



MAD KING THORN

"For all of you sad sops who don't know the rules, HEAR ME NOW! You must do only what your Mad King says, and NOTHING ELSE! Consider it a lesson in obedience."

Wild Card Villain

Agility D6, Smarts D8, Spirit D12, Strength D8, Vigor D10.

Skills: Fighting D10, Intimidation D12, Notice D6, Persuasion D12, Riding D6, Taunt D8, Throwing D8.

Hindrances: Bloodthirsty, Gloater*, Insanity. * See "Supers Companion".

Possessions: Plate armor (+3 armor). Fellblade (see below). The Mad Moon (see below).

- **Fellblade:** The Mad King's weapon is a wide-bladed greatsword (Str+D8), with which he wields with one hand. This greatsword has a +1 bonus to Fighting rolls and damage, and to Intimidation checks. At night the sword deals an extra +2 damage.
 - **The Mad Moon:** The Mad King's shield, resembling the full moon but with a grotesque mockery of a smiling face. This shield confers a +1 bonus to Parry, a +2 Armor against ranged attacks, and a +1 to Intimidation checks. At night, the shield grants a +1 bonus to Toughness.
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Pace: 6.

Parry: 8 (7 w/o shield).

Charisma: +2.

Toughness: 12 (9 w/o armor) (+2 vs ranged; +1 at night).

Special Abilities

- **Ageless**
 - **Combat Sense:** Opponents do not gain Gang Up bonuses against the Mad King
 - **Fear (-0)**
 - **Fearless**
 - **Undead:** +2 Toughness, +2 to recover from being Shaken, doesn't suffer additional damage with Called Shots, never suffers penalties from Wounds, immune to disease and poison.
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Special Attacks

• **Arcane Powers:** The Mad King has 50 Power Points and the following arcane powers: *Barrier* ("wall of thorns"), *Blast* ("exploding pumpkin toss"), *Blind*, *Confusion*, *Deflection*, *Detect/conceal arcana*, *Disguise*, *Dispel*, *Entangle* ("grasping vines"), *Fear*, *Growth/Shrink*, *Light* ("candle-lit pumpkin"), *Slow*, *Stun*, *Summon ally*, *Teleport* ("disappear in a puff of black smoke"), *Zombie*.

• **Candy Corn Slice:** The Mad King can attack with a wave of energy. This is a Cone-area attack, and anyone inside the area-of-effect must make an Opposed Agility roll against the Mad King's Spirit check, or take 2D10 damage. This counts as a Heavy Weapon and costs the Mad King 5 PP.

- **Haunted Door:** The Mad King can summon a Haunted Door for 5 PP to mimic one of the following arcane powers: Banish (skeletal arms drag their target into the doorway), Summon ally (random ally, see below), or Zombie (two zombies per character).

Haunted Door -- Summon Ally Table (2D6)

2. Large candy corn elemental (wild card) -- A large candy corn elemental appears from the doorway.

3. Winged gargoyle (wild card) -- A large, winged gargoyle appears from the doorway.

4. Giant spider (wild card) -- A giant spider comes through the doorway.

5. Pack of candy corn elementals -- A pack of (1d6+1) bite-sized elementals made of candy corn come through the doorway. The number of elementals is equal to double the party size.

6. Pack of gargoyles -- A pack (1d6+1) of gargoyles comes through the doorway. The number of gargoyles is equal to double the party size.

7. Swarm of spiders -- Two swarm of spiders come through the doorway. The number of swarms is equal to the party size. Swarms use the "Swarm" bestiary entry. However, they are treated as being Small-burst swarms and do not have the Split special ability.

8-9. Horde of skeletons -- A horde of skeletons come through the doorway. The number of skeletons is equal double the party size. Half are armed with swords and medium shields, and the other half are armed with shortbows.

10. Horde of mummies -- A horde of mummies come through the doorway. The number of mummies is equal double the party size.

11. Ancient skeleton (wild card) -- An ancient skeleton appears through the doorway.

12. Ancient mummy (wild card) -- An ancient mummy appears through the doorway.

- **Mad Moon Toss:** The Mad King can throw his shield as a ranged attack. This attack has a range of 6" and deals Str+D6 damage. In addition to that, the Mad King can also use it to affect the target with a random arcane power: Roll D6; 1= Shrink, 2= Blind, 3-4= Confusion, 5= Slow, 6= Stun. If the target is successfully Shaken by the attack, they are affected by the arcane power automatically.

