

Wraith

						HP	22	
— Melee —			— Magic —					

Move	Attack	DMG	Check	Diff.	Range	TN/ Shield	DR
6	2D+4	L+2	2D+2	9	10	12	-2

#1 ○ #2 ○ #3 ○		-1 Atk -1 TN
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-2 Atk

Special attack: Weakening touch

The Wraith attacks with a supernatural touch that passes through any normal defence with the following effects:

- Target TN is always reduced by 1
- Shield provide no bonus
- DR is always zero

Special attack: Cold Spell

A Wraith can use his Magic attack against a visible character within 10MP. If the attack is successful, the target suffers H Damage.

Wraith Special Rules

Immaterial

Wraiths are immaterial and cannot be attacked unless revealed with some magical resource (like the Powder of Ibn-Ghazi, see here below).

Wraith always attacks with a supernatural touch, regardless its immaterial/semi-solid state, that is less affected by the standard defences (see the "Weakening Touch" box)

Powder of Ibn-Ghazi

This substance is capable of render Wraiths visible and semi-solid, so that they can be harmed. Each Character can be equipped with a pouch containing enough Powder for 4 uses.

Using the Powder of Ibn-Ghazi is a Special Action: a Character can sprinkle an Enemy within 2MP of distance and make visible any Wraith on a range of 1MP of the target.

Mark a visible Wraith with a token: at the beginning of each turn roll 1d6 for each visible Wraith; on a result of 5-6 the Wraith is newly invisible.

Magical Immunity

Due to their spectral nature, Wraiths are immune to the following spells: Numbness, Sleep, Sleep Circle, Weakness and Ice Blast.

Large Skeleton

						HP	9	
— Melee —			— Missile —					

Move	Attack	DMG	Attack	DMG	Range	TN/ Shield	DR
6	3D6	H				9(11)	-1

#1 ○ #2 ○ #3 ○ #4 ○ #5 ○		-1 Atk
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Skeleton variable TN

For Blunt weapons like Mace and Warhammer use TN=9, for any other Melee or Ranged weapon use TN=11

Skeleton tactics

When deployed on the map, place the Skeletons in front of the PC and the Wraiths behind them. The Skeletons will always try to defend (support) the Wraiths with their attacks.

Fleshless undead, just skin and bones, now subjugated to the power of the Wraiths

Enemy Group

Roll 1d6, adding a +1 for RL=3 :

(1-3) Wraiths

(4-5) Wraiths and servitors

Class A Encounter

Roll 1d6 and apply Warband modifier. Add a +1 for RL=3

<p>Wraiths</p> <p>(0-2): Wraith</p> <p>(3-5): Wraith (x2)</p> <p>(6+): Wraith (x3)</p>	<p>Wraiths and Servitors</p> <p>(0-1): Wraith</p> <p>(2): Wraith, Large Skeleton</p> <p>(3): Wraith, Large Skeleton (x2)</p> <p>(4-5): Wraith (x2), Large Skeleton</p> <p>(6+): Wraith (x2), Large Skeleton (x2)</p>
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