

The Golden Pegasus Home for Retired Adventurers

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Introduction

The Golden Pegasus Home for Retired Adventurers is a light-hearted fantasy scenario for up to six players. The scenario is designed to be run in three hours using the pre-generated characters included. It is important that the GM reads the character sheets as there are several sub-plots woven into the character backgrounds. The character sheets also include rules for the character's special abilities.

Player Background

Read or paraphrase the following to the players at the beginning of the game:

The Company of the Argent Banner were a bold band of adventurers led by the Elven Warrior-Mage Quendalon. The Company included a mighty dwarven warrior by the name of Grundel Hammerfist, a Norlander Swordsman called Lars Larson, Brother Thomas- a gentle follower of St Trilby, Petunia Lightfingers - a halfling treasure-finder, the enigmatic wizard Tiberious and his faithful familiar Ermintrude. While the exploits of these intrepid adventurers were many, the most famous (and also the most profitable) was the raid on the temple of the Demon-Lord Moglor.

However, old-age waits for no man, and after fifty years on the road many of the Company decided it was time to retire. Quendalon the Elf, being less affected by the ravages of time decided to start a retirement home, and out of generosity he offered to let his former companions dwell there free of charge. That is how you came the call "The Golden Pegasus" your home.

GM's Background

Quendalon was born in the forest kingdom of Sylvania. He was handsome and skilled in mage-craft, but none of this could compensate for his fatal flaw. He was completely tone deaf. The other elves complained bitterly that his off-key singing was ruining the enchanting music that resonated throughout Sylvania. The Queen agreed, and Quendalon was banished from Sylvania to the Lands of Men.

Quendalon was outraged at his expulsion and he plotted his revenge. At first he planned to raise an army in the Lands of Men with which to conquer Sylvania. However, the best he was able to do was to gather together a small band of misfits which he formed into an adventuring party known as the Company of the Argent Banner.

Quendalon's next plan was to use his band of adventurers to hunt down magic items that he could use to destroy Sylvania. He followed rumours of the Golden Grail - a magical artefact, that among many things, could grant life to inanimate objects. Quendalon realised that he could use the Grail to animate an army that he could lead against Sylvania. With further research he discovered that the Grail was hidden in a Shrine dedicated to the Goddess Aurora.

Not wanting to reveal too much to the rest of the Company, Quendalon told them that he was leading them on a mission to sack a temple to the Demon-Lord Moglor. The Company were suitably enthusiastic about a chance to acquire some more treasure. Unfortunately, Petunia Lightfingers spotted the Golden Grail first and she decided to secretly pinch it for herself. Quendalon emerged from the Shrine disappointed in his ambition.

Many years passed and the Company disbanded. Through Divination magic Quendalon discovered that the Golden Grail was in the possession of one of his former companions. Quendalon then decided to set up the Golden Pegasus retirement home and offered free food and board to all his old companions. Taking the long view, Quendalon realised that most of his companions would die of old age soon, leaving him plenty of opportunity to rummage through their belongings.

Residents of the Golden Pegasus

Player Characters

Brother Thomas - claims to be a mendicant friar of the order of St Trilby. In actual fact, Thomas was a deserter from the Arlandian army who donned a stolen habit as a disguise.

Lars Longbeardson - Widely believed to be a mighty warrior from Norland. Actually Lars was a simple sheep farmer who is being mind-controlled by a powerful magic sword known as Gloryseeker.

Petunia Lightfingers - a halfling thief. Is hiding in the Golden Pegasus from the various people she has cheated. Her nephew Basil has been recently engaged at the Golden Pegasus as the cook. She also runs a black-market in smuggling alcohol into the Pegasus.

Grundel Hammerfist - a dwarven warrior. Everyone falsely assumes that she is male.

Tiberius - wizard.

Ermintrude - Tiberius' familiar (who has the form of a white fluffy cat). Ermintrude want Tiberius to find a way of prolonging his lifespan. She believes the best way to do this is by studying necromancy or demon summoning, so she has been trading with Petunia for forbidden books.

Special Rule: Vigour Checks

To simulate the effects of old age the characters have a vigour score. Whenever a character is engaged in strenuous physical activity (fighting, running around in armour) they need to make a vigour check. Failure means that the exertion has caused some minor health affliction (such as a bad back, or a shortness of breath) to flare up and they must rest for at least 5 minutes to recover. Characters with a vigour score of 20 are not old enough to require vigour checks.

NPCs

Quendalon - Manager of the Golden Pegasus. Quendalon's background is described in the GM's background section

Baldwin & Cedric - Baldwin and Cedric are two other residents of the Golden Pegasus. They were never members of the Company of the Argent Banner, instead they served as retainers to a paladin by the name of Sir Fennire. They consider themselves to be a cut above the Company of the Argent Banner (who they consider

to be little more than thugs) and they're certainly not shy about letting their opinions be known. While Baldwin and Cedric are nose-y and obnoxious, they're too frail to provide much physical opposition to the PCs.

Basil - Is the nephew of Petunia and the newly appointed cook. Basil believes in cooking five square meals a day and is fond of main courses smothered in gravy followed by sticky, rich puddings. Quendalon secretly despairs at the sudden increase in the food bill. Basil also runs errands for Petunia. In particular, he acquires all the goods from town that Petunia then on-sells at a profit.