- **Pumpkin Patch:** For 5 Power Points, the Mad King can spend an action to summon three pumpkins within 6" of him. One round after being summoned the pumpkins explode, dealing 2D8 damage in a Medium-burst to those who fail an Agility check. If a character is inside overlapping area-effects, they are at a -1 penalty per additional burst area (for a total of a -2 penalty if in all three). If the pumpkins take any damage before they explode (Parry 2, Toughness 4), there is no effect in the following round. The Mad King is immune to the damage of this attack.

- **Scarecrow:** For 5 Power Points, the Mad King can spend an action to summon a scarecrow, and a murder of crows along with it. This scarecrow can be summoned anywhere within 12", and all within a Large-burst area around the scarecrow take 2D4 damage every round and suffer a -1 penalty on all actions because of the crows. Destroying the scarecrow (Parry 2, Toughness 6) disperses the crows. However, if destroyed, all within the Large-burst area must make a Spirit check or become Shaken. The Mad King can only have one scarecrow summoned at a time.

HAUNTED DOORS

Scattered throughout the Mad Realm (and sometimes in the mortal world) are mysterious doors with macabre imagery and glowing a sickly green begin to appear across Tyria. When opened, these doors produce a random effect. Roll on the table below to determine the effect. One round after being opened, the door closes and disappears.

Haunted Door Effect Table (2D10)

The Haunted door closes and disappears one round after opening, or after the creature(s) have been destroyed, unless otherwise noted.

- 2. Large candy corn elemental (wild card)** -- A large candy corn elemental appears from the doorway.
- 3. Winged gargoyle (wild card)** -- A large, winged gargoyle appears from the doorway. The doorway disappears one round after the giant spider is destroyed.
- 4. Giant spider (wild card)** -- A giant spider comes through the doorway. The doorway disappears one round after the giant spider is destroyed.
- 5-6. Pack of candy corn elementals** -- Man-sized elementals made of candy corn come through the doorway. The number of elementals is equal to the party size, plus two. The doorway disappears one round after the last elemental is destroyed.
- 7-8. Pack of gargoyles** -- A pack of gargoyles comes through the doorway. The number of gargoyles is equal to the party size, plus two. The doorway disappears one round after the last gargoyle is destroyed.
- 9-10. Swarm of spiders** -- Swarms of spiders come through the doorway. The number of swarms is equal to one-half the party size. Swarms use the "Swarm" bestiary entry. However, they are treated as being Small-burst swarms and do not have the Split special ability. The doorway disappears one round after the last swarm is destroyed.
- 11. Murder of crows** -- A murder of crows comes flying out of the doorway. All in a Large-burst are subject to the birds as detailed under the "Scarecrow" ability. The birds stay until the door is shut (Strength check at -2).
- 12. Mad King's Chest** -- An aged and blackened chest appears on the ground. The contents of the chest is always random.

Mad King's Chest (2D6)

- 2. Weapon** -- A random weapon inscribed with a Rune of the Mad King (see below). Roll a D6; 1-4, melee weapon, 5-6 ranged weapon.
- 3-5. Mundane item** -- A random mundane piece of gear inscribed with a Rune of the Mad King (see below).
- 6-10. "Halloween" item (2d6)**

Roll 2D6

- 2-3. Transmorgifying Tonic** -- A potion that transform the user into another form. This change in form is only visual, and disappears when the character is hit in combat. Roll D6; 1-2 Skeleton, 3 Giant spider, 4 Candy corn elemental, 5 Gargoyle, 6 Mummy.
- 4-5. Plastic Fangs** -- A set of fake fangs that provide a +1 bonus to any Intimidate skill checks when worn.
- 6-9. Halloween Candy** -- A handful of halloween-themed candy; candied apples, candy corn, nougaty centers, strawberry ghosts, pumpkin pies, etc. When eaten the character gets a sugar rush, doubling their Pace for ten rounds. After the effect ends, the character "crashes" from the sugar rush, gaining a level of Fatigue.
- 10-11. Chattering Skull** -- A small skull with bright pin-points of red-orange light in its eye sockets and continually whispers non-sensical words and phrases in a spooky manner. This skull provides a +1 bonus on arcane skill checks when using the arcane powers, Confusion, Fear, and Zombie.
- 12. Trick-or-Treat Bag** -- This small orange-colored bag with a purple draw string and a design resembling a carved pumpkin on the front, is magically enchanted to hold as much as a normal backpack.

