

WARRIOR HORDE OF THE ENHERJAR



A PATRON FOR DUNGEON CRAWL CLASSICS
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ART BY: JOE J. CALKINS

This product is compatible with the
Dugeon Crawl Classics Role Playing Game



The Warrior Horde of Einherjar

A Patron for Dungeon Crawl Classics



Written by: James M. Spahn

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The Warrior Horde of Einherjar

The Warrior Horde of the Einherjar is not one man, but a horde of savage warriors who have earned their immortality through glorious death in battle. Though the Einherjar are many, they function with a singular will and purpose - they are united as one in their lust for battle. To unite bond with Einherjar as a patron, one must fight in a large battle wielding melee weapons and fighting in the vanguard. During the battle, they must suffer wounds equal to seventy five percent of their maximum hit points and their blood must be spilled upon the open soil. Finally, after the battle is over, they must raise a glass of mead to honor those who have been slain in battle - both friend and foe. The Einherjar demand that those in their service show no fear in battle and that they take particular joy in the slaying of giants and giant-kin, who are their sworn enemies.

Table I: *Invoke Patron* check results:

Roll	Result
12-13	The Warrior Horde of the Einherjar will offer you but a small blessing. You must prove your mettle in battle by your own virtue - but they smile upon your efforts. A crack of thunder is heard and your muscles surge and you gain +1d6 to Strength for the next hour. This may be spellburned as normal.
14-17	Both a wicked spear and a broad shield appear in your hands, the traditional weapons of the Einherjar, infused with their power. You are able to use both spear and shield without penalty and each is considered to have a +3 magical enchantment. If you throw the spear it turns into a bolt of lightning and inflicts 3d6+3 points of damage if a successful attack is made. A thrown spear is expended regardless of whether or not this attack is successful. The spear and shield return to the Hall of the Einherjar after 2d5 rounds, vanishing from existence.
18-19	A ghostly horde of spectral warriors comes thundering down from the sky and sweeps across the battlefield as a fragment of the Warrior Horde of the Einherjar manifests itself. Stride ghostly steeds and wielding incorporeal weapons, they cut through both mail and flesh with ease. They inflict 3d6 points of damage to all targets in a 60' area, centered on the caster.
20-23	One of the Warriors of the Einherjar manifests fully in the mortal world and serves as an ally to the caster until he is called back to the Halls of Battle. He will grow bored and return to the Halls of Battle if more than one hour passes without getting the opportunity to prove himself in battle. He will always return to the Halls of Battle after six hours.
24-27	Three Warriors of the Einherjar manifest fully in the mortal world and serve as an ally to the caster until they are called back to the Halls of Battle. They will grow bored and return to the Halls of Battle if more than one hour passes without the opportunity to prove themselves in battle. They will always return to the Halls of Battle after six hours.
28-29	One of the Winged Valkyrie, Shield-Maidens of the Einherjar comes down from the heavens to aid and protect the caster and his allies in battle. She is skilled in both warfare and protection and her mere presence strikes fear into the hearts of lesser creatures. Each hour she remains the caster must make a Spell Check. The initial DC for the Spell Check is 20, but it increases +2 for each hour past the first until the Valkyrie returns to the Halls of Battle.
30-31	The greatest of the Einherjar, Wodan the All-Father, sends an avatar. Appearing as a one-eyed warrior covered in scars and wielding a wicked spear, he fights by the character's side for 2d6 rounds.

32+

Wodan the All-Father, greatest of the Einherjar, sends an avatar and empowers the caster with battle fury. While Wodan is present the caster gains a +4 bonus to Strength and Stamina. Wodan remains to fight by the character's side for 2d6 rounds.



Patron Taint: The Warrior Horde of the Einherjar

The Warrior Horde of the Einherjar expect glory and death in all things - those who are their patrons are expected to show both their prowess and scars in battle with pride. The Einherjar will hold back no boast when it is truth and will cower before no foe. When the patron is tainted by the Warrior Horde of the Einherjar, roll 1d6 on the table below. When the a caster has acquired all six taints at all levels of effect, there is no need to continue rolling any more.

