

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	○○○	○	○	○	○	○	○	○	
	-2 Atk			-1 Atk		-1 TN			

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.

Class A Encounter

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

Wraith

(0-2): Wraith

(3-5): Wraith (x2)

(6+): Wraith (x3)