

The Archmages Crown

"The Archmage's Crown" is a scenario for up to six players plus one referee. The players play members of a sect of evil wizards in a fairly generic fantasy setting. The system is based off the Chaosium (Call of Cthulhu) system. Pre-generated characters have been included with this scenario, the character sheets include brief descriptions of spells, special abilities etc. available to the characters. At the beginning of the game you should hand out the character sheets and the players background handout.

Dramatis Personae

The following is a summary of the pre-generated characters. If playing with less than six players the roles should be filled in the following order: Prince Roland, Sephora, Malderant, Victor, Tarquin, Eric with the unfilled roles run as NPCs.

Prince Roland of Arlandia - is the evil younger brother of the King Rudolph of Arlandia. He hopes to use the wizards of Ebon tower to help him seize the throne from his brother. Prince Roland was responsible for sabotaging the protective summoning circle in the Archmage's lab resulting in his demise at the start of the scenario.

Sephora - The daughter of the Archmage and a succubus he summoned. Sephora is a powerful enchantress, however her demonic soul is bound in an emerald ring that the Archmage

has concealed. Anyone who finds the ring will have power over her. She has also fallen in love with the handsome paladin, Sir Galafrey, who is being held prisoner in the dungeons.

Malderant the Necromancer - Malderant is an aspiring Necromancer, despite the fact that he has never managed to raise anything larger than a rat. He dreams of finding the formula for the spell that will transform him into a lich.

Victor - Is the Archmage's finest creation, a man created from body parts scavenged over the years. Victor does not have any magic powers but he is strong and fiercely loyal to the Archmage.

Tarquin the Elder - Tarquin is the oldest of the surviving Magi and was part of the original band that formed the Ebon Tower. He is the Tower's librarian but is somewhat out of touch with the world beyond the library.

Eric the Apprentice - The newest wizard to join the Ebon Tower.

Extras

Should any of the player characters meet a sticky end too early on you may offer the player an "extra" to play. The simplest "extra" is to have the player take on the role of one of the goblin servants. Generally goblins are unexceptional but the player goblin may have some special talent or job (e.g. chef, jailor, library assistant). Let the player flesh their new character out a bit. It might be possible to let the player play the knight Sir Galafrey. Whether or not

this is suitable depends upon the group and how the plot has developed. For example Sir Galafrey would not be fun to play if he's still locked in the dungeons.

For the GM

Ebon Tower is under threat. King Rudolph of Arlandia has tired of his brother Roland's schemes to usurp the throne. He has gathered together an army of paladins to march North and destroy Ebon Tower. Archmage Cleon learned of this threat using his magic mirror. Knowing that the local goblins would not be able to hold off an army of paladins, Cleon decided to seek infernal aid. Cleon carefully drafted a contract offering to sacrifice the knight, Sir Galafrey, in return for an army of demons to defend Ebon Tower. Having carefully checked the contract for loopholes he prepared to summon the Demon Lord Ash-Keriak to conclude the deal.

Unfortunately Prince Roland had been entertaining ambitions of replacing the Archmage and had sabotaged the summoning circle that was to restrain Ash-Keriak. Thus, upon arrival Ash-Keriak slew the Archmage and returned to the infernal realms, taking the Archmage's crown with him.

Magic

All of the PCs (except Victor) have some magical ability. Each character sheet has a complete description of the spells known by that character. Casting a spell takes about a minute, no roll is required but the spells cost in magic

points must be paid. If a spell targets an unwilling recipient then a resisted POW:POW roll must be made for the spell to be successful. A spell's duration (unless stated otherwise) is the caster's POW in minutes. Spell points regenerate at a rate of 1/hour (double if sleeping).

Wizards may also pool magic points. One wizard, the "casting wizard", actually casts the spell and the others "support" him. A wizard cannot be forced to support another wizard but once support has been granted the casting wizard decides how the magic point costs are to be distributed between all the participating wizards. The casting wizard may even cast a different spell from that agreed upon - the supporting wizards won't realise until the spell is cast, at which stage they may decide not to support the casting wizard any further.

Timetable of Events/Synopsis

The scenario begins one afternoon just as Cleon is attempting to summon Ash-Keriak. All that the other wizards know is that the Archmage has locked himself away in his laboratory for the day. Ask each player to describe what their character would be doing.

Set Encounter 1 (mid afternoon):

Once everyone has determined what their character is doing, a scream is heard from the Archmage's laboratory which is abruptly cut-off. This is the Archmage meeting his unfortunate end at the claws of the Demon Lord Ash-Keriak. By the time the PCs arrive to investigate there will be no sign of either the Archmage (other than some

unfortunate blood stains) or the Demon Lord. In the unlikely event that no-one investigates have a goblin run to one of the PCs with the news that there seems to be a fire in the Archmage's lab (in this case there should be a small fire to contend with when the PCs arrive).

Once the PCs enter the Archmages lab they will see the broken summoning circle (obvious to anyone who checks) and no sign of either the Archmage or his crown.

At this stage the players will have to do some investigation to piece together what happened. The section headed "Ebon Tower" includes a map and room descriptions. Within the tower there are several clues that some or all of the players may discover. It is expected that some time will be spent exploring the tower while hunting for the Archmage's Crown. It is most likely that the wizards will also begin to scheme against each other.

