

ELDRITCH ASS KICKING



THE
ROLEPLAYING
GAME

BY NATHAN J. HILL

ELDRITCH ASS KICKING

WRITTEN BY NATHAN J. HILL

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AND THE REST OF YOU.

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INTRODUCTION

My name is Aquaerion the Aquatic, and I begin my account of the world of Anhelm on the 400th day since the Great Breaking.

Who am I?

Know this. I am the last line of the great teacher Grodorion. I am the final heir to the throne of Anhelm. I am the leader of what little hope we have. Therefore, realize that I speak with authority and wisdom. Consider yourself wise only if you read and believe my words.

The Fall of Anhelm

The beginning of this dark story is a sad one. Anhelm was the most prosperous nation in all of the known lands. Other kingdoms and principalities looked with great envy upon our learning, magicks, culture, and industry. Anhelm's armies commanded great presence. Few would dare challenge us.

More importantly, Anhelm was a nation of good. Individuals were considered equal despite their differences. Unity and compassion were far more important than profit and comfort. I still remember traversing the beautiful countryside on summer nights, greeted by laughter, smiles, and warm hearts.

Voices in deep shadows whispered cryptic messages of what lay ahead. Old wise men spoke of terrifying visions and dreams in increasing occurrence, and omens begin to stir the hearts of our mightiest wizards. The rumor shared in quiet dark rooms was that Anhelm's success lay because of some forgotten pact with demons in the ancient past. But the pact had been broken, and the demons were returning to collect their payment.

Indeed, the wizards of Anhelm suddenly went mad. I cannot explain it any other way — our blood began to boil with some dark energy! A few wizards, like myself, managed to hold sway over the arcane sickness. The rest of my brethren roamed about Anhelm, blasting and rending the beautiful land with their terrible magick. The common people tried to defend themselves, but most were crushed in the ensuing nightmare. Alas, the last good wizards could do little but wait — our power was far too weak.

Anhelm's dive into evil did not go unnoticed by neighboring kingdoms. Nations and alliances joined together with all their magickal might and

loosed a great spell. The incantation transported our beautiful kingdom into a distant astral realm, where the mad wizards could not escape and do further harm. Unfortunately, the innocent people of Anhelm had nowhere to run either. In the days that followed, terror and death hung thick in the air. The madness of my colleagues did not abide until their magick had reduced Anhelm into a blasted waste of earth and ruin.

The Shaping War

Despite the disappearance of the demonic madness that tainted all spell users, battle continues to rage in the skies of Anhelm. Some wizards, overwhelmed with guilt, have disappeared into hiding, but the rest continue to war with each other. In all the chaos and destruction, no one realizes how pathetic and meaningless our lives are.

By day and night, we fight to live.

The strategy is simple for wizards. If one spellfingers can triumph over all others, he will then have the opportunity to remake Anhelm in his own image. This is why we call it the Shaping War.

But alas, for the few good wizards who remain, we feel outnumbered and tired. Selfishness and greed consume all. Darkness still lurks deep within us and at the edge of our vision. What are we to do? Will evil triumph again? Will we have the strength to save Anhelm?



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I know only one thing. I will fight for Anhelm. I will do everything in my power to restore my fair kingdom to what it once was. The price may be terrible, but I believe it is the only way I can redeem the memories of those who have already died in defense of our beautiful land.

Hidden Plots

Wizards were once bastions of goodness. Now, they are overcome with petty emotions and desires. Each has his or her own agenda to triumph — some are prepared to carry out near impossible tasks if they believe it will grant them the power to control Anhelm.

You see, despite the fact that Anhelm is nothing more than blasted ruins, ancient towers, castles, and treasure still remain and wait to be explored and discovered. My colleagues believe that the artifacts and items of power contained within those hallowed halls are a piece of the puzzle of victory. Day and night, they search and battle for every morsel that they can find.

It is a sad sight to see so many wonderful minds dedicated to such hollow tasks.

Strength in Numbers

Alone, a wizard is weak and easily destroyed by cautious opponents. Therefore, my brethren have begun to put aside enough of their petty struggle to join forces with one another. This makes them all the more deadly. By destroying one wizard, you make yourself a target for countless others.

These cursed alliances serve the wizards who forge them, for as soon as a wizard has used his colleagues to gain what he seeks, he will betray them for more power. Fast friends can be fast enemies in Anhelm. Trust is hard to earn but easily destroyed.

Dueling

Day and night, one element is common to all wizards of Anhelm. If you are to prove your unwavering power, you must take to the field and show what you are made of. This is the Shaping War's front lines, for here, wizards combine their discoveries and training to awesome effect. It does not matter where you decide to duel. It only matters that you do.

After each duel, a wizard gains more power, ready to face another opponent. Luckily, duels are much more than simply trying to blast one another into oblivion — they are battles of the wits and mind. You must first know your opponent's weakness before you can destroy him. Often, a wizard will observe his chosen opponent for days before choosing to confront and

engage him. Foolish wizards attack without knoweldge.

Of course, many wizards have little time to discover the weakness of their opponents. In Anhelm, everytime you manage to destroy one cunning wizard, you may turn around to find a new one. It is best to be prepared for any possibility when you enage in a duel.

Ceasefire

Strangely, all wizards have enough sense to share an unspoken ceasefire of sorts when the lone sun dips below the horizon. It is during this time that wizards rest, heal their wounds, share drinks, and trade rumors concerning their daily pursuits. There are numerous taverns and hangouts across Anhelm, run by sorcerors who lack the skill or desire to battle. In this manner, there is some semblance of the old way of life creeping in.

Many wizards spend this time gearing up for another day of dueling or exploration. Others use the time to trade tips and weaknesses of common opponents. Despite the ceasefire, violence and duels are not unheard of during this time, though most wizards do not take kindly to their after hour drinking being interrupted.

My Conclusion

If the last good wizards are to triumph in this war against evil, we must beat our opponents at their own game.

First, we must work hard to gather the most powerful magickal artifacts that we can muster to use against our opponents.

Second, we must gather together and defend each other as we carry out this nigh impossible task.

Third, we must be prepared to duel and defeat the wizards who will not join us.

Finally, we must use every ally and time of peace available to us to insure that we are well-prepared to destroy any enemy.

I fear that despite my clear reasoning, many wizards will choose not to share my banner. Instead, they will react with fear or anger. I must accept that, but it pains me deeply that my old friends would see me as an enemy.

Alas, I must put those feelings behind me. The destiny of Anhelm is my hands. Who will join me?

WELCOME

Eldritch Ass Kicking is a simple roleplaying game of law versus chaos, water versus fire, and air versus earth. You will play a wizard with uncanny powers, intent on either destroying the world and remaking it in your own image — or intent on rebuilding and defending that which already remains. Your path is open, but other wizards with the same power stand in your way to stop you. Who will you side with? Who will you destroy? Will you succeed?

What You Need to Play

To play Eldritch Ass Kicking, you need 2 ten-sided dice. These dice are available in hobby, book, or entertainment stores. The numbers on the ten-sided dice range (normally) from 0 to 9. If any of your dice have “10” on them (instead of “0”), consider it a zero (0) for the sake of gameplay.

Be sure to grab two or three friends (the game is boring by yourself). You will also need scratch paper and pencils. You can also print out and copy the character sheet included with the game. For first timers, you can try out the game with the “Tome of Devilish Delights”, a starter adventure in the back of this manual.

Gamemaster

One of you must volunteer to be the Gamemaster. Assuming it is you (since you are reading these rules), your job is to provide the framework of the story the players will experience. The story might be as simple as a duel against a hated foe or as complicated as a twisting plot involving dozens of sorcerers. One of your jobs will be to build villains and friends for the wizards the players create. Read all the rules so you can answer questions and keep the game flowing. You will find more help in the Appendices.

Players

The majority of your friends are going to be players. Players will need a character sheet, pencil, and paper. Players will create the wizards that are the heart of the “ass kicking” and story in the game. When you are ready, lead them through the character creation chapter, giving them instructions and ideas as they build their butt kicking wizard.

What Happens During an EAK Game?

At first glance, Eldritch Ass Kicking may seem like a humorous game, and that is partly true. The

other half that comes out during play is the epic portion of the game. You will have the opportunity to play wizards in the throes of insanity or on the edge of redemption. Think about every villainous wizard you have ever seen or read about. This is the game where you get to play them.

Most games of Eldritch Ass Kicking revolve around lots of combat. Other aspects include exploration and drama. Your wizard will have an opportunity to do all three as he unravels plots, defeats evil henchman, and discovers forgotten secrets about himself.

Most of all, this game is intended to be enjoyed. If something gets in the way of that enjoyment, feel free to work around it or fill in the blank holes. Play it the way you will enjoy it.

Bottomline: Humorous or Epic?

In the end, it is up to you and your group how you will play EAK. If you want to giggle and toss out insidious puns, the power is yours. If you want to watch as your wizards rise from the ashes to reclaim the beauty of Anhelm, go for it. You may even mix the two for a unique, exciting game.

Get Free Stuff

If you want to grab some more resources for your EAK sessions, log on to:

<http://www.eldritchasskicking.com>

You will find downloadable supplements, characters, adventures, maps, and new rules for your enjoyment.



CREATING YOUR WIZARD

Wizards are bad ass sorcerers who wield mighty magicks and harbor dark secrets. Ultimately, sorcerers in Eldritch Ass Kicking are determined to triumph against all other opponents to claim control of Anhelm. If other wizards survive, it makes it very difficult for them to accomplish that goal.

All wizards have three main stats — speed, endurance, and concentration. These stats represent natural or honed abilities your wizard possesses and will be very important during gameplay. Your wizard also has some derived stats which use existing stats and skills for their base. Finally, your wizard has four skills, which represent his/her magical ability. The skills are represented easily as air, earth, fire, and water. You may also design your own magical skills for your character during wizard creation. Make a copy of the character sheet at the end of this document and fill in your own numbers as you go.

With that said, let's dive into creating our first wizard.

1. Concept

A normal step in roleplaying games is determining a mental image of who your wizard is going

to be. This gives you direction as you make decisions about your wizard later on. Often, your concept will be revised throughout the creation process. At very the least, determine what will be your wizard's most terrifying power.

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EXAMPLE

My first impression for my wizard is a stoic, mean fellow. I always loved seeing the bad villains on TV who spit out their words and make a display before they do their evil thing. Since I don't want to play a villain though, I decide my wizard is going to be a stoic wizard who likes to give big speeches and rarely smiles. His heart is going to be gold, since he cannot refuse to help someone in trouble. To add to this, his main power is going to be water.

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2. The Wizard's Name

Your wizard's name is very important. If your wizard has a silly name, he could be the butt of amusing jokes on the battlefield. On the other hand, if his name is dark or heroic, opponents of your wizard will remember the name long after they have been defeated by him.

.....
EXAMPLE

I shall name my wizard, Aquaerion the Aquatic, for his mighty water

magick. Also, the name sounds dramatic when I say it.

3. Determining Attributes

Your speed is your wizard's quickness, which is very important if your wizard is going to get the best of opposing magic-users. Speed comes in handy when you try to surprise someone, go first in battle, or summon some devilish power in the blink of an eye. Your speed starts out at 1.

Your endurance is your wizard's physical stamina, which is very important if your wizard is going to last through the truly longest battles without passing out from exhaustion. Endurance comes in handy when outlasting your opponent, being able to take the most damage from a magical attack, or simply surviving in harsh conditions. Your endurance starts out at 1.

Your concentration is your wizard's mental readiness, which is very important if your wizard is going to stay focused and alert during battle. Concentration comes in handy when deciphering magical puzzles, meditating to regain your composure, and maintaining a steady calm during battle. Your concentration starts out at 1.

