

# Things are Strange at Ilvermorny

## A Stand-Alone Adventure for the Genesys Roleplaying Game by Fantasy Flight Games

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### **Things are Strange at Ilvermorny**

Things are Strange at Ilvermorny is a stand-alone adventure for the *Genesys Roleplaying Game* using the *Harry Potter and the Theme of Genesys* homebrew campaign setting created by Christopher Witt of [www.d20radio.com](http://d20radio.com) (can be found at: [http://d20radio.com/backerzone/Genesys\\_Harry\\_Potter\\_Theme/](http://d20radio.com/backerzone/Genesys_Harry_Potter_Theme/)). It is designed to introduce new players to the rules, as well as give experienced players a unique adventure filled with exploration and magic. Included are six pre-generated player characters whose abilities are well suited to this adventure. However, if the players wish to come to the table with their own characters, they may create their own, following the rules for creating beginner characters in the *Genesys Roleplaying Game* and *Harry Potter and the Theme of Genesys*.

The player characters are a group of students sent out to patrol the local No-Maj town of Adams, Massachusetts during Halloween to watch out for supernatural mischief. If you are planning to act as Game Master, then read on. You should read through the entire adventure prior to the start of the game. If you are planning to play a hero in the adventure, then STOP READING NOW to avoid spoiling the adventure for you and your group. Instead, turn to the last section of the adventure, where the Player Character biographies are located.

**Adventure Summary:** The player characters (PCs) are a group of 4<sup>th</sup> year students at Ilvermorny. They are about to participate in their first Halloween patrol of the local town, Adams, Massachusetts. During it they will experience a variety of scenarios both mundane and supernatural, culminating in a showdown with the nefarious Professor Lyesmith who is actually a wendigo!

**Children NPCs:**

- Blake - A burly freshman at Adam's High. He is a bully who is insecure being at the bottom of the high school hierarchy, so he started picking on middle schoolers. (NPC referenced in encounter **B**).
- Lance - Blake's trusty lackey and fellow freshman at the local high school. He is a scrawny kid who talks a big game, but is quick to lean upon Blake for protection. (NPC referenced in encounter **B**).
- Chadenten ``Chad'' Zigsworth - A 7th year Horned Serpent student, Chad is a tall handsome young man and arrogant about his abilities. Chad looks down upon No-Maj and is looking to create some mischief while "patrolling". (NPC referenced in encounter **F**)
- Imani - She is a sweet 8th grader and Jamal's protective older sister. Imani is supporting Jamal's search for their dog, Sir Fluffykins, but secretly fears the worse. (NPC referenced in **Out on Patrol**).
- Jamal - He is a spunky 5th grader and usually very positive. However, he has been feeling anxious about his missing dog, but is persevering in looking for him. (NPC referenced in **Out on Patrol**).
- Sean, Gwen, and Ned - A group of nerdy 6th graders, they are scared of bigger kids now that they are in middle school. They are frequent targets of Blake (NPCs referenced in encounter **B**).
- Steve - An Adam's High senior, he is "big man on campus" and hosts parties while his parents are out of town. Steve is dismissive towards younger kids. (NPC referenced in encounter **C**).

**Adult NPCs:**

- Takoda Westerman - She has been the headmaster of Ilvermorny for several years. Takoda is wise and compassionate towards the students, however, she also sees the need to prepare them for becoming responsible members of the magical community.
- Logan Lyesmith - Similar in age to Takoda, but has only recently started teaching at Ilvermorny as the defense against the dark arts professor. He is known as an acclaimed researcher of No-Maj and what threatens them from the magical world. He is secretly a wendigo (possessed by a cannibalistic evil spirit) and used his research as cover for his devouring of No-Maj. Logan was forced into his current job by an old associate and has been getting by eating pets in Adams, but his mask is slipping.
- Fred Castile - One of the town cops. Last Halloween his house was egged and toilet papered, but the offenders were never caught. This year Fred is determined to catch troublemaking children. (Fred is a good "threat" to introduce to the PCs if they roll poorly or are being too obvious with their spell use).
- Karen Goodwin - A soccer mom, she loves her kids but is also caught up with constant posting on the various social media sites to "maintain her image". (NPC you can use in encounter **E**).
- Carl Smith - A caring father who enjoys coaching his children's sports teams. However, right now he is ceaselessly trading and researching fantasy football. (NPC you use in encounter **E**).



