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MYRKRIDDER

THE DEMONIC DEAD

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MYRKRIDDER

Myrkridder are intelligent undead animated through magical means, usually by a necromancer exhuming a corpse or assembling one from other bits of corpses, and either by calling back the spirit that once occupied the corpse or by summoning a different fiendish spirit, devil, or demon to animate the assembled corpse. In either case, the result is a *myrkridder*, or “dark rider,” referring to the dark spirit inhabiting or “riding” the corpse and thus animating it, giving it true sentience and thus greater power than a mere skeleton or zombie.

The vast majority of myrkridder spirits are summoned from Hell or one of the other Underworlds of the Damned. These Evil souls are usually quite happy to be dragged back to the world of the living, even in service as an undead creature enslaved to their creator, as this means they are no longer being tormented, and can often act in the evil and vile ways that they enjoyed in life. Souls condemned to one of the more neutral afterlives could be called back, but would be more free-willed and more likely to resist the control of their maker. Some necromancers, if they trap the soul of a recently deceased Goodly person ere it goes to its rightful reward, can magically force the Good soul into a corpse and compel it to serve them as a myrkridder; these accursed beings live a virtual hell on earth, forced to do the vile bidding of their unnatural master.

Myrkridder have the usual suite of undead immunities and resistances, and can usually be attacked by normal weapons. Myrkridder can learn and gain experience from their battles and struggles, rising through the ranks of the myrkridder hordes and gaining greater status and power, as well as becoming mightier in combat. Most, however, remain callow petty monsters, mere minions of their creator and his lieutenants.

Few necromancers are willing to expend the energy needed to provide their myrkridder with extraneous abilities; most such beings are merely raw muscle, so to speak, even if dry and creaky and worm-ridden. A few are granted abilities during their creation in order to better enable them to perform their duties; these often include chill touch, casting of magical darkness, paralyzing attacks, fear attacks, flight, and the like, used in combat or in other specific services to their master. Some myrkridder simply manifest special abilities, especially those who had potent magical abilities in life, or those which are inhabited by a fiendish spirit, devil, or demon rather than a mortal soul.

Though myrkridder need not eat or drink, many enjoy eating warm flesh and guzzling fresh blood, as such is the only thing they can taste. They do not heal naturally, but can be repaired or magically healed through use of *cause wound* and *mending* spells.

Myrkridder cannot normally gainsay their creators, though the more intelligent and cunning can sometimes break free of their master’s domination, or at least warp the intent of his orders. Many revel in the horrible acts they are ordered to commit. Most myrkridder are the vilest, most unpleasant beings one can encounter, for they have literally been to Hell and back, and returned even *more* evil than before...

IMMUNITIES: Myrkridder are immune to *sleep* and *charm* spells, and are immune to poison; corrosive gasses affect them normally, but they are immune to gasses that require breathing to be affected.

SUSCEPTIBILITIES: Myrkridder fear holy symbols, such that they cannot approach any being of faith that holds and presents one; they are turned as undead of their hit dice. They suffer damage from holy water, which to them is as acid. Myrkridder cannot step on holy ground. Myrkridder are susceptible to fire, which quickly consumed their withered flesh and dry bones; they suffer an additional point of damage per die. They are susceptible to the light of the sun, which burns them each round as though they were being burnt by a torch; heavy cloud cover and/or thick clothing and armor prevents such damage.

MYRKRIDDER CARRION STEED

No. Enc.: 3d4 (3d4)
Alignment: Chaotic Evil
Movement: 150' (50') or 120' (40')
Fly: 360' (120') or 240' (80')
Armor Class: 7 or 5
Hit Dice: 3+3
Attacks: 2 (2 Hooves)
Damage: 1d6/1d6
Save: F3
Morale: 12
Hoard Class: None
XP: 135

Carrion steeds are undead horses used by myrkridder. Carrion steeds look like dead, often almost skeletal horses with glowing red eyes. Those ridden by myrkridder outriders are usually unarmored, but are decorated with long streamers of flayed human flesh tied to their boney ribs. Those ridden by myrkridder sergeants and champions often wear barding; chain in the case of sergeants and plate in the case of champions.

ORGANIZATION: Carrion steeds are usually only found with myrkridder outriders, sergeants, or champions in the field; those who lose their riders simply wander around aimlessly until given orders by a myrkridder or necromancer.

ECOLOGY: Carrion steeds do not eat or drink, and do not breathe. Unlike other myrkridder, carrion steeds are essentially mindless, being animated by the least fiendish spirits, devils, or demons. When not under orders, they tend to wander aimlessly and usually only attack if they are attacked first.

COMBAT: Carrion steeds attack as ordered by their riders, attacking using their hooves, either to the fore or to the rear.