To make matters worse Ebon Tower starts experiencing tremors. These will start of mild and infrequent, but become more violent and frequent as time progresses. This is because Ebon Tower is not structurally sound. The wizards who constructed it used magic rather than engineering to hold it up. The source of this magical energy was the Archmage's Crown. Now with the Crown in another dimension the tower is beginning to collapse. Anyone who makes a successful *Arcane Trivia* roll will figure this out after the first couple of tremors.

The PCs should discover that the Archmage was trying to cement a bargain with the Demon Lord Ash-Keriak. Eventually they can attempt to

summon him (a sufficiently costly endeavour that will require the efforts of at least two wizards) and if they can offer a good enough bargain they should persuade him to return the Archmage's crown. For more details see the "Dealing with Ash-Keriak" section.

Set Encounter 2 (dusk):

An exhausted goblin arrives at the gates of Ebon Tower. If given time to recover he will report that his village was destroyed by an army of "tin giants" (King Rudolph of Arlandia and his paladins). Anyone who makes a successful idea roll should realise that this means that the army will be upon Ebon Tower within a short amount of time.

This should increase the urgency to find the Archmage's Crown as Ebon Tower is unlikely to withstand an assault from an army of paladins without a lot of extra magical firepower.

Set Encounter 3 (midnight):

Run this encounter if time is running short and it seems unlikely that the scenario will be completed in time. The Tower begins to shudder continuously, knocking books off shelves and people off their feet (unless they make a Dex roll). The tower, deprived of magical energy for too long, is finally collapsing. The PCs should have time to scramble outside to safety, but there is little time to spare. When they arrive at the main gate have each player crossing the drawbridge roll their Luck. Failure means that the drawbridge collapses just before they cross. They won't be tipped into the fire pit but they will need to find another way across (any reasonable plan should work).

Once the PCs are outside the Tower collapses into a pile of black rubble. The scenario ends with the PCs alive, but stranded in the Northern wastelands with an army of the King's paladins approaching...

The Ebon Tower

Servants

The wizards of Ebon tower are served by a staff of about 20 goblin servants. Statistics are not provided for the puny goblins - just assume that they'll lose any contest against PCs. The goblins will obey any normal request from a PC, but anything dangerous requires the PC to make a successful *Command Minion* roll. Failure indicates that the goblins will refuse or run away as appropriate.

All of the PCs have been living in Ebon Tower for some years and are familiar with the general layout.

The following map shows the layout of Ebon tower (four floors plus a dungeon level). Descriptions follow of areas of particular interest. Any area not described can be assumed to have appropriate mundane contents.

Dungeon Level

Storeroom

This is where mundane household equipment is stored, although much of this stuff is no longer in working order. If a PC is looking for some mundane item, there will be one here on a successful Luck roll. The remains of Sir Galafrey's armour are here. Unfortunately the goblins have used it to make cooking pots so it is no longer usable.

Cells

There is only one prisoner at the moment, a knight by the name of Sir Galafrey. Cleon realised that he would need a sacrificial victim to secure aid from Ash-Keriak so he sent his daughter Sephora to snare Sir Galafrey who was questing nearby. However, unknown to the Archmage, Sephora has fallen in love with the gallant knight and is plotting to release him. The keys to the cells are kept on a hook in the wall by the stairs.

Sir Galafrey

STR 15 CON 13 SIZ 14
INT 12 POW 11 DEX 12
APP 16
Hit Points 14 Magic Points 0
Idea 60, Luck 55, Dexterity 60
Climb 60, Dodge 40, Ride 70, Spot
Hidden 20, Throw 35
Brawl Skill=60; Damage = 1D3+1D4
Wrestle Skill=45; Damage -
Sword Skill=65; Damage = 1D6+1+1D4
(1D6+1D4+2 if using the Holy Sword
'Glory')
Dagger Skill=50; Damage=2D4+2

Ground Floor

Main Gate/Entrance Hall

A large iron door is the sole entrance into Ebon Tower and the wizards have defended it well. Directly behind the entrance door is a large fire pit that is kept burning by a nest of salamanders. Anyone who falls into the pit takes 1D6 points of fire damage until they get out. Anyone trying to cross the fire pit may make 1 Dex check per minute. After three successful dex checks they have crossed the pit. Climbing out of the 8-foot deep pit requires a successful *climb* roll.

However, there is a drawbridge that the goblins and wizards use to safely cross the fire pit. The winch to raise/lower the drawbridge is by the kitchen door. The goblins also use the fire pit to dispose of the household waste.

Kitchen

This room usually has several goblins rushing about preparing food. This room also doubles as a food store (although many of the wizards would probably prefer *not* to know what the goblins put in their food). A couple of barrels that contain some of Malderant's brewing experiments are stacked in one corner.

Second Floor

This floor contains the common facilities used by all wizards.

Common Room

This is an area for wizards to relax and swap gossip.

Magic Stores

This is where the special components needed for magical research are kept. Unfortunately the stores have not been kept well supplied and many of the jars and bottles are, in fact, empty. However, Sir Galafrey's holy sword 'Glory' is stored here. It is wrapped in sacking and tucked behind a box of broken glassware.

Laboratory

This area has been set aside for the wizards to perform their experiments. Each wizard has their own designated workbench. None of the wizards are particularly tidy but Malderant's bench is

particularly vile as it is covered with rat corpses.

