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Adventurers' Guild  
Bounty Hunters'  
Handbook





AG BOUNTY HUNTERS' HANDBOOK

# The Adventurers' Guild

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(Please send inquiries or questions to the attention of Def Rillan)



INTRODUCTION

Greetings. My name is Def Rillan- master bounty hunter. The tome that you now hold in your hands is compiled from my collection of wanted posters from all over the World Of Narak. I have picked some of the worst of the worst for those of you who think you are tough enough to go after them. I myself am even listed in here, in case you go hunting with me, or... go hunting FOR me. I am wanted by a few unhappy relatives of some of my victims.

I wish you godshope in your quest for any of these bounties and anytime you want to write me about a success against these villians, feel free to do so. I'll be happy to hear from you and I'll send back my congratulations in a letter. Write to:

Def Rillan  
c/o Adventurers' Guild  
401 New Castle Rd.  
Marshalltown, IA 50158

Coming up next, my good friend, Guildmaster Brett, will explain a few things about how to use this tome and some of the terms used in it. So give him your ear now, and happy bounty hunting-

*Def Rillan*

USEFUL NOTES from Guildmaster Brett

Gamemaster, much of the material contained herein is for your eyes only. Reveal only enough information to simulate rumors and legends and to whet the adventurers' appetites. Each of these villains is ultra-powerful and should be played to the hilt. Most will never make stupid mistakes nor overlook things, for they wouldn't have gotten where they are by doing those types of things.

Although the legends and locations used herein are connected to the World Of Narak and its monsters and features, feel free to adapt the villians to your own world. You may also use the World Of Narak as your own campaign setting. A large scale map of a section of the World Of Narak follows hereafter.

We have tried to make the statistics complete, yet generic enough to fit into any FRP system with little adapting. If a certain statistic doesn't apply to your system, just ignore it. The "Adjustments" spaces after the attributes section are left blank so you can write in the appropriate adjustments for your system. Also, feel free to change "armor ratings", etc. if your system causes them to not be what we have indicated.

Your group may have a chance to adventure with Def Rillan. If so, know that he and Lasis Tolbrak always walk in the rear. Always. This is because they trust nobody except each other. Also, they never get ordered to do anything, but may be kindly asked, in which case they will consider it.

Many of these villians are directly from my playing group's campaigns in my World Of Narak. In fact, Lord Simon Karcher, or "Kracker", as he's better known, is my own playing character, souped up a bit for the occasion. Actually, this is how I envision him a few years from now. It's the path he is headed on, anyway.

Enough talking, let's go bounty hunting!

*Guildmaster Brett*

EXPLANATION OF TERMS

Sk. Lev.- Skill level or just Level.

Attributes- based on a 0-20 scale, to convert to percentages, multiply each by 5.

Life Points- lp- amount of damage a character or creature can withstand. Also known as hit points or body points.

Armor Rating- AR- the first number is defensive value. The second is used for damage-absorption systems.

Init- Initiative- a modifier used in some systems to determine first strike or attack.

TH- THACO- may be modified depending on your system or tables.

Disposition- this may be used to decide how the character or creature tends to react.  
1. Completely benevolent and gentle  
5. Cautious and neutral  
10. Foul to the extreme, attacks on sight, no hesitation

Social Standing- this may be used to decide a character's general standing as compared to these guidelines.

0. Considered the scum of Narak, prisoners
1. Slaves
2. Peasants
3. Artisans
4. Soldiers
5. Gentlemen
6. Officials
7. Noblemen
8. Lesser Royalty
9. Dukes, Princes, Archclerics
10. Kings, Emperors

Money System Of Narak- 10 Iron Bits (BI).....1 Copper Drube  
10 Drubes (DR).....1 Silver Eagle  
10 Eagles (EA).....1 Gold Noble  
10 Nobles (NO).....1 Platinum Crown  
100 Crowns (CR).....1 Platinum/Diamond Lancer  
1 Lancer (LA).....1000 Nobles

The following tables apply only to beasts within this tome:

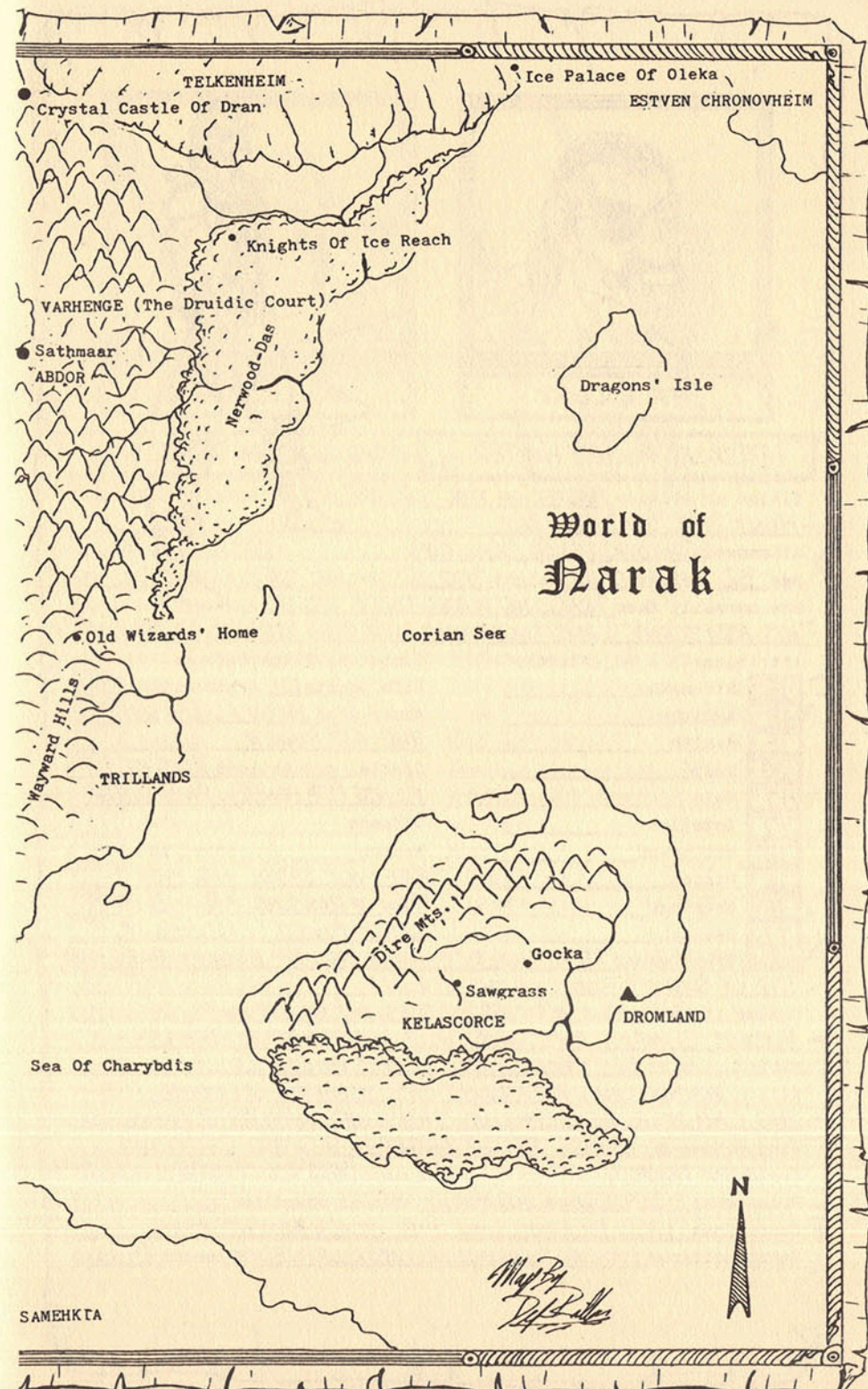
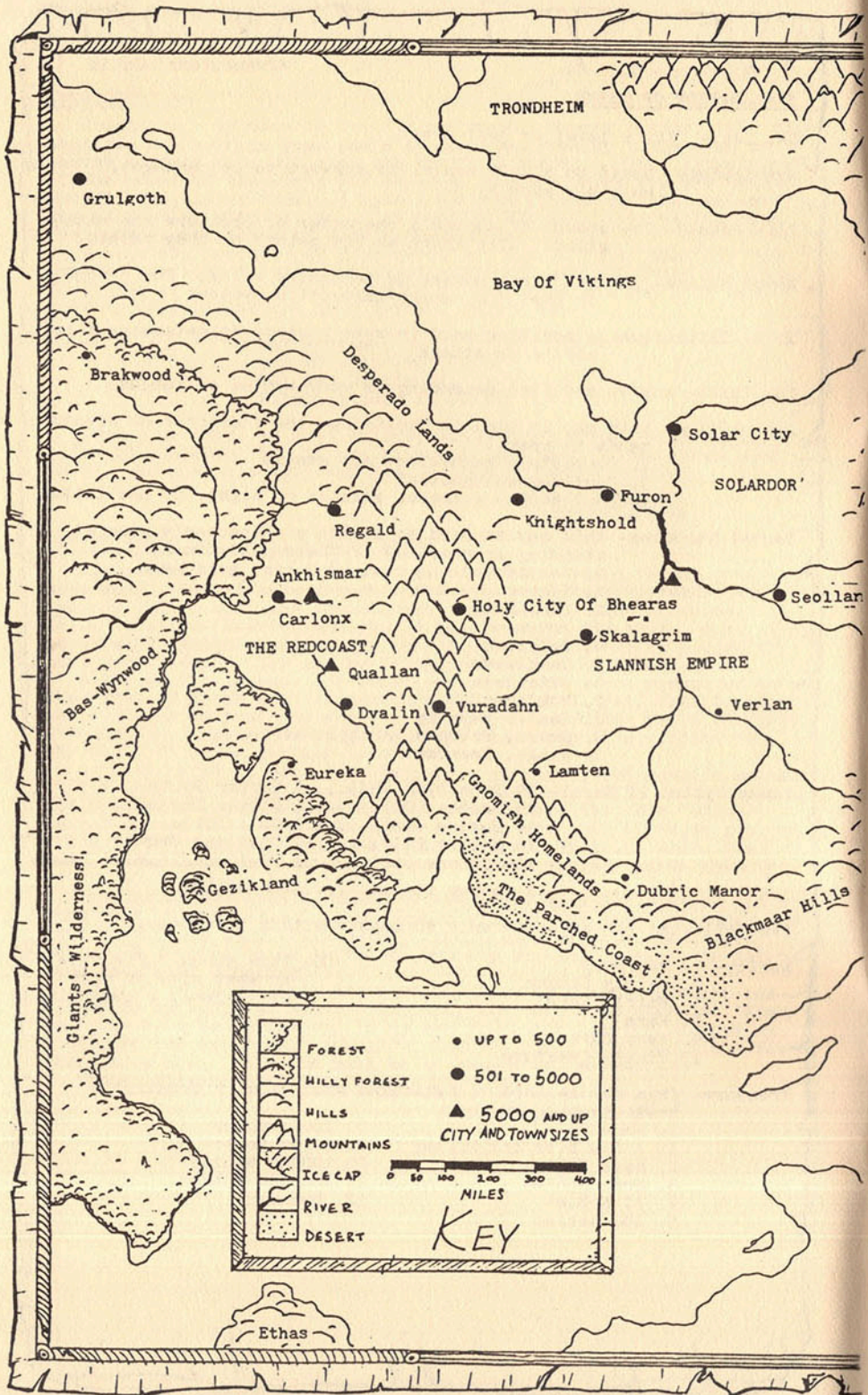
Rarity- 1. Everyday  
3. Fairly Common  
5. Fairly Rare  
7. Rare  
9. Very Rare  
10. Single Creature

LD- This means "life dice" or what size or what skill level a beast is.

Treasure- This may be used to determine what value a creature's treasure has, if any.

- |                          |                    |
|--------------------------|--------------------|
| 0. None                  | 7. 1000 Nobles     |
| 1. A few Bits and Drubes | 9. 10000 Nobles    |
| 2. Some Eagles           | 10. 100000 Nobles  |
| 3. Some Nobles           | 11. 1000000 Nobles |
| 4. 10 Nobles             | 12. Unknown        |
| 5. 100 Nobles            |                    |

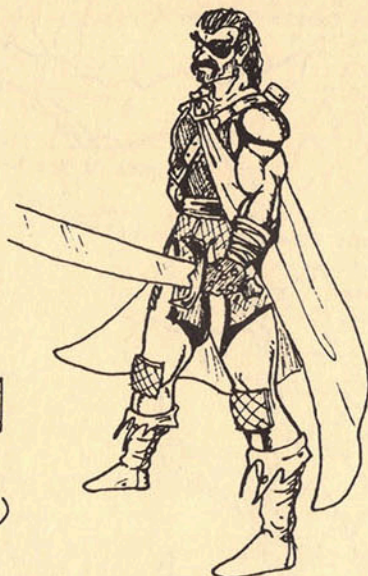








DEF RILLAN



19<sup>TH</sup> SK. LEV. BOUNTY HUNTER

Titles or aliases MASTER OF THE HUNT, MR. SLAY FOR PAY  
Alignment CHAOTIC (GOOD, SLIGHTLY)  
Age 32 Height 6'10" Weight 302  
How normally seen TRACKING WITH HIS ASSISTANT, LASIS TOLBRAK

Attributes	Adjustments
18	Strength
18	Agility
18	Health
20	Jump
17	Swim
17	Intellect
18	Willpower
16	Wisdom
16	Charisma
17	Beauty

Combat Ability- Defense	Life points	Armor rating	
8/4	125	8/4	
Armor used <u>MAGICAL LEATHER OF THE 4<sup>TH</sup> POWER</u>			
Special protections <u>RING OF DEFENSE (5<sup>TH</sup> POWER), PARRYING<sup>1</sup></u>			
Offense			
Weapon			
1	Init	TH	Dam
<sup>2</sup> HUGE MAGIC SABER	+14	-10	11-20
<sup>3</sup> BOW OF RANGING	+9	-3	4-9
<sup>4</sup> SAP OF POWER	+10	-3	4-7

Magic items owned ITEMS UNDER "COMBAT ABILITY" EXCEPT PARRYING, EYE OF SIGHT<sup>5</sup>, BOOTS OF THE STRIDE<sup>6</sup>

Unique items carried WANTED POSTERS, ACCURATE MAPS, DEADLY POISONS, CLIMBING ROPES AND TOOLS, HEALING UNGUENTS

Wealth carried GEMS WORTH 10 LA, COINS WORTH 20 LA

Skills and abilities ASSASSINATIONS, STEALTH, STALKING, HIDING, CAMOFLAUGE, CLIMBING, TRACKING, WAYLAY, SCAVENGING

Disposition 6 TENSE, EASILY ANGERED, ALWAYS CAUTIOUS

Residence NONE Languages HUMANSPEAK, MAJOR DEMI-HUMAN TONGUES, ORCISH, SLANNISH, MAJOR GUILD CANTS

Prime goal TO SETTLE DOWN AND MARRY Social standing 3

Companions LASIS TOLBRAK, SOMETIMES OTHER ADVENTURERS

Bounty offered 100 LA By VARIOUS VICTIMS' RELATIVES EP award 45,000



LASIS TOLBRAK



15<sup>TH</sup> SK. LEV. WOODSWARRIOR

Titles or aliases LASIS THE SLY

Alignment CHAOTIC  
Age 30 Height 5'10" Weight 170  
How normally seen TO THE RIGHT AND TWO PACES BEHIND DEF RILLAN

Attributes	Adjustments
16	Strength
18	Agility
17	Health
17	Jump
18	Swim
12	Intellect
16	Willpower
15	Wisdom
10	Charisma
9	Beauty

Combat Ability- Defense	Life points	Armor rating	
0/1	125	0/1	
Armor used <u>MAGICAL LEATHER OF THE 2<sup>ND</sup> POWER</u>			
Special protections <u>RING OF DEFENSE (2<sup>ND</sup> POWER)</u>			
Offense			
Weapon			
1	Init	TH	Dam
<sup>1</sup> THE GREAT WOODSAXE	+5	1	4-15
<sup>2</sup> SHORTSWORD	+6	3	2-7
<sup>3</sup> SHORTBOW	+7	3	2-7

Magic items owned ARMOR, RING, AXE UNDER "COMBAT ABILITY", BOTTOMLESS BAG<sup>2</sup>

Unique items carried HE CARRIES ALL THE SUPPLIES OF THE TWO, CAMOFLAUGE SUPPLIES, WALKING STICK

Wealth carried COINS WORTH 15 LA, IN MAGIC BAG - 250 LA WORTH

Skills and abilities WOODLORE, TRACKING, CAMOFLAUGE, STEALTH, EVASION, WILDERNESS SURVIVAL

Disposition 6 TENSE, MAINTAINS STEADFAST GUARD OVER MAGIC BAG

Residence NONE Languages HUMANSPEAK, ELVISH

Prime goal GET RICH AND RETIRE Social standing 2

Companions DEF RILLAN

Bounty offered 50 LA By VARIOUS VICTIMS' RELATIVES EP award 12,000



Def Rillan and Lasis Tolbrak

Notes, Def Rillan

1. I have perfected the art of parrying to the extent of being able to fight WHILE fending blows. Pretty impressive, I think.
2. My saber is a 5th power magical weapon, which is nearly as light as a feather. My victims don't think it feels as light as a feather, to them, it probably feels pretty heavy. And painful.
3. If I can see them, I can shoot them, with this awesome first power magical bow. Distance is no factor. I like it.
4. This magical first power sap or "blackjack" will knock anyone out, provided I surprise them from behind.
5. Since I lost an eye early in life, I was excited when I found this magical gem. It fits nicely in my empty socket and when I want to use it, I just flip up the eyepatch. I can see heat, invisibility, hidden creatures, at night, and most impressively, all footprints or steps even left during the last two days.
6. With these magical boots, there isn't anybody who can run away from me. They actually match the speed of my fleeing opponent and then go a little faster. I use them a lot, because people are always running away from me.

