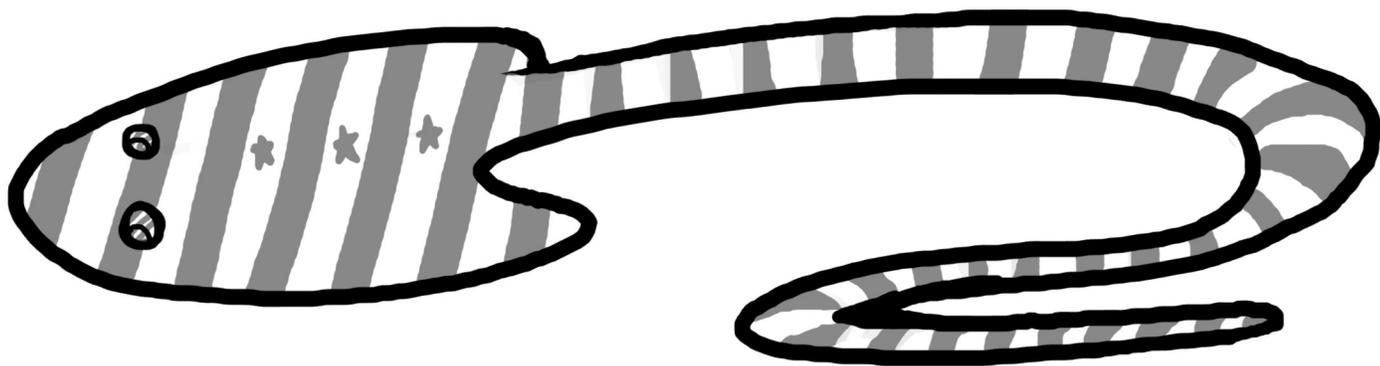
3. The Umbrella-Mouthed Wizard Eel

The horror, the horror. An eel who as attended a magic school – a better school than yours.

MAKE A SANITY ROLL

SUCCESS: You keep hold of your mind, and after a short spell duel with the eel, it agrees to come with you. +1 sanity.

FAILURE: You panic, and swim back to shore. +2∅ cowardice



4. The White-Striped Starred whiprey

The whiprey silently swims toward you at a quick pace. You try to cast an immobilizing spell.

CAST A SPELL

○: Got it! You cast the wrong spell, though. It flies into many pieces. You bring the tail back, and receive partial credit and 1 jam buck.

☆: Got it! You get 3 jam bucks!

Ⓞ: Missed! It stings you over and over again. Ouch. The venom weakens you, and you can't blink ever again. -1 strength.



5. The Spellcasting Urchin

Small, but dangerous - especially when it has a wand!

CAST A SPELL

○: You zapped it, but you hurt yourself carrying it back. -1 health, +2 jam bucks.

☆: Full credit! You bring it back alive. +2 jam bucks.

Ⓞ: It zaps you. -1 health. +1 shame, because a small invertebrate has better magic skills than you. It's that slug all over again.



6. The Mana Oarfish

As you swim deep into the lake, using conveniently magical seaweed to provide oxygen, you come face-to-face with a long, serpentine creature, which you can see because of the conveniently glowing spots on the creature's body. It slowly swims in circles around you, staring.

MAKE A SMARTS ROLL

SUCCESS: You remember the right spell! Cast it!

CAST A SPELL

○: You take him down, barely. +1 jam buck.

☆: You levitate the oarfish out of the water, and the whole class gives you a standing ovation. You only slightly ruin the moment by dropping the fish on your head. +2 jam bucks, -1 health.

Ⓞ: The oarfish looks deeply into your eye, and you understand something new about the universe. You fail the assignment, but you're strangely OK with that. +2 smarts.

FAILURE: You remember the really wrong spell for this situation! Cast it!

CAST A SPELL

○: You turn the fish into a bunch of balloons! It's an endangered species, and you just eradicated it forever.

☆: You turn your foot into a hot dog. -1 health.

Ⓞ: You are holding your wand the wrong way, and you were using the "make a stupid look on face" spell. You cast the spell on yourself. It has no noticeable effect.



It's finally the end of classes.

A6: You remember that you're due at Jam's office, so you walk there, and open the door. Jam seems distracted, and dismisses you after a quick reprimand. On your way, out, you notice that there are drifts of purple sand in the corners of his room. You think hard about this, but you're unable to figure out why he would have mana sand in his office. You foolishly attempt a spell to raise your total intelligence so you can divine an answer. The spell doesn't work.

Cast a spell to determine what happens to everyone.

○: Make a smarts roll.

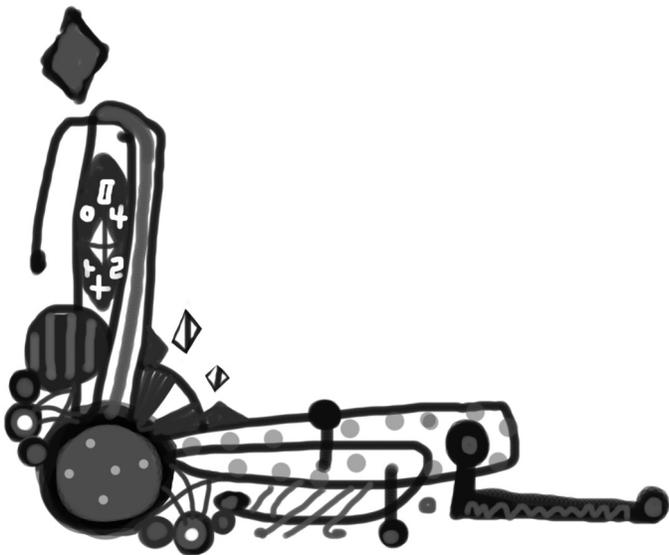
Failure: the spell explodes. -1 health.

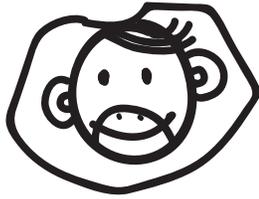
Success: Wait, it worked a bit! +1 sanity!

☆: Weird spell makes you slightly psycho. -1 sanity.

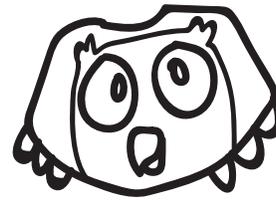
Ⓞ: The explosion is so huge that all the books fall on your head. -2 health.

When you make it back to your dorm rooms, there's a Whimberly Staff member who's set up shop, selling all sorts of school gear and other useful items, for jam bucks!





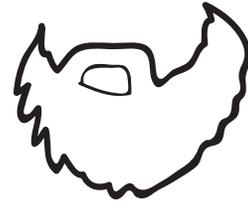
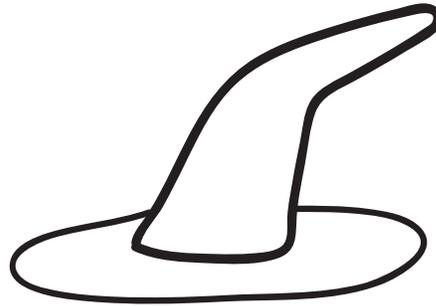
Monkey robe. 2 jam bucks, + 1 armor
+1 any stat.



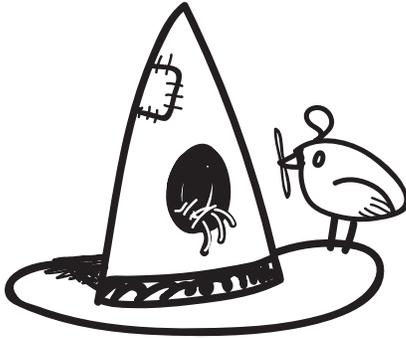
Owl robe. 2 jam bucks, +2 armor



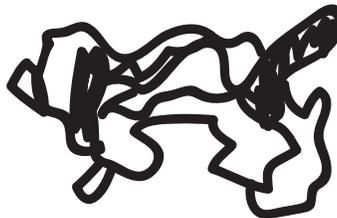
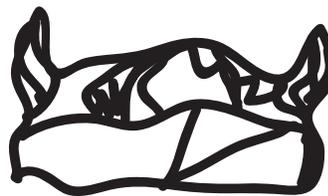
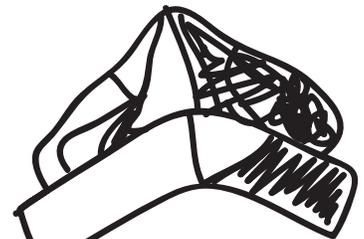
Person robe. 2 jam buck,
+3 armor, -1 sanity



Big grey beard, pointy hat.
2 jam bucks, +1 smarts + 1 armor



Bird-infested wizard hat.
1 jam buck, +3 smarts
+1 sanity -3 strength

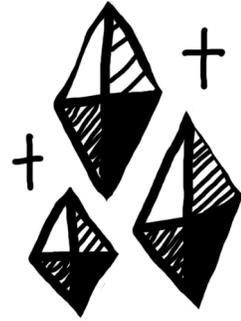


Nacho Hat. - free

Tin foil hats. 1 jam buck, they're supposed
to be good for the mana games.

70





The Mana Games

The next few weeks pass uneventfully. The excitement of life only starts to pick up again when an upperclassman shares with you a time-honored tradition: the Mana Games.

In The Mana Games, students sneak out at night, and try to stay alive all night in the Mana Desert, with only their wands.

When you quietly open the door to the outside, a massive wind rushes in the door, bringing in purple sparkling mana sand. The sand is freezing cold to the touch, and when it hits you, it stains your skin purple. Because of the magical properties of mana, it also has the unfortunate side-effect of growing eyes on exposed skin. These strange mutations will disappear after a few days, but it's slightly troubling.

Cast a spell to determine what happens:

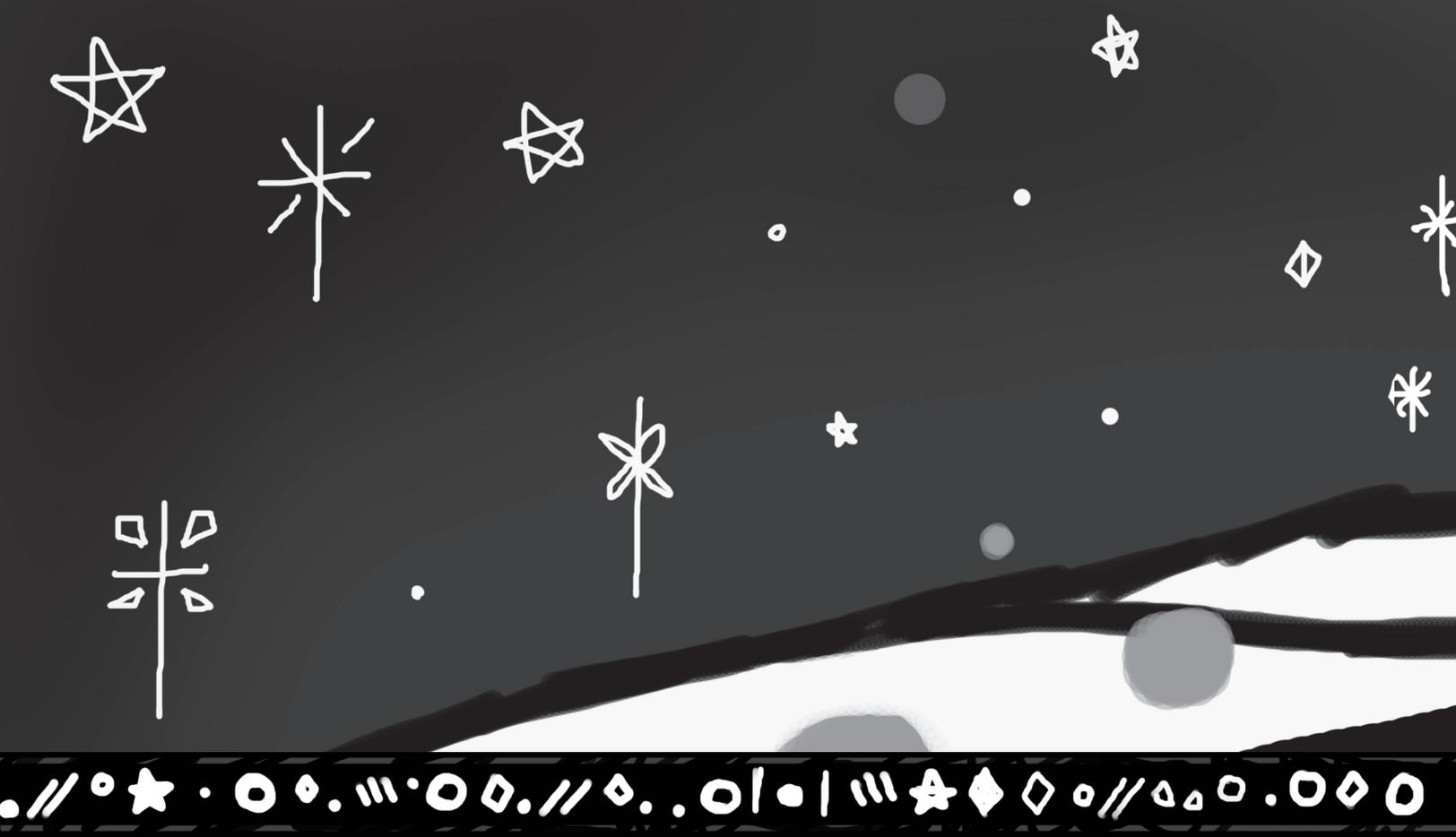
A4: You're feeling sharp, and you nearly dodge out of the way. You feel a surge of confidence. You were almost graceful! +1 sanity!