Library

Tarquin considers the library his own private domain and gets irritated at suggestions that the books be put in any sort of order. In fact, it is very difficult for most people to find anything in the library. Anyone, other than Tarquin, must make a luck roll at half normal chance to locate any given volume (Tarquin gets to use his full luck value). A luck roll may be made for every half hour spent searching.

Cleon used the general disorder of the library as the ideal cover to hide Sephora's Soul Ring (see description below). It is hidden inside a false book entitled "Atlas of the Infernal Realms". There is a 1% chance per half hour that an idle browser will discover this book. This chance rises to 10% if they are actively seeking books on demonology.

The Soul Ring

Sephora is a half-demon and has both a human and a demonic soul. Unknown to her, her father had her demon soul bound to an emerald ring when she was born. If she were to recover this ring it would eventually enable her to develop her latent demonic powers. However, if another obtains this ring they could gain power over Sephora. A successful *Arcane Trivia* roll identifies the ring as a source of magical power. If someone wears the ring and tries to tap its power then they can drain magic points from Sephora when casting spells. Sephora will recognise her demon soul if she sees it. If the ring is destroyed then Sephora becomes fully human.

Third Floor

This level contains the personal quarters of all the wizards (other than the Archmage). Each room can be locked and the wizards all carry keys to their own rooms. Let the players describe their personal quarters should it become necessary.

Fourth Floor

Grand Ritual Chamber

This room is used to perform great rituals that require many wizards working in concert. Recently it has mainly been used for holding the mid-winter feast.

Archmage's Laboratory

This is the room where Cleon performed his ill-fated attempt to summon Ash-Keriak. The room contains a cluttered work table, some shelves containing Cleon's personal book collection and an overturned brazier. There is a pentacle drawn on the floor and the room smells strongly of sulfur. Blood is sprayed across the walls and ceiling of the room as if someone had had a major artery severed. The pentacle was a summoning circle and anyone who examines it will see that a section of it appears to have been deliberately erased. The books that seem to have been most recently read are all general works on demonology. On a successful *Spot Hidden* roll a PC investigating the laboratory will spot a scroll that has fallen off one of the worktables. This is the contract that Cleon had prepared for his bargain with Ash-Keriak (give the player Player Handout #1).

The door to the Archmage's sleeping quarters appears to fit seamlessly into the surrounding walls. Mounted on the door is a large, bronze head of a gargoyle with a gaping maw sporting two rows of vicious teeth. The door has no ordinary handle. Instead, to open the door one must place one's hand inside the gargoyle's mouth. Inside there is a metal ring and a lever. Turning the ring opens the door. Pulling the lever causes the gargoyle's jaws to snap shut, causing 2D6 hit points of damage to the person pulling the lever.

The Archmage's Sleeping Quarters

A large four-poster bed with black velvet curtains dominates the room. On a nearby writing desk several old maps of the surrounding regions have been laid out. In the far corner stands a full-length mirror.

A powerful spirit has been bound to the mirror, making it an artefact of great value. The mirror can be used to scry anywhere in the world (apart from places that are specifically protected against scrying). It can also correctly answer any one question per person once per day. Both functions require the expenditure of a magic point. The mirror spirit is actually addicted to magic and will try any sort of trickery and wheedling to wangle as much magic energy out of people as possible (it is certainly not above fibbing, it only has to answer honestly when it is using its special power).

Roof

The roof of Ebon Tower is windswept and unpleasant but it does provide an excellent view of the surrounding

countryside. (*Spot hidden* roll while up here means that the PC notices plumes of smoke to the South. This is a goblin village that has just been destroyed by King Rudolph's advancing army).

Observatory

The observatory hasn't been used in a while, astrology has gone out of fashion amongst the wizards of Ebon tower. The floor of this open-roofed structure is covered with lines and circles that are useful for determining the positions of the planets and constellations.

Victor's bed

Victor still sleeps on the stone slab that he was created on. There is a lightning rod that he can connect himself to whenever he feels in need of an energy boost.

Dealing with Ash-Keriak

Ash-Keriak took the Archmage's crown back to the Infernal Realms once he'd finished devouring the Archmage. In order to recover the crown, the wizards will need to summon Ash-Keriak and strike a bargain.

The first step to safely summoning a demon is to create a summoning circle (using the spell create summoning circle). A summoning circle creates a barrier that is extremely painful for the summoned creature to cross. A demon is unlikely to attempt to cross a summoning circle unless extremely provoked, even if only 1 magic point was spent to create it. However, every magic point spent creating the summoning circle gives the circle an effective POW of 2. Should the demon

attempt to cross the barrier it must make a resisted POW:POW roll against the POW of the circle. If the demon fails then it may not cross the barrier under any circumstance (unless the circle is broken).

The wizards may wish to do some research about Ash-Keriak before they summon him. This will require doing some study in the library. If successful, they should find references to Ash-Keriak as a Warlord of the Infernal Realms and learn how much magic will be required to summon him (24 points). It is almost certain that several wizards will need to co-operate to successfully summon Ash-Keriak.

Ash-Keriak has a fierce appearance with the body of a man and the head of a black lion. His hands end in sharp claws and his eyes glow red.