FLIGHT: Carrion steeds can fly; listed speeds are when bearing myrkridder outriders without barding or myrkridder sergeants or champions with barding. Each steed can also carry one human-sized being along with its myrkridder passenger, but thus halves their flying speed.

HESTERMORTH: Carrion steeds created by this myrkridder outrider ability are not permanent creations, they only exist until the next sunrise, and then they crumble to dust, molder, and rotting bones.

MYRKRIDDER CHAMPION

No. Enc.: 1 (1)
Alignment: Chaotic Evil
Movement: 90' (30')
Armor Class: 3 (or better)
Hit Dice: 7+7
Attacks: 1 (Weapon)
Damage: By Weapon
Save: F7
Morale: 11
Hoard Class: XXI
XP: 2,500

Myrkridder champions are myrkridder soldiers and sergeants who have risen through the ranks or were prominent villains in their mortal lives; some were created from the body parts of the most despicable villains and animated by the spirit of a potent devil or demon. Each myrkridder champion is unique, and usually (70% chance) has 1d3 spell-like abilities in addition to those listed here.

Myrkridder champions have a 70% chance of wearing magical armor and a 70% chance of wielding a magical weapon, in addition to any magical item they may possess from their treasure hoard.

ORGANIZATION: Each necromancer usually has at least one myrkridder champion; the most powerful have several, each leading a horde or commanding a stronghold, with one great champion of 9+9 or greater hit dice as the marshal of his armies.

TREASURE: Myrkridder champions gather treasure as a status symbol; they give out jewelry and other treasures to their sergeants and most successful soldiers and outriders. They lust after magical armor and weapons that will give them an edge over the other champions in their struggle for supremacy among the myrkridder of their master.

COMBAT: Myrkridder champions fearlessly enter battle, often at the forefront of their warbands. Champions pick out the most dangerous opponents among their enemies and, if possible, challenge them to single combat; if dealing with a wizard or the like, they usually order their warbands to attack them en masse.

FEAR GENERATION: Myrkridder champions have the ability to *cause fear* once per round, as per the spell cast by a 7th level caster.

MYRKANDE: Once per day a myrkridder champion can breathe a *stinking cloud*, as per the spell cast by a 7th level caster.

MYRKGRAVEN: A myrkridder champion can cast a *darkness globe* three times per day as a 7th level caster.

SPIDER CLIMB: A myrkridder champion can walk on walls and ceilings as though he were under the effects of a *spider climb* spell.

MYRKRIDDER HAG

No. Enc.: 1d3 (1d3)
Alignment: Chaotic Evil
Movement: 120' (40')
Fly: 240' (80')
Armor Class: 3
Hit Dice: 5+5 to 7+7
Attacks: 1 (Weapon or Spell)
Damage: By Weapon or Spell
Save: M5
Morale: 11
Hoard Class: XIX
XP: 5+5 HD: 1,460
6+6 HD: 2,180
7+7 HD: 3,300

The only common female myrkrider are myrkrider hags, created by necromancers with certain unnatural lusts beyond even those common to their kind. These are usually the animated bodies of once-beautiful women; some were witches or sorceresses in life, returned to serve a new master, others courtesans or noblewomen animated by the spirits of devils or demons. All are potent spell-casters in service to their necromancer creator. Each vies with the other hags and the myrkrider champions for greater power and influence with the master.

ORGANIZATION: If there is more than one in service to a necromancer, myrkrider hags work as a coven in service to their creator. If there are two, one has 5+5 HD, the other 6+6 HD; if there are three, there are one each of 5+5, 6+6, and 7+7 HD. They often take care of day-to-day operations with the necromancer's apprentices and cult servants. They also act as medics for the myrkrider soldiers, sergeants, outriders, and champions. If the myrkrider champions are the muscles of the outfit, the myrkrider hags are the brains.

TREASURE: Myrkrider hags often have caches of magical weapons, scrolls, and potions they have created in service to their master, as well as more common treasures paid by myrkrider for their healing and other services.

RANGE: Myrkrider hags are rarely found outside of the immediate environs of their master, though some are sent on specific missions against magic-wielding enemies.

COMBAT: Myrkrider hags prefer to avoid physical combat, using spells, spell-like abilities, and magical items whenever possible.

DOPPELGANGER: Myrkrider hags can use the *doppelganger* spell at will, and can seem quite alive when using it; however, their true form is always visible in reflections or if seen through a ring or loop.

FYLGJA FORM: Myrkrider hags can *polymorph* into various animal forms at will, usually cats, rats, bats, pigs, horses, and other innocuous animal forms; they appear and feel alive in these forms. They use these forms to spy on enemies of their master.

SPELLCASTING ABILITIES: A myrkrider hag has the spellcasting abilities a magic-user of a level equal to her hit dice, and can choose cleric and/or magic-user spells. Her clerical spells are always reversed in form.

