

The Bastard of Undertower

A Wizard Pals adventure

[Information in brackets is for the GM. Paragraphs which are not in brackets can be read aloud to set the scene for your Wizards, or ignored and changed however you see fit. Make it your own!]

A Wizard, they say, arrives when they are needed. And in these days of darkness, and doubt, you five wizards have arrived to brighten the world. Many weeks of travel and travail across the lands have led you at last to the Grim Dwelling of the one you all seek; **Undertower**, it is called. Though the true name of its dark denizen has been lost to time, you have all heard them simply called '**Neverwas**.'

You approach the secret location of **Undertower**, discovered weeks prior in your journey, in an ancient, dusty tome locked away within a lost and forgotten tomb beneath the last new moon. Ahead you see an open chasm, which extends for miles in each direction, an open wound upon the earth from which the **Lords of Calamity** first crawled into the blinding light of the living world. As your mounts break the dry, cracking, dead treeline, you can all see a narrow stone bridge with no railings, likely too narrow for your mounts, which spans the chasm. In the very center of the bridge is a wider platform, on which you can see what appears to be a **cozy cabin**, smoke drifting up from its chimney. Glancing into the chasm, beneath the little platform, you see something which in another place would be called impossible. A wide, round, tiered **tower of bone white stone** hangs beneath the thin bridge. How it is connected to the bridge, and what keeps it aloft in the vast chasm is inscrutable at a glance.

[Room 1- Guardian]

A constructed **stone giant** sits in the center of the cottage, twelve feet in height and half as broad, hunched over to fit inside the cottage. It sits on a wooden chair which flexes beneath its weight. The cottage is completely unadorned, aside from the fireplace, and a **trap door** with a heavy iron ring handle directly beneath the chair.

[Unless actively being interacted with, the giant **dozes off**. If spoken to, it is very polite, but inflexible, and insistent that **it will not leave the chair**. Also insists wizards should be quiet, as the **librarians** below demand **silence**. If the wizards attempt to **force** it from the chair, it will become violent.]

[Stone Giant-

VP- 20

Attack- +2

Defense- 9

Ability- Can grab an enemy in each hand, Wizardly Prowess to avoid. If holding an enemy, the giant will try to toss them outside.]

[Room 2- Library]

A labyrinth of tall bookshelves make up the **library of Undertower**. One can only guess at the ancient and potent secrets held in these greedily kept tomes. Between the shelves are **humanoid stone figures**, clearly of the same construction as the giant above, but much smaller. The stone figures each have a pair of half moon glasses on the bridges of their simplified noses, attached to delicate gold chains, and busy themselves by rearranging and reorganizing the countless books constantly.

[Knowledge of Sages rolls to find the exit. Any wizard who **makes a sound** will be immediately shushed by the nearest Librarian, and any further noise will be met

with a group of librarians **picking up the wizard with impossible strength, and trapping them within a magically silent circle.** Another Wizard must get them out of the circle, but doing so noisily will bring more Librarians.]

[A successful **Knowledge of Sages** roll can help a wizard find a section related to their specialty in the inscrutably organized shelves, and a book from which they can **learn a new spell.** This does not replace the spell the Wizard already knows.]

[Spells which can be gained in the library]

Red Wizard	Know the current location of a creature whose blood you have.
Blue Wizard	Travel between two bodies of water as if a portal.
Green Wizard	Turn one creature into an animal, can be turned back at any time.
Purple Wizard	Curse an enemy to lose 1VP at the end of each of their turns, to a minimum of 1VP.
Yellow Wizard	Instantly remove one magical effect from a creature
Grey Wizard	Make one creature forget about your last interaction with them completely.

[Room 3- Potions]

Two large, black **cauldrons** sit nestled into braziers, which burn a constant dull blue despite no obvious fuel for the flames. One cauldron is filled with a **dark, blue-black liquid, which bubbles thickly and emits a heavy, sweet smell.** The other is filled with a **bubbling clear liquid, which smells vaguely sour and acidic.** Each cauldron has a large, curved ladle hanging from a hook on the side, and there are small, carved stone cups set on a small table in between the cauldrons. On the far wall, there is an **open doorway** which leads to a descending staircase.