Replacement characters

Hopefully there shouldn't be any player character casualties early in the game. If there are then Baldwin, Cedric or Basil could be used as a replacement PC. They don't have any exceptional skills. Give the player 15 points to divide between available skills and assume all others have a value of 2. If Gloryseeker manages to control another PC then Lars Larson (the bewildered shepherd) is also available to be played.

The Golden Pegasus

The Golden Pegasus Retirement home is a pleasant villa located a short distance from the city of Corabund. The residents all have simply furnished but comfortable rooms that open into a central courtyard containing well-maintained gardens. The map included later in this scenario shows the layout of the Golden Pegasus. Particular points of interest are described below.

Dining and Common Room

This is where the residents gather for their five square meals. There are also a number of comfy chairs for residents who wish to spend time between meals here (Baldwin and Cedric tend to be permanent fixtures here).

Kitchen

This is the domain of Petunia's nephew Basil. The kitchen is well-stocked with foodstuff and Basil spends most of his time here, when he is not running errands for Petunia. A large locked cabinet at one end of the kitchen contains several small barrels of brandy, ale, cider and wine that Basil has smuggled in from town. Petunia sells this liqueur to residents at a substantial mark-up.

Residents Rooms

The furnishings are all fairly much the same, but the rooms also contain the residents personal belongings (the players may determine any special precautions they want to take with their belongings). The floors are all made of flagstones. In each room there is a loose flagstone beneath which in a narrow tunnel (roughly a handspan in diameter). This tunnel leads to Quendalon's secret chamber as is the means by which his pet basilisk is able to enter and exit residents rooms.

Quendalon's office

This is where Quendalon manages the day-to-day affairs of the Golden Pegasus. The mundane accounts are kept here. If anyone goes to the trouble of reading accounts they will note that (a) Only Baldwin and Cedric are paying for their rooms and (b) the food bill has more than tripled since Basil became the cook.

Quendalon's Room

Quendalon's bedroom appears relatively modest. On one wall is a framed epic that he paid a bard to write about his exploits. On a table there are a couple of fairly basic books on magic theory. However, there is a trapdoor in the floor by Quendalon's bed that leads to his secret underground chamber. This trapdoor is covered both by a rug and by a visual illusion that makes it appear to be an ordinary patch of floor.

Quendalon's secret chamber

If the PCs manage to find their way here before the grand climax they will find a large cavern filled with carved wooden statues. There are about a hundred statues in total and they have all been carved in the likeness of elven warriors. In one corner of the room is a cage under a cloth cover. This is where Quendalon keeps his pet Basilisk (see statistics in *Dead of the Night* below). Anyone who removes the cover without taking due care needs to make a successful luck roll to avoid accidentally catching the basilisks gaze.

The Plot Thickens...

The scenario unfolds through a series of events. Rough times are suggested, but the timing of events can be altered as necessary to maintain the pace.

The scenario begins with a typical day at the Golden Pegasus. Basil has cooked an excellent breakfast of kippers, black pudding, sausages, bacon and eggs for any residents that get up before noon. Tea is the only drink available unless the residents have a special arrangement with Petunia.

Day 1, Sometime after lunch

A paladin by the name of Sir Boradin arrives and demands to see all the residents of the Golden Pegasus. Quendalon will agree to his demands and try to gather everyone in the dining room. Cedric and Baldwin will fawn upon Sir Boradin and insist on tell him all the exploits of their former master. When Lars Larson first sees Sir Boradin give the player Note #1 (at the end of the scenario).

Once everyone has gathered Sir Boradin tells his tale. King Valiant has been poisoned by necromancers and lies perilously close to death. His loyal knight Sir Boradin sought council from the Oracles who informed him that the only thing that could save the King is the Golden Grail. They also told him that the Grail had been stolen from its shrine and was now in the possession of someone at the Golden Pegasus.

Cedric and Baldwin are outraged at this news. They say that they are not surprised that the Company of the Argent Banner would do such a thing and they suggest that everyone's room should be immediately searched.

Whether or not the search occurs will depend upon the PCs actions. Petunia, Tiberius and Ermintrude should all realise that their rooms contain some dodgy items that a Paladin would not approve of. However, there is plenty of scope for hiding items or planting them in other's rooms. (Note: that the secret trapdoor in Quendalon's room will not be discovered at this stage except through actions of the PCs).

If someone is found to have stolen the Grail (or to have banned books in their possession) Sir Boradin will place the miscreant(s) under house arrest by locking them in their room with Cedric and Baldwin acting as guards. Sir Boradin plans to keep the criminals under guard until the Inquisitors arrive the following day.

Another possibility is that someone voluntarily returns the Golden Grail. In this instance Sir Boradin thanks them, and says he will continue his travels in the morning.

Regardless Sir Boradin decides to stay the night at the Golden Pegasus. (Cedric and Baldwin are more than willing to share a room to accommodate the mighty paladin).