**Note on Adventure Design:** This adventure was designed to be modified in a variety of ways. The adventure length is mainly determined by the number of encounters the PCs have while patrolling. At least two are recommended and four should likely be the maximum before moving on to the conclusion (see **Wrangling the Wendigo**). However, the GM can easily modify on the fly because a particular encounter took more or less time than expected by adding or subtracting a planned patrol encounter. .

Additionally, the GM may want to make the adventure light, dark, or somewhere in between depending upon their audience. For example, for a younger audience the GM may want to eschew the potentially frightening wendigo encounter (see **Wrangling the Wendigo**) and some of the optional patrol encounters like **D**. In this case encounter **F** can serve as a satisfying conclusion to the adventure. This setup also helps to make the adventure shorter overall.

Also, some of the optional encounters are more combat focused (**A** and **F**) while others are more role playing focused (**B**, **C**, and **E**). So the GM will want to feel out their group for what is the best fit, but mixing it up between types is usually the most interesting.



**Introduction (read aloud or paraphrase the following to the PCs):**

*You are all gathered in the sorting hall of Ilvermorny School of Witchcraft and Wizardry. Nervous anticipation fills the room as your fellow students gaze around at the large statues of the four houses, the wise Horned Serpent, the bold Thunderbird, the canny Pukwudgie, and the fearless Wampus. The excited murmuring suddenly stops as Headmaster Westerman steps onto a small stage. She is a Native American woman who looks to be in her forties or fifties. Westerman gazes around at the gathered students with a kind yet firm gaze.*

*“Welcome students to the annual Halloween patrol of Adams, the local No-Maj town. This school instituted this tradition many years ago as an opportunity for students to get a taste of the responsibility of the Wizarding community. To protect No-Maj from the magical world and vice versa. To elaborate further our new Defense Against the Dark Arts teacher, Professor Lyesmith, a true expert in this area will now speak”*

*An average sized man with salt and pepper dark brown hair and now takes the stage. He is noticeably dressed in No-Maj clothing, jeans, with a black shirt and dark brown leather jacket. He looks out at you all with barely concealed smugness before speaking.*

*“Thank you headmaster, as always you are too generous with your praise. I am but a humble observer of the No-Maj. Students, the No-Maj have many beliefs about their ‘Halloween’ that the barriers between the ‘mundane’ and ‘spiritual’ grow then allowing the supernatural to walk the earth. This is of course nonsense, the No-Maj simplistic calendar has no relation to the fluxes of magic. For that you would need something more reasonable and rational like a lunar calendar. But I digress, what matters is that they believe this is true and therefore it is ‘true’ in the sense of its impact. Some No-Maj seek out the magical during these times and also many magical creatures have picked up on the No-Maj’s openness and therefore act with more impunity than they would normally dare. Worst yet, some of our own witches and wizards take this season as an opportunity to make their own mischief without being noticed. So young people, there is much you must be on guard for when you venture out tonight.”*

*With that Professor Lyesmith bows regally before exiting the stage while Headmaster Westerman steps forward again.*

*"Thank you for your insight professor. Students take his words to heart. I have also found this patrol an excellent opportunity to nurture inter house community. You all will now be teamed with students from other houses, though some overlap may occur. Your teams will then be sent via floo network to various houses we have scattered through the town. Teams will then journey through their local neighborhood keeping a lookout for any magical creatures misbehaving and dealing with them appropriately. However, remember that discretion is of utmost importance. The No-Maj may confuse your magic with their 'technology' but we do not want to test the limits of their imagination. Good luck!"*

*With that you all are teamed up with one another and lead to a fireplace, given some floo powder, told your destination '459 Douglas Street' that you all shout in unison before being pulled along a wild ride to a deserted house. Looking out the windows you all can see a busy street crowded with trick-or-treaters of various ages, as well as, supervising adults.*



#### **Out on Patrol:**

Encourage the PCs to introduce themselves to one another and role play a bit as they gather their courage to head out. Once they leave the house, read aloud or paraphrase the following to the PCs:

*As you walk down the steps of the house you see two African-American children, one being a girl dressed as princess with long braided hair. She looks to be about your ages. The other is a young boy with close cropped hair dressed as a superhero. The boy is busy stapling a piece of paper with the picture of a dog on it to one of several strange tall leafless trees (telephone pole) that the No-Maj have planted at intervals along the streets. However, the girl turns you all with a bright, friendly smile.*

*"Hi! I am Imani and this is my brother Jamal. I love your costumes, what are you supposed to be?"*

Let the PCs come up with an explanation, Imani is not suspicious and accepts anything they say without any pushback. Jamal will butt into the conversation.