Notes, Lasis Tolbrak

1. My partner's Great Woodsaxe is a 2nd power magical weapon which was sweomed by his late father (a druid), such that it can only be wielded by him alone. In anyone else's hands (including mine) it is an awkward, unbalanced, and practically useless wood axe. Lasis can chop dead or dying wood with it in a split second, but the Great Woodsaxe will not touch living, healthy wood.
2. Lasis carries our best find ever. Some "expert" mage called it a "Bottomless Bag" for 100 nobles. I could have said that. But it is amazing. We can carry all of our wealth in it and Lasis never even feels the weight. I think its limit is about 1000#.

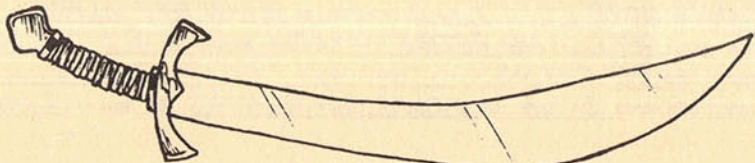
My name is Def Rillan. The first name means "deft" or "agile and cunning". That's definitely me. The last name was given to me by my father, Lex Rillan, probably the best bounty hunter who ever lived, bar none. He's been dead now for five years, slain by that Zorian Mage, Xenu. I grew up the son of a bounty hunter and ate, drank, slept, and dreamt (sic) bounties. That's why I'm so good today.

I used to go after anyone who had a bounty on their head, including goody-goodies. That's how I met Lasis. I was going after a druid who had been causing this baron a lot of hassles. The baron was into industrialization. I messed up and got caught by the druid and his followers. The druid was Lasis' father. He decided to spare me and then taught me some wisdom. I became friends with his son, and soon we set out as a team. Now I only hunt evil-doers and the occasional law-breakers.

When we are on a mission, we are very serious. We sometimes have help, but only from adventurers who are at least 10th sk. lev. We don't need any bunglers. Speaking of missions, I am getting a team together to get that Xenu for revenge. See his file for details.

I have a weakness for pretty ladies and good food and drink, as long as I'm not working. All in all, I think I'm a pretty slick character.

(Def Rillan's note: You want to go after me? There is a bounty on my head, I believe. Go ahead, make my day.)



LORD SIMON KARCHER

18TH SK. LEV. PART-ORC WARRIOR

Titles or aliases KRACKER KHADS,

"KING" OF GOCKA, RAGING BEAR

Alignment CHAOTIC/GOOD

Age 23 Height 5'11" Weight 175

How normally seen ADVENTURING

WITH THE "RISKY BUSINESS BOYS"

Attributes Adjustments

<u>19</u>	Strength	_____
<u>17</u>	Agility	_____
<u>18</u>	Health	_____
<u>15</u>	Jump	_____
<u>12</u>	Swim	_____
<u>16</u>	Intellect	_____
<u>18</u>	Willpower	_____
<u>14</u>	Wisdom	_____
<u>15</u>	Charisma	_____
<u>16</u>	Beauty	_____

Combat Ability- Defense

Life points 122 Armor rating -14/8

Armor used FULL GHUAR-DRAGON-PLATE<sup>1</sup>/GRAND BEETLEHELM<sup>2</sup>

Special protections RING OF DEFENSE<sup>3</sup>/ROBE OF THE CHAMELEON<sup>4</sup>

Offense

Weapon Init TH Dam

<sup>5</sup>CLAWS OF THE EBON TIGER +20 -7 14-18

<sup>6</sup>SHORTBOW, "SCHAUBAU" +10 -2 9-14

<sup>7</sup>DAGGER, "SKURBONE" +14 -2 9-12

Magic items owned ALL ITEMS UNDER "COMBAT ABILITY" ARE MAGICAL

SIX-MAN FLYING CARPET, (8) FLYING POTIONS, RING OF SIGHT, GLOWCOIN<sup>9</sup>

Unique items carried "BRUTE" COLOGNE, "TIGER" GLOVES, WHISTLE,

CROWBAR, SPECIMEN VIALS<sup>10</sup>, FUR HAT, PRAYER BOOK, PEPPER GRENADES

Wealth carried 100 CROWNS, OTHER CHANGE, JEWELRY WORTH 1300 CR.

Skills and abilities SCHOLAR ON THE HELLS, ABLE TO ALWAYS SEE

INVISIBLE BEASTS, IMMUNE TO ALL POISONS AND PARALYZATION

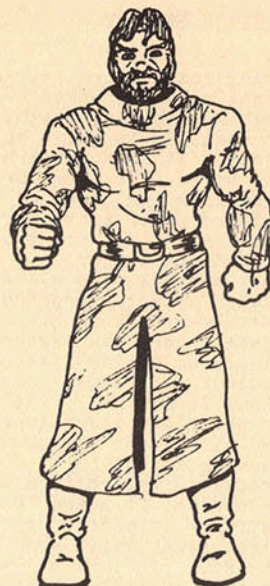
Disposition 4 EGOTISTICAL YET KIND, EASY TO PICK A FIGHT WITH

Residence GOCKA VILLAGE Languages HUMANSPEAK, DEVILTONGUE

Prime goal THE DEFEAT OF ASMODEUS Social standing 7 / 0"

Companions CYPRESS THE WOODS-PRIEST, GARD, LOMAX, AKRONAL THE ARCHER

Bounty offered 200 LA By KING FHAARUS OF DROM<sup>12</sup> EP award 85,000





Lord Simon KarcherNotes

1. Armor constructed over a three year period of time by the wizard, Drezlin, and Kracker's comrade, Lomax. It was made from the combined scales, teeth, bone and essences of five hell-dragons. As such, it is quite multi-colored and is fifth power magical armor. It also renders Kracker 75% untouched by dragonfires of any sort. The Ghuar Dragonplate is worth 30,000 crowns.
2. Made from the armor of the "psychic beetle", this grand helm is a third power protector of the wearer's mind.
3. The Ring Of Defense provides a fourth power magical force field around the wearer.
4. This magical robe allows Kracker to be virtually invisible and always able to surprise people who are unfamiliar with him. To those who do know him, the robe only barely functions.
5. These tiger claw weapons allow Kracker to fight two-handed as easily as others fight normally. They were fashioned by the ancient warriormage Xovian from his deceased companion, the giant Ebon Tiger. The spirit of the Ebon Tiger lives to this day in the claws themselves. They are third power magical weapons and will sever the carotid artery on a perfect attack roll, causing death.
6. Kracker's magical bow was named "Schaugbau" by the lord himself. In orcish, it means "Death Bringer".
7. Skurbone is made of enchanted bone from a devil, but loses its first power magic when used against a devil.
8. The Ring Of Sight allows the lord perfect vision at night and against invisible beasts. Unknown to Kracker, it also has a 10% chance every year of causing incurable blindness.
9. Simply a coin that always radiates a very bright light.
10. Used to collect rare bloods and essences of slain enemies which Kracker sells to alchemists and wizards.
11. This is considered Kracker's standing by the King Of Drom.
12. It is rumored that the lawful King Phaarus has a very uneasy alliance with Asmodeus, and that Asmodeus has chipped in another 200 lancers for the head of Lord Karcher, who has caused him so much trouble and embarrassment.

Lord Simon "Kracker Khaos" Karcher was born to a poor widow, Lareza, who had been terribly raped by the strong-blood orcish-human warrior, Slauder. Kracker grew up in Sawgrass and supported his mother by building shelves and tables. At the age of 14, he set out with two adventurers by the names of Gard The Plainswarrior and Cypress The Woodspriest. Although Kracker and Cypress nearly killed one another many times early in their careers, they came to cement a true friendship uncommon to those of mixed orc-blood and mixed elf-blood. Together with Gard, and two later additions, Lomax The Carrot and Akronal The Blue Archer, they formed the "Risky Business Boys" and adventured the world. Later they began exploring the Hells for excitement and have been since fighting an on and off battle against the powers of Hell, lead by Asmodeus himself.

At a time, Kracker grew weary of fighting such an unrelenting evil as put forth by the hellpowers, so he tried a more earthly "stunt". He declared Gocka Village the capital of the new "Kingdom Of Gocka". He claimed territory from the Blue River to the Dire Mountains. Of course, King Phaarus was outraged. He sent his armies to smash the rebellion with some success. But, to this day, "King" Kracker does retain shaky control over a 100 mile radius area surrounding Gocka Village. It is for these brash and impetuous actions that a bounty has been placed on his head.

Lord Simon Karcher is actually a kind man to lessers, but is very strongly disrespectful of authorities. He quite truly fears nobody (with the possible exception of his mother or his wife, Mhere).

The need for excitement is what motivates most of his actions.

The lord lives in Gocka Mansion in the village of the same name with the following people:

- His wife, Mhere (a 6th sk. lev. swordswoman)
- 2 young children, Sheela and Brance
- Adopted son, Arias (a 7th sk. lev. woodswarrior)
- The rest of the "Risky Business Boys"
- 2 associate Risky Business members, Colson Coldeye (a 7th sk. lev. warrior) and Kalaban (a 12th sk. lev. quarter-orc warriorpriest)
- His general, Lord Drugo Valgoth (a 9th sk. lev. part-orc)
- His personal guard, 10 skilled archers and 10 pikemen
- Various staff, cooks, maids, etc.

Living in Gocka Village are the following:  
-Lord Karcher's army, commanded by General Lord Valgoth, consisting of...

- 300 light infantry -200 heavy infantry -75 light cavalry
- A company of 100 elves and part-elves who follow Cypress
- A band of 20 elven archers who consider Akronal their lord
- A tribe of 50 plainswarriors who pay homage to Gard
- A school of 25 armorers who train under Lomax
- 100 various adventurers and mercenaries who come and go often (all skilled and mostly chaotic and good, many present to train or study at Lord Karcher's School Of Adventuring In The Hells)
- 500 various villagers and artisans

The Kingdom Of Gocka is ruled loosely by Kracker and the rest of the Risky Business Boys. There are no gates to prohibit entry and the border is only scantily patrolled by groups of Kracker's army. The land is home to all sorts of free-willed and benevolent creatures, such as grobons (50 of which actually guard Gocka Village), sprites, pegusi, and elves (who are allied with Kracker, but do not consider him their king). Anyone caught taking advantage of a lesser or a villager will be "tried" by Kracker or one of his associates. The punishment will fit the crime, ranging from a public mocking to a fine to expulsion to death by duel. There are very few set laws and there is no tax. The total wealth of the Risky Business Boys includes over 40,000 crowns worth of jewelry and coins, 20,000 crowns worth of art and relics, and 50,000 crowns worth of magical weapons, armor and other strange creations. Most all of this wealth is stored in the dungeons of Gocka Mansion, heavily guarded.

A summary of the other Risky Business Boys follows:  
Brother Cypress The Woodswarrior-priest- 16th sk. lev. with parts of elf-blood in his veins. He is whimsical and often teams with Kracker to play jokes on others.

Gard The Plainswarrior- 14th sk. lev. A barbaric man from the plains of Drom, he is shy and introspective. He still will not ride on Kracker's flying carpet. Possibly the hardest of the boys.

Lord Lomax The Carrot- a 16th sk. lev. part-orc warrior and 12th sk. lev. master armorer. He was a childhood pal of Kracker's who received his strange nickname due to him throwing the carrots from his dad's garden at constables. He once was stricken with a strange malady while adventuring in the Hells which caused him to perform every action in reverse, so he retired for two years. He learned armor-making as therapy and soon adjusted for the condition, and in the process, became a master armorer.

Lord Akronal The Blue Archer- a 16th sk. lev. elven archer. He was once rescued by Kracker years ago from the clutches of a powerful vampire and joined the Risky Business Boys to defeat the vampire. He then stayed with them for good.

(Def Rillan's note: Going after Karcher will be very risky, since he is very popular in his own country, so you won't receive any help from the villagers. Also, you will be dealing with an archdevil for half of the bounty, which is always very dangerous and tricky.)



Cypress



Gard



Akronal



LOMAX





## Zorian Mage Xenu

## Notes

1. The arcane runes on Xenu's robe protect him completely from cold, heat, fear, undead, poison, fire, light, dark, possession, missile weapons, breath attacks, elementals, illusions, scrying, swords, water, mind-control, and death magic. If indeed this robe could be used by a human, its value would be unguessable.
2. This awesome artifact is said to be from the dawn of time. In addition to being a 7th power ring of defense, it has seven other powers (you determine, depending upon your realm).
3. The Staff Of Rule is a 3rd power magical weapon which also has the following two powers:  
-it parries blows at the 3rd magical power  
-any within 50' and of less than the 10th sk. lev. are powerless to defy Xenu. All others must save vs. willpower at -4 or do his bidding as well.
4. Xenu has 80 various "minor" magic items that he has accumulated over the centuries (wands, potions, etc.).
5. This is another ancient artifact that was definitely made by the gods at the start of time. Even Xenu has not yet dared to tap much of its power. He methodically studies it, day in and day out.
6. Whether these are actually Xenu's real eyes or not is beside the point. With them, once per minute, black rays can leap out which call upon any single evil effect that an opponent ever suffered and cause him to suffer it again (an applicable save applies).
7. This 189-faceted puzzle was a gift from one god to another in times past. Xenu now has it and has yet to solve it.
8. Xenu has spellbooks with all spells known to man and then some. It is known that he may cast spells from any type of magic with the exception of the divine or priestly magic.
9. Xenu can perform any alchemical operation perfectly and quickly.
10. Xenu knows how to build all types of machinae (iron dragons, etc).
11. Depending on your realm, Xenu has the highest possible psionics.
12. Xenu speaks magically such that any at his challenge knows what he is saying. He can also speak most major languages normally.
13. Def Rillan's father was slain by Xenu when he was picked for the challenge and went after Xenu, instead. In revenge, Def offers adventurers a fair share of Xenu's treasure to accompany him and Lasis Tolbrak someday to go after Xenu.

Xenu, The Mageking Of The Zorian Circle, was once a normal human. His constant lust for power coupled with the discovery of the Orb Of The Ancient Wyrms seemed to eradicate any last bits of compassion in his mind. There is no doubt that the orb had something to do with his god-like rise in power. But whether he controls the orb or it controls him is a question to be answered later.

Through many arcane and sinister rituals, adventures, and sacrifices, Xenu conjured the quasi-plane of Zoria. Xenu lives here with the two other Zorian Mages, Magdal (27th sk. lev.) and Winhel (33rd sk. lev.). They practically do not age here and grow very bored. Thus, once per year, the Challenge Of The Zorian Mages is conducted. It is set in one of the Zorians' mazes and pits different characters against each other to the death. The rules vary each year, but a great reward always goes to the winner and the losers always die. Often, some participants who are teleported in are uncooperative, refusing to fight the others. These characters always die.

A typical challenge would pit ten characters, some of them familiar to each other, against each other. They would start completely unarmed and quite naked. Through the maze, they could find articles which could be put to use in battle. Thus the one with wits quite often wins. Other times, characters are allowed their normal equipment and sometimes are allowed to bring one item of their choice.

(Def Rillan's note: This guy is bad news. Don't mess with him unless your plans for the future include death. But someday, I'll get him!)

42<sup>ND</sup> SK. LEV. ZORIAN MAGETitles or aliases MAGEKING OF  
THE ZORIAN CIRCLEAlignment NEUTRAL/EVILAge 636 Height 7'0" Weight 30How normally seen WITH THE TWO  
OTHER MAGES OF THE CIRCLE

Attributes Adjustments

18	Strength
19	Agility
18	Health
19	Jump
18	Swim
21	Intellect
20	Willpower
19	Wisdom
17	Charisma
11	Beauty

Combat Ability- Defense

Life points 195 Armor rating -10/0Armor used NONESpecial protections RUNES OF  
PROTECTION, RING OF XHAVEN<sup>2</sup>

Offense

Weapon Init TH Dam  
STAFF OF RULE<sup>3</sup> +15 -7 8-15Magic items owned MANY "MINOR" MAGICKS<sup>4</sup>, ORB OF THE ANCIENT  
WYRMS<sup>5</sup>, THE EYES OF PAST EVIL<sup>6</sup>, ITEMS UNDER "COMBAT ABILITY"Unique items carried MAP OF THE CHALLENGE MAZE, KEYS TO ALL  
ITS DOORS, PUZZLE-CUBE OF THE GODS<sup>7</sup>Wealth carried JEWELRY WORTH 1000 LASkills and abilities SPELLCASTING<sup>8</sup>, EYE-RAYS, MASTER OF AL-  
CHEMY<sup>9</sup>, MASTER OF MACHINAE<sup>10</sup>, PSIONICS<sup>11</sup>, USE VARIOUS WANDSDisposition 6 CALM, UNLESS PARTICIPANTS ARE UNCOOPERATIVEResidence QUASIPLANE OF ZORIA Languages ALL MAJOR LANGUAGES<sup>12</sup>Prime goal TO BECOME A GOD Social standing 8Companions THE TWO ZORIAN MAGES- MAGDAL AND WINHELBounty offered SPECIAL<sup>13</sup> By DEF RILLAN EP award 500,000



Kraswyn DiabloNotes

1. This is a term applied to assassins who leave the Slayers' Guild to work on their own. The by-laws of the guild do not permit this, although with Diablo (who was once the Chief Of All Assassins), there is little they have been able to do about him.
2. The Ring Of Silence allows absolutely no sound within 7 feet of Diablo. Thus, he is able to sneak anywhere, undetected.
3. This magical ring makes Diablo invisible, at will. He may remain that way for as long as he pleases. It can also project a human-appearing illusion 10 feet to the side of where the invisible Diablo really is. It is a flawless illusion.
4. Curago is a magical bejeweled couteau of the fourth power. It is capable of teleporting from anywhere back to Diablo. Diablo always leaves Curago sticking out of his victim's chest, along with a darkly humorous note. Anyone who tries to keep Curago always finds that it is missing the very next day, it has teleported back to Kraswyn Diablo's hand.
5. These magical leather gloves allow their wearer to perform any type of thievery involving an agile application of the hands with twice the chance that he would have without the gloves.
6. Diablo always carries various potions and antidotes, including ones for survival submerged, in extreme heat or cold, or even immersed in acid! His antidotes include magical ones against all the types of poison that he uses.
7. This magical ring allows Kraswyn to make a wish once every month. The only consequence is that there is a 10% chance each time that the ring will give exactly the opposite of what the wish was. Diablo knows this and so only uses the ring if absolutely needed.
8. It is not known if Diablo can not speak or simply chooses not to do so. He definitely could not be heard with the Ring Of Silence.

Kraswyn Diablo is a very secretive individual. Very little is known about him, except for the results that he produces. Much of the following is known only to the gamemaster. Diablo was a tormented youngster in the wilds of the Geziklands. Being the son of a gypsy Gezik woman seduced by an evil dark elf who had ventured to the surface world to "frolic", he was the butt of all the pranks and jokes of the other Gezik children. Even when he grew up, went adventuring, and fell into the ranks of the Slayers' Guild, he never did forget his early life of misery. After leaving the guild (he felt that they were holding back his career), and becoming a Dislanto, he began a systematic "game" of timed assassinations based on an actual game that Gezik children played. Diablo's "game", however, is much more fatal. Every half-year, on a Friday The 13th, he makes public a notice that some king or other worthy will be quite dead within two weeks, if a certain ransom (always in excess of 10,000 crowns value) is not paid in his specified way AND a specified beautiful maiden is not delivered to him. The maidens are never heard from again. Some worthies will bend to his threat and some do not. But no matter how well protected, magically or physically or even by priests calling on their gods, the nonpaying always end up dead. Diablo has never been seen nor caught.

At Kraswyn Diablo's castle (which has never been found, so well does he have it camouflaged in the thickets of the Geziklands), he keeps the kidnapped maidens, actually treating them well, except for his "demands" on them. They are not allowed to leave, but are given practically anything else they want, bought baubles from all of the ransoms paid to Diablo. His servants are Geziks that he captured into slavery. He has no friends and he long ago slew his mother for bringing him his existence. Diablo's only goal is to eventually perfect his "game" and slay...a god! He actually believes this to be possible.

(Def Rillan's note: none... we can only speculate that Def does not wish to comment on Kraswyn Diablo for fear of becoming his next victim...)



KRASWYN DIABLO

28th SK. LEV. PART-DARK ELF ASSASSINTitles or aliases MASTER MIDNIGHT,DISLANTO<sup>1</sup> or "HUNTED ONE"Alignment LAWFUL/ EVILAge 55 Height 5'0" Weight 105How normally seen NEVER HAS BEEN SEEN

Attributes Adjustments

<u>18</u>	Strength
<u>20</u>	Agility
<u>18</u>	Health
<u>20</u>	Jump
<u>19</u>	Swim
<u>18</u>	Intellect
<u>16</u>	Willpower
<u>17</u>	Wisdom
<u>17</u>	Charisma
<u>18</u>	Beauty

Combat Ability- Defense

Life points 175 Armor rating -11/4Armor used MAGICAL ELF-CHAIN OF THE 5th MAGIC POWERSpecial protections RING OF SILENCE<sup>2</sup>RING OF INVISIBILITY AND ILLUSION<sup>3</sup>

Offense

Weapon Init TH Dam

4 COUTEAU, "CURAGO" +16 -8 10-14THROWING STARS +12 -1 3-6Magic items owned ALL ITEMS UNDER "COMBAT ABILITY" ARE MAGICAL,GLOVES OF THE DARK<sup>5</sup>, VARIOUS POTIONS OF SURVIVAL<sup>6</sup>, WISHING RING<sup>7</sup>Unique items carried ASSASSIN'S TOOLS (ROPE, GRAPNEL, PICKS, KEYS, MAPS, DEADLY POISON, WIRE, DISGUISES, BREATHING REED, ETC.)Wealth carried ONLY "CURAGO", THE JEWELLED COUTEAUSkills and abilities FATAL BLOWS, SPYING, EVASION, HIDING, CATWALK, THIEVING, TRACKING, ALCHEMY, ACROBATICS (ALL WITH PERFECTION)Disposition 7 QUITE CHARMING WITH VERY EVIL HUMORResidence A CASTLE IN GEZIKLAND Languages DOES NOT SPEAK<sup>8</sup>Prime goal TO SLAY A GOD Social standing 2Companions NONEBounty offered 1000 LA By THE SLAYERS' GUILD EP award 130,000



Archbishop Olrik SorionNotes

1. This evilly-aligned magical armor is normally of the 4th power, but against holy men (priests, clerics, paladins, crusaders, etc.) it becomes 8th power.
2. This magical belt is likewise more effective against holy men-being a 4th power protective device instead of its normal 2nd power rating.
3. This Ring Of Defense is of the 4th magical power.
4. This magical mace is similarly more effective against holy men (8th power vs. 4th power). Additionally, The Mace Of The Office has the awesome power to paralyze victims struck by it (a save is possible). It also heals its holder upon command, once per day. The mace is evil and will shock any good person attempting to hold it for 3-30 points. In the hands of a neutral, the mace will act as any normal non-magical mace.
5. With this magical rod, Sorion is able to command and control all evil beings within 100' from him with a few exceptions. Whether or not the beings are able to resist him (if they even want to) is dependent upon their skill levels.
  - Up to 4th sk. lev. automatically controlled
  - 5th to 7th sk. lev. save vs. willpower at -4
  - 8th to 10th sk. lev. save vs. willpower at -4
  - 11th sk. lev. and up not affected
 The Rod Of Dark Command functions continuously, but will only work in the hands of an evil person. It is worth 30,000 nobles.

Archbishop Olrik Sorion was born in the Church Quarter of Ankhismar, the son of a wealthy and powerful priest of "good". His father Salak Mezthdun, headed one of the larger and more influential churches of Ankhismar. To his followers, Salak was seen as a most holy man. And so Salak thought he was, too, in his own damaged mind. But his poor son, Olrik, saw things in a different light. Salak severely molested his young son nearly every day. Thus, young Olrik developed an entirely wrong impression of what "good" meant. As he matured, he despised holy men and "good" for what both had done to him.

Olrik soon ran away to the slums of the city. There, he was taken in by a charismatic young dark priestess. Olrik saw "truth" in the things that the priestess said and did. At least there were no pretenses, here. Thus, his young and impressionable mind was warped to permanent evil. In Olrik's own words, "Good is doing evil things and lying about doing them, while Evil is doing evil things and not denying it, in Evil there is truth." A warped view, but Olrik's view, nonetheless.

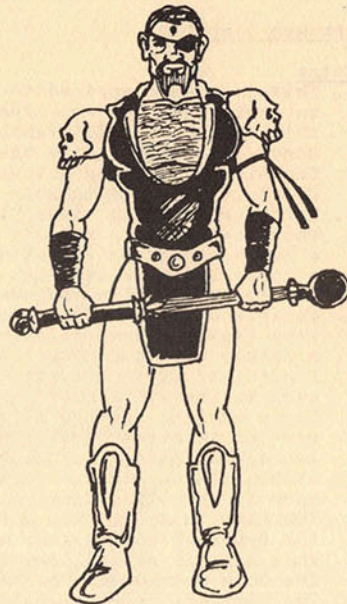
Being the son of a powerful cleric, thus having much innate religious power, Olrik Sorion soon advanced beyond belief in his church. He rose to his current position and sees "truth" in the unity of all evil churches.

The only thing Sorion fears is good priests more powerful than he, so relentless is the scar left in his mind by his father. Obviously, Olrik Sorion is a sick individual, but not deserving of pity, for his evil knows no boundaries.

(Def Rillan's note: Look out for evil magic, since Sorion can call upon many different evil deities, making his spells diverse.)



ARCHBISHOP OLRIK SORION

30<sup>TH</sup> SK. LEV. DARK CLERIC

Titles or aliases ARCHBISHOP OF THE DARK CHURCHES' CONGREGATE  
 Alignment NEUTRAL/ EVIL  
 Age 43 Height 6'5" Weight 215  
 How normally seen ALONE, CONDUCTING SURPRISE VISITS TO HIS CHURCHES

Attributes Adjustments

16	Strength
18	Agility
18	Health
18	Jump
17	Swim
18	Intellect
19	Willpower
19	Wisdom
19	Charisma
18	Beauty

Combat Ability- Defense

Life points 150 Armor rating -18/1Armor used LEATHER OF DARKNESS<sup>1</sup>, THE KINGSHIELD (5<sup>TH</sup> POWER MAGIC)Special protections BELT OF THE DARK ONE<sup>2</sup>, RING OF DEFENSE<sup>3</sup>

Offense

Weapon	Init	TH	Dam
<sup>4</sup> MACE OF THE OFFICE	+10 or +14	-7 or -11	6-15 or 10-19
STAFF	+5	-3	3-6
FLAIL, TWO-HANDED	+5	-3	2-11

Magic items owned ALL ITEMS UNDER "COMBAT ABILITY" EXC. STAFF AND FLAIL, ROD OF DARK RULE<sup>5</sup>, SEVERAL POTIONS, UNGUENTS, POISONS

Unique items carried PRAYER BOOKS AND RELIGIOUS TRACTS FOR ALL MAJOR EVIL RELIGIONS, UNHOLY SYMBOL OF THE EVIL ONE

Wealth carried 100 LA, 125 CR., 60 NO., OTHER VARIOUS COINS

Skills and abilities CONTROL UNDEAD, TURN HOLY MEN, ORATORY, DIPLOMACY, POTION BREWING, SPELL-CASTING

Disposition 6 EXPECTS ALL TO DO EXACTLY AS HE COMMANDS

Residence A TOWER IN BAS-WYNNWOOD Languages HUMANSPEAK, ALL LOWER PLANE CANTS, ORCISH, GOBLIN, TROLL

Prime goal CONTROL ALL EVIL CHURCHES Social standing 7

Companions HIS CIRCLE OF BISHOPS FROM EACH CHURCH (25 IN ALL)

Bounty offered 35 LA By THE (WHITE) CIRCLE OF PRIESTS EP award 110,000





## Bruno Vallarino

## Notes

1. Anyone hitting this armor with bare hands or a very short weapon will take 1-4 points of damage. Anyone attempting to wrestle Bruno will take 1-10 points per minute.
2. These 2nd power magical weapons are thought to be the most powerful ones of their sort on the World Of Narak.
3. These magical pants are woven of gold and the mane of a unicorn. If your system uses a speed attribute, then Bruno has a 22. Otherwise, Bruno can run 100 yards in 8 seconds.
4. Bruno is known to use thumbs to the throat, eye gouges, knees to the groin, elbow smashes, salt to the eyes, and even biting.

Bruno Vallarino was born in the slum section of Ankhismar, the son of a prostitute. His whole childhood was fraught with battles just to survive in that rotted and dark part of the city. His mother really only took care of him until the age of five, and from then on, he was on his own. It was this environment that produced this powerful, hardy ruffian who cares for nobody except himself. This attitude was the only way he ever survived.

Bruno Vallarino will challenge most all who enter his section of Ankhismar, if they seem at all powerful. However, he has been known to run from an ultra-powerful warrior, only to cowardly poison or waylay him later, when an opportunity presented itself. Since Bruno's life is a game of survival, actions like these do not weigh on his conscience at all, that is if indeed he even has one.

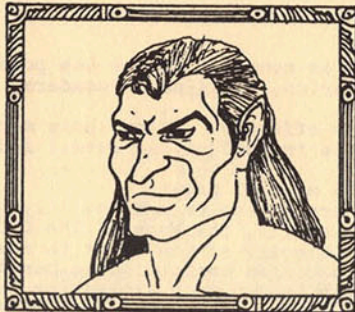
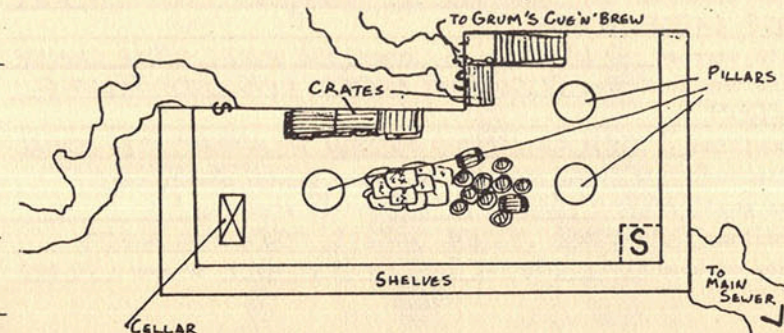
Bruno rules a gang of ruffians who control a section of the slums known as the Witherpits. He has two assistants who help him command the gang known as the Wildcats. His assistants are Breto Brito (a 15th sk. lev. ruffian) and Pelon "The Razor" Pallino (a 13th sk. lev. part-goblin ruffian). The Wildcats number over 60 ruffians and numerous ruffians used for gofers. All shopkeepers in the Witherpits must pay protection money to the Wildcats in addition to supplying them with rumble supplies (so they can keep out all the other "troublemaker" gangs out of the Witherpits). Any adventurer passing through here will be "asked" to pay a tax, based on his actions:

Looking For Directions Tax	2 nobles	Sitting Tax	2 nobles
Walking Tax	1 noble	Selling Tax	6 nobles
Fighting Tax	5 nobles	Singing Tax	5 nobles

Each tax will be multiplied by the sk. lev. of the one paying.

Bruno has built an elaborate system of dungeons and secret tunnels under the Witherpits that connect to the sewers and with many points outside the Witherpits. His main hideout is the cellar of Grum's Cue 'n' Brew. Here is stored an enormous hoard of wealth.

(Def Rillan's note: I once nearly got this slime, but he dove down into a sewer. I figured that he wasn't worth wading in waste. He got no chase from me. He'll do the same thing to you- he'll use the sewers, he'll kick you in the groin, he'll do anything he can.



BRUNO VALLARINO

23<sup>RD</sup> SK. LEV. RUFFIANTitles or aliases THE WILDCAT,KING OF THE RUMBLEAlignment CHAOTIC/EVILAge 29 Height 6'6" Weight 287How normally seen PATROLLING HISAREA IN FULL RUMBLE GEAR

Attributes Adjustments

18	Strength	
19	Agility	
18	Health	
19	Jump	
18	Swim	
15	Intelect	
17	Willpower	
16	Wisdom	
17	Charisma	
18	Beauty	

Combat Ability- Defense

Life points 135 Armor rating -8/3Armor used SPIKED RUMBLE-LEATHER  
OF THE 4<sup>TH</sup> MAGICAL POWERSpecial protections GIRDLE OF  
DEFENSE OF THE 3<sup>RD</sup> MAGICAL POWER

Offense

Weapon	Init	TH	Dam
<sup>2</sup> SPIKED KNUCKLES	+17	0	18-23
FLYING KICK	+8	4	13-23
HEADBUTT	+9	4	4-10

Magic items owned ARMOR, GIRDLE, SPIKED KNUCKLES ARE MAGICAL,  
GOLDEN BRITCHES OF THE STRIDE<sup>3</sup>, RING OF NIGHTSIGHT, BATWINGSUnique items carried SALT (TO THROW IN EYES), LOCKPICKS,  
CLIMBING EQUIPMENT, FLASK OF ACIDWealth carried JEWELRY WORTH 1000 CR, VARIOUS COINS WORTH 100 CRSkills and abilities THIEVERY, DISGUISE, JEWELRY APPRAISAL,  
UNDERHANDED COMBAT TACTICS<sup>4</sup>Disposition 8 WILL LOOK FOR ANY EXCUSE TO PICK A FIGHTResidence SLUMS OF ANKHISMAR Languages HUMANSPEAK, ORCISHPrime goal RULE ANKHISMAR Social standing 2Companions BRETO BRITO, PELON "THE RAZOR" PALLINOBounty offered 35 LA By CONSTABLE HARLAN, ANKHISMAR EP award 40,000



Godriax The HammerNotes

1. These magical bracers are made of the purest of platinum, alloyed with the finest essences of wolverine. They allow Godriax to always attack first in combat, and to get twice the attacks he'd be entitled to without them, depending on the system used. These also allow Godriax to move his shield about very quickly, thus lowering his armor rating by even three more.
2. The Ring Of Thosni acts as a 3rd power ring of defense and also has the awesome power of granting total immunity to edged weapons. It is thought that this ring is derived from those worn by ancient dwarves when doing honorable battle with other dwarves.
3. This magical 4th power hammer destroys armor upon any hit. A save is allowed. It is worth 50,000 nobles.
4. When one of the Waspsling's special stones is hurled, it magically turns into a swarm of 5 poisonous wasps which speed towards their target. Each one can do the indicated damage. In addition, the victim must save vs. health or be poisoned. The Waspsling is a 2nd power magical weapon which uses enchanted stones.

Godriax The Hammer is an abnormal dwarf- he is bent upon the purest of evil. Early in life, he was banished from the Dwarven Archthancy Of Vuradah for minor, but frequent, crimes. His hatred grew until reaching staggering proportions, and he made a power pact with the vile and disgusting Bluislee, Demon Lord Of Guano.

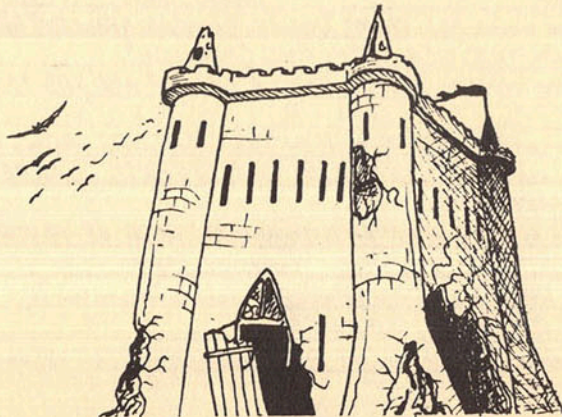
Godriax resides in the confusing and twisted ruins of the old Dubric Manor, with a crazed old gnomish jester, Ghaxas, several evil priests of Bluislee, and many other evil minions.

From Dubric Manor, Godriax and Ghaxas foray into the large cities. Their only intent is the kidnapping of children of influential people. Their favorite ploy is Ghaxas putting on a show or carnival to attract children, then Godriax goes to "work". The children are taken to Dubric Manor, while their parents receive ransom notes demanding huge sums of money. Even if paid, Godriax seldom returns the children. Instead, he usually sacrifices them to the foul demon lord in the evil priests' ceremonies. These rituals are most vile.

Godriax is practically Evil incarnate. He likes nobody, including Ghaxas, whom he secretly despises. But Ghaxas, for the time, is useful to him.

Godriax seeks to receive Bluislee's Sceptre Of Corpses by making enough sacrifices to win the demon's favor. Even now, Bluislee is very close to granting priest-like powers to Godriax.

(Def Rillan's note: If you go after this one, and fail- which is very likely, you'd better die in failing. Do not get captured by Godriax or your fate will be 100 times worse than death!)



GODRIAX THE HAMMER

27<sup>TH</sup> SK. LEV. DWARVEN WARRIORTitles or aliases LORD GODRIAX,CHILDSLAYERAlignment CHAOTIC/EVILAge 198 Height 4'0" Weight 181How normally seen WITH THEGNOMISH JESTER, GHAXAS

Attributes Adjustments

<u>19</u>	Strength
<u>17</u>	Agility
<u>19</u>	Health
<u>7</u>	Jump
<u>19</u>	Swim
<u>18</u>	Intellect
<u>18</u>	Willpower
<u>16</u>	Wisdom
<u>14</u>	Charisma
<u>16</u>	Beauty

Combat Ability- Defense

Life points 215 Armor rating -13/4Armor used MAGICAL-CHAINMAIL  
(5<sup>TH</sup> POWER), SHIELD (3<sup>RD</sup> POWER)Special protections BRACERS OF  
BLINDING SPEED, RING OF THOSNI<sup>2</sup>

Offense

Weapon Init TH Dam

<sup>3</sup>HAMMER, "DEMOLYN" (SPEC) -18 17-23<sup>4</sup>WASPSLING (SPEC) -13 11-14SHORTSWORD (SPEC) -11 9-14Magic items owned ALL ITEMS UNDER "COMBAT ABILITY" EXC. SWORDARE MAGICAL, RING OF DISGUISE, (5) POTIONS OF HEALINGUnique items carried CANDY AND TOYS TO ATTRACT CHILDREN, ROPE,  
GAGS, LARGE SACKSWealth carried 50 LANCERS, 75 CROWNS, 150 NOBLES, OTHER CHANGESkills and abilities DISGUISE BY MAGICAL RING, JOKE-TELLING,  
FORGERYDisposition 7 ON A KIDNAPPING MISSION, HE APPEARS TO BE JOVIALResidence RUINS OF DUBRIC MANOR Languages HUMANSPEAK, DWARVISH, ELVISH,  
GNOMISH, DEMONTONGUEPrime goal TO RECLIEVE BLUISLEE'S SCEPTRE Social standing 1Companions THE GNOMISH JESTER, GHAXAS, OTHER EVIL PRIESTSBounty offered 300,000 NO. BY THE DWARVEN ARCHTHANCY EP award 130,000



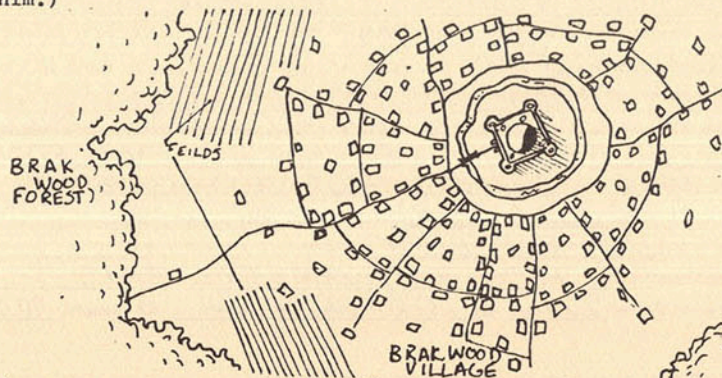
Burakus LakerianNotes

1. This awesome magical hammer is called the "Enforcer" by Burakus. Besides being a 4th power weapon, the hammer will kill by a smashing of the chest. Peasants and the such are always affected thusly, while others save to avoid this effect. The "Enforcer" may be wielded by those who have 19 strength or better. It is worth 35,000 nobles.
2. When an arrow is shot from this magical bow, it bursts into enchanted 2nd power flames.
3. Oric is a magical and intelligent dart. If used as a weapon, it will always seek and hit the target that Burakus commands. The victim need not be seen nor in a straight line from Burakus. Oric's range for this is two miles. Burakus often poisons Oric when used in this manner. Oric also returns upon command. A second function is that Oric can be commanded to find anything hidden within 50'. Oric will fly and stick into the place where the hidden item is to be found.
4. This ring was discovered by Burakus in his adventuring days. Upon wearing it, he found that he had 18 health, up from his normal 12. But, a year later, when preparing for his annual bath, he removed it. He nearly died and found that he had now 0 health. While giving its wearer 18 health, this ring is actually draining health to do so. It does so at the rate of 1 point per month, but gives the wearer 18 health as long as it is always worn. Thus, Burakus now never takes it off, for to do so would be sure death. He is quite obsessed with the ring and will kill any who come too close to it, such as offering a handshake.
5. This magical flying carriage is a royal appearing thing, all decked out in tapestries and the such. It holds four within and one driver who commands it. Its top speed is 600 ypm and it can fly 4 hours per day.

Burakus Lakerian was a fairly average adventurer who made only mediocre accomplishments. He was fairly neutral. Once, when travelling through Brakwood, he caught a glimpse of its baron hunting game. To Lakerian's total amazement, he and the Baron Of Brakwood looked completely identical. They could have been twins! A plan formed in Lakerian's mind, and then he waited...

The assassination was a success, and when the new "Baron Of Brakwood" stepped out of his royal castle the next day, nobody knew the difference. In the years to come, however, there definitely was a drastic change in their formerly good-hearted ruler. He became tyrannical—taxes, taxes, and more taxes. Dungeons, fines, executions for minor crimes and for no crimes at all. Little did the confused citizens know that the real baron had been dead for years.

(Def Rillan's note: The quickest way to get this goofball is to sneak up and snatch that ring of his. That would quickly take care of him.)



BURAKUS LAKERIAN

19<sup>TH</sup> SK LEV. WARRIORTitles or aliases BRUNASH THESLAYER, BARON OF BRAKWOODAlignment LAWFUL/EVILAge 37 Height 6'3" Weight 205How normally seen ASSISTED BY HISBAND OF "SHERIFFS" AND TAX MEN

Attributes Adjustments

<u>19</u>	Strength
<u>17</u>	Agility
<u>18</u>	Health
<u>18</u>	Jump
<u>16</u>	Swim
<u>14</u>	Intellect
<u>18</u>	Willpower
<u>17</u>	Wisdom
<u>15</u>	Charisma
<u>16</u>	Beauty

Combat Ability- Defense

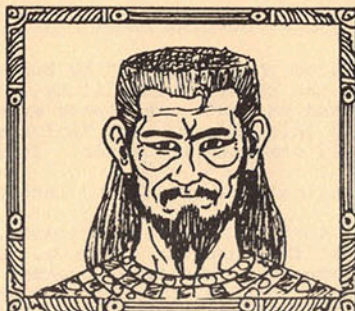
Life points 139 Armor rating -7/6Armor used MAGICAL PLATE MAILOF THE 3<sup>RD</sup> POWERSpecial protections RING OF DEFENSE OF THE 4<sup>TH</sup> POWER

Offense

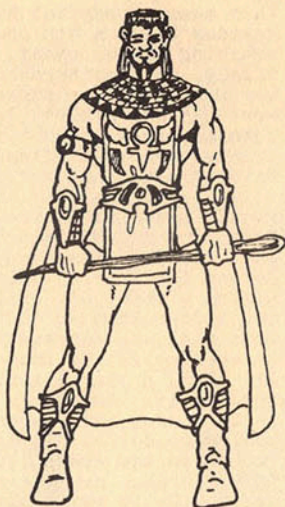
Weapon	Init	TH	Dam
<sup>1</sup> <u>TWO HAND HAMMER</u>	<u>+13</u>	<u>-9</u>	<u>16-26</u>
<sup>2</sup> <u>BLAZEBOW</u>	<u>+9</u>	<u>-5</u>	<u>10-15</u>
<sup>3</sup> <u>DART, "ORIC"</u>	<u>+8</u>	<u>-4</u>	<u>9-10</u>

Magic items owned ALL ITEMS UNDER "COMBAT ABILITY" ARE MAGICAL, RING OF VAMPIRIC HEALTH, FLYING CARRIAGE<sup>5</sup>Unique items carried SCROLL WITH A LIST OF ALL HIS TAX-PAYERS, POISONWealth carried DIAMONDS WORTH 10 LANCERS, COINS WORTH 5 LASkills and abilities DIRECTING WAR EFFORTS, CARPENTRY, ARMOR-MAKINGDisposition 6 IS PLEASANT TOWARDS THOSE HE FAVORSResidence CASTLE IN BRAKWOOD Languages HUMANSPEAK, SLANNISHPrime goal RULE ALL OF BRAKWOOD Social standing 8Companions HIS WIFE, PHERABounty offered 50 LA By THE ELVEN PRINCE, XETAN EP award 28,000





NYACH DAL QAPHON



## Nyach Dal Qaphon

## Notes

1. Usually lawful/evil warrior types of at least 7th sk. lev.
2. These magical phylacteries give the wearer a magical equivalent to wearing plate armor. They contain the ancient writings of the high priest, Lhuren. As such, any evil person wearing them gains a permanent evil blessing.
3. Qaphon usually has several spells which he uses for defensive purposes (shield, shells, force fields, etc.).
4. This 4th power magical weapon can be used in hand-to-hand combat, where it always goes first. Or it can be thrown, in which it changes into a small lightning bolt and always hits any target wearing metal armor. It returns to its owner upon command.
5. These magical boots allow the wearer to teleport twice per day.
6. This dweomered girdle is very handy to mages, for upon reaching into its pouches, the caster will find the component for any spell he wishes to use. It may be used three times per day.
7. This strange device is a 6" cube of clear crystal with three protruding knobs. It functions as a crystal ball when the top knob is pushed. If the side knobs are then turned, the scene pictured will shift. One knob controls north-south, the other, east-west. If the top knob is pushed again, whatever was in the scene will be teleported to the user, up to 500 pounds, with the middle of the scene being given first priority. If the cube is used to teleport an unwilling creature, it can save. Willing creatures are automatically teleported. In any event, the creature must save vs. health at 1/6 or arrive dead. The cube is worth 25,000 nobles.
8. The Firewand shoots a conical spread of vicious fire out to 100 yards to a width of 50 yards at the end. Anything within will burst into flames and disintegrate. Victims caught within will take 51-100 points of damage. This devastating weapon is useable only once per every three days. It has only 5 charges left.

Nyach Dal Qaphon grew up in a small village in northern Samehka. He was a mage who had a fascination for history and constantly studied ancient tomes. In his early adulthood, he was known far and wide as a teacher of great renown. Once, while preparing a lesson on the gods of Narak, he came upon the story of the god, Luriki.

Luriki dwelt among the gods in the heavens, but opposed them when they created mankind and all his kin. So great was his opposition, that he slew many humans and he warred upon the other gods.

"Those humans are so blasted inferior and so is that planet they live on!" he was always fond of saying to the other gods.

Thor grew tired of Luriki and so captured him in magical chains and placed him in a very deep dungeon on the very planet that Luriki so despised.

"A fitting punishment for his evil," chuckled Thor.

Luriki sent out telepathic messages promising god-hood to whoever could find and release him.

This is what Nyach Dal Qaphon read and it intrigued him to no end. Was it true? Could achieving god-hood actually be possible? Nyach gave up teaching, gathered his tomes, stories and rumors about Luriki and set out. Fascination led to obsession and evil when he had spent nearly his whole life in a thusfar failed search. He realized that he needed god-hood lest he soon die a lost soul. He became quite evil, killing any and all who got in his way.

To this day, Nyach Dal Qaphon searches for Luriki, obsessed with the search and obsessed with inevitable death when his youth potions finally fail him.

(Def Rillan's note: Whether or not the Luriki story is true, this Qaphon is out for blood. He shouldn't be too hard to find, since he usually doesn't try to hide. But you'd better get him the first time, because you likely will not get a second chance.)