- 11. Off-Hand** -- A random off-hand object, like a holy symbol, arcane implement like a wand, or a warhorn inscribed with a Rune of the Mad King (see below).
- 12. Armor or shield** -- A random suit of armor or a shield inscribed with a Rune of the Mad King (see below). Roll a D6; 1-2 armor, 3-6 shield.

MAD REALM ARMORY

The following are some magic items from the Mad King's armory.

The Crossing: A staff made of bone topped with a lantern swinging from a chain, and a chain coiling around the haft of the weapon. This staff is most often seen among Lunatic Courtiers who pursue the arcane. It grants a +1 bonus when using any arcane power that create, command, or rebuke the Undead. In addition, any allied Undead that is within the light radius of the lantern (4" area) will have a +1 bonus to recover from being Shaken.

Arachnophobia: Made from blackened wood carved with numerous spider-like designs and an extremely thin bowstring of silver thread, this shortbow grants the wielder a +1 bonus to both Shooting rolls and damage. The real power of the bow is the power to shoot a poisonous arrow. Activating this power requires an action and arcane skill check. If successful, the next attack works like the *Lower Trait (Vigor)* arcane power. The bow has an arcane skill of D8 and 10 PP.

The Mad Moon: The shield of Mad King Thorn, this medium round shield resembles a full moon with a grotesque mocking smile, which has a faint silvery glow under moonlight. This shield grants a +1 bonus to Parry, a +2 Armor against ranged attacks, and a +1 bonus to Intimidation checks.

Fellblade: A wide-bladed greatsword of blackened steel, this weapon grants the wielder a +1 bonus to Fighting rolls and damage done with this weapon, and to Intimidation skill checks. During the night it deals +2 extra damage.

Rune of the Mad King: A rune in the face of the Mad King. This rune grants a +1 bonus on all Intimidation checks and one other effect, depending on the item.

- **Weapons:** The rune grants a +1 bonus on Fighting or Shooting rolls, depending on the type of weapon.
- **Armor or Shields:** The rune grants a +1 bonus to Toughness for armor, or Parry for shields.
- **Off-hand items:** Items like holy symbols and arcane implements like wands, the rune grants 1 Power Point.
- **Mundane items:** On other items, the rune grants a +1 bonus to a single skill check.

THE MAD REALM BESTIARY

Some of the residents from the Mad Realm.

Candy Corn Elemental, Bite-sized

A man-sized elemental made from candy corn.

Agility D6, **Smarts** D4, **Spirit** D6, **Strength** D8, **Vigor** D8

Skills Fighting D6, Notice D6.

Pace 6. **Parry** 6. **Toughness** 7.

Special Abilities

- **Elemental** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Slam** Str+D8 damage.
- **Rock Candy** Thrown 3/6/12, Str+D6, RoF 1.
- **Size +1**
- **Weakness (fire)** Fire-based attacks deal 50% additional damage.

Giant Spider

A giant black widow spider.

Agility D10, **Smarts** D4 (A), **Spirit** D6, **Strength** D10, **Vigor** D6

Skills Climbing D12+2, Fighting D8, Intimidation D10, Notice D8, Shooting D10, Stealth D10

Pace 8. **Parry** 6. **Toughness** 5

Special Abilities

- **Bite** Str+D4.
- **Poison (-1)** Anyone damaged by the swarm must make a Vigor check or be poisoned with a Venomous poison.
- **Wall Walker** Can walk on vertical surfaces at Pace 8.
- **Webbing** Can cast webs the size of a Small-burst. Requires a Shooting roll (range 3/6/12). Anything the affected area must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at a -4 penalty.

Candy Corn Elemental, Large

An ogre-sized elemental made from candy corn.

Agility D6, **Smarts** D4, **Spirit** D6, **Strength** D10, **Vigor** D10

Skills Fighting D8, Notice D6

Pace 7. **Parry** 6. **Toughness** 12 (10 w/o armor).

Special Abilities

- **Armor +2**
- **Elemental** No additional damage from called shots; Fearless; Immune to disease and poison.
- **Candy Corn Spike** Candy corn elementals can attack with a spike of candy corn erupting from the ground, with a Range of 6". Anyone within a Small-burst of the area must make an Agility check or take 2D6 damage. Those who roll a 1 are also knocked prone.
- **Slam** Str+D10 damage.
- **Size +3**
- **Sweep** Can attack all adjacent targets for a -2 penalty.
- **Weakness (fire)** Fire-based attacks deal 50% additional damage.

Swarm of Spiders

A swarm of spiders.

Agility D10, **Smarts** D4 (A), **Spirit** D12, **Strength** D4, **Vigor** D6

Skills Notice D6

Pace 6. **Parry** 4. **Toughness** 5.

Special Abilities

- **Bite** 1D6.
- **Poison (-0)** Anyone damaged by the swarm must make a Vigor check or be poisoned with a Lethal poison.
- **Split** The murder of crows can split into two smaller murder of crows (to a Small-burst). These smaller murder of crows have a Toughness of 5.
- **Swarm** Parry +2. Because the swarm is composed of hundreds of spiders, attacks targeting individual creatures (like most weapon attacks) do no real damage. Area-effect attacks work normally, and a character can stomp to inflict his damage in Strength each round. Swarms are usually foiled by jumping in water.

Skeleton

A skeleton armed with a bow, sword, and shield.

Agility d8, **Smarts** d4, **Spirit** d4, **Strength** d6, **Vigor** d6
Skills Fighting d6, Intimidation d6, Notice d4, Shooting d6

Pace 7. **Parry** 5 (4 w/o shield). **Toughness** 7 (+2 vs ranged attacks)

Gear Sword (str+d8), shortbow (2d6, range 12/24/48, RoF 1), medium shield (+1 parry, +2 armor vs ranged attacks).

Special Abilities

- **Bony Claws** Str+d4.
- **Fearless** Skeletons are immune to Fear and Intimidation.
- **Undead** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Mummy

A mummy.

Agility d4, **Smarts** d4, **Spirit** d4, **Strength** d8, **Vigor** d8
Skills Fighting d6, Intimidation d6, Notice d4

Pace 4. **Parry** 5. **Toughness** 8

Special Abilities

- **Bash** Str+d6.
- **Fearless** Immune to Fear and Intimidation.
- **Knockback** If the mummy gets a raise on its attack roll, the opponent must make a Strength check or be knocked back d4" and become prone.
- **Undead** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Skeleton, Ancient (Wild Card)

An ancient and powerful skeleton.

Agility d6, **Smarts** d6, **Spirit** d6, **Strength** d8, **Vigor** d8
Skills Fighting d8, Intimidation d8, Notice d6, Shooting d8

Pace 6. **Parry** 7 (6 w/o shield). **Toughness** 10 (8 w/o armor) (+2 vs ranged attacks)

Gear Armor +4, Sword (str+d8), longbow (2d6, range 15/30/60, RoF 1), medium shield (+1 parry, +2 armor vs ranged attacks).

Special Abilities

- **Block (edge)**
- **Bony Claws** Str+d6.
- **Fearless** Immune to Fear and Intimidation.
- **Sweep** Can attack all adjacent opponents at a -2 penalty.
- **Undead** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Mummy, Ancient (Wild Card)

An ancient and powerful mummy.

Agility d4, **Smarts** d4, **Spirit** d6, **Strength** d10, **Vigor** d12
Skills Fighting d8, Intimidation d10, Notice d6

Pace 4. **Parry** 6. **Toughness** 10

Special Abilities

- **Bash** Str+d8.
- **Fearless** Immune to Fear and Intimidation.
- **Knockback** If the mummy gets a raise on its attack roll, the opponent must make a Strength check (-2) or be knocked back d6" and become prone.
- **Undead** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

Lunatic Courtier, Herald (Wild Card)

A Herald of the Lunatic Court riding an undead warhorse.

Agility D8, **Smarts** D10, **Spirit** D8, **Strength** D6, **Vigor** D8

Skills Fighting D8, Intimidation D10, Knowledge (occult) D12, Notice D10, Spellcasting D12

Pace 6. **Parry** 6. **Toughness** 8

Special Abilities

- **Undead** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage, immune to disease and poison, ignores Wound Penalties.
- **Death touch** instead of a normal attack, may make a touch attack. Every Raise on the Fighting roll automatically inflicts one Wound.
- **Powers** 35 PP and knows the following arcane powers: Armor, Barrier, Blast, Blind, Bolt, Burst, Damage field, Dark sight, Deflection, Detect/conceal arcana, Disguise, Dispel, Entangle, Fear, Havoc, Intangibility, Mind reading, Puppet, Slow, Smite, Summon ally, Teleport, Zombie.
- **Destrier** An undead warhorse. Treat as a "War horse" with the Undead trait. This mount is not a Wild Card.
- **Fear (-0)**

Lunatic Courtier, Huntsman (Wild Card)

A Huntsman of the Lunatic Court riding an undead warhorse.