Ash-Keriak

STR 22	CON 15	SIZ 12
INT 11	POW 11	DEX 15
APP 7		
Hit Points 30		
2 Claws Skill = 60%, Damage = 1D8 + 1D6		

Ash-Keriak is happy to talk with the wizards, but he has no intention of returning the Archmage's crown without receiving a fair price. He is not interested in the souls of any of the wizards (he considers them damaged goods) instead he will demand either an artefact of similar power or a major sacrifice. The list below contains items available to the PCs that would be acceptable to Ash-Keriak:

- The sacrifice of Sir Galafrey (this is what Cleon intended to offer,

however, Sephora should oppose this strenuously).

- The holy sword 'Glory'
- Sephora's soul ring
- The magic mirror from the Archmage's quarters

The players may come up with other suggestions, such as services they could perform. In deciding whether Ash-Keriak would find this acceptable you need to weigh up how grandiose the plan is and whether Ash-Keriak considers the wizard likely to succeed. In a borderline case you could ask the player to make a bargain roll.

Forward thinking wizards might also ask for help against King Rudolph's advancing army, any extra requests from the wizards must be paid for separately. Once the deal has been determined a contract must be written up. This requires both a successful bargain and demonology roll (several wizards may combine their talents if necessary). Failure simply means that another half-hour must be spent drafting the contract before the rolls may be attempted again. Any roll of 00 means that the contract is completed but it contains a gaping loophole that Ash-Keriak will be able to exploit to either get out of his end of the bargain or to extract extra services from the wizards.

If, for whatever reason, the wizards do not manage to complete their bargain with Ash-Keriak then the scenario will end with Set Encounter #3 described above.

Players Background

Nearly a century ago King Valiant and his Paladins drove a band of evil wizards from the Kingdom of Arlandia. The wizards eventually settled in the barren wastelands north of Arlandia, erected the Ebon Tower to provide a safe haven and subsisted off tribute they extorted from the local goblin population.

As the original wizards succumbed to old age their ranks were replenished by a slow but steady stream of disaffected wizards from Arlandia. Every so often the wizards of Ebon Tower came up with dastardly plans to conquer the world. However, none of them proved effective. Perhaps this was because too much time was spent arguing about who used the last of the dragons blood and forgot to order any more.

The most powerful wizard in the Ebon Tower is known as the Archmage and rules the other wizards through fear and intimidation. The Archmage's power is amplified greatly by a mystical crown. Whenever an Archmage dies, whoever first bonds with the Archmage's crown becomes the new Archmage.

The current Archmage is Cleon, who is the fourth Archmage to have ruled Ebon Tower. Cleon has been Archmage for the past twenty-five years. In addition to the Archmage, Ebon Tower is home to four wizards, one apprentice and a "man" that the Archmage created from spare parts. Roughly twenty goblin servants also dwell in the tower and the dungeons have one prisoner, a luckless knight who was recently captured while out questing.

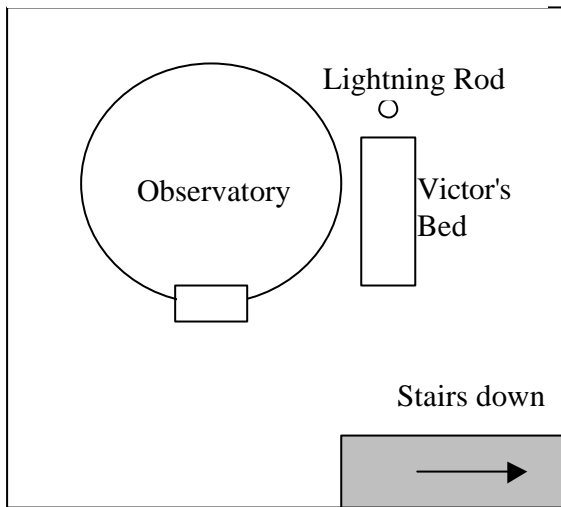
Player Handout #1

I, Cleon,
Archmage of Ebon,

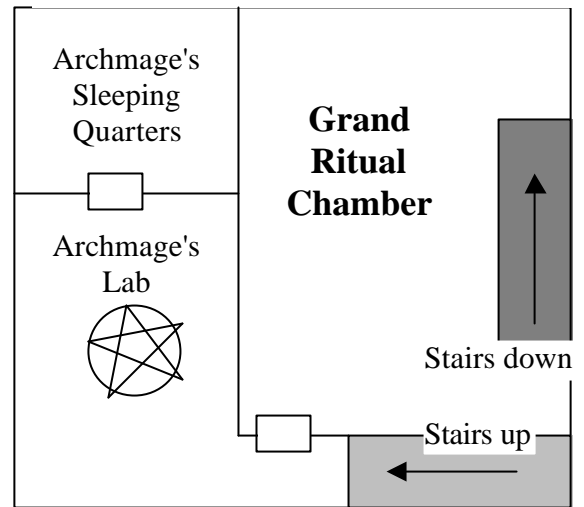
Do offer this pact to Ash-Keriak, Warlord of the Bottomless Pit, that in return for the lifeblood of one, Galafrey, Knight of Arlandia, Champion of the Light, Ash-Keriak shall henceforth lead his infernal armies against those forces of Arlandia that threaten Ebon Tower.