*"We are on a mission, Sir Fluffykins is missing!" He gestures towards the paper he just stapled showing a muscular pit bull with a happy face. "Have you seen him?"*

*Imani chides him "Jamal, they just started trick or treating, leave them alone." She turns back to you all. "But please let us know if you see him. My phone number is on the paper right there. Anyways, we have to go. Happy Halloween!" She waves at you all as they move down the street.*



The PCs may want to tag along to help Imani and Jamal. Embrace this good nature attitude on the PC's part, but for the sake of the story (see **Wrangling the Wendigo** below) the PCs need to be separated from them at some point. This can be done when the PCs notice an encounter (see paragraph below), Imani and Jamal can be headed in the opposite direction of whatever it is that they have noticed. Alternatively, the PCs may need to slip away in order to address a magical threat "discreetly".

**Note on Patrolling:** Once the PCs start patrolling, prompt them to suggest some method to "detect" magical activity or get some sort of direction of where to go. Based on the PC's method, decide on a skill that fits and have them make a skill check against an Average difficulty, with potentially some set back thrown in depending on what they want to do. Below are some examples of what a PC might say and a skill to pair with their description.

"I carefully scan the area looking for trouble" - Average Perception check with setback due to the crowds

"I cast a spell to detect nearby magical activity" - Average Charms check

"I am keeping an eye out for something unusual" - Average Vigilance check with setback due to the crowds

"I want to talk to some kids to learn if they have seen anything weird." - Average Persuasion check

On a successful check you can foreshadow the encounter they are about to have. For example, if using encounter **A** you could say *"You spot small footprints in some nearby bushes heading south, some Pukwidges are loose in the neighborhood."* This allows the PCs to get ready for whatever they are about to face and a sense of direction for where to head out. Failure means that the PCs instead find themselves in the midst of an encounter and have to figure out what is going on. For example, if using encounter **C** you could say *"You sense magical energy nearby, it seems to be coming from inside a house full of older No-Maj students."* Advantage and Triumphs from the check can be spent on boost dice and upgrades, respectively on subsequent checks during the encounter. Threat and despair can be spent on setback dice and upgrades in difficulty, respectively.

Alternatively, failure or excess threats or despairs to have the PCs have a run-in with Officer Fred Castile (mentioned in **Adult NPCs** above). He will be very suspicious of the PCs and will interrogate them, requiring a one red and one purple Social skill check from one of the PCs to get away from. Failure on this check will inflict two Strain on each of the PCs as they are stressed out by his harsh questioning before he finally lets them go. He can show up in the future, adding ongoing setbacks or upgrades from the strain the PCs feel trying to avoid discovery by him.

You will also want to drop some hints that something is amiss besides the Halloween activities. As PCs walk around the neighborhood, point out that there are several flyers for missing dogs and cats. If the PCs ask anyone about it they will mention that shortly before the school year started pets started missing. The consensus around the neighborhood is that some coyotes must have moved in nearby.

At the beginning of each encounter you should inform the PCs they are now in a structured encounter, with the most important implication PCs using Magic actions will suffer two Strain. At the end of each encounter, each PC can each make a Simple Discipline or Cool check to recover Strain before continuing their patrol. The PCs may also want to heal wounds, but try to limit this to one Heal skill check per PC (i.e. each PC can only be healed once).

**Potential Patrol Encounters (each begins with a potential narrative for introducing it, to be modified based on the PC's skill roll):**

**A.** *A group of small children are walking by when one of their bags bursts open spilling candy across the ground. Looking carefully, you spy a group of Pukwidges hiding in a bush cackling mischievously...*



- The Pukwidges are two sets of three minions and one Pukwidge leader, see stats below.
- They are moving stealthily through bushes but will flee into the forest if spotted by the PCs.
- They will attempt to lay in wait to ambush the PCs.
  - In the first round of combat they will attempt a basic curse on whomever seems to be the biggest threats.
  - On subsequent rounds, they will either shoot poisoned arrows or curse any significant threat that has not already been cursed.
  - Once the leader is defeated or most of the minions disabled, they will sue for peace. Offering a powerful "potion" in exchange for leniency.
    - The "potion" is actually a poison requiring a Hard Resilience check if it is drunk, dealing one Strain for each net failure and two setback dice for a number of rounds equal to the net threats.

