

Angus McGregor

**Member of the Brotherhood of the Radiance
Necromancer of the Fourth Circle**

AC 1014

Originally by Kit Navarro Updated by Michael Berry

"I will kill you. And when you are dead and rotting, I will raise you up, so I can feed you the maggots that have been feasting on your decomposing corpse."

Appearance

An adorable bundle just over four feet tall, fine wavy red-brown hair, a round chubby face with a healthy rosy glow in the cheeks, a cute button nose and two large hazel eyes, the tiniest hands with smooth alabaster skin, the sweet fragrance of a newborn, all neatly wrapped up in a miniature version of the traditional costume of Klantyre, complete from the tiny bonnet and sporran to the little kilt and tartan, Angus McGregor is all that.

But Angus McGregor has appeared like this for the past sixteen years. His physical body has not aged since he turned ten years-old. His manner of action and speech belie an adult mind. And on rare occasion, he drops his innocent, cherubic countenance to reveal the intense, seething malevolence through those childlike eyes. Angus has an angelic voice and a tinkling giggle of a laugh, which often disconcerting with its hint of horrible evils to come.

Personality & Quirks

Despite his age and appearance, Angus has an adult mind, although a thoroughly depraved one at that! Not unlike his grandfather, Prince Brannart McGregor, he is utterly selfish and evil, and sees the people around as mere tools to further his malicious goals. He despises being treated like a child and would not hesitate in slaying his fawner in an instant or plot a complicated vengeance that will destroy the poor fool's world.

Angus has a relentless driving compulsions to be the most powerful being he can be, be it in the political realm of worldly dominion or the magical realm of wizardly supremacy. He wants to become the Prince of Klantyre. He wants to become the High Master of the Secret Craft of Necromancy. He wants to become the Grand Master of the Great School of Magic. Eventually, he may want to become an Immortal. Nothing and nobody can deter him.

And yet, Angus has learned that in order to succeed in this complicated mortal world, he must plan, temporize, calculate, negotiate, and even compromise. In dealing with other powers, Angus can be very civil and clever. He has also learned to play the child and sway the resolve of other with his adorable charms—even if it sickens him to the core to do so.

Background

On Eirmont 5, AC 990, the Day of Necromantia, when the dead are believed to walk amongst the living, an unforeseen eclipse occurred, which blacked out the sun over Klantyre from dawn to the next day. It was on this day that Mary McGregor, after nearly five days of difficult labor, gave birth to Angus. Several soothsayers and diviners predicted that the child Angus would bring misery and horror onto House Crownguard, but the boy's father, Quentin McGregor, would not listen to one word against this one happiness in his thus far tragic life. The boy's grandfather, the ruler of Klantyre, Prince Brannart McGregor, heard these prophets of doom and invited them to the Tower of Crownguard, where they were never heard from again. In less than a year's time, the babe Angus already displayed magical ability. With gurgles and cries and flailings of his arms, Angus could summon his toys towards him, or alternately, magically fling them at a sleeping wet-nurse to gain her attention. (One poor maid was said to have fallen out of the nursery window and broke her neck, when she tried to handle Angus during one of his tantrums.) Of course, strange as the McGregors are, Sir Quentin was only so pleased that his son would be a child prodigy like him. Before Angus could crawl, Quentin already taught him how to talk, and before Angus could walk, Quentin had already taught him how to recite his first incantations. Due to his mother's insistence, her brother Bruce McGregor the Castellan of Crownguard, became Angus's tutor in history, geography, and philosophy in hopes of keeping the evil of Crownguard from infecting her son.

In AC 992, when Angus was two and casting spells on his own, his mother Mary had a second child, a daughter she named Fiona. Partially out of jealous at the sudden shift of attention on the baby, but mostly because he needed special spell components to perform a certain necromantic experiment, Angus sacrificed Fiona's life. She was not yet four months old. The wicked enchantment didn't work, so for a time, Angus had to rely on using insects and birds and small animals for his dark magic. He tried sacrificing his governess once, but she was much too old for the dark magic to work. Finally, in AC 994, Mary became pregnant again. Angus eagerly awaited the birth of his second sister Amabel. Before she turned 6 months, Angus murdered Amabel and used her organs for another gruesome experiment. Though some of the inhabitants of Crownguard were already suspected the young boy of great evil, no one could directly accuse Angus of anything, especially with his mother Mary so protective of him. In AC 995, Angus performed another necromantic rite that required, among many other ghastly things, a newborn babe. For Angus, the birth of his brother Wallace was most opportune. But the ritual was discovered by his mentally deranged father, who, at the sight of his butchered baby, went berserk and attacked Angus with the most destructive of spells. The magical duel between Angus and Quentin shook the very stones of the Tower of Crownguard, and only one of them would be alive today if Prince Brannart had not intervened and taken control of Quentin's mind. As Angus was almost of an age, Brannart separated the father and son by making arrangements to have Angus enrolled at the Great School of Magic.