You have 12 points to divvy up among your stats. You may spend all 12 on one stat, but such a move would be very risky and likely end

with your wizard dying a premature death.

EXAMPLE

Aquaerion is going to be roughly even here since all of the attributes are important. I spend 6 points on Speed and 3 points on both Endurance and Concentration. This should allow him to gain the upper hand in combat but stay competitive when the going gets tough.

4. Determining Derived Attributes

Your wizard's movement is the amount of ground the wizard can cover in one second (measured in average human steps). Your wizard's movement is determined by multiplying your speed x 3.

Your wizard's life points are the amount of wounds your wizard can take before he is smashed into nothingness. Anytime your wizard is hurt, you reduce this number. Your life points are your endurance x 3.

Your wizard's focus is the mental endurance of your character. The higher this stat is, the more powerful magick effects your wizard can bring into existence. Anytime your wizard summons or creates some permanent magickal constructs (discussed later), you will reduce this number. Your focus is your concentration x 3.

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EXAMPLE

This is the easiest step. I simply multiply each attribute by 3 and fill in the number in the space below the main attribute. Aquaerion's Movement, Life Points, and Focus is 21, 12, and 12 respectively.

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5. Determining Skills

Your air skill represents your ability to harness the elements of wind and atmosphere. When you wish to summon great storms, buffet enemy wizards with terrible winds, or hurl massive objects, the air skill is very handy. The opposite of air is earth. Your air skill starts at 0.

Your fire skill represents your ability to harness the powers of heat and fire. When you wish to spit gouts of flames at enemies, ignite objects with searing heat, or reduce something into instant ash, the fire skill is very handy. The

opposite of fire is water. Your fire skill starts at 0.

Your earth skill represents your ability to manipulate stone and rock in your mad pursuit of power. When you wish to call forth towering walls of rock, giant boulders to smash opponents, or seal your opponents in deep caverns, the earth skill is very handy. The opposite of earth is air. Your earth skill starts at 0.

Your water skill represents your ability to harness the powers of seas, oceans, and rain. When you wish to summon great tidal waves, drown your opponents in tons of water, or escape into the depths of the sea, the water skill comes in very handy. The opposite of water is fire. Your water skill starts at 0.

You may also select other skills instead of the four listed here (see sidebar).

You have 25 points to distribute among your skills. You can put no

CREATING YOUR OWN MAGICKAL SKILLS

The elemental powers of earth, air, fire, and water are only the most common types of magick found in Anhelm. With your GM's approval, you may decide to create your own magickal skill. The new type of magick could be another element (ice, lightning, lava, etc.) or something more abstract (shadow, necromancy, destruction, etc.).

Beyond a clear description of your new magickal skill, make sure you define the opposite magickal power. Consult your GM if you can't figure it out. Some examples are: ice and lava, creation and destruction, life and death.

more than 10 points into one skill at the beginning. If a skill is left at 0, your wizard can never harness that magical power. It is wise to put at least 1 into a skill. There is no limit to the number of skills your starting wizard may have.

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EXAMPLE

Aquaerion is going to be a powerful water wizard. I place an immediate 10 points into his water skill. Next, I evenly divide the rest into the other skills, 5 points to each. This should allow him to be fairly flexible when situations arise.

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6. Word of Power

A word of power is a special word that grants your wizard a bonus anytime he spouts it. The word can be gibberish or closely related to the character (i.e. father's name, nickname, etc.). When spoken, the word gives the wizard an immediate +2 to his current action. You can find out more about Words of Power in the rules section of this book.

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EXAMPLE

I choose "doomwave" as Aquaerion's special word of power.

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7. Your Description

Your wizard's description is a very important aspect of who he is. Is your wizard going to enable or encourage mind numbing terror if

he pops into a scene with a mere "Aquaerion has arrived"? No. Therefore, take time to craft an introduction you can spout anytime the Gamemaster announces that you arrive somewhere. The description can be humorous, dark, or weird — it is completely up to you.

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EXAMPLE

Aquaerion floats forward, blue robes billowing in the fierce wind. His eyes speak of hidden knowledge, deep mysteries, and unequalled power. He glides to a stop with unbelievable grace, and in the distance, a bolt of lightning crackles down. Yes, indeed, Aquaerion has arrived.

.....

8. Your Background

Write a paragraph long background of your character — where he or she came from, lived with, learned from, and so on. While your wizard may not be necessarily "evil", your wizard is certain to have made some shady steps during his younger years. Detail this so you can provide your idea hungry GM with a catalyst for an adventure or two. Also, this step will assist when developing your wizard's events next.

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EXAMPLE

Taught by the powerful Grodorion and once recognized as the heir to the throne of Anhelm, Aquaerion was raised in a time when peace filled the ideallic landscape of Anhelm. Now, things have

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turned sour, and Aquaerion is certain that something must be done to save things. In his lust for power, he made several mistakes and now fears that demons are after him. Often, his nights are filled with strange dreams of far away places. His mind bursts with strange rituals and old knowledge. The future is uncertain for this great wizard.

.....

9. Your Wizard's Events

You get to define three events for your wizard. An event is essentially a goal or task that your wizard hopes to fulfill. Once your wizard completes the task, he gains instant experience points to signify the milestone he just crossed in his life. The event could be something nice like reuniting with one's family or more complicated like building an empire. Talk with your GM about what is appropriate for the game.

Specifically, you have three events to define. Two events should be Minor, meaning they only affect your wizard or a few select people. The third should be Major and represent some sort of massive,

epic goal your wizard is trying for. If you have any questions, consult the experience section of the rules.

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EXAMPLE

Aquaerion is an epic sort of fellow, so I choose "discovering the whereabouts of his father" as his first Minor event. The second Minor event I choose is "defeat Frullog the Fantastic", a noted opponent of Aquaerion. Finally, for his Major event, I choose "unite all goodly wizards under the same banner to topple evil and save Anhelm". Sounds good to me!

.....

10. Finishing Up

You might want to make a note that your wizard has been automatically gifted with the "innate-ass-kicking" ability of flight. Also, your wizard starts with a pile of gold coins. The amount is his Concentration times 100 (Conc x 100). Ask your GM if you start with any special items or have any changes to make before play begins. If not, you may taunt the other players.

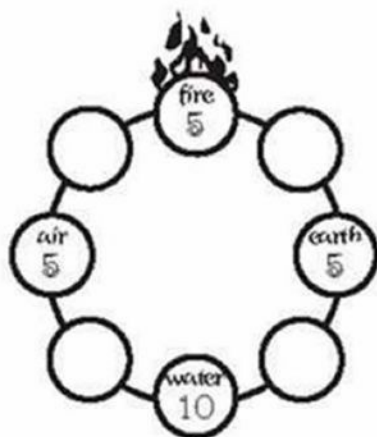
MY FIRST CHARACTER

Aquaerion the Aquatic

Water Wizard

SPEED 7	21 MOVEMENT POINTS
DURANCE 4	12 LIFE POINTS POINTS
CONCENTRATION 4	12 FOCUS POINTS

Words of Power
"doomwater"



Background

Taught by the powerful Grodorion and once recognized as the heir to the throne of Anhelm, Aquaerion was raised in a time when peace filled the ideallic landscape of Anhelm. Now, things have turned sour, and Aquaerion is certain that something must be done to save things. In his lust for power, he made several mistakes and now fears that demons are after him. Often, his nights are filled with strange dreams of far away places. His mind bursts with strange rituals and old knowledge. The future is uncertain for this great wizard.

Description

Aquaerion floats forward, blue robes billowing in the fierce wind. His eyes speak of hidden knowledge, deep mysteries, and unequaled power. He glides to a stop with unbelievable grace, and in the distance, a bolt of lightning crackles down. Yes, indeed, Aquaerion has arrived.

Events

Minor (discovering the whereabouts of my father, defeating Frullog the Fantastic)

Major (unite all goodly wizards under the same banner to topple evil and save Anhelm)

Notes

"innate-ass-kicking" ability of flight, 400 gold coins

PLAYING ELDRITCH ASS KICKING

Eldritch Ass Kicking is about butt kicking, wizard stomping action. As wizards toss goutts of fire, chunks of earth, buffets of wind, and balls of hissing water, you and your fellow players will need to determine who hits who and just how bad it hurt. The entire game revolves around a simple action roll, using all of the attributes and skills your character picked up during character creation. Anytime your wizard attempts something exciting or dangerous, an action roll will be made.

THE ACTION ROLL

1. Describe your action.
2. Roll dice (2d10).
3. Add attribute/skill.
4. Add magickal and situational modifiers.
5. Determine outcome.
(result - target number)
6. Describe your success / failure.

The Action Roll

I. Describe your action.

Before you chunk dice, the most important step is to describe your action. The GM has full authority to flatly inform you that your wizard bites the dust if you fail to give an entertaining description of your wizard's daring action. Be colorful and vindictive if necessary.

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EXAMPLE

"Grethor sees the tome slipping toward the pool of lava, and so with great determination, he weaves a sturdy gust of wind to carry it to safety. As he concentrates, sweat pours down his face."

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II. Roll the dice.

Pick up the two ten-sided dice and roll them. Remember, if you get a "0", it counts as a zero. Add the dice together.

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EXAMPLE

"I roll for Grethor's action. The dice give me a 13 (5 + 8)."

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III. Add attribute/skill.

Going back to your description, determine the appropriate magickal skill or attribute. Add that number into your dice roll.

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EXAMPLE

"Grethor's action uses air, so I add 8 to the roll."

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IV. Add magickal/situational modifiers.

To get the Result of the action, add any special modifiers or assistance from magickal items that your wizard may possess. The GM may also detail a penalty or bonus to your action because of external factors. Also, see the modifier section later in this chapter. This final tally is your Result.

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EXAMPLE

"Grethor has no special modifiers to his action. The GM tells me because of the intense heat, Grethor suffers a -2 to the action. I add up all of the numbers. The Result is 19 (13 + 8 - 2)."

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V. Determine the Outcome.

The Outcome of the action is used to calculate damage or the degree of success. To determine your Outcome, subtract the Target

Number from your Result. The Target Number will be supplied by the GM or by your opponent (if there is one). If your Outcome is negative, the action failed.

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EXAMPLE

"The target number to beat for Grethor is a 15. His Result is 19, so his Outcome is 4 (19 - 15). Looking at the degree of success table, I see that he has a solid success. The tome is saved!"

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VI. Describe your Success/Failure.

Wrap up the action by describing how well you succeeded, using the Degree of Success table as a guideline. Remember to embellish and flourish, insuring that everyone knows how mighty your wizard is. On the other hand, if you fail, you may instead whimper like a small child.

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EXAMPLE

"Grethor cackles in glee as the tome lands next to him. He pushes himself up onto his feet, grasping the ancient book of knowledge in his gnarled hands."

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DEGREE OF SUCCESS

0-3 Minimal Success

4-10 Solid Success

11+ Amazing Success

Determining the Target Number

There are two ways to determine the Target Number. If the action is against a nameless entity, a general pick of 15 is wise. For example, if a wizard is attempting to pick a lock or search for items buried in

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the ruins, roll to beat a 15 to see if the action succeeds or not. If the action poses even more difficulty, the GM can raise it according to what he sees fit.

The second method of determining the Target Number is called a contested action. If two wizards or opponents are working against each other, the Target Number is set by the defending wizard's action roll.

EXAMPLE

Breckal is trying to rip the tome out of Grethor's hands. This is a contested action. Breckal's player rolls and adds in his Endurance to the roll. His Result is a 16. Grethor sets the Target Number by doing the same. He rolls and adds in his Endurance, getting a Result of 11. The Outcome is 5 (16 - 11). Indeed, Breckal easily rips the book away from Grethor with a cackle of glee.