Opponent Stats:

*Pukwidge (Minion):* Wounds 5, Soak 2, Brawn 1, Agility 3, Int 1, Cun 3, Will 1, Pres 2

Attacks: Bow (Ranged; Damage 5, Critical 4, Disorient 2)

Skills (Group only): Ranged, Stealth, Jinx & Hexes

*Pukwidge leader (Rival):* Wounds 13, Soak 3, Brawn 1, Agility 3, Int 1, Cun 3, Will 2, Pres 2

Attacks: Bow (Ranged; Damage 5, Critical 4, Disorient 2)

Skills: Ranged 1, Healing 1, Stealth 2, Jinx & Hexes 2

**B.** *Two older No-Maj (Lance and Blake) are extorting candy from younger kids (Sean, Gwen, and Ned)...*

- If the PCs try to talk down the older kids, this can be handled as a Social Encounter.

(See Ch. 7 of the Genesys rule book)

Opponent Stats:

*Lance (Rival):* Wounds 12, Will 2, Int 1, Pres 3, Cun 2,

Skills: Coercion 1, Cool 2, Dec. 1, Disc. 2, Pers. 1,

Notes: Strength: resistant to be pushed around,

Weakness: wants to be the best, secretly insecure about his abilities,

Compromise: will ask for some form of "payment" (ex. candy) to leave the younger kids alone.





*Blake (Rival):* Wounds 10, Will 2, Int 1, Pres 2, Cun 3, Skills: Cool 1, Coercion 2, Deception 2, Discipline 1

Notes: Strength: confident in his skills and prowess, Weakness: secretly a coward, Compromise: will challenge a PC to a fight (he has 1 rank in Brawl, 3 in Brawn).

- The fight would be one on one, first to yield. Blake will yield once he is at 50% strain or is hit by a few times or one large strike.
- If any of the PCs fall below half their strain threshold the GM should suggest they offer some kind of compromise, such as offering something of value.
  - If the PC refuses a compromise, upgrade the difficulty of their checks. If their strain threshold is exceeded, they will have an outburst and the PCs will “lose” this encounter. They will need to leave or wind up hexing the older kids.

**C.** *You see a silver fox snap its tail, changing into a corgi before it slips into a high school house party...*

- A PC can attempt to identify what it is with an Average Knowledge (Magical Creatures) check.
  - On a success they recognize it as a kwahn, an intelligent fox capable of minor magic.
  - 2+ advantage can be used to also remember that kwahns are light hearted tricksters who lose their powers if their tail is pulled.
- If the PCs want to try to stop the kwahn, it will be a skill challenge. The PCs will need to net ten successes before they fail three times (triumphs can be spent for an extra success).
  - The initial difficulty should be one red and one purple (This represents the PCs trying to talk their way in, sneak in, etc.) with set back or boosts thrown in as appropriate. Steve, host the party, will resist their entry because they “look like freshmen”.
  - Once the PCs are actively trying to capture the kwahn this will increase to one red and two purples with set back or boosts thrown in as appropriate.
- The kwahn’s goals are straightforward, it is trying to eat as much pet/human food as it can without being noticed. A potential scene could be the PCs encountering it in the kitchen pantry chowing down on dog food straight from the bag.
  - Narratively, it will try to stun the PCs with flashes of light and changing shape to escape.
  - If captured it will resign itself to slinking back into the forest, for now.





**D.** A group of No-Maj kids are sneaking into an abandoned looking house. You see the telltale signs of a ghost appearing on the second floor, making its way down towards them...



- If the PCs want to try to stop the kids, it will be a skill challenge. The PCs will need to net 6 successes before they fail two times (triumphs can be sent for an extra success).
  - The difficulty should be one red and one purple (This represents the PCs trying to talk the kids, distract them, etc.) with set back or boosts thrown in as appropriate.
  - If they are successful, the No-Maj kids will leave without encountering the ghost. If they fail, they run into the ghost and cause it to fly into a rage.
- Either way, the PCs are now going to need to deal with the ghost. She will at the very least be upset

about the intrusion. This is another skill challenge. The PCs will need to net 6 successes before they fail two times (triumphs can be sent for an extra success).