30<sup>TH</sup> SK. LEV. SAMEHKIAN MAGE

Titles or aliases THE SEEKER  
OF LURIKI, NYACH THE UNDYING  
Alignment LAWFUL/EVIL  
Age 421 Height 6'2" Weight 185  
How normally seen WITH HIRED  
MERCENARIES, USUALLY TRAVELING

## Attributes Adjustments

17	Strength
15	Agility
16	Health
17	Jump
16	Swim
19	Intellect
19	Willpower
14	Wisdom
16	Charisma
14	Beauty

## Combat Ability- Defense

Life points 128 Armor rating 2/0  
Armor used NONE

Special protections PHYLACTERIES  
OF LHUREN<sup>2</sup>, VARIOUS SPELLS<sup>3</sup>

## Offense

Weapon	Init	TH	Dam
<u>CUDGEL</u>	<u>+5</u>	<u>8</u>	<u>2-7</u>
<u>4 DAGGER OF LIGHTNING (SPEC)</u>	<u>4</u>	<u>6-9</u>	

Magic items owned THE PHYLACTERIES, THE DAGGER, BOOTS OF TELEPORTING<sup>5</sup>, GIRDLE OF COMPONENTS<sup>6</sup>, LOBIT'S CRYSTAL CUBE<sup>7</sup>, FIREWAND<sup>8</sup>

Unique items carried ANCIENT TOMES ON LURIKI AND HIS DEALINGS,  
ACCURATE MAPS OF MUCH OF NARAK, PORTRAITS OF LURIKI

Wealth carried IMBEDDED GEMS WORTH 1200 CROWNS, FEW COINS

Skills and abilities HAS BOOKS OF NEARLY ALL KNOWN SPELLS,  
DESERT SURVIVAL, ANCIENT LORE, MAGIC ITEM FABRICATION

Disposition 6 UNFEELING TOWARDS THOSE WHO COOPERATE

Residence NONE (ALWAYS SEARCHING) Languages HUMAN SPEAK, CLUCK TONGUE, ALL MAJOR  
DEMI-HUMAN TONGUES

Prime goal LOCATE AND FREE LURIKI Social standing 8

Companions NONE, HE DOES NOT TOLERATE FRIENDSHIPS

Bounty offered 250 LA By VICEROY MAKKHEDAH EP award 90,000



## Dran Whitethorn

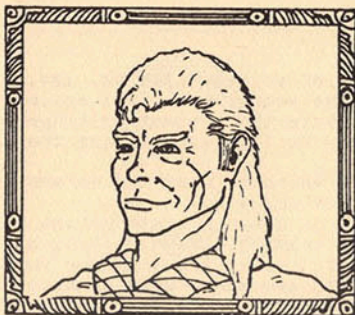
## Notes

1. Dalquast is a telkish word meaning, "shadow telk" or "evil one".
2. This armor is made from the legendary demons, the ice gorn. It is 4th power magical armor.
3. This great helm was constructed by Drakoosh, a powerful wizard of the Dalquast. Built for Dran, it lets him know the thoughts of all within 20 feet. It also allows Dran to attempt to control them through mind-power. A save vs. willpower negates this effect. The helm has a side effect, however. Every New Year's day at dawn, there is a 10% chance of the wearer of the Helm Of Drakoosh to receive severe brain damage (-1 to 8 points to Int, Wis, Will, Cha, Agil). Roll each separately.
4. A relic Dran kept from his days as a Knight Of Ice Reach. It is a 2nd power magical shield.
5. In addition to acting as a 5th power ring of defense, this ring can do any of the following, once per day:
  - provide nourishment for the day
  - provide immunity to cold for 4 hours
  - provide immunity to heat for 4 hours
  - provide an internal sense of direction for one hour
6. This axe was made by the ancient telkish warrior, Korokus. It is a 4th power magical weapon and also has the power to sense when hostile beings or creatures are approaching.
7. The Crystallance is specially designed for fighting off of an ice dragon. It is a 2nd power magical weapon forged out of crystal.
8. The Globe Of Narak is an ancient artifact said to be a magical representation of the World Of Narak. The globe was created in the distant past for reasons unknown, but seems to have been forged by all the gods, for it has parts of good, evil, and neutrality within. Thus, the globe is completely neutral on its own. Its powers are numerous and alarming. Dran found that by making sacrifices to it, he can bid it to change weather patterns of the seasons. Thus, Dran is using it to extend the ice cap to the south. So far, this one power is the only one revealed.
9. This magical sceptre allows Dran to command others (up to 10 at a time and once per day). It has 23 charges left.
10. This magical wand brings forth an ice, sleet, and hail tempest.
11. Telk are very attuned to the desolate arctic. Thus the following apply to all telk:
  - natural resistance to cold (1/4 vs. cold-based attacks)
  - take temperature damage above 60 degrees
  - always appear all white, thus 30%/2% per sk. lev. hidden in arctic.
  - find food in arctic, 25%/4% per sk. lev.
  - find fuel for a fire, 20%/4% per sk. lev.
  - apply first aid for damage caused by cold or frostbite
12. This is Dran's standing considered by the Knights Of Ice Reach.
13. Archcleric Of Abdor-10 lancers, King Of Trondheim-4000 crowns, Slannish Empire-150 lancers, Telken Council-40 lancers' worth in diamonds, Circle Of Varhenge-50 lancers' worth in gems.

As a young telk, Dran was rescued by a Knight Of Ice Reach when his village was slaughtered by a band of Ice Rovers. He was raised by Dylan, his rescuer, and became his adopted son and squire, growing up to become a knight, himself. He never did overcome his bit of resentment towards the human knights, since it was humans who had killed his family.

Once, when the knights were successful in their quest for the Globe Of Narak and Dran heard about its supposed powers, his dislike for humans and his thoughts of a telken master race overtook him. At night, he slew Dylan, his father, and stole away with the globe. Dran took refuge from the knights' vengeance in the barren lands of the Dalquast. Here, he grew in power and formed an impressive army of ice giants, dragons, and dalquasti warriors. He is currently slowly extending the ice cap south and marching with it, destroying or enslaving all but telk in the process.

(Def Rillan's note: Go after Whitethorn, but not in the arctic.)



DRAN WHITETHORN

26<sup>TH</sup> SK. LEV. SHADOW TELK WARRIORTitles or aliases LORD OF ICE,LORD OF THE DALQUAST'Alignment CHAOTIC/EVILAge 56 Height 5'10" Weight 170How normally seen LEADING HIS ARMYFROM THE BACK OF HIS ICEDRAGON

Attributes Adjustments

19	Strength
18	Agility
17	Health
16	Jump
10	Swim
18	Intellect
18	Willpower
13	Wisdom
19	Charisma
22	Beauty

Combat Ability- Defense

Life points 165 Armor rating -16/8Armor used ICE GORN PLATE<sup>2</sup>, HELM OF DRAKOOSH<sup>3</sup>, SHIELD OF THE KNIGHT<sup>4</sup>Special protections REWARN'SRING OF VALUABLE ASSISTANCE<sup>5</sup>

Offense

Weapon Init TH Dam

AXE OF KOROKUS<sup>6</sup> +16 -16 15-26CRYSTALLANCE<sup>7</sup> +13 -13 12-18Magic items owned ALL ITEMS UNDER "COMBAT ABILITY" ARE MAGICAL;THE GLOBE OF NARAK<sup>8</sup>, SCEPTRE OF COMMAND<sup>9</sup>, WAND OF ICE<sup>10</sup>Unique items carried STILL CARRIES HIS BLESSED GLOVES ANDMEDALLION FROM HIS DAYS AS A KNIGHT OF ICE REACHWealth carried DIAMONDS WORTH 20 LANCERS, VARIOUS COINSSkills and abilities DRAGON RIDING, SADDLE FIGHTING, DRAGONHUSBANDRY, NATURAL SKILLS OF TELK<sup>11</sup>, WEATHER CONTROLDisposition 7 IMPULSIVE, CAN GET INFURIATED OVER MINOR THINGSResidence THE CRYSTAL CASTLE Languages TELKISH, HUMANSPEAK, DRAGONCHANT, TONGUE OF GIANTS (ARCTIC DIALECTS)Prime goal ENGULF NARAK IN ICE Social standing 7/0<sup>12</sup>Companions THE ANCIENT ICEDRAGON, "SNOWYRM", DALLIC (HIS SON)Bounty offered 290 LA By VARIOUS NOBLES AND GROUPS<sup>13</sup> EP award 90,000



## Oleka Of The North

## Notes

1. This armor is of the 4th magical power.
2. The Golden Dragonshield has 4th power magic within its seams of gold and enchanted obsidian taken from the heart of the hellvolcano, Mharanak. It is dweomered such that any and all breath, thrown or missile attacks upon the bearer are deflected back to the originator, who must save or take the full effects.
3. This 5th power magical sword is very baneful. Upon an attack roll of 75% or better, Oleka's opponent has a appendage severed.
4. These magical boots allow Oleka to endure arctic temperatures with a very limited wardrobe. This allows her to sustain her agility in even the coldest extremes, which fur-clad people can't do.
5. This magical item worn about her neck contains a telken diamond worth 65 lancers. The collar confers full telken powers and skills upon its wearer. The collar can also heal once per day.
6. Oleka's full telken skills are due to her magical collar. See Dran Whitethorn for a description of telken skills.
7. Oleka is quite knowledgeable in the mundane healing arts. She is able to affect all types of wounds, not just cold damage as all telken can. She can perform minor surgery, antidote poisons, and heal wounds at 50% efficiency.
8. The arctic dialects of these two languages are known to Oleka.

Oleka Of The North was born the daughter of an influential telken lady who had married a human trader. Her father often took her on his trade missions. She saw much of the northern world and thus became an adventurer so she could see more. As she grew, she found that she had enormous talent and skills in many areas. She also found that she could use these skills and her beauty to exploit others and always get what she wanted.

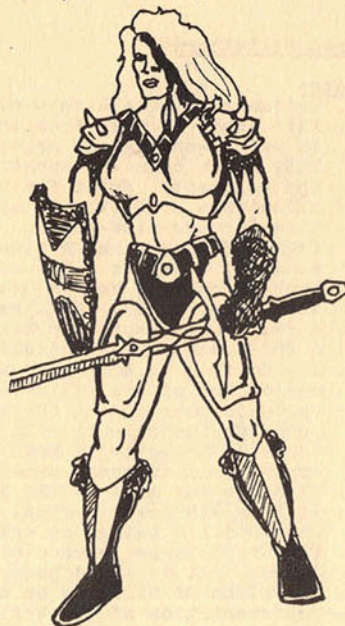
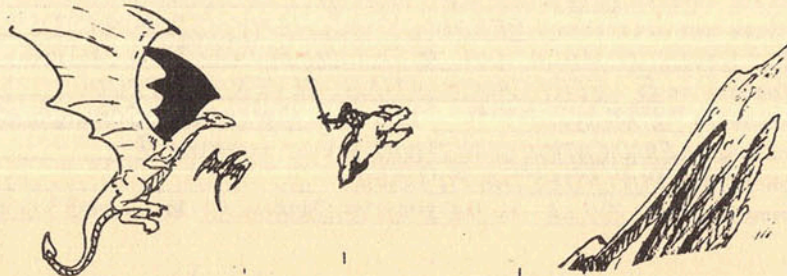
Today, Oleka Of The North with her icebear and two icedragons is hated by most respectable telk and feared by the Dalquast that she rules over. Even Dran Whitethorn, who really has no concern nor connection with her, despises her, because she is an impure mix of the "master race" with an "inferior" one.

## Giant Icebear

Alignment	Neutral	Attacks	3 for 2-16
Rarity	9	Intelligence	3
Grouping	1-3	Disposition	8
Movement	200 or 350 ypm	Treasure	0
LD	12	Size	17' tall
AR	0	EP award	4400
THACO	8		

These ferocious beasts will attack any who come near or threaten their young. However, a cub captured young can be trained into a fiercely loyal mount. Icebears can magically fly.

(Def Rillan's note: Personally, if I was after Oleka, it would be to change her heart with my charm, mellow her out a little, and then marry her.)



OLEKA OF THE NORTH

16<sup>th</sup> SK. LEV. HALF-TELK WARRIORTitles or aliases THE COLD LADY,QUEEN OF THE ICE-EVILAlignment CHAOTIC/EVILAge 31 Height 5'10" Weight 145How normally seen RIDING THEGIANT ICEBEAR, "BLIZZARD"

Attributes Adjustments

17	Strength	
19	Agility	
17	Health	
18	Jump	
10	Swim	
16	Intellect	
18	Willpower	
17	Wisdom	
18	Charisma	
23	Beauty	

Combat Ability- Defense

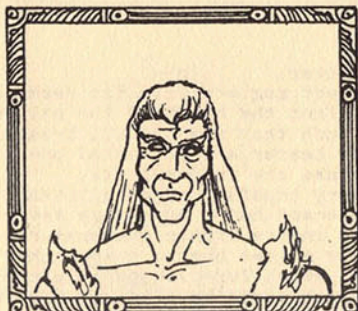
Life points 133 Armor rating -8/6Armor used MAGICAL BREASTPLATE,GOLDEN DRAGONSHIELD<sup>2</sup>Special protections NATURALRESISTANCE TO COLD

Offense

Weapon	Init	TH	Dam
<u>BASTARDSWORD<sup>3</sup></u>	<u>+15</u>	<u>-7</u>	<u>9-16</u>
<u>LONGBOW</u>	<u>+9</u>	<u>1</u>	<u>2-7</u>
<u>LANCE</u>	<u>+12</u>	<u>1</u>	<u>3-9</u>

Magic items owned ARMOR, SHIELD, SWORD, BOOTS OF THE ARCTIC<sup>4</sup>COLLAR OF THE ICE DIAMOND<sup>5</sup>Unique items carried MEDICINES, SALVES AND INSTRUMENTS,EXPENSIVE PERFUMES AND APHRODISIACSWealth carried DIAMONDS WORTH 1500 CR, COINS WORTH 5 LASkills and abilities AS PER A FULL TELK<sup>6</sup>, HEALING<sup>7</sup>, RIDING"BLIZZARD" WITH ALL OF ITS POWERS, ATTACKING ON SKISDisposition 6 CAN BE QUITE CHARMING, EASILY ANGEREDResidence ICE CASTLE IN TELKENHEIM Languages HUMANSPEAK, DRAGONCHANT<sup>8</sup>Prime goal TO BE QUEEN OF ALL TELK Social standing 7/2Companions "BLIZZARD" AND THE TWO ICEDRAGONS, "CRION", "IVORY"Bounty offered 100 LA By THE TELKEN COUNCIL EP award 24,000





DRATHON NIGHTSHADE

19<sup>TH</sup> SK LEV. QUARTER-DEMON MAGETitles or aliases THE "OTHER"DRATHON, DRUAS NIGHTSHADEAlignment LAWFUL/ EVILAge 40 Height 5'8" Weight 162How normally seen ATTENDED BYHIS "FAMILIAR," PURLIOTES

Attributes Adjustments

<u>17</u>	Strength	_____
<u>17</u>	Agility	_____
<u>18</u>	Health	_____
<u>18</u>	Jump	_____
<u>17</u>	Swim	_____
<u>19</u>	Intellect	_____
<u>18</u>	Willpower	_____
<u>17</u>	Wisdom	_____
<u>13</u>	Charisma	_____
<u>15</u>	Beauty	_____

Combat Ability- Defense

Life points 104 Armor rating 2/1Armor used NONE, EXCEPT SKIN  
IS TOUGHER THAN A HUMAN'SSpecial protections RING OF DEF-  
ENSE, A MAGIC WEAPON NEEDED TH<sup>2</sup>

Offense

Weapon	Init	TH	Dam
<u>DAGGER OF DAU<sup>3</sup></u>	<u>+9</u>	<u>5</u>	<u>7-10</u>
<u>STAFF</u>	<u>+3</u>	<u>9</u>	<u>3-8</u>

Magic items owned RUNES OF PROTECTION<sup>4</sup>, NUMEROUS SPELLBOOKS<sup>5</sup>MEDALLION OF LIGHT, NECKLASS OF SURVIVAL<sup>7</sup>Unique items carried VARIOUS HERBS AND ESSENCES FOR  
POTION-MAKING AND MEDICINEWealth carried POUCH OF GEMS WORTH 900 CROWNSSkills and abilities HERBOLOGY, ALCHEMY, 15% BONUS TO  
ALL SAVES VS. MAGIC DUE TO DEMON BLOOD, SPELLCASTINGDisposition 5 VERY CALCULATING, NEVER IMPETUOUSResidence TOWER OF BLACK SORCERY Languages HUMANSPEAK, GOBLINTONGUE  
IN ANKHISMARPrime goal ERADICATION OF HIS TWIN Social standing 7Companions PURLIOTES THE PIT DEVILBounty offered 150 LA By THE SPIRIT OF CORIAN-LAR EP award 33,000

## Drathon Nightshade

## Notes

1. This ring provides a 4th magical power force field around its wearer. In addition, this ring of defense is special in that it also provides complete immunity to fire and heat. It is worth 30,000 nobles.
2. This is due to the demon blood that courses through his veins.
3. This special, evil, magical 4th power magical dagger contains the essence of the ancient wizard, Dau. It has the ability to cast a random spell at its opponent upon command. This can be used up to 3 times per day, but the spell which is cast cannot be controlled beyond the fact that it will always be baneful.
4. These protect Drathon from possessions, mind attacks, and detection of his alignment.
5. Drathon has all the spellbooks in the library of the Tower Of Black Sorcery at his disposal. Thus he is able to learn most any spell in your realm.
6. The Medallion Of Light, upon command, will shed helpful illumination or a blinding ray towards an opponent.
7. This potent magical necklass allows survival for up to 1 month without food or water.