Rolling Double Zeroes

If you roll two zeroes when attempting to do somebody in, the action automatically fails. Something very bad happens. The Gamemaster will determine what exactly happens, but cross your fingers and pray that he (or she) is kind and generous.

EXAMPLE

Titania places the magickal spectacles over her eyes and goes to work. She understands the risk that ancient tome holds, but she

decides to get right to it. Titania's player makes an action roll, adding in her Concentration. Mighty magicks! She rolled double zeroes. The GM informs Titania's player that during her quick read, she accidentally summoned something from the infernal realms of the Abyss. Oops.

Healing

If your wizard spends a night in rest, all Life Points are returned to him.

If your wizard can't manage to get a good night of sleep, each hour grants him 3 Life Points in return.

Modifiers

Correct Tool

If your wizard has the correct tool when performing any action (summoning a demon, picking a lock, digging in a pile of dirt, etc.), a +2 modifier is granted to the action roll.

Extreme Conditions

If your wizard is in a situation of extreme conditions (heat, cold, fear, etc.), a -2 modifier must be applied to any action rolls.

Half Dead

If your wizard is half dead (meaning Life Points have been reduced to half or less), a -2 modifier must be applied to any action roll.

Higher Ground

If your wizard has higher ground on an opponent, a +2 modifier is granted to any directed attack against the opponent.

Multiple Targets

If your wizard is blasting more than one enemy or performing an action that has more than one

target, subtract a -5 modifier from your roll for each additional target.

Opposing Magical Force

If your wizard is defending or countering any magical attack or action with the opposite type of magical power as your opponent, your action gains a +4 modifier.



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Words of Power

Your wizard may use his word of power once per day to gain an instant +2 to any magickal action. You must say it during the action to get the benefit. Move ahead to the Experience chapter to see how to gain new words of power.

Combat

Hard-nosed, gritty battle is the point of Eldritch Ass Kicking. When wizards take their disagreements to combat, all Hell breaks loose. Use the following rules to determine who goes first and how everything plays out.

Step One. Initiative

The first step in combat is determining who goes first. Every player must make an action roll and add in their speed attribute. Then, from highest to lowest, each player gets a turn to perform an action.

If two or more wizards tie, assume all wizards act at the same instant in game time but may take actions in clockwise order for the GM's sake.

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EXAMPLE

Aquaerion, Elcar, Jonathan, and Stacia decide to throw down. Everyone makes an action roll. After the rolls, the order of combat is like this — Stacia goes first with a 13, Aquaerion goes next with an 11, Staci goes with a 10, and then Jonathan goes with a 6.

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Step Two. Attacking

The most common action for a turn is an attack. Did you expect something else?

There are three types of attacks players can perform.

Normal Attack

A wizard merely tries to blast his opponent with some sort of magickal effect. This is an action roll with the appropriate skill and modifiers added in.

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EXAMPLE

Aquaerion forms a globe of hissing water in the palm of his right hand, and with a war cry, launches it toward his opponent. 1 roll for Aquaerion and get a Result of 22 (3 + 9 + 10)! Since his opponent's Result is a mere 17, Aquaerion's attack deals 5 points of damage!

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Preventive Attack

In this mode, a wizard's focus is to remove an opponent from a location, hold them in a position, or make them unable to attack. If successful, the hold or removal goes into immediate effect. The opponent will lose the next action, whether it happens in the same turn or next turn. This is an action roll with the appropriate skill and modifiers added in. Because this attack requires concentration and focus, the wizard suffers a -2 modifier to this action.

While held, the target of this

attack cannot defend himself. After one turn, the magickal attack wears off, and the target may attack and act again as normal.

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EXAMPLE

Hoping to bar Thelon from attacking his friend, Aquaerion summons a cage of rock to surround his enemy. 1 roll for Aquaerion's maneuver and get a Result of 13 (3 + 7 + 5 - 2). Luckily, Aquaerion's opponent only has a Result of 11. Success! The rock cage erupts around his opponent.

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Mega Attack

In anger or last resort, a wizard will attempt to destroy his or her opponent in a single fiery rush of doom. If successful, this action does immediate triple damage. This is an action roll with the appropriate skill and modifiers added in. Because this attack requires extreme concentration and power, a wizard attempting it must take a -6 modifier to his action roll.

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EXAMPLE

Aquaerion is tired of this silly game. Shouting archaic words of ancient power, the aging wizard summons every bit of power within his being and sends a tidal wave of water toward his opponent. 1 roll for his action and get a Result of 20 (9 + 7 + 10 - 6). His opponent tries to defend but gets a 16. The Outcome is 4. Since it is a mega attack, Aquaerion's opponent loses 12 Life Points (4 x 3)!

.....

Other Actions During A Turn

Instead of attacking, a wizard may in rare circumstances do something else. Most normal actions take one turn. Other actions may require more than one turn (which means the wizard loses his or her next action). The GM should trust his instincts when dealing with these strange anomalies.

Step Three. Defending

Every wizard gets an opportunity to defend an action. If a wizard chooses not to defend, use his/her speed attribute as the Target Number. Also, if a wizard is being held (or suffers some effect from the Preventive Attack above), the wizard has no choice but to defend using his speed for the Target Number.

There are three ways a wizard may choose to defend himself from an attack.

Evade

The most common way to defend an action. The wizard simply decides to get out of the way. This defense is an action roll with his speed attribute added in. Success means your wizard escapes bodily harm.

.....
EXAMPLE

Titania gasps as the earthen projectiles from Jonathan's hands rip toward her. She dives for cover! Titania's player rolls her dice and adds in her speed to the roll. Her

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Result is a 16 (4 + 6 + 6), just enough to beat Jonathan's Result of 15.

.....

Parry/Block

The wizard chooses to parry or block the oncoming magick or redi-

rect it elsewhere. This is an action roll with the appropriate magickal skill added in. Of course, the description of the maneuver needs to justify the type of magick used. Don't forget that using the opposite type of magick will grant a wizard a bonus when defending.



.....
EXAMPLE

Titania growls and watches the tidal wave of water advance. Seeing no other way, the sorceress summons a gigantic earthen shield to absorb and deflect the water. Titania's player rolls for her defense and gets a Result of 18 (6 + 6 + 10 - 4). This is enough to beat her opponent's Result of 17. The earthen shield holds back the attack.

.....

Counterspell

The wizard chooses to not only block the attack but reverse it upon the attacker. This is an action roll with the appropriate type of magickal skill added in. If successful, the attacker gets dealt a number of damage equal to the outcome of the defense. Because of the difficulty of the action, a -6 modifier is applied to the action roll. Don't forget that using the opposite type of magickal power grants a bonus to this action.

.....

EXAMPLE

Titania frowns as the stream of fire arcs through the air toward her. She brushes aside her cloak and launches a counterspell — a boiling stream of water to extinguish the attack and devastate her foe. Titania's player rolls for the action and gets a Result of 23 (9 + 8 + 8 - 2). The Outcome is 7, so Titania's counterspell deals 7 Life Points of damage to her opponent.

.....

Wrapping Up

A battle ends when one side of combatants have either died or fled. As long as combatants still remain, start over with initiative.

In Eldritch Ass Kicking, fleeing is for sissies... but it may be necessary at points in a wizard's life. Anytime a wizard flees a battle, use each wizard's movement score to determine who can get away and who gets another action. If a wizard who is attempting to flee has a lower movement than another wizard on the field, that wizard can take a free attack. Otherwise, a fast wizard can often split before anyone can do anything about it.

GAINING POWER

Wizards in EAK gain power simply by destroying other opponents, fulfilling important events in their life, and performing other more nefarious deeds. Tread with caution, arcane spellslinger! Your search for power may lead you down very dark paths.

Beating An Opponent

If you defeat a villain in a duel, you get 1 point to spend on any of your skills or attributes. The point raises your chosen skill or attribute by one, making you a bit more powerful. If a group combines to defeat a villain, they each get just one point. If you defeat several villains during an adventure, total up the villains to determine how many points you have to spend.

You may spend the point immediately in game..

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EXAMPLE

For defeating Ukal, the GM informs me that my wizard gets 1 point to spend on skills or attributes. I decide to pump up Aquaerion's Endurance to 5. This also changes Aquaerion's Life Points to 15.

.....

Words of Power

As noted before, words of power are special gibberish or emotional words that give your wizard a special bonus to any action he uses them with. If you defeat a wizard and that wizard uses his word of power sometime during your battle, the word of power becomes yours. You may use it for the same bonus once per day.

If more than one wizard participate in a battle to destroy a wizard, no one can gain any words of power. Words of power can only be gained during one-on-one duels.

Events

During character creation, you should have assigned two minor and one major event to your character. An event is an important milestone in your character's life. Throughout gameplay, you will have the opportunity to add new events to your wizard's life. Everytime an event is completed, a reward is granted to the wizard.

Minor events give an immediate 4 points of experience upon completion. Major events give an immediate 10 points of experience upon completion! You may spend these

as normal experience points (like when you beat an opponent).

Players should add an event to their character when necessary. If, for example, the wizard is captured and imprisoned for a while by another sorceress, she might add a minor event of revenge. Of course, the player should always discuss her idea with the GM and make sure it's okay.

.....
EXAMPLE

Aquaerion screams in horror, "My tower? By the gods, what torture is this?" My wizard stands up in anger, fists clenched. As his home and refuge continues to burn into a pathetic pile of ash, he searches for signs of the attackers.

The GM informs that I find the unmistakable rune of Taeron the Terrible nearby. Aquaerion is overcome with passion. I ask the GM if I can add "Defeat Taeron the Terrible for Destroying My Abode" as a minor event. The GM agrees, and Aquaerion races off into the night to find Taeron.

.....

Binding a Demon

One of the most dangerous ways to increase a wizard's power is to bind a demon to his own essence. Wizards should proceed with caution, however, for demons are notoriously tricky and insidious. It is rare that a wizard tussles with a demon and lives to tell about it. Known to all wizards, there are three common methods for summoning demons.

Minor Bind

A minor bind is the safest way of dealing with demons. With this method, a wizard ties a small portion of the demon's essence to his own, gaining a benefit as long as the tie remains connected. The bonus is a +4 to a chosen attribute or skill. Everyday, a demon will attempt to break this supernatural bond, and the wizard must resist (Concentration vs. 15).

To perform a minor bind, a wizard must obtain a copy of the famous Scroll of Abyssal Fortune. Then, armed with the scroll, the wizard must merely beat a 15 on a Concentration action roll. If successful, the wizard may choose which attribute or skill is benefited.

If the wizard fails to maintain control of the demon, the demon inflicts 5 points of damage and returns to his home plane.

Major Bind

A major bind is a more advanced version of this arcane process and grants the wizard three bonuses of +4 to attributes or skills. From the start, the major bind is more difficult for it ties the demon very strongly to the wizard. The demon will attempt to break from the tie in much greater force (Concentration vs. 20).

The requirements for a major bind include obtaining a copy of the

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Scroll of Abyssal Fortune as well a few minor spellcasting components. The components will be determined by the GM. Finally, a Concentration action roll to beat a 20 is also necessary.

If the wizard fails to maintain control of the demon, the demon inflicts 15 points of damage and returns to his home plane.

Total Bind

The rarest bind is the most powerful and dangerous of all demon binds. In this instance, the demon is pulled from his plane of existence and joined completely with the wizard performing the ritual. If successful, the wizard's skills and attributes are all doubled. The demon is outraged at this supernatural bond, and a wizard must resist each morning with a Concentration roll versus a 25.

