

Black Bear

A small, omnivorous bear,

ST 14 **HP:** 20 **Speed** 6
DX 1; **Will** 12 **Move** 7
IQ 4; **Per** 10;
HT 13. **FP:** 11 **SM:** +1

300 lbs.

Dodge 9 **Parry:** 9 **DR:** 2

Blunt Claws (13): 2d+1 normal.

Sharp Teeth (13): 1d-1 cutting

Traits: Blunt Claws; DR 2; No Fine Manipulators; Semi-Upright; Sharp Teeth; Temperature Tolerance 2; Wild Animal.

Skills: Brawling-13.

Barghest

Quadruped, Wild Animal

ST: 14 **HP:** 14 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6
IQ: 4 **Per:** 10
HT: 12 **FP:** 12 **SM:** +1

3 hexes; 350 lbs.

Dodge: 9 **Parry:** 10(7) **DR:** —

Bite (14): 1d cut (Reach C)

Claws (14): 1d cr (Reach C, 1)

•**Breath (Breath-14):** Toxic Attack 2d

(Cone, 2 yards; Reduced Range/10; Respiratory Agent; Takes Recharge, 5 seconds)

•**Fade (Magical):** Insubstantiality (Affect Substantial; Costs 2 FP; Linked); Invisibility (Switchable; Costs 2 FP; Linked)

Physical Traits: Restricted Diet (Sapient); Supernatural Traits (Glowing red eyes)

Magical Traits: Jumper (Reliable +10); Magery 0

Description: Barghests prey on sapient creatures for sport and food. Although they resemble massive black mastiffs, they are actually demonic in origin. They are able to become insubstantial and invisible at will, and their powerful breath is deadly.

Organization: Barghests travel in packs of two to four.

Source: Author.

Patrol Leader, mounted

ST: 13 **HP:** 13 **Speed:** 6.25

DX: 13 **Will:** 10 **Move:** 4

IQ: 10 **Per:** 10 **SM:** 0

HT: 12 **FP:** 12 **DR:** 5*

Dodge: 9 **Parry:** 11 **Block:** 11 **Shield:** 2

CrossBow, Knight Killer (13): Acc 4; 3d imp; Range 400/500.

Broadsword (15): 2d cut or 1d+1 imp; Reach 1.

Lance (14): 1d+3 imp; Reach 4

Charge Damage (Mount ST x Dist Moved) /100 round down + 3

Large Knife (13): 2d-3 cut or 1d imp; Reach C,1/C-1 parry

Punch (14): 1d-1 cr; Reach C.

Traits: Combat Reflexes; High Pain Threshold (+3 to Knockdown/Stun).

Skills: CrossBow-13; Brawling-14; Broadsword-15; Shield-14, Riding-14; Knife-13, Lance-14

Class: Mundane.

• *Broadsword*, \$500, 3 lbs.

• *Large Knife*, \$40, 1 lb.

• *Mail Armor (covering all locations except the face)*, \$645, 58 lbs.

• *Knight Killer CrossBow*, \$100, 6 lbs.

• *Medium Shield (DB 2)*, \$40, 8 lbs.

While mounted +3 to defend, ground -3 to defend.

Ioian (warhorse)

ST 22; **HP:** 22; **Speed** 5;

DX 9; **Will** 11; **Move** 8.

IQ 3; **Per** 12; **SM** +1 (3 hexes);

HT 11. **FP:** 12 **DR:** 0 (1 Hooves)

Dodge 9;

1,400 lbs.

Weak Bite (10): 2d-6 crushing

Hooves (8): 2d+ crushing

Traits: Combat Reflexes; Domestic Animal; Enhanced Move 1 (Ground Speed 16); Hooves; Peripheral Vision; Quadruped; Weak Bite.

Skills: Brawling-10; Mount-12.

Cost: 450d

Man at Arms (Light)

A Lightly Armored Man at Arms.

ST: 12 **HP:** 12 **Speed:** 5.25

DX: 11 **Will:** 10 **Move:** 4

IQ: 10 **Per:** 10 **SM:** 0

HT: 10 **FP:** 10 **DR:** 2

Dodge: 8 (7) **Parry:** 10 **Block:** 9 **Shield:** 1

Spear (14): 1d+1 imp 2h 1d+3 imp; Reach 1/1,2

Large Knife (12): 1d cut or 1d-1 imp; Reach C,1/C-1 parry

Punch (13): 1d-2 cr; Reach C.