MYRKRIDDER MINSTREL

No. Enc.: 1d6 (1d6)
Alignment: Chaotic Evil
Movement: 90 (30')
Armor Class: 7
Hit Dice: 4+4
Attacks: Special
Damage: Special
Save: M4
Morale: 11
Hoard Class: I, II, IV, VI
XP: 290

Myrkrider minstrels are special myrkrider, in their former lives bards, skalds, minstrels, troubadours, or other musically-inclined entertainers of little to great talents. Their propensity for making music has been turned into something more sinister. Not only do they operate as a military band to accompany their myrkrider horde, they also act as a method of breaking mortals to the will of the myrkrider horde, through playing the Danse Macabre, or Dance of Death.

Myrkrider minstrels wear tattered finery appropriate to the style of musician they were in life, or such courtiers clothing as they can loot after battle. Each bears a musical instrument, usually drums, pipes, horns, harps, or even esoteric instruments such as bagpipes or the hurdy-gurdy. Even though myrkrider do not breathe, even the most skeletal of myrkrider minstrels can play their wind instruments to full effect, though their animating magic.

ORGANIZATION: Myrkrider minstrels are attached in small groups to most (65%) myrkrider hordes, where they operate under the direct leadership of the myrkrider champion or one of his lieutenants. They are sent wherever the champion needs magical back-up to break strong-points in a mortal battle line. They are also sent ahead into small villages to cause terror, fear, and death ere the arrival of the main horde.

COMBAT: Myrkrider minstrels do not engage in melee combat, feeling it beneath them; their musical power should be potent enough to protect them from mortal harm. They are usually guarded by a warband of the horde; but if the warband flees or is destroyed, the minstrels keep playing, even as they are being destroyed by their attackers.

DANSE MACABRE: The horrible, Hell-inspired music a myrkrider minstrel plays has a highly deleterious effect on living humans, demi-humans, and humanoids that are within 60 feet. Any such beings who hear the music must make a saving throw against Spells each round they hear the music. If the saving throw fails, they drop whatever they have in their hands and begin dancing wildly and erratically, in the direction by and at the will of the myrkrider minstrels.

Dancers cannot cast spells or use missile weapons, cannot attack the minstrels in any way, suffer a -4 penalty to any melee attacks they make, and can be attacked with a +4 bonus to their attacker's roll. Every round they dance after the first 10 rounds they also lose 1 hit point; your average Normal Man thus dies within two minutes of beginning the Dance of Death. Victims will not stop dancing until either they are unconscious or dead; no longer can hear the music; or the music stops, either by the will of the myrkrider minstrels or by all the minstrels being destroyed. The minstrels can also choose to slow down the tune, such that the victims will not suffer damage, but merely are forced to dance in the manner and direction of the minstrel's choosing.

MYRKRIDDER MYRKULF

No. Enc.: 1d4 (4d4)
Alignment: Chaotic Evil
Movement: 180' (60')
Armor Class: 5
Hit Dice: 4+4
Attacks: 3 (2 Claws, 1 Bite)
Damage: 1d4/1d4/2d4
Save: F4
Morale: 11
Hoard Class: None
XP: 440

Myrkulfs are a horrible form of undead that combines body parts from humans and dire wolves, infused with the magical essence of werewolves and the blood of trolls. The creatures look like the wolf-man form of werewolves, with rotting flesh and bristly-black blood-matted fur, slightly less mannish and more wolfish in form; they usually go about on all fours, though they can stand on two feet and use their crude paw-like hands for less dexterous sorts of operations.

ORGANIZATION: Myrkulfs are organized into packs, and operate as scouts for the myrkridder horde. They report directly to the myrkridder champion or one of his lieutenants. Some necromancers are guarded by several packs of myrkulfs led by a myrkulf champion of 7+7 HD; the myrkulf champion can switch between man-beast and beast-man forms, can wield weapons, and can only be hit by magical weapons (silvered weapons have no effect on him).

COMBAT: Myrkulfs rarely use weapons, attacking with their potent wolf-like bite and clawed paw-like hands. They usually attack fearlessly, as most weapons harm them only temporarily. They fear only fire, holy symbols, holy water, and silvered or magical weapons.

LYCANTHROPIC DISEASE: Due to the methods and rituals involved in their creation, myrkulfs can pass on the werewolf lycanthropic disease to those whom they have damage, as per any normal lycanthrope.

MYRKHYL: The dreadful howl of a myrkulf can cause fear and dread in the hearts of mortals. Once per day a myrkulf can howl in such a way that any living being within 60' who hears it must make two saving throws against Spells, the first to resist a *cause fear* effect, the second to resist a *scare* effect, each as per the spells, as though cast by a 4th level caster.