○ : Color one body part purple, and draw little eyes all over it.

☆ : You grow a new foot somewhere unexpected.

⊖ : You grow funny, long teeth (pick one, add to your character)





As soon as you step out onto the glittering sand, a squadron of living stones hurl themselves towards you. You whip out your wands.



↔ **TEAM DECISION:**

What do you do?

1. Use spells that you've cast before - better safe than sorry!
2. Use those amazing, huge, dangerous spells that you've read about in books. They sound seriously awesome.

→ Results!

1. IF YOU USED BASIC SPELLS: The spells bounce harmlessly off the stones.... with magic and rocks bouncing around, you're even less safe.

Each make a smarts roll to determine what happens.

IF YOU SUCCEED: You grab a stone and hang on, as it flies out of the whirling cloud of magic. You avoid the spells, but then the stone shakes you off and you fall painfully to the ground. -1 health.

IF YOU FAIL: The stones attack you, as your friends' spells buffet you from all sides. -3 health, take a bungled spell roll.

2. IF YOU USED DANGEROUS SPELLS: The spells truly are impressive, but they're also frightening and you're not quite sure you can deal with the terrifying reality of how big and powerful magic can be.

IF YOU HAVE A TIN FOIL HAT: The creeping insanity bounces harmlessly off your tin foil hat. Who's laughing now?

IF YOU DON'T HAVE A TIN FOIL HAT: You're scared. Like, leftovers day in the cafeteria scared.

Make a sanity roll.

IF YOU SUCCEED: You have only a slight complete mental breakdown. -1 sanity.

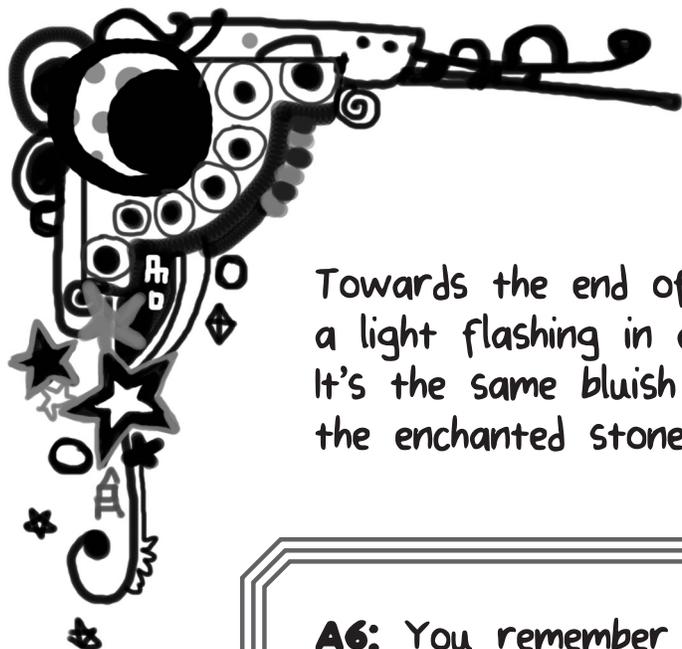
IF YOU FAIL: You go nuts, giggling and screaming. Your friends have to immobilize you with a spell before you'll calm down. -2 smarts, -2 health.



It's a miserably cold night, you're huddled outside the sheer walls of Whimberly C., fighting off magical stones, growing new eyes, and sneezing clouds of magical dust.

You see, to your astonishment, that a wide variety of beautiful plants and creatures appear during the night in a mana desert: they seem to have adapted an incredibly short life cycle and intense growth patterns, living, breeding and dying in one night's time, safely dead and covered over with sand before the scorching heat of the day comes. You vaguely remember being told something about how long-term exposure to mana can increase your aging exponentially, but you stay safely in the time bubble surrounding the school, so you're safe.

Of course, if you stepped outside the time bubble - you're not sure what would happen, but it would probably involve rapid aging and death.



Towards the end of the night, you happen to see a light flashing in a ground-level open window. It's the same bluish light that's emanating from the enchanted stones. Weird.

A6: You remember the drifts of sand in Jam's office. It seems that he leaves his window open at night. Raise everyone's smarts 1 for being little investigative reporters.

You inch toward the open window, and you can hear Jam's voice.

You peek through the window, and see the luminous green letters that are Professor Pao's communication.

You can't hear Jam's exact words over the howl of the wind, but you can see Pao's side of the conversation, and it seems...strange.

...OPEN? BUT SURELY NO ONE WOULD
BE FOOLISH ENOUGH TO ENTER.

...

OH

...

OH, I SEE. THAT IS USEFUL...

...

HOW MANY PEOPLE KNOW ABOUT
THOSE PROPERTIES?

...

THAT IS UNFORTUNATE. WHY NOT
POST A GUARD?

...

I SEE...

