

Black Death

A TERRIBLY GRIM FANTASY RPG



A QUICK & EASY ROLE PLAYING GAME

By John M. Stater

Black Death

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Art by Albrecht Dürer, Hans Holbein, Wendolin Boheim, C. Gessner, Jeremy Hart and Omegapointillist Studios

For 2 to 5 players

Equipment: This rule book, one or more dice, pencil and paper. You might also find little plastic figurines useful.

TABLE OF CONTENTS

Introduction	2
Ability Scores	3
Classes	4
Skills	16
Equipment	21
Conflict and Combat Resolution	30
Luck	33
Disease & Damnation	33
Advancement	37
Adventures	37
Monsters	49
Interesting People	80
Treasures	85
Reference – Chances of Success	88
Reference – Monsters by Level and Type	89
Character Sheet	90



The demon of dice, Albrecht Dürer, 1487

INTRODUCTION

In the 17th century, Central Europe was going through a rough time. It was wracked by war, pestilence, famine, death ... one might even say the Apocalypse was knocking on its door. In this maelstrom of misery, men and women struggled to survive, and some even thrived. Can you?

Black Death is a role playing game set in a fantastic version of Central Europe's troubles in the 17th century. It is based loosely on the Thirty Years War fought between Protestants and Catholics, encompassing the rise of the bubonic plague and witch hunting in that era. The adventurers are pitted against the very forces of Hell, which is bubbling to the surface and preparing to ignite an apocalyptic battle between good and evil.

The game is managed by a Game Master (GM), who acts as referee and describes the sights, sounds and actions occurring in the game to the players. Each player has a player character (PC), through whom they interact with the world of *Black Death*.

ABILITY SCORES

Characters are a collection of abilities and skills. All characters have the same eight abilities. Ability scores range from 1 to 6, though monsters may have higher ability scores. For each ability score, roll two dice and write the value of the higher roll next to the ability score.

Strength (STR): Measures physical power and strength. For every point of STR, a character can carry 20 pounds without being encumbered. An encumbered character reduces his movement rate by 50%.

Agility (AGI): Measures quickness and physical dexterity.

Constitution (CON): Measures how well a character can stand up to punishment and endure pain. For every point of CON, a character can walk 2 miles without resting.

Intellect (INT): Measures a character's overall knowledge and learning. For every point of INT, a character can speak one language. For every 2 points of INT, a character is literate in one languages.

Will (WIL): Measures a character's mental toughness.

Perception (PER): Measures a character's overall situational awareness and ability to discern another person's virtues. For every point of PER, a person can see clearly about one half-mile away, and hear a whisper 5' away.

Charisma (CHA): Measures character's ability to manipulate others. The number of henchmen a character can employ is the square of her CHA score (i.e. 1 for CHA 1, 4 for CHA 2, 9 for CHA 3, etc.).

ALLEGIANCE

Before a character's class is chosen, a player must choose their allegiance. Each character has a primary allegiance and a secondary allegiance. Whenever a character serves the cause of his primary allegiance, he earns 2 advancement points (AP; see Advancement below). Whenever he serves the cause of his secondary allegiance, he earns 1 AP.

Characters can choose from the following allegiances:

Religious: Catholicism, Protestantism, Orthodox, Judaism, Islam, Satan (or others)

Patriotic: A state (France, Sweden, Holy Roman Empire, Bohemia) or city

Cause: Chivalric code, love, death, money, science, freedom

Some nations and regions are officially Catholic or Protestant in this period, and characters attempting to serve a religion at odds with the nation they are serving can make things difficult – though not impossible – for them. France was a Catholic country, but supported the Protestant anti-Hapsburg forces, as the Bourbons of France were at odds with the Hapsburgs. The alliances of the time were as follows:

Anti-Hapsburgs: Bohemia, Brandenburg-Prussia, Brunswick-Lüneburg, Denmark, England, France, Ottoman Empire, Palatinate, Russian Tsardom, Saxony, Scotland, Sweden, Transylvania, United Provinces

Hapsburgs: Catholic League, Croatia, Holy Roman Empire, Hungary, Poland, Spain

CLASSES

Characters may choose to follow one class. A class is like a profession. Each class determines which skills are prime and secondary for the character, and determines their starting equipment and money. Characters can choose any three skills as tertiary skills.

Alchymist

Alchymists are learned persons who delve into the allegorical mysteries of alchemy, while simultaneously experimenting with the mixing of chemical substances. The typical alchemist dresses as a scholar and carries a dog-eared copy of an alchemical text.

Social Rank: Burgher (2D x 20 Gr in starting money)

Primary Skills: Alchemy (Int)

Secondary Skills: Appraise Value (Per), Endure (Con), Learning (Int)

Special Ability: An alchemist can use alchemy to produce potions in an hour rather than a full day (see Alchemy skill below).



Archer

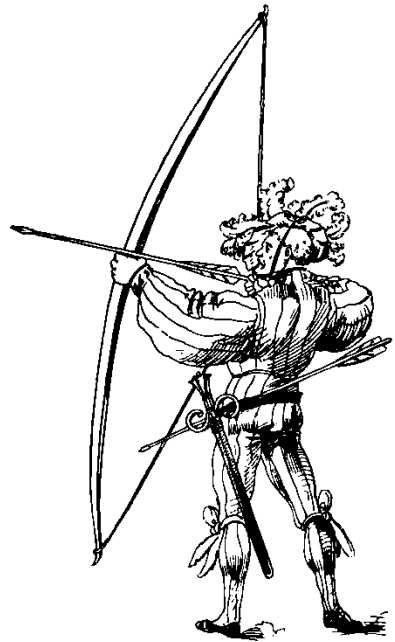
Archers are trained to fight with missile weapons. When armed with a crossbow, he is an arbalester, and with a bow a Bowman.

Social Rank: Peasant (1D x 20 Gr in starting money)

Primary Skills: Marksmanship (Agi)

Secondary Skills: Dodge (Agi), Endure (Con), Fighting (Str)

Special Ability: If an archer spends 2 rounds aiming at a target, he may roll 2D for his marksmanship task check.



Barbarian

Barbarians are warriors who come from a society less advanced or sophisticated than those of the great nations of the world. They are uncouth and boisterous, and given to extreme flights of savagery in combat.

Social Rank: Peasant (1D x 20 Gr in starting money)

Primary Skills: Fighting (Str)

Secondary Skills: Carouse (Con), Endure (Con), Intimidate (Str)

Special Ability: Barbarians can attempt to go berserk in combat. Each round, the barbarian may roll 2D. If the roll is above her WIL score, she goes berserk. While berserk, the barbarian adds +1 to her Fighting skill and to damage on successful attacks. Level I monsters that witness a berserk barbarian must test their courage (q.v.) each round. The berserk rage lasts for 6 combat rounds. Afterwards, the barbarian is exhausted, suffering a +1 to all task checks until she rests for 30 minutes.

Cleric

Clerics are warrior-priests, trained in liturgy as well as fighting. They are bound to shed as little blood as possible, and therefore must not wield axes, knives, polearms and swords. Clerics carry crucifixes and small Bibles.

Social Rank: Clergy (2D x 20 Gr in starting money)

Primary Skills: Prayer (Wil)

Secondary Skills: Healing (Int), Fighting (Str), Influence (Cha)

Special Ability: Clerics can exorcise evil spirits and cast out demons by presenting a crucifix or Bible and saying something to the effect of, “the power of Christ compels thee”. By making a Prayer task check, the cleric can attempt to hold demons and undead monsters at bay, force them to flee or destroy them utterly (see below). A group of undead or demons can only be exorcised once; if the attempt fails, you may not try the exorcism again on that group of horrors.

Difficulty	Effect
2D	Hold level 1 to 2 monsters at bay (may not approach within 10')
3D	Hold level 3 to 4 monsters at bay Force level 1 to 2 monsters to flee for 6 combat rounds at top speed
4D	Hold level 5 to 6 monsters at bay Force level 3 to 4 monsters to flee Destroy level 1 to 2 undead and cast level 1 to 2 demons back into Hell

Courtier

Courtiers are members of wealthy, possibly noble, families who are raised at noble or royal courts as pages and ladies-in-waiting. They are expert at gossip and rumor mongering and manipulation to get what they want. Courtiers are well dressed and well-versed in the fashions and fads of the day.

Social Rank: Aristocrat (3D x 20 Gr for starting money)

Primary Skills: Influence (Cha)

Secondary Skills: Etiquette (Cha), Gossip (Cha), Wit (Cha)

Special Ability: Courtiers are experts at spreading rumors and ruining reputations. They can use a Gossip task check to spread a rumor over a large area, as follows:

Difficulty	Effect
2D	Throughout a village, or throughout a local institution, such as a guild, royal court, army or merchant company; takes 1D days
3D	Throughout a town or city and the surrounding countryside, or throughout a large institution (such as an entire military or the Catholic church) or network (such as all the merchant companies in a kingdom); takes 3D days
4D	Throughout a kingdom; takes 5D days

Doctor

Doctors are educated people who have specialized in the compounding of medicines and the practice of surgery. In the 17th century their knowledge was still quite limited, but was beginning to embrace scientific methods. The classic image of the doctor of this period is the plague doctor, wearing a crow-beaked gizmo to help screen them from the disease-causing fumes (or “miasma”) of their patients.



Social Rank: Burgher (2D x 20 Gr for starting money)

Primary Skills: Healing (Int)

Secondary Skills: Endure (Con), Gossip (Cha), Learning (Int)

Special Ability: Adventurers in the company of a doctor enjoy a +1 bonus to Constitution when making task checks that involve resisting disease, poison and injury. This represents the doctor’s quick response to a health crisis.

Dragoon

Dragoons were invented by Count Ernst von Mansfeld in 1620, though their name derives from their primary weapon, the dragon. Dragoons are mounted infantry or light cavalry, lightly armored and usually carrying saber, hand axe and dragon. They were used for internal patrols of territory to combat smugglers and rebels, and for reconnaissance and skirmishing on the battlefield. A dragoon should be dashing and brave, and given to headlong charges against impossible odds.

Social Rank: Burgher (2D x 20 Gr for starting money)

Primary Skills: Riding (Agi)

Secondary Skills: Carouse (Con), Fighting (Str), Marksmanship (Agi)

Special Ability: A dragoon that takes Dodge as a tertiary skill can roll its value as though she was rolling for a secondary skill.

Flagellant

Flagellants are religious zealots who by the self-application of pain and suffering attempt to win God’s forgiveness of their sins. They are, to put it mildly, a bit unhinged.

Flagellants may not have PER scores higher than 2. They never wear armor (it would get in the way of their pain) and must be armed with a cat-o-nine tails or whip.

Social Rank: Peasant (1D x 20 Gr for starting money)

Primary Skills: Endure (Con)

Secondary Skills: Fighting (Str), Intimidate (Str), Prayer (Wil)

Special Ability: Flagellants can exhort the faithful to great deeds, and make the sinner crumple from shame. When a flagellant begins preaching, characters with the same alignment and with no more than 4 Damnation Points (q.v.) enjoy a +1 bonus to their next task check (and only their next task check). Those of a different alignment, or with more than 4 Damnation Points instead add +1 to their next task check roll (and only their next task check roll).



Fool

Fools entertain the nobility and royalty and do their best keep them honest with satires and japes. They come in two varieties. Natural fools are genuinely mad or mentally impaired (i.e. PER of 1), while licensed fools are given permission to act the way they do, and are expected to hold the powerful to account for their own foolish behavior.