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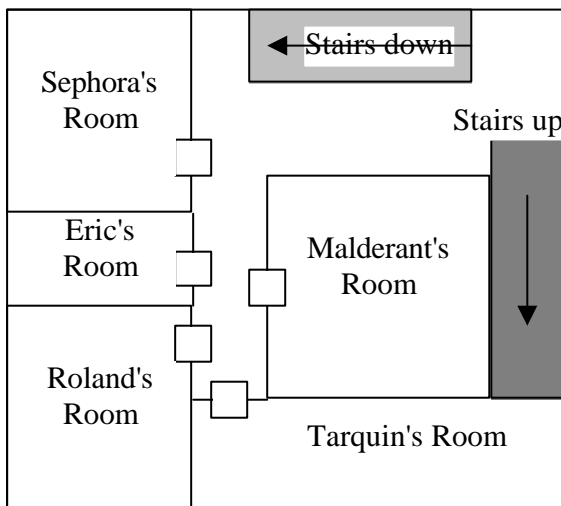
Roof



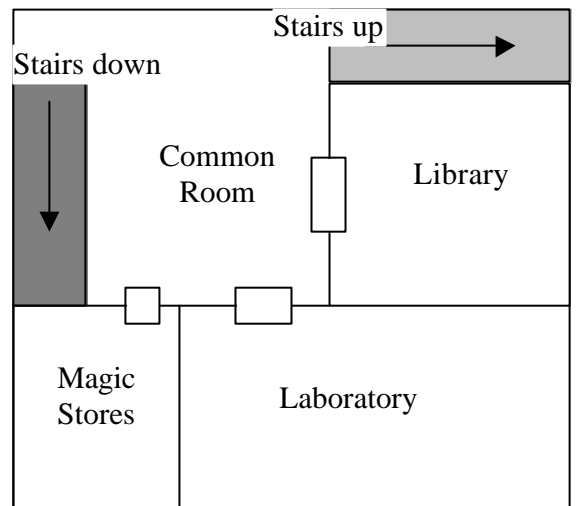
Fourth Floor



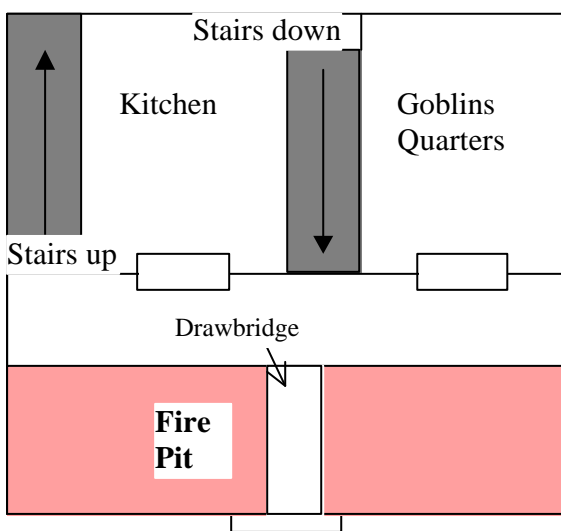
Third Floor



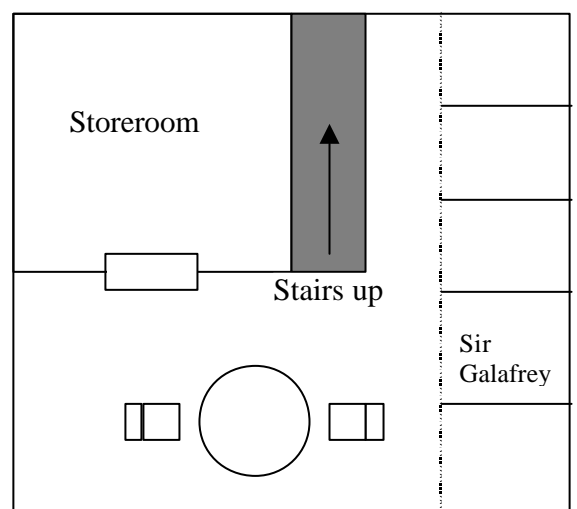
Second Floor



Ground Floor



Dungeons



Main Gate

Prince Roland of Arlandia

Characteristics

Str 11	
Con 9	
Siz 8	
Int 13	Idea 65%
Pow 17	Luck 51%
Dex 16	Dexterity 80%
App 15	

Hit Points 9

Magic Points 17

Skills

Arcane Trivia 50	Demon Lore 20	Pick Lock 5
Bargain 35	Disguise 15	Repair/Devise 64
Brew Potion/ Poison 45	Dodge 32	Ride 55
Climb 40	Hide 20	Spot Hidden 20
Conceal Object 25	Jump 25	Swim 25
Command Minion 50	Listen 35	Throw 35

Combat

Weapon	Current Skill	Attack Damage
Brawl (50)	50	1D3
Wrestle (25)	25	-
Sword (15)	35	1D6+1
Dagger (25)	55	1D4+2

Spells

Note: Unless otherwise mentioned spells duration is equal to casters POW in minutes.

Darkness [Cost 1]

This spell creates a room-sized region of darkness that is impenetrable to everyone except the caster.

Witch Sight [Cost 3]

This spell lets the caster detect all spells and magical sources in his line of sight. The wizard also gets an idea of the strength of any magic involved. In addition, if he looks at another wizard the caster can tell whether the wizard has more, less or about the same POW and magic points than the caster.

Summon Demon [Cost: varies]

This spell summons a demon. The name of the demon to be summoned must be known and the cost depends upon the strength of the demon. Note: the demon is most likely to attack the caster unless a summoning circle is also used. The demon remains until the caster speaks the word of dismissal. If the demon is unwilling to leave then it may make a resisted POW:POW check against the caster to avoid dismissal.