- The ghost is an old lady who died alone and whose adult children never bothered to visit. She lingers out of bitterness.
- A PC can attempt an Average Knowledge (Lore) check to recall a few facts (on a simple success they learn the first fact, every two advantage can be used to learn another factor, a triumph learns everything, threat and despair can be spent on false info)
  - Ghosts are “amortal” immune to attempts to harm them.
  - However, there are some charms that can seal them in or keep them out.
  - Ghosts are a psychic imprint of a person who held a powerful emotion when they died, usually negative. Addressing this emotion can help it disperse.
- The difficulty should be between one red and one or two purples with set back or boosts thrown in as appropriate. (Failure in the previous challenge and/or threat and despairs can be spent to upgrade the difficulty or add set back dice)
- What success looks like will be based on what the PCs were trying to accomplish. It might mean that they calm her down and return to her room or bind her with a charm or even help her finally find peace and pass on to the other side.



**E.** *Some of the parents appear to have become enthralled by some “cursed” glowing rectangles, ignoring their children as they walk around trick or treating...*

- A PC can attempt to identify what it is with an Average Knowledge (Muggle Studies) check.
  - On a success they recognize the “rectangles” as “intelligent phones” that muggles love staring at for some reason.
  - Any advantage can be used to recall different minor spells that can disrupt their functioning temporarily.
  - Threat can be used for false info or even causing the PC to believe that the items have been magically cursed and need to be “cleansed”.
- If the PCs want to try to “free” the parents, it will be a skill challenge. The PCs will need to net ten successes before they fail three times (triumphs can be sent for an extra success).
  - The difficulty should be one red and one or two purple (This represents the PCs trying to cast spells surreptitiously or otherwise help the parents) with set back or boosts thrown in as appropriate.



**F.** *You all stop to admire an intricate haunted maze display set up on someone’s front lawn. However, after a few minutes, you realize no one has walked out of the exit...*

- If they enter the maze, the PC will find themselves inside a powerful Charm that traps the PCs in a never-ending loop of the maze. The GM should call for a Hard Perception check.
  - Success represents that the PCs quickly catch on and are able to deal with the Charm.
  - Failure means they spend a considerable amount of time before realizing they are trapped, suffering two Strain each.
- The PCs will now need to come up with a way to overcome the trap, for example, using Counter-Spelling to Dispel the Charm. The difficulty will be two reds and one purple.
  - The PCs will need to keep trying until one of them succeeds.
  - Excessive threat and despairs generated mean that they have attracted the attention of the bad students (see below) who will now be prepared and begin combat as soon as the PCs exit the maze.
  - Advantage or triumphs can be spent to carry forward boosts or upgrades on subsequent initiative checks against the bad students (see below) or even get the drop on them.





- Once the PCs have escaped the trap they find out that some of their fellow Ilvermorny students are behind it! They are at the end of the maze pigging out on candy and laughing at the No-Maj.
  - They are two sets of three Bad Student minions and Chad, the ringleader, see stats below.
  - In the first round of combat they will attempt a basic curse (Bad Student minions) or Confundo (Chad) on whomever seems to be the biggest threat.
  - In subsequent rounds, they will either cast Stupefy, Clupeum, or Confundo.
  - Once Chad is defeated or most of the minions disabled, they will try to escape or offer some “devil weed” in exchange for letting them go.
    - “Devil weed” is wyssin plant leaves that are dried and rolled for smoking like tobacco. It creates a sense of euphoria and leads users to musing and generally losing track of time.

Opponent Stats:

*Bad Student (Minion):* Wounds 9, Soak 3, Brawn 2, Agility 1, Int 2, Cun 2, Will 1, Pres 2

Skills (Group only): Charms, Jinx & Hexes, Skullduggery

Equipment: Wand (Damage +2, Crit. 3, Range [Short]), Wizarding Robes (+1 Soak)

*Chad, the ringleader (rival):* Wounds 13, Soak 3, Brawn 2, Agility 2, Int 2, Cun 3, Will 2, Pres 3

Skills: Charms 2, Deception 2, Jinx & Hexes 2, Transfiguration, Vigilance

Talents: Adversary 1, Practiced Hexer (Misfortune)

Equipment: Wand (Damage +2, Crit. 3, Range [Short]), Wizarding Robes (+1 Soak)

Favored Spells: Clupeum, Stupefy, Confundo (it is only an Average difficulty for Chad)



## Wrangling the Wendigo

Once you feel ready to move towards concluding the adventure. After the end of a patrol encounter you can read or paraphrase the following.