Table II: Patron Taint:

Roll	Result
1	Everytime the caster casts any spell, the sounds of battle rise around him even if there is no combat present. These sounds are easily heard as far off as half a mile. The sounds of battle continue for the length of the spell's casting time and cannot be silenced by any mundane or magical means.
2	Whenever the caster suffers a wound in battle that wound will heal with a wicked and visible scar. The caster's pride swells at each new scar and he is quick to boast and show them off to anyone whose gaze seems to linger. Over time the caster's body will be covered in scars, burns and badly healed wounds, giving him an almost inhuman appearance.
3	The caster's muscles begin to bulge and grow in an inhuman fashion until he appears as a hulking brute. Communication beyond basic commands, grunts and battle cries become difficult (with the exception of spellcasting). In addition, the character will begin growing a massive beard at an unnatural rate. It will grow to the length of his waist in the period of a day and if cut regrows within an hour. Though barely human, the character can easily be mistaken for an ogre or other giant-like monster.
4	Any weapons carried by the character perpetually drip blood as if they were freshly pulled from the corpse of a slain foe. Everything from daggers, to walking sticks and swords eternally bleeds. If the caster lingers too long in any one location a pool of blood will actually begin to puddle at the character's feet. If the caster carries no weapon their hands will begin to bleed in the same fashion.
5	Carrion birds such as ravens, crows, and vultures always seem to be circling the character and following them wherever they go. These birds caw and crow regularly and during battle they will land on the corpses of the slain and begin to pick at flesh. The carrion birds are aggressive and will snap at anyone who approaches the corpse upon wish they feed, except for the caster whom they regard as one of their own kind.
6	Like Wodan the All-Father, Greatest of the Einherjar, the caster is now forced to forever wander if they wish to become wise. Any time they spend more than one evening sleeping or resting in the same place they suffer a -4 penalty to all Spell Checks. There must be at least one hundred yards between two locations for them to be counted as different place for purposes of resting or sleeping. One of the character's eyes permanent glazes over in a sickly milky white color that gives them a gaze few can bare for more than a couple of seconds.

Patron Spells: The Warrior Horde of the Einherjar

The Warrior Horde of Einherjar grants three unique spells as follows:

Level 1: Slaying Song

Level 2: Weregild of Wodan

Level 3: Blessing of the Bear-sark

Spellburn: The Warrior Horde of the Einherjar

Strength comes from suffering and wisdom from enduring the unimaginable. The Warrior Horde of the Einherjar craves blood and glory in all things and those who serve them must prove themselves worthy to one day enter the Halls of Battle in the afterlife. When a caster utilizes spellburn, roll 1d4 and consult the table below.

Table III: Warrior Horde of the Einherjar Spellburn:

Roll	Result
1	The caster writhes in pain as new wounds open on both his hands and feet and begin to bleed profusely (expressed as Stamina, Strength or Agility loss). The blood moves in unnatural patterns, shaping itself into runes on the characters body that then burst into flames and burn away - leaving runic blisters on the caster's flesh.
2	One must prove themselves worthy of the power of the Warrior Horde of the Einherjar. The caster is tasked with seeking out either a Giant or Dragon and slaying it within the next ten days, or they face the wrath of the entire Warrior Horde. If the character is successful the Warrior Horde may grant them a blessing or gift and if they are slain they are welcomed as one of the Warrior Horde - so either way glory is brought to the Einherjar. The character has two weeks to complete this task.
3	Images of glorious death in battle fill the character's mind and their body begins to bleed from spectral wounds (expressed as Stamina, Strength or Agility loss). The character is driven to battle madness and will seek to rush into the thick of battle where he can use both sword and spell with deadly efficiency, regardless of his own safety. This rage remains in effect for 2d4 rounds.
4	Wodan the All-Father appears before the character in his mind's eye and demands a sacrifice in return for the power they have requested. This sacrifice is almost always blood, be it the character's own blood or that of others. Wodan himself sacrificed his eye for wisdom and expects similar, though lesser sacrifices. The character must willingly draw forth his own blood in a wicked wound, sever a digit from his finger or, in extreme cases, slays a foe whom they hold captive. If Wodan is pleased the caster does not need to spend any attribute points for the spellburn. If the sacrifice does not please him, the caster must pay twice the attribute points for the burn.

Patron Spells: The Warrior Horde of the Einherjar

Slaying Song

Level: 1 (Warrior Horde of the Einherjar)	Range: 60'	Duration: CL in Turns	Casting Time: 1 Action	Save: Will vs. spell check DC
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General: The caster begins to sing a song of battle, inspiring allies and terrifying foes

Manifestation: Roll 1d4: (1) the sound of an army marching to war is heard by all in range of the spell; (2) the caster begins to froth at the mouth and speak in strange tongues; (3) the ghostly voices of fallen warriors join the caster as he speaks the words of power to cast *Slaying Song*; (4) As the caster invokes the last words of their spell the sound of a battle horn rings over the sky, heard as far as the horizon.

Table IV: Slaying Song Effects:

Roll	Result
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-14	The caster inspires their allies in battle, granting themselves and their allies a +1 bonus to all attack, damage rolls.
14-17	The caster not only inspires their allies in battle, but also terrifies their enemies. The caster and all their allies receive a +1 bonus to all attack and damage, while all enemies suffer a -1 penalty to all attack and damage rolls.
18-19	The caster has set the blood of their allies boiling and they fear no pain. The caster and their allies receive a +1 bonus to all attack, and damage rolls, as well as subtract 1 point from all damage sources suffered for the duration of the spell. Enemies find themselves unable to flee before these emboldened warriors, suffering a -1 penalty to all attack and damage rolls as well as -5' penalty to their movement.
20-23	The caster and their allies are driven to unimagined fury. They gain a +2 bonus to all attack and damage as well as subtract 1 point from all damage sources suffered for the duration of the spell. All enemies suffer a -2 penalty to all attack and damage rolls and a -10' penalty to their movement.
24-27	Few mortal beings have been possessed of such rage. Muscles surge, eyes bulge and combatants begin to froth and grunt. The caster and their allies gain a +2 bonus to all attack, and damage as well as subtract 2 points from all damage sources suffered during the effects of the spell. All Fighters and Dwarves also increase their Mighty Deed die by 1d. In addition, any time the caster's ally scores a critical hit their foe must make a Will save (DC 15) or immediately flee for the next 1d4+1 rounds. All enemies still suffer a -2 penalty to all attack and damage rolls and a -10' penalty to their movement.
28-29	The fury of the Einherjar is barely contained in mortal flesh. The caster and their allies gain a +2 bonus to all attack, damage rolls, as well as subtracting 2 points from all damage sources suffered during the effects of the spell. All Fighters and Dwarves also increase their Mighty Deed die by 1d. In addition, any time the caster successfully attacks a foe that target must make

	a Will Save (DC 15) or immediately flee for the next 1d4+1 rounds. All enemies still suffer a -2 penalty to all attack and damage rolls and a -10' penalty to their movement, even those who succeed in their Will save to resist the fear effect.
30+	Those under the influence of the Slaying Song appear to all who gaze upon them as if they are true warriors of the Einherjar. They gain a +2 bonus to all attack and damage rolls, as well as subtracting 2 points from all damage sources suffered during the effects of the spell. All Fighters and Dwarves also increase their Mighty Deeds die by 2d. All enemies within 30' of the caster's allies must make a Will Save (DC 20) or immediately drop their weapons and flee from the battlefield for 1d4+1 rounds. All enemies within 30 feet of the caster suffer a -2 penalty to all attack and damage rolls and a -10' penalty to their movement, even those who succeed in their Will save to resist the fear effect.

Weregild of Wodan

Level: 2 (Warrior Horde of the Einherjar)	Range: Touch	Duration: 1d4 + CL rounds	Casting Time: 1 Action	Save: None
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General: As the recipient of this spell sheds blood in battle they empowered to greater deeds of valor and glory.