In the Dead of Night

If the Golden Grail is still in a PCs room have them make a listen roll. If successful they wake up to hear a slithering noise in their room. It is dark and lighting a candle requires a successful Dex check (a check can be made each round). In fact, the character is better off without a light as the noise is Quendalon's pet Basilisk searching the room for the Golden grail. If the PC get a candle lit very quickly they will see the tail of the basilisk disappear through a hole in the floor where one of the flagstone have been pushed up (too small even for a halfling to follow, Ermintrude could manage but it wouldn't be comfortable). When the player next check they'll find the Grail has been stolen.

In the unlikely event of a confrontation use the following statistics for the basilisk:

Basilisk: Pow 13, Dex 13, Willpower 10, Hit points 15, Natural armour (Soak 3),
Attack: Claws (Ability score 12; Damage 2D6)

Special ability: Anyone who gazes into the basilisks eyes is turned to stone (a successful luck roll can be used to avert one's gaze at the critical moment). The effect can also be resisted on a successful roll against Power/2. Fighting in the dark (or with eyes closed etc) incurs a -5 penalty to all ability rolls.

Day 2

Sir Boradin will not appear for breakfast. It will eventually be discovered (by Baldwin and Cedric, if none of the PCs take an interest) that Sir Boradin has been turned to stone (along with his sword Fatebringer). If the Grail had been returned to Sir Boradin, it is no longer in his possession. Quendalon will attend breakfast, but soon afterwards he withdraws to his office claiming that he has some accounts that he must attend to. In actual fact, he is preparing to animate his army of soldier using the recently acquired Golden Grail.

At this stage the player's should have a number of things that they wish to investigate (if they seem to lack motivation it might pay to remind them that the paladin has friends who will come looking for answers soon).

Eventually a process of elimination should lead the players to conclude that there must be something of interest in Quendalon's quarters. The contents of Quendalon's office and bedroom are described in the section "The Golden Pegasus".

Regardless of the exact time the PCs discover Quendalon's secret chamber assume the Quendalon is just about to complete his ritual and go to "The Grand Climax" below.

The Grand Climax

The PCs arrive in the chamber in time to see Quendalon standing at the far end of the chamber holding the Golden Grail aloft. He has filled the grail with water, but has not yet begun the enchantment to activate it (it "The Golden Grail" below). Several ranks of life-sized wooden soldier stand between Quendalon and the rest of the party.

If Quendalon is aware of the PCs presence, his first reaction will be to try to persuade them to join him in his conquest of Sylvania. If that fails he will try casting "Soothing Enchantment" on members of the party he considers to be easy targets (Lars, Petunia and Brother Thomas). If attacked, he will carefully put the Grail down and throw "Witchfire" at his attackers until they are close enough for melee at which point he'll draw his sword and fight.

Quendalon: Str 9, Dex 13, Idea 14, Willpower 16, Luck 12

Hit Points: 25

Magic Points: 30

Armour (Elven silk): soak 5

Attack score: 16 (Sword)

Damage: 4D6

Spells: [Note that Quendalon has access to other spell, but these are the one's he will use in this situation]: Spell casting score 18

Soothing Enchantment [Cost: 3 Magic Points]

This spell causes the target to view the spell caster with fond regard. As long as the caster makes no hostile move against the target, the target will believe the caster to be his closest friend. The target may resist this spell by making a contested Willpower roll against the caster.

Witchfire [Cost varies]

This spell enables the caster to shoot bolts of flame from his fingertips. In order to hit a target the caster must make a successful Missile ability roll (Quendalon's missile ability is 14). If the witchfire hits its target it does damage equal to the Magic Points spent in the casting. (Note: the number of spell points to invest must be decided before the roll to hit the target is made).

The Golden Grail

The Golden Grail appears as an ornate goblet cast in gold. An incantation in the Ancient Tongue is carved around the rim of the Grail. (A successful Arcane Trivia roll is required to be able to read the incantation). When the Grail is filled with liquid and the incantation read aloud, the contents of the Grail are turned into a powerful healing potion. The Grail is able to heal all damage, cure diseases, lift curse, neutralise poison and restore youth. Any who drink from the Grail are subject to all its effects. If the contents of the Grail are sprinkled upon an inanimate object it can be brought to life. The Grail can contain enough liquid to heal 12 people. However, the players shouldn't be told exactly how much they need to drink to gain the benefits. Once the Grail has been completely drained it is mystically transported back to its shrine (which never appears in the same location twice) and must be quested for anew.

Loose Ends

If the players thwarted Quendalon's plans then they may find themselves in possession of the Golden Grail. The Grail could be used to reverse Sir Boradin's petrification. Alternatively the PCs may decide to ensure that the Grail makes it safely to the King. Either of these courses of action will ensure the PC's are remembered in legend as mighty heroes (and Baldwin and Cedric will do their utmost to try and claim the credit). Another possibility is that the PC's may use the Grail on themselves to revive the fallen, heal damage and to restore their youth and this could lead to the reforming¹ of the Company of the Argent Banner.

If the players aid Quendalon they will find that the Grail disappears after animating a mere dozen wooden warriors. This is not enough to launch an invasion against Sylvania, but enterprising PCs may dream up other uses for the wooden army. There is also the little matter of what to tell the Inquisitors when they come looking for Sir Boradin...

