



Theopholus

# Theopholus

As legend goes, Theopholus was discovered one day by the great wizard Edegar, while he daydreamed out in the woods beyond his tower. Edegar, pleasantly surprised to see the child, took him in, providing for the child and raising him within his great wisdom and power. Unfortunately, Edegar never thought to investigate the boy's origins.

Years later, Theopholus was rising through the ranks of wizards at the Anhelm Academy of Arcane Thought. A stranger appeared at the door of the academy, a woman who had been banished from the ranks of wizards many eons ago. It was Merelda, Theopholus's mother. Alas for the poor boy -- Merelda was an insane wreck. She tried to pull her boy from the school, but when he refused, she launched a vicious assault against one of his teachers. Eventually, she was carted off to be treated, but the true damage had been done.

Theopholus's peers now made fun of the boy for his mother, taunting him with her name. The madness and evil of his origins began to stir, and before long, Theopholus found his power growing even greater. All the while, the young wizard's sanity slipped into darkness.

Finally, Theopholus could take no more of the taunting, and he revealed his true power. He is the sole reason why the Anhelm Academy of Arcane Thought no longer existed after that day, for with a few casual snaps of his finger, the entire tower was leveled to the ground.

Later, during the Great Breaking, Theopholus found his madness growing worse. His mad schemes were improbably and unpredictable. He went from battle to battle, destroying his opponents and leaving behind bitter allies. Finally, when the battle subsided, Theopholus fled into hiding, the last bit of sanity tucked away in the corners of his mind.

## Description

Theopholus wears a deep crimson robe with golden stars emblazoned across it. His pointy hat also features the same symbols. His gray beard and scowling demeanor are hard to miss in a crowd, for he leers and sneers at those who come near him. Usually, he has two powerful battle constructs nearby him, waiting

to pounce on anyone foolish enough to engage in a conversation with him.

Theopholus is obsessive compulsive, and once he gets something in his mind, he will stop at nothing to resolve it. One common activity is to craft extremely long speeches of doom for his opponents. He will not go into battle without at least some prose prepared for his victim.

## Stats

**Name:** Theopholus

**Agility:** 9

**Speed:** 27

**Endurance:** 10

**Life Points:** 30

**Concentration:** 8

**Focus:** 24

## Skills:

**Fire:** 20, **Water:** 8, **Air:** 16, **Earth:** 16

## Words of Power:

*"flabbergast", "orangespray", "olive", "burn", "merelda", "floride", "kertrats"*

## Magickal Items:

Earth Ring (+2 to Earth)

Air Ring (+2 to Earth)

Hat of Theopholus (+2 to Fire)

Battle Construct (2)

*(Agility: 10, Endurance: 10, Concentration: 1, Speed: 30, Life Points: 30, Focus: 3)*

## Adventure Seed:

The players happen upon the ruins of a village and are surprised to see two fiery constructs, gliding through the air toward them. If they destroy the two constructs, they soon find Theopholus on the edge of town, searching for a lost magickal artifact. Do they stop him or allow him to keep searching? Regardless of their decision, they face a tough choice -- destroy a tough opponent or allow him to continue on his mad pursuit of power. The magickal artifact could make his already potent power even more deadly.