

SCRAMBLE WIZARDS

QUESTS

You are a little Racoon that lives in a den out the back of a Wizards Tower. The kind Wizard that lives in the Tower often leaves scraps of food and bizarre animal parts out back for you and your motley crew of friends to eat.

One night the door was left open and you entered the tower and had a potion party, the morning after you realise the kind Wizard is still missing and has been kidnapped! it up to you to rescue them and to deal with the unfortunate side effects of this potion hangover!

The Racoons need to save the wizard, but from what? the Racoon Master decides where the wizard is and how they got there, below is a list of suggestions for the RM:

- Lost while out looking for rare Mushrooms
- Kidnapped by a bored Queen and made to perform
- Fallen into a dragon's burrow
- Locked in the town's Library after dark

HOW TO PLAY

The Racoon Master describes the worlds and the obstacles that lay before the Racoons. the players then describe the actions they wish to take, to complete an action the players roll 2d6 and consult the table below;

9 or above - You complete your intended action successfully.

6 to 8 - You complete the action but it causes a difficulty for the team & you must roll on your Arcane Chaos Table.

5 or lower - You fail & you must roll on your Arcane Chaos table.

a player can roll add to their roll by 1 or 2 but must roll on their Arcane Chaos Table and remove the same number for their roll e.g. if they add 1 to their roll they must remove 1 from their Arcane Chaos roll.

PICKING YOUR WIZARD

this is a game for 2 or more players, 1 player takes the role of RM (racoon master) and is in charge of fleshing out the world. the other players take the role of a racoon, when playing a racoon the first thing they must do is to decide how many potions they drank the night before, this number corresponds with the Arcane chaos table they roll on.



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ARCANE CHAOS TABLES

- 1 All of your fur falls off (it grows back but is really itchy)
- 2 Your voice becomes 10 times louder but you lose volume control
- 3 You sprout oposable thumbs
- 4 A magical suit of armour appears on you
- 5 You can belch fire at will
- 6 You gain the intelligence to speak, read, write etc

- 1 You become supernaturally hungry and must always eat
- 2 All of your fur falls off (it grows back but is really itchy)
- 3 Your voice becomes 10 times louder but you lose volume control
- 4 You sprout aposable thumbs
- 5 A magical suit of armour appears on you
- 6 You can belch fire at will
- 7 You gain the intelligence to speak, read, write etc
- 8 Bat wings sprout from your back, granting you flight

- 1 Your tail becomes a snake that tempts you to do bad things
- 2 You become supernaturally hungry and must always eat
- 3 All of your fur falls off (it grows back but is really itchy)
- 4 Your voice becomes 10 times louder but you lose volume control
- 5 You sprout aposable thumbs
- 6 A magical suit of armour appears on you
- 7 You can belch fire at will
- 8 You gain the intelligence to speak, read, write etc
- 9 Bat wings sprout from your back, granting you flight
- 10 Magic surges through you gifting you telekinetic powers

- 1 You morph into a human baby
- 2 Your tail becomes a snake that tempts you to do bad things
- 3 You become supernaturally hungry and must always eat
- 4 All of your fur falls off (it grows back but is really itchy)
- 5 Your voice becomes 10 times louder but you lose volume control
- 6 You sprout aposable thumbs
- 7 A magical suit of armour appears on you
- 8 You can belch fire at will
- 9 You gain the intelligence to speak, read, write etc
- 10 Bat wings sprout from your back, granting you flight
- 11 Magic surges through you gifting you telekinetic powers
- 12 A perfect clone appears next to you (roll again for each raccoon ignoring 12)

