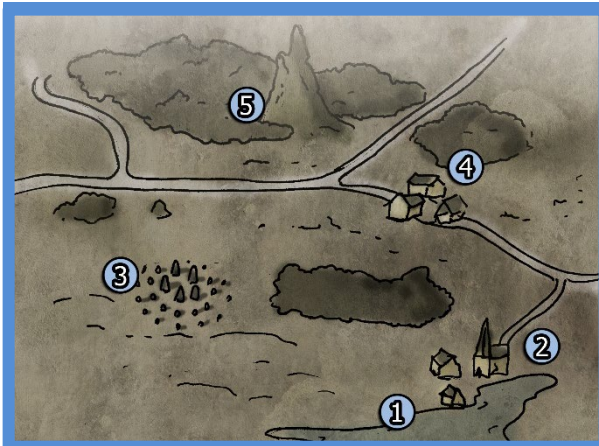




The Guild of Dark Wizards

Adventure Supplement



Places on the Natenry Plain

1. Lake Blarnwater
2. The village of Blarn
3. The Cerc Na'tuneri (& Dark Wizard's Guildhall)
4. The village of Neverblarn
5. Marwill's Finger



Story ideas

Setting description

The Guild was formed in the 36th year of the reign of Good King Marwill the Magical. It was an unlikely alliance of usually solitary curmudgeons, but how else for the dark wizards to organise, to work together to subvert the waves of sweet, pure, sparkle-dust wizards sweeping the land? In a history as long as the Guild's, there have been times of harmony, but many more days of strife and internal conflict. With dark magic as powerful as that the dark wizards wield, guild meetings are always on the cusp of turning nasty. Guild Presidents combust, dark spells pour forth from ancient tomes, apprentices are transformed, or familiars turn rabid.

The subterranean halls of the Guild were constructed to a ritual pattern around the mystical Cerc Na'tuneri, an ancient stone monument of obscure origin. The stones circle the entry rotunda, from which corridors lead to the various chambers of the Guildhall. From the north corridor a two-cell prison can be accessed, from the east, one can enter the Guild's potion workshops where the Master Potionmaker works with his assistants and apprentices. Along the west corridor is a large meeting room, where the Guild's council can meet in private, where wizards can work on detailed plans or where guests can be argued with. Another door leads into the Guild library, a small but well-stocked centre of dark magical studies. The library boasts a spell-casting floor where many notorious accidents have occurred. Permission to cast is now required from the librarian Pargo, a shadow-being who lives inside the book marked *Librorum Umbra*. Finally, the Council Chamber can be accessed directly from the rotunda. The seven seats of the council members (elected by magical contest) face the Speaking Floor and provide the forum from which the council preside over Guild business, judge disciplinary matters and make official pronouncements. A protected door at the back of the Council Chamber leads to a portal known as the Deathlock Gate.

Access to the Guildhall is protected by esoteric dark ritual that must be performed within the Cerc Na'tuneri stones. The stones are guarded on the surface by monstrous creatures and it is said that the many smaller stones that surround the Cerc are the remains of those petrified by a basilisk. The reputed powers of the Cerc Na'tuneri are a lure for all manner of zealous cultists, mystics and cranks, many of whom have highly unpredictable temperaments. A certain irritant for those wishing to quietly complete the ritual and summon the Guildhall staircase!

Plot Hook 1

Type: Investigate and prevent a dark ritual

Name: Brother Dorbus warns: A Demon Does Rise!

Welcome, brave friends. I can offer only my thanks to you for risking your lives in this way. I have sent word of the danger to the Queen, imploring she provide some reward to its eventual vanquisher. I hope that if you live, you will gain such. So, I shall apprise you of the facts as I know them. The Dark Wizards are planning to summon Orglerath the Sun Eater. Mayhap, even, their ritual nears completion. As you know, if Orglerath is released, doom is certain for our people. I am told the Wizards Guildhall can be entered near the strange Cerc Na'tuneri. Find that entrance and halt the ritual. Please, for all our sakes.

Plot Hook 2

Type: Complete dark magic tasks

Name: D'thArgle Fingule's Next Novitiation



Welcome, lowly novices. Perhaps you feel you have proven your skill in dark wizardry and that is why your application to the Guild has progressed to this final stage. Foolish and wrong. Only the most diabolical of spellcasters, the most fiendish of magic wielders may freely walk the halls of our Guild. To complete your initiation, you will each be required to succeed in a test of your loyalty and magic. You may work alone or enlist the skills of your fellow novices. Let the Novitiation begin!

Plot Hook 3

Type: A heist!

Name: Kipper Bill's Moonlight Purloiners do a Thing!



Welcome, associates. I've personally selected each of you to join my crack team of Moonlight Purloiners, due to the unique skills you possess. The details of this job are highly classified and can only be revealed to you now. A client of mine, who shall remain unknown to you, seeks to obtain the Orb of Starless Night. Via my contacts in John's Rogues and Spies, I have ascertained that the Orb is currently in the possession of the Guild of Dark Wizards and is being kept in an extraplanar time lock. Gain access to the Guild's premises; find the orb; get it and get out without getting caught. Should be simple for a bunch of experienced cons like you.

NPCs

D'thArge Fingule, Head of the Dark Wizard Council

Fingule recently celebrated ten years in the big seat on the Council with a recreation of his moment of ascendency — the full compass-directions dismemberment of his rival Meranie the Deathstarer. An unwilling local villager was brought in and granted the privilege of representing Meranie. Their limbs now hang in Fingule's stronghold. Being the head of the Council is not all fun though. There's the pesky induction of new guildmembers, the overseeing of petty administrative tasks, the managing of the Guildhall staff and not to mention the continual squabbling among the members! Fingule has recently been plotting a bit of dastardly excitement for himself. After obtaining the famed Orb of Starless Night last year, he has been carefully studying its potential uses. He has also been working through the initial summoning rituals for an incredibly powerful demon and the prospect of combining these two interests is thrilling for Fingule.

Larmpy Nobbles, the cleaner

What is that lumpy, nobbly mass writhing in the corridor? Is it a foul abomination? Oh, no. It's just Larmpy, the cleaner, a tired, hardworking non-magical man. Larmpy has been scrubbing the halls, dusting the books, picking up lost and discarded items and mopping up potion spills here for most of his life. His pure hatred of people means he doesn't mind working for such nefarious types and he appreciates many of the dark deeds that the wizards enact, whilst maintaining a deep dislike of the wizards themselves. Indeed, disregarded by the wizards, whose arrogance leads them to look down upon such people, Larmpy drifts quietly through the halls, listening and watching. He knows more about the wizards' business than anyone else in the Guild and one day he might just decide to use some of that dirt he's stored up.

Useful table 1: Quests for Novitiates

- 1 None of you are getting any younger. Create an Elixir of Youth from the blood of seventeen newly-born fairies.
- 2 Our summoning spell requires the bones of Dwarven Priests. See if you can find any nearby.
- 3 The good sorcerer Happigar is planning something big. Prove your loyalty to the Guild by reporting to us what she's up to.
- 4 The humans in the village of Blarn have begun farming land that is too close to us. Scare them off without revealing our presence.
- 5 Travel to the Crypt of Witchtor and find the Scroll of Rhene, sealed in the sarcophagus at the heart of that haunted place.
- 6 Pargo reports that the wards on one of the spellbooks in the library are failing. Locate the book and destroy it with an appropriate spell.
- 7 The magic of the Deathlock Gate needs to be replenished. Travel to the Dark Market and purchase a dozen vials of Blue Dragon blood.
- 8 Rumours have reached us that the Heart of Stone has reappeared after centuries. Find out the truth.

Useful table 2: Wizards, and their familiars, at the Guildhall today

Shelkithram, a dark elf, and her zombie fox Stenk
A Council Member notorious for having gained her seat using the votes of dead wizards. Shapes her long fingernails into spikes, wears only orc leather and eats only human meat. Preferring to speak with the dead, she stares absently to the side when anyone addresses her, but will suddenly launch into long, loud, unrelated monologues.

Marmaloff the Magnaterribla and Palker the pygmy dragon
An old and miserable guild member, his bald head sports around 7 strings of long white hair and his body is clothed in an embarrassing, timeworn stars-and-moons cloak/robe ensemble. Marmaloff's powers have waned in recent centuries and he is viewed with scorn by other members who fear his dragon more than him.

Xarry Cinqoreilles and Spider Little
A young potion assistant who is highly skilled in producing poisons and working death spells. Short and hairy with an exceptionally irritating voice, Xarry is hated by the Potionmaster, but is kept on due to the threat his magic possesses. His tiny familiar spins her webs in his body hair and Xarry enjoys disgusting people by picking them out during conversations to use in his concoctions.

Lord Bellermen of Rotskull Castle and his purple imp Parple Imp
One of the longest serving council members, mean, handsome Bellermen is a smooth enchanter and uses his skill to keep the council seat he knows he is entitled to. Often followed by an entourage of enchanted acolytes who tend to his needs and support him when he is engaged in magic battles. A formidable foe.

Woadrick Acidspitter and her toad David.
Well-known for having used a spell to incinerate the entire court of King Bolfoot of the Flintskin Undermountains. Unwelcome in dwarflands for using such dark magic, Woadrick spends much of her time in the village pubs near to the Guildhall, trying not to drink so much that she gives away its location or decides to combust annoying patrons.

Maugham Thunder and Mungo, his giant leech
Maugham is a great scholar of the old works and so regularly travels to the Guildhall to make use of the rare books in its library. He mainly uses his own magic to settle personal grudges and indeed it takes little to rouse a grudge in Maugham. You're sitting in my seat! I wanted to use that book! Why are you wearing green when it clashes with my red boots? It is believed the leech that travels with him was once his brother, transformed for taking the last scone at tea.



Useful table 3: Potions kept in stock or made upon request

- 1 Skindleroot - a bitter concoction that allows the drinker to converse briefly with the recently dead. Successful communion is known to cause mild, temporary symptoms of madness.
- 2 Gravejuice - a highly pungent potion that causes any flesh that it touches to wither and rot.
- 3 Elget's Blatherwater - a truth serum that forces the victim to talk and talk, but often wipes their recent memories and emotions afterward.
- 4 Aqua Nemodious - contains tiny parasitic worms that hatch inside a victim and burrow through organs.
- 5 Essence of Strangleweed - a potion that causes a victim's skin to sprout thorny brambles that then strangle anyone nearby.
- 6 The Professor's Brew - causes the victim to erupt in weeping blisters, occasionally containing a small toad.
- 7 Nebberyung - a sweet, morish liquid that causes the drinker to double in age every 2 days for each mouthful imbibed.
- 8 Hatred's Heart - distilled from a lich's heart, this potion causes the drinker to develop an all-consuming hatred of the next person they see.



Useful table 4: Notable books in the library

- 1 *Iparvogul, An Elven Spellbook*, partial copy
- 2 *Thrice Times Three: A Guide to Witchmagic* by Criblesnack
- 3 *Metallurgy: Its Dark Magical Uses* by Forbind & Forbind
- 4 *The Demon Rises: A Memoir* by The Wizard Dintfringlema
- 5 *Rare Potions and Elixirs of the Underdark* by Marshia Rumes
- 6 Collected Spells of the Godworshippers, bound with string
- 7 *The Curious Spelling of Spells, a Treatise* by Grand Mage Vorgise
- 8 Gremellpit's bloodwritten spellbook, highly restricted



Useful table 5: Rituals that might call forth the Guildhall steps

- 1 Walk widdershins around each ring of standing stones, starting from the outside ring, and smear witchspit on every stone marked with the rune that signifies death.
- 2 Stand at the centre of the stones, crush a firebeetle in your hand and throw it over your left shoulder.
- 3 Draw a circle of fresh gnome-blood on the inner face of each of the central stones.
- 4 Stand in the Cerc wearing a hood of ginger fleece, face the setting sun and clap at the exact moment it disappears below the horizon.
- 5 Crush a fairy-skull beneath your left foot, turn to the right and blink twice.
- 6 Repeat the truth-names of the five Deamons of Ke'lheyth, backwards and forwards.

Monsters above ground

Useful table 3: Monsters that may be wandering among the stones

- 1 A group of three Bronze Dagger cultists, led by a rabid priest.
- 2 Three small basilisk hatchlings. They are yet to develop their powers of petrification.
- 3 A hunting party of dark fey. Armed with tridents and nets. Their leader rides a Dark Fey Unicorn.
- 4 A hungry troll with amnesia, wandering aimlessly around the standing stones.
- 5 A demi-lich, the hastily buried remains of one of the Guild Wizards.
- 6 Shadows, detaching from the base of the central standing stones.
- 7 A giant spectral owl, restricted to the beams of moonlight.
- 8 A swarm of carrion grubs, forcing their way up from the ground.
- 9 A band of dark gnomes, half drunk and mid-orgy.
- 10 A pack of moonwolves, jaws dripping with blood from a recent kill.

Dark Fey Unicorn

Magical Creature

Whenever a unicorn is born in the material realm, a corresponding Dark Fey unicorn bursts into existence in the Feyrealm. The complete opposite of its bright sibling, the Dark Fey unicorn is malicious and cruel. Imbued with the very essence of Fey magic, it is resistant to nearly all low-level spells and actually boosts the spellcasting ability of any other Dark Fey creatures nearby.



Abilities and features

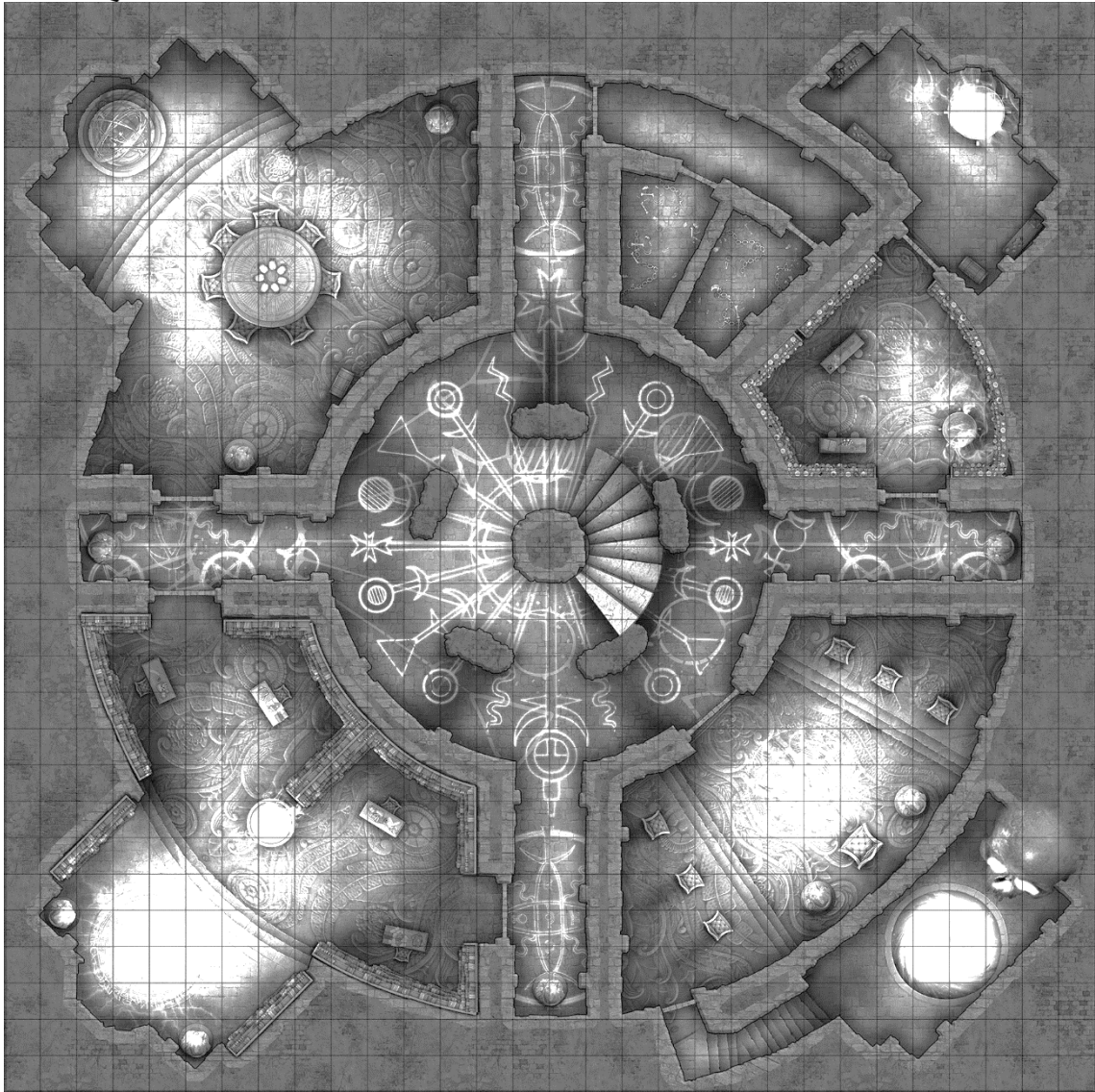
A Dark Fey unicorn can shrug off the effects of any spell below Level 4, and makes a save with advantage against any other spell up to Level 6. The Dark Fey unicorn absorbs a measure of the magical energy cast against it, storing it up and releasing it as a surge of dark energy from its horn.

A Dark Fey unicorn is driven by cruelty and malice. It allows itself to be ridden by other Dark Fey creatures in the hope that it will have the opportunity to cause pain. The only creature they fear to face is a white unicorn, in case it is their birth-counterpart. In destroying it, the Dark Fey unicorn will destroy itself.



The Guildhall of the Dark Wizards

Planning Sheet



Notes