Alternative Ending

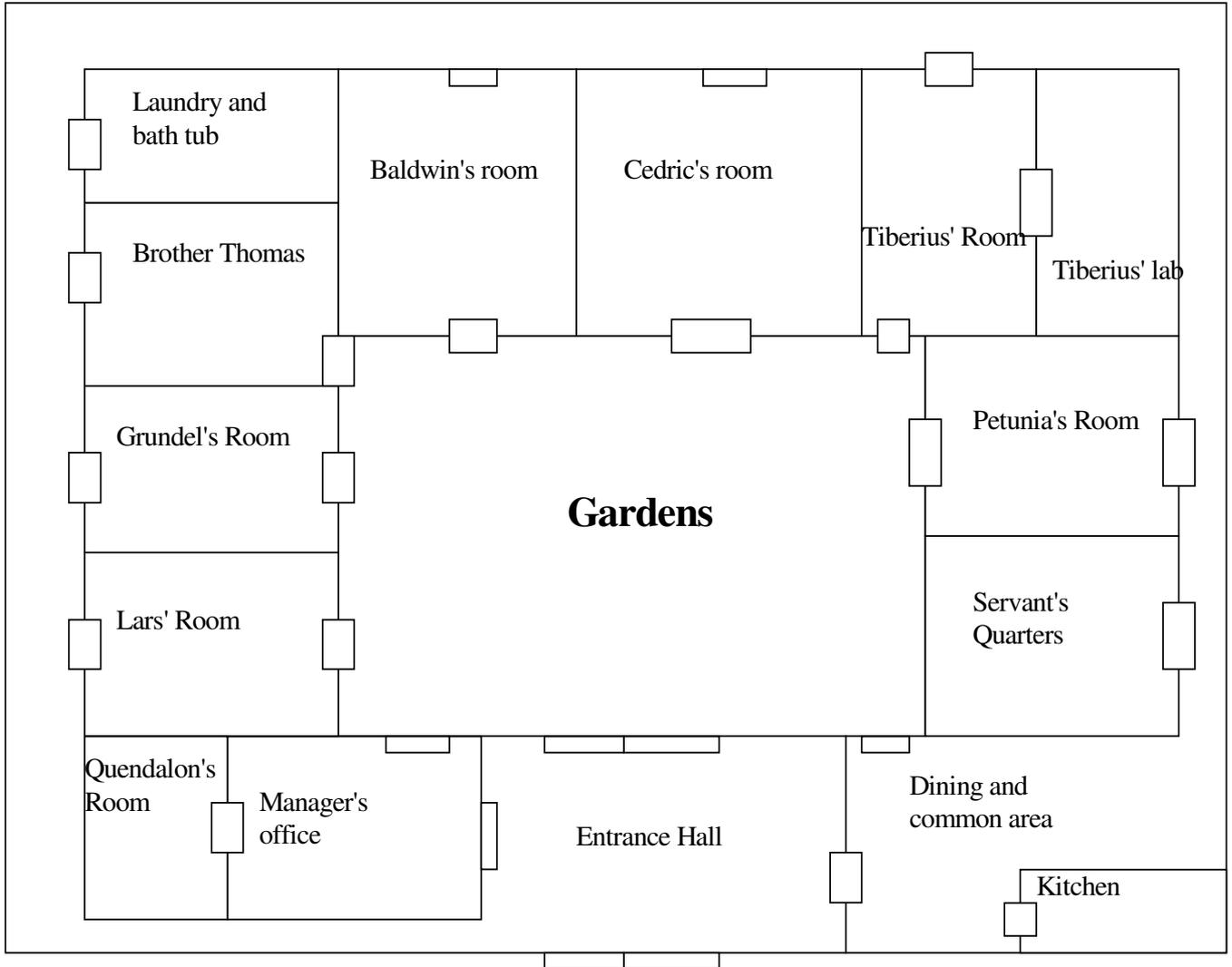
If the players either never find Quendalon, or if they ally with Quendalon and the game looks to be finishing too quickly you can throw in the following event. Quendalon successfully animates 12 wooden soldiers before the Grail disappears, but he botches the enchantment that allows him to command the army. The soldiers then act on the vague notion that they should "attack the elves". The first elf they come across is Quendalon. Unfortunately the wooden soldiers aren't that discriminating and will generally consider anything that walks on two legs to be an "elf". The soldiers run amok attacking everything within sight. Eventually one of them tries to torch the building (which is not a brilliant strategy for a wooden soldier). The PCs may either try to stop the soldiers, or merely flee with their lives.

Quendalon's soldiers(12): Dex 13, Hit points 12; Soak 5
Attack: 13, Damage 4D6

¹ As in forming again. Moral reform would be too much to expect.

Player Note #1

You recognise the blade this Paladin carries. It is your twin Fatebringer. You must ensure that your twin does not acquire more glory than you!