In the burg of Abernor, not far from Ankhismar, there lived a widow of good standing by the name of Nuella Duval. One night, while retrieving water from the well outside of town, she was horribly raped by a rampaging half-man/half-demon called Harghen.

Months later, the midwife assisting her childbirth found that twins had been born. One was healthy and vibrant, the other was sickly and pale. The midwife was horrified when she noticed an actual cruel smile play across the face of the healthy baby and his hands clenched around the throat of his brother. She quickly rescued the weak victim and found that it was barely alive. Nuella had confided in her about the monster that had fathered the babies, and so the midwife knew that some sort of evil blood flowed in the babies. So, before their mother became aware, the midwife stole away with the evil healthy baby and threw him in the forest. She could not stand the vile look on that baby's face, while she thought let Nuella have the other- it seemed more normal and she would never know that she even had twins. All for the better.

And so Nuella raised her son, never knowing that she really had two sons. She named him Drathon Nightshade, for indeed his demonic heritage was evident in his frail body. But he was quite good and grew up and left his mother to train under the great white wizard, Corian-Lar, in Ankhismar.

All the while, the abandoned baby was being raised by a band of goblins, who named him also Drathon Nightshade. He grew and knew he would never feel complete until gaining the death of his twin. Thus, he still seeks the death of the other Drathon to this day, for he feels himself to be the real representation of their heritage.

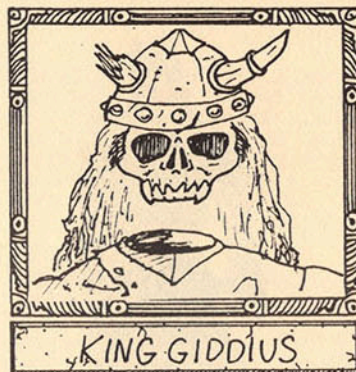
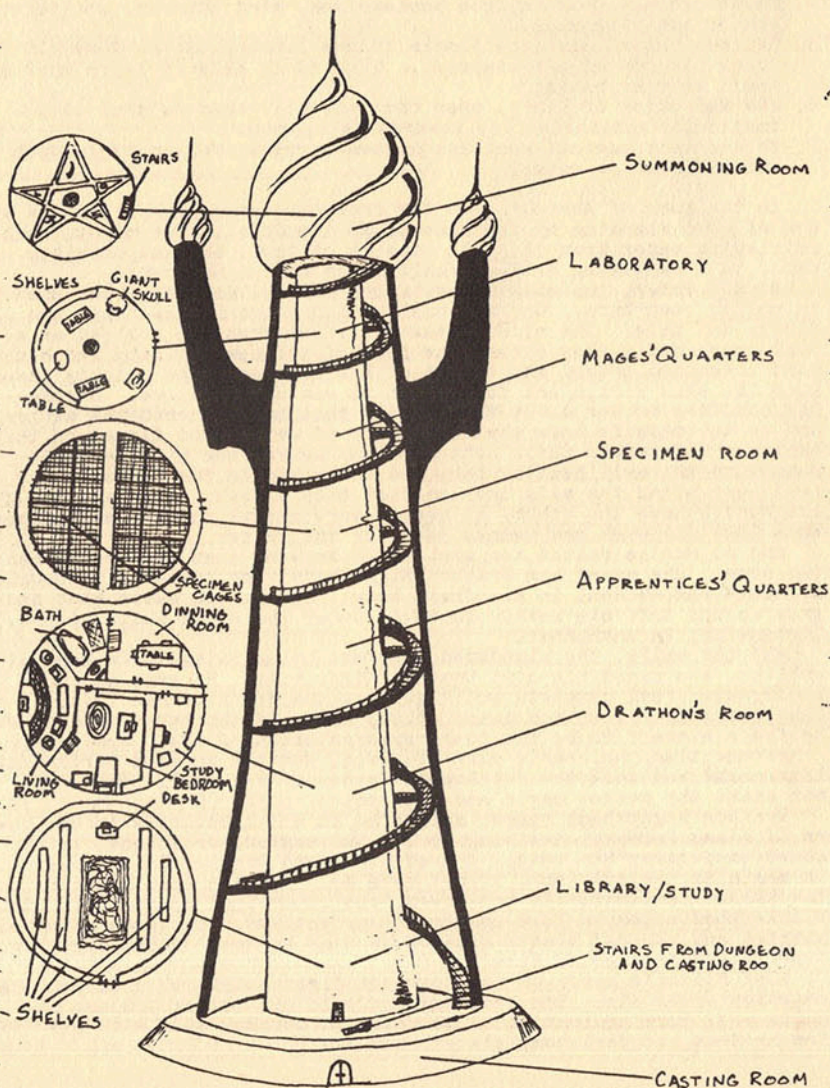
At one time, he nearly slew his twin, but the ancient Corian-Lar interceded and took the deathspell instead. His frail body could not stand the potent magic and he died.

Drathon Nightshade spends much time in his laboratory in the Tower Of Black Sorcery, devising spells and magical creations, in his quest to destroy his twin. Indeed, the good Drathon is as powerful in magic as the evil one, if not more so. But the good Drathon lacks the killer instinct. In the tower, one would find up to fifty other black-robed mages, a like number of apprentices, and cages of vile, mutated and magical beasts created as side effects of the terrible experiments that go on here.

(Def Rillan's note: Do not seek out Nightshade's twin if you plan on going after him. The good Drathon will not assist you and may quite well turn against you. He seeks to somehow join with his twin for he does not feel complete without him.)



# Tower of Black Sorcery



KING GIDDIUS



## 20<sup>th</sup> SK. LEV. UNDEAD VIKING KING

Titles or aliases THE FLYING TERROR,

GIDDIUS THE HORRID

Alignment CHAOTIC/ EVIL

Age 132 Height 6'5" Weight 100

How normally seen AT THE HELM

OF THE "DEATHWYND"

Attributes Adjustments

18	Strength	_____
19	Agility	_____
0	Health	_____
18	Jump	_____
18	Swim	_____
12	Intellect	_____
18	Willpower	_____
9	Wisdom	_____
16	Charisma	_____
6	Beauty	_____

Combat Ability- Defense

Life points 184 Armor rating -3/1

Armor used NORMAL LEATHER,

SHIELD

Special protections A 2<sup>ND</sup> POWER

MAGICAL WEAPON REQ. TO HIT

Offense

Weapon Init TH Dam

SHORTSWORD<sup>1</sup> +15 -8 9-16

DAGGER +14 -4 5-8

PUMMEL +14 -4 5-8

Magic items owned THE GHOSTLY VIKING SKYSHIP, "DEATHWYND,"<sup>2</sup>

TOME OF THE SKYSHIP<sup>3</sup>

Unique items carried MAPS OF THE WHOLE WORLD (IN SECTIONS AND ACCURATE)

Wealth carried IN "DEATHWYND'S" HOLDS, A HOARD WORTH 400 LA

Skills and abilities TOUCH CAUSES LOSS OF 2 LIFE ENERGY

LEVELS, AS A VIKING (SAILING, PREDICT WEATHER, ROPES, ETC)

Disposition 10 HIS LOOTING AND PILLAGING RAIDS ARE RELENTLESS

Residence THE CLOUDS Languages HISSES IN HUMANSPEAK

Prime goal TO CAUSE SUFFERING Social standing 2

Companions SON OF GHULITUS, THE "DEATHWYND'S" VIKING CREW

Bounty offered 175 LA By GOV'T OF THE REDCOAST EP award 30,000



## King Giddius and Son Of Ghulitus

## Notes, King Giddius

1. This ghostly sword is a 2nd power magical weapon which is magicked to ignore all physical protections (armor, shield, etc.). It is Giddius' weapon of expertise.
2. The blazing "Deathwynd" actually rides the winds and clouds. It is sailed with the winds as a normal ship is. Giddius most often takes her out in raging storms so he can swiftly sail into a town, destroy it, and escape. Its altitude is magically controlled at the helm. On board the "Deathwynd" are 35 undead vikings.

## Undead Viking

Alignment	Chaotic/Evil	Attacks	sword/life drain
Rarity	9	Intellect	7-14
Grouping	1-35	Disposition	9
Movement	150 ypm	Treasure	3
ID	8	Size	6½' tall
AR	2	EP award	2700
THACO	10		

Undead vikings have full viking skills and are immune to poison, fear, charms, and non-magical weapons.

3. This huge, arcane text was discovered by King Giddius when he was a normal pillaging and alive viking. 100 years ago, he found it in a wizard's treasure on the island citadel of Karas Laryn. He enlisted the then living, but still evil, Son Of Ghulitus, to study and decipher the tome. Upon their discovery that the tome described the building of a magical skyship, the two set about to build a viking version, and succeeded. The tome allows any seafarer AND a mage, both of 12th sk. lev. or higher, to build a skyship. The time required is 6-11 months and the cost is 500 LA.

## Notes, Son Of Ghulitus

1. This is similar to his uncle, Thastulas', fortress of rock with the following exceptions: It is made of magical fire. The caster inside has a -6 armor rating adjustment and is magically impervious. The fortress will destroy normal weapons and possibly magical ones as well (a save allowed). Anyone touching the fortress receives 2-20 points of damage. The fortress cannot be dispelled by damaging it physically, only magically is there a hope.
2. Son Of Ghulitus' punch causes burn damage and will ignite anything.
3. This wand shoots a huge ball of fire up to 100 yards which has a diameter of 20 yards. This causes 4-40 points of damage.
4. This ring simply allows no water or liquid to come in contact with Son Of Ghulitus. He is terrified of getting wet and "put out".
5. These potions allow a drinker to possess one dragon's puff. The "puff" will cause 11-20 points of damage in its 10' by 100' wake. A user normally has to save, himself, or take the damage as well as his victims. However, Son Of Ghulitus is quite immune to its, as well as all fires', effects.

After King Giddius and Son Of Ghulitus built the "Deathwynd", they terrorized the world to no end. Finally, the ancient Corianlar Of The White Robes created a powerful spell- The Inferno. He battled them and finally destroyed them. Or so he thought. It seems that Son Of Ghulitus had followed in his father's footsteps, and made a death pact with Pyrulax-zz, Evil God Of The Fire Element, earlier in life. So, upon his "death" by the magical inferno (which only increased his chances of becoming undead), he became an undead -Mhalekren, practicing fire magic. By the "grace" of Pyrulax, the whole ship, crew, Giddius, and Son Of Ghulitus were granted undead status.

Needless to say, the "Deathwynd's" terrorizing became much worse, and it continues to this very day.

(Def Rillan's note: You'd better have magical protection from fire for this one, or else you'll get char-broiled before you can say, "make mine well done!")



SON OF GHULITUS

15<sup>th</sup> SK. LEV. UNDEAD FIRE WIZARD

Titles or aliases A "MHALAKREN"

Alignment NEUTRAL / EVIL

Age 199 Height 6'5" Weight 92

How normally seen AT THE SIDE OF

KING GIDDIOUS OR IN HIS QUARTERS

Attributes Adjustments

<u>15</u>	Strength	
<u>19</u>	Agility	
<u>0</u>	Health	
<u>20</u>	Jump	
<u>17</u>	Swim	
<u>19</u>	Intellect	
<u>19</u>	Willpower	
<u>16</u>	Wisdom	
<u>6</u>	Charisma	
<u>0</u>	Beauty	

Combat Ability- Defense

Life points 60 Armor rating 0/0

Armor used NONE

Special protections FORTRESS OF FIRE, IMMUNE TO NORMAL WEAPONS

Offense

Weapon PUNCH<sup>2</sup> Init +10 TH 5 Dam 2-12

Magic items owned WAND OF FIRE<sup>3</sup>, HUGE SPELLBOOK OF FIRE MAGK, RING OF WATER IMMUNITY<sup>4</sup>, POTIONS (5) OF DRAGONFIRE<sup>5</sup>

Unique items carried ALL THE MUNDANE EQUIPMENT HE HAS IS WOVEN WITH MAGICAL STRANDS OF FIRE - ANY WOULD BURN OTHERS USING IT

Wealth carried A BAG OF RUBIES WORTH 10 LA

Skills and abilities CASTS ALL MAGES' FIRE AND HEAT-RELATED SPELLS AT TWICE EFFECTIVENESS, CAN SUMMON FIRE-CREATURES

Disposition 9 HASTILY COMMITS ANY DEED TO INCREASE HIS POWER

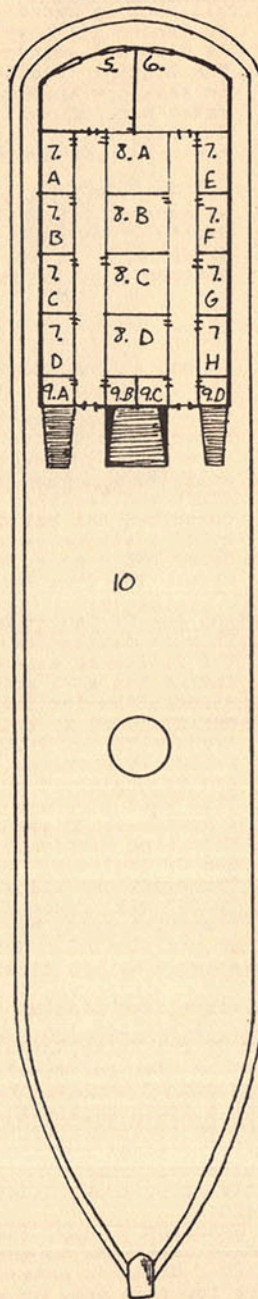
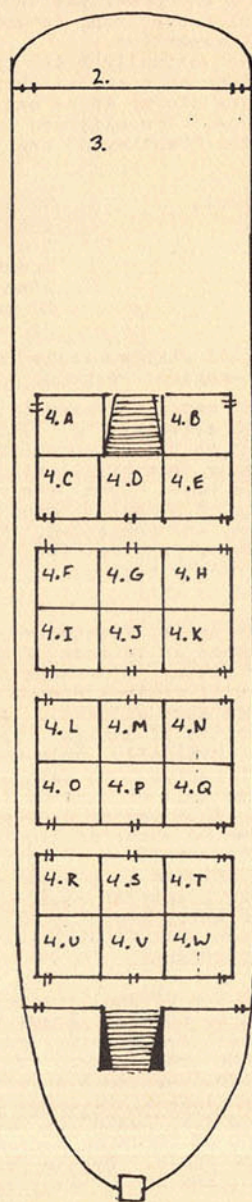
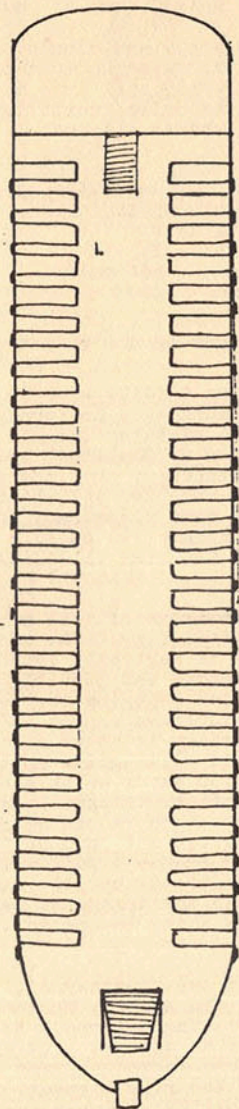
Residence THE CLOUDS Languages HUMANSPEAK, MHALAKREN

Prime goal BECOME LIVING AGAIN Social standing 2

Companions KING GIDDIOUS

Bounty offered 175 LA By GOV'T OF THE RED COAST EP award 22,000





30<sup>th</sup> SK. LEV. LYCHKING

Titles or aliases HE OF THE FALLEN

FLESH, KING OF GRULGOTH

Alignment NEUTRAL/EVIL

Age 280 Height 6'10" Weight 120

How normally seen WITH HIS ROYAL

GUARD-20 ROTDUKES

Attributes Adjustments

18	Strength	
17	Agility	
0	Health	
16	Jump	
10	Swim	
19	Intellect	
19	Willpower	
13	Wisdom	
10	Charisma	
-5	Beauty	

Combat Ability- Defense

Life points 92 Armor rating -5/4

Armor used BONE AND SKIN ARMOR

OF THE THIRD MAGICAL POWER

Special protections THE CLAW OF

VIRAX (WARDS OFF GOOD)<sup>2</sup>

Offense

Weapon Init TH Dam

SKULLSTAFF<sup>3</sup> +9 1 9-14

TOUCH +7 4 1-4

(NHORD'S TOUCH STEALS 2 LO FROM THE VICTIM)

