



Nagl, Graft, Niduk, Börda

TESTS

d20 + ability

DR: pretty simple, 10+
Default, 12+
Difficult, 14+
Really hard, 16+
Seems impossible, 18+

INITIATIVE

1d6

1-3 Foes go first
1-4 Players go first

MORALE

2d6

1-3 Flee
4-6 Surrender

REACTIONS

2d6

2-3 Kill!, 4-6 Angered,
7-8 Indifferent,
9-10 Almost friendly
11-12 Helpul

OMENS

Deliver maximum damage
Reroll
-1d6 damage received
-4 DR for a test
Negate critical/fumble

POWERS (scrolls)

D20 + Presence, DR 12

Critical: GM describes
Fumble: Arcane Catastrophe

COMBAT

ATTACK: Strength, DR 12
Critical: 2x damage, armor -1
ATTACK (range): Presence DR 12
DEFENSE: Agility DR 12
Critical: free attack
Armor: subtract from damage

BROKEN (0 hit points)

1d6

1 Unconscious d4 rounds
2 1d6: 1-5 lost limb; 6 lost eye
3 Haemorrhage, death 1d2 hours
4 Dead



4 ghouls

- 7 hit points, Morale 8, No armor, poisoned bite d4
- Bitten: Toughness DR 10 (infection)

1 vicious ghost lady thing

- 11 hit points, Armor -d2, Claw d6
- Presence DR 12 test at start of combat (frozen with fear for d4 rounds)
- Attack DR is 14