Social Rank: Peasant (1D x 20 Gr for starting money)

Primary Skills: Juggle (Agi)

Secondary Skills: Legerdemain (Agi), Perform (Cha), Wit (Cha)

Special Ability: Each time a foe misses a fool in combat, the fool can make a Wit task check to demoralize them. A demoralized combatant adds a cumulative +1 to each attack roll against the fool (to a max. of +3) each time he is demoralized. If a fool fails to demoralize by rolling an "18", their opponent is instead enraged and adds +1 to their Fighting score against the fool for the remainder of the combat.

Gypsy

Gypsies, or more correctly the Romani, are visitors to Europe who make their way by doing odd jobs, telling fortunes, selling doodads, entertaining with music and dancing and on occasion committing petty theft.

Social Rank: Peasant (1D x 20 Gr for starting money)

Primary Skills: Fortune Telling (Wil)

Secondary Skills: Legerdemain (Agi), Perform (Cha), Stealth (Agi)

Special Ability: Once per day, a gypsy can use the evil eye on an enemy. The victim must be looking at the gypsy and meet her gaze for this to work. He may attempt a magic resistance check (q.v.) to avoid it. If he does not, he suffers a +1 to all task check rolls for one month.

Hexenhammer

Hexenhammers are witch hunters, scouring the countryside for the servants of Satan (or harmless old weirdos, as the case may be). Hexenhammers are possessed of a frightening determination. Once they are on the scent of a witch, they do not stop until they have taken their quarry. Every hexenhammer carries with her a well-worn copy of the *Malleus Maleficarum*, a guide book for witch hunters.

Social Rank: Clergy (2D x 20 Gr for starting money)

Primary Skills: Fighting (Str)

Secondary Skills: Endure (Con), Intimidate (Str), Prayer (Wil)

Special Ability: Hexenhammers can make a Sixth Sense task check to sense the presence of witches, conjurers, heretics and tools of Satan within 60'.

Hunter

Hunters live in villages but work in the wild, hunting deer or dangerous animals that threaten the village, and trapping smaller animals for their pelts. They are used to the uncivilized life, and are wise to the ways of nature.

Social Rank: Peasant (1D x 20 Gr for starting money)

Primary Skills: Survival (Per)

Secondary Skills: Animal Handling (Cha), Marksmanship (Dex), Sixth Sense (Per)

Special Ability: A hunter can use his Survival skill to track people, animals and monsters. If the trail is fresh, they test their Survival skill with 2D. If the trail is a couple days old, they use 3D. If the trail is more than a week old, or has been covered by fresh snow or washed away with rain, they roll 4D.

Inquisitor

Inquisitors are holy men tasked to uncover corruption within the body of the Church and the flock it oversees. Inquisitors are Catholic. The most famous inquisition is the Spanish, but there were also active inquisitions in Portugal and Rome.

Social Rank: Clergy (2D x 20 Gr for starting money)

Primary Skills: Detection (Per)

Secondary Skills: Prayer (Wil), Sixth Sense (Per), Stealth (Agi)

Special Ability: The gaze of an inquisitor is like a force of nature. Heretics and tools of Satan must pass a magic resistance test when under the inquisitor's gaze or they are inspired to publically confess their crimes.

Knight

The day of the armored knight was coming to a close in the 17th century, but it wasn't over yet. Knights are members of the aristocracy (they're the only ones that can afford the kit), and fight for king, country and religion.

Social Rank: Aristocrat (3D x 20 Gr for starting money)

Primary Skills: Fighting (Str)

Secondary Skills: Endure (Con), Etiquette (Cha), Riding (Agi)

Special Ability: Knights receive two boons. First, they can use any armor, regardless of their current Fighting skill value (q.v.). Additionally, when they charge at full speed against a foe and strike with a lance, they score 1 extra point of damage.

Landsknecht

The landsknechts are mercenaries, fighters-for-hire that care little about the cause, only the reward. English mercenaries might instead be called "gentleman adventurers", Italians "condottieri" and the Swiss "reisläufer", but they're all just mercenaries.



When a general is willing to pay them, they are happy to fight battles. When clients are in short supply, they turn to brigandage or adventuring.

Social Rank: Peasant (1D x 20 Gr for starting money)

Primary Skills: Fighting (Str)

Secondary Skills: Carouse (Con), Endure (Con), Marksmanship (Dex)

Special Ability: Landsknechts are well trained in the fighting arts, and may use any armor and any melee or missile weapon, regardless of their current Fighting or Marksmanship skill values (q.v.).

Magician

Magicians practice the scholarly magic of the Renaissance. While they may be benevolent, they must have truck with demons to produce their magical effects, and therefore are considered suspect by most decent folk. Magicians are usually to be found in the robes of a magi, or in the dress of a gentleman or gentlewoman with one or several grimoires on their person, heavily annotated in the margins and smelling slightly of sulfur. The most famous magician is Doctor Faustus.

Social Rank: Aristocrat (3D x 20 Gr for starting money)

Primary Skills: Invocation (Int)

Secondary Skills: Flee (Agi), Fortune Telling (Wil), Learning (Int)

Special Ability: Magicians receive their magical knowledge from books, and are thus always literate. When they have a grimoire in hand, they can use it to aid in their magic. For each grimoire they possess, they can add +1 to their Invocation score during a task check, but add one combat round to the time it takes them to cast the spell.

Musketeer

Musketeers are the latest thing in warfare. In France, the Musketeers of the Guard were soldiers of the Royal Household, and thus accorded great respect. Perhaps most notable among all musketeers is the poet and duelist Cyrano de Bergerac, though the fictional Athos, Porthos and Aramis are probably the most famous.

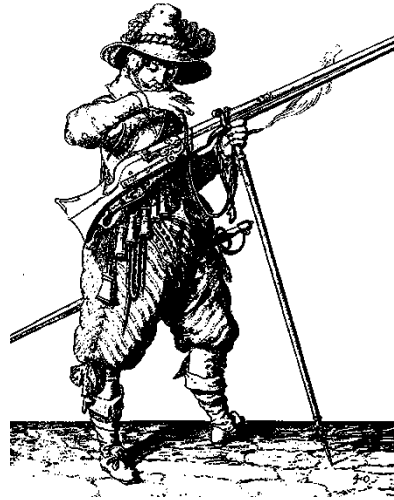
Social Rank: Burgher (2D x 20 Gr for starting money)



Primary Skills: Marksmanship (Agi)

Secondary Skills: Carouse (Con), Dodge (Agi), Fighting (Str)

Special Ability: If a musketeer spends 2 rounds aiming at a target, he may roll 2D for his marksmanship task check.



Picaro

The picaro is a vagabond rogue, wandering the land trying to survive without working. Picaros are often learned men who could earn a fine living easily if they would deign to take employment. Instead, they con, beg and pilfer, or take jobs as manservants, avoiding work and needling their masters with cutting barbs whenever they can get away with it.

Social Rank: Peasant (1D x 20 Gr for starting money)

Primary Skills: Wit (Cha)

Secondary Skills: Carouse (Con), Gossip (Cha), Legerdemain (Agi)

Special Ability: Picaros are possessed of an uncanny fortune. Once per game session, they can choose to re-roll one roll of the dice, taking the better of the two rolls.

Professor

Central Europe was a major crossroads for trade in the 16th and 17th century. This made its cities wealthy and funded many fine universities, including Heidelberg, Cologne, Prague, Würzburg, Leipzig, Basel and Copenhagen. Professors are learned men who work at the universities or tutor wealthy students. Some lose their positions and must wander in search of work.

Social Rank: Burgher (2D x 20 Gr for starting money)

Primary Skills: Learning (Int)

Secondary Skills: Communicate (Int), Etiquette (Cha), Wit (Cha)

Special Ability: Knowledge is power for a professor. In any situation, a professor can cogitate for 1 minute and make a Learning check. If successful, a character he advises gets a +1 to a skill value for one check.

Rakehell

These hellraising libertines are men of low moral character given to gambling, drinking and womanizing (especially womanizing). They are also swashbucklers and often of an intellectual bent. The typical rakehell arms himself with a rapier and leather doublet.

Social Rank: Aristocrat (3D x 20 Gr for starting money)

Primary Skills: Gamble (Cha)

Secondary Skills: Carouse (Con), Dodge (Agi), Fighting (Str)

Special Ability: A rakehell can use a knife or cloak in his off-hand to the same effect as others can use a buckler (i.e. a +1 Armor bonus).

Rat-Catcher

Rat-catchers are employed in keeping the rat population to a minimum in urban areas. Some are rogues who actually catch and raise the vermin, secretly releasing them in people's homes and then arriving to exterminate them and save the day. They ply their trade with traps and a small, but vicious, dog. Rat-catchers carry poles on which they hang the dead rats they have caught, to advertise their services and skill.

Social Rank: Peasant (1D x 20 Gr for starting money)

Primary Skills: Endure (Con)

Secondary Skills: Animal Handling (Cha), Disarm Trap (Agi), Dodge (Agi)

Special Ability: Rat-catchers are especially exposed to disease, and those who have survived at the job have acquired greater immunity. They add 2 to their Endure skill value when rolling to resist disease.



Resurrectionist

Resurrectionists are body snatchers who dig up graves at night to steal fresh corpses, usually for the black magic needs of conjurers and the research needs of doctors. They also engage in a bit of grave robbing, relieving corpses of their valuables.

Social Rank: Peasant (1D x 20 Gr for starting money)

Primary Skills: Sneak (Agi)

Secondary Skills: Endure (Con), Hear Noise (Per), Sixth Sense (Per)

Special Ability: The undead are an occupational hazard for grave robbers, so they can use a Sixth Sense task check to sense the presence of undead within 60'.

Robber

Central Europe is a mess, half in ruin, crawling with undead and demons and clashing armies. Men and women who could once earn a living from the land or in the towns are now cast out, penniless, to be preyed upon. Those with the will to survive often take to theft to make their way. Judge them not too harshly.

Social Rank: Peasant (1D x 20 Gr for starting money)

Primary Skills: Stealth (Agi)

Secondary Skills: Disarm Trap (Agi), Hear Noise (Per), Pick Lock (Agi)

Special Ability: Robbers are expert at sneaking up on people and attacking from behind. When they manage to attack from concealment, they inflict 1 extra point of damage, or stun for double the normal duration with weapons that stun.

Satanist

The arrival of demons and devils in man's world is a tragedy to most, but an opportunity to some. These wicked souls care only for power, and are not picky about how they get it. Serving Satan seems as good a way as any. Satanists are skilled at hiding their allegiance to the Devil. When performing his rites, they hide behind a mask.

Social Rank: Burgher (2D x 20 Gr for starting money)

Primary Skills: Invocation (Int)

Secondary Skills: Fighting (Str), Hypnotize (Wil), Intimidate (Str)

Special Ability: A satanist can power his invocations with the blood of innocents. By killing an innocent animal, he adds +1 to his Invocation skill value. By killing an innocent human being, he adds a +2 to his Invocation skill value. Obviously, the second act earns him Damnation Points (q.v.).



Sea Dog

Sea dogs may be sailors on merchant ships, sailors on warships or picaroons and buccaneers. A life at sea has made them vulgar, but also tough as nails.

Social Rank: Peasant (1D x 20 Gr)

Primary Skills: Navigation (Int)

Secondary Skills: Endure (Con), Fighting (Str), Swim (Str)

Special Ability: The sea life is a dangerous one, and new recruits are sometimes hard to come by, thus the need for impressment. Sea dogs, attacking from behind with a stunning weapon (q.v.), knock opponents unconscious for 1D minutes instead of stunning them for one combat round.