To perform a total bind, the sorcerer must obtain one of three known books with recipes for this demonic possession. The three books are the Tome of Devilish Delights, the Tome of Abyssal Formulae, and the Wayward Planal Diatribe. All three are difficult to find. Along with these, a variety of

components must also be gathered, ranging from minor to extremely rare. Alone, a quest for these items may take a lifetime before the total bind can be attempted.

If everything is gathered together, a Concentration roll versus 25 must be made.

Finally, if a wizard fails to control the demon that he has bound to him, doom is upon him. The demon will break free, engineer a most embarrassing end to the sorcerer's life, and then return to his home plane. All spellflingers need to be prepared for this eventuality. Avoiding it or ignoring it is not an option.

.....
EXAMPLE

Hugor has gathered the necessary components. I inform the GM that he is going to attempt a major bind. Following the complex ritual, Hugor shouts mad obscenities and begins summoning the entity from distant realms. I roll my dice and add in my Concentration. My result is a 20 (8 + 7 + 5), a success! I decide that the +4 will go to my Concentration, slime magickal skill, and water magickal skill.

.....

TOOLS OF THE TRADE

Wizards are constantly looking for anything that will assist them in their mad dash for power. Among these tools, wizards commonly employ magickal constructs and rare magickal artifacts. Rules for all of these arcane rituals and devices are listed below.

Magickal Constructs

During battles and while resting at their home, magickal constructs provide extra protection and firepower for spellslingers. The process to create a construct is quite easy, and most wizards are sure to forge one before their next battle or while they have a little downtime. There are three types of magickal constructs listed below.

When a construct is created, subtract the cost from your focus. There is no limit the number of constructs your wizard may have, but you must have enough focus to "pay" for the construct or you cannot create it.

The Battle Construct

Cost: 10 Focus
 Speed: 4, Endurance: 2,
 Concentration: 0
 Movement: 12, Life Points: 6,
 Focus: 0

The Battle Construct is the most popular construct. Ready to rush into battle, this magickal creation attacks on the same turn as its master, according to its master's wishes. To summon one, specify the magickal skill you will use (this is the element that the construct will be forged out of) and roll. If you beat a 15, the construct is born. Use the basic stats above as a starting point for your construct. For every point of Outcome on the roll, you may raise an attribute or skill.

When in battle, this construct adds in its speed to any attack actions.

If you are successful, decrease your wizard's focus by 10 until the construct dies.

Feel free to come up with a creative description of your magickal construct. Most of the time, a Battle Construct takes the form of a fiery giant bird, a boiling hand of water, an earthen dog, or a swirling tempest of air. The exact description is up to you.

The Defense Construct

Cost: 10 Focus
 Speed: 2, Endurance: 4,
 Concentration: 0
 Movement: 6, Life Points: 12,
 Focus: 0

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The Defense Construct is another popular creation. This construct takes the form of a magickal suit of armor, giant shield, or rock giant, ready to save its master from certain doom. To summon one, specify the magickal skill you will use and roll. If you beat a 15, the construct is born. Use the basic stats above as a starting point for your construct. For every point of Outcome on the roll, you may raise an attribute or skill.

When in battle, this construct can make only preventive attacks (if its master chooses it to). Otherwise, anytime its master is attacked, the defense construct will step in the way and absorb the damage. Decrease its life points first, then decrease its master's life points.

If you are successful, decrease your wizard's focus by 10 until the construct dies.

Feel free to come up with a creative description of your magickal construct. Most often, a defense construct wraps around the caster or is some humanoid shape, waiting to intercept any harmful blows. The exact description is up to you.

The Trap Construct

Cost: 10

FocusSpeed: 3, Endurance: 3,
Concentration: 0

Movement: 9, Life Points: 9,
Focus: 0

The Trap Construct protects and preserves a wizard's home, base, or treasure cache by responding to intruders in deadly ways. When triggered, the construct rises up and blasts the trespasser with vicious magick or other cruel assaults. To summon one, specify the magickal skill you will use and roll. If you beat a 15, the construct is born. Use the basic stats above as a starting point for your construct. For every point of Outcome on the roll, you may raise and attribute or skill.

When an intruder passes by the trap construct, the construct acts just like a Battle Construct, attacking the invaders and signaling its master. When created, the wizard can specify where the construct hides, what the construct will respond to, and what the construct looks like. As usual, come up with a creative description of your construct to fit its purpose. Many Trap Constructs meld with existing treasure chests, stone walls, wooden walkways, and strange paintings and lash out at intruders. The exact description is up to you.

The Simple Construct

Cost: 5 Focus

Speed: 2, Endurance: 2,
Concentration: 2

Movement: 6, Life Points: 6,
Focus: 6

The Simple Construct neither

attacks nor defends. It is merely a "gopher" sort of creation, allowing its master to send messages, spy on enemies, and warn him of intruders. It can perform a variety of tasks. To summon one, specify the magickal skill you will use and roll. If you beat a 15, the construct is born. For every point of Outcome on the roll, you may raise an attribute or skill.

If you are successful with the construct creation, decrease your wizard's focus by 5.

Again, you may come up with a suitable description of your magickal construct. These constructs can carry messages, watch for intruders, patch holes in the roof, provide lighting, or tidy up the house when its master is away. The exact purpose of your simple construct is up to you.

.....
EXAMPLE

Aquaerion decides to create a Battle Construct of water. I roll and get a Result of 21 (5 + 6 + 10). Since I beat a 15, my first construct is born! The Outcome of the action is a 6. I can modify my Battle Construct by 6 points. I add 4 points to speed and 2 points to endurance. Now, Aquaerion is ready to do battle, with a floating glob of water trailing behind him.

Magickal Artifacts

Not every artifact known to the wise old wizards of Anhelm is listed below, but these are the most

popular found when wizards are dueling or playing mind games with each other. Resourceful GMs will create entirely new magickal items to hound their players with. Consult the Creating Magickal Artifacts section to find out more.

Amulet of Ambition

An Amulet of Ambition is a jewel-encrusted magickal item, which grants its wearer a +20 to their focus. Wizards who commonly employ magickal constructs find these extremely useful.

Brihm's Box

Feared for claiming countless lives, Brihm's Box is a simple wooden container with the symbol of Brihm the Feared carved into its lid. The symbol is a closed eye. When opened and a target's name spoken, the target must make a Concentration check (vs. 25) or face eternal imprisonment within the box. No ones if there is a way to unleash all the wizards over the years who have been trapped within the box. The container has been used for both good and evil, so few wizards choose to deal with the ancient artifact anyway.

Eldritch Staff

One of the more rare magickal items, Eldritch Staves give a +4 bonus to any magickal attacks used with the staff. The size and look of the staves vary, but most feature some terrible gnarled claw at their tip.

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Horn of Might

Believed to have been destroyed numerous times, the Horn of Might is a highly prized artifact which grants power to entire groups of wizards at a time. When used, the horn gives a +10 bonus to the Endurance attribute of the wielder and his companions for a 4 hour period. The horn can only be used once per week. The horn is a large ivory apparatus with various crude drawings of mighty warriors etched into its surface.

Horn of Veldo

Veldo was known as a mighty wizard in his own right (before the mysterious fireball incident), but his greatest legacy was the Horn of Veldo. The horn is made out of clear crystal and covered with strange words of power. When the horn is used, four basic battle constructs of air rise up to aid the wielder. The constructs remain until destroyed. Blowing the horn again will send the constructs away. This artifact can be used once per day.

Potion of Power

Long ago, wizards created these for fun. The potions of power increase a certain magical skill by +2 for a limited time. Red potions increase Fire. Blue potions increase Water and so on. The potion's effects last only for one hour.

Ring of Power

Rings give a +2 bonus, while worn, to a particular magical skill. Brown rings give a magical enhancement to Earth. Red rings give a magical enhancement to fire. Blue rings give a magical enhancement to water. White rings give a magical enhancement to air. Other colors give other appropriate benefits.

Rings can often be found after a battle, in decaying ruins, or the treasure horde of some ancient wizard. A wizard can wear two different rings at the same time.

Ring of Defense

All wizards seek out these rare magical artifacts. A ring of defense gives the wearer a constant +4 to any defensive actions. Unfortunately, only one can be worn at a time. These rings are normally forged in a strange metal that glows blue.

Robe of Power

Robes give a +2 bonus to a particular attribute of a wizard while worn. Robes of Speed give a +2 to a wizard's speed attribute. Robes of the Mind give a +2 to a wizard's concentration attribute. Robes of Health give a wizard a +2 to his endurance attribute.

Only one robe can be worn at a time.

Runic Band

When worn on the wrist or ankle,

these metallic bands give the wizard a +4 bonus to any defensive moves. Two can be worn for a maximum benefit of +8.

Scroll of Abyssal Fortune

An often reprinted sorcerous masterpiece, this scroll contains the complex rituals for minor and major summonings. These can often be bought for around 1000 gold coins from wizards or found stashed in old libraries. The scroll itself looks unassuming in its appearance, just a weathered old rolled up piece of parchment with glittery runic words covering its length.

Spectacles of Seeing

These spectacles grant the wearer an instant +2 to his concentration while worn. Many wizards seek these out to aid in magickal research or demon summoning. Often, these can be bought from other wizards for favors, magickal knowledge, or treasure. Unfortunately, while worn, the spectacles make a studious person look even more unattractive and academic.

Summoner's Rod

This simple metal rod is an excellent tool for an outnumbered wizard. Once per day, the rod can create a basic battle construct to follow its wielder's commands. This construct does not count against the wizard's own focus. At the end of the day, the construct returns from whence it came.

Normally, the construct is in fire form.

Tome of Arcana

Tomes give a permanent +1 bonus to a specific magickal skill when read. They can only be read once. A common tome, the Eldritch Tome of Air, gives a permanent +1 to the magickal skill of Air when read. Tomes can be found in ancient libraries or blasted ruins. Many a wizard has owned a tome without knowing it.

Tome of Abyssal Formulae

Known for its mathematical precision, the Tome of Abyssal Formulae is the rarest of all demon binding tomes. Created by the ancient wizard known as Malchaedes, the book often looks like a normal treatise on mathematical studies. Wizards with a bit keener of any eye will notice that all of the formulae dip toward a dark realm where light does not go. With this book in his possession, a wizard may also discover other dark secrets of magick which could drive him into madness.

This tome is very hard to find, and when found, an owner will guard over it with his life.

Tome of Devilish Delights

Bearing a terrible painting of a demon on its coarse cover, the Tome of Devilish Delights was thought to be lost many ages ago during some war of wizards versus

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evil. Unfortunately, the tome, or at least copies, have managed to reappear time to time to encourage wizards on their dark pursuits. Inside the tome, the secret arcane rituals of extremely powerful demon binds are listed. More maddening, they are listed as recipes, as if by accident some unfortunate soul is going to open a gateway to the abyss.

Beyond the demon bind rituals, this tome may contain other secrets useful to wizards. A GM has full authority to alter the contents of any Tome of Devilish Delights. Often, such an old book cannot escape a few millenia of aging without losing at least a quarter of its pages.

Wand of Power

Wands give a +2 bonus to any magickal spell cast by a wizard (including attacks). Unfortunately, wands must be handcrafted by the wizard who uses them. The process can be difficult and time consuming. First, the appropriate material must be found. This could require years of searching. Second, the wand must be magickally enhanced (Concentration action roll vs. 15). This process can be altered or lengthened by the GM.

Wayward Planal Diatribe

The Wayward Planal Diatribe is known for its mostly handwritten contents and condescending tone, but it grants the owner the same

demon binding knowledge as the other tomes listed previously. The Diatribe is more unique in that it has a life of its own and often finds its way into another wizard's hand by no accident. Of course, the book will often find its way out of that same owner to another more fitting pair of hands.

In this manner, the Diatribe changes possession constantly, and most wizards who gain hold of it must be careful and quick about their practices with the book. The Diatribe may decide to disappear during his next demon bind, creating untold havoc upon the poor caster who tried to use it.

Wizard Eating Bush of Talbou

A rare and legendary plant, the Wizard Eating Bush of Talbou looks like a normal rose bush, but it immediately grabs and begins to devour any wizard foolish enough to attempt to smell its beautiful flowers. A wizard gets one opportunity to break from the bush's grasp (a Endurance roll vs. 25). Otherwise, say goodbye. Wizards who own these bushes put them in the most important areas of their abode, guarding their most treasured secrets. A few of the plants are known to have survived the Great Breaking.

Because of this plant, wizards take great offense when someone tells them to "smell the roses".

Creating Magickal Artifacts

One of the ultimate legacies of any wizard is to create powerful items that preserve the wizard's memory... or reign of terror. The process can be grueling and demanding, so wizards should tread with utmost care on this

pursuit. Of course, when successful, the wizard may have created a powerful boon to his cause.

Step One: The Artifact Concept

Like character creation, decide on the idea for the artifact. During the course of play, you may need a specific sort of item to solve certain



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situations. Is your wizard weak in some areas? An artifact can fill those voids. Is your wizard looking for the perfect battle weapon? What sort of artifact would that be? Work with your GM to make sure you are creating an artifact that will fit in your ongoing game. Feel free to come up with a unique description of your artifact during this phase as well. Does it bear symbols and words relating to your wizard? What color is it? What sort of material will it be made from? Will it make strong sounds or have an intoxicating appearance? Your answers to some of these questions will impact step two.

Step Two: Gathering the Necessary Materials

To create your artifact, your wizard will need to find and collect the right substances to pull it off. This is a part where you may need to consult with the GM. To create a powerful staff, for instance, your wizard might need to get branches from a rare tree. To create a powerful ring, your wizard might need to search out a fabled mineral or jewel. Since Anhelm has nearly been blasted into oblivion, finding these items might take years. The GM will determine the list of minerals your wizard needs and hopefully give your wizard an opportunity to search for them. Once you have them gathered together, you will be ready for the next step. Be prepared to spend

several adventures gathering these items, as your wizard may not be the only individual after them.

Step Three: Supplying the Power

Your wizard has the idea and the materials. Now, you must sacrifice some of your own power to give the artifact the bang it needs. For each attribute or magical skill point your wizard sacrifices, you have 2 points to spend on magical enhancements. By sacrificing 1 point of Endurance, for example, your wizard can fuse the artifact to grant its wielder with a +2 bonus to Speed or any other attribute or skill of choice. Once you sacrifice the attribute point however, it is gone permanently. Your wizard can also tie constructs to the artifact as well. Constructs are a little cheaper however. For each point of attribute sacrificed, you get 5 points to spend on constructs. To buy a basic battle construct, for instance, you must lose two attribute points. You may also spend more points to beef up the construct as normal. Feel free to divide points between different powers.

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EXAMPLE

You may sacrifice 1 point of Speed and give your artifact the power to enhance the wielder's Speed and Concentration by +1 each.
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Step Four: Finishing the Artifact

Your wizard's quest is complete, and the power is absorbed. To finish the artifact, your wizard must beat a Concentration roll versus a 15. If the artifact is particularly challenging, the GM may raise the target number. If successful, the artifact is complete. Failure requires another try, with the target number raised by 5 for each additional try beyond the first.

.....

EXAMPLE

Ildor is making a powerful ring aptly dubbed the Ring of Ildor. He plans that the golden ring will grant him powers of speed and concentration, so he may gain an upper-hand on the battlefield. The GM decides that Ildor will need to have the ring forged in the Temple of Ancient Thought, a mysterious temple believed to have been destroyed. After a series of quests, Ildor finds the temple and forges the ring. He then sacrifices 2 points of his water magical skill and decides to spread the points evenly between speed and concentration (a +2 to each attribute). Ready to complete the final process, Ildor's concentration test fails (he rolled a total of 11). Prepared to try again, the wizard succeeds and dons the ring.

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THE GAMEMASTER

You are the chosen one. As the Gamemaster (or GM), your job is both simple and complex. In your hands rests many decisions throughout the course of the game that may affect the heroes, villains, or innocent bystanders. Take a deep breath and relax. You may just enjoy your job.

Golden Rule: Reward Your Players

Eldritch Ass Kicking is a game that revolves around good role-playing. As you and your friends develop Anhelm and the speech-quoting wizards who make it their home, be sure to reward moments of excellent roleplaying. Anytime a player surprises you with a funny line, clever quote, or an action that brings enjoyment — grant them an immediate +2 bonus to their character's action.

If you reward your players for having fun, the game will only get better and better.

Preparing for the Game

A session of Eldritch Ass Kicking consists of 3 things - the Hook, the Meat, and the Left Overs.

The Hook

The Tavern of Pure Power falls silent. The bartender, holding your order of arcane ale, gasps in fear. He drops the mugs at your feet; ale splashes on the rug covered floor of the tavern. As you turn your heads, you see the newcomer, a striking red-haired woman who appears both terrifying and soothing. She gracefully walks over toward your table.

"I am Alleen. I have a job you may be interested in." She pauses for a moment to insure that the weight of her words are not lost on the four of you. "If you do not take it, I will kill you."

Casually, she raises her left hand, crackling with energy, and winks.

The Hook is the setup of the session for that evening. During the Hook, you want to work to get the players involved in the story, usually by introducing some NPC that threatens to destroy them if they do not follow his or her orders. Different events produce different results, so you should tailor your Hook for the evening to fit the tone and mood of the story that is to follow. If the game is going to revolve around a great battle, then beginning the session with a small battle might be the

simplest way to start. Otherwise, you might have the wizards stumble upon old ruins, find a forgotten map, receive a message from a dear friend, have a terrible nightmare, or simply get ambushed. The choice and style of the opening are up to you.

The Hook should lead the players into the main thrust of the adventure, called the Meat.

The Meat

Alleen growls. Grannuk's tower rests on top of a particularly jagged chunk of rock. Circling the faded stone structure are stone gargoyles, constructs created by Grannuk no doubt to keep his privacy intact.

"If we try to get in the front door, we will have to fight those... things. I hope you have another idea or two in your head." Alleen spits, pausing to wait for an answer.

The Meat is the main portion of the story, following the Hook and leading to Left Overs. During a normal session of Eldritch Ass Kicking, our heroic wizards will confront a villain and his cronies, battle for survival, and hopefully save the day from some unnameable threat against life. Wizards might also explore ancient ruins, discover forgotten magickal treasures, and gain new allies. In all, it is up to you to determine the emphasis of the story.

Many players enjoy overcoming sets of challenges, such as puzzles

and riddles. Other players will enjoy infiltrating a guarded tower unseen. Other players would rather describe their wizard's excitement over the discovery of some forgotten tome within his enemy's lair. Another player might enjoy describing the battles and tests of will against his opponents. It is up to you to mix the elements available to you to insure that there are many smiles around the table.

You may end the Meat anyway you like, or you may allow the players to determine how everything comes together. Is the villain defeated in one gigantic struggle? Do the wizards manage to steal what they came for without alerting their enemies? Do our heroes plan a mighty trap for the villains? Be on your toes to keep the Meat as loose as possible, so that you can roll with the punches and keep everyone excited about what is coming up next.

The Meat should drive the adventure to some conclusion, leaving Left Overs.

The Left Overs

The dust clears, revealing the charred body of Grannuk in the center of his now battered laboratory.

"We have defeated him." Alleen sighs with relief. "But what is that around his neck?"

As you draw closer to the body you see the source of her fear —

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Grannuk wears an ancient Amulet of Awaer, the last known cult of demon summoners.

Alleen coughs, "The Cult of Awaer? It makes me sick to say this — but if he is a member of that cult, we can be assured that there are many more out there. I fear that we have made ourselves a few more enemies today."

After our heroic wizards have been victorious or utter failures, there should be bits and pieces of the plot left undigested. These elements are called Left Overs and are used to give you ideas and seeds for the next adventure. Some Left Overs may eventually be forgotten, but others could be used by your players to spur on more discoveries and plots unearthed. It is always important that a few questions remain at the end of any adventure. It makes your job easier.

If you are still confused about how a typical session of EAK runs, check out the starter adventure included in the back of this document — "The Tome of Devilish Delights". The starter adventure is very simple and should help introduce you and your players into EAK. Use it as a starting point for future adventures in the battered world of Anhelm.

Villains, Beasts, and Extras

To make your adventures fly, you definitely need terrible villains,

hideous beasts, and informative extras to keep your players on the right trail. Below you will find rules for creating these individuals and making sure they provide a great challenge to our heroes.

Creating Villains

The first step in your GMing career is simply to come up with a run of the mill, low life wizard. Certainly, these wizards should be powerful, but from the get go, you might have in mind how these unlucky sorcerers will meet their end. Use the normal character creation rules to create them, and lower the amount of points they have to spend on magick skills. Instead of 25, try 20. These low-powered badguys will still be viable threats, but nothing too terrible for vile wizards to face.

The next step will be to develop powerful villains for your players to froth at. Here, you simply follow normal character creation rules but raise the bar. Give more magick skill points, more attribute points, magickal items, and magickal constructs to these villains. In the end, they will require the entire group to work together to bring them down and claim victory.

An extremely great point to make is that with your villain creation, you can be lazy. Don't worry about spending hours on his background or description. You don't have to bother defining his events. In fact,

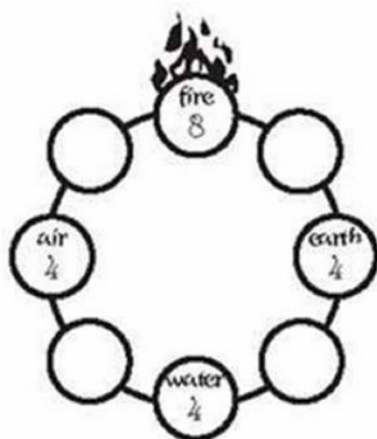
AN EXAMPLE PATHETIC VILLIAN

Meathead

Fire Wizard

SPEED 5	15 MOVEMENT <small>(SPEED x 3)</small>
DISTANCE 4	12 LIFE POINTS <small>(DISTANCE x 3)</small>
CONCENTRATION 6	18 FOCUS <small>(CONCENTRATION x 3)</small>

Words of Power
"dragonfire"

**Description**

Meathead is not very smart, but he has an uncanny knack for getting into fights. Luckily, he has survived every scrape thus far, probably because of his master, Lord Lucius. Meathead follows orders, because he is good at doing that.

AN EXAMPLE POWERFUL VILLIAN

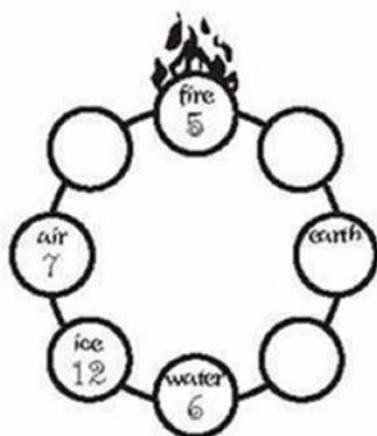
Lord Lucius

Ice Wizard

SPEED 6	18 MOVEMENT <small>(SPEED x 3)</small>
DISTANCE 6	18 LIFE POINTS <small>(DISTANCE x 3)</small>
CONCENTRATION 10	30 FOCUS <small>(CONCENTRATION x 3)</small>

Words of Power
"peasant"
"crabapple"

Magickal Items
Robes of the Mind
(+2 Concentration)

**Description**

Lord Lucius was going to be a politician, but the art of magick called him first. Now, he spends his time plotting unlikely ends to his opponents and using Meathead to push foolish, younger wizards around. It is only a matter of time before Lucius achieves what he desires — another full-fledged war of wizards.