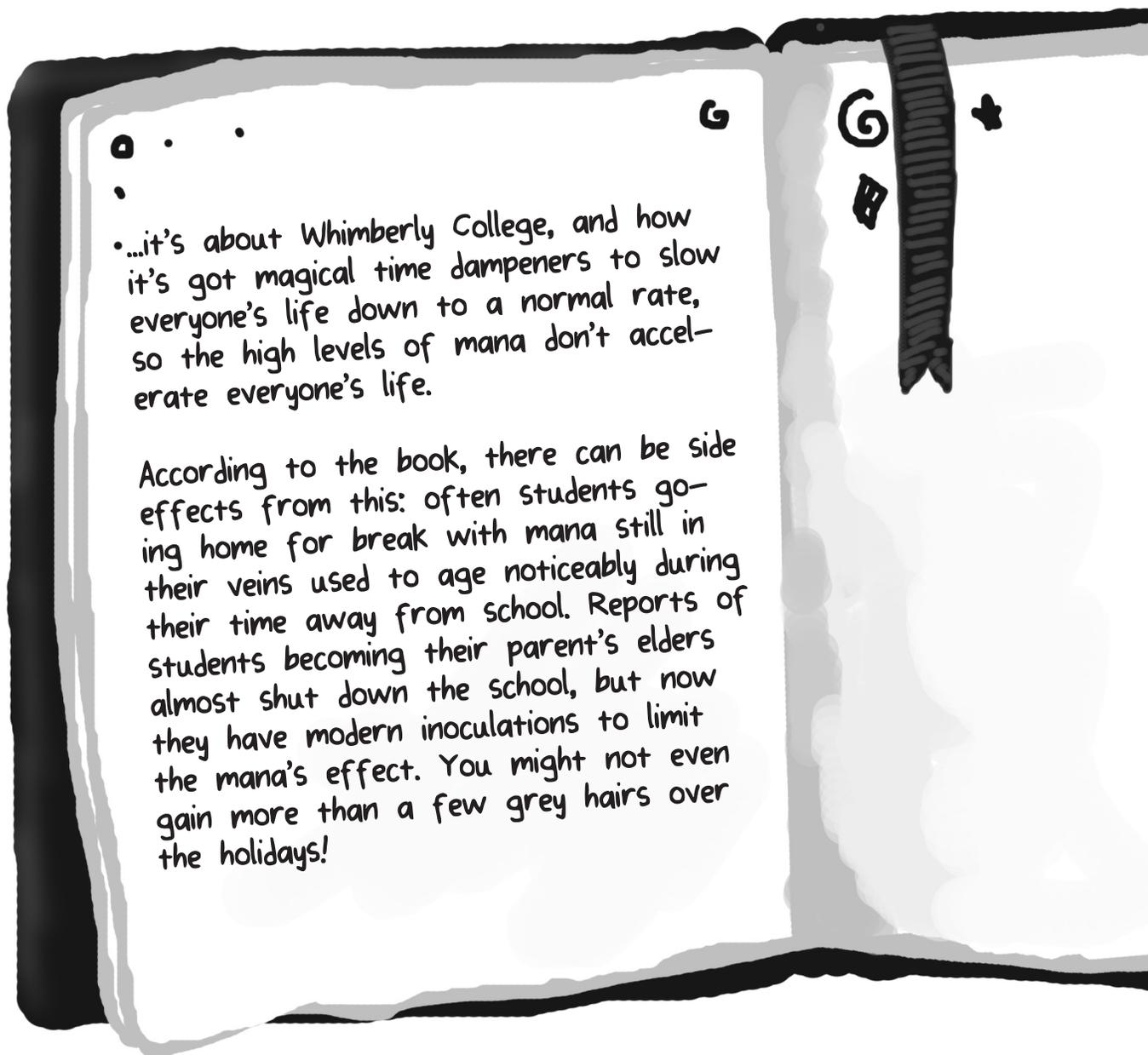
...

VERY WELL, JAM, I WILL BE GLAD TO
TAKE A TURN AS A GUARD. OR WE
COULD JUST SUMMON SOMETHING...



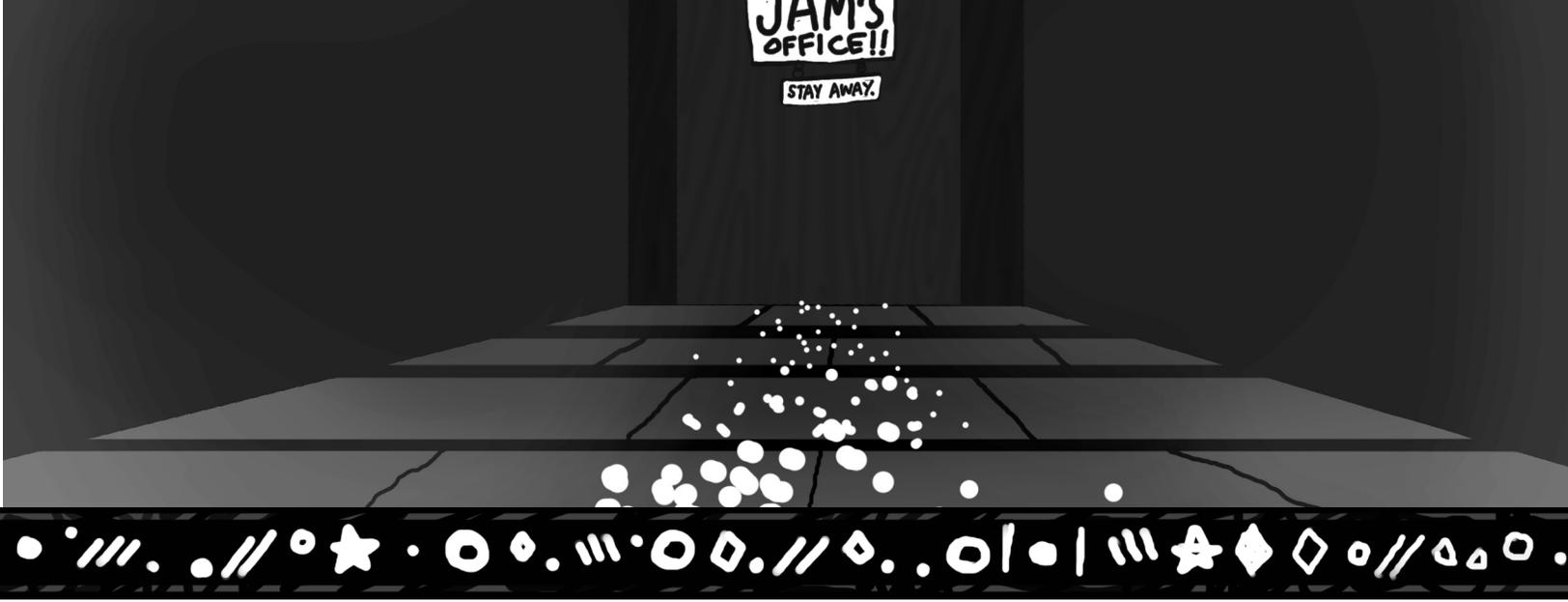
You stumble to class the next morning,
rubbing purple sand from your eyes.

