

TREE WIZARD

You need balloons and six-sided dice to play.

FOR PLAYERS

It is the year 2015. The Tree Wizard died. It's up to you, his apprentices, to gather his dismembered body parts and bring him back from the dead.

Make Your Apprentice

Your apprentice has a name you choose, 3d6 health, and casts a specific type of magic rolled on this table:

d6	Magic	What It Does
1	Fire	Start/extinguish fire
2	Fly	Make people/objects fly
3	Invisible	Make people/objects invisible
4	Necromancy	Reanimate dead things
5	Transmute	Turn objects into other objects
6	Tree	Fell/grow/shrink trees

Spellcasting

The Tree Wizard left each player's character three inflated balloons filled with magic power. You can attempt to cast any spell you dream up as long as it is associated with your specialty. When you want to cast a spell, state the magic's desired effect and then make one attempt to pop the balloon using just your upper body. If you pop the balloon, the spell is cast perfectly. If you fail to pop, the spell backfires or malfunctions in a way chosen by the GM and fails to achieve your desired effect.

Other Stuff

When your character does anything else that has a chance of failure that would be dramatic, funny, or interesting, the GM can call for a roll and states whether the task is easy, medium, or hard. For an easy task you need a roll of 3 or higher for success, 4 for medium, and 5 for hard. The GM determines any consequences for failure.

Holy Shit! It's Another Balloon!

When you roll a 6 on an Other Stuff roll, you get another inflated balloon you can use to cast spells.

Taking Damage and Death

Whenever you take damage, perhaps from a trap, fight, or backfiring spell, roll a d6 and subtract the result from your health. When your health reaches 0, you die.

Game Over

The game is over when every apprentice is dead or when all the pieces of the Tree Wizard—his head, torso, arms, and legs—are stitched back together.

FOR THE GM

The Tree Wizard was killed by his nemesis, Juss Wittycomb. The dismembered body parts are hidden among Juss's lair.

d6	Juss's lair is...
1	a potato farm.
2	a rubber duck factory.
3	a stand-up comedy club hosting open mic night.
4	a shopping mall.
5	hidden inside a tattoo convention.
6	the set of a live televised panel show.

Each body part is guarded by a trap or guardian as chosen or rolled on the table below (or make your own):

d6	The body part is...
1	guarded by a Swede whose only weakness is embarrassment.
2	guarded by a 55-year-old demanding high fives.
3	guarded by watermelon-spewing demons.
4	hidden in a massive toxic toothpaste pie.
5	not revealed until tears fill an eggcup.
6	submerged in a vat of boiling beans.