ELDRITCH ASS KICKING

other than his stats and magickal items, you only need to worry about a word of power or two that his opponents might pick up.

Beasts

In this game, beasts will not usually be the focus of the adventure. Luckily, they do provide a nice little warmup for wizards before the main battle. Below are the two sets of beasties for wizards to face and how to deal with them.

Natural Beasties

Normal beasties, no matter the size or shape, are rare in Anhelm. Often, these beasties are struggling to survive in the blasted ruins of Anhelm, and so, will attack anything upon sight out of fear and hunger. Very few of these normal creatures remain, and some wizards have taken it upon themselves to capture and care for the animals.

Use the example beasties below and modify it to create the natural creature that you want. Be sure to note any special abilities the animal has.

.....
EXAMPLE

Weasel

Speed: 3, Endurance: 1,
Concentration: 0
Movement: 6, Life Points: 3, Focus:
0
Special: smells terrible

Crow

Speed: 4, Endurance: 1,
Concentration: 0
Movement: 12, Life Points: 3,
Focus: 0
Special: flying

Bear

Speed: 3, Endurance: 4,
Concentration: 0
Movement: 9, Life Points: 12,
Focus: 0
Special: +1 to dmg w/ claws
.....

Unnatural Beasties

These creatures were once normal, but now, they are twisted and evil. They can be found guarding treasure, old ruins, or a wizard's home. Their description varies — some have two legs. Others have three, four, or more. Some have no eyes; others have twisted globes of eyes across their bodies.

When designing your own unnatural beastie, use your imagination as your guide. These are creatures that perhaps at one time were normal, but through some foul deed or curse, become what they are. Most likely, they are being controlled by another foul individual. The templates below list common sort of unnatural beasties..

.....
EXAMPLE

Misshapen Frog

Speed: 4, Endurance: 3,
Concentration: 0
Movement: 12, Life Points: 12,
Focus: 0

Special: saliva attack (can attack from a distance w/ saliva)

Twisted Dog

*Speed: 2, Endurance: 5,
Concentration: 0
Movement: 6, Life Points: 10,
Focus: 0
Special: Evil Bark (bark adds +2 to all evil doer's action rolls)*

Corrupt Sparrow

*Speed: 5, Endurance: 2,
Concentration: 0
Movement: 10, Life Points: 6,
Focus: 0
Special: sharp wings (wings do +6 damage)*

.....

Equipment

It may invariably come up in the course of the adventure that wizards need certain items or equipment. No table is provided containing common equipment of the day. Instead, use your imagina-

tion and common sense. Common items like bat guano, robes, staves, food, spider web, pig's blood, and so on should be fairly easy to come by. Magical items on the other hand should be difficult to find. Rare substances can also be a quest of their own.

As a Gamemaster, you have control in this area.

In Conclusion

Within these simple rules, you will find a world of gaming awaiting you. If you run into troubles, discover new rules, or wish to find out more about the world of Anhelm, log on to the Eldritch Ass Kicking website:

<http://www.eldritchasskicking.com>



APPENDIX A. CHARACTERS AND LOCALES

Below is a gallery of characters for use as villains, extras, or premade characters for your game. Also, a number of locations to use in your quests are provided. Feel free to check out the EAK website for more ideas, villains, and locales for your adventures.

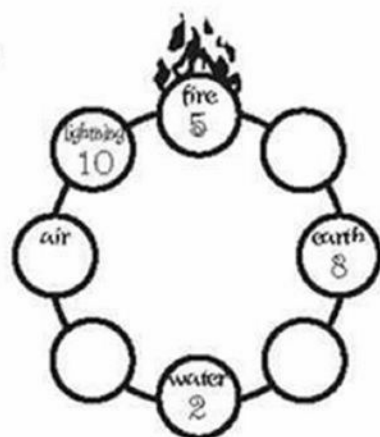
Gallery of Characters

Jundor the Tenacious

"I've got a lightning bolt just for you..."

SPEED 4	12 MOVEMENT SPEED X 3
ENDURANCE 5	15 LIFE POINTS ENDURANCE X 3
CONCENTRATION 6	18 FOCUS CONCENTRATION X 3

Words of Power
"lightning-force"



Description

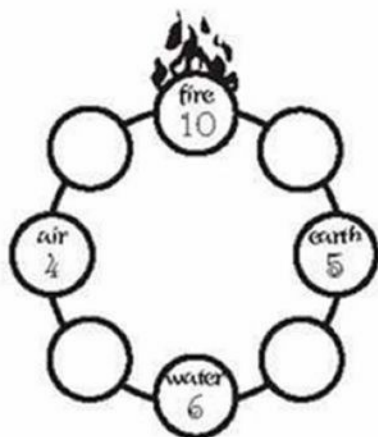
Jundor knew from an early age that the path of sorcery was laid before him. His parents were countryfolk, but by chance, had long acquaintance with the old Archwizard Geggol. Geggol agreed to teach the boy. While Jundor was away one summer, a group of drunken bandits murdered his parents. In anger, the young wizard fled from the wizardry school. He hunted down his parent's killers and destroyed them most insidiously. Today, Jundor has grown more powerful and somewhat paranoid. He is beginning to believe that the loss of his parents was some sort of cosmic revenge, visited to him by an unnamed opponent who traveled through time to torment him. While his fears may be unfounded, it is this edgy, half-mad demeanor that has kept Jundor alive during the Breaking of Anhelm.

Adelba the Arduous

"I will not allow you to win, fool."

SPEED 5	15 MOVEMENT SPEED x 3
ENDURANCE 4	12 LIFE POINTS ENDURANCE x 3
CONCENTRATION 6	18 FOCUS CONCENTRATION x 3

Words of Power
"fool"



Description

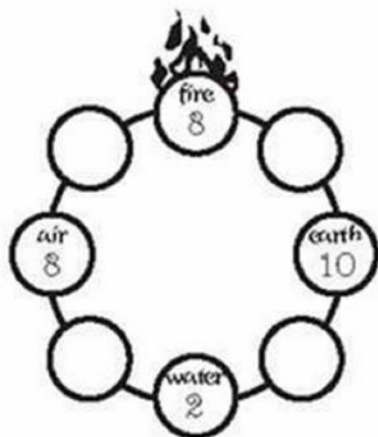
Adelba is a heroic young wizard. As a youngster, she was the brightest among her classmates in school, and as an adult, she still seems to have the edge that few of her opponents share. She likes solving puzzles and putting away evil masterminds. Adelba rarely backs down from a challenge and exhibits amazing patience in the pursuit of her goals.

Deliah the Droll

"Can you not see that I am studying?"

SPEED 2	6 MOVEMENT SPEED x 3
ENDURANCE 4	12 LIFE POINTS ENDURANCE x 3
CONCENTRATION 9	27 FOCUS CONCENTRATION x 3

Words of Power
"research"
"efficient"



Description

Deliah is a striking young sorcerous, but she tends to be rather uninteresting. Her battles are uncharacteristically short, and she is known to spend days studying as opposed to battle. Many wizards respect her for these traits, but many more find it confusing and infuriating. Deliah has found herself a target many times for carrying books onto the battlefield. Of course, she has enough punch to fend for herself, and so while infuriating, Deliah is still a capable foe.

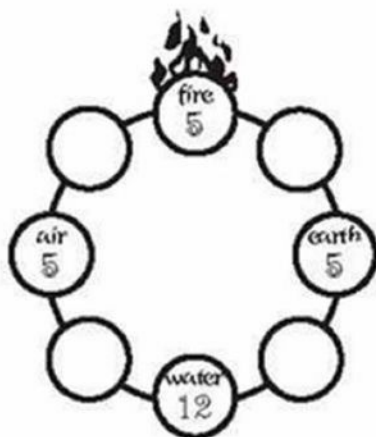
ELDRITCH ASS KICKING

Olan the Omnipotent

"I am omnipotent! Ha!"

SPEED	5	15
		MOVEMENT SPEED X 3
ENDURANCE	4	12
		LIFE POINTS ENDURANCE X 3
CONCENTRATION	8	24
		FOCUS CONCENTRATION X 3

Words of Power
"ronbogdog"
"blobberwhale"



Description

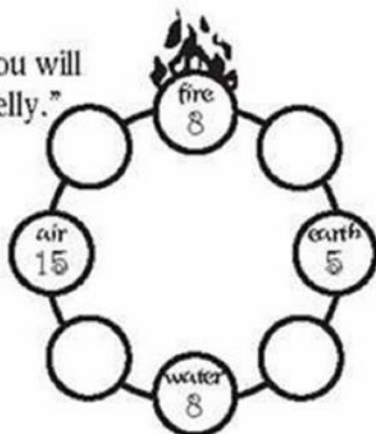
Olan is a dream villain. He is half-mad and half-foolish. Olan has the uncanny ability to foil his own plans just as they go into implementation. He has the strange ability to acquire apprentices and lackies that can be bribed or convinced of his stupidity. For some reason though, Olan has survived and continues to hound the forces of good with his doomday-like prophecies. Somewhere down the line, Olan convinced himself that he is omnipotent, though he isn't. Opponents of Olan use this to trick and outwit him, but others just pity the poor fool.

Zavik Nordok

"You will be defeated by me, and then you will crawl away on your belly."

SPEED	5	15
		MOVEMENT SPEED X 3
ENDURANCE	7	21
		LIFE POINTS ENDURANCE X 3
CONCENTRATION	7	21
		FOCUS CONCENTRATION X 3

Words of Power
"wormling"
"mommy"



Description

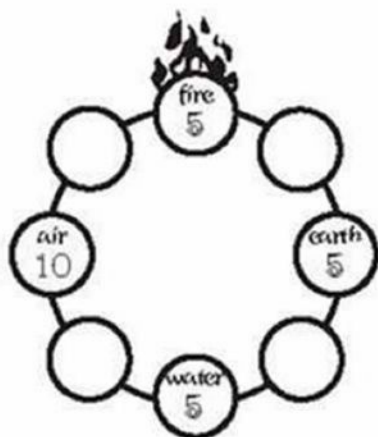
Zavik is a mighty wizard, feared and hated. He gathers others to his banner and forms cohesive units of evil that spread fear and hate among those who would defy him. In all of this, he always manages to escape and fight another day, even at the expense of his allies. Of course, Zavik's one major flaw is his mother. He carries with him at all times a simple locket with a picture of his "mommy" in it. While he has no memory of who his mother actually was, he believes someday that he will find her. But first, he must conquer the world!

Phelena the Ferocious

"Try to stop me, fool!"

SPEED 5	15 MOVEMENT SPEED x 3
DURANCE 6	18 LIFE POINTS DURANCE x 3
CONCENTRATION 4	12 FOCUS CONCENTRATION x 3

Words of Power
"patience"



Description

Raised by monks in a distant monastery, Phelena was never rewarded with the ability to know her heritage, her parents, or even who she is. The monks named her Phelena, for she was extremely curious and determined, similar to an ancient saint the monks revered. Growing up without need, Phelena learned the value of hard work and perseverance. When she took up the magical studies at a nearby city, her instructors noticed her passionate focus on the work at hand. She quickly rose through the ranks. Phelena knows when to back down but prefers to use timing to her advantage when facing foes. If she does engage any enemy, she will doggedly hunt him or her down. Most foes of Phelena regret making the decision to be her enemy.