REGENERATION: Myrkulfs regenerate most damage at a rate of 3 points per round, beginning the third round after being damaged. They cannot regenerate damage caused by fire (normal or magical), holy water, or silvered or magical weapons. They can be destroyed only by suffering sufficient damage from fire, holy water, or silvered or magical weapons.

TRACKING: Myrkulfs can unerringly track any mortal being, provided the tracks are not covered by some sort of magical effect. Even if the tracks have been magically altered or hidden, myrkulfs may make a saving throw against Spells to see through the magical alteration and follow the tracks anyway.

MYRKRIDDER OUTRIDER

No. Enc.: 3d4 (3d4)
Alignment: Chaotic Evil
Movement: 120' (40')
Armor Class: 7
Hit Dice: 3+3
Attacks: 1 (Weapon)
Damage: By Weapon
Save: F3
Morale: 11
Hoard Class: I, II, IV, VI
XP: 170

Myrkrider outriders are scouts and skirmishers who ride carrion steeds (see below). They travel light and fast, and few wear armor, counting on their own rotten hides, thick burial shrouds, and their speed to protect them from weapons. However, they will mix it up in combat as need and orders require. In addition to their personal melee weapon, many carry several javelins, spears, and/or a light lance; some even master the use of the bow with their boney hands. Most decorate their steeds with the flayed skins of their victims, which add further fear to any who encounter them.

ORGANIZATION: Myrkrider outriders are outside the normal warband hierarchy, generally answering directly to their creator or to a Captain of the Outriders (a myrkrider champion). They are sent on scouting missions and deep into enemy territory to spread fear and dissent among the enemies of their necromancer master.

TREASURE: Like myrkrider sergeants, myrkrider outriders are allowed to keep more treasure and sometimes (when their horde class indicates such) have magical weapons (d6: 1-4) or, more rarely, useful miscellaneous magical items (5+6).

RANGE: Myrkrider outriders have to travel far and wide; thus they wear thick black burial shrouds, which often help them resist the light of the sun until they can find a place to go to ground.

COMBAT: Myrkrider outriders prefer to use fear to cause opponents to flee, when they are not ordered into combat.

FEAR GENERATION: When three or more myrkrider outriders riding carrion steeds charge directly at a target or group of targets, each being in that group must make two separate saving throws versus Spells or be affected as though by the *cause fear* and/or *scare* spells as though cast by a 3rd level caster.

HESTERMORTH: Once per night a myrkrider outrider has the ability to kill a horse (or horse-like animal that can be used as a mount) with a mere touch; the horse rises again as a carrion steed 1d3 rounds later. Carrion steeds created this way are destroyed with the light of the next sunrise.

MYRKRIDDER SERGEANT

No. Enc.: 1 (2d4)
Alignment: Chaotic Evil
Movement: 90' (30')
Armor Class: 3
Hit Dice: 4+4
Attacks: 1 (Weapon)
Damage: By Weapon
Save: F4
Morale: 11
Hoard Class: I, II, IV, VI
XP: 290

Myrkridder sergeants appear much like their soldiers, but wear finer armor and is always kitted out with a weapon, sometimes a magical weapon (if they possess a magic item, it is a magical sword or other weapon). Often, due to the better state of preservation of their body, a myrkridder sergeant will have more flesh on his bones; sometimes he still wears a burial shroud or wrappings under his armor.

In life, myrkridder sergeants were warrior noblemen, robber barons, and other mid-level villains of some talent, wealth, and status. They like to view their re-animation as a quid-pro-quo with their master; those of intelligence and cunning with proven victories on the field often become lieutenants, champions, or advisors. There is much competition among the myrkridder sergeants, as each seeks to rise in the esteem of their master.

Some myrkridder sergeants are given carrion steeds to ride into battle (see below).

ORGANIZATION: A myrkridder sergeant usually commands a warband of myrkridder soldiers. Some sergeant-quality myrkridder are organized into groups of guards in important locales, such as near the lair of the necromancer, at the treasury, or at the entry to prisons. A few groups (usually 2d4 sergeants) are sent as small strike teams to seek out petty heroes who oppose their necromancer master; these are often a quarreling lot, unless they are led by a myrkridder champion.

TREASURE: Myrkridder sergeants usually have a larger trove of treasure than their underlings; many wear jewelry given to them by their master as a reward for good service. Some wield magical weapons taken in battle or created for them by their master.

COMBAT: Some myrkridder sergeant lead from behind, others lead their warband into battle personally.

FEAR GENERATION: Myrkridder sergeants have the ability to *cause fear* once per day, as per the spell cast by a 4th level caster.