Student Prince

Students in the 17th century weren't much different than students today, save that they were younger, less supervised and not subject to secular law. Yikes! Most students divide their time unevenly between study, drinking and fencing. When the school routine gets to be too much for them, they might adventure.

Social Rank: Clergy (2D x 20 Gr for starting money)

Primary Skills: Carouse (Con)

Secondary Skills: Fighting (Str), Learning (Int), Stealth (Agi)

Special Ability: Keener on fencing than their studies, student princes are capable of fighting with pappenheimers, rapiers, schiavonas, spadroons, all knives and bucklers, regardless of their total Fighting skill level.

Trader

The Thirty Years War has not been good for trade, but the trader persists. Traders have a lifetime of travel behind them. They have suffered many trials in these years, and have hopefully made a decent living doing so.

Social Rank: Burgher (2D x 20 Gr for starting rent)

Primary Skills: Haggle (Cha)

Secondary Skills: Appraise Value (Per), Communicate (Int), Navigation (Int)

Special Ability: Most traders belong to a merchant company or guild, with alliances throughout Europe and possibly beyond. When a trader comes to a city or town with a

kontor (trading post or office) in it, he can expect hospitality – a room and a meal for one night without pay, and for additional nights at the price of a flophouse.

Witch or Wysard

Witches and wysards are country folk skilled in magic, herbalism and fortune telling. They are the wise women and cunning men that peasants visit for cures and to undo the curses of other magicians.

Social Rank: Peasant (1D x 20 Gr for starting money)

Primary Skills: Healing (Int)

Secondary Skills: Fortune Telling (Wil), Invocation (Int), Survival (Per)

Special Ability: Witches and wysards can manufacture charms and fetishes to protect people from harm. It takes them a day to produce a charm. A charm provides a +1 bonus to a skill value when resisting a specific danger, such as the Endure skill when resisting disease or poison, or one's magic resistance score when resisting magic. A person can carry one charm at a time.

SKILLS

Each character has seven skills (see above). One skill is prime, three are secondary, and three are tertiary. Skill scores range from 0 to 12. Each skill (see below) is associated with an ability score. For the prime skill, roll 3 dice and add the two highest values together for the score. For secondary skills, roll 2 dice and used their combined value. For tertiary skills, roll 1 dice and use that value.

The following is a list of each ability score and the skills associated with it. Descriptions of the skills follow:

Ability	Associated Skills
Strength	Break chains, climb, fighting, intimidate, swim
Agility	Acrobatics, marksmanship, disarm trap, dodge, drive wagon, escape, flee, juggle, legerdemain, pick lock, riding, stealth
Constitution	Carouse, endure
Intellect	Alchemy, communicate, healing, invocation, learning, navigation
Will	Fortune telling, hypnotize, prayer
Perception	Appraise value, detection, hear noise, mimic, read lips, sixth sense, survival
Charisma	Animal handling, command, etiquette, gamble, gossip, haggle, influence, perform, ventriloquism, wit

Acrobatics (Agi): Ability to leap, tumble, survive falls and flip over opponents.

Alchemy (Int): Ability to make potions. Making a potion takes one week of work and requires an alchemical laboratory (1,000 Gr). One can attempt to manufacture potions without a proper laboratory by rolling 4D. The operation still takes one week and produces the usual amount of the substance as given in the equipment lists (q.v.)

Potion	Effects
Acid	When thrown as grenade, it effects an area 5' in radius, dealing 1 point of damage per round for 3 rounds – metal and clothing is ruined on a roll of “1” on 1D; when sprayed, it deals 1 point of damage in a cone 10' long and 5' wide at the base (Dodge task check to avoid) and objects must check for destruction as above
Antidote	Cancels (but does not reverse) the effect of poison
Greek Fire	When thrown as grenade, it burns an area 5' in radius, dealing 1 point of damage per round for 3 rounds; when sprayed, it deals 1 point of damage to all in a cone 10' long and 5' wide at the base who fail a Dodge task check
Laudanum	Imbiber must pass an Endure task check or fall asleep for 1 hour
Medicine	On a roll of “1” on 1D, medicine halts (but does not reverse) the effects of diseases that damage ability scores other than CON or WIL; against diseases that directly damage CON or WIL, it works when one rolls a “2” on 2D
Poison	Imbiber must pass an Endure task check or suffer 1 point of damage each round until dead or given an antidote
Sneezing	This powder, blown into a person's face, causes them to erupt into violent sneezing for one combat round if they fail an Endure check

Animal Handling (Cha): Ability to tame and calm animals. For domestic animals roll 2D. For wild animals roll 3D to tame and 4D to train.

Appraise Value (Per): Ability to determine the value of an object.

Break Chains (Str): Ability to break chains and ropes (roll on 2D), lift gates and portcullis and break down doors. If breaking chains with only your chest or by flexing your biceps, roll 4D. If breaking ropes with only your chest, roll 3D.

Carouse (Con): Ability to consume alcohol without becoming stinking drunk. Up to three drinks (pints of ale or beer, glasses of wine, shots of alcohol) can be resisted with 3D. Each drink beyond that requires an additional 3D roll. On the first failed roll, the character loses control and passes into the hands of the Game Master. The second failed roll makes him fall down, become sick and lose consciousness.

Climb (Str): Ability to climb sheer surfaces.

Command (Cha): Ability to rally troops in combat.

Communicate (Int): Ability to make yourself understood to people who do not know your language, or to pass secret messages while speaking.

Detection (Cha): Ability to find clues, traps and secret doors and avoid ambushes.

Disarm Trap (Agi): Ability to disarm a trap once it has been detected. Failure sets it off.

Dodge (Agi): Ability to dodge traps or other attacks that cover a large area.

Drive Wagon (Agi): Ability to control and maneuver a wagon or cart.

Endure (Con): Ability to endure pain and maintain focus despite confusion.

Escape (Agi): Ability to slip out of nets, ropes and tight spaces.

Etiquette (Cha): Ability to conduct oneself in a formal or courtly environment without making an embarrassing faux pas. Etiquette is also useful in courts of law.

Fighting (Str): Ability to inflict damage in combat using a melee weapon. The weapons and armor a character is permitted to use depends on his Fighting skill level:

Skill	Weapons	Armor
0-2	Cat-o-nine-tails, bludgeons, hammers, knives, military pick	Arming doublet, buff coat
3-5	Axes, flails, polearms, spear	Brigandine, cuirass, mail, buckler
6-7	Lance, swords, two-handed swords	Partial and full plate, all shields
8+	Lantern shields	

Flee (Agi): Ability to elude pursuers. If you are notably faster than the pursuers, roll 2D. If you are notably slower, roll 4D.

Fortune Telling (Wil): Ability to tell fortunes. One can learn if a particular action will be successful or a failure. Other forms of fortune telling are mere theatrics.

Gamble (Cha): Ability to win at games of chance that involve skill.

Gossip (Cha): Ability to learn the latest gossip without paying for it.

Haggle (Cha): Ability to get goods at half the price.

Healing (Int): Ability to heal wounds. See the Combat section below for more information on healing.

Hear Noise (Per): Ability to overhear whispers, hear through doors and detect specific sounds over a cacophony.

Hypnotize (Wil): Ability to put a person into a trance and get information from them. To implant a post-hypnotic suggestion, one must roll 4D.

Influence (Cha): Ability to make friends and to get people to help you at reduced cost or for free. To manipulate somebody into breaking the law for you or doing something dangerous, you must roll 4D.

Intimidate (Str): Ability to force somebody to leave you alone or give you information. Failure always results in a reprisal, usually violent.

Invocation (Int): Ability to invoke demons and elemental spirits to perform wondrous acts on your behalf. The invocation of demons is a sin, and results in the acquisition of Damnation Points (q.v.). Magical effects underlined below are always demonic.

Difficulty	Spells
2D	Passive Spells – Spells that have no physical effect on the world, mostly spells of divination and detection
3D	Active spells – Spells that have an effect on the world, including transformations, mental effects (like love and fear), movement (like flight), defense and healing
4D	Hostile spells – Spells that inflict damage (CON or WIL usually) Also spells that make something from nothing (like summoning a monster)

Demonic invocations grant a bonus to a character’s Invocation score, but result in damnation points, as follows:

Rank	Bonus	D.P.	Titles	Example Demons
I	+3	3D	Kings and princes of Hell	Asmodeus, Baal, Belial
II	+2	2D	Dukes, counts and marquis of Hell	Astaroth, Berith, Marchosias
III	+1	1D	Knights and officers of Hell	Glasya-Labolas, Valac

Spells last for a number of combat rounds equal to the spell caster’s WIL. A particular spell effect can only be attempted once per adventure.

Juggle (Agi): Ability to juggle and perform similar tricks.

Learning (Int): Ability to answer questions on rhetoric, theology, mathematics, nature, the physical sciences, engineering and history.

Legerdemain (Agi): Ability to pick pockets and perform sleight of hand.

Marksmanship (Agi): Character’s ability to inflict damage in combat with missile weapons. The missile weapons a character is permitted to use depend on his skill level:

Skill	Weapons Permissible
0-2	Simple thrown weapons
3-4	Crossbows, muskets, pistols, sling
5+	Bows, artillery

Mimic (Per): Ability to mimic another's mannerisms and voice.

Navigation (Int): Ability to navigate by the stars.

Perform (Cha): Ability to hold a crowd's attention with performance, be it music, singing or dancing.

Pick Lock (Agi): Ability to pick locks. If without lock picks, one must still have a tool of some sort and must roll 4D.

Prayer (Wil): Ability to invoke aid from God and his servants.

Difficulty	Spells
2D	Passive prayers – Spells that have no physical effect on the world, mostly spells of divination and detection
3D	Active prayers – Spells that have an effect on the world, including transformations, mental effects (like love and fear), movement (like flight), defense and healing
4D	Hostile prayers – Spells that inflict damage (CON or WIL usually) Also spells that make something from nothing (like summoning a monster)

Prayers last for a number of combat rounds equal to the character's WIL. A particular prayer can only be attempted once per adventure.

Simple vows grant a bonus to a character's Prayer score, but breaking a vow results in damnation points. A vow must be kept for one month. The bonus for making the vow applies to the character's next Prayer task check.

Bonus	Vow	D.P.
+3	Faith – Forswears armor, placing all faith in God for protection Peace – Forswears violence; may not cause harm to living beings	3D
+2	Poverty – Must give all accumulated wealth to the poor Silence – May not speak (though silent prayer is permitted)	2D
+1	Celibacy – Forswears all sexual contact Temperance – Forswears all intoxicants	1D

Read Lips (Per): Ability to successfully read a person’s lips.

Riding (Agi): Ability to ride horses, camels, and other common mounts. A character with a total riding score (skill + AGI) of 8 or higher suffers no disadvantage when attacking from horseback. A character with a total riding score of 16 or higher increases his Archery or Fighting score by 1 point when attacking from horseback.

Sixth Sense (Per): Ability to sense danger a split second before it is too late.

Stealth (Agi): Ability to get into places or around people without being noticed.

Survival (Per): Ability to survive in the wilderness.

Swim (Str): Ability to swim and dive without drowning.

Ventriloquism (Cha): Ability to project one’s voice without moving one’s lips.

Wit (Cha): Ability to issue cutting remarks and insults. Using wit is not unlike using the Fighting skill to fight, with the exception that damage is done to an opponent’s WIL instead of to his CON, and WIL cannot be reduced to 0. WIL lost in a battle of wits is regained at the rate of one point per hour.

EQUIPMENT AND MONEY

Money in the Holy Roman Empire comes in three denominations, the gold guilder (Gd), the silver thaler (Th), silver groschen (Gr) and silver pfennig (⸆).