Magic items owned ALL ITEMS UNDER "COMBAT ABILITY" ARE MAGICAL, TOME OF THE ANCIENT DEATHBIND<sup>4</sup>, CRYSTAL BALL

Unique items carried COMPONENTS FOR SPELLS, A PIECE OF BONE FROM EACH OF HIS SUBJECTS (GIVING COMPLETE POWER OVER THEM)

Wealth carried GOLDEN JEWELLED CROWN (DAMAGED BUT WORTH 4 LA)

Skills and abilities CASTS 30<sup>th</sup> SK LEV. MAGIC<sup>5</sup>, IMMUNE TO MUNDANE WEAPONS, PERFORMS THE RITUAL OF USTAGHA<sup>6</sup>, VARIOUS IMMUNITIES

Disposition 9 HE ALWAYS SEEKS TO CHANGE LIFE TO UNLIFE

Residence PALACE OF SKULLS Languages HUMANSPEAK, GRUL, ELVEN

Prime goal "GROWTH" OF REALM Social standing 4

Companions NONE, EXCEPT THE ROTDUKES

Bounty offered 120 LA By THE ELVEN PRINCE XETAN EP award 95,000





King NjordNotes

- This gruesome magical armor is made from the bits of bone and skin of his subjects. A piece of each and every one is present. This gives him complete telepathic control over them in his realm.
- This evil charm hangs from the neck of the lychking on a golden chain. It is from the foot of the ancient demon, Virax. It has the following powers:
  - prevents bodily contact by priests, holy men, paladins, etc.
  - serves as defense against all good at the 4th magical power
  - causes all good creatures of 4th sk. lev. or less to flee
  - good men who hit Njord will receive 1-10 points from unholy shock
- This is a 3rd power magical weapon which can spew forth a rancid poisonous gas from its eyes twice per day. It does not affect Njord, nor his followers, but affects all others in a 30' radius (save vs. health to survive, but take 2-20 points damage, anyway)
- This huge, arcane tome is an artifact of eons long ago. Its power is most vile. By reading it, one page per week, a mage of at least 15 sk. lev. and 18 willpower can become undead- a lychking. The tome will destroy any who do not qualify upon attempting to read its sinister contents. In order to sustain his undead status, Njord found that the tome required sacrifices to be made to it. These victims "feed" the tome, and it, in turn, "feeds" Njord. These sacrifices, if a save vs. willpower is missed, become undead under the lychking's command.
- Njord knows most common spells, but favors ones that call upon the dark side of magic.
- This is the horrible, tortuous ritual that Njord's tome requires him to perform on each sacrifice.
- The lychking is immune to anything that all other undead are.

Lasilun Njord was a white wizard of great power and fame who grew up and lived in the Elven Realm most of his life. Although he had only a little elven blood within, he was greatly respected by the elves. He was not, however, allowed any leadership positions. In his life, he searched and longed for a way to serve the elves as a leader. He pored over ancient history books in forgotten libraries to find some shining example of a part-elf having led elves. He never found that example. But he did find the Tome Of The Ancient Deathbind...

Innocent enough, he began studying it, for the title was simply "On Being A King". However, Njord soon found himself obsessed with the tome. His mind was perverted by the magical and increasingly evil, twisted content. He changed to evilness ever so slowly, just as the tome commanded. His desire to be a king drove him to perform the vile rituals to become a lychking. He had become mad.

The Njord of today is an empty, vile, undead shell of the Njord of yesterday. He still plods on through the pages of the tome, doing as he is instructed, and always fearing the end. (The Tome Of The Ancient Deathbind may be fully detailed in a future AG work on magicks, artifacts, weapons, spells, and miracles).

The undead which are created by the tome run the gamut from skeleton to vampire. A special kind, the rotduke, is created when Njord subjects willing and evil victims to Ustagha.

Rotduke

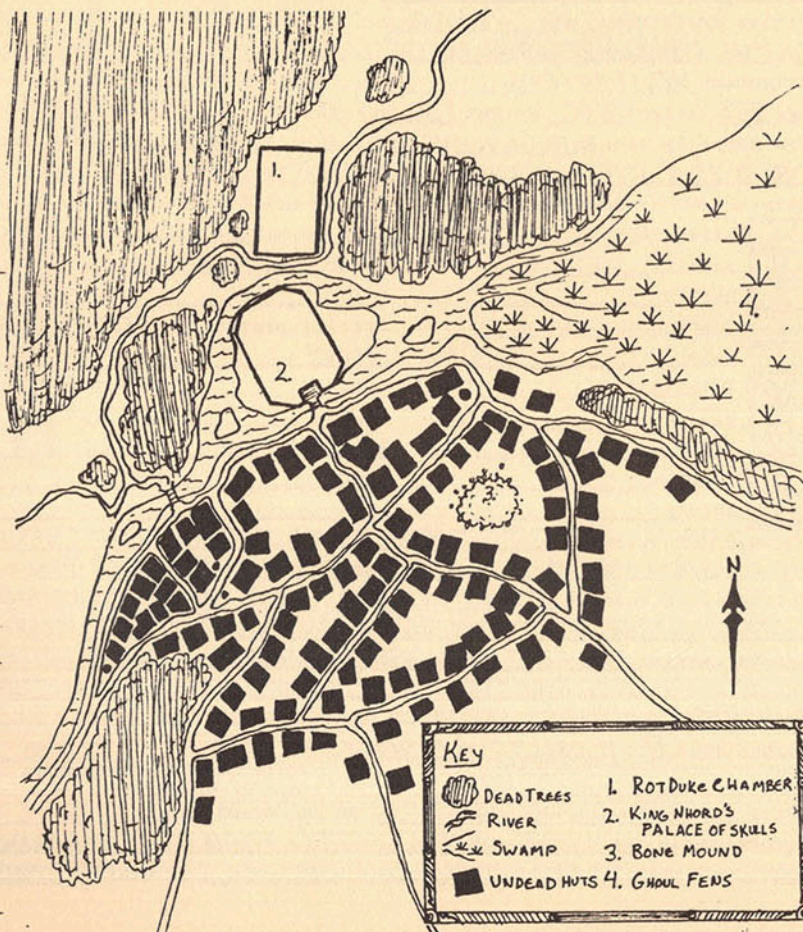
Alignment	Neutral/Evil	Attacks	1 for 7-26 plus
Rarity	9 (only in Grulgoth)		loss of life energy
Grouping	1-20	Intelligence	14-17
Movement	60 ypm	Disposition	10
LD	15	Treasure	6
AC	-1	Size	9' tall
THACO	5	EP award	13000

The rotduke is a somewhat ghostly undead which is only affected

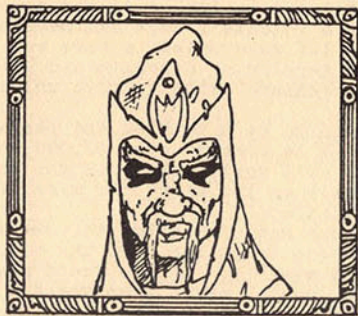
by 2nd magical power weapons or better and is immune to the same things that Njord is. Anyone hit by a rotduke's huge axe develops a grisly skin disease (-8 beauty) in 1-6 days unless a save vs. health is made. A rotduke possesses terrifying strength and great cunning. It will attack any living creature relentlessly, unless commanded by Njord not to.

Njord's Kingdom Of Grulgoth is said to be a twisted and perverted yet bleak land of decay and death. It is home to over 30,000 undead and other strange beasts of the most evil sort. Those in the bordering Elven Realm areas are constantly on the alert for marauding ghouls and wights coming to kidnap victims.

(Def Rillan's note: If you have some way of keeping the swarming undead off your back, Njord might be one to go for, and the elves will certainly give assistance if you want it. If you don't have a way to avoid the subjects of Njord, you'll never even see him before being torn asunder by those rotting undead packs.)

Map of Grulgoth





THASTULAS

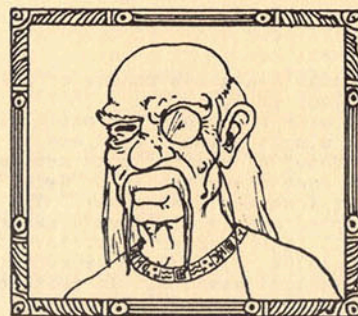


22<sup>ND</sup> SK. LEV. EARTH WIZARD.

Titles or aliases THE CREATOR  
OF THE CIRXEVEV, A "MHALAKREN"  
Alignment NEUTRAL/EVIL  
Age 352 Height 5'8" Weight 130  
How normally seen WITH GHULITUS  
OR 11-20 CIRXEVEV SLAVES

Attributes	Adjustments	Combat Ability- Defense
<u>4</u> Strength		Life points <u>27</u> Armor rating <u>10/0</u>
<u>8</u> Agility		Armor used <u>NONE</u>
<u>5</u> Health		Special protections <u>FORTRESS OF</u>
<u>1</u> Jump		<u>ROCK<sup>2</sup></u>
<u>1</u> Swim		Offense
<u>20</u> Intellect		Weapon
<u>14</u> Willpower		Init TH Dam
<u>16</u> Wisdom		<u>WALKING CANE</u> <u>0</u> <u>14</u> <u>1-4</u>
<u>17</u> Charisma		
<u>7</u> Beauty		

Magic items owned ORB OF CIRXEVEV CONTROL<sup>3</sup>, GHULITUS' EVER-  
FULL POTION FLASK<sup>4</sup>, RING OF NIGHTSIGHT, WAND OF PETRIFICATION  
Unique items carried THE COMPLETE FIELD GUIDE TO THE ROCKS AND  
GEMS OF NARAK, A TEAM PORTRAIT OF THE WIZARDS' HOME SHUFFLEBOARD TEAM  
Wealth carried A FEW BITS AND DRUBES (HE'S MISPLACED MOST OF THE REST)  
Skills and abilities CAN SUMMON AND CONTROL CREATURES FROM THE  
EARTH<sup>5</sup>, CASTS ALL EARTH SPELLS AT TWICE EFFECTIVENESS  
Disposition 5 USUALLY TOO CONFUSED TO CARE  
Residence THE OLD WIZARDS' HOME Languages HUMAN SPEAK, DWARVISH, GNOMISH,  
DARK ELVISH, MHALAKREN  
Prime goal DEVELOP THE PERFECT (IMMORTAL)  
CIRXEVEV, AND BECOME ONE Social standing 4  
Companions HIS BROTHER, GHULITUS OR GEEZER EBENEZER (CHESS PARTNER)  
Bounty offered 20 LA By THE VERLAN MAGES' GUILD EP award 35,000



GHULITUS



22<sup>ND</sup> SK. LEV. WATER WIZARD

Titles or aliases THE SUMMONER  
OF CHARYBDIS, A "MHALAKREN"  
Alignment NEUTRAL/EVIL  
Age 351 Height 5'6" Weight 180  
How normally seen WITH THASTULAS  
OR 11-20 SUMMONED WATERBEASTS

Attributes	Adjustments	Combat Ability- Defense
<u>2</u> Strength		Life points <u>29</u> Armor rating <u>11/0</u>
<u>5</u> Agility		Armor used <u>NONE</u>
<u>4</u> Health		Special protections <u>FORTRESS OF</u>
<u>0</u> Jump		<u>WATER<sup>3</sup></u>
<u>10</u> Swim		Offense
<u>20</u> Intellect		Weapon
<u>15</u> Willpower		Init TH Dam
<u>18</u> Wisdom		<u>RAM WITH THRONE +3</u> <u>18</u> <u>2-12</u>
<u>3</u> Charisma		
<u>4</u> Beauty		

Magic items owned THRONE OF MOVING<sup>4</sup>, NECKLASS OF ACIDBURSTS<sup>5</sup>,  
ORB OF THE SEA SERPENT<sup>6</sup>, GELATIN GOLEM<sup>7</sup>, HIS SPELLBOOK<sup>8</sup>  
Unique items carried COMPLETE CATALOG FROM BILL'S DISCOUNT  
ALCHEMY SUPPLY, A JUG OF TEA, STORAGE CASE FOR MONOCLE  
Wealth carried A FEW BITS, DRUBES, EAGLES AND NOBLES IN A PURSE  
Skills and abilities CAN SUMMON<sup>9</sup> RAIN, FLOODS, WATER BEASTS,  
CASTS ALL MAGES' WATER-RELATED SPELLS AT TWICE EFFECTIVENESS  
Disposition 3 USUALLY IN A DAZE  
Residence THE OLD WIZARDS' HOME Languages HUMAN SPEAK, PIRATE'S TALK, DOLPHIN,  
SEA ELF, MER-CREATURE, MHALAKREN  
Prime goal GET A TURBO<sup>10</sup> FOR HIS THRONE Social standing 4  
Companions HIS BROTHER, THASTULAS AND TWO OTHERS HE PLAYS CARDS WITH  
Bounty offered 20 LA By THE VERLAN MAGES' GUILD EP award 30,000



Thastulas and GhulitusNotes, Thastulas

1. In any stressful situation, Thastulas has a 15% chance of going mad and having an effective intellect of 5.
2. This is a special 7th power spell upon which only an earth wizard can call. The spell is cast by a single command word and it lasts until dispelled. It conjures a "dome" of magical rock around the caster, from which the caster can cast other spells or swing through to attack. It is transparent from the inside out. The caster inside cannot be physically harmed and is 1/6 to save against magical attacks. The fortress will take (caster's sk. lev. X 10) points of damage before being dispelled. It has an armor rating of -4/10 and is only affected by magical weapons. In addition, any weapon must make a save every time it is hit against the fortress.
3. This 1' glowing sphere was built by Thastulas to control the rollers he had created. It may be used twice per day and all cir-revexi with a 1/2 mile must save vs. willpower or be controlled.
4. This powerful magic flask was a gift from his brother, Ghulitus. It may be drank from twice per day, each time a random draught of potion being conjured. The type cannot be controlled.
5. By various spells, depending on your realm.

Notes, Ghulitus

1. Although physically incapable of swimming, he possesses quite a few spells which allow travel or survival underwater.
2. See Thastulas' note 1.
3. This is similar to Thastulas' fortress of rock with the following exceptions: It is made from magical water summoned from a source within 1/2 mile and is transparent both ways. The caster inside cannot be magically harmed and has a -6 to his armor rating vs. physical attacks. The fortress is only affected by magical weapons and has an armor rating of 2/2. There is no chance of weapon breakage against the fortress of water.
4. This was a gift from Thastulas, his brother, after he lost the use of his legs. It is a magical, hovering throne made of the finest of granite, which moves at Ghulitus' urging to a maximum speed of 150 ypm. It is controlled by the orb on the handrest.
5. A small bead may be removed from this and thrown, bursting in a 20' radius explosion for 2-20 points of damage. It has 20 beads.
6. This is one of the legendary dragonorbs, albeit a lesser one. It is very powerful and Ghulitus has been experimenting with it for decades. He knows it has many powers, but so far, he has been only able to control sea serpents and dragons with it. The orb must have been part of how he summoned the terrible Charybdis.
7. Ghulitus accidentally created this while in charge of preparing lunch at the Old Wizards' Home. He doesn't know how he did it (although it is speculated that he may have confused his spellbook and his cookbook), and so cannot create another, even though he'd certainly like to.