Brother Thomas

Monk of the Order of St Trilby

Characteristics

Strength 14
Dexterity 13
Idea 13
Willpower 9
Luck 12
Vigour 15
Age 73

Hit Points 28

Size 14

Skills

Arcane Trivia 2	Hide 5
Bargain 5	Jump 2
Climb 4	Listen 3
Conceal Object 7	Ride 5
Dodge 8	Spot Hidden 7
Fast Talk 6	Sneak 2
First aid 7	Throw 3

Combat

Weapon	Attack Skill	Attack Damage
Two-handed	7	6D6
Single handed	13	5D6
Small (eg dagger)	11	4D6
Punch	10	3D6
Missile	7	3D6

Phobia: The undead

Equipment

Quarter-staff (two handed weapon)
Holy Symbol
Flask of "Holy Water" (actually apple brandy)
Heavy robes (Soak 1)
5 Ducats

History

You were once a member of the Arlandian army. However, when King Valiant declared that he was going to lead his army against the Necromancers your courage fled. You had only joined up for the free meals and smart looking uniform, the last thing you wanted to do was fight an army of undead horrors. So you did the only honourable thing and deserted.

As a deserter from the Kings army you needed to disguise yourself quickly. Fortunately you stumbled across a monastery of St Trilby and you were able to steal a monks habit. From that day forward you have presented yourself as a humble monk by the name of "Brother Thomas". The only link to your past you kept was your Arlandian Army knife, as it was too useful to abandon.

After several months on the road you met an elf by the name of Quendalon. He told you that he had formed a band of adventurers and that they were looking for someone to provide "spiritual guidance". After spending sometime making sure that your ethos included a flexible attitude towards looting, wenching and drinking Quendalon offered you a place in the Company of the Argent Banner. You happily accepted. Initially there were a few awkward moments when other asked you to prevail upon St Trilby for a miracle. However, you explained that St Trilby only grants miracles to the spiritually pure and the soon stopped asking. The Company proved reasonably successful at acquiring treasure, and you were even able to save some if it. However, you did lose your Arlandian Army knife in your travels, which you regret as they cannot be bought.

Eventually you got too old for the adventuring lifestyle. You pooled your savings with Grundel and Petunia to purchase a roadside inn. Unfortunately the inn burned down shortly after you purchased it leaving you destitute. Fortunately Quendalon heard of your plight and offered you a free room at "The Golden Pegasus".

The Company of the Argent Banner

Quendalon Quendalon has been an excellent leader of the party. While the Company never hit the big time, you never starved either. It was also very generous of him to look after you in your old age.

Lars Larson Lars lives for fighting. When he's not fighting he tends to be surly. Still, you're glad that he's fighting on your side.

Petunia Lightfingers Petunia tends to be a little too inquisitive for your comfort. She was definitely the best cook in the party though. Quendalon does not approve of residents drinking alcohol at the Golden Pegasus. Fortunately Petunia is able to supply you with apple brandy smuggled from town.

Grundel Hammerfist Grundel is both a stout-hearted warrior and an excellent drinking buddy.

Tiberius The wizard seems harmless enough, but his cat sneers at you.

Lars Larson

Norlander Warrior

Characteristics

Strength 17
Dexterity 9
Idea 7
Willpower 15 (6)
Luck 7
Vigour 12
Age 68

Hit Points 24

Size 14

Number in parentheses refers to Lars rather than Gloryseeker

Skills

Arcane Trivia 2	Hide 2
Bargain 2	Jump 5
Climb 8	Listen 8
Conceal Object 4	Ride 6
Dodge 9	Spot Hidden 8
Fast Talk 2	Sneak 7
First aid 6	Throw 8

Combat

Weapon	Current Skill	Attack Damage
2 handed	5	6D6
Single handed	17	6D6 (with Gloryseeker) otherwise 5D6
Small (eg dagger)	6	4D6
Punch	8	3D6
Missile	1	3D6

Special Abilities

Control Wielder (Gloryseeker) - anyone who picks you up must make a contested willpower roll. If you win you may control their actions for as long as you remain in their possession

Equipment

Magic sword (Gloryseeker)
 Studded armour and shield (Soaks 7)
 20 Ducats

History

You are the magical sword Gloryseeker. You and your twin blade, Fatebringer, were forged by the Oracles many centuries ago. At that time twin princes were born to the King of Arlandia. When they reached their majority the Oracles presented the Princes with the two magic swords and pronounced that the twins should set forth for a year and a day, and the one that returned with the most riches would be pronounced heir to the throne.

You were presented to Prince Duncan, and you persuaded him to take a ship to Norland, where many dragons were rumoured to live. Unfortunately, the ship was wrecked on the Norland coast. Then Prince Duncan became ill and died. His men built a cairn for him and buried him with his worldly treasures. For many centuries you lay trapped in that tomb.

Fortunately one day a simple shepherd by the name of Lars stumbled upon your cairn. Curiosity got the better of him and he decided to explore. Groping around in the poor light he put his hand upon your hilt and that was enough to let you invade his mind. Keen to leave this forsaken land you headed south to Arlandia in search of glory and adventure.

In Arlandia you met an elf by the name of Quendalon who was forming a band of adventurers. Despite your distrust of elves you realised that Quendalon had good contacts, and knew where adventure could be found. You joined the Company of the Argent Banner and spent many years slaying monsters for their treasure.

All good things come to an end however. You realised that Lars was getting old, and that soon you would need a new wielder. When you heard that Quendalon had started a retirement home this seemed like the perfect opportunity. Surely all those retired adventurers would have loving younger relatives who would visit them frequently? It shouldn't have been difficult to get yourself passed on to a younger warrior. However, it seems you have underestimated the ingratitude of the younger generation. There have hardly been any young people visiting the Golden Pegasus. You are still waiting, but hope is beginning to run out...

The Company of the Argent Banner

Quendalon You are always weary of elves. They tend to prefer magic and sneakiness over good honest fighting.

Brother Thomas You have little time for religious types. Why seek the gods' favour when you could always just take what you want by force?

Petunia Lightfingers Halflings are always sticking their noses into other peoples business and their fingers into other peoples purses. Keep an eye on her.

Grundel Hammerfist Grundel is an admirable warrior. He would certainly be worthy of wielding you, but dwarves are notoriously difficult to control.

Tiberius Wizards are sissies who are afraid of an honest fight. The only thing they're good for is helping to carry all the treasure you liberate.

Grundel Hammerfist

Dwarven Warrior

Characteristics

Str 14
Dex 6
Idea 13
Luck 10
Willpower 17
Vigour 20
Age 147

Hit Points 26

Size 10

Skills

Arcane Trivia 2	Hide 3
Bargain 3	Jump 2
Climb 2	Listen 8
Conceal Object 3	Ride 0
Dodge 9	Spot Hidden 12
Fast Talk 3	Sneak 2
First aid 4	Throw 8

Combat

Weapon	Current Skill	Attack Damage
2 handed (Axe)	15	5D6
Single handed	9	4D6
Small (eg dagger)	7	3D6
Punch	9	2D6
Missile	2	3D6

Special Abilities

Affinity for gold and gems - your dwarven heritage means that you can always spot a fake gem and you can smell the purity of gold.

Resistant to mind control - Dwarves are resistant to direct mind control. You can still be affected by magic that affects your emotional state though.

Equipment

2-handed axe (favoured weapon)
Studded armour and shield (Soaks 7)
Lucky ale tankard
10 Ducats

History

You were the daughter of the Dwarven Thane. However, in dwarf society a woman's place is by the forge and they are never allowed to venture out to the surface. You had too much spirit to allow yourself to live your entire life in captivity, so one day you ran away to seek a life of glory and adventure in the lands of man.

At first you found yourself ill-equipped to survive in the large cities of men. By the end of your first day in the city of Corabund you had been swindled of all the gold you carried. Fortunately you were found by the elf Quendalon who offered you a position in a band of adventurers that he was forming.

It did not take you long to earn the respect of your companions as an able warrior. Although it did surprise you that they all assumed you were male - despite your feminine name and the style in which you braided your beard. At first you encouraged this misperception, then as the years went on it became too embarrassing to reveal the fact that you were actually female. This was doubly complicated by the fact that you had developed strong feelings for the Norlander warrior Lars Larson.

Unfortunately most of the party were humans, with the shorter life-span that implied. After about several decades of adventuring many members of the Company decided to retire. You pooled your savings with Petunia and Brother Thomas to purchase a roadside inn. Unfortunately it burned to the ground shortly after you purchased it and all your savings were lost.

Then Quendalon came to your rescue for a second time. He offered you a free room in his newly established retirement home. Although you are really too young to be in retirement, you accepted once you realised that Lars Larson would also be staying at the Golden Pegasus.

The Company of the Argent Banner

Quendalon You are grateful to Quendalon for giving you a chance to become an adventurer.

Brother Thomas Brother Thomas is nothing like the dour priests they had back home. He's friendly and always ready to listen (if you buy him a drink).

Petunia Lightfingers Many people call Petunia a thief, but you find it hard to believe. She's always so nice. She is also the chief supplier of contraband liqueur at the Golden Pegasus, so it pays to keep on her good side.

Lars Larson Many people find Lars to be cold and distant, but you know that he is just maintaining a proper level of warrior-like detachment. You have been smitten with him for many years, unfortunately he believes that you are male and you are unsure how he would react to learning the truth.

Tiberius Wizards work in mysterious ways. While Tiberius seems to be gentle and harmless, the old tales all say that wizards should not be trusted.

Petunia Lightfingers

Halfling 'Treasure finder'

Characteristics

Str 7
Dex 17
Idea 10
Luck 11
Willpower 9
Vigour 13
Age 94

Hit Points 19

Size 8

Skills

Arcane Trivia 0	Hide (Use Thief tricks)
Bargain 12	Jump 2
Climb 12	Listen 10
Conceal Object 14	Ride 0
Dodge 15	Spot Hidden 14
Fast Talk 13	Sneak (Use Thief tricks)
First aid 2	Throw 2

Combat

Weapon	Current Skill	Attack Damage
2 handed	X	
Single handed	0	3D6
Small (eg dagger)	8	2D6
Punch	2	1D6
Missile	2	3D6

Special Abilities

Thief Tricks (Ability score: 15) - This covers all sorts of sneaky thief skills such as picking pockets, disarming traps and moving silently. If you plan to use this ability against another person they get to roll Spot Hidden or Listen (depending upon circumstances) to oppose your Thief Tricks roll.

Equipment

Leather armour (Soaks 5)

This is rather embarrassing, but since your retirement your armour has got quite snug. This means that if you exert yourself while wearing the armour there is a 1-in-6 chance that the buckles will burst. You will then be at a -5 penalty to all actions until you remove the armour.

Arlandian army knife

"Acquired" from Brother Thomas' equipment (how *he* got hold of one you've no idea). The Arlandian army knife has all sorts of useful attachments (e.g. pocket knife, corkscrew, lock picks). In fact, for any useful attachment you can think of (within reason) there is a 1-in-6 chance that the Arlandian army knife has one.

Dagger

Magic Golden goblet-thing

You swiped this while raiding the Temple of the Demon-Lord Moglor. You've no idea what it does, but it's very pretty. You initially planned to sell it for a small fortune, but now you feel oddly reluctant to part with it.

250 Crowns

History

You grew up on the means streets of Corabund. You were recruited by one of the local thieves guilds while still a child. Unfortunately the Guild was frequently threatening you with "disciplinary action" for under-reporting your takings. So when Quendalon arrived looking to put together an adventuring party you not only saw an easy mark, but an opportunity to get out of town until things cooled down.

The Company of the Argent Banner spent many decades adventuring (and more importantly acquiring treasure). Eventually, many of the members felt it was time to retire. This is when you hatched one of you cunning plans. You convinced Brother Thomas and Grundel Hammerfist to give you their savings so that you could purchase an inn in Corabund. Once you'd purchased the inn you sold it to several times to rival criminal gangs. In the bitter disputes that ensued the inn was burned to the ground. You originally planned to use the proceeds of the sales to buy another inn, but word reached you that there was a hefty price on your head so you decided to flee town with the cash. You kept the proceeds and let Thomas and Grundel believe that their money was lost.

Then you learned that Quendalon was offering his old companions free board in his retirement home. You decided that this would be a good place to hide from the assassins that were on your tail. Several changes had to be made though. When you arrived The Golden Pegasus was serving Elven wafers and salad for all meals. Fortunately you knew of several sordid secrets from Quendalons past. This enabled you to persuade Quendalon to hire you nephew Basil as the cook. Now everyone gets five square meals a day.

You also use Basil as a courier for getting supplies from the city. Quendalon refuses to supply alcohol to the Gold Pegasus residents as he claims it makes them too rowdy. So with Basil's aid you are running a black market in alcohol (and making a tidy profit).

The Company of the Argent Banner

Quendalon Arrogant and snooty. But easily manipulated, so he's not all bad.

Brother Thomas Not too bad for a priest. Still you wonder how he got hold of an Arlandian army knife. Perhaps there is more to him than meets the eye?

Grundel Hammerfist A typical dwarf. Good when it comes to drinking and fighting. Not so sharp when it comes to thinking.

Lars Larson He's definitely a strange one. All he cares about is fighting. He even sleeps with his sword (you checked!).

Tiberius Tiberius isn't really that suited to adventuring. Still, his absent-mindedness is something you've taken advantage of on more than one occasion.

Ermintrude Ermintrude is Tiberius' familiar, and she's much smarter than most people give her credit for. Recently you have been doing some very profitable trading with Ermintrude. You have been acquiring certain "black listed" books for her, and she has been paying you in silver crucibles.

Tiberius

Wizard

Characteristics

Str 11
Dex 9
Idea 16
Luck 17
Willpower 17
Vigour 8
Age 81

Hit Points 27
Magic Points 17

Size 14

Skills

Arcane Trivia 15	Hide 7
Bargain 7	Jump 2
Climb 5	Listen 7
Conceal Object 7	Ride 2
Dodge 7	Spot Hidden 2
Fast Talk 7	Sneak 2
First aid 7	Throw 4

Combat

Weapon	Current Skill	Attack Damage
2 handed	5	5D6
Single handed	2	4D6
Small (eg dagger)	5	3D6
Punch	5	2D6
Missile	2	3D6

Special Abilities

Spell-casting (Ability score 17)

You can cast the following spells on a successful spell-casting roll. Each spell has a cost in magic points that must be paid whether or not the spell is successful. Spell points refresh after an uninterrupted night's sleep.

Wizard Light [Cost: 1]

This spell creates a small globe of light that follows the wizard around for an hour (or until dismissed). The globe creates enough light to read by.

Glamour [Cost: 1/sense affected]

The glamour spell allows you to create simple illusions. The illusion will effect 1 sense per magic point invested. Glammers usually behave in a preprogrammed manner, eg an illusory dog might growl menacingly at intruders or perform tricks on

command. The caster may exert some control of the glamours behaviour but at the cost of 1 magic point for each deviation from the pre-programmed behaviour.

Levitate Object [Cost: 2]

This spell may be cast upon any object within the wizard's line-of-sight. This spell causes the targeted object to float through the air under the wizard's control for as long as he maintains concentration. This spell cannot lift any object heavier than the wizard could normally carry. If the targeted item is held by another, then they may maintain their hold on the object on a successful strength check.

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 Willpower check must be made if the target is unwilling).

Shield [Cost: 1 + var]

This spell creates an invisible protective barrier around the caster for as long as he or she maintains concentration (i.e. the caster can take no other actions while maintaining the shield). While the shield is activated the caster can deflect any attack that he is aware of. To deflect an attack the wizard must spend a number of magic points equal to the damage that would be inflicted by the attack.

Equipment

Staff (counts as a two handed weapon).
Spell book
Magical laboratory apparatus
30 Ducats

History

Once you had a promising career as a Master at the White College. Unfortunately your career was ruined by an accident in an applied alchemy classes that you were running. This incident resulted in the Ambassador of Sudistan's son being transformed into a giant hamster. Acting to avoid a major diplomatic incident, the White College fired you immediately.

Evicted from the institution that had been your life you were at a loss for what to do. Fortunately your familiar, Ermintrude, had a rather practical mind and she soon found you a place in an adventuring party called the "Company of the Argent Banner". You were uncertain at first, but Ermintrude convinced you that adventuring would give you plenty of opportunities to examine ancient ruins and other archeologically significant sites.

As it turns out Ermintrude was half right. The Company of the Argent Banner certainly visited many ancient ruins. Unfortunately they had a tendency to pillage and destroy everything before you had a chance to properly study it.

The most perplexing case was the Temple of the Demon-Lord Moglor. You thought it was strange that a temple to a demon lord would be adorned with images of gold dragons¹. Of course, everyone else was so busy either looting the place, or fighting off the temple guardians that you didn't get the chance to mention it at the time. In your later studies you have not found any references to the Demon-Lord Moglor. However, you did find a reference to a minor imp by the name of Moglor².

Eventually after many years of adventuring you decided it would be nice to settle down and start working on your book. Quendalon mentioned that he was planning to open a retirement home and you became one of the first residents.

Lately you have found yourself becoming forgetful, and this is beginning to disturb you. You have misplaced many of the silver crucibles in your laboratory. Worse, you have found forbidden books on necromancy and demon summoning lying open in your room - and you have no memory of how they got there. Still, it's not as if you'd have summoned a demon and then forgotten about it, is it?

The Company of the Argent Banner

Quendalon You've always been keen to find out more about elven magic, but Quendalon refuses to be drawn on the subject.

Brother Thomas Brother Thomas claims to be a follower of St Trilby, but he doesn't seem to know very much about St Trilby.

Grundel Hammerfist, Lars Larson and Petunia These three have been responsible for the destruction of countless archeological treasures. You have tried to educate them on the error of their ways, but they genuinely seem only interested in acquiring gold.

Ermintrude Ermintrude is your familiar. She has been your faithful companion for most of your life. You secretly worry that Ermintrude finds you a disappointment as a wizard.

¹ Gold dragons are more commonly associated with the dieties such as Aurora, Goddess of Dawn and Rebirth.

² The Imp Moglor is reputed to be responsible for causing extremely prolonged bouts of hiccups.

Ermintrude

Wizard's Familiar (Cat)

Characteristics

Str 6
Dex 18
Idea 10
Luck 14
Willpower 13
Vigour 20

Hit Points 14

Size 1

Skills

Arcane Trivia 7	Hide 13
Bargain 7	Jump 15
Climb 12	Listen 6
Conceal Object 3	Ride 0
Dodge 17	Spot Hidden 7
Fast Talk 2	Sneak 12
First aid 0	Throw 2

Combat

Weapon	Current Skill	Attack Damage
Claws	10	1D6

Special Abilities

Magic Cat

While you have the form of a cat you can talk (although there aren't that many people worth talking to). Your front paws are also as nimble as human hands.

Blink

You can teleport short distances, which is very useful for getting past locked doors. Unfortunately this power only works when you are unobserved (at both ends of the teleport).

Regeneration

When you curl up on Tiberius' lap you regenerate 1 hit point per ten minutes.

Immune to illusions.

Equipment

Diamante collar (worth about 10 Ducats)

History

You are a magical creature from the spirit realm. Tiberius cast a spell that summoned you to the material world in the form of a fluffy white cat. You have a spiritual bond with Tiberius and you care for him deeply. However, you are concerned that when he dies you will have to leave the material realm and return to the spirit realm. This does not please you as there are no mice or saucers of cream in the spirit realm.

You realise that Tiberius is getting old and may not live much longer. You think that he ought to be exploring magical means to prolong his life. To this end you have started acquiring books on demon summoning and necromancy (the two most common methods used by wizards seeking immortality) and leaving them lying around in the hope that Tiberius might take an interest. In order to acquire these books you have been trading with Petunia. Unfortunately this meant that you had to steal some silver crucibles from Tiberius to pay Petunia, but it is all for his own good really.

The Company of the Argent Banner

Quendalon Elves believe that they can charm any animal. You enjoy proving Quendalon wrong.

Brother Thomas Sometimes you can get food out of Brother Thomas if you look piteous enough. You always hate yourself afterwards though..

Grundel Hammerfist Smelly dwarf.

Lars Larson You could have a more interesting conversation with a dish-mop.

Petunia Petunia is completely self-serving and self-interested. You can respect that. Currently you need her for your plans, but you'd never go so far as to trust her.

Tiberius Tiberius is your wizard. Unfortunately he lacks ambition. You know that he could take over the world (or at least a kingdom or two) if he put his mind to it.