ELDRITCH ASS KICKING

The Best in Taverns

by Edegar the Esteemed

(Reprinted with permission from the
Anhelm Arcane Almanac)

If you are looking for a night away from boring battle, you are in luck. Anhelm (or the pathetic chunks that remain) feature quite a number taverns which offer superb refreshments, entertainment, and atmosphere for the price. I shall list the top three here, with descriptions, prices, interesting events, and common visitors.

By the way, all prices are in gold coins.

The Tavern of Magick & Mystery & Madness

Cherished for its rustic charm, the Tavern of Magick (shortened for your reading pleasure) is situated upon another random floating rock in the sea of floating rocks that is Anhelm. The owner, Karfal, found the place, an old lighthouse, in excellent condition and quickly went to work restoring it. The tower is three stories tall. The bottom story features rich wood paneling and a calm atmosphere unlike any other. The second story contains a private meeting room (with appropriate magickal enchantments) and the kitchen. The third story (we assume) contains Karfal's living chambers.

You will find the Tavern of Magick comfortable for any dining or meeting arrangement. There are

plenty of chairs and tables, even when crowded, and the service of course is excellent. Karfal makes his own arcane ale but also has plenty of witches whiskey available for you light drinkers. Perhaps the reason why it is rated highest is because Karfal runs a tight ship and allows no trouble makers to ruin an evening. At times, he will feature a light show or allow noted guests like Aquaerion the Aquatic to lecture on magickal physics.

In all, you will not find a better place to take a break than the wonderful Tavern of Magick & Mystery & Madness.

Prices:

Arcane Ale:	2
Witches Whiskey:	1
Meal:	2
Use of the Meeting Room (per night):	20

Common Visitors: Aquaerion the Aquatic, Tatina the Temptress, Harold the Not Too Shabby, Walter the Wicked, and Ovona the Onerous

Cudgel's Palace

Named for the proprietor, Cudgel's Palace is an old keep, renovated and cleaned up to insure an excellent party atmosphere. Two towers remain intact in the keep, where meetings, private parties, and staff quarters are located, but the rest of the keep contains the true party. In the open, revelers are invited to dance, sing, drink, and

eat. Small contests of might and intelligence often take place in the open field of the keep, as servants bustle to and fro. Cudgel has quite a hired staff, as it is proven that wizards enjoy partying. The atmosphere is raucous and loud, but the entertainment value is worth it alone. Cudgel knows how to put on a party.

You will find Cudgel's Palace a significant stop if you are in need of location to let loose. Cudgel hires many young wizards to patrol the place, so trouble doesn't happen often. The only downside of the place is that privacy is difficult to come by, for the towers are riddled with holes and offer no magickal enchantments. Prices are manageable, but the food is quite bad. Whatever you do, do not order the fish.

Prices:

Arcane Ale	1
Witches Whiskey	1
Meal	3
Meeting Room (per day)	20
Private Party (per day)	50

Common Guests: Tatina the Temptress, Bethron the Bad, Satola the Sacred, Holis Thubal, Chron the Crossed, Yovel Grin.

The Arcane Bar & Grill

While lacking in an original title, the Arcane Bar & Grill offers the most unique atmosphere of them all. This is what many wizards call a "villain's bar", for many a foul

character spend time here, plotting and relaxing. The bar is set in the underground ruins of some forgotten temple and features two levels. The top level is the general common room level. This level is shrouded in thick darkness, so that patrons can keep anonymity if they choose. Shady deals and sinister plots are often hatched here over a cup of Steaming Fireball, the house specialty. The second floor contains meeting rooms and an even more private common room area. Only members of a secret society known as the Tongues of Fire seem to be allowed entrance there, and sadly, even for a review in this exciting column, I was withheld. (Snobs!) The meeting rooms are costly but extremely well worth it.

Overall, the Arcane Bar & Grill is a perfect accomadation if you have some sinister plot to discuss or would like to track down a shady individual of some sort. The drinks and food are fine (the Steaming Fireball is their best dish), but do not expect any sort of gourmet meal. Finally, it is known that brawls do happen in some regularity. Your best bet in such a situation is to duck and cover. Choosing to get involved can net you more enemies than you care to wish for.

I don't recommend you hanging out here unless you have a death wish.

ELDRITCH ASS KICKING

Prices:

Arcane Ale	2
Witches Whiskey	1
Meal	2
Steaming Fireball	3
Meeting Room (per day)	100

Common Guests: Villains, Shady Individuals. If I Name Names I Might End Up Dead.

The Best in Mysterious Locales

by Edgar the Esteemed

(Reprinted with permission from the Anhelm Arcane Almanac)

Anhelm is blessed to have the highest wizard per capita in the known lands (as well as the highest wizard death per capita). With that blessing, our battered land is also home to a large number of mysterious locales, places that are dangerous, secretive, or just plain confounding. For those thrill seekers, I've listed the top four here to whet your appetite and bring you a step closer to death's door.

The Tower of the Flaming Shield

A mysterious tower floats on an isolated chunk of rock, weathered by time and studied by curious wizards of many years. The tower has no apparent entrances or windows, yet it rises out of the ground with amazing craftsmanship. The tower's smooth stone walls are some of the finest work

every done. At night, the tower glows faintly, and during the day, a burning shield can be seen from its eastern face. No wizard knows who created the tower or what it means, but many explore it every day to unlock its true meaning. Some wizards believe it a symbol of spiritual nature. Others believe it is a forgotten piece of technology left over from Anhelm's good years. Others believe that it is the base of a secret group of wizards who want to take over Anhelm through their dark plots and twisted dealings with demons. The truth is still unknown.

The Castle of Bordec

Bordec, who at one point was the most terrifying wizard in Anhelm, has holed himself up in his ancient castle. Despite numerous assaults by idiotic young wizards, the castle stands strong, and Bordec remains alive. In order to bring some fun into his life, the old wizard has taken to opening his courtyard once a year, allowing any wizard that wishes to challenge him to enter and brave the dangerous his castle. First, the entrants must survive a daunting obstacle course. Next, they must navigate a twisting maze, all the while defending themselves from Bordec's numerous traps. Finally, they must find the secret entrance into Bordec's keep, where they can face the wizard and battle him to the death. A few wizards have survived the first two trials,

but no one has discovered the secret entrance. Some wonder if it even exists. Meanwhile, Bordec continues to open his courtyard for new challengers and thrill seekers.

The Ivory Temple

An unsettling site, the Ivory Temple is a bastion of some forgotten demonic entity. Rising up like a bleached skull, the temple has claimed countless lives who seek to plumb its depths. An unknown number of secrets and tunnels lie beneath the temple, while the exterior features a massive audience chamber for dark rituals. Evil wizards often make the temple their base of operations for a short while, but many disappear delving into its darkness. Who built the temple? What dark entity still dwells in its walls? Is it a hoax? Is it really the home to untold treasure and forgotten libraries? Who dares to find out?

The Blood Pit

Many wizards believe the Blood Pit was once a slaughterhouse for livestock in Anhelm's past, but it is now a place of dread and woe. A cabal of sick sorcerers have claimed the place as their own and now conduct hellish magickal experiments on captured wizards. The structure is a huge earthen bowl, surrounded by towering walls and protected by bands of magickal constructs. At the bottom of the bowl is a large drain which deposits into dim tunnels beneath the structure. The cabal makes their homes in these eroded tunnels, never noticing the piles of bones that litter the hallways. The Blood Pit is a dark place, but few wizards dare to investigate what exactly is going on below the ground. What is the mad cabal seeking to do? How many more wizards will they claim in the name of their evil science?

APPENDIX B

The Tome of Devilish Delights

Fraegus the Mighty has found what he has been looking for. Deep within the bowels of the forgotten ruins of Amaddus, the wizard finally uncovered the Tome of Devilish Delights. The tome contains the thousand year old recipe for binding a demon. With it, nothing will hold Fraegus back from destroying all other wizards who stand in his way.

The Hook

That night a magical bird appears to our young heroes and leaves a message. The message reads:

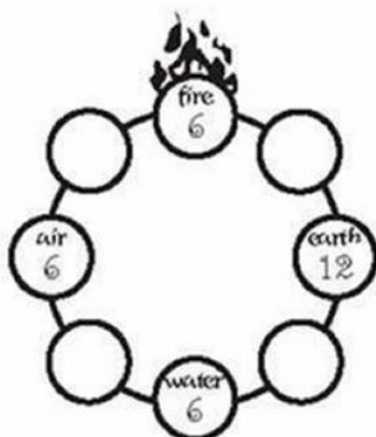
"Greetings, friends. I must summon you on urgent business to the Tavern of Magick and Mystery and Madness. When you arrive, please order a glass of arcane ale for yourselves and two extra ales. Also, procure a feather pillow from the proprietor of the establishment at all costs. Finally, bring one pound of pure bat guano with you. It is important that you follow my orders to a "t". Failure to do so will result in... Disastrous results. Know that the news you shall hear tonight is not for the light-hearted. Your friend, Aquaerion the Aquatic."

Fraegus the Mighty

SPEED	6	18
		MOVEMENT SPEED X 3
DISTANCE	6	18
		LIFE POINTS DISTANCE X 3
CONCENTRATION	4	12
		FOCUS CONCENTRATION X 3

Words of Power
"boncore"

Magickal Items
Ring of Earth
(+2 Earth)



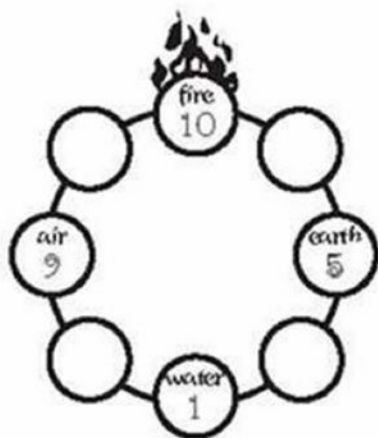
Description

Fraegus has grand designs in mind, ever since he was a child. His father was a great court magician, respected for feats of alchemy and summoning. His father often told him that he would rule the world someday. Fraegus took those words to heart. Fraegus has three henchmen who assist him in his dark lust for power. All but one is an upstart.

Cassidy the Cunning

SPEED 5	15
MOVEMENT SPEED X 3	
ENDURANCE 4	12
LIFE POINTS ENDURANCE X 3	
CONCENTRATION 6	18
FOCUS CONCENTRATION X 3	

Words of Power
"airwall"



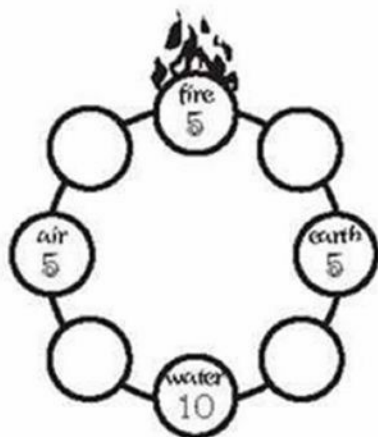
Description

Cassidy is a rebel and always has been one. She works for Fraegus only for the protection, since her magic is still weak and young. She enjoys the company though and seeks to gain knowledge at all costs. In fact, if Fraegus does succeed in his mad dreams, she is certain he will take her as his bride. Then, she will destroy him on their wedding night.

Gray the Groaning

SPEED 5	15
MOVEMENT SPEED X 3	
ENDURANCE 6	18
LIFE POINTS ENDURANCE X 3	
CONCENTRATION 4	12
FOCUS CONCENTRATION X 3	

Words of Power
"fabulous"



Description

Gray is another upstart who seeks protection, knowledge, and power. Unfortunately for him, his name is often ridiculed as many pronounce it without the "r". He knows he may never reach the level of power he desires, so he bides his time for the opportunity to serve another more powerful wizard.

