

The Fall of Castle Bondi

In every world there is force that drives society forward. In some worlds it is magic, in others it is science. On one such scientific world, an advanced laboratory focused on wormhole research was built. The lab was staffed by robots programmed with sophisticated artificial intelligence, bordering on sentience. One day a major breakthrough occurred. Some kind of a gate in the space/time continuum was opened. Unfortunately an unknown discharge came through the gate, affecting one of the robots. This particular robot reconfigured itself into a military arrangement and began systematically destroying the other robots and the lab. Several scientists were dispatched to deal with the situation. When they entered the lab the robot began hunting them down. The scientists fled but were cornered in the room where the wormhole had been created. The robot shot an energy beam at the scientists, which somehow reopened the wormhole, and the scientists and the robot all vanished.

On a different world, many wizards had journeyed to Castle Bondi to banish a terrible monster from the castle. They succeeded in casting a great spell that opened a magical gate through which to banish the monster. Somehow this gate coincided in the space/time continuum with the wormhole from the science lab. Chaos ensued as matter was transmitted in both directions.

As the dust cleared, the situation revealed itself. Within Castle Bondi were some wizards and some scientists. The Castle itself was in flux between the world of magic and the world of science. The monster and the robot were overlapped in space and time. It is now up to those at the Castle to determine whether the Castle and all its inhabitants end up in a world of magic or a world of science. If magic is chosen, the monster will exist. If science is chosen the robot will exist. The outcome of the Ritual will be determined by the type of world chosen.

Every Ritual has two possible outcomes, one for magic and one for science. When a player lands on a Countdown space he may move the marker following any of the arrows.

If the game ends by locking the Bell, Book and Candle, check the space that the marker is in. If it is light gray, move the marker to Magic. If the space is dark gray, move the marker to Science. If the space is white, move the marker to The Fall of Castle Bondi.

If the marker ends on Magic, reference the Magic rituals on the tracking sheet for the final outcome. If the marker ends on Science, reference the Science rituals. If the marker ends on The Fall of Castle Bondi, the Castle and everyone there are destroyed.

The Fall of Castle Bondi - Elemental Fury

Elemental planes exist in close proximity to the world of humans. For years human mages have tried to create gateways that allow them to summon and control elementals, so far without success. At the same time, elemental agents have come to the human world to create doorways that let elementals move freely into the human world. All of the research into this has indicated that elemental magic can now be tapped into at Castle Bondi.

At the start of the game the potential Ritual Results are not known. The only way to learn the possible outcomes is through Secrets. When landing on a Secret space a Player may opt to learn a secret about him or herself.

The Fall of Castle Bondi - Cattle of Magic

Farmer John has gone crazy! He went into a large stone barn called "Castle Bondi" and ever since then he hasn't been right in the head. He's tried milking the beef herd and he chased after his champion milk cow with a knife. Brave and valiant cattle from the herds in the Kida, Marus and Sorrell pastures have all decided to go into the Bondi Barn to try to find Farmer John's mind.

Each cow or bull has his or her own agenda, however. Traditionally Farmer John has gotten his milk from the herd in Kida pasture, his beef from the Marus cows and taken the herd of Sorrell to the county fair. Some feel that the time is ripe for change!

The humble dairy cows want Farmer John to get milk from their pasture. This often leads to conflict between dairy cows from different pastures although rarely to outright violence. The proud beef cattle want Farmer John to get his good, wholesome beef from their pastures. Of course, since only one pasture will provide beef, this usually leads to conflict between the different pastures. Lastly the vain yet talented show cows just want to be seen. Naturally since only one herd will be selected to have its members go to the county fair, this leads to name-calling and other disagreements between the herds.

The seers of the herd met to discuss this and discovered that a Big Thing will happen in the Bondi Barn when a cow-bell, a flickering light thing and a book (whatever that is) are moved around. The result will determine which pasture Farmer John gets Milk from, Beef from, and which one goes to the Fair.