Create Summoning Circle [Cost: 1+]

Create summoning circle creates a barrier that is extremely painful for summoned beings to cross. A demon is unlikely to attempt to cross a summoning circle unless extremely provoked, even if only 1 magic point was expended to create it. However, every magic point spent creating the summoning circle gives the circle an effective POW of 2. Should the demon attempt to cross the barrier it must make a resisted POW:POW roll against the POW of the circle. If the demon fails then it may not cross the barrier under any circumstance. The summoning circle lasts until the circle is physically broken.

Character Background

You were the second son of the King of Arlandia. For years you chafed under the knowledge that your nincompoop of an older brother, Rudolph, would inherit the Kingdom while you would be married off to some buck-toothed noblewoman from a backwater province. Thus you began the study of magic in the hopes of wresting the power that was rightfully yours. Unfortunately the goody-two-shoes wizards at the White College learned of your plans and you were forced to flee Arlandia before you could be arrested.

You arrived at the Ebon Tower with plans to mobilise the wizards against Arlandia. However, that idiot Archmage did not seem particularly interested in helping you obtain power. Now that your brother has been crowned King you've decided to hurry your plans along a little. A couple of nights ago you sneaked into the Archmage's private laboratory and sabotaged his summoning circle. With any luck the next demon he summons will devour him leaving you to run the Ebon Tower.

The Others:

Sephora - The Archmage's daughter. She is quite attractive and an accomplished sorceress. Perhaps you will make her your Queen one day.

Malderant - A second rate wizard. Only fit for the rank of minion.

Tarquín - A doddering old fool. He has to be managed very firmly or he will waste everyone's time reminiscing about the "good old days".

Eric - The apprentice. He's useful if you need your boots polished.

Victor - Some horrible creation of the Archmage's. Unfortunately he's both very strong and loyal to Cleon. Maybe he'll have an "accident".

Sephora the Half-Demon

Characteristics

Str 14
Con 17
Siz 10
Int 14 Idea 70%
Pow 17 Luck 85%
Dex 11 Dexterity 55%
App 13

Hit Points 14

Magic Points 25

Skills

Arcane Trivia 25	Demon Lore 60	Pick Lock 5
Bargain 35	Disguise 25	Repair/Devise 44
Brew Potion/ Poison 20	Dodge 32	Ride 35
Climb 40	Hide 20	Spot Hidden 40
Conceal Object 35	Jump 35	Swim 25
Command Minion 60	Listen 35	Throw 25

Combat

Weapon	Current Skill	Attack Damage
Brawl (50)	50	1D3
Wrestle (25)	25	-
Dagger (25)	35	1D4+2

Spells

Note: Unless otherwise mentioned spells duration is equal to casters POW in minutes.

Bonds Unbreakable [Cost 3]

This spell causes invisible chains of force to immobilise the target for the spells duration

Wizard Eye [Cost 1]

This spell enables the caster to remove one of their eyes and place it somewhere. For the spells duration the caster will be able to see equally well through both the eye still in their head and through the removed eye. The removed eye needs to be recovered and placed back in its socket at the end of the spell's duration.

Summon Demon [Cost: varies]

This spell summons a demon. The name of the demon to be summoned must be known and the cost depends upon the strength of the demon. Note: the demon is most likely to attack the caster unless a summoning circle is also used. The demon remains until the caster speaks the word of dismissal. If the demon is unwilling to leave then it may make a resisted POW:POW check against the caster to avoid dismissal.

Create Summoning Circle [Cost: 1+]

Create summoning circle creates a barrier that is extremely painful for summoned beings to cross. A demon is unlikely to attempt to cross a summoning circle unless extremely provoked, even if only 1 magic point was expended to create it. However, every magic point spent creating the summoning circle gives the circle an effective POW of 2. Should the demon attempt to cross the barrier it must make a resisted POW:POW roll against the POW of the circle. If the demon fails then it may not cross the barrier under any circumstance. The summoning circle lasts until the circle is physically broken.

Character Background

You are the daughter of the current Archmage. Apparently your mother was a demoness that you father had in his service many years ago, although you don't remember her. All your life you have never wanted anything more than to follow in your father's footsteps. Then, a few weeks ago, that all changed. Your father sent you to ensnare a knight who was questing close to Ebon Tower. With your natural charm (and a potion or two) you had no trouble luring him into a trap. Unfortunately, during the time you spent talking with Sir Galafrey you fell hopelessly in love with him. He is now being kept in the dungeons of Ebon Tower and you visit him frequently and plot to help him escape. However, you are reluctant to defy your father and you also fear that Sir Galafrey would reject you if he found out that you were half-demon.

The Others

Prince Roland - Prince Roland is an obnoxious braggart and you would love to see him humbled.

Malderant - is an aspiring necromancer. However, so far he only seems able to animate rats. Although he often smells quite unwholesome you admire his perseverance.

Tarquin - Is the tower librarian. He's harmless enough, although when he starts talking about the old days it's time to sneak off (he usually doesn't notice).

Eric - The apprentice. He'd do a lot better if he spent more time studying and less time showing off.

Victor - You suppose he is some sort of brother, your father did create him. He doesn't seem to like you though.