The fantastic sight of an entire ecological
life cycle happening in one night comes back
to you as a school book catches your eye:



...it's about Whimberly College, and how
it's got magical time dampeners to slow
everyone's life down to a normal rate,
so the high levels of mana don't accel-
erate everyone's life.

According to the book, there can be side
effects from this: often students go-
ing home for break with mana still in
their veins used to age noticeably during
their time away from school. Reports of
students becoming their parent's elders
almost shut down the school, but now
they have modern inoculations to limit
the mana's effect. You might not even
gain more than a few grey hairs over
the holidays!



During chores, you pay special attention to the glowing trails of sand. You wonder if anyone has visited the creepy cave-thing that you found the other day. You find one, and trace it back – it doesn't come from the outside, but rather from Jam's Office. You peek inside, and there's yet more purple sand on the floor. So Jam is visiting the Creepy Cave. Strange.

Jam is nowhere to be seen, so you could go ahead and snoop in his office...if you wanted.

↔ Team decision

1: Snoop

2: Don't snoop

→ Results!

1. IF YOU SNOOPED:

You spring the magical trap set inside the door.

You thought that all adults were clueless, eh? That you could go traipsing into a teacher's office unseen and unexpected? Yeah, no. The teachers are actually a lot smarter than you, and they're slightly dangerous. Bad idea.

You're only slightly blinded and maimed, but you have a lot of time to catch up on your reading as you lay in the school hospital, so you read all about the Time Bubble surrounding the school. The time bubble is vitally held in place by a dense mana crystal at the heart of the school - a mana crystal that is encased in hundreds of feet of mana concrete, to keep anyone from messing with it, since the theft (or destruction) of said mana crystal would do two things:

- Cause everyone in the school to be saturated in mana energy, speeding their lives and turning them into shrunken pruney 200-year olds in a matter of minutes.
- Actually, reason #1 is probably the only reason you need.

Why would someone want to steal the crystal? Because owning the crystal would grant long life, extending the owner's life indefinitely, like butter scraped over an infinite piece of delicious bread. Literally no downside.

2. IF YOU DIDN'T SNOOP: You're the first person ever in the history of this game not to snoop. I didn't think anyone would ever not snoop, so we don't have any plot after this. I don't know what to do, so we'll just have to stare awkwardly at each other until you choose to snoop in his office. (Read from the top of this page.)

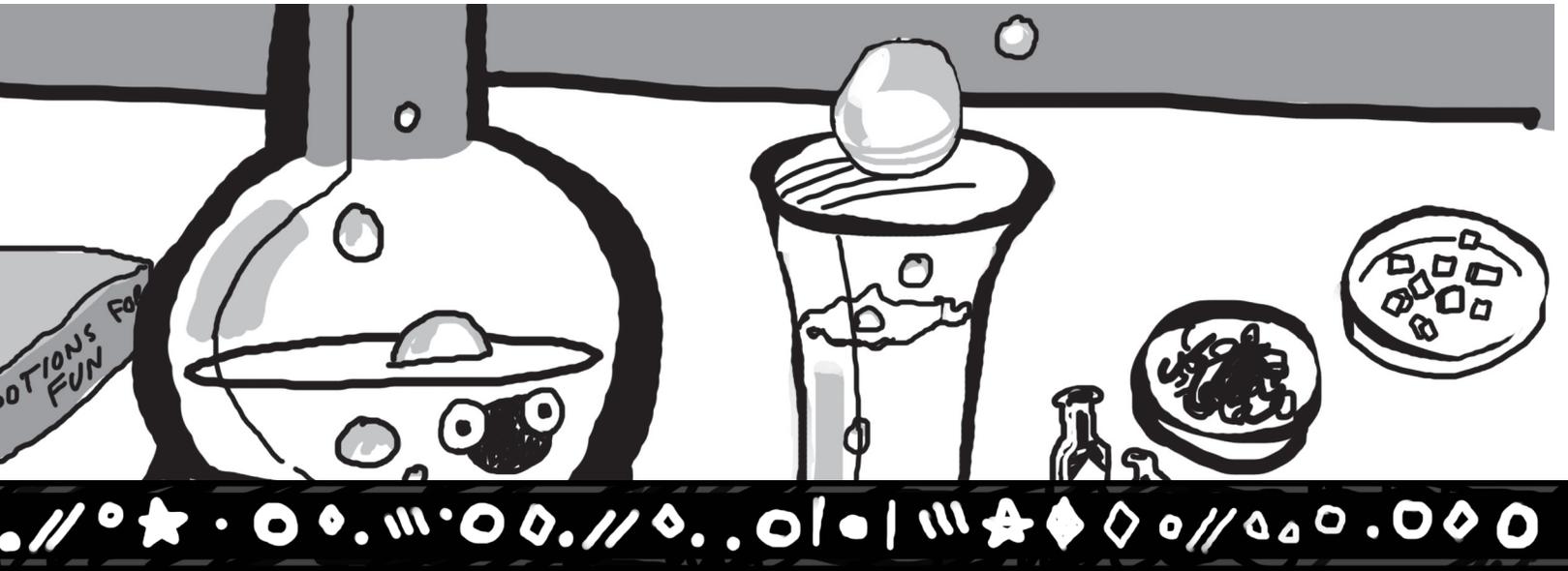
A BLINDING REVELATION

You make a leap of logic: Jam has been visiting the Creepy Tunnel (now, you realize that it's more of a tunnel than a cave), and maybe even carving it himself, to steal the Time Bubble-generating mana stone. Professor Pao is involved in some way

You are quite confident in your judgement, because there's hardly any evidence supporting it.

You'll have to protect the mana crystal from the evil headmaster and save the school!!

But first, it's time for potions class. You really can't skip it again.



The head of potions class, Chip Shelder, beckons you in with a wry smile. "I see you've decided to attend today. Like a solar eclipse, the rarity of the event fills my heart with wonder." His friendly face turns to a scowl. "I hate your little guts, you vermin."

He hates every student at WC because, coincidentally, every single one of your parents used to tease him in school. He's never forgotten, and decided to take his childhood anger out on the unwitting children of his tormentors.