The number of coins in a pound is: 130 guilders, 20 thalers, 250 groschens and 1,800 pfennigs.

Coin	Guilders (Gd)	Thaler (Th)	Groschen (Gr)	Pfennig (⸆)
Guilder (Gd)	1	2	48	576
Thaler (Th)	-	1	24	288
Groschen (Gr)	-	-	1	12
Pfennig (⸆)	-	-	-	1

Armor

Armor	Cost	Weight	Speed Penalty	Armor Value
Arming doublet	3 Gr	6 lb.	1' / round	*
Buff coat	24 Gr	9 lb.	2' / round	*
Brigandine	13 Gr	25 lb.	4' / round	+1
Mail mantle	14 Gr	27 lb.	4' / round	+1
Mail suit	32 Gr	55 lb.	9' / round	+2
Plate armor	-	-	-	-
Cuirass#	48 Gr	16 lb.	3' / round	+1
Partial	144 Gr	63 lb.	12' / round	+2
Full	288 Gr	78 lb.	14' / round	+3
Shields**	-	-	-	-
Buckler	2 gr	2 lb.	-	+1
Hungarian%	3 gr	7 lb.	-	+1
Rondache	4 Gr	11 lb.	-	+1

* When you take damage, armor negates damage on a roll of "1" on 1D

** Bucklers and Hungarian shields protect against 1 attacker, rondache shields against 2

A cuirass can be worn over a buff coat

% The Hungarian shield can be used to attack, in which case it deals 2 points of damage; when used offensively, it does not provide its armor value to a combatant

Melee Weapons

Weapon	Cost	Weight	Length	Damage	Fighting	Trick
Fists	-	-	0"	1	-	Grapple
Axes	-	-	-	-	-	-
Axe, horseman's	36 Gr	2 lb.	41"	2	+1	Stagger
Axe, hand	18 Gr	1½ lb.	10"	1	+1	Stagger
Bludgeons	-	-	-	-	-	-
Club	9 Gr	1½ lb.	24"	1	+1	Stun
Holy water sprinkler	54 Gr	5 lb.	31"	2	+2	Stun
Mace	41 Gr	4 lb.	29"	1	+1	Stagger
Quarterstaff	68 Gr	3½ lb.	104"	2	+1	Sweep
Sap	5 Gr	1 lb.	9"	0	+1	Stun
Staff	18 Gr	2 lb.	60"	1	+1	Stun
Cat-o-nine tails	23 Gr	1 lb.	30"	1	+1	-

	-	-	-	-	-	-
Flails						
Horseman's	36 Gr	3 lb.	39"	1	+1	Disarm
Military	59 Gr	5½ lb.	63"	1	+1	Disarm
Hammers	-	-	-	-	-	-
Bec-de-corbin	63 Gr	4 lb.	63"	2	+2	Crush
Hammer, German war	68 Gr	6 lb.	66"	2	+1	Crush
Hammer, horseman's	23 Gr	2 lb.	23"	1	+1	Crush
Knives	-	-	-	-	-	-
Cinquedea	36 Gr	2 lb.	22"	1	+2	Stun
Dagger	32 Gr	1 lb.	20"	1	+2	Stun
Hunting cleaver	45 Gr	2½ lb	18"	2	+1	Stagger
Main gauche	23 Gr	1 lb.	20"	1	+1	Parry
Misericorde	18 Gr	½ lb.	16"	1	+1	Stun
Poniard	13 Gr	½ lb.	10"	1	+1	Parry
Stiletto	14 Gr	½ lb.	14"	1	+1	Stun
Sword breaker	18 Gr	2 lb.	20"	1	+1	Snap
Triple dagger	13 Gr	1 lb.	18"	1	+1	Disarm
Lance	21 Gr	5 lb.	124"	3	+1	Unhorse
Lantern shield*	18 Th	5 ½ lb.	51"	3	+0	Disarm
Pick, Military	63 Gr	3 lb.	23"	2	+1	Crush
Polearms	-	-	-	-	-	-
Ahlspiess	15 Gr	6½ lb.	43"	3	+1	Stagger
Bardiche	68 Gr	4 lb.	65"	2	+2	Stagger
Bill	65 Gr	4 lb.	90"	2	+1	Stagger
Bohemian ear spoon	90 Gr	6 lb.	106"	3	+1	Stagger
Brandestoc	68 Gr	4 lb.	67"	2	+2	Surprise
Chacing staff	19 Gr	6 ½ lb.	148"	3	+1	Stagger
Glaive	95 Gr	7 lb.	102"	2	+2	Stagger
Halberd	5 Th	6½ lb.	92"	3	+2	Trip
Lucerne hammer	4 Th	7½ lb.	114"	2	+2	Crush
Military fork	70 Gr	6 lb.	97"	2	+1	Disarm
Pike	42 Gr	13 lb.	300"	2	+1	Stagger
Pollaxe	81 Gr	6 lb.	70"	3	+1	Stagger
Ranseur	50 Gr	9 lb.	66"	2	+1	Stagger
Spontoon	63 Gr	3 lb.	94"	2	+1	Stagger
Spear	14 Gr	3½ lb.	80"	2	+1	Stagger

Swords	-	-	-	-	-	-
Arming sword	72 Gr	2½ lb.	35"	2	+2	Impose
Backsword	41 Gr	1½ lb.	24"	1	+3	Stagger
Basler (Swiss sword)	36 Gr	2 lb.	31"	2	+1	Impose
Bastard sword	68 Gr	3½ lb.	43"	2	+2	Impose
Bilbo	32 Gr	1½ lb.	20"	2	+1	Impose
Broadsword	54 Gr	2½ lb.	34"	2	+2	Impose
Cavalry sword	63 Gr	3 lb.	43"	2	+2	Impose
Craquemarte	77 Gr	3 lb.	28"	2	+3	Crush
Cutlass	50 Gr	2 lb.	25"	2	+2	Stagger
Dusack	54 Gr	3½ lb.	40"	2	+1	Stagger
Espada ropera	72 Gr	2 lb.	44"	2	+2	Impose
Estoc (tuck)	54 Gr	3 lb.	42"	2	+1	Impose
Executioner's sword	60 Gr	4½ lb.	32"	3	+1	Stagger
Falchion	60 Gr	3 lb.	29"	2	+2	Crush
Hand-and-a-half	68 Gr	3½ lb.	37"	2	+2	Impose
Hanger sword	32 Gr	1 lb.	28"	1	+2	Stagger
Infantry sword	54 Gr	2 lb.	35"	2	+2	Impose
Katzbalger	50 Gr	2 lb.	28"	2	+2	Impose
Mortuary sword	59 Gr	2½ lb.	33"	2	+2	Impose
Pappenheimer	54 Gr	3 lb.	35"	2	+1	Impose
Rapier	50 Gr	2½ lb.	38"	2	+1	Disarm
Saber	63 Gr	3 lb.	39"	2	+2	Stagger
Sauschwerter	59 Gr	3½ lb.	43"	2	+1	Impose
Schiavona	63 Gr	3 lb.	37"	2	+2	Stagger
Spadroon	50 Gr	2 lb.	32"	2	+2	Impose
Two-Handed Swords	-	-	-	-	-	-
Claymore	7 Th	6 lb.	47"	3	+2	Sweep
Flammenschwert	6 Th	7 lb.	64"	2	+2	Sweep
Kétkezes kard	9 Th	7 lb.	71"	2	+2	Sweep
Kriegsmesser	6 Th	3 lb.	44"	2	+2	Sweep
Montante	9 Th	5 lb.	63"	3	+2	Sweep
Zweihänder	6 Th	4 lb.	48"	3	+2	Sweep
Whip	16 Gr	2 lb.	120"	1	+1	-

* The lantern shield consists of a buckler, armored gauntlet with spikes and sword, all combined into a single weapon; besides its offensive capabilities, it also provides Armor +1 and a lantern can be hung from a hook on the shield

Weapon Tricks

A character can perform a weapon trick in place of inflicting damage when the attacker makes a successful Fighting task check against an opponent.

Trick	Effect
Crush	You may force your opponent to roll 1D; if the roll is higher than his armor value, that piece of armor is ruined and provides no bonus until repaired
Disarm	An attack with this weapon can force the opponent to pass a Strength task check on 2D or lose their weapon if it is no more than twice the weight of the weapon which attacks. The disarmed weapon is thrown 2 to 12 feet away
Grapple	An attack with fists can result in a grapple. Your foe must pass a Break Chains or Escape check or be held tight. If the grappled is stronger than the grappler, they make their Break Chains check on 2D. If the grappled is more agile than the grappler they make their Escape check on 2D. A held opponent cannot move, but they can choose to attack their grappler using 4D.
Impose	You force your opponent to pass a Dodge task check or lose their next attack; additional attacks against them this round are made at +1 Fighting
Parry	When holding this weapon in your off-hand, you add +1 to opponent's attack rolls against you, or add the weapon's Fighting bonus to your Fighting score
Snap	If your opponent is wielding a sword, there is a chance it is broken based on the weight of the sword. Swords that weight up to 2.5 lb. break on a roll of 1 to 3 on 1D. Swords that weight from 3 to 4 lb. break on a roll of 1 to 2 on 1D. Heavier swords break on a roll of 1 on 1D.
Stagger	You force your opponent to step back 6'; they must pass a Dodge check or fall prone
Stun	An attack with this weapon can stun the opponent for one combat round if they fail an Endure task check
Surprise	Add +1 to initiative when fighting with this weapon
Sweep	This weapon permits you to attack up to three opponents per round, so long as they are within range of the weapon; the targets can choose to leap back, away from the weapon user, or suffer 1 damage
Trip	An attack with this weapon can force the opponent to pass a Strength task check on 2D or be knocked flat on their face
Unhorse	If fighting on horseback, you can force the opponent to pass a Riding task check or be knocked off his mount, landing prone and suffering 1 damage

Ballistic Weapons

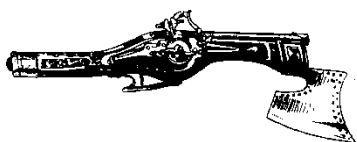
Bows can shoot once per round. Crossbows and slings can shoot once every other round. Firearms can fire once every three rounds. Artillery can fire once per minute.

Ballistic Weapon	Cost	Weight	Length	Range	Damage	Marks.
Artillery	-	-	-	-	-	-
Falconet	115 Th	500 lb.	45"	550 yd.	9	+1
Rabonet	52 Th	300 lb.	60"	550 yd.	5	+1
Serpentine	72 Th	400 lb.	49"	550 yd.	7	+1
Bows	-	-	-	-	-	-
Long	125 Gr	1½ lb.	70"	300 yd.	2	+1
Short	82 Gr	1 lb.	47"	250 yd.	1	+1
Turkish	230 Gr	1.5 lb.	39"	600 yd.	2	+2
Crossbows	-	-	-	-	-	-
Heavy	178 Gr	13 lb.	28"	330 yd.	3	+0
Light	106 Gr	7½ lb.	28"	250 yd.	1	+0
Medium	182 Gr	8½ lb.	28"	300 yd.	2	+0
Muskets	-	-	-	-	-	-
Arquebus	290 Gr	9 lb.	43"	160 yd.	3	+1
Blunderbuss*	110 Gr	8 lb.	24"	30 yd.	1	+2
Musket	360 Gr	16½ lb.	72"	260 yd.	3	+1
Petronel	284 Gr	8 lb.	45"	200 yd.	2	+1
Pistols	-	-	-	-	-	-
Dragon*	44 Gr	3 lb.	12"	20 yd.	1	+1
Pistol	100 Gr	2 lb.	12"	60 yd.	2	+0
Pistol axe**	158 Gr	3 lb.	21"	50 yd.	2	+0
Pistol dagger**	184 Gr	3 lb.	15"	50 yd.	2	+0
Pistol buckler***	113 Gr	4 lb.	15	50 yd.	2	-1
Pistol spear**	240 Gr	9 lb.	90"	50 yd.	2	+0
Sling	20 Gr	0.2 lb.	36"	110 yd.	1	+0

* Blunderbusses and dragons spray shot (or gravel) in a cone that is 3 yards wide at the base. All within the cone must pass a Dodge task check or suffer 1 point of damage.

