

The Fantasy Trip[®]



The T'reo School of Martial Magic[™]

By David L. Pulber

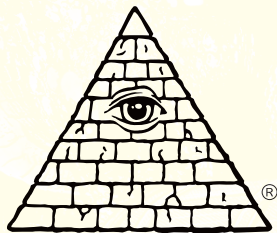
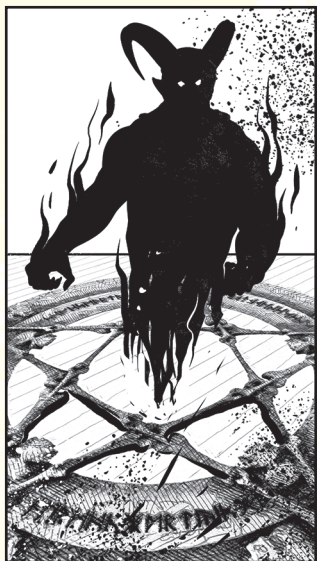
STEVE JACKSON GAMES



First Survive. Then Graduate.

A complete guide to the school that turns out the best martial wizards in the world. Honed by constant combat, they'll never face anything as tough as T'reo was. A class of 32 students will be cut by a dozen when they graduate three years later. Some quit, some are expelled, but most die in duels.

Meet noted masters, staff, and students (with full stats). Explore with detailed maps. Uncover treasures, tomes, and secrets that should perhaps be left buried. Become the best of the best as a student – or face T'reo as a powerful foe!

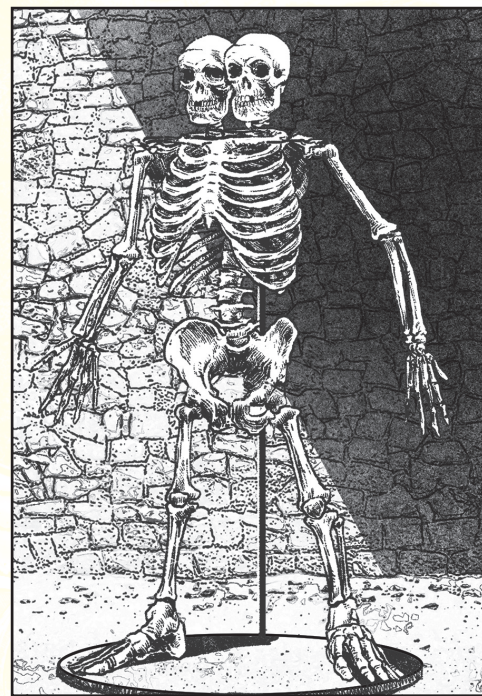


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The Fantasy Trip® The T'reo School of Martial Magic™



**By David L. Pulver • Game Design by Steve Jackson
Illustrations by Rick Hershey**

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Introduction



Where do all the bad-ass wizards come from?

This is a book about a wizards' school, vaguely modeled after English public schools – but this is no “Harry Potter!” These students are training to fight and kill. Their classes, their field trips, and their constant duels all have one goal in mind . . . to create effective magical warriors.

David Pulver has done a great job creating the thousand details of the T'reo School, and the book speaks for itself. It can be used as character background, as an interesting place to visit, as an interesting and *very hazardous* place to raid, as an objective for talented young wizards who'd like to attend . . . or as a complete background for a campaign. Use the storylines and intrigues here, and add your own as the plot develops.

But this book is also a great resource for campaigns that never touch T'reo Island at all!

- **Characters.** Any of the students described here could be used as a starting character . . . or as the NPC apprentice of an experienced magic-user. Any of the masters could be a martial wizard met on the battlefield or in the halls of the Wizards' Guild, perhaps hiring the PCs as cannon fodder. And Vorminthrax (p. 80) might be the secret defense of any kingdom or any bank.

- **Maps.** At the end of the book are the maps of the school. Turn them into a fortified manor house, a spooky guildhall, or a medium-sized castle wherever you need one!

- **Secret Societies.** What are those wizards really up to? Some suggestions start on p. 25.

- **Dueling Rules.** Several different styles of combat are discussed, and these could make their way into any campaign where the wizards are just a bit touchy.

- **Terrible Tomes.** Just the list of rare magic books on p. 85 could launch an adventure!

And some interesting crossovers are possible with other *TFT* releases, too. For instance:

Ardonirane. While T'reo Island can be anywhere the GM wishes, its canonical location is only a few hundred miles from the city on the Red Plains. The politics of the school could reflect events in the city, and vice versa. The Thorsz certainly keeps his eye on T'reo. Trevare Spellsword, his chief wizard, a T'reo graduate, visits occasionally as both a guest lecturer and a recruiter.

Fantasy Adventures. The beings described in the Clockwork Tower would be anathema to most of the wizards of T'reo, especially the Stopped Clock Society. This group opposes Mechanicians; how much more so would they object to mechanicians that are themselves mechanical?

Fantasy Adventures 2. Is there a relationship between the “Amazons of the Sky Turtle” and the school of magic? Is T'reo perhaps a friendly base that the Turtle's path crosses regularly? That would explain the high level of magical sophistication shown by the tiny Amazon culture . . .

The Book of Unlife. T'reo is haunted, of course. If your players show interest in that aspect of the old castle, here's a book absolutely full of different kinds of ghosts, specters, and assorted noncorporeal encounters. And the map in *The Book of Unlife* could represent another structure on the island.

I'm very pleased with this addition to *Fantasy Trip* canon, and I hope you'll have as much fun with it in your campaigns as we all did while bringing it to life.

– Steve Jackson



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