You take your seat, and pull out your vials and beakers.

Suddenly, you have a brilliant idea! You can mix up a few potions for your journey to save the time bubble. Hopefully you've been keeping up with the reading...

Potion brewing

Everyone takes three smarts rolls (Don't take turns, you can all roll at the same time)

FOR EACH SUCCESS: You actually brew a decent potion! Claim a potion card from the opposite page, and don't hurt your arm patting yourself on the back.

FOR EACH FAILURE: You haven't been paying attention in class, have you? Make a bungled spell roll.

 <p>Discard to re-roll one or two dice.</p>	 <p>Discard to re-roll one or two dice.</p>	 <p>Discard to re-roll one or two dice.</p>	 <p>Discard to re-roll one or two dice.</p>
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It's the end of classes, and you and your friends sneak down the hallways of WC towards the tunnel. You don't know what to expect, but there's a wonderful tingle of danger and excitement in your belly.

Or maybe that's the "magical" blue meatloaf you had for lunch. You really shouldn't have eaten it.

The tunnel slopes downwards steeply, and in the silence you hear a deep thump, like a mountain falling down after someone tied its shoelaces together.

...or maybe like a huge door closing.

You come around a corner in the tunnel, and you see a huge creature with bulging eyes, and a big greenish purple tongue – as it looks at you, it licks its chops like a dog who's just seen some chops. It's in front of the big door that Jam just closed.

↔ Team decision

This creature has obviously been summoned by Prof. Pao, who's the only ~~person~~ mammal in the school who could summon something this big and scary.

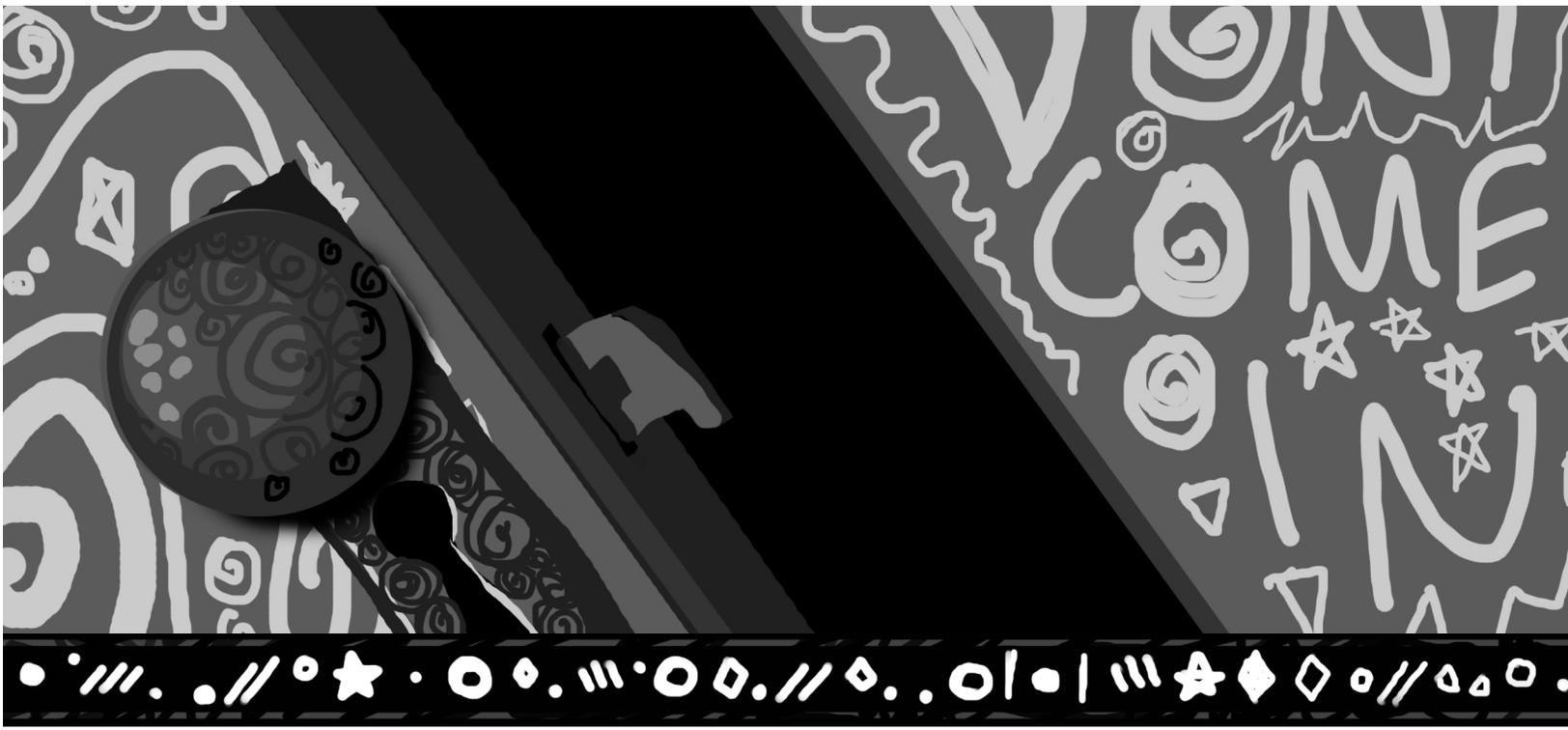
1. Sacrifice one of your magical pets, and slip past the beast as it feasts. Brutal, but effective.
2. Your strongest, and most magical friend distracts the beast with some fancy magic.

→ Results!

1. IF YOU SACRIFICED YOUR PET: The beast tosses your poor little pet up in the air a few times, while your pet looks at you with betrayed tears rolling down its face. ...but you slip by unscathed, you monster, you! Sanity -1.
2. IF YOU SEND YOUR FRIEND TO FIGHT: Even though strength doesn't matter in magic, you automatically send your highest strength friend to fight.
The highest strength player makes a smarts roll.

SUCCESS: You do an impressive display of magic, with magical fireworks and penguins dancing. Everyone is very impressed, and your friends slip by the creature unhurt. The creature loves your magic show, and doesn't want you to leave at the end, so you take some wounds as you narrowly escape his claws. -1 health.

FAILURE: Your magic doesn't even make an appearance, and the creature attacks...not you, or your friends, but your group of helpless little pets. You drag your pets toward the door, but the damage is done. All of your pets -1 health.
Awww.... :(



You run towards the giant stone doors, and they begin to magically close!