MYRKRIDDER SOLDIER

No. Enc.: 3d6 (3d10)
Alignment: Chaotic Evil
Movement: 90' (30')
Armor Class: 4
Hit Dice: 2+2
Attacks: 3 (2 Claws and Bite) or 1 (Weapon)
Damage: 1d3/1d3/1d3 or By Weapon
Save: F2
Morale: 11
Hoard Class: I, II, IV
XP: 47

Myrkridder soldiers are the common lot of myrkridder hordes. They are the animated corpses of common soldiers and rabble, their vile souls summoned back from Hell to do their creator's bidding. They are walking, talking half-rotten corpses wearing ripped and rusting armor and carrying nicked and rusting weapons. Most wear chain mail and carry a shield and either a spear or sword. They speak in horrible burbling, whispering, cackling voices, and carry on much as they would in life, often with a good dash of gallows humor. Most are inhabited by the souls of brigands, thieves, ruffians, and ne'er-do-wells, though a few are of more elevated origins, such as noblemen or infamous outlaws, and like to remind their fellow myrkridder and their victims of their high-society or famous status.

ORGANIZATION: Myrkridder soldiers are organized in warbands, usually led by a Myrkridder Sergeant. They have been ordered by their creator to obey their warband leader as they would him; when the leader is destroyed, often the soldiers simply go berserk with bloodlust, regardless of their orders or other concerns.

ECOLOGY: Myrkridder are unnatural, and require neither food nor water; they do not even require air. However, they enjoy feasting on the flesh and drinking the blood of the living.

TREASURE: Myrkridder usually wear the armor and wield the weapons they were buried with, or have been able to loot from their victims. They are allowed to keep petty treasures and loot that they find, but all real wealth and any magic items must be passed on to their superiors. Many keep human thralls to carry their loot and baggage and as walking food and entertainment.

RANGE: Myrkridder are usually found wherever necromancers set up shop in a region replete with barrows, bogs, and old battlefields. The production of myrkridder requires the use of bodies in relatively complete, if desiccated or moldering form. Their continued existence also requires a place for them to hide during the daylight hours; most can quickly dig a temporary shelter to hide, but for large hordes, barrack structures or extensive cavern systems are needful for long-term use.

COMBAT: Myrkridder soldiers generally attack with great zeal, unmindful of their safety. This is as much from their own stupidity and lust to commit mayhem and murder as it is from the inexorable commands of their creator or his lieutenants. However, now and again the fears of their mortal souls emerge during combat, and unlike mindless undead, myrkridder can flee the field. Myrkridder rarely use missile weapons as such do not survive well in the grave, and their putrid fingers do not handle the fine weapons at all well. Generally they swarm their opponents en masse wielding a mix of melee weapons, claws, and fangs.

D20 UNIQUE MYRKRIDDER

1. PURPLE SVEIN was a poisoner in life; he was slain by application of large quantities of the same poison he used to kill his victims. He has bloated purple flesh, bulging eyes, no lips, and is dressed only in a black funeral shroud. He magically produces poison in his gullet and his flesh; his bite and claw attacks all deal poison damage, the victim needing to save versus Poison or suffer an additional 1d6 points of damage. He can also lick his *+1 magical dagger* to envenom it with each attack. He has the thieving abilities of a 3rd level thief, and is often sent on lone assassination missions.

2. FINNBOGI THE FLAYED was a cannibal and murder, flayed to death for his crimes; he now wears the rotting flayed skins of his latest victims over his blackened, putrescent muscles and sinews. He has filed teeth, which he uses to eat the flesh of the still living; there is a 3 in 6 chance that during combat, once blood is flowing, he resorts only to claw and bite attacks, dealing double damage on any bite attack as he take a pound of flesh and swallows it.

3. JANGLEBONES had lost most of his flesh before he was animated; he appears to be little more than a skeleton held together with gristle, though he has a pair of mismatched eyeballs he stole from other myrkridder. He wears the finger-bones of his victims by tying them to his ribs, and carries the arm and leg bones of his victims in his ribcage. He carves strange runes and blasphemous sigils on the bones he collects. He suffers only half damage from piercing weapons.

4. ARKYN THE ANCIENT died of old age and got away with his terrible crimes unpunished during his lifetime. He is stooped and gnarled, with beard and hair down to his ankles. Though not a sergeant, other myrkridder turn to him for advice and ideas on making every encounter more horrible; he has forgotten more about torture than most living men ever learn. He carries numerous torture instruments embedded in his own flesh, which is also riddled with old nails, knives, and other sharp and deadly objects.

5. GARM THE WOLF literally has a wolf's head; his creator discovered the body of a mighty but headless warrior and his dire wolf companion in a barrow, and decided to have an interesting experiment. He stands nearly seven feet tall, and wears the fur of the wolf as a cape. He can only speak haltingly, and in the middle of combat is likely to lose his mind to the wolfish side. When the wolf takes over he can run about on all fours and attacks using only his bite, which deals 2d4 points of damage.