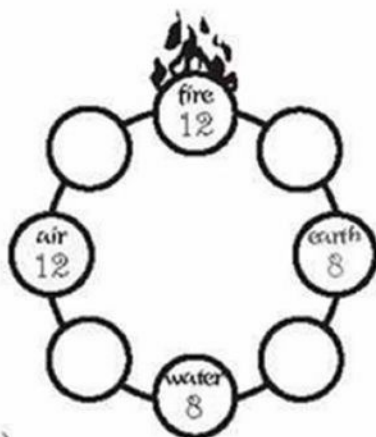
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Taeron the Terrible

SPEED	8	24
		MOVEMENT SPEED x 3
ENDURANCE	6	18
		LIFE POINTS ENDURANCE x 3
CONCENTRATION	6	18
		FOCUS CONCENTRATION x 3

Words of Power
too many to count

Magickal Items
Ring of Fire
(+2 Fire)
Ring of Defense
(+4 defensive actions)



Description

Taeron the Terrible is perhaps one of the most viled wizards ever. Indeed, Taeron is hiding as a lowly wizard with Fraegus, for he knows if he is discovered many wizards will go out of their way to destroy him. He is quite competent in his abilities, as his lust for power has lead him to backstab and intertwine opponents at his mercy. For now, he is assuming the role of "Gobol", a pathetic, quiet wizard. He knows that it is a matter of time before Fraegus does get his hands on the Tome of Devilish Delights, and when he does, Taeron will be there to take it from him.

Bat guano is not hard to find. Assume that the group already has some. They may choose to leave at once for the Tavern. If so, skip along the adventure. Otherwise, play with their minds.

All Good Adventures Start in a Bar

The tavern sits atop a floating chunk of rock which bears a few struggling patches of bushes and grass. The tavern itself is an old watch tower, converted into a drinking hall with some patchwork magickal assistance. Our heroes

will be seated by an ugly, old wizard who is the proprietor of the establishment. His name is Karfal and will be pleased to be of any assistance to the group. The tavern will be quite empty.

Once the correct products are ordered, the door will swing open, and Aquaerion will enter with a flourish and explosion of lights. The brooding wizard will immediately clamber toward the group, take the pillow and place it on the seat next to the young wizards. He will sit gingerly then, whispering something about "hemmrhoids". Next thing you know, he shoves the

guano down his throat and begins drinking the ale. After a moment of silence, he pauses for an explanation - "The guano and ale soothe my stomach ache."

Aquaerion will entertain the party with a short rumor -- "Now for what I promised you -- Alas, I am too busy to capitalize on these sort of things but you are a different matter. Fraegus the Mighty has discovered the location of a powerful magickal tome. On this very night, he searches for it at the abandoned ruins of Amaddus. My magical bird shall guide you there - - you must stop him or we are all doomed! Worse, there are rumors that Taeron the Terrible has escaped from his mighty magickal cell and is prowling. You must be careful on this night--"

At that instant, Cassidy and Gray bust through the door, crackling with arcane energy. They both zap Aquaerion, sending him headlong into the wall. Cassidy, in her high pitched squeal, proclaims Aquaerion for a fool for "meddling with progress" then bursts out the door. On their way out, Gray makes some sort of obscene gesture to our young heroes. Hopefully, a battle will ensue just outside the tavern entrance. Make sure you let Cassidy and Gray reveal that they work for Fraegus. One of them **MUST** escape. The other should die. The rest is up to you. (Of course, insure that plenty

of stupid talk is spread throughout.)

After the battle, Aquaerion thanks them and summons the magickal bird to show them the direction to Amaddus.

The Meat

The ruins of Amaddus are set in a blasted chunk of rock, similar to the others that are scattered about Anhelm. A lone ledge juts out from below the surface of the rock, revealing a doorway leading within. The hallway has signs of recent traversing. After about twenty feet, our heroes arrive in a large bowl-shaped room. A battle occurred here recently, and a pack of strange misshapen beasts are feeding upon carcasses in the middle of the room. As the party approaches, the beasts rush to the edge of the room, scurrying in little holes. If our young wizards examine the scene further, the creatures move forward and pounce.

Twisted Dog (6)

Speed: 2, Endurance: 3,
Concentration: 0
Movement: 6, Life Points: 9,
Focus: 0
Special: Vicious Bite (+2 to damage)

The beasts are magickal twisted dogs. Several have five legs, a few have three eyes, and at least one has what looks like a human arm

ELDRITCH ASS KICKING

growing out of its side. They should present a challenge but don't allow the dogs to overpower the budding wizards.

After the battle, the wizards should continue across the bowl-like cavern to the exit on the opposite side. There are no other exits in the room. Down this hallway, they see collapsed passage ways, thick cobwebs, and more signs of wear and tear. If you feel our young heroes are still itching for a battle, allow them to encounter more beasties along the way. Otherwise, nothing significant should happen.

Finally, the hallway abruptly ends in an ornate, mystical, rune-covered door. The door appears to have some sort of code to it, but if our young wizards are smart (and start getting the hint), they should blast it down and proceed. If any of the wizards take time to examine the runes, allow them to make concentration checks or whatever seems appropriate. If successful, the wizards discover that the runes actually mean -- "Villains beyond. Tread with caution."

The rune-covered door reveals an ancient sanctuary. In the center of the room, a stone pedestal holds an ancient tome. A glowing beam of light cascades upon the dusty, tattered book. Suddenly, a cackle sounds, and Fraegus emerges from the shadows. He gives a small speech to our heroes about the importance of punctuality.

"You are too late, you pathetic excuses for arcane masters. The book is mine. You walked into a trap, which is what happens when you spend too much time fighting my peons. With this tome, I will have the all the power I need to rule Anhelm. No one will be able to stand in my way. Hah! To think, Aquaerion could only send you. Do you still wear diapers? Some of you appear to need them after you faced the pets of mine in the other room. Hah! Prepare to die, fools!"

Battle ensues with the remaining assistants (if any survived). Taeron takes this opportunity to hide, knowing that if he reveals his true power everyone might turn on him. Fraegus, of course, should be able to kick a little behind. Feel free to invent an extra NPC wizard if the battle is too easy for our wizard heroes. Fraegus will blow a silver whistle and call six twisted dogs if Cassidy dies too quickly.

After they defeat Fraegus and Cassidy, Taeron summons a gigantic flash of fire, grabs the tome, and flies out the top of the room. The stones begin to rumble, and the entire room begins to cave in. Our young heroes must make speed checks or face an early burial in the ruins of Amaddus.

The Left Overs

Hopefully, the adventure was fast-paced but included at least 3

battles. In the end, Aquaerion will reward each of our heroes with a magickal ring of choice (+2 to a magickal skill). For their experience, each wizard should get 1 point for each enemy wizard defeated (beasties don't count). Allow Aquaerion to rattle off about Taeron the Terrible, setting the stage for another episode of Eldritch Ass Kicking. Eventually, Aquaerion excuses himself and flies off into the night.

If you want to continue the story, draw up a few wizard henchmen for

Taeron, detail a terrible castle where Taeron conducts his mighty demon binding, and introduce a few new allies for our heroes to deal with. Alternately, the wizards may go in search of powerful allies or magickal items to use in their battle against Taeron. The more experience our young wizards gain, the more likely they will put a hurt on old Taeron. Unfortunately, every day that passes means Taeron takes another step toward performing a total bind. If that comes to pass, all good wizards are doomed.



APPENDIX C THE INSTANT QUEST GENERATOR 1

Use the following chart to get the perfect idea for a quest when needed. There are 10 entries in each field. Roll a d10 for each field and put them together. More Instant Quest Generators will be posted on EAK's website in the future. An event happens because of the villains, and the target is why.

An Event

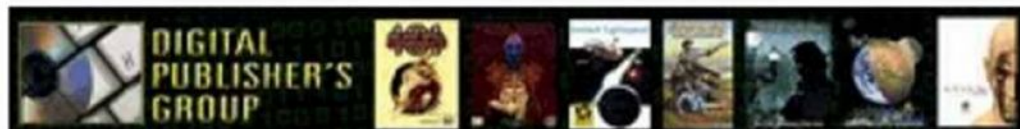
- | | | | |
|---|---------------------------------------|----|---|
| 1 | A renown wizard is kidnapped. | 6 | Two bands of evil wizards declare war upon each other. |
| 2 | An ancient tome goes missing. | 7 | A magickal portal appears to an unknown destination. |
| 3 | A mysterious magickal item is stolen. | 8 | A band of good wizards argue and split! |
| 4 | A sprawling bar fight breaks out. | 9 | A small army of constructs appear, guarding a dark tower. |
| 5 | A lost castle appears on the horizon. | 10 | Several wizards declare a truce. |
-

The Villains

- | | | | |
|---|--|----|---|
| 1 | A foul wizard who claims to be controlled by demons | 6 | A crazed sorcerer who fears bright lights |
| 2 | A vigilante wizard who seeks retribution from those who murdered his brother | 7 | A band of wizards who seek to even the odds between good and evil |
| 3 | An arch-enemy of the heroes | 8 | A relative of one of the heroes |
| 4 | A magickal clone of one of the heroes | 9 | A band of good wizards who mistook the heroes for evil creatures |
| 5 | A crazed sorcerer who believes he is invincible | 10 | There are no villains; the heroes are just creatures of misfortune! |
-

The Target

- | | | | |
|---|--|----|--|
| 1 | The Tome of Devilish Delights | 6 | A map that may lead out of Anhelm |
| 2 | An ancient forgotten library | 7 | The Scroll of Abyssal Fortune |
| 3 | A forgotten cache of magickal items | 8 | The Horn of Might |
| 4 | The Wayward Planal Diatribe | 9 | A rare material needed to create a powerful artifact |
| 5 | An unknown, powerful magickal artifact | 10 | Erihm's Box |



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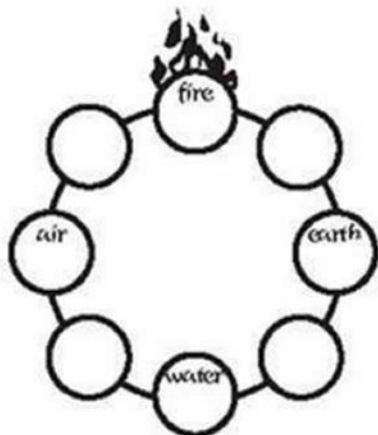
ELDRITCH ASS KICKING

Name:

Quote:

SPEED	MOVEMENT
	STRENGTH
DURANCE	LIFE POINTS
	ENDURANCE
CONCENTRATION	FOCUS
	CONCENTRATION

Words of Power



Background

Description

Events

Magickal Items

Constructs

Notes/Equipment

Name:

Quote:

SPEED	MOVEMENT DIRECTION

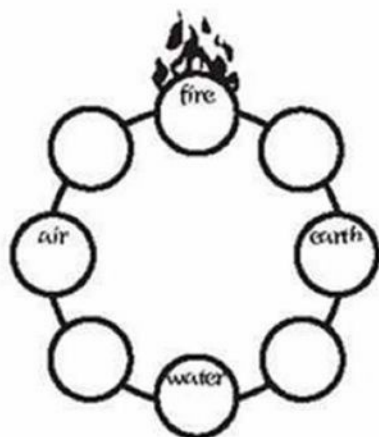
Words of Power

DURANCE	LIFE POINTS DURATION

Magickal Items

CONCENTRATION	FOCUS CONCENTRATION

Description



Name:

Quote:

SPEED	MOVEMENT DIRECTION

Words of Power

DURANCE	LIFE POINTS DURATION

Magickal Items

CONCENTRATION	FOCUS CONCENTRATION

Description

