

Magical University

A mini-setting for Legends of Anglerre

Summary

XYZ is a cosmopolitan city state situated on the southern coast of the inner sea. While its original founders were human, it is now a city of many cultures and races. The city is dominated by a grand senate, which consists of guildmasters and the chancellors of the five magical universities that are the foundation of the city's power.

Life in the city is luxurious as opposed to that in other nations. Water elemental power fountains in people's houses and magical gemstones illuminate the night. While horses are still popular, magic carpets are becoming a common sight. Theatres using magical special effects and Dwarven beer halls are the main pass times of the locals.

The heroes are all students at the Grand University, a magical school open to all who have the talent or money to join. It teaches all classical traditions and is known for its eccentric staff. Their main enemies are the elitist members of the Necromantic Academy, the treacherous alchemist-surgeons of the School of Living Art, and the ever-jealous shadow mages of the Assassin's Guild.

XYZ itself offers many opportunities for adventure, e.g. in the maze-like library catacombs that connect all schools and guildhouses and requires guides to navigate it, the rowdy Hellfire ward, inhabited by exiled demons, or the lost harbor with its half-submerged warehouses and hideous fishermen.

Character Generation

Several questions have to be answered to create a character. Each question results in an aspect.

Race and Social Origin

Which race do you belong to and that social level do you come from?

Elves are at home in the forest. They have little patience for modern civilization or book-learning but have a great magical talent as well as dexterity.

Dark Elves live in the darkest corners of the forest and have a reputation as evil. Indeed, they are master manipulators and at least egoistic.

Dwarves are physically robust but uncomfortable in open spaces. They are renown for their magical craftsmanship but are poor spellcasters. Dwarven students at the university are often ridiculed by the less open-minded students.

Halflings are lazy freeloaders with hairy feet and a great appetite. In fact, there is nothing that halflings are known to be good at. On the other hand, they are rarely seen as a threat and are often treated with surprising neglect by their enemies.

Goblins are crazy green runts who do not know fear and love explosions. They are physically weak and to flippant for serious study. Yet a few join the university to learn how to blow up things.

Wolfmen are humanoids with wolf heads. They are fierce warriors and easily enraged. Many of them become guardsmen or assassins. The magic career is rarely taken, so people tend to be surprised by any magical ability.

Ogres are stupid but huge and strong and shrug off wounds that would kill a lesser creature. Most of them only manage to enter the university through a sports or war-mage scholarship. There most of them neglect their studies and hang out with other ogres or halflings.

Half-Demons combine the properties of one of the other races with demonic blood. This makes them masters of fire magic but gives them some fiendish aspect in their looks. These half-castes are considered untrustworthy and evil but excel at charming the unwary.

Undead are members of a race that have died and returned for various reasons. Some have been subjected to experiments, others have unfinished business. While traditionally seen as evil undead today are normal citizens who

happen to smell bad, look disgusting and shamble about. On the upside, metabolic dangers such as suffocation or poison mean little to them.

Magical Tradition

Which magical tradition do you study? This will influence your choice of magical power later, but technically you could be an elemental with the Death power, whatever that will mean in the game.

Elementalism: You are master of *one* of the elements and your spells reflect that. You are quite good at attacking creatures of the opposing element but bad at defending against them.

Illusionism: Your magic is all glamor and unreal but very good at confusing the weak-minded.

Necromancy: Necromancy was forbidden for a long time but modern mages frown at such small-mindedness. Most necromancers either embrace or vehemently ignore the traditional trappings of their dark art.

Shadow Magic: Your magic draws power from the shadows. There are many different powers associated with it but shadow will give your spells strength and their effects are often dark and silent.

Summoner: You rely mostly on summoning otherworldly servants or artifacts. You have to live with the nasty rumors about what happens behind the doors of your room, though.

Familiar

All mages have a familiar. These little creatures are quite useless but they are a tradition and mages without a familiar are pitied by others.

Familiars come in many sizes and shapes, some examples are:

- Talking animals
- Tiny imps
- Clockwork creatures
- Small elemental creatures
- Tiny dragons
- Fey creatures

- Talking skulls
- Animated objects such as talking staffs or hats
- Plant-like creatures
- Animated rag dolls
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A familiars personality is always quirky in some way and should also be described in the aspect.

Personality

What is your dominant personality trait?

Greatest Adventure

What was your greatest adventure? Players are encouraged to latch onto the tales of others, so maybe two or more characters shared an adventure and have complementing aspects that result from this.

Stat Block (Good Extra)

Physical Stress: □□□□□

Composure Stress: □□□□□

Fate Points: **Scale:**

Consequences: 1.
 2.
 3.

Skills:

Aspects:

Stunts:

Equipment/Notes: