

### Worg-bane

A finely crafted longsword of elven manufacture, this ancient blade is the scourge of evil Worgs everywhere. The sword has a base enchantment (+0 Fighting) that can harm creatures that are harmed by magic weapons, but works best (+1 Fighting, Intimidation +1) when used by an Elf (Guts +1) against Worgs.

Longsword (\$300)

+0 Fighting (\$200)

+1 Fighting, limited to Worgs (\$1000 x 50%)

Skill: Intimidation +1, limited to Worgs (\$1000 x 50%)

Skill: Guts +1, limited to against Worgs, limited to Elves (\$1000 x 50% x 50%)

Total \$1750

### Shadow, The Daleland's Bardic Sword

This is a simple longsword of local forging. The first owner was a bard who loved the Dales so much he had it enchanted with knowledge of the Dalelands (Knowledge Dalelands, uses owners Smarts attribute +3). The sword actually speaks out loud (very talkative) with a precise British accent, even in the middle of battle (a minor distraction). The sword has a base enchantment (+0 Fighting) that will operate against creatures that can only be struck by magic weapons, but it works best while in the Dalelands themselves (+1 Fighting).

Longsword (\$300)

+0 Fighting (\$200)

+1 Fighting, limited to Dalelands (\$1000 x 50%)

Skill: Knowledge Forgotten Realms, limited to Dalelands (owners Smarts) +3, talkative (\$3000 x 50% x 50%)

Total \$1750

### Lazarus Blade

This short sword, a bronze gladius with a skull and crossed bones etched on the blade, is world famous for its rather unusual effect. Whomever is slain by this sword (the killing blow) immediately comes back to life (treat as Hard to Kill Level III 95% chance of being alive) whole and healed (Instant Healer, instantaneous) as soon as the sword is removed from its body. To keep the person dead, the sword must remain in the body.

Shortsword (\$200)

+0 Fighting (\$200)

Hard to Kill III, limited to target only and only if dealt the killing blow (\$9000 x 50%)

Instant Healer, limited to target only and only if dealt the killing blow (\$2000 x 50%)

Total \$5900

### Elven Wraith (Wild Card)

Agl d8            Str d8            Cha 0  
Sma d8           Vig d8            Pace 6  
Spi d10                            Parry 8  
   Toughness 11

Fighting d8            Notice d6            Stealth d10  
Guts d10                Intimidation d10    Spellcasting d8

Armor (+1 leathery skin), Bony Claws (Str +1), Undead (+2 to Toughness), Improved Block (+2 to Parry), Fearless (Immune to Fear/Intimidation), Quick, Wizard, Arcane Background (Magic), Power Points 25.

Spells: armor, blast, bolt, healing, light, invisibility, zombie.

The Elven Wraith was the main flunky of the Big Bad, after the PCs took out the Balrog. He was the general of the Big Bad's army at the final battle. Taelisin gained the Wraith's enmity early on in the game, but Popper was the one who managed to kill him. He used a LAW rocket in the final battle right when it looked like the PCs were facing certain defeat. The PCs never learned what his name was.

### Roland the Headless Thompson-Gunner (Wild Card)

Agl d8            Str d10            Cha 0  
Sma d8            Vig d6            Pace 6  
Spi d12                            Parry 7  
   Toughness 12

Fighting d6            Shooting d12            Stealth d8  
Notice d8                Intimidation d12

Ghost Warrior, Improved Block (+2 to Parry), Fearless (Immune to Fear/Intimidation), Hidden in the Mist (Notice with Raise roll to Spot), Tommy Gun 12/24/48 2d6+1 RoF 3.

After Roland killed Van Owen, he wandered Earth fighting in various wars. He was pulled to the Forgotten Realms during the "Banestorms" and took service with the Big Bad. He was stationed on the Isle of the Mists in the pocket dimension, where he gunned down all who tried to gain access to the castle. He was finally defeated by the PCs when they discovered his secret he wasn't alive and it was his possessed Tommy Gun that contained his spirit. Once they destroyed the Tommy Gun, Roland disappeared.

Flying Giant Hand (Wild Card)

Agl d8	Str d12+4	Cha 0
Sma d6	Vig d10	Pace 8
Spi d8		Parry 9
		Toughness 12

Fighting d10	Notice d8	Throw d8
Guts d8	Intimidation d10	

Armor (+2), Improved Block (+2 to Parry), Improved Sweep (no penalty for adjacent targets), Large (+4 to hit), Size +5, Flying.

The Flying Giant Hand came from somewhere near the Blue Meanies. It hired on with the Big Bad on the chance of smashing people and it did the job well. During the final battle with the PCs, Taelisin defeated the Flying Giant Hand with magic and the PCs finished it off. I don't believe anyone looted the giant glove off the hand, but I may be mistaken.