

Red Mage of Thay part one

Thril was a high-level Red Mage of Thay. He has climbed high in organisation's hierarchy. If this accident hadn't happened, he would have been chosen for a Zulkir. He would have been in a group that rule over all red mages. But now...

- Wake up – said Thril's wife to him. - Big ceremony is going to happen today. And you should be well prepared for it.

- Why?

- Because your will have to pass the Test. Remember. Them man chosen for The Great Council must pass the Test. And almost all members of the Council unofficially say that you will be chosen.

But now he was an outcast. It wasn't worst that he hadn't passed the test. The worst was that he had failed in such a shameful way. And there was only one way to return to Thay. He must have his revenge on the man who defeated him. Defeated him like a little child...

There were a lot of people assembled on the central plaza. On the platform there were sitting all members of The Great Council and standing five candidates dressed in ritual robes.

- All the candidates shall now stand up – said the chairman of The Council

Thril had been chasing Harper for a very long time when he found "its" (as he was saying about all Harpers) threatening. His enemy was very clever and it looked like "it" wasn't aware of him. He thought that he would rest until next day. He made a small fireplace and felt asleep.

All candidates stood up and musicians started playing on ceremonial horns. Suddenly horns become silent. And so were the crowd. There was no sound. Even the quietest sound. And then the chairman of The Council started to croon some very old song.

Thril woke up. He was sure he had heard something. And than he heard something again. It was like someone had stood on a stick. He stood up and jumped into nearest bushes.

All candidates started to sing with the chairman. All crowd did this while after. Noise was growing and growing. Suddenly it stopped. Members of the council stood up.

- Voting shall begin now! – Said the chairman.

It was just in time. Small fireball¹ hit the tree near him, almost burning his hair and totally burning the tree.

- It's beginning to be very hot. – He thought.

He quickly cast time stop² and everything had slowed at first and then stopped. He saw his enemy. But he was amazed. It wasn't the one he thought it would be. The man or rather half-elf (it was hard to say, whether he was human, elf or something between, because he was in robe with hood covering almost all his face) looked like low-level mage. Probably it was an initiate of Harpers. Quite good, but not good enough. He cast spell of death³. When duration of time stopped had ended, his enemy fell down and kind of spirit of woe appeared above his body.

All members of The Council voted one by one by placing cross by the name of one candidate. Then the chairman said:

- And the new member is...

Thrill heard that someone was trying to cast wish⁴. But he cast word of power: die⁵ and the one that tried to cast the spell were silent forever. Thrill was successful but he was worried too. He knew that that was a preamble for something more. And now he was stronger and had more experience than before.

... Thrill Ste'tentholin!

Thrill! Thrill! - Crowd started to shout his name again and again.

He quickly cast spell trap⁶ and alignment better protective cloak⁷. It was just in time. Firstly few arrows + 2 had hit him and then he heard that someone was trying to cast symbol: die⁸. Fortunately his spells protected

¹ Fireball is accumulation of flames, which after detonation cause damage proportional to the level of the mage that casts it. Casting that spell, mage turns his finger and shows the place (distance and height) where will explode. From his finger flies fire trail, which – if don't hit material body or barrier that hinders flying to the target – turns into ball of flames (earlier hit cause explosion). Creatures that make the saving throw, jumps aside, are falls down or roll, obtain only half of damage.

² After casting time stop, mage stops time for one round on the area of its influence. Inside of the created sphere, mage can act freely for free rounds. Can move inside of the sphere and all other creatures are locked in time. Duration time is counted in relation to mage. If someone or something walk into the area of influence of the spell, they are stopped too. When duration of the spell ends, mage again starts do act in real time. All spells cast in that time are freed when time starts to go normally.

³ After casting, spell of death, immediately and permanently drains all life forces from all living creatures in the area of its influence. Victim of that spell can't be resurrected or turned alive, but killed person can be turned alive by spell "wish". Stronger creatures are immunised to this spell, excluding summoned creatures, which die immediately.

⁴ Wish is very powerful but difficult spell. It makes mages wish comes true, but only partially, or only for some time. It can partially change reality, present or future (but it's possible that only for mage, if he wouldn't exactly state the effect). Wish can't change main elements of the world. Spell can for example heal mage's injuries. Greedy wishes almost always end tragically for the mage. Wiser is the mage, bigger is the chance of saying his wish properly.

⁵ When the word of power is said, one creature will die in the area of spell's influence. There is no saving throw.

⁶ This powerful spell creates protective barrier around the mage. Every spell, which hits the barrier, is absorbed by it – thanks to what, mage reminds previously spell. Spell trap protects against spell of total spell level of thirty. It can absorb spell of every level, from first to ninth.

⁷ It mages mage invulnerable to all weapon attacks, excluding +4 weapons or higher.

⁸ It is very powerful spell. Mage can draw on ground or other surface magic symbol. Symbol stays there until someone comes close. Then it explodes and every creatures in area of spell's influence have to make a saving throw for death. If they don't do that, they die.

him from both attacks. He cast time stop. He saw that now he was fighting with his real enemy. When time was being stopped he cast turn flesh into stone⁹.

His test was so hard. Or at least he thought like that. He only had to defeat one Harper. He hadn't been searching for him for a very long time before he found him. But before battle he, wanted to rest.

Unfortunately just one second before time stop, the Harper managed to cast summon monster V¹⁰. So when duration of spell had ended all thril's spell was freed but so was Harper's. Dire bear that appeared was strong and was rushing towards him.

When he woke up, he was tied with some rope. In his mouth was some rag, so that he couldn't cast any spell.

He quickly cast disintegration¹¹. Last spell he remembered¹², because of short sleep. A moment later there was nothing more than dust before him. Well there was also dying Harper...

- I will free you. – Said the Harper, but now you will be ashamed for the rest of your miserable life.

Almost whole Harper's body was stone now. Only head was free.
- Do you remember what you said to me? – Said Thril to his worst enemy. - That I will be ashamed for the rest of my miserable life? As you can see, my life isn't as miserable as yours. You won't be ashamed, because in a moment, your miserable life will be ended.
And so it was. After whole Harper had turned into stone, Thrill only pushed the figure.
He left a pile of stone behind him. He had to return home.

⁹ It runes flesh into stone. All victims' equipment is turned into stone also. Victim can try saving throw. If statue created in such way is attacked, it shatters into small pieces. After this it's impossible to dispel this. There can be cast reversed version on the victim. It's only way to turn it alive (not if it's shattered).

¹⁰ It's like summon creature I, but summoned creature is a dire bear. It attacks enemies of a summoner until end of spell's duration or it's killed. It disappears after death. If there is no enemies, creature can fulfil other orders.

¹¹ After casting this spell, green ray hits the victim. Creature has to make a saving throw or it turns into dust. Change is immediate and irreversible. Spell can also destroy victims' artefacts.

¹² Mages can remember only a number of spells at a time. To remember them or to remember new spells he has to sleep for at least eight hours.