Manifestation: Roll 1d4: (1) Old wounds and scars open and bleed as fresh wounds that twist themselves into the shape of ancient runes; (2) One of the caster's eyes turns milky white and appears dead for the duration of the spell; (3) A pair of ravens materialize, one on each of the caster's shoulders. For the duration of the spell, they pick at the caster's flesh. (4) The caster writhes in pain as the casting of the spell finishes until he lifts into the air, appearing as if he were bound to a great tree by unseen nails. His hands, feet and one of his eyes begin to bleed.

Table V: Weregild of Wodan Effects:

Roll	Result
1	Lost, failure, and patron taint.
2-11	Lost. Failure.
12-13	Failure, but spell is not lost.
14-15	If the recipient of the spell suffers ten or more points of damage from a single source they receive +1d to their Mighty Deeds die. A character who does not have a Mighty Deeds die gains no benefit from this effect.
16-19	If the recipient of the spell suffers ten or more points of damage from a single source they receive +1d to their Mighty Deeds die. A character who does not have a Mighty Deeds die gains a Mighty Deeds die of 1d3 and may attempt Mighty Deeds just as if they were a Fighter or Dwarf.
20-21	If the recipient of the spell suffers five or more points of damage from a single source they receive +1d to their Mighty Deeds die. A character who does not have a Mighty Deeds die gains a Mighty Deeds die of 1d3 and may attempt Mighty Deeds just as if they were a Fighter or Dwarf.

22-25	If the recipient of the spell suffers ten or more points of damage from a single source they receive +1d to their Mighty Deeds die. A character who does not have a Mighty Deeds die gains a Mighty Deeds die of 1d3 and may attempt Mighty Deeds just as if they were a Fighter or Dwarf. In addition, one round after suffering this damage, the character begins to heal one point of damage per round for the duration of the spell.
26-29	If the recipient of the spell suffers ten or more points of damage from a single source they receive +2d to their Mighty Deeds die. A character who does not have a Mighty Deeds die gains a Mighty Deeds die of 1d4 and may attempt Mighty Deeds just as if they were a Fighter or Dwarf. In addition, one round after suffering this damage, the character begins to heal one point of damage per round for the duration of the spell.
30-31	If the recipient of the spell suffers ten or more points of damage from a single source they receive +2d to their Mighty Deeds die, and all melee attacks are considered to be a critical hit on a roll of 19-20 on 1d20 (or the two highest numbers if using a different attack die). A character who does not have a Mighty Deeds die gains a Mighty Deeds die of 1d4 and may attempt Mighty Deeds just as if they were a Fighter or Dwarf. In addition, one round after suffering this damage, the character begins to heal one point of damage per round for the duration of the spell.
32-33	If the recipient of the spell suffers ten or more points of damage from a single source they receive +2d to their Mighty Deeds die, and all melee attacks are considered to be a critical hit on a roll of 19-20 on 1d20 (or the two highest numbers if using a different attack die). They may also choose to suffer an additional five points of damage each round in order to gain up to one additional melee attack rolled at a 1d14. A character who does not have a Mighty Deeds die gains a Mighty Deeds die of 1d6 and may attempt Mighty Deeds just as if they were a Fighter or Dwarf. In addition, one round after suffering this damage, the character begins to heal one point of damage per round for the duration of the spell.
34+	If the recipient of the spell suffers ten or more points of damage from a single source they receive +2d to their Mighty Deeds die, and all melee attacks are considered to be a critical hit on a roll of 19-20 on 1d20 (or the two highest numbers if using a different attack die). They may also choose to suffer an additional five points of damage each round in order to gain up to one additional melee attack rolled at a 1d14. A character who does not have a Mighty Deeds die gains a Mighty Deeds die of 1d6 and may attempt Mighty Deeds just as if they were a Fighter or Dwarf. In addition, one round after suffering this damage, the character begins to heal one point of damage per round for the duration of the spell. For the duration of the spell, the character is not slain and may participate in combat without penalty until they reach a number of negative hit points equal to their Stamina Attribute + Luck Attribute. If they are still at a negative number of hit points when the Weregild of Wodan ends, they immediately drop dead.



Blessing of the Bear-sark

Level: 3 (Warrior Horde of the Einherjar)	Range: Self	Duration: CL rounds	Casting Time: 1 Round	Save: None
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General: As the recipient of this spell is able to take the form of a great and terrifying bear, a juggernaut of warfare upon the battlefield.

Manifestation: Roll 1d4: (1) The caster transforms into a massive bear covered in still-bleeding scars. Its eyes blaze with rage and its maw of razor sharp teeth froths with rage; (2) The caster takes the shape of a great black bear whose hair is matted in blood as if it just devoured its foe whole. Blood constantly trickles from its mouth and claws; (3) In addition to taking the shape of a terrifying bear, every time the character succeeds an attack there is a chorus of battle cries, as Warriors of the Einherjar observe their prowess and praise their glory from the Halls of Battle (4) Instead of shifting fully into a bear, the caster changes into a terrifying hybrid of man and bear. His face distorts with an elongating snout with razor-sharp teeth. The caster's arms and legs grow huge tufts of fur, with fingers and toes transforming into long, deadly claws. Finally the caster's eyes begin to glow red with bloodlust.

Table VI: Blessing of the Bear-sark Effects:

Roll	Result
1	Lost, failure, and patron taint
2-11	Lost. Failure.
12-15	Failure, but spell is not lost.
16-17	The caster takes the form of a massive grizzly bear for the duration of the spell. He gains the following benefits: two claw attacks +4, (1d6+4 each) and one bite +4, (1d8+4); AC 14; +10 additional hit points; Act 3d20; SP bear hug; +2 bonus to Fort save. Bear Hug: In single combat the grizzly bear can grasp its enemy in a mighty bear hug to break his spine. If the grizzly bear lands two successful claw attacks on a single opponent the opponent must succeed in an opposed Strength check against the grizzly bear's 18 Strength (+4). Failure means that he has been trapped in a bear hug. Each round thereafter the grizzly bear automatically inflicts 1d6+4 points of damage. The victim can attempt to escape each round with another Strength check on his action.
18-21	The caster takes the form of an unnaturally large grizzly bear. He gains the following benefits: two claw attacks +6, (1d6+6 each) and one bite +6, (1d8+6); AC 16; +12 additional hit points; Act 3d20; SP bear hug; +3 bonus to Fort save. Bear Hug: In single combat the grizzly bear can grasp its enemy in a mighty bear hug to break his spine. If the grizzly bear lands two successful claw attacks on a single opponent the opponent must succeed in an opposed Strength check against the grizzly bear's 22 Strength (+6). Failure means that he has been trapped in a bear hug. Each round thereafter the grizzly bear automatically inflicts 1d6+4 points of damage. The victim can attempt to escape each round with another Strength check on his action.
22-23	The caster transforms into an unimaginable beast of terror in the image of a horrifying bear-like creature. He gains the following benefits: two claw attacks +8, (1d6+8 each) and one bite +8, (1d8+8); AC 18; +15 additional hit points; Act 3d20; SP bear hug; +4 bonus to Fort save. Bear Hug: In single combat the grizzly bear can grasp its enemy in a mighty bear hug to break his

	<p>spine. If the grizzly bear lands two successful claw attacks on a single opponent the opponent must succeed in an opposed Strength check against the grizzly bear's 24 Strength (+8). Failure means that he has been trapped in a bear hug. Each round thereafter the grizzly bear automatically inflicts 1d6+8 points of damage. The victim can attempt to escape each round with another Strength check on his action.</p>
24-26	<p>The caster transforms into an unimaginable beast of horror in the image of a bear and a number of grizzly bears manifest next to him equal to his CL. These creatures are completely under his command and fight to the death or until the spell's duration ends. The caster gains the following benefits: gains the following benefits: two claw attacks +8, (1d6+8 each) and one bite +8, (1d8+8); AC 18; +15 additional hit points; Act 3d20; SP bear hug; +4 bonus to Fort save. Bear Hug: In single combat the grizzly bear can grasp its enemy in a mighty bear hug to break his spine. If the grizzly bear lands two successful claw attacks on a single opponent the opponent must succeed in an opposed Strength check against the grizzly bear's 24 Strength (+8). Failure means that he has been trapped in a bear hug. Each round thereafter the grizzly bear automatically inflicts 1d6+8 points of damage. The victim can attempt to escape each round with another Strength check on his action. The caster's bear allies have the following statistics: Init: +0, Atk: +4 melee (two claws 1d6+4 each) and +4 bite (1d8+4). AC 14, HD 2d8+2; MV 120'; Act 3d20; SV Fort: +2, Ref +0, Will +1; AL N; Bear hug.</p>
27-31	<p>The caster transforms into an unimaginable beast of terror in the image of a bear. Not can he inflict terrible damage with his attacks, his mere presence can cause opponents to flee in terror. A number of grizzly bears manifest next to him equal to his caster level. These creatures are completely under his command and fight to the death or until the spell's duration ends. The caster gains the following benefits: gains the following benefits: two claw attacks +10, (1d6+10 each) and one bite +8, (1d8+10); AC 20; +20 additional hit points; Act 3d20; SP bear hug, fear aura; +5 bonus to Fort save. Bear Hug: In single combat the grizzly bear can grasp its enemy in a mighty bear hug to break his spine. If the grizzly bear lands two successful claw attacks on a single opponent the opponent must succeed in an opposed Strength check against the grizzly bear's 26 Strength (+10). Failure means that he has been trapped in a bear hug. Each round thereafter the grizzly bear automatically inflicts 1d6+10 points of damage. The victim can attempt to escape each round with another Strength check on his action. Fear Aura: Any creature who attempts to attack the caster in melee while they are in bear form must make a Will save (DC 15) or be overwhelmed by fear and flee combat for 2d6 rounds. The caster's bear allies have the following statistics: Init: +0, Atk: +4 melee (two claws 1d6+4 each) and +4 bite (1d8+4). AC 14, HD 2d8+2; MV 120'; Act 3d20; SV Fort: +2, Ref +0, Will +1; AL N; Bear hug.</p>
32-33	<p>The caster's bear form is so powerful and unstoppable that he can suffer wounds that would otherwise slay a normal mortal. He remains able to participate in combat until he reaches a number of negative hit points equal to his Stamina + Luck attributes. A number of grizzly bears manifest next to him equal to his caster level. These creatures are completely under his command and fight to the death or until the spell's duration ends. The caster gains the following benefits: gains the following benefits: two claw attacks +10, (1d6+10 each) and one bite +10, (1d8+10); AC 20; +20 additional hit points; Act 3d20; SP bear hug, fear aura; +5 bonus to Fort save. Bear Hug: In single combat the grizzly bear can grasp its enemy in a mighty bear hug to break his spine. If the grizzly bear lands two successful claw attacks on a single opponent the opponent must succeed in an opposed Strength check against the grizzly bear's 26 Strength (+10). Failure means that he has been trapped in a bear hug. Each round thereafter the grizzly bear automatically inflicts 1d6+10 points of damage. The victim can attempt to escape each</p>