↔ Team decision

1. HURRY
- or
2. REALLY HURRY

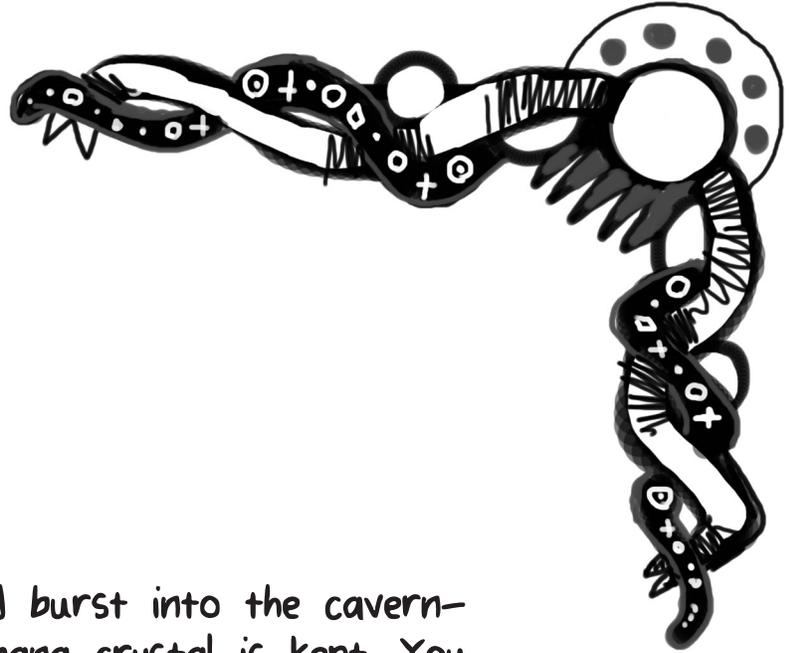


→ Results!

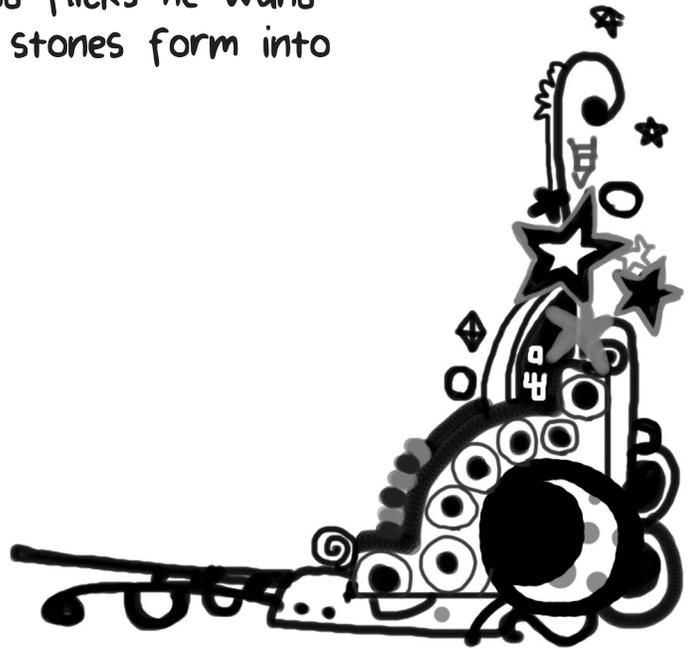
1. IF YOU HURRY: You're a little slower, but more cautious. You're almost caught in the magical door as it closes, and the magic one part of your body into stone. Draw this on your character, add +1 armor, and -1 sanity.

2. IF YOU REALLY HURRY:

You speed through the door like a jackrabbit, but trip and fall head-over heels down the flight of stairs. It's a pretty deep secret cavern, so your face makes contact with a little over 240 steps (you count on your way down) before you land in a pile at the bottom of the stairs. Now you know to be more cautious. +1 smarts, -1 Health.



You gather yourself and burst into the cavernous cavern where the mana crystal is kept. You see Jam, surrounded by glowing, floating stones, performing various enchantments, removing the layers of security surrounding the stone. He senses your presence, and flicks his wand briefly – the charged mana stones form into golems, and attack you.



The person with the lowest strength goes first. Play proceeds clockwise.



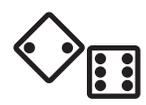
if you have fewer than 4 players, remove 4 health tabs from each enemy.



On your turn, you may:

⊘ Cast physical spell **OR** Cast arcane spell

Do a strength roll



strength

Success

Damage 1 unit twice

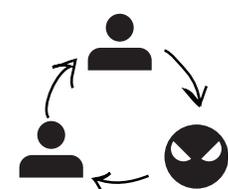
failure

Do nothing.

Cast a spell
(see spell sheet)

Enemy Attack:

After everyone has taken a turn, once per round, the enemies still living attack!
Roll one die. Determine the attack according to the die roll.




Everyone makes a sanity roll.
FAILURE: -2 health (4 players or more: -3 health)



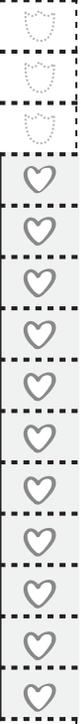
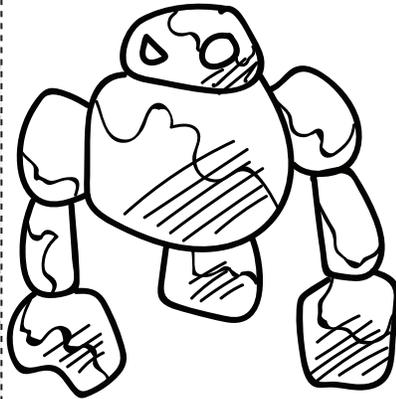
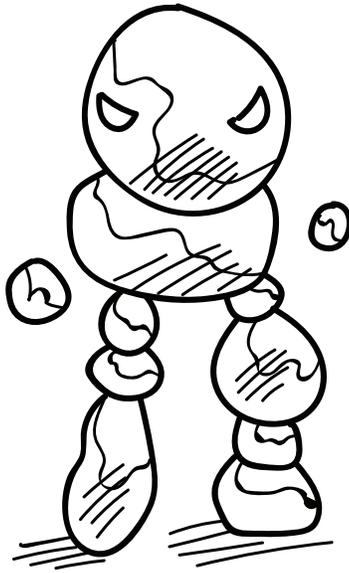
Half of the players: -1 health
(4 players or more: -2 health)



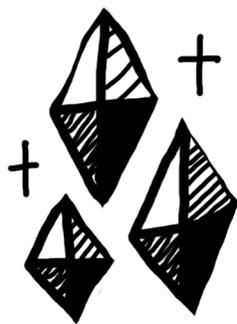
Everyone is -1 health for each living enemy.