6. GOLDBELLY was a greedy glutton in life, and was put to death for embezzling from his chieftain. He is short and balding with gold-capped teeth. He hides his ill-gotten gains by swallowing the coins; his big, distended belly holds 332 sp and 278 gp. Should he be struck by a critical hit with a sharp weapon, there is a 3 in 6 chance his belly bursts, sending d100 coins flying everywhere; those within 10 feet must make a saving throw versus Wands or end up being knocked down and stunned for one round by flying coins covered in gore.

7. GRIMHILDA was thought to be a witch, but really she was merely an old gossip who used her knowledge to blackmail her neighbors. They had her condemned as a witch and had her body staked in a bog to keep it from rising as a draugr. Some of the magic of other nearby staked witches passed on to her ere she was brought back as a myrkridder. She can use 1d3 random magic-user spells of 1st to 3rd level each day. She acts as a go-between with her warband and her master's hags, and is something of a den mother to "her boys." She fights alongside them with mail, shield, and spear, cutting a hideous warped figure as a Valkyrie of the Damned.

8. CROW KILLER was a wild-man who killed anyone foolish enough to pass through his fells; eventually the local lord and his men caught up with him and hung him for the crows. He wears crow feathers by carefully pulling them from crow corpses and spiking them into his own rotting flesh. He prefers to use a noose to capture his victims and slowly kills them by cutting off their air.

9. PETE O' THE BOG is a bog myrkridder; in his case he was a cultist of Loki who stole from his priest and ended up being a sacrifice, tied and drowned in a bog. His blackened flesh is withered but otherwise well preserved by the bog waters, and thus he suffers only half damage from fire; he only smolders for 1 point of damage per minute when caught in the sun. He can use 1d3 random cleric spells of 1st to 3rd level each day, but only the reversed forms.

10. LOVELY VARSKULD was the concubine of a chieftain who sought to rise higher by killing her master's wife; she failed, was caught, and was punished by being torn apart by oxen. Her necromancer master re-assembled her, hoping to create a paramour, but her damned soul ripped from Hell was too drear and evil even for him. She has now been assigned as a scout; with her master's preparations, he was able to restore most of her beauty, so she can easily go about at night in the land of the living and interact with them. She has a bad tendency however to stray, seeking to kill any men and women she encounters who are obviously in love. She wields twin daggers, though she prefers to take the time to slowly chew the face off of beautiful women if given the chance.

11. GARTH THE HEARTLESS was a fallen paladin of Hermod; he was a giant of a man, given to great mirth and kindness, ere he fell to the wiles of an enchantress. He was slain by his paramour's enemy, the necromancer who now commands him as a myrkridder champion. His master carved out his heart, which still had a glimmer of hope and goodness, and keeps it in a magically locked and trapped box in a hidden crypt. In place of the heart, in the open wound, Garth now carried a jar holding a cackling imp who mocks the former paladin with the recitation of his sins merely for his master's amusement. Garth wields a +2 *magical sword*, formerly a *flame-blade*, now a *frost-brand* due to his fall from good to evil. He wears blackened, scorched plate armor and rides a carrion steed wearing barding.

12. EINAR THE ANGRY was a member of a band of outlaws; he rarely followed orders, and ended up getting himself and several of his companions killed when he didn't retreat when he was ordered to do so. He is a standard myrkridder, wearing torn mail, a flindery shield, and rusting blade. He is haunted by the ghosts of the three bandits who died with him, and always seems to mutter to himself; others can see their tiny ghostly wisps circling him, but he is the only one who can hear their imprecations and curses.

13. EIRIK THE ODISIOUS was a most unpleasant man in life; he was an inveterate molester, buggerer, and rapist of anyone and anything he could get his hands on. The law finally caught up with him and he was thoroughly broken on a wheel. His shattered body was mostly re-assembled by his master, though the bits he valued most had been cut away and burnt to ashes by his executioner. He makes for a bitter, angry myrkridder; he walks in a disjointed way, with many a creak and clatter, as his bones never really fused together well with the necromantic ritual. He takes his share of treasure only in thralls, who disappear with him into dark corridors and hidden chambers of the necromancer's lair, never to be seen again, though their screams are often heard for days.

14. THE SPIDER was a strange experiment; his creator thought perhaps he could get more use out of a single myrkridder with a human body, four human legs, four human arms, and the head of a giant spider, and so one was assembled, with a bestial demon summoned to inhabit the corpse. The necromancer's experiment apparently failed, as the Spider was soon cast aside and assigned to a warband as a common soldier. The Spider does not speak, though it understands orders well enough. It can climb on walls and

ceilings like a spider. It does not wear clothing, nor wield weapons; it attacks with its bite, which deals 1d8 points of damage (but does not have any poison).