	<p>round with another Strength check on his action. Fear Aura: Any creature who attempts to attack the caster in melee while they are in bear form must make a Will save (DC 15) or be overwhelmed by fear and flee combat for 2d6 rounds. Deathless Rage: The caster is able to participate in combat until he reaches a number of negative hit points equal to his Stamina + Luck attributes. If reduced to this number of negative hit points he immediately reverts to human form and drops dead on the spot. If he is not healed to at least one hit point before the spell ends, he drops dead at the end of the spell's duration. The caster's bear allies have the following statistics: Init: +0, Atk: +4 melee (two claws 1d6+4 each) and +4 bite (1d8+4). AC 14, HD 2d8+2; MV 120'; Act 3d20; SV Fort: +2, Ref +0, Will +1; AL N; Bear hug.</p>
34-35	<p>The caster's bear form is now not only unstoppable, but capable of rending steel and stone. His terrible blows inflict unimaginable damage and can easily destroy castle walls or metal towers with a single blow. He is an unstoppable juggernaut who can fight until he reaches a number of negative hit points equal to his Stamina + Luck attributes. A number of grizzly bears manifest next to him equal to his caster level. These creatures are completely under his command and fight to the death or until the spell's duration ends. The caster gains the following benefits: gains the following benefits: two claw attacks +10, (1d6+10 each) and one bite +8, (1d8+10); AC 20; +20 additional hit points; Act 3d20; SP bear hug, fear aura, deathless rage, rend steel & stone; +5 bonus to Fort save. Bear Hug: In single combat the grizzly bear can grasp its enemy in a mighty bear hug to break his spine. If the grizzly bear lands two successful claw attacks on a single opponent the opponent must succeed in an opposed Strength check against the grizzly bear's 26 Strength (+10). Failure means that he has been trapped in a bear hug. Each round thereafter the grizzly bear automatically inflicts 1d6+10 points of damage. The victim can attempt to escape each round with another Strength check on his action. Fear Aura: Any creature who attempts to attack the caster in melee while they are in bear form must make a Will save (DC 15) or be overwhelmed by fear and flee combat for 2d6 rounds. Deathless Rage: The caster is able to participate in combat until he reaches a number of negative hit points equal to his Stamina + Luck attributes. If reduced to this number of negative hit points he immediately reverts to human form and drops dead on the spot. If he is not healed to at least one hit point before the spell ends, he drops dead at the end of the spell's duration. Rend Steel & Stone: Instead of attacking, the caster can opt to attack an inanimate object while in bear form. Doing so takes an entire round of combat and requires the caster to make a Strength check (at their augmented strength of 26, with a DC of 20 for stone obstructions and DC 30 for metal obstructions. If the Strength check is successful an area no larger than ten cubic feet has been destroyed by their powerful attacks. The caster's bear allies have the following statistics: Init: +0, Atk: +4 melee (two claws 1d6+4 each) and +4 bite (1d8+4). AC 14, HD 2d8+2; MV 120'; Act 3d20; SV Fort: +2, Ref +0, Will +1; AL N; Bear hug.</p>
36+	<p>The caster has become truly possessed by the spirit of the Bear-sark. He cannot be slain while the spell is active and his massive blows crush not only steel and stone, but also cut through they very ether and are able to damage incorporeal creatures. His keen senses allow him to see invisible or ghostly foes as well. A number of grizzly bears manifest next to the caster equal to his caster level. These creatures are completely under his command and fight to the death or until the spell's duration ends. The caster gains the following benefits: two claw attacks +10, (1d6+10 each) and one bite +8, (1d8+10); AC 20; +20 additional hit points; Act 3d20; SP bear hug, fear aura, deathless rage, incorporeal senses; +5 bonus to Fort save. Bear Hug: In single combat the grizzly bear can grasp its enemy in a mighty bear hug to break his spine. If the grizzly bear lands two successful claw attacks on a single opponent the opponent must succeed</p>

in an opposed Strength check against the grizzly bear's 26 Strength (+10). Failure means that he has been trapped in a bear hug. Each round thereafter the grizzly bear automatically inflicts 1d6+10 points of damage. The victim can attempt to escape each round with another Strength check on his action. Fear Aura: Any creature who attempts to attack the caster in melee while they are in bear form must make a Will save (DC 15) or be overwhelmed by fear and flee combat for 2d6 rounds. Deathless Rage: The caster is able to participate in combat until he reaches a number of negative hit points equal to his Stamina + Luck attributes. If reduced to this number of negative hit points he immediately reverts to human form and drops dead on the spot. If he is not healed to at least one hit point before the spell ends, he drops dead at the end of the spell's duration. Rend Steel & Stone: Instead of attacking, the caster can opt to attack an inanimate object while in bear form. Doing so takes an entire round of combat and requires the caster to make a Strength check (at their augmented strength of 26, with a DC of 20 for stone obstructions and DC 30 for metal obstructions. If the Strength check is successful an area no larger than ten cubic feet has been destroyed by their powerful attacks. Incorporeal Senses: The caster can see and attack incorporeal and magical creatures as if his claw, bite and bear hug attacks were magical weapons equal to a +3 enchantment. In addition to seeing incorporeal creatures, this sight beyond sight also allows them to see through the magical obfuscation granted by an *Invisibility* spell. The caster's bear allies have the following statistics: Init: +0, Atk: +4 melee (two claws 1d6+4 each) and +4 bite (1d8+4). AC 14, HD 2d8+2; MV 120'; Act 3d20; SV Fort: +2, Ref +0, Will +1; AL N; Bear hug.