NAME: JAM

smarts:	∞
strength:	NOT BAD
sanity:	QUESTIONABLE



QUIRKS!
TRIMS TOENAILS WHILE
TEACHING



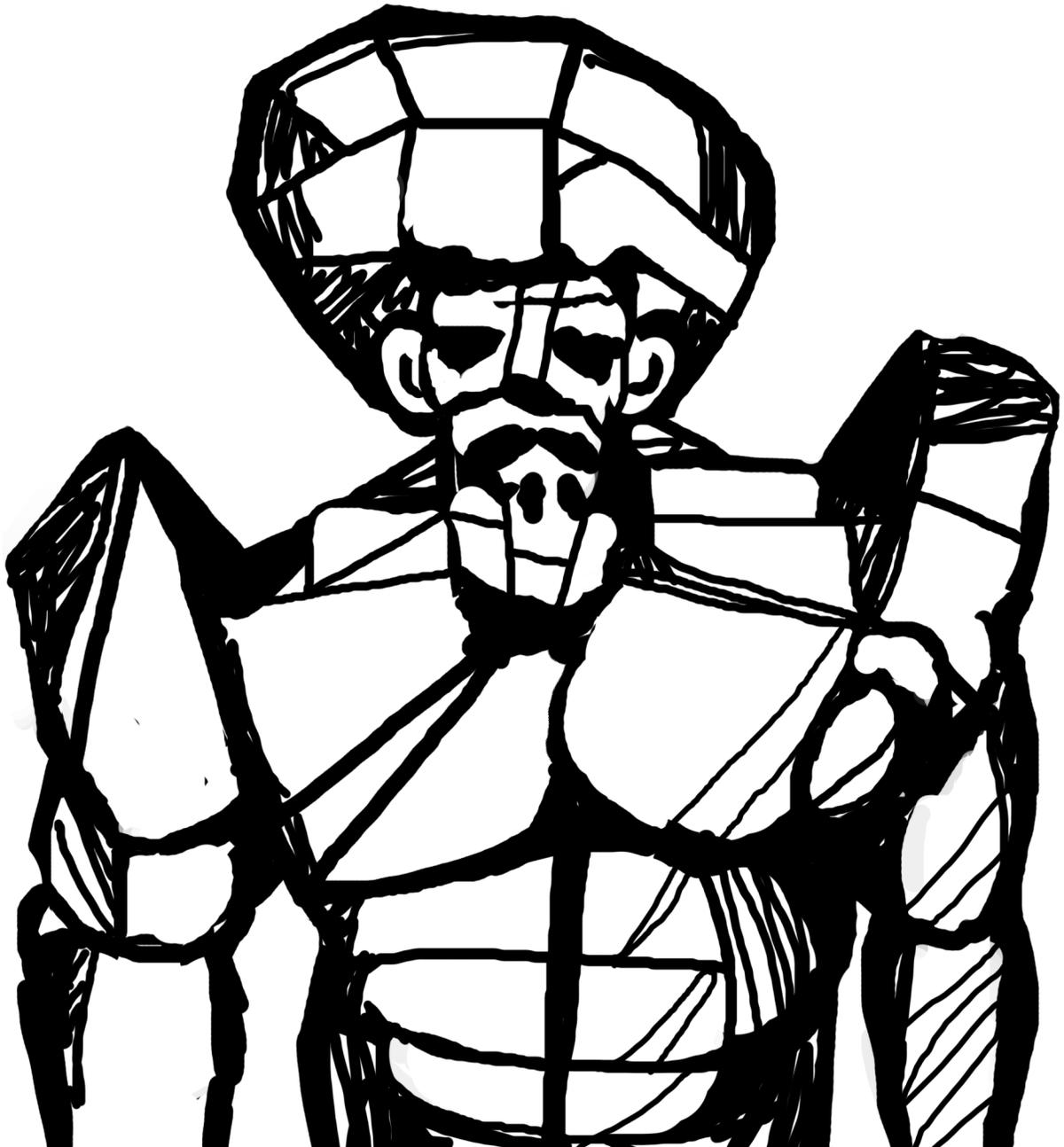


Jam screams and scrabbles away, shouting something about MORE MANA.

He's leaving a trail of bluish-purple sand, though - so you follow it through the school, and out into the roaring mana desert.

Jam's standing near the edge of the time bubble, staring at the writhing growth of the mana desert at night. He reaches out a hand, almost as if to touch the edge of the bubble, but then plants his hand suddenly in the glowing sand. At the same moment, a bolt of blue lightning flashes down from the cloudless sky, and strikes Jam. He's engulfed in blue smoke.

There's a short pause, then you see something bulging out of the smoke. It's...Jam's head. He's transformed into a huge, glowing mana beast.



IF YOU AREN'T ALL GHOSTS: Turn the page.

IF EVERY PLAYER IS A GHOST: Turns out Jam didn't need to transform. He doesn't really know how to become himself again, so he spends the next few decades hanging outside the school, two massive to get back in.

You now haunt the halls of Whimberly's College, flooding bathrooms and helping students on random quests.

THE END



You instantly start casting a bunch of dangerous spells. Jam topples and falls back. He laughs and rises again. You've done no damage to him at all.

Of course, in the course of battle he accidentally stepped out of the time bubble, so he quickly ages hundreds of years and crumbles into a heap of rocks. He's probably not dead (having divided his soul into chunks years ago), but he's beaten.

Great! You defeated Jam and saved the school!

You're a hero.

Of course, you did attack Jam which is *technically* against school policy, and since no one working at Whimberly's has the ability to make an exception, you are expelled for assaulting the headmaster.

They were your last chance to attain a higher education, so you spend the rest of your days casting magic tricks on street corners and shoplifting.

The
END

The word "The" is written in a small, cursive font above the word "END". The word "END" is written in a large, bold, black, serif font. On either side of the word "END" is a decorative cluster of three diamond-shaped symbols, each with a cross inside and a small plus sign next to it.