15. AUDOLF was a noble warrior, part of a warband, though he was craven and cowardly fled from a battle that got his chieftain's son killed. As punishment he was buried alive in a barrow; too cowardly to kill himself, he drank barrow water and ate rats and the rotting flesh of the barrow's inhabitants until he slowly died from lack of fresh water and real food. He is emaciated, almost skeletal, with a horrid grin and hollow eye sockets that match his sardonic character; he wears fine shining mail, carries a large round shield, and wields a fine sword. After his stint in Hell he finds service to his master to be infinitely more pleasurable, and quickly rose to the level of myrkridder sergeant. His only tactic is to order his myrkridder soldiers into battle en masse, while he "reviews the flow of battle" from the rear.

16. BIG BRUIN was a werebear in life; as a myrkridder he is eternally cursed to be caught in the form of a half-man, half-bear, with blood-matted fur, great fangs, and terrible claw-like hands. He betrayed his clan to his necromancer master for gold and power; he just did not understand what the "power" offered by his new master meant. He often acts as a lone scout, still having the scenting abilities of his former life and, as an undead, moving far more silently than any living bear. He attacks with two claws and a bite attack, dealing 2d4/2d4/2d8 points of damage. In battle his bestial nature can take over suddenly, with a 2 in 6 chance of ceasing combat in order to feast upon the flesh of the dying and the dead.

17. JIGSAW is stitched together from dozens of different bodies and is inhabited by a potent demon; he has a few too many fingers, a couple of odd eyeballs in strange places, and a second face in place of his genitals. There is a 2 in 6 chance that he stops in the middle of combat to "harvest" an interesting body part from a still-dying victim, which he later uses to replace one of his own parts. Were he steadier in combat, he'd be a sergeant or even champion, but his strange proclivity keeps him a mere soldier. He can use 1d6 random cleric or magic-user spells of 1st to 3rd level; clerical spells must be reversed.

18. WEE JACK was merely a child of 10 years when he was staked; what crimes he committed none know, not even his master, but the terrible smile that crosses his face when he is asked makes even hardened myrkridder shudder in fear. This dreadful imp is an outrider, often going on lone scouting missions, as he is well-preserved and can easily be mistaken as a living being at night. He rides a dire wolf carrion steed that he has named Fenrir and a long knife that he calls Love. He has many powers normally limited to draugr, such as the ability to spoil food and drink; slay domestic animals and wither fields; take the form of a black cat and smother sleeping victims; and melt into a mist and travel in such form. The crimes he commits while outriding are monstrous, and of such a nature that those who discover the crimes would not be more afraid even if they discovered they were committed by a myrkridder.

19. BLACK ANDRAS was a midwife who amused herself by ensuring the stillborn-births of women she disliked. She was drowned in a bog for her crimes. She can use 1d3 random reversed cleric spells of 1st to 3rd level each day. She can also animate the bodies of babies; she is followed by a train of 3d4 such creatures, crawling and mewling after their "mother." These creatures, when eaten by a myrkridder, cure them of all but 1d4 points of damage. She is thus assigned to warbands as a medic of horrible sorts...

20. STORR THE MIGHTY was a great outlaw chieftain in life; he now serves his master as a champion (9+9 HD). He is tall and broad shouldered, with Strength 18 (+3 to hit and damage), and while his flesh is moldered he still has long, flowing beautiful golden locks. He wears *+1 magical scale mail*, carries a gold-plated shield, and wields a *+1 magical sword/+3 versus Good creatures*. He rides a young gold dragon carrion steed and throws spears at enemies while flying. His sepulchral laugh booms across the battlefield; once per day his laugh can *cause fear* as a 9th level caster in all living creatures within 360'.

MYRKRIDDER RACE & CLASS

As intelligent beings that can learn and adapt, myrkridder are essentially another race, like dwarves, elves, and halflings. They are far rarer, to be sure, but where they are found, they are usually found in significant numbers. Some entire petty kingdoms and pocket principalities, ruled by necromancers, are peopled mostly or even entirely by myrkridder.

The vast majority of myrkridder are not useable as player characters as, well, they are the animated corpses of horrible and evil people. Sometimes, however, a necromancer makes a mistake, and summons a very willful spirit, or the spirit of a person of Neutral or even Lawful and Good sort; these are not as easily controlled, and often break free of the control and flee the service of their creator as soon as possible. Thus, unless you are running an unsavory campaign (well, even more unsavory than the typical murder-hobo scenario), myrkridder player characters should be Neutral, Lawful, and/or Good.

A good dose of angst about being returned to the mortal world in an undead form would fit such characters well, but is not necessary. Some might be motivated to destroy their creator, or avenge themselves on some other evil-doer, or simply enjoy the benefits (while bemoaning the disadvantages) of their new existence. Of course, dealing with commoners will be trying at best, even when the myrkridder player character is as “normal” looking as possible...

