

# Mighty Madspawn History and Guidelines

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Updated 04/07/2010

With every expansion of the battle between the Valarians and their allies and the Pylos Necromancers, comes new dangers and new enemies. To understand these enemies one needs to understand their place in the progression and the Guidelines that are attached to them.

The Valarians, Rogues and Brotherhood have slowly become a problem for the Pylos and their Necromancers. It has taken 200+ years for the Valarians to gain enough power to be in a position to start attacking the Pylos directly. It will be dangerous and many will die, but to free Grandillar the Pylos must be killed.

The Mighty Madspawn represent the Pylos forcing their Necromancers to deploy some of the powerful creatures that have been kept in reserve. While dealing with them will be very dangerous, it will also bring the characters one step closer to dealing with the Pylos.

The following numbered points are the basic Guidelines for the GM who is running the Mighty Madspawn. As with all DS rules, the GM is the final judge as to what is done with, and to, the Mighty Madspawn.

1. Due to the immense warp in these monsters they may only have one warp feature added to them.
2. Mighty Madspawn are not designed to use additional Ace cards.
3. They are too focused on destruction to learn any magics.
4. They are too powerful to be Charmed by a Necromancer, but they will follow orders.
5. The Mighty Madspawn are very leery of Dragon's Eye. It will take a good luck roll and good role-playing to get a Dragon's Eye chance. (Basic luck roll: Players 2d6 versus targets 2d6+3, take into account that good role-playing could get a bonus, poor role-playing could give away the plan ensuring a negative bonus.)
4. The Mighty Madspawn are only classified as Prime Madspawn because we do not have a higher classification.
5. Game Masters should do players the courtesy of telling them that a mission's completion could mean encountering a Mighty Madspawn, Pylos Agent, a Deathday Veteran Necro or a Pylos. Players should only bring characters they can accept the death of. We all become attached to characters and we do not want to lose them. Be considerate.
6. These monsters are not intended as one-on-one opponents. They have not spent points on the niceties of dealing with exploration, research, trade, commerce or anything but combat. They are good at combat, but that is about all. They do not even bother to cook their food, nor even separate out the slave serving it, it all tastes good.