** These weapons can be used as pistol, but can also strike as dagger, hand axe or spear.

*** This weapon can also be used as a buckler (+1 Armor)



Ammunition

Ammunition	Cost	Weight	Notes
Arrows (24)	40 Gr	5 lb.	
Quiver, arrow	32 ⌘	1 lb.	Cloth quivers hold 24 arrows
Bolts (12)	60 Gr	1 lb.	
Case, bolt	24 ⌘	1 lb.	Leather cases hold 12 bolts
Shot & Powder (36)	36 Gr	1 lb.	
Powder flask	16 Gr	½ lb.	Flask holds enough powder for 36 shots
Pouch	4 Gr	1½ lb.	A pouch holds 36 musket balls

Miscellaneous Equipment

Item	Weight	Cost	Item	Weight	Cost
Acid (vial)	-	108 Gr	Lock		9 Th
Antidote (dose)	-	162 Gr	Lock pick		20 Gr
Bell		14 Gr	Medicine (dose)		216 Gr
Blanket		4 Gr	Mirror		144 Gr
Brandy (qt.)	¼ lb.	27 Gr	Musical instrument		45 Gr
Caltrop (10)	2 lb.	135 Gr	Net		50 Gr
Candle		5 ⌘	Oil, 1 hour worth		20 ⌘
Chain (10')		40 Gr	Pickaxe		41 Gr
Chest		24 Gr	Rations, 7 days' worth	18 lb.	3 Gr
Cooking equipment		6 Gr	Rope (50')		16 Gr
Crowbar		20 Gr	Sack		10 ⌘
Flask		14 Gr	Satchel, pouch		20 ⌘
Flint and steel		14 Gr	School books (7)		20 Th
Greek Fire	¼ lb.	270 Gr	Smith's tools	100 lb.	90 Gd
Ink (1 oz.)	-	86 Gr	Spirits (qt.)	¼ lb.	9 Gr
Laboratory, alchemical	100 lb.	22 Th	Torch		3 ⌘
Lamp		36 ⌘	Waterskin		8 Gr
Lantern		9 Gr	Whetstone		9 ⌘
			Wine (qt.)	¼ lb.	25 Gr

Animals

Animal	Cost	Notes
Dog, hunting	12 Gr	-
Dog, terrier	8 Gr	-
Dog, war	24 Gr	-
Donkey	24 Gr	Can pull 900 lb. or carry 180 lb. over rugged terrain
Falcon	5 Gr	A character with a falcon gains a +1 bonus to his Survival skill
Horse, draught	60 Gr	Can pull 800 lb. or carry 500 lb. over rugged terrain
Horse, riding	100 Gr	Can pull 400 lb. or carry 250 lb. over rugged terrain
Horse, war	200 Gr	Can pull 800 lb. or carry 500 lb. over rugged terrain
Mule	30 Gr	Can pull 750 lb. or carry 200 lb. over rugged terrain

Henchmen

Henchman	Weekly Salary	Notes
Armorer	32 ⷰ	Can repair and make armor and weapons
Falconer	9 ⷰ	Can hunt with falcons and care for the birds
Groom/valet	5 ⷰ	Does odd, menial jobs
Guide	36 Gr	Can guide you safely through their domain
Laborer	8 ⷰ	Can carry things

Room & Board

Flophouses cost 1 to 12 ⷰ per night, while inns cost 1 to 6 Gr per night. This includes space on the floor to sleep and morning and evening meals. For a private room and a hot bath, double the price.

Accoutrements

Rather than bog ourselves down with different types and styles of clothing, clothing is rated by the amount of money an adventurer puts into it. Use the following table to determine what social rank the adventurer appears to belong to:

Value (Gr)	Apparent Social Rank
0-14	Peasant; subtract -1 from effective CHA (no lower than 1)
15-149	Burgher
150-399	Aristocrat; add +1 to effective CHA
400-999	Noble; add +2 to effective CHA
1,000+	Royal; add +3 to effective CHA

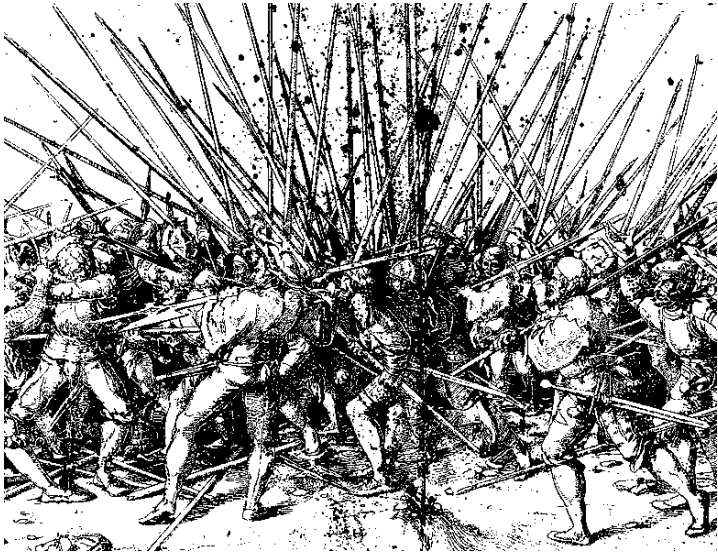
Peasants, burghers and aristocrats are commoners. Dressing as a noble or royal without actually being a noble or royal is a violation of the sumptuary laws and will lead to arrest, torture, fining and whatever else the authorities feel like doing to you.

Mercenaries

Mercenaries can be hired by characters to aid in their quests and battles. Mercenaries are paid a daily salary.

Infantry	Salary	Armament
Archer	14 ⌘	Hand axe (1/+1), longbow (2/+1/300 yd.)
Arbalester	23 ⌘	Brigandine (+1), hand axe (1/+1), medium crossbow (2/+0/300 yd.)
Doppelsöldner	72 ⌘	Partial plate (+2), zweihänder (3/+2)
Halberdier	32 ⌘	Cuirass (+1), halberd (3/+2), katzbarger (2/+2)
Musketeer	36 ⌘	Cuirass (+1), musket (3/+1/260 yd.), rapier (2/+1)
Pikemen	36 ⌘	Cuirass (+1), pike (2/+1), katzbarger (2/+2)
Rodelero	27 ⌘	Cuirass (+1), buckler (+1), espada ropera (2/+2)

Cavalry	Salary	Armament
Cuirassier	9 Gr	Partial plate (+2), cavalry sword (2/+2), 3 pistols (2/+0/60 yd.)
Dragoon	7 Gr	Partial plate (+2), dragon (1/+1/20 yd.), saber (2/+2)
Hackapelli	3 Gr	Saber (2/+2), horseman's hammer (1/+1), pistol (2/+0/60 yd.)
Lancer	14 Gr	Full plate (+3), rondache (+1), lance (3/+1), arming sword (2/+2)
Reiter	5 Gr	Cuirass (+1), pappenheimer (2/+1), 3 pistols (2/+0/60 yd.)



CONFLICT AND COMBAT RESOLUTION

To resolve conflicts, you need to understand the following terms:

Target Value (TV): A character's TV is equal to his ability score or his skill score + relevant ability score, depending on whether it is an ability check or task check.

Task Check: A task check is a roll of the dice, usually three dice (abbreviated 3D) in which the player tries to roll his target value or lower to succeed at a task; any disadvantages the character suffers are added as a bonus to the dice roll. A roll of all 6's always fails. A roll of all 1's always succeeds.

When two creatures oppose one another, both roll against their TV, and the one who succeeds by the most is the winner.

The GM can rule that there is a modifier to the roll or target value based on other conditions, such as working under pressure or attacking from behind. For an advantage, add +1, +2 or +3 to the target value. For a disadvantage, add +1, +2 or +3 to the roll.

COMBAT

Combat is handled in combat rounds, with each round being 10 seconds of time. To determine who goes first in a round, each player rolls 1 dice (1D) and adds their REF score. The highest roll goes first, followed by the next highest, and so on. Ties go to the combatant with the highest REF score. If there is still a tie, flip a coin.

Combat uses the conflict resolution method detailed above, using a character's Fighting skill value for melee (hand-to-hand) attacks or their Marksmanship skill value for missile (ranged) attacks.

A successful physical attack roll deals one point of damage to the opponent's FOR score. Attacks against a character's mind deal one point of damage to the opponent's WIL score. If the attack roll succeeds by 3 or more points, the attacker can also impose a special condition on his opponent, such as putting him in a grapple hold, tripping him or erasing a memory from his mind.

A creature reduced to 0 points of CON or WIL is knocked unconscious and critically wounded, and they can be killed by one more attack.

Characters can be healed with the Healing skill. Light healing requires a 2D task check, and restores one point of CON. Serious healing requires a 3D task check and restores two points of CON. Critical healing requires a 4D task check and restores three points of CON. Other ability scores regenerate at a rate of 1 point per day.

MOVEMENT

Characters walk at a speed of 260 feet per minute (or 43 feet per combat round), and can sprint at nine times that speed for up to one minute. Running at half sprinting speed can last up to 10 minutes. An Endure task check can double the time a character can sprint or run.

TESTS OF COURAGE

When a creature must test its courage, it adds its CON and WIL scores together and attempts to roll under that target value with 2D.

MAGIC RESISTANCE

When a creature must resist the magic of another, it adds its INT and WIL scores together and attempts to roll under that target value with 3D.

MASS COMBAT

In mass battles, soldiers and lesser monsters should be divided into units, usually with no fewer than 10 figures in a unit. A battlefield should be drawn on one or more pieces of paper or organized with props on a tabletop, and figures or markers representing the units should be placed on either side of the battlefield by the opposing commanders.

Each turn of battle takes one minute.

Each turn, each commander rolls a dice and adds his Command skill points. The higher roll goes first, or may defer to his opponent.

Each commander then moves his units, as follows:

Foot soldiers, unarmored ... 26"

Foot soldiers, armored ... 19"

Mounted soldiers, unarmored ... 52"

Mounted soldiers, armored ... 39"

Monsters, biped, human-sized ... 26"

Monsters, biped, giant-sized ... 39"

Monsters, quadruped, horse-sized ... 52"

Monsters, quadruped, giant-sized ... 78"

A unit can move double on a charge. If they end their roll in melee contact with the enemy, they add +1 to their Fighting score. If they do not, and are attacked on the next commander's turn, those troops add +1 to their Fighting score.

When two units clash in melee combat, each commander rolls a dice and adds the average Fighting score for that unit and any bonuses their armor would give them in combat. The high roller removes a total number of soldiers from the low roller's unit equal to the difference in their total scores.

A side with some form of cover enjoys a +2 bonus to their Fighting roll.

When a unit attacks another with missile weapons (see ranges below), roll as above, comparing the shooter's dice roll and Archery skill against the opponents dice roll and Fighting score. If the shooter's roll low, they do not lose any troops. Missile weapons have a range in inches equal to their range in yards divided by 10.