New Monsters:

Grizzly Bear

These massive bears are typically found in forests and other wild areas of the world. They commonly prey on fish, though can be driven to attack humans and other large targets if hungry, angered or protecting their young. They range from between 500 and 800 pounds in weight and stand nearly seven feet high when rising up on their haunches.

In single combat the grizzly bear can grasp its enemy in a mighty bear hug to break his spine. If the grizzly bear lands two successful claw attacks on a single opponent the opponent must succeed in an opposed Strength check against the grizzly bear's 18 Strength (+14). Failure means that he has been trapped in a bear hug. Each round thereafter the grizzly bear automatically inflicts 1d6+4 points of damage. The victim can attempt to escape each round with another Strength check on his action.

Init: +0, Atk: +4 melee (two claws 1d6+4 each) and +4 bite (1d8+4). AC 14, HD 2d8+2; MV 120'; Act 3d20; SV Fort: +2, Ref +0, Will +1; AL N; Bear hug.

Warrior of the Einhenjar

These warriors were once mortal men who have earned a place in the Halls of Battle after dying gloriously in combat. Now they await the call of Wodan, their All-Father, for the great battle that shall come at the end of time. In the mean time, they fight and carouse and endlessly seek for ways to test their mettle.

Warriors of the Einhenjar function as 3rd level Warriors and have a Mighty Deed die of +d5. Rage: A Warrior of Einhenjar may choose to enter a rage. Doing so grants a +2 bonus to all attack and damage rolls and lasts 3 rounds of combat. During that rage they *must* attack someone (friend or foe) each round.

Init: +1; Atk: spear, +4 melee (1d8+4); AC 15; HD 3d12+12; MV 120'; Act 1d20, SV Fort +2, Ref +1, Will +0, AL N; Mighty Deed (+d5), Rage; Mighty Deed.

Avatar of Wodan

The Avatar of Wodan appears as a one-eyed warrior wielding a great spear and clad in a bloody coat of mail. His long white beard is equally bloody and his massive 8' foot body is well muscled and covered in scars. He is the incarnation of the warrior.

The Avatar of Wodan is immune to all forms of fear, both magical and mundane and acts as an 8th level Warrior with a Mighty Deed die of 1d10+2. All weapons he wields have a threat range of 18-20. He can cast *Detect Magic*, *Read Magic*, *Runic Alphabet (mortal)*, *Ward Portal*, *Detect Invisible*, *Strength*, *Dispel Magic*, *Haste Runic Alphabet (fey)*, *Polymorph*, *Wizard Sense*, *Blessing of the Bear-sark*, *Weregild of Wodan*, and *Slaying Song* at will with a Spell Check modifier of +10.

Init: +6; Atk: +2 *Spear of Giant-bane*, +12 melee (3d8+12); AC 24; HD 10d12; MV 120' or Fly 120'; Act 2d20; SP Mighty Deed, Fear Immunity, Spells; SV Fort +12, Ref +10, Will +12; AL N.

Valkyrie of the Einhenjar

The Valkyrie of the Einhenjar appears as an angelic woman clad in shining mail and wielding both sword and shield. Held aloft by blazing white wings, she sweeps over the battlefield, aiding those who show valor in battle and guiding the worthy dead to the Halls of Battle.

A Valkyrie of the Einherjar can lay on hands to any Warrior, regardless of their alignment as if they were the same alignment as the Valkyrie. This is done with a +12 Spell Check modifier. They also have a Mighty Deed as if they were a 6th level Warrior (+d7).

Init: +4; Atk: +2 *Sword*, +8 melee (1d8+6); AC 24; HD 6d12; MV 120' or Fly 180'; Act 1d20+1d16; SP Mighty Deed, Fear Immunity, Lay on Hands; SV Fort +10, Ref +8, Will +10; AL N.



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