Agility D8, **Smarts** D6, **Spirit** D8, **Strength** D8, **Vigor** D10

Skills Climbing D8, Fighting D10, Intimidation D6, Notice D10, Riding D6, Shooting D10, Stealth D8, Survival D10, Tracking D10

Pace 6. **Parry** 7. **Toughness** 8 (7 w/o armor)

Special Abilities

- **Undead** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage, immune to disease and poison, ignores Wound Penalties.
- **Edges** Combat reflexes, Steady hands, Woodsman
- **Armor +1** Leather armor.
- **Bow** 2D6, Range 12/24/48.
- **Sword** Str+D8.
- **Destrier** An undead warhorse. Treat as a "War horse" with the Undead trait. This mount is not a Wild Card.
- **Fear (-0)**

Lunatic Courtier, Boatmaster (Wild Card)

A Boatmaster of the Lunatic Court offering those brave enough to accept, passage to the Mad King's Realm. Treat the Boatmaster as a Lunatic Herald (see below), but instead of a warhorse, the boatmaster has a gondola that he can use to travel to and from the Mad Realm by way of rivers and lakes. He is also equipped with the staff, the *Crossing* (see the Mad King's Armory).

Lunatic Courtier, Inquisitor (Wild Card)

An Inquisitor of the Lunatic Court riding an undead warhorse.

Agility D8, **Smarts** D6, **Spirit** D8, **Strength** D10, **Vigor** D8

Skills Fighting D10, Intimidation D10, Notice D8, Riding D8, Shooting D8, Stealth D6

Pace 6. **Parry** 9. **Toughness** 9 (6 w/o armor)

Special Abilities

- **Undead** +2 Toughness, +2 to recover from being Shaken, called shots do no extra damage, immune to disease and poison, ignores Wound Penalties.
- **Edges** Block, Combat reflexes, Sweep attack
- **Armor +3** Plate armor
- **Medium shield** +1 Parry, +2 Armor against ranged attacks
- **Axe** Str+D8
- **Destrier** An undead warhorse. Treat as a "War horse" with the Undead trait. This mount is not a Wild Card.
- **Fear (-0)**

Gargoyle

A griffon-like gargoyle.

Agility d8, **Smarts** d4 (A), **Spirit** d6, **Strength** d8, **Vigor** d8
Skills Fighting d8, Intimidation d8, Notice d6

Pace 8. **Parry** 6. **Toughness** 7

Special Abilities

- **Armor +1** Tough hide.
- **Bite/Claws** Str+d6.
- **Fleet-Footed** Gargoyles use d10 when running.
- **Go for the Throat** With a raise on its attack roll, it hits the target's most weakly armored location.

Murder of Crows

A flock of crows.

Agility d10, **Smarts** d4 (A), **Spirit** d12, **Strength** d8, **Vigor** d10
Skills Notice D6

Pace 10. **Parry** 4. **Toughness** 7.

Special Abilities

- **Pecks** A murder of crows deals 2D4 damage to anyone within a Medium-burst.
- **Split** The murder of crows can split into two smaller murder of crows (to a Small-burst). These smaller murder of crows have a Toughness of 5.
- **Swarm** Parry +2. The murder of crows is composed of multiple crows, attacks targeting individual creatures (like most weapon attacks) do no real damage. Area-effect attacks work normally. A murder of crows are usually foiled by jumping in water.

Winged Gargoyle (Wild Card)

A large, winged griffon-like gargoyle.

Agility d8, **Smarts** d6 (A), **Spirit** d8, **Strength** d10, **Vigor** d10
Skills Fighting d8, Intimidation d8, Notice d10

Pace 8. **Parry** 6. **Toughness** 9 (7 w/o armor)

Special Abilities

- **Armor +2** Tough hide.
- **Bite/Claws** Str+d6.
- **Flight Winged** gargoyles have a Flying Pace of 8 and Climb of 4.
- **Grapple** If a winged gargoyle gets a raise on its attack roll, it has knocked down and pinned its opponent. Bite attacks against pinned opponents have a +2 bonus.
- **Swoop** Winged gargoyles often swoop down on their prey to pin them to the ground. While swooping, the winged gargoyle has a +4 bonus to to attack and damage, but Parry is reduced by -2 until the following round.