For monsters, treat their CON score as the "number of troops" in their "unit".

Characters attack separately from their units, making their own attack against the opposing unit. If they are the low rollers in the contest, they lose 1 CON.

A unit that loses half its number must roll a Command check (using their leader's skill if a leader is present) or flee at double movement from the enemy. A unit that is unable to flee instead surrenders.

When one side has fled the battle or surrendered, the other side is victorious.



LUCK

Each character begins a game session with a Luck score of 6. A luck score can be substituted for an ability score or skill score when making checks. Each time this is done, the character’s Luck score is reduced by 1 point. One can also spend luck to avoid wounds. Roll 1D. If the result is lower than one’s current Luck score, the wound is avoided. Succeed or fail, one point of luck is lost.

DISEASE & DAMNATION

If there are two things as associated with the religious wars than the fighting, they are disease and damnation.

Disease

Disease is an ever-present danger in the world of the 16th century. Every time a character does one of the following, they must test for the possibility of disease:

- A. Drink un-boiled water or eat under-cooked food
- B. Injured to the point of bleeding (i.e. reduced to 1 point of CON from weapons or other effects that would reasonably cause bleeding)
- C. Spend more than 24 hours in a crowded settlement like a city or military camp (check once per week thereafter)
- D. Spend more than 1 week in a damp, unhealthy climate like a swamp or jungle (check once per week thereafter)

To test for disease, roll 2D. If the roll is higher than the character’s present CON, the character has contracted one of the following diseases. Roll on the most appropriate chart, based on the conditions above (A, B, C, or D). The ability score in parentheses are the ability score (or scores) impacted by the disease (see below).

A	Disease	B	Disease
1	Cholera (CON)	1	Brain Fever (WIL)
2	Cholera (CON)	2	Canine Madness (CON)
3	Flux (STR)	3	Corruption (CON)
4	Flux (STR)	4	Corruption (CON)
5	Flux (STR)	5	Mortification (CON)
6	St. Anthony’s Fire (AGI)	6	St. Vitus’ Dance (AGI)

C	Disease	D	Disease
1	Black Death (CON)	1	Ague (STR)
2	Great Pox (PER)	2	Ague (STR)
3	Great Pox (PER)	2	Breakbone (CON)
4	Scarlatina (CON)	4	Camp Fever (WIL)
5	Smallpox (STR)	5	Camp Fever (WIL)
6	Smallpox (STR)	6	Consumption (CON)

Each day, the disease does one point of ability score damage to the ill character, according to the associated ability scores given above. CON and WIL can be reduced to 0, and when they are, the character dies (and might rise as an undead). Other ability scores can be reduced to 1. When they are, the disease begins attacking the character's CON.

Each day, the character also has a chance to fight off the disease. Roll 2D for most diseases, 3D for Black Death and Consumption. If the roll is lower than the character's present CON score, they fight off the disease and may begin to heal (see above).

Damnation

As a character makes choices in *Black Death*, they may accumulate Damnation Points (DP). A DP is accumulated when a character commits an evil or sinful act, as follows:

Sin	Explanation
Blasphemy	Speaking against God, or in favor of Satan
Deception	Telling falsehoods, hiding information from people with ill intent
Demonology	Invocation of Hell, study of evil texts, human sacrifice
Fornication	Engaging in sexual acts with someone other than husband or wife
Gluttony	Hoarding goods, eating more than one needs, or imbibing alcohol to the point of drunkenness; also refusing to be share with those in need
Murder	Killing in situation other than self-defense, possibly even then if one has forced the combat on a less skilled combatant
Seduction	Manipulating people into committing a sin
Theft	Stealing from the living, or robbing tombs

Damnation carries with it many costs, including the chance that a character suffers from what is colloquially called "Satan's Touch", or what might be referred to as a mutation. A character's total of D.P. has other effects as well (see table below).

D.P.	Title	Impact
0-3	Saint	Enjoys a +1 bonus to WIL against Hellish magic
4-9	Sinner	Invocation to Heaven to heal or aid the sinner add +1 to the task check roll
10-24	Heretic	Invocation to Heaven to heal or aid the heretic add +3 to the task check roll
25+	Damned	Cannot be healed or aided by Heavenly magic. Upon death, roll 3D. If the roll is equal to or lower than the character's DP, they become an undead under the control of the Game Master

Absolution

The only way to remove Damnation Points is absolution in some form from a priest or minister. This requires confession of sins and some form of penance. Since *Black Death* is an adventure game, penance can involve a quest. Absolution removes 1D D.P.

Mutations

At every New Moon, each character must check to see if they have been marked by Satan with a mutation for their sins.

Saints	No chance of mutation
Sinners	Roll of 2 on 2D
Heretics	Roll of 2-3 on 2D
Damned	Roll of 2-5 on 2D

If a mutation is indicated, roll two dice, treating one dice as the ten's place and the other as the one's place. A roll of "6" and "3", for example, would be read as "6-3".

Roll	Mutation	Effect
1-1	Anti-magic	You add +1 to you INT and WIL scores when resisting magic
1-2	Bandy legs	Your legs bow unnaturally (Speed -10%)
1-3	Bat wings	You can bat wings and can fly at your normal speed if not encumbered; the wings can be hidden under clothing
1-4	Belly mouth	You grow a fanged mouth on your belly; it can attack in combat if you uncover your torso (Fighting check, 1 damage) or can cast an invocation while you fight (again, if your torso is uncovered)
1-5	Bug eyes	You have bulging eyes (+1 PER, -1 CHA)
1-6	Cannibal	You must taste human flesh once per week, or have your PER score reduced by 2 points until you do
2-1	Catlike	You gain cat eyes (as Infravision) and quickness (+1 AGI, -1 WIL)
2-2	Claws	character gains claws (+1 Fighting) and loses a point of Charisma
2-3	Demon spawn	If female, you are impregnated with a cambion which must be carried for 9 months and then given to a coven; if male, roll again

2-4	Diabolic weapon	A demon is bound to one of your melee weapons, increasing its Fighting bonus by +1; it must draw blood once per day (1 damage to you if you do not damage somebody else).
2-5	Fangs	You can bite in combat (Fighting check required, 2 damage)
2-6	Grotesque	You become physically grotesque (-1 CHA)
3-1	Hellfire	You can breathe hellfire like a dragon (10' cone, 2 damage, 1 if victims pass a successful Dodge check) once per day
3-2	Hypnotic eyes	People who meet your gaze may be hypnotized; they must pass a resistance test against magic or have a suggestion implanted in their mind
3-3	Imp	A servant imp is given to you; it can assume the shape of a black cat, toad, snake, lizard or raven and grants a +1 Invocation when within 10' of you; if killed, you lose 1D of CON as damage
3-4	Inhumanly short	You grow 2' shorter
3-5	Inhumanly tall	You grow 2' taller
3-6	Mad genius	You become more intelligent, but lose your sanity (+1 INT, -1 PER)
4-1	Morbid obesity	You grow morbidly obese (Speed -10%, -1 CON, +1 Armor)
4-2	Night vision	You can see up to 120' in complete darkness, and normally in twilight conditions
4-3	Pentacle	You are branded as a favorite of Satan, gaining a +1 to Intimidate and Influence fellow sinners
4-4	Phobia	You gain a fear of something common (-1 WIL)
4-5	Pinhead	Your muscles grow, your brain shrinks (+1 STR, -1 INT)
4-6	Plague-bearer	You carry a random disease which you might pass on to those who spend time in your close company
5-1	Rage	You must roll 2D under your WIL to avoid combat; when fighting, you gain +1 Fighting but continue attacking allies or innocents when there are no enemies left until you roll 2D under your WIL
5-2	Red skin	Your skin becomes crimson and you suffer no ill effects from fire
5-3	Scaly skin	Your skin becomes like a snakes (+1 Armor, -2 CHA)
5-4	Secret Knowledge	A cosmic secret is whispered in your ear; roll 2D against your WIL- if lower, you gain +1 INT, +1 Invocation; if higher, you lose 2 WIL
5-5	Silver tongue	You become devilishly charismatic (+1 Influence, +1 CHA)
5-6	Spidery	Your limbs grow longer and quicker (+1 Climb, +1 AGI)
6-1	Skeletal	You become extremely thin (-1 CHA, -1 STR)
6-2	Spit venom	You can spit venom up to 10' (use Marksmanship skill; causes 1 damage)
6-3	Stench	You are surrounded by a horrible stench 10' in radius; folk within that range must pass an Endure task check or become nauseous (-2 CHA)
6-4	Tentacle	You grow a tentacle somewhere on your body, gaining an extra arm for holding things; you can attack and grapple with it (-1 CHA)
6-5	Toad-like	You gain warty skin, bulging eyes and a broad mouth and the ability to leap 20' (-1 CHA)
6-6	Webbed digits	You character can swim at a speed of 5 miles per hour.

ADVANCEMENT

Whenever a character defeats a monster, overcomes an obstacle, claims a treasure or survives a season, he or she gains advancement points (AP).

Accomplishment	Reward
Slaying a monster, Level I	½ point per monster slain
Slaying a monster, Level II	1 point per monster slain
Slaying a monster, Level III	3 point per monster slain
Slaying a monster, Level IV	5 points per monster slain
Slaying a monster, Level V	7 points per monster slain
Overcoming an obstacle, tricky	1 point
Overcoming an obstacle, dangerous	3 points
Overcoming an obstacle, deadly	5 points
Claiming a treasure	1 point per 10 Gd of value of coins, jewels, etc.
Claiming a magic item	3 points
Survive a disease (without magic)	1 point

For every five advancement points a character has earned, they may attempt to make two advancement rolls. One advancement roll is of an ability score or primary skill, and the other is of a secondary skill or tertiary skill.

To improve an ability score, roll 1D. If the number is higher than the existing ability score, advance the ability score by 1. A character can never have more than two ability scores at a 6 rating, and never more than four ability scores at a 5 rating or higher.

To improve a skill, roll 2D. If the number rolled is higher than the existing skill score, advance the skill score by 1. Primary skills can be advanced to a maximum of 12. Secondary skills can be advanced to a maximum of 9. Tertiary skills can be advanced to a maximum of 6. Alternatively, the character can add a new tertiary skill to his sheet, with a skill value of 1. A character cannot have more than 5 tertiary skills.

ADVENTURES

Black Plague can be used to play a single game with a set of characters, just to pass an afternoon or evening, or to play in a string of games called a “campaign”. Campaigns will be dealt with first, and then individual adventures.

Campaigns

A campaign follows a group of characters over the course of several adventures. Some characters might not make it through the campaign alive, and have to be replaced by other characters, while others will grow in their capabilities over time.

A campaign begins in a region on the *Black Plague* map, usually in the season of spring. The game year is divided into the four seasons – spring, summer, fall and winter.

Spring: In the spring, the snows melt and plants begin to grow. The melting snow makes travel difficult (half normal rate) due to muddy roads and swollen streams and rivers. Crops are being planted, and stores are almost used up, but there is soon forage and game in the wilderness. Food prices are doubled.

Summer: In the summer, the crops are planted and growing and baby animals are putting on weight. Travel is easier, but food is still a little scarce. Food prices are increased by 150 percent. There is a 1 in 6 chance of torrential rains during the summer – this floods the fields and kills the crops, presaging a starvation year ahead.

Fall: In the fall, crops are harvested and food is more plentiful. Travel remains easy. If it is a starvation year, food prices are double normal. Otherwise, they are as they are quoted on the equipment lists.