Victor

Characteristics

Str 14	Dam Bonus +1D6
Con 16	
Siz 20	
Int 13	Idea 65%
Pow 10	Luck 50%
Dex 13	Dexterity 65%
App 6	

Hit Points 18**Magic Points** 10

Skills

Arcane Trivia 10	Demon Lore 00	Pick Lock 15
Bargain 20	Disguise 20	Repair/Devise 52
Brew Potion/ Poison 13	Dodge 36	Ride 35
Climb 50	Hide 20	Spot Hidden 30
Conceal Object 35	Jump 45	Swim 35
Command Minion 40	Listen 45	Throw 45

Combat

Weapon	Current Skill	Attack Damage
Brawl (50)	80	1D3 + 1D6
Wrestle (25)	25	-
Sword (15)	35	2D6+1
Club (25)	45	2D6
Dagger (25)	45	1D4+2+1D6

Spells

None

Character Background

Your first memory is a blinding flash of light, and then the face of your beloved creator standing over you. You were made from pieces selected from over a dozen different men and goblins, all lovingly selected and stitched together by the Archmage himself.

Since then you've looked after security at Ebon Tower. At first the wizards thought they could push you around because you didn't know any magic, but they soon changed their tune once you started dangling them over the edge of the tower roof.

Your lightning rod and slab are still set up on the tower roof and that is where you prefer to sleep.

The Others

Prince Roland - Ha! He thinks he's better than the Archmage. One day he'll learn his lesson when your beloved master turns him into a toad.

Sephora - She is the Archmage's daughter. He loves her more than he loves you because she can cast magic. But you have seen her being bad. She meets with the prisoner in the dungeon and plots against the master. One day you plan to arrange for the master to catch her in the act and then he'll stop loving her and love you instead.

Malderant - He's the only wizard that's nice to you. You like him because he's trying to be a creator like the Archmage. It's just a pity he can only create rats at the moment.

Tarquin - Is a strange little man who lives in the library with the books. But he doesn't cause the master any problems.

Eric - a very foolish boy. He's got a long way to go before he's as wise as your master.

Malderant the Necromancer

Characteristics

Str 14	Dam Bonus +1D4
Con 10	
Siz 13	
Int 16	Idea 80%
Pow 16	Luck 80%
Dex 16	Dexterity 80%
App 10	

Hit Points 12

Magic Points 16

Skills

Arcane Trivia 50	Demon Lore 30	Pick Lock 5
Bargain 35	Disguise 15	Repair/Devise 75
Brew Potion/ Poison 50	Dodge 32	Ride 35
Climb 40	Hide 30	Spot Hidden 30
Conceal Object 50	Jump 25	Swim 25
Command Minion 45	Listen 35	Throw 25

Combat

Weapon	Current Skill	Attack Damage
Brawl (50)	50	1D3+1D4
Wrestle (25)	25	-
Dagger (25)	45	2D4+2

Spells

Note: Unless otherwise mentioned spells duration is equal to casters POW in minutes.

Raise Undead [Cost 1/creature]

This spell enables you to animate a corpse and get it to do your bidding. Unfortunately you have problems with doing this with creatures other than rats. You must make a Luck roll at half-normal chance to use this spell with any other creature type (note the spell points are still lost if you fail)

Cloak of Shadows [Cost: 1]

This spell renders the caster invisible so long as he remains at least partially in shadow. Bright light disrupts the spell.

Shape Shift [Cost: 2]

This spell allows you to assume the form of a bat. Unfortunately your clothes and possessions do not transform with you.

Create Summoning Circle [Cost: 1+]

Create summoning circle creates a barrier that is extremely painful for summoned beings to cross. A demon is unlikely to attempt to cross a summoning circle unless extremely provoked, even if only 1 magic point was expended to create it. However, every magic point spent creating the summoning circle gives the circle an effective POW of 2. Should the demon attempt to cross the barrier it must make a resisted POW:POW roll against the POW of the circle. If the demon fails then it may not cross the barrier under any circumstance. The summoning circle lasts until the circle is physically broken.

Character Background

When you were bullied at school you would go and hide in the crypt. You preferred the dead to the living. They never picked on you or called your names. Then one day you found a book buried in a dark recess at the school library. It contained a spell that you used to improve the school bullies by making them dead. The authorities didn't understand so you had to run away. Fortunately you met a nice man called Cleon who took you to the Ebon tower where you were taught more magic.

You dream of becoming the world's greatest necromancer. Unfortunately at the moment you have trouble raising undead - except for rats. Rats work fine. You also suspect that somewhere in Ebon Tower is hidden a spell that could transform you into a vampire or Lich. You think that would be an excellent career move.

The Others

Prince Roland - He mocks you now, but he won't laugh quite so hard once your Lord of the Undead.

Sephora - They didn't let girls into wizard school in Arlandia. You were quite surprised to find out that they could cast magic.

Tarquin - If only he'd kept the library in better order. Of course, maybe he's hiding the true power for himself.

Eric - The apprentice. You remember what it was like to be young so you always offer to let him watch your rat dissections.

Victor - Apparently the Archmage managed to create a living man from the parts of many dead men. What a genius. You've asked a couple of times if you could take him apart and try and put him back together. Alas the answer's always been 'no'.