*As you all are gathering yourselves, you see Imani running along the street looking around frantically and openly crying. She stops as she sees all of you. "Jamal is missing! I turned around and he was just gone! What am I going to do?"*

Professor Lyesmith has taken Jamal away into the nearby woods, convincing Jamal that he knows where Sir Fluffykins is. Lyesmith is hoping to discreetly devour the child to satiate his monstrous hunger. If the PCs question Imani she is unable to provide much information, she was talking to some of their neighbors while Jamal was posting more papers when he went missing. She is nearly hysterical with her concerns about their dog causing her to assume the worst for Jamal.

- The PCs attempts to locate Jamal will be a skill challenge. The PCs will need to net ten successes before they fail three times (triumphs can be sent for an extra success).



- The difficulty should be one red and one or two purple with set back or boosts thrown in as appropriate.
- On a success, read aloud or paraphrase the following:

*You search leads into some nearby woods following a small trail. You abruptly come across a surprising sight. Jamal is walking alongside Professor Lyesmith! He turns and notices you before the Professor does. He runs towards you all saying excitedly "He found Sir Fluffykins and he is taking me to see him!" With that Professor Lyesmith sees all you, shaking his head ruefully while saying. "Oh no, dear children, I did tell you to be careful of our kind making their own mischief. Looks like you are about to get some firsthand experience." With that he smiles, but his mouth splits open into a gaping maw of sharp teeth while antlers explode from the top of his head. His limbs contort and stretch as he prepares to leap!*

- On a failure, read aloud or paraphrase the following:

*You search leads into some nearby woods following a small trail. You abruptly come across a surprising sight. Jamal is walking alongside Professor Lyesmith! A branch snaps under one of your feet and Professor Lyesmith turns. Seeing all of you, he grips Jamal's shoulder tightly saying. "Oh no, dear children, I did tell you to be careful of our kind making their own mischief. Looks like you are about to get some firsthand experience." With that he smiles, but his mouth splits open into a gaping maw of sharp teeth while antlers explode from the top of his head. His limbs contort and stretch as he prepares to leap!*



- Professor Lyesmith starts at Medium range from the PCs, if they were successful on their skill challenge, Jamal will be at Short range from them. If they failed Jamal will instead be at Engaged range with Lyesmith and held by the Professor.
  - While the Professor has Jamal in his grasp, any PC will upgrade the difficulty of an offensive action against Lyesmith as they try to avoid Jamal. Despair can be spent to cause Jamal to be struck as well or instead.
  - PCs can attempt to free Jamal opposed by a relevant characteristic of Lyesmith's. For example, a PC may attempt a Charm to pull Jamal away which would be opposed by Lyesmith's Brawn. Alternatively, a PC might try to distract or trick Lyesmith which would be opposed by his Will.
- There are some small trees within Short range of everyone that can be used to gain some light cover (+1 ranged defense).
- At Medium range there is heavier undergrowth that can be used to gain better cover (+2 ranged defense and +1 melee defense) but is also difficult to move through (requires two maneuvers to change range bands).
- A PC can attempt to identify what Lyesmith is with an Average Knowledge (Dark Arts) check.
  - On a success they recognize him as a wendigo, a human that has become possessed by a cannibalistic evil spirit.
  - 2+ advantage can be used to also remember stories that say wendigo's are powerful and dangerous, but also easily tricked while in the depths of their bloodlust.
- Lyesmith is overcome with his cannibalistic hunger and immune to any attempts at reason. He will fight to the death and offer no quarter.

*Logan Lyesmith, Wendigo (Nemesis)*: Wounds 14, Strain 18, Soak 5, Brawn 4, Agility 3, Int 3, Cun 3, Will 3, Pres 3

Skills: Brawl 2, Charms 2, Dark Arts 3, Deception 2, Counter Spelling 3, Stealth 1, Survival 2 Transfiguration 2, Vigilance 1

Talents: Adversary 2, Apparition, Practiced Defender (Counter), Practiced Augmenter (Fury)

Abilities: Loping (this creature may always take a second maneuver in a round without spending Strain, as long the maneuver is spent to move, Scent (this creature may remove any setback due to darkness or concealment on skill checks to locate targets), Bestial (during opposed Social checks, the opponent adds two boost dice to their dice pool), Fell cunning (can maintain one spell using an Incidental rather than a Maneuver)

Equipment: Wand (Damage +2, Crit. 3, Range [Short]),

Bite (Brawl; Damage 5, Critical 3; Range [Engaged], Pierce 1, Vicious 1)

Favored Spells: Protego (only an Easy difficulty for him), Curetea (only an Average difficulty for him)



**Special Note:** Give Logan another activation at the end of the round, but try to vary what he does on each of his activations. For example, during Logan's first activation in a round he might move back and cast Protego and then on his next activation rush forward to attack.