Winter: In the winter, the snow is falling and the air is frigid. Travel is difficult once again (half normal rate), and exposure to the elements is dangerous (Endure check once per day or lose 1 point of CON). Food prices increase by 150%, or are tripled in a starvation year.

The region in which characters begin will be suffering a random condition (see below). Whenever a new region is entered, roll to determine its conditions.

1D	Conditions
1-2	None
3	Pestilence
4	Famine
5	War
6	Death & Damnation

None: There are no special conditions are afflicting the region at the moment.

Pestilence: The region is suffering through a bout of the bubonic plague. All characters in the region that visit a city or town must pass an Endure check against the plague on 4D or become infected.

Famine: The crops failed or are failing. Food prices are tripled in towns and cities, and Survival checks are made on 4D due to overhunting by the peasantry. Characters can go on half rations, but while they do suffer a +1 penalty on all skill and ability checks.

War: War has come to the region, in one of the following forms (roll 1D).

1. Rebellion: A rebellion of the peasants over religion or general dissatisfaction over living conditions is raging. If adventurers are in a town or city, there is a 1 in 6 chance per hour of a violent riot breaking out and the adventurers being attacked by 2D of villagers. The rebellion has doubled all prices.

2-3. Siege: The town or city that the adventurers are heading to is surrounded by an enemy army. Within the settlement, the following things occur:

- 1D x 100 people die each day (and 1D of them become undead monsters)
- There is a 1 in 6 chance per day that adventurers are caught in an explosion caused by the enemy's artillery (Dodge check or 2D damage)
- All prices are tripled

4-6. Battle: Catholic and Protestant armies are maneuvering in the region and battle is imminent. Naturally, the adventurers are operating in or near the battlefield. The soldiers are looting the countryside. All prices are doubled, and there is a 1 in 6 chance each day of an encounter with a patrol of 3D infantry or 2D cavalry. Dice for their allegiance.

Death & Damnation: The region is infested with demons and undead. An undead army of skeletons is present, commanded by a more powerful undead or demon. There is a 1 in 6 chance each day of an encounter with a patrol of 3D skeletons or a demon. The cities and towns are infested with demons, undead and witches. The region also suffers from both Pestilence and Famine (see above).

Ventures

During each season, the players can Adventure, Travel or Rest (see below).

Adventure: An adventure covers just about any task or action involving risk and reward. Players can start any adventure they like, though they will probably require some prompting from the Game Master – for example providing them a map to a treasure or even informing them that a loved one or ally has been captured and needs rescuing. Some possible adventures include the aforementioned treasure hunt or rescue, or stealing a magic or secret weapon or war plans and delivering them to an army in the field, delivering messages or accompanying important people on a royal or ducal errand, other missions of a military nature, plundering ruined abbeys or towns, slaying dangerous monsters, stealing from a guild house or merchant prince, quelling rebellions, etc.

Rest: Winter is usually a time for rest. Characters must pay for room and board for 12 weeks. Characters can pay for training (see equipment list above) and have a chance to advance one of their primary, secondary or tertiary skills (roll 3D).

Travel: Travel involves moving from one city or town to another, perhaps to find greener pastures or to escape persecution or enemies the characters have made. Travel is an adventure of a sort, and random events during travel can lead to adventures.

Wilderness travel is conducted in Movement Points (MP). Characters, depending on their mode of travel, get a certain number of MP's per season. These are spent to travel between regions. Spending an MP requires food, which must be carried or must be foraged or hunted for (Survival check). A Survival check reduces food costs by half.

In the table below, "army" indicates a very large force, undoubtedly with multiple modes of travel. A small army contains 5,000 soldiers, a medium army 15,000 and a large army 25,000. "Foot" indicates a small band of adventurers traveling on foot and maybe guiding pack animals.

Mode of Travel	MP	Food Cost	Food Weight	Survival Check
Army	2	20 Gr/soldier	540 lb./soldier	5D
Foot	4	10 Gr/person	360 lb./person	3D
Camel	5	30 Gr/traveler*	1,200 lb./traveler*	3D
Horse	5	50 Gr/traveler*	2,200 lb./traveler	4D

* Assumes each traveler has their own camel or horse

Spring increases the cost to move into a region by 1 MP. Winter increases the cost to move into a region by 2 MP. Mountains cost 2 MP to travel through.

An underfed group loses 1 movement point, and suffers a +1 penalty to all checks.

At sea, assume that barges have 4 movement points going down river, and 2 going up river. Crossing water requires 1 MP and a boat.

For each region entered, roll 1D to see if there is a meaningful encounter aside from encounters that are diced for due to the condition of the region (see above). Roll two dice, treating one as the ten's position, and one as the one's position. The "X" indicates any roll with a "1" in the ten's position.

Roll	Encounter
1-X	Dangerous animals – bears, boars or wolves
2-1	A band of 1D assassins (treat as soldiers) sent to kill one of the adventurers
2-2	A band of 3D brigands bent on robbery
2-3	Another motley band of six adventurers
2-4	A caravan of 3D gypsies (treat as brigands) led by an NPC gypsy king or queen
2-5	A lonely hermit who can heal (Healing 9 TV) and give prophecies (Prayer 9 TV)
2-6	A patrol of 3D infantry or 2D cavalry of random allegiance
3-1	A band of 3D pilgrims (treat as villagers) led by an NPC cleric
3-2	A band of 1D traders (treat as villagers) with 2D guards (infantry); 1 in 6 chance that they are Jewish or Muslim
3-3	A coven of 2D witches (treat as villagers with Invocation 6 TV) led by an NPC witch; there is a 50/50 chance of them being good or evil
3-4	An NPC hexenhammer with 2D cavalry
3-5	A pack of 3D wolves; 1 in 6 chance that they are led by a werewolf
3-6	An abbey (always Catholic), with 5D monks led by an NPC cleric
4-1	A castle with 5D infantry, 2D cavalry, led by an NPC knight or magician; 1 in 6 chance the leader is instead a vampire or lich
4-2	The smoldering remains of a caravan (gypsy or trader) with 1D survivors
4-3	A powerful storm robs you of 1 MP
4-4	A troupe of 3D level I fairies; 1 in 6 chance they are in their lair
4-5	A troupe of 2D level II fairies; 1 in 6 chance they are in their lair
4-6	A troupe of 1D level III fairies; 1 in 6 chance they are in their lair
5-1	A gang of 3D level I monsters; 1 in 6 chance they are in their lair
5-2	A gang of 2D level II monsters; 1 in 6 chance they are in their lair
5-3	A gang of 1D level III monsters; 1 in 6 chance they are in their lair
5-4	A level IV monster; 1 in 6 chance it is in its lair
5-5	A level V monster; 1 in 6 chance it is in its lair
5-6	A succubus or incubus in human guise; pretends to be in need
6-1	A gang of 3D skeletons
6-2	A ruined castle or abbey to explore
6-3	An entrance to the Underworld
6-4	A treasure chest; 1 in 6 chance it contains a treasure hoard (roll one, see below); otherwise is contains the following (roll 1D) <ul style="list-style-type: none"> 1. 100 lb. of foodstuffs 2. 24 bottles of wine 3. Enough noble clothes to outfit all the PC's in the party 4. 20 weapons, no more than 48" long 5. 20 books; 1 in 6 chance of a grimoire 6. Alchemical supplies, including 1D vials of acid and 1D vials of poison
6-5	A malebranche demon with an unholy quest
6-6	An angel of the Lord with a holy quest

Quests, unholy or holy, involve retrieving relics to be delivered to a particular person, slaying a powerful monster or leader, or something of the kind. Be creative. Hell will reward people with a treasure hoard (a number of rolls commensurate with the danger). Heaven will reward people with an advancement of 1 point of the Prayer skill or by removing Damnation Points.

Ruins

Ruins might be castles, abbeys, towers, villages or even abandoned towns. They usually have a component above ground and a component below ground. To create a ruin for adventurers to explore, draw a map, adding rooms, corridors, stairs, trapdoors, chimneys and other methods of ingress and egress. Stock the ruin with the following table:

1D	Room Contents
1-2	Empty
3	Monster
4	Trap (no treasure)
5	Trap (with treasure)
6	Monster, trap and treasure

Traps might include falling stones or spiked portcullises, arrows, darts, guns or spears rigged to a tripwire, poison gas or needles, covered pits, slippery stairs or magic curses.

Regions

Alps: Swiss Catholic Mountains. Contain kingdom of the zwergs ruled by King Gandalf. The zwergs mine cinnabar, amethyst and quartz. Other creatures include bears, kobolds, remoras and light elves. A lindworm, the Tatzelworm, lives in the region. The human population is sparse. Villagers are herders and cheesemakers.

Anjou: French Catholic. It is part of the royal domain of Louis XIII the Just, King of France and Navarre. *Saint Calminius Reliquary* in Riom.

Austria: Imperial Catholic. Center of Holy Roman Empire. Ruled by Ferdinand II. Includes Royal Hungary. *Spear of Destiny* in Vienna.

Bavaria: Imperial Catholic. It is the center of the Counter-Reformation and the Catholic League. The hidden tomb of Barbarossa is on the border between Tyrol and Bavaria. Bavaria is infested with wolves.

Black Forest: German Protestant Mountains. Contain many fortifications, often in ruins. The region produces silver, timber and draft horses. It was at the center of the German Peasants' War.



Bohemia: Imperial Catholic. Ruled by Ferdinand II, the Holy Roman Emperor. Center of the revolt that started the Thirty Years War. *Crown of Saint Wenceslas* in Prague, *Reliquary of Saint Maurus* in Petschau.

Brandenburg: German Protestant. It is ruled George William, Margrave of Brandenburg and Duke of Prussia, an ineffective ruler of the Hohenzollern line. He attempted to remain neutral in the Thirty Years War.

Brunswick: German Protestant. At the heart of the Hanseatic League. Ruled by George, Duke of Brunswick-Lüneburg. Most important export is Brunswick Mum beer. *Reliquary of Mary* in Hildesheim.

Burgundy: French Catholic. Once a kingdom, it is now part of the French crown lands of King Louis XIII.

Carpathians: Mountains. Divided into three parts of the map, and each part counts as a separate region for the purposes of travel. The Eastern Carpathians are home to both vampires and light elves.

Croatia: Imperial Catholic. Raided by Ottoman Turks from Serbia. Populated by tough frontiersmen. Under control of the Holy Roman Emperor and Viceroy Juraj V Zrinski. *Swaddling Clothes* in Zagreb.

Denmark: Danish Protestant. Denmark is ruled by Christian IV of Denmark-Norway. It participated heavily in the early years of the Thirty Years War.

England: English Protestant. England is ruled by the Catholic King Charles I, despite the country officially being Protestant.

Gascony: French Catholic. Gascony is the birthplace of both Cyrano de Bergerac (of the play; the historical Cyrano was a Parisian) and d'Artagnan of the Three Musketeers.

Île-de-France: French Catholic. Ruled by King Louis XIII and Cardinal Richelieu. Known for the Champagne Fairs and as the birthplace of the chivalric romance. *Crown of Thorns*, a bit of the *True Cross* and *Holy Sponge* in Paris.

Lorraine: French Catholic. It is ruled by Charles IV, Duke of Lorraine. Charles has supported Gaston d'Orléans (brother of King Louis XIII) who opposes Cardinal Richelieu's government, which is never safe.

Madjaristan: Ottoman Islamic. A dangerous, wild country overgrown with woods and marshes because many of its people were sold into slavery by the Turks. The peasants live in mercenary bands called Hajdu (treat as brigands), the people are called hajduk.