Tarquin the Elder

Characteristics

Str 11
Con 7
Siz 10
Int 16 Idea 80%
Pow 16 Luck 80%
Dex 13 Dexterity 65%
App 12

Hit Points 11

Magic Points 16

Skills

Arcane Trivia 80	Demon Lore 50	Pick Lock 5
Bargain 55	Disguise 15	Repair/Devise 60
Brew Potion/ Poison 45	Dodge 26	Ride 35
Climb 40	Hide 25	Spot Hidden 20
Conceal Object 50	Jump 25	Swim 35
Command Minion 50	Listen 30	Throw 25

Combat

Weapon	Current Skill	Attack Damage
Brawl (50)	50	1D3
Wrestle (25)	25	
Dagger (25)	40	1D4+2

Spells

Note: Unless otherwise mentioned spells duration is equal to casters POW in minutes.

Counterspell [Cost: varies]

This spell enables the caster to attempt to undo another wizard's magic. The cost of this spell must be paid whether successful or not and is equal to the cost of the original spell that is being undone. Once cast the caster may make a resisted POW:POW check against the original spellcaster's POW. If successful then the spell is undone. Counterspell is permanent, although the original spell may be recast without penalty. Note: You cannot 'counterspell' a 'counterspell'

Shape Change [Cost: 4]

This spell lets you assume the form of any animal, provided that you do not exceed your normal dimensions. It can also be cast on others (a resisted POW:POW check must be made if they resist).

Phantom Light [Cost: 1]

This spell causes an eerie globe of light to follow you around. It gives off enough light to read by.

Witch Sight [Cost 3]

This spell lets the caster detect all spells and magical sources in his line of sight. The wizard also gets an idea of the strength of any magic involved. In addition, if he looks at another wizard the caster can tell whether the wizard has more, less or about the same POW and magic points.

Summon Demon [Cost: varies]

This spell summons a demon. The name of the demon to be summoned must be known and the cost depends upon the strength of the demon. Note: the demon is most likely to attack the caster unless a summoning circle is also used. The demon remains until the caster speaks the word of dismissal. If the demon is unwilling to leave then it may make a resisted POW:POW check against the caster.

Character Background

You were one of the wizards who founded the Ebon Tower. Not many of the younger wizards can appreciate that. The tower library is under your special protection. Sometimes a foolish wizard will suggest cataloguing the library. But what would be the point in that? You've been there the whole time so you *know* what's there. All anyone has to do is ask. Of course, you have to keep an eye on the young 'uns. Some of them wouldn't be above stealing books you suspect.

When your library duties permit you boost morale by telling people about the early days in the tower. It's morally edifying for the young to hear how much better everything was done in the old days.

The Others

Prince Roland - An arrogant young man, just like his great-grandfather Valiant.

Sephora - Young Cleon's daughter. Apparently her mother was a succubus. You're not sure you hold much truck with that sort of thing. One thing's certain, you're not going to let her try her seduction tricks on you.

Malderant - A shifty one, always lurking around the library and pestering you about obscure books. Prime book thief material.

Eric - The things they let apprentices get up to these days! He'd have got a nasty shock if some of the old masters were still around.

Victor - Some construct young Cleon made. Why he went to all that trouble when there are plenty of perfectly good goblins around is a mystery to you.

Eric the Apprentice

Characteristics

Str 15	Dam Bonus +1D4
Con 12	
Siz 11	
Int 16	Idea 80%
Pow 15	Luck 75%
Dex 13	Dexterity 65%
App 12	

Hit Points 14

Magic Points 15

Skills

Arcane Trivia 10	Demon Lore 5	Pick Lock 10
Bargain 15	Disguise 15	Repair/Devise 52
Brew Potion/ Poison 20	Dodge 35	Ride 35
Climb 60	Hide 50	Spot Hidden 50
Conceal Object 35	Jump 35	Swim 35
Command Mnion 20	Listen 55	Throw 45

Combat

Weapon	Current Skill	Attack Damage
Brawl (50)	50	1D3+1D4
Wrestle (25)	35	-
Dagger (25)	45	2D4+2

Spells

Note: Unless otherwise mentioned spells duration is equal to casters POW in minutes.

Glamour [Cost: 1/sense affected]

The glamour spell allows you to create simple illusions. The illusion will effect 1 sense per point of POW invested. Glamours usually behave in a preprogramed manner, eg an illusory dog might growl menacingly at intruders but would perform tricks on command. The caster may exert some control of the glamours behaviour but at the cost of 1 POW for each deviation from the pre-programed behaviour.

Character Background

You always dreamed of being an evil wizard, of wielding the power to make Kings tremble and beautiful women fall in love with you. So one day you ran away from home and headed North. It took you a while but you eventually arrived at Ebon Tower. The wizards agreed to take you on as an apprentice. It was terrible. At first they made you scrub floors and fetch beer without teaching you any spells. But eventually they made good on their promise. You have mastered a couple of spells that have given you your first taste of power. Now it's simply a matter of time.

The Others

Prince Roland - He's every thing you think an evil wizard should be. Dashing, sophisticated and powerful. You observe him carefully, taking notes for when you reach your full potential.

Sephora - She's the Archmage's daughter. Presumably that's why everyone's so nice to her. She's probably not even very good at magic.

Malderant - Is really creepy, but it's easy enough to get on his good side. At the moment you're amusing yourself by stealing his rat corpses and leaving them in amusing places.

Tarquin - The librarian. Is a silly old fool, but a prime target for practical jokes.

Victor - Is this weird guy who's all covered in stitches. He's not even a wizard but you now you steer clear of him after he threatened to throw you off the top of the tower to teach you to fly.