Already rumored to have been one of Glantri's greatest ever child prodigies it was soon confirmed after being enrolled in the 996 term at the Great School of Magic where he was assigned to the Eagle Dormitory as the grandson of a ruling Prince but found to already have the spellcasting abilities of a 4th level magic user which was considered unprecedented as the records of the Great School had no record of an equal to such a child prodigy as Angus McGregor. Paarstalla, the High Master of Laboratories of Experiments, was assigned to be Angus's master of spellcasting. Angus, true to being the prodigy he was, progressed quickly through his studies, both academic and arcane. In addition, his knowledge was so far advanced he was allowed to conduct his own independent studies and gained a level every half term instead of the normal one level per term as other students of magic did. As such he reached 5th

level halfway through his first term at the school and was sponsored into the Secret Craft of Necromancy by his grandfather. Angus progressed so quickly through his studies he graduated from the Great School of Magic at the end of the 998 school term at the previously unheard of age of 8 years old.

Upon graduating the Great School Angus returned home to Crownguard and resumed his research into the Necromantic arts with several servants of Crownguard disappearing mysteriously soon after. To Angus's immense sadistic pleasure he also had a new play mater as another child prodigy of the McGregor family, Sean McAllister, had come to Crownguard the year before to study magic. Angus was only too willing to teach his young cousin the wonders of magic firsthand; but to Angus, that meant Sean would be at the receiving end of a lightning bolt or Brannart's acidic grip. Being studied in the Secret Craft of Necromancy, Angus would always know exactly just how much injury and agony he could inflict on Sean, without actually killing the boy. The only time poor Sean could be safe from torture would be when Angus was preoccupied with attempting to master the Radiance. His father Quentin became the Castellan of Fort Sablestone in AC 999, and Angus's mother determined to move him and Angus away from the horrors of Crownguard. To Angus, this meant he would be away from his laboratories and his libraries, and more importantly, away from the Radiance. Though a wizard the 8 year old Angus could not refuse his parents and would have to accompany them to Sablestone, so instead of going, he created a zombie double to replace him. For the next few weeks, Quentin and Mary were quite happy in their new existence in Sablestone, especially with the mild, obedient, though strangely quiet new Angus. But this bliss soon ended when the zombie's cherubic head came off and maggots and worms began crawling out of its rotting neck. An unamused and quite enraged Quentin came back to Crownguard to corral his son but his father, Prince Brannart, informed Quentin that HIS grandson would remain at Crownguard under his care. Quentin returned to Sablestone alone and for all intents and purposes the 9-year-old Angus became free of the will of his parents and an adult in reality if not still legally.

In 999 Angus made his greatest discovery but one that had nothing to do with the dark arts but with one regarding one of the greatest legends and mysteries of Glantri. While experimenting on the still living body of a Crownguard servant, Angus found to his surprise the woman had unrecognized talent for magic and he was able to sense it in the throes of her pain and agony. Angus later did traditional blood tests and confirmed that the poor woman indeed had the microscopic Maga-Cromagamorons in her blood thus the ability to learn and cast magic spells. Further exploration of this discovery led him to discovering the secret of the Radiance and the ability to draw upon it. After constructing a crystal receptacle in his personal quarters, he drew upon the Radiance for the first time and almost immediately Rad himself appeared before Angus. Rad congratulated Angus on his discovery but proceeded to explain to Angus that the Radiance was the basis, though few know it, of the entire Glantrian system of nobility and thus only ruling nobles have been allowed to use the Radiance. Rad went on to tell Angus that normally he would have given Angus the fire and brimstone 'shock and awe' speech as a warning to never again try to use the Radiance 'or else' however, he was going to make an exception for Angus based on him accepting several conditions. The first condition being that Angus not let 'slip' to any friends or family the secret of the Radiance via carelessly 'accidentally' left about books or notes; the 2nd that he dedicates himself fully to mastering the Radiance, and the last being that he accesses the Radiance only at Crownguard or at the Capital itself. Asked by Angus why he was making an exception for him Rad replied truthfully that Angus was one of the greatest magical talents he had ever seen in Glantri's history, and his talents could not be wasted on personal folly and would be needed in the years to come to serve Glantri for Glantri was very likely to face an existential threat that the Brotherhood of the Radiance (BotR), which Angus would join, would help Rad combat. Angus agreed to Rad's conditions and at the next equinox Angus appeared before Rad and the full Brotherhood and was accepted as its youngest ever member, and first non-ruling noble member.

The next year, AC 1000, Angus discovered the fact that Prince Brannart was a lich and having already learned after reaching the 3rd Circle himself that the High Master of the Secret Craft of Necromancy could become a Lich, Angus assumed the mysterious High Master, whose identity was unknown to all but the senior 4th Circle members, was his grandfather. Since two of Angus' driving goals in life, to become Prince of Klantyre and to achieve High Mastery in Necromancy, and achieving those goals now rested on the overthrow of one person, Angus started concentrating all of his efforts into destroying Brannart. Not knowing his grandfather was also a member of the Radiance (and vice versa) Angus concentrated even more on his studies of the Radiance believing its power would help him offset the large differences in spellcasting ability, as Brannart was known to be an Arch-Mage, that would take Angus several decades to match. Angus volunteered to serve on the Brotherhood of the Radiance's response team (along with Brothers Nightfire (Vanserie Vlaardoen) and Crabbit (Allister McAllister)) and was accepted and in 1002 got his first taste of action when Rad directed the Angus to remove an unauthorized non-noble user who ignored Rad's warning to cease and desist use of the Radiance. The Aalbanese wizard, Wilhem Von Wulf, was quickly located by Rad and set upon by Angus and quickly subdued and subsequently disappeared into Angus's private quarters at Crownguard where Wilhelm discovered the truest measures of horror, pain, and suffering under Angus's knife as a living specimen to his grisly experiments before his exhausted and tortured body gave out after 3 months.

In 1004 the new Principality of Sablestone was created and the Viceroy position lost to the McGregors. Angus's parents were summoned by Prince Brannart to return to Crownguard. His mother Barbara resolved to never return and remained in the Sablestone area, hidden by sympathetic officers of Brannart's Division, however Quentin lacked the resolve to stand against his father and returned to Crownguard. Upon returning Quentin was shocked to see how his son had not grown an inch since in the last six years and though now 14 years old Angus still had features and size of a child half that age. That was enough to sever Quentin from the last of his sanity and he soon disappeared into the dungeons of Crownguard at his father's orders.

In 1005 war was declared upon Glantri by Alphatia and the nature of vague but dire warning Rad had given to the Brotherhood was finally revealed. The next several years were spent by Angus and the rest of the Brotherhood immersed even deeper into studies of the Radiance to discover ways to protect Glantri from probable weight of a direct magical assault by Alphatia upon Glantri. New non-noble members were recruited by Rad himself into the Brotherhood to bring their talents and specialties to bear on strengthening Glantri's defenses. The increased use of the Radiance by the Brotherhood was not without cost however as one of the new members, Brother Decimo (Constable Major Pedro de Asesalpa), developed a rotting disease on his face. Word of what happened to Brother Decimo passed among the Brotherhood with a reminder and warning by Rad that overuse of the Radiance could eventually lead a member to become a lich. Upon hearing that Angus nearly spit his mug of warm milk unto his Radiance Crystal and started to wonder. Brannart? Grandfather? It was not long that Angus had to wait to confirm his suspicions for in 1007 he became a 4th Circle Necromancer and finally learned who the High Master was. It was not his grandfather as he long thought but Prince Morphail of Boldavia. Thus, if Brannart did not become a lich via the Secret Craft he must have done so... via the Radiance. The mental calculations for Angus to overthrow his grandfather had to be completely revised. He would not only be facing an Arch-Mage but a Radiance Arch-Page, a wizard of immense power and one of the most powerful wizards not just in Glantri but on all of Mystara, far more powerful than most any single Alphatian wizard. Angus knew he would not be able to simply overpower his grandfather with magic spells or even just surprise but needed an edge so Angus started researching ways to overcome and defeat liches and focused on researching and obtaining two legendary artifacts, the [Malevolent Sash of Lichblood](#) and the legendary [Sword of Jeremy Moorkroft](#) that can destroy a lich.

Angus made his first Radiance spell discovery in 1008 when he discovered a spell, which he named *Angus's Cleaver of Magic*, that can temporarily drain the spell target's magic thus negating any immunity to normal weapons. Angus also worked on the Brotherhood's project started by Brothers Wilber, Azureone, and Nightfire to use the Radiance to create an Anti-Teleportation dome over a large area that eventually proved successful but not until after the end of the war. The end of the Great War was uneventful for Angus as he was at Crownguard during the Alphatian final attack and no Alphatians directly attacked Crownguard. By the time Angus (and Brannart) got word of the Alphatian attack it was largely over as Rad detonated his doomsday device sinking Alphatia thus chasing away the surviving Alphatian attackers. In the aftermath of the end of the Great War Angus spent much of his time locked away in his personal quarters at Crownguard and doing a lot of thinking especially putting together some pieces in light of the turmoil within the BotR after it was determined that Rad had disappeared.

Angus started to surmise of some of the past members of the BotR. The deaths of Prince Vanserie Vlaardoen and his wife Wilhemine coincided with the disappearance of Brothers Nightfire and Fireglow, the death of Baron Juan Manuel Cagigal y Monserrat with the disappearance of Brother Beaconlight, and now the disappearance of Rad himself and the disappearance of Prince Etienne d'Ambreville. Angus convinced himself that the legendary Etienne d'Ambreville had to have been Rad and perhaps was an immortal but could offer no answers to himself to where he might have gone. One of the newest members of the Brotherhood, Brother Osanna, seems to Angus to have some knowledge from little tidbits of information he has offered the Brotherhood during their meetings but without knowing his real identity Angus felt he could not get to the bottom of the question that paralyzed the Brotherhood for almost two years as it descended into infighting as various factions emerged as to the best way to proceed without Rad. Angus removed himself from the emerging politics of the Brotherhood and soon stopped regularly attending the quarterly meetings altogether as he continued his personal research into the Radiance and delved more sharply into planning an overthrow of his grandfather.

In 1013 Angus found out that the Sword of Jeremy Moorkroft was underneath the Keep at Fenswick hidden in its deep catacombs and (secretly) commissioned a high-level party of adventurers to secure the artifact and to deliver it to a loyal agent of his and then into his possession. Just this year he located The Malevolent Sash of Lichblood in a collapsed cave complex high in the Colossus Mounts and had that retrieved by another adventuring party. Now that he has the two artifacts, he feels he needs to even the odds thanks his grandfather's magical edge, Angus is in the advanced planning stage of planning a surprise attack on his grandfather and has been making nightly visits to his father in the dungeons of Crownguard to help prepare his father for his part in this showdown for control of Crownguard. Within the next year Angus feels he will be ready magically to face his grandfather and defeat him and assume control of Crownguard and the Principality of Klantyre and will only need to wait for the proper time when his surprise will be complete.

Web of Intrigue

Angus McGregor has no allegiance or devotion to anyone but himself. He has used his entire family, from his father Quentin, his baby siblings, his uncle Bruce, as mere instruments (in the case of Brannart, an obstacle) to attain supremacy in magical and political power. Angus' favorite object of torment was his helpless mother Mary McGregor, who though cannot further his ambitions in any way, entertains him. Angus' other favorite victim is his cousin Sean McAllister, whom he knows is frightfully afraid of him.

Angus has removed himself for the most part from the regular activities of the Brotherhood of the Radiance as much to throw off any suspicion his grandfather might have about Angus perhaps being a member. Angus is not just planning the actual attack on Brannart but planning for the 'what next' stage where he will have to consolidate his power as Prince of Klanytre and has subtly made contact with some high ranking officials of the Principality and acted every bit the adorable child and tried to make himself less threatening in their eyes and seen, for when the day comes, as a good replacement for his menacing and much feared grandfather.

Style of Magic & Combat

Statistics:

(AC 1000): 12th Level Magic User, 3rd Circle Necromancer, Brotherhood of the Radiance (Brother Morningsun)

(AC 1014): 19th Level Magic User, 4th Circle Necromancer, Brotherhood of the Radiance (Brother Morningsun)

Str 7, Int 18, Wis 12, Dex 16, Con 8, Cha 12; AL - Chaotic

Languages: Kaelic, Thyatian Common, Traladaran (Boldavian dialect), Flaemish, Fen

Weapon Proficiencies: Dagger (master), Staff (basic)

Skills: Alternative Magics (18), Magical Engineering (18), Alchemy (18), Metallurgy (18), Human Biology (20), Undead Lore (20), Knowledge of Glantrian Society and Nobility (18)

The one great curse of the wizard-boy Angus is to be permanently trapped in the frail body of a mortal child. He is physically weak and can easily be manhandled by even the daintiest of elf maidens of Erewan. But what Angus lacks in the corporal flesh, he more than makes up for in magical power.

Angus is the most powerful McGregor wizard to date. Even his father, Sir Quentin, was not as prodigious as Angus is at this age. Angus uses all forms of magic well, but with a decidedly wicked bent. He joined the Secret Craft of Necromancy at the age of 7 and has crafted a few dreaded spells for the Craft. Angus also has a host of sinister magical items, more of instruments and devices rather than treasure, most of which he created himself.

But more than wizardry or his Craft, Angus' greatest source of power is the Radiance. He is the youngest member of the Secret Brotherhood of the Radiance and is not averse in expending its energy to promote his own goals. He came to the definite conclusion that it was the Radiance—and not merely the Secret Craft of Necromancy—that transformed his grandfather Brannart into a lich. He is taking precautions to avoid such a fate, but fears that the Radiance has already taken its toll by trapping him in the weak child body he is in.

"A mere child, you say? An innocent? We must be careful of this one! Not only of his magic, but of the dark ambitions that fuels his destiny!"

(Prince Morphail to his brother Boris while discussing members of the Secret Craft of Necromancy)