## Conclusion

If the PCs are able to defeat Professor Lyesmith, read aloud or paraphrase the following:

*The professor's body falls to the ground partially transforming back to his human form. Imani and Jamal are hugging each other and crying. Imani looks at all of you with wary eyes. "Who are you?" Suddenly you all hear barking in the distance. Jamal jumps up "Sir Fluffykins!" and takes off at a run. You hurry after him and rounding a corner you see Jamal embracing a familiar looking pit-bull. Sir Fluffykins is chained to a tree near a large fire pit littered with bones and is happily licking Jamal's face. As you free the dog you look around at each other wondering, what next?*

The PCs now need to make a couple of important decisions:

- What to do with Professor Lyesmith?
  - They can bring him back to Ilvermorny to face judgment and be hailed as heroes, but also risk his escape.
  - Alternatively, they might decide to take Lyesmith out now while they have the chance.
- What to do with Imani and Jamal?
  - According to the rules of the Magical Congress of the USA, the two No-Maj children should be Obliviated and have their memories whipped of the evening's events.
  - However, the PCs might refuse to do this or they might want to do a more careful memory charm to let the two remember the PCs but forget the wendigo and magic. This will require a Hard Charms check to pull off.
    - Success means the PCs modify Imani and Jamal's memory to something like the PCs helping them find their dog in the woods and they are now all good friends.
    - Failure means they removed too much causing Imani and Jamal to have no memory from the night and are confused and scared.

The adventure ends with the PCs walking out of the woods, now wiser and more experienced.

**Congratulations, you have survived Things are Strange at Ilvermorny!**





### Pre generated characters



**Antoinette Thomas** – Antoinette is the child of two accomplished No-Maj professors of physics and history. They were all surprised when her supernatural powers began revealing themselves and by the arrival of the Ilvermorny representatives. After adjusting to this information, Antoinette is now passionate about researching magic and delineating how it works. She is skilled in most types of magic and is very well-read on a variety of topics. Antoinette is very intelligent but can also come across as too “serious” and has trouble relating to her peers.



**Athena Tifton** – The daughter of a former auror who was crippled in the line of duty, Athena is instinctively protective of others. She is incredibly strong willed which Athena puts to use particularly in resisting distractions and countering the dark arts. She hopes to one day become an auror like her father, defending the population from evil witches and wizards. For now she is diligently studying about the dark arts and malign creatures, learning how to best overcome them.



**Barack Dunham**– Friendly and ambitious, Barack is adept in social situations. He is also quite skilled in Charms and Transfiguration. Barack hopes to one day be school president and valedictorian of his grade, setting the stage for his future career in the Magical Congress, perhaps even one day becoming president. He sees this “inter-house” activity as a great opportunity to network and develop a “quad-partisan” appeal.



**Doug Howser** – As a young child, Doug twice survived early-stage pediatric leukemia thanks to the efforts of a talented magical physician. This experience has inspired Doug to study to one day to dedicate himself to helping other sick children like himself. For now he is working hard in school, spending long nights and weekends trying to perfect his craft. Despite his serious goal, Doug still tries to have fun and enjoys joking with friends when he can pull himself from his studies.



**Rafael Martinez** – Born into a No-Maj family, Rafael has loved sports, especially baseball and soccer, since he was a young child. In fact, his magical abilities first manifested in the heat of the moment during games. Rafael was shocked when messengers from Ilvermorny explained the causes behind his peculiar feats, but was excited to learn to control his powers. However, since attending Ilvermorny, Rafael has come to think witches and wizards overly rely upon their magical abilities. He believes it is important to also be able to rely upon your natural talents as well.



**River Smith** –River’s parents like to live “off the grid” and wanted to raise her in an alternative lifestyle of freedom and living with nature. They homeschooled her at first, teaching that the use of magic as a spiritual experience communing with the universe. However, after repeated “encouragement” from the Magical Congress, River’s parents relented and allowed her to be enrolled in Ilvermorny about a year ago. She was at first excited at the possibility to make new friends and learn about the magical community. However, River has found that her sheltered and unique early life makes her seem odd to her classmates and she struggles to fit in.