Traits: Combat Reflexes.

Skills: Brawling-13; Spear-14; Shield-13; Large Knife-12.

• *Spear*, \$500, 3 lbs.

• *Large Knife*, \$40, 1 lb.

• *Kurbul Armor (covering all locations except the face)*, \$645, 40 lbs.

• *Small Shield (DB 1)*, \$40, 8 lbs.

Crossbowmen

A Light Bowmen

ST: 11 **HP:** 11 **Speed:** 5.5

DX: 12 **Will:** 10 **Move:** 5

IQ: 10 **Per:** 10 **SM:** 0

HT: 10 **FP:** 10 **DR** 1*

Dodge: 9 **Parry:** 10 **Block:** 0

Shortsword(13): 1d+1 cut 1d-1 imp; Reach 1

Large Knife (12): 1d-1 cut or 1d-1 imp;

Reach C,1/C -1 parry

Punch (13): 1d-2 cr; Reach C.

CrossBow, Str 14 (13): Acc 4; 2d imp;

Range 180/250.

Traits: Combat Reflexes.

Skills: Brawling-13; Crossbow-14; Large Knife-12;

Shortsword-13

• *Shortsword*, \$400, 2 lbs.

• *Large Knife*, \$40, 1 lb.

• *Crossbow*, \$150, 6 lb.

• *Padded Armor (covering all locations except the face)*, \$645, 20 lbs.

Halkmenan Rebel

A lightly armed Rebel Warrior

ST: 10 **HP:** 10 **Speed:** 5.5

DX: 10 **Will:** 10 **Move:** 5

IQ: 10 **Per:** 10 **SM:** 0

HT: 12 **FP:** 12 **DR** 0

Dodge: 8 **Parry:** 9 **Block:** 9 **Shield:** 1

Spear (12): 1d+1 imp 2h 1d+3 imp; Reach 1/1,2

Large Knife (12): 1d cut or 1d-1 imp; Reach C,1/C

-1 parry

Punch (12): 1d-2 cr; Reach C.

Traits:

Skills: Brawling-12; Spear-12; Shield-12; Large Knife-11, Stealth-10, Religious Ritual (Hamakhis)-10

• *Spear*, \$500, 3 lbs.

• *Large Knife*, \$40, 1 lb.

• *Small Shield (DB 1)*, \$40, 8 lbs.

Necromancer

A Hamakhis Necromancer

ST: 12 **HP:** 12 **Speed:** 4.5

DX: 12 **Will:** 10 **Move:** 4

IQ: 10 **Per:** 10 **SM:** 0

HT: 9 **FP:** 12 **DR:** 0

Dodge: 7 **Parry:** 7 **Block:** 0

Shortsword(13): 2d-1 cut, 1d imp; Reach 1

Large Knife (12): 1d cut, 1d-1 imp;

Reach C,1/C -1 parry

Punch (13): 1d-2 cr; Reach C.

Traits: Magery 2, Music Ability 2

Skills: Astrology-14; Blacksmith-12; Knife-8;

Occultism-12; Poisons-12; Short-sword-8; Spear-8; staff-6; thaumatology-13; writing-12

Spells: Boost Dexterity-14; Clumsiness-14; Death Vision 14; Deathtouch-15; Grace-14; Itch-13; Lend Energy-15; Lend Vitality-15; Minor Healing-13; Pain-13; Paralyze Limb-14; Recover Strength-13; Sense Foes-13; Spasm-14; Steal Health-15; Steal Strength-14;

Wither Limb-14

Wither Limb-14; Zombie-15;

• *Shortsword Fine*, \$400, 2 lbs.

• *Large Knife*, \$40, 1 lb.

• *Powerstone 1*, , 1 lb.

• *Scroll: Immunity to Cold*, \$0, .4

Boost (Dexterity) Regular or Blocking

This spell raises the subject's attribute just long enough for a single die roll or short action – one Quick Contest, one attribute check, delivering a blow, readying a weapon, resisting a spell, throwing an object, etc. It cannot be used to increase a roll that repesents several seconds of effort, such as a Regular Contest. The boosted attribute affects all secondary characteristics except HP and FP. High skill does not reduce the cost to cast this spell.