Most myrkridder are created from humans; a few are created from elves, while dwarf and halfling myrkridder are virtually unknown. Whatever of their original race, they no longer possess any of the abilities of the base racial type. All myrkridder have 60' Infravision.

Myrkridder have no minimum ability scores; maximums are 18 in all scores. They have a +1 bonus each to rolled Strength and Dexterity and a -1 penalty each to rolled Intelligence, Wisdom, and Constitution. Myrkridder do not possess a Constitution score; it is not zero, it simply does not exist.

Myrkridder are immune to *sleep* spells and effects; while they do not sleep as such, they do need to rest during the day, as living mortals would need to sleep at night. As their daily rest is quite literally like the sleep of the dead, they are very difficult to awaken while the sun is up, and must make a saving throw versus Death to awaken even if shaken or slapped or damaged. Myrkridder know when the sun sets, even if deep underground and “asleep.”

Myrkridder are immune to normal *charm* spells and effects; however, whenever they encounter their creator and he attempts to control him (requiring mere speech in the myrkridder's presence to do so), the myrkridder must make a saving throw versus Spells or effectively be *charmed*, as per the spell. The myrkridder has the usual chance to break free every month, week, or day, but the period between checks is based on the myrkridder's Charisma score rather than his Intelligence score. The myrkridder gets a +1 bonus to the save if he is Neutral and a +3 bonus to the save if he is Lawful and/or Good.

Myrkridder are immune to poison and poisonous gasses; they do not have a nervous system nor real musculature to affect, and do not need to breathe. They are affected by corrosive gasses and acid, and take damage normally from other sources. They suffer as do other undead when they are attacked with holy water.

Normal myrkridder cannot approach a person holding and presenting a holy symbol, providing that person is in good standing with the god represented. A myrkridder player character can make a saving throw versus Spells to ignore the power of the holy symbol. Normal myrkridder also are affected as normal

undead by a clerical turn and control undead ability. If a player character myrkrider is so affected, he gets an additional saving throw versus Spells to ignore the effect.

Myrkrider player characters take extra damage from fire and suffer damage from direct sunlight, as a normal myrkrider.

Myrkrider player characters are actually harmed by *cure wound* spells and healed by *cause wound* spells. They are also healed by *mending* spells; they regain 1d6 hit points +1 point per caster level. Otherwise, myrkrider do not heal by natural means. There are some *unnatural* means by which they can heal other than spells, but these are few and far between and often of Chaotic and Evil nature...

Myrkrider have an extra hit die at first level, and have an extra number of hit points each level equal to their level plus 1. Myrkrider are able to advance as Fighters, Magic-users, or Thieves up to 8th level. A myrkrider who had levels in these classes during his life retains half his previous levels, rounded up, and can advance no more than an additional four levels, or up to 8th level, whichever is greater. If the myrkrider had levels as a Cleric, Druid, or Illusionist, he has half that many levels as a Magic-user; if he had levels as a Barbarian, Paladin, or Ranger, he has half that many levels as a Fighter. If he had levels as an Assassin or Monk, he has half that many levels as a Thief. Myrkrider cannot multi-class. Myrkrider retain any Secondary Skills they possessed in life, as well as knowledge of any languages they possessed in life.

Myrkrider can instead take the myrkrider class; this is the method that most myrkrider, once being merely 0-level Normal Men, advance once they return to the mortal world.

MYRKRIDER CLASS LEVEL PROGRESSION				
Level	Experience	Hit Dice (1d8)	Title	Abilities
1	0	2+2	Soldier	
2	5,001	3+3	Warrior	+1 Special Ability
3	10,001	4+4	Sergeant	Cause Fear 1/day
4	25,001	5+5	Lieutenant	+1 Special Ability
5	50,001	6+6	Captain	
6	100,001	7+7	Champion	Champion Suite, +1 Special Ability
7	250,001	8+8	Warlord	+1 Special Ability
8	500,001	9+9	Prince	+1 Special Ability

The Champion Suite of abilities is as per the Myrkrider Champion, listed above.

Special Abilities are gained at 2nd, 4th, 6th, 7th, and 8th level. At 2nd level this is a 1st level spell of random spell type: d6 1-3 Clerical spell or 4-6 Magic-user spell. At 4th level it is a random 1st or 2nd level spell; at 6th and 7th level a random 1st, 2nd, or 3rd spell; and at 8th level a random 1st, 2nd, 3rd, or 4th level spell. Chances are equal for each level of spell. Any positive clerical spell rolled is useable only in the reversed fashion (i.e., cure light wounds is always cause light wounds). Each Special Ability can be used once per day, though the same Special Ability can be gained multiple times.

Myrkrider with the myrkrider class fight as monsters of their Hit Dice and save as Fighters of their Hit Dice. They can wear any armor and use any weapon proficiently, though they suffer a -2 penalty to use bows due to rotting fingers.

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