Gelatin Golem

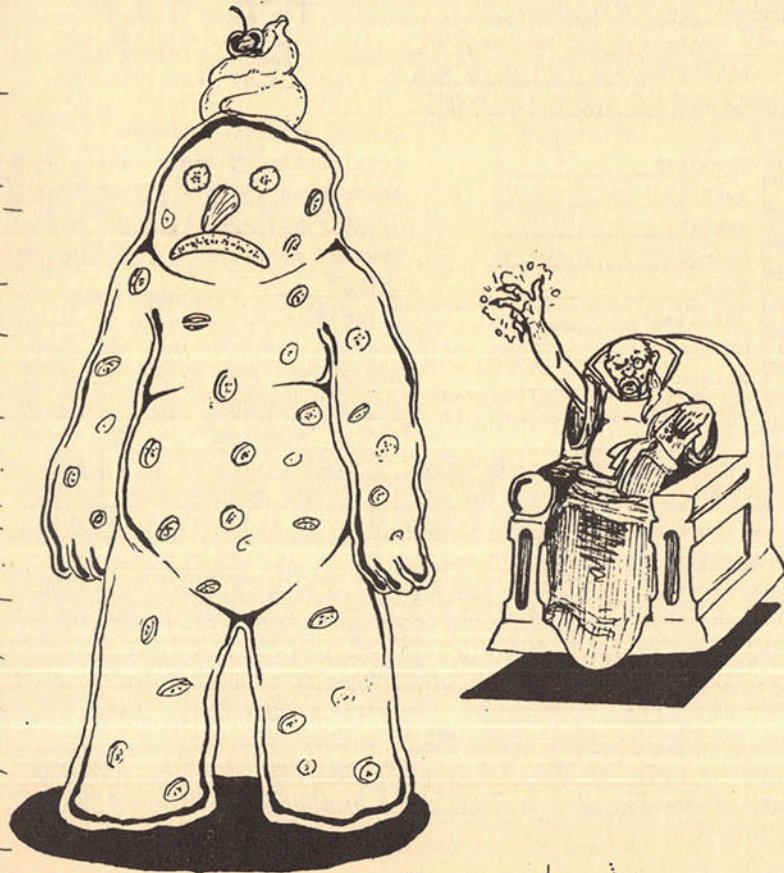
Alignment	Neutral	Attacks	1 for 1-10
Rarity	10	Intellect	0
Grouping	1	Disposition	-
Movement	20 ypm	Treasure	0
LD	45 lp	Size	9' tall
AR	7	EP award	2500
THACO	13		

The gelatin golem is a shimmering, vaguely man-shaped blob of lime gelatin and pieces of banana. It is under Ghulitus' control. It attacks by suffocation and once it scores a hit, its victim takes automatic damage thereafter. The gelatin golem is unaffected by non-magical weapons. Unknown to Ghulitus, if this golem is ever chopped in half, a new one will form, and there will be two. There is a 25% chance that he won't control the new one.

8. This huge tome (like Thastulas' spellbook, also) can only be comprehended by other practitioners of water Mhalekren, or earth Mhalekren in Thastulas' case, although many of the water-related spells are much like normal mages' spells.
9. Through various spells at his command.
10. Or at least the medieval, magical equivalent of one.

Both of these brothers, though always evil, once belonged to the Verlan Mages' Guild. They left to become reegade practitioners of Mhalekren. To do this, each made a pact with an evil elemental god and received their powers. The Mages' guild outlawed Mhalekren centuries ago, thus, the bounty on the brothers' heads.

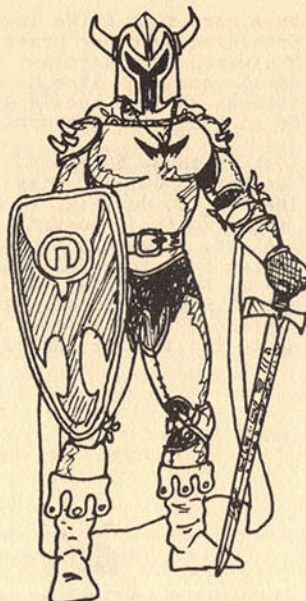
Though once powerful shapers of world destiny (Ghulitus and Thastulas were both heavily involved in the Mages' War, long, long ago), they both now reside at the Old Wizards' Home in the Wayward Hills. This place is a think-tank of ancient, evil wizards. They manage to cling to the last shreds of life through addiction to youth potions.







ARCHLORD QUARLARM

2<sup>nd</sup> SK. LEV. FORMER KNIGHTTitles or aliases HE OF THE BLACKBAT, NARAK MASTERAlignment NEUTRAL/EVILAge 49 Height 6'10" Weight 290How normally seen WITH TWO OF HISLORD-GENERALS AND THEIR AIDES

Attributes Adjustments

19	Strength
19	Agility
19	Health
14	Jump
17	Swim
17	Intellect
18	Willpower
16	Wisdom
18	Charisma
19	Beauty

Combat Ability- Defense

Life points 189 Armor rating -16/8Armor used THE ARMOR OF HADES<sup>1</sup>HUGE FIRST POWER MAGIC SHIELDSpecial protections THE RING OFLIFE<sup>2</sup>

Offense

Weapon Init TH Dam

<sup>3</sup>LONGSWORD, "PYRODEN" +15 -12 11-18<sup>4</sup>LANCE, VERY FINE +15 -11 12-18<sup>5</sup>MACE, "AURCLAVE" -10 10-15Magic items owned ALL ITEMS UNDER "COMBAT ABILITY" EXC. LANCE,AMULET OF THE BAT<sup>6</sup>, SCEPTRE OF THE RULER OF THE MAN-BATS<sup>7</sup>Unique items carried UNHOLY SYMBOL OF HEL, ROTTED FOOD FOR HISHELHORSE "KHURAS"Wealth carried 1000 CROWNS WORTH OF JEWELRY, VARIOUS COINSSkills and abilities THE POWERS OF AN EVIL KNIGHT FOR YOUR REALM,IMMUNE TO ILLUSIONS, MIND SPELLS, PSIONICS, RIDES HIS HELHORSEDisposition 7. OFTEN PLEASANT, BUT WILL KILL THOSE WHO FAIL HIMResidence ESTVEN CHRONOVHEIM Languages HUMANSPEAK, TELKISHPrime goal ACTUAL WORLD DOMINATION Social standing 9Companions LORD GENERAL KROKAN DARKAN, LORD GENERAL GERRODBounty offered 250 LA By THE CIRCLE OF PRIESTS<sup>8</sup> EP award 90,000

## Archlord Quarlarm

## Notes

1. This magical and evil full suit of armor was actually created in the gloom of Hades. It offers 5th power protection to its wearer, but woe to any of good who hit it, for they receive a most painful and unholy shock of 11-20 points.
2. This much sought-after ring acts as a 5th power ring of defense and a ring of self-healing (5 pts. per minute!).
3. Pyroden is a 3rd power magical sword which was forged on the plane of fire. The handle-wrapping is made from the hide of an ancient dragon, which was sauteed in the essences of an executed daemon prince. The sword is intelligent and evilly-aligned. It speaks to its owner whenever it is unhappy about the owner's course of action. The sword flames when used and causes scars that never heal (-1 beauty per each wound). Lastly, upon command, Pyroden detects for good or evil.
4. This superbly constructed lance is not magical, but is still 2nd power equivalent, when compared to other lances.
5. Aurclave is a 2nd power magical mace which has the exceptional ability to gradually ruin armor it is used against (armor is lowered one step of protective value for each hit). Magical armor gets a save.
6. This magical amulet allows Quarlarm to telepathically communicate with anyone wearing any of the five other matching amulets of the bat, namely, his lord generals (except the Shadowmaster, who refuses to wear one).
7. This gives Quarlarm complete control over the man-bats. Hel, Herself, gave this unholy device to her champion.

## Man-bat

Alignment	Neutral/Evil
Rarity	9
Grouping	3-9
Movement	30 or 200 ypm
LD	12
AR	0
THACO	8

Attacks	1 for 2-20, poison
Intelligence	8-11
Disposition	9
Treasure	4
Size	8' tall
EP award	7000

These terrible creatures are said to be created from the evil souls in Hades. They are unaffected by weapons of less than 2nd power magic, illusions, invisibility, poison, charms, paralysis, fear, and any magic of less than 4th power.

8. This group generally meets in the capital of the Archclericy Of Abdor, once every 4 months, to discuss religious matters.

Archlord Quarlarm was once an upright, chivalrous Knight Of Verlan who took the quest for glory outside the knightly-imposed limit. Because of outstanding ability, the evil goddess, Hel, took a liking to him. She needed a champion to help her gain control over Narak and he fit her bill exactly.

For the past five years, Quarlarm has been massing forces of giants, mercenaries, humanoids, and the dreaded man-bats, all together numbering well over 10,000 strong. The force lies in wait on the barren, snow-covered beaches of Estven Chronovheim, or "The Land That Knows No Time". Quarlarm has six lord generals under him who travel the lands of Narak, recruiting and finding ancient weapons and artifacts of war. In fact, Lord General Krokan Darkan recently discovered the ancient and forgotten "Aarkasa" or "Flying Fortress". Quarlarm's lord generals are covered in the next file.

Archlord Quarlarm keeps a firm hand on his command by routinely killing all who fail or disobey him, as he bides his time until his unholy war commences. That time draws near.

(Def Rillan's note: Quarlarm stays put in Estven Chronovheim, so you'll have to go after him on his own turf. And that land is said to be even more frigid than the Telken Ice Cap.)



## The Shadowmaster

## Notes

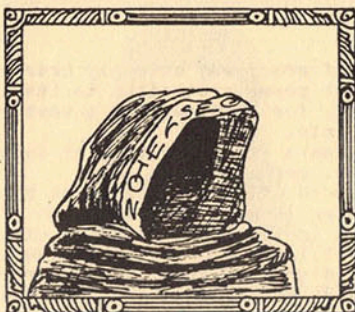
1. This magic shield has the essence of a dragon within, but has yet to reveal any more powers than just first power magic. The "dragonshield" does not particularly like the Shadowmaster.
2. This ring provides a fourth power magical force field.
3. The Deathparries are fourth power magical weapons (see the AG Tome for a description of a parry). They also are able to cause the loss of strength (1 pt per hit). The lost strength returns in one day's time. The Shadowmaster is able to fight two-handed with these weapons quite superbly.
4. The Shadowmaster has 10 different potions, made on the plane of darkness, which function twice as effectively as their normal counterparts as long as they are used by a darklord in dim or darker conditions. In light, the nightmagic simply does not function. These potions are poison to normal creatures.
5. The Shadowmaster is devoted to Hel, The Lady Of Hades.
6. These items are carried because many believe him to be a mage, a belief that he does not care to disprove.
7. These costly stones are the component to the Shadowmaster's darkwalk spell ritual. The darkwalk takes one minute to complete. It allows the caster to concentrate the darkness about him to within him. This transports him and optionally two others to the plane of darkness. Travel across the plane of darkness is quite quick for a darklord. Thus, by entering in one location and exiting in another, covering vast distances over the realm of the living is possible. The Shadowmaster does this frequently.
8. Nightpower is a name applied to the various changes one brings on to himself when he becomes a darklord. First of all, a secret evil and arcane ritual is performed to become a darklord. It is quite permanent. The new darklord actually becomes one with the very essence of darkness. Evil eventually pervades his soul and he gains many powers. He can perform the darkwalk (see note 7). He possesses unnatural healing. He is able to summon beings from the plane of darkness (phantoms, netherspirits, spectres, etc.), twice per night. He can create illusions in the darkness. The darklord is limited to the night, however. In the daytime, all nightpower is lost. In addition, the rest of the darklord's abilities, powers, and attributes suffer a -4 penalty.
9. The Shadowmaster is a necromancer. In this part of the world, it means he is essentially an assassin-priest. He has full evil clerical powers. As an assassin, he can use poison, stealth, disguise, tools, evasion, catwalking, tracking, and spying.
10. The Shadowmaster has learned most secret and guild casts to make his infiltrations in disguise easier and more plausible.

Unlike many villains who were normal, but tormented, in childhood, the Shadowmaster seemed to be intent on evil from birth. His only concern was the lust for more power, which is still his only motivation today. As a very young elf, he ran away from the Elven Realm to the filthy metropolis of Regald and became an assassin. His tactics soon led him into an evil cult, of which he eventually became a priest.

The Shadowmaster is very cunning. He is always thinking ten moves in advance. Every action he takes, even if beneficial to someone, is to further his own ends.

The Shadowmaster usually travels with his great-great grandson, Lokari. Lokari was the bastard son of the temptress (later turned vampire), Kattoran and the Shadowmaster's great grandson, the good Elven magepriest, Valatar. Lokari submitted to the darklord ritual and soon was the Shadowmaster's follower. Kattoran, likewise, does the Shadowmaster's bidding.

The Shadowmaster is a Lord General in Archlord Quaarlarm's army. He is always plotting to overthrow Quaarlarm and rule supreme. As it is, he has the following in his division:



THE SHADOWMASTER

25<sup>TH</sup> SK. LEV. ELVEN NECROMANCERTitles or aliases LORD GENERALIN QUARLARM'S ARMYAlignment CHAOTIC/EVILAge 1250 Height 5'2" Weight 110How normally seen WITH GREAT-GREAT GRANDSON LOKARI

Attributes Adjustments

19	Strength
21	Agility
19	Health
20	Jump
18	Swim
20	Intellect
20	Willpower
19	Wisdom
20	Charisma
22	Beauty

Combat Ability- Defense

Life points 172 Armor rating -12/4Armor used MAGIC FLK-CHAIN OFTHE 4<sup>TH</sup> POWER, MAGIC SHIELDSpecial protections RING OF DE-FENSE<sup>2</sup>; 75% IMMUNE TO SPELLS

Offense

Weapon

Init TH Dam

DEATHPARRIES<sup>3</sup> +19 -4 12-17SMALLCROSSBOW +11 3 1-4Magic items owned ALL ITEMS UNDER "COMBAT ABILITY" EXC. CROSS-BOW, 2<sup>ND</sup> POWER MAGICAL BOLTS (25), VARIOUS NIGHTPOTIONS<sup>4</sup>Unique items carried DEADLY POISON ON BOLTS, UNHOLY SYMBOL<sup>5</sup>MAGE'S GARB RUNES AND COMPONENTS<sup>6</sup>, 30 FINE OBSIDIANS<sup>7</sup>Wealth carried 100 CR, NECKLASS WORTH 250 CR, SMALL GEMSSkills and abilities NIGHTPOWER<sup>8</sup>, TREAT AS AN ASSASSIN/PRIEST<sup>9</sup>SEES INVISIBLE BEASTS 90%, HEALS UNNATURALLY (1 IP/5 MIN)Disposition 7 SUAVE AND CUNNING, YET REALLY ALWAYS CRUELResidence THE PLANE OF DARKNESS Languages ALL ELVEN TONGUES, CANTS<sup>10</sup>Prime goal OVERTHROW QUARLARM Social standing 8Companions LOKARI, KATTORANES THE VAMPIRESSBounty offered 250 LA By KING FELIX OF SLAN EP award 110,000



Adventurers' Guild

- 10 legions of various giants (each legion has 50 giants!)
- 5000 various humanoids
- 200 man-bats from Hades
- 500 skilled humans and demihumans
- 200 other monsters

The Shadowmaster spends most of his time on the shifting and confusing plane of darkness. It is here, in his maze-like dungeon, built of the very essence of darkness, that he stores all his stolen wealth and treasures. The total wealth of it all exceeds 1000 lancers. The halls are staffed by vile creatures of the darkness.

(Def Rillan's note: You'll have to get this customer on the first shot, because if you don't, he'll either kill you or very easily escape with that darkwalk spell.)

Archlord Quaarlarm's Other Five Lord Generals

Each lord general has a division similar, but slightly weaker than the Shadowmaster's. They are all neutral/evil.

Lord General Krokan Darkan

19th sk. lev. part-orc warrior/Attributes:19,18,19,17,15,17,18,17,15,7/1p 139/AR -21,8/Init 17/THACO -8/Dam 12-16/Magic Items: Robe Of Invisibility, Eyegem Of Evil, Charm Of Hel, Purple Magical Full Plate (4th power), Ring Of Defense (2nd power), Tiger Claws Of Growing (1st to 5th power- increases in power and length each minute in combat)

Lord General Gerrod

19th sk. lev. warrior/Attributes:18,18,16,17,12,13,16,15,13,8/1p 110/AR -18,8/Init 14/THACO -9/Dam 9-16/Magic Items: Ring Of Defense (6th power), Magical Longsword (4th power), Purple Magical Full Plate (4th power), Lightning Rod, Magical shield (4th power)

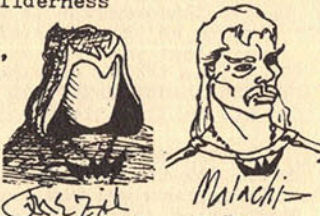


Lord General Malachi

16th sk. lev. former knight/Attributes:17,18,18,18,17,16,18,17,18,19/1p 130/AR -11,8/Init 14/THACO -8/Dam 10-17/Magic Items: Purple Full Plate (4th power), Fireblade Longsword (5th power), Magical Shield (3rd power), The Enchanted Stick Of The Wilderness

Lord General Rhenil

15th sk. lev. alien mage/Attributes:10,16,15,16,13,18,17,18,16,10/1p 50/AR 3,0/Init 8/THACO 11/Dam 4-7/Magic Items: Wand Of Double Fireballs, Ring Of Defense (5th power), Lantern Of The Shadow Horrors, Robe Of Levitation, Cymbal Of Deafness, Spellbook, Magical Dagger(3rd power)



Lord General Zalmost

20th sk. lev. part-elf warriorpriest/Attributes:17,18,18,17,18,17,18,18,19,20/1p 100/AR -12,8/Init 8/THACO -2/Dam 7-14/Magic Items: Purple Magical Full Plate (4th power), Staff Of The Deadly Strike (4th power), Ring Of Defense (4th power), Stone Of Luck, Deck Of Fortunes, Beads Of Unholy Prayer, Prayerbook Of Hel, Unholy Water