Cost: 1 for every point of attribute increase (maximum of 5).

Grace Regular

Raises the subject's DX temporarily. His Basic Speed and ability with all DX-based skills are also raised. A caster can raise his own DX to increase his chances of hitting with missile spells, etc.

Duration: 1 minute.

Cost: 4 for every point of DX increase (maximum of 5). Same cost to maintain.

Deathtouch Melee

The caster must strike the subject to trigger this spell; hit location is irrelevant. The subject takes 1d damage per point of energy in the spell. Armor does not protect. This spell does affect the undead.

Cost: 1 to 3.

Death Vision Regular

The subject sees a vivid apparition of his own death. This might be a vision of the future or a false vision from +*another possible future – but it is always chilling. The subject is mentally stunned until he can make his IQ roll to shake off the effects of the spell. This spell can also be useful to the subject, by pointing out a possibly deadly hazard.

Duration: 1 second.

Cost: 2.

Time to cast: 3 seconds.

Spasm Regular; Resisted by HT

Can be directed against any of the subject's voluntary muscles. Directed against a hand, it causes the subject to drop whatever he is holding (usually a weapon). If the subject is in the middle of a lengthy spell requiring gestures, he must make a DX roll or start over. Ingenious casters will find other uses . . .

Duration: Instant.

Cost: 2. Cannot be maintained.

Clumsiness Regular; Resisted by HT

The subject suffers -1 to his DX and DX-based skills for every point of energy put into the spell.

Duration: 1 minute.

Cost: 1 to 5 to cast. Half that to maintain (round up).

Itch Regular; Resisted by HT

Causes the subject to itch fiercely in a spot of the caster's choice. The subject is at -2 DX until he takes one full second to scratch (more, if armor, etc. is in the way!). Only one Itch spell can affect a given subject at a time.

Duration: Until subject takes a turn to scratch.

Cost: 2. Cannot be maintained; must be recast.

Pain Regular; Resisted by HT

The subject feels a stab of agonizing pain. He must make a Will roll to avoid crying out. If he is in a precarious position (climbing, for instance), he must make a DX roll to avoid catastrophe! His DX and all DX-based skills are at -3 for the next second only. If the subject is in the middle of a spell requiring gestures, he must roll vs. Will or start over. High Pain Threshold gives +3 to the Will and DX rolls above; Low Pain Threshold gives -4.

Duration: 1 second.

Cost: 2. Cannot be maintained.

Time to cast: 2 seconds.

Paralyze Limb *Melee; Resisted by HT*

The caster must strike the subject on a limb to trigger this spell (hits elsewhere have no effect). Armor does not protect. Resolve resistance on contact. If the subject fails to resist, the subject's limb is paralyzed; it is considered crippled for one minute.

Duration: 1 minute.

Cost: 3. Cannot be maintained; must be recast.

Sense Foes *Information; Area*

Tells the caster if the subject has hostile intent, and what the degree of hostility is. Can be cast on one person or a whole area. If cast over an area, this spell will only detect that someone is hostile, without telling who.

Base cost: 1 (minimum 2).

Steal (Attribute) (VH)

Regular; Resisted by appropriate attribute

This is actually four separate spells. Steal Might steals the subject's ST, Steal Grace steals DX, Steal Wisdom steals IQ, and Steal Vigor steals HT.

Each spell must be studied separately, but all four work identically. The spell transfers basic attributes on a level-for-level basis to the caster from the subject (who must be a living, sapient being). The caster cannot lower the subject's attribute below the subject's racial average (10 for a human). Thus, a subject must have an exceptional score for this spell to work. Secondary characteristics are affected by the attribute loss.

The caster must touch the subject and hold on to him for the entire casting time; neither can do anything while the spell is being cast. The caster increases his own attribute (whichever applies) as if he had spent the character points stolen from the subject. Example: Rolfe, with an IQ of 14, wishes to steal the wisdom of a victim with IQ 13 (this is legal; it is assumed that any character has knowledge and experiences that would expand the capabilities of another, even if the score is lower). If he drains the subject to IQ 10, he has stolen 3 levels of IQ, raising his IQ to 17.

Duration: 1 day; at the end of that time, both the caster and the subject regain their normal attributes.

Cost: 1 per character point stolen (minimum cost 10).

Time to cast: 1 minute.

Frailty