[A successful **Knowledge of Sages** roll will tell the Wizards that these are **Catalyst Potions.** Drinking either has no effect, but mixing them creates a **random effect-** the exact portions necessary for a desired effect can only be known by the potions' original maker, however, a successful **Knowledge of Sages** Roll will ensure that the outcome is favorable, while a failed roll will result in a negative outcome. After their check, have any wizard who drinks a potion roll their d12 and consult the appropriate **table** for the results.]

[Successful Roll]

1-2	Your muscle mass increases by 5x in one of your body parts. +1 to next WP roll
3-4	Your third eye opens, staring intently at whatever you most desire. -2 to next KoS roll
5-6	A crow flies into the room, and forces itself into your mouth. If injured, you heal 2 VP . If uninjured, you gain 1 extra VP
7-8	Your body is covered in strange markings. They appear to be random shapes, but as you look, you understand that they reveal a cosmic secret. Your next signature spell does not require a roll to regain
9-10	Your hair grows 6 ft into a luscious mane. The hair can be used as a hand, but will do everything in its power to keep from being cut. +2 to next roll to Do A Magic
11-12	Time stops around you for 1 minute. You may act freely while everything around you appears frozen.

[Unsuccessful Roll]

1-2	You suddenly age significantly. Your Target Number increases by two
3-4	You transform into a sheep for 1 hour. You retain your personality, and magic, but can no longer speak (except to a green wizard) and are as smart as a sheep. Your Target Number decreases by two.
5-6	The number of toes you have triples. If you have no toes normally, decide where you now have toes. -2 to next WP roll.
7-8	You vomit up a live crow which immediately flies away. Lose 2 VP
9-10	You grow an extra head which looks identical to your original head. It criticizes your every decision. -2 to next roll to Do A Magic
11-12	You become ethereal for the next 5 minutes, and appear to your party to have exploded

Room 4- The Chamber of Neverwas

This chamber is more of a **living space**, with windows, small bookshelves, and some seating, a broad silver basin filled with clear water on a small pedestal against one wall, and a tall mirror on the wall behind it. Strangely, the **floor is made of packed earth**, unlike the other stone floors of Undertower. Notably there is one tall backed, imposing seat facing the doorway through which you enter. In it sits a tall, thin figure, a leering toothy smile across their **skeletal face**, just below a shadow cast by a wide brimmed black hat. They sit with their legs crossed, and their gloved hands folded atop their knee.

"The hour grows late, wizards, and I do not much care for guests these days." As they speak, they produce a **long, elegant feather**, which they hold delicately between their left thumb and forefinger.

[If the Wizards **talk to Neverwas**, they will attempt to **control the mind** of one Wizard, against a **Wizardly Prowess** roll, either making them attack the others, or making them attempt to jump out one of the large windows.

As soon as **violence seems imminent**, Neverwas will raise **two skeletal minions** from the earthen floor of their chamber.]

If defeated, Neverwas releases their **Death Curse** upon whatever wizard struck the final blow. The shade rises above his corpse and says:

"Forget yourself, wizard, and when death finds you, may it bring you to the same fate as me."

[The shade flits through a window and escapes. The wizards have defeated their dark foe, and find **information related to their tasks**. Undertower begins to crumble without the magic of Neverwas, and the Wizards narrowly have time to race back to the top before it **falls into the chasm**.]



Neverwas-

VP- 13

AA- +3

EA- +1

Spell- Can raise Skeletal Minions to fight party, or force a wizardly prowess roll or choose a wizard's next move. The same rule about rolling to keep a spell applies, however Neverwas can repeat the roll on every turn if they fail.

Skeletal Minions-

VP- 2

Attack- +1

Defense- 6