Massif Central: French Catholic Mountains. Ruled by King Louis XIII.

Mazovia: Polish Catholic. Sturdy yeomen. Wracked by invasions. Ruled by Sigismund III Vasa, King of Poland and Grand Duke of Lithuania. Famous for its fire flowers. They are hard to harvest (Survival 4D). Fire flowers grant the ability to read minds, find treasure and repel evil (Alchemy 3D).



Mecklenberg: German Protestant. Ruled by petty potentates. Hamburg is a free city, with many Protestant refugees from the Netherlands and France. Lübeck remained neutral during the Thirty Years War. The Medieval trickster, Till Eulenspiegel, is buried near Hamburg and Lübeck.

Moravia: Imperial Protestant. Like Bohemia, it is under the rule of the Holy Roman Emperor, though its nobility is Protestant.

Normandy: French Catholic. Ruled by King Louis XIII. *Arm of Mary Magdalen* in Fécamp.

Palatinate: German Protestant. Center of Protestant resistance, though Frankfurt-am-Main remained neutral. Ruled by Frederick V, Elector Palatine. Cassel is home of the

Rosicrucian secret society. Mannheim was mostly leveled by Tilly in 1622, and should start the game as a sprawling ruin ripe for plunder.

Pfaelzerwald: German Mountains. The Palatinate Forest is the northern portion of the Vosges Mountains of France. Contains a natural wonder called The Devil's Table. Plague and famine have left the woods almost devoid of settlement.

Piedmont: Italian Catholic. Ruled by the Spanish King Philip IV. Battleground between the Spanish and French. *Iron Crown of Lombardy* in Milan.

Poland: Polish Catholic. Ruled by Sigismund III Vasa, King of Poland and Grand Duke of Lithuania. Currently fighting with both Sweden and the Ottoman Empire. Cracow was founded over the cave of a dragon.

Poitou: French Catholic. Hotbed of Huguenot activity. Ruled by King Louis XIII. *Becket Casket* at Limoges.

Pomerania: German Protestant. It is ruled by Bogislaw XIV, Duke of Pomerania, allied to Sweden, which occupies it with soldiers.

Prussia: German Protestant. The territory of the Teutonic Knights, they maintain their headquarters at Königsbarg. It is ruled by George William, Margrave of Brandenburg and Duke of Prussia.

Rhône: French Catholic. Lyon was the site of the St. Bartholomew's Massacre of Huguenots by Catholics.

Ruthenia: Ruthenia fell under the rule of the Polish King in this period.

Savoy: French Catholic Mountains. Ruled by Victor Amadeus I, Duke of Savoy, "Lion of Susa". Savoy was a battlefield between the French and Spanish who ruled the Piedmont. *Shroud of Turin*.

Saxony: German Protestant. Despite the Protestant Reformation beginning under the protection of the Saxon Electors, Saxony did its best to stay out of the war. It is ruled by John George I. The wooded Thuringian Forest in the west is home to lynxes, wild boars and silver deposits.

Silesia: Imperial Catholic. It is ruled by the Holy Roman Emperor.

Spanish Netherlands: Imperial Catholic. It was the scene of heavy fighting between the Spanish and French. It is governed by Cardinal-Infante Ferdinand of Austria. Dunkirk was the home of the *Dunkirkers*, privateers of the North Sea. *Relic of the Precious Blood* in Bruges, *Eberbach Pax* in Limburg.

Styria: Imperial Catholic. Has Holy Roman Empire's only port.

Sweden: Swedish Protestant. Ruled by King Gustavus Adolphus.

Switzerland: Swiss Protestant. Composed of independently ruled cantons. Geneva was birthplace of Calvinism. Zürich is isolationist, with a double ring of walls to keep it safe. *Reliquary of Saint Eustace* in Basel.

Teutoburg Forest: Imperial Catholic. Dominated by the free city of Cologne. Cologne's soldiers wear red, and are known as the "Red Sparks". *Holy Coat* in Treves, *Bust of Charlemagne* in Aachen.

Transylvania: Ottoman Protestant. Semi-independent principality of the Ottoman Empire. It is ruled by Gábor Bethlen and is home to Castle Dracula.

Tyrol: Imperial Catholic. It is ruled by Maximilian III, Archduke of Austria. Eastern extent of the Alps.

United Provinces: Dutch Protestant. It is a confederation of protestant states in rebellion against the Spanish Netherlands. It is currently ruled by Maurice of Nassau as a military dictatorship.

Venetian Republic: Italian Catholic. Ruled by Doge Antonio Priuli. Embroiled in an espionage war with Spain. *Knife of Jesus* in Milan and *Brescia Casket* in Brescia.

Vosges Mountains: French Mountains. Southern portion of the German Pfälzerwald.

Note on Settlements

Settlements in Central Europe and beyond are rated as towns, cities and large cities. Towns are denoted on the map as small circles, cities as large circles and large cities as stars. Protestant settlements are in red, Catholic settlements are in blue.

Towns: Towns have less than 15,000 citizens. Most artisans and professionals are available in a town for hire, including armorers, chemists, doctors and priests; assume the average total value of their skills is 7. The price of armor and weapons in a town is double what is on the equipment lists. Towns have a garrison of 1D x 25 soldiers.

Cities: Cities have populations of 15,000 to 50,000 people. Cities always have cathedrals and colleges, and might have universities. Assume the average total value of skills for professionals and artisans in a city is 9. A city has a garrison of 1D x 100 soldiers.

Large Cities: Large cities have populations of more than 50,000 people. They always have cathedrals and universities. Assume the average total value of skills for professionals and artisans in a large city is 11. A large city has a garrison of 1D x 500 soldiers. The price of food and lodging in a large city is double what is on the equipment list.





Sample Campaign

A motley band of adventurers begins its campaign in the spring in Prague. Prague is in the region of Bohemia. As the campaign unfolds, Bohemia is wracked by war, as the Protestant army of Ernst von Mansfeld and the Catholic army of Tilly are maneuvering and fighting. Wishing to escape the war, and in need of money, the adventurers decide to venture into Transylvania to explore the ruins of Castle Dracula. The adventurers are poor, and must travel on foot. Spring adds 1 MP to enter each region due to swollen rivers and muddy roads. During the spring season, the adventurers have enough MP to move through Moravia (suffering pestilence) and into Austria (no ill events). While crossing Moravia, they meet a caravan of gypsies. In Austria, they discover a treasure chest. During summer they can cross through Madjaristan and into Transylvania.

MONSTERS

Monsters have the same basic statistics as characters. The monster entries below add the following stats:

F – The monster's Fighting skill value. Value in parentheses is Fighting + STR.

Mk – The monster's Marksmanship skill value. Value in parentheses is Marks. + AGI.

MR – The monster's Magic Resistance value.

Cou – The monster's Courage value for testing courage.

Monsters are classed as follows: Animal, Demon, Human, Fairy, Monster and Undead.

Animals and human are mortal creatures, with no special rules beyond what might appear in their entries below.

Demons are creatures that come from Hell. They are irredeemably evil. Demons are unaffected by disease and poison and unharmed by fire. Holy water affects them as though it were acid. You can roll mutations for demons to give them more character.

Fairies exist between Heaven and Hell. They regard humans as humans regard insects, but are willing to play with them for fun. Fairies are unaffected by disease. Steel and iron weapons inflict 1 extra point of damage to them.

Monsters are creatures warped by the energies of Hell. They are evil.

Undead are former living creatures that have been raised by the infernal powers and their servants. Some are evil, while others are servants with no will of their own. Undead are unaffected by disease and poison. Incorporeal undead can only be harmed by exorcism, magic that deals WIL damage, holy water (as acid) and swords, which bear the shape of the holy cross.

A monster’s threat level is calculated using the following formula: Add CON + Fighting, Marksmanship, Prayer or Invocation (whichever is higher) + 1 per offensive or defensive special ability, +1 per offensive or defensive equipment, and check the total on the table below to find the monster’s threat level.

Total	Threat Level
0-9	I
10-13	II
14-17	III
18-20	IV
21+	V

Aristocrat (Human)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I / II	4	3	4	4	3	3	4	3 (7)	3 (6)	7	7

Skills: Carouse 3, Command 1, Etiquette 4, Influence 4, Learning 2, Riding 3, Wit 3

Equipment: Rapier (2/+1) or Full plate (+3), Hungarian shield (1), lance (3/+1), estoc (2/+1)

The “aristocrats” category includes royalty, nobility and other landed gentry. They are better fed and in better health than most other folk, and the majority of people, and most have had some measure of military training.

Aristocrats have treasure equal to a Level IV monster (landed gentry), Level V monster (noble) or Level VI monster (royalty). Landed gentry are accompanied by 1D of bodyguards, nobles by 2D and royalty by 3D.

Barrow Wight (Undead)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	7	3	6	3	4	4	I	4 (11)	I (4)	7	10

Skills: Detection 5

Special: Grow in size, stench of death, smoke form, swim through rock, cause madness

Barrow whites are powerful, ancient dead that have been awakened by evil magic. They dwell in their graves and guard the treasures that were buried with them. They are swollen and hideous, with blackened, decayed flesh.

Barrow wights can grow to double their normal size, adding +2 to their Strength. They carry about them the stench of death in a 10’ radius (Endure test or -1 to task checks).

They can become wisps of smoke and swim through solid rock. The sight of a barrow wight can cause madness (magic resistance check or permanently lose 1 point of WIL).



Basilisk (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	4	2	4	I	3	7	I	6 (10)	-	4	7

Skills: Endure 4, Sneak 5

Special: Gaze kills instantly

The basilisk is an eight-legged lizard with a crown-shaped crest. The monster’s gaze causes instant death. It can be avoided by shutting one’s eyes, which requires one to roll 4D in combat against it. Otherwise, one must pass a Dodge check each round to avoid meeting its gaze.

Bear (Animal)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	6	4	6	I	3	4	I	3 (9)	-	4	9

Skills: Climb 3, Survival 4

Special: 2 attacks

European bears are of the black variety. Bears do not keep treasure.

Boar (Animal)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	5	4	6	I	6	3	I	3 (8)	-	7	12

Skills: Survival 4

Boars are ferocious swine that haunt the woods of Europe. Boars have no treasure.

Brigands (Human)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	4	3	4	3	3	3	3	4 (8)	4 (7)	6	7

Skills: Carouse 3, Endure 3, Intimidate 3, Stealth 3, Survival 3

Equipment: Brigandine (+1), hand axe (1/+1), light crossbow (1/+1/250 yd.)

Brigands are down-on-their-luck soldiers that have been defeated and turned away from their homes. They lurk in the wilderness, attacking and robbing all who pass through their claimed territory.

Buckrider & Black Goat

Buckrider (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	4	4	4	3	4	4	2	4 (8)	4 (8)	7	8

Skills: Command 3, Dodge 4, Endure 4, Riding 4, Survival 3, Sneak 3

Equipment: Brigandine (+1), horseman’s axe (2/+1), light crossbow (1/+1/250 yd.)

Buckriders are large goblins with grins like jack-o-lanterns. Like goblins, they live in dark, dank places and come out at night to cause mischief and rob travelers. Buckriders ride black, demonic goats in service to the forces of evil.

Black Goat (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	5	4	6	2	4	3	I	4 (9)	-	6	10

Skills: Climb 3, Survival 3

Special: Armor +1, 2 damage, bleat of madness

Black goats are demonic creatures with black hair and large, gleaming black horns. They stink of brimstone and their bleat causes insanity (1 WIL damage to those who fail a magic resistance check).



Cambion (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	5	4	5	4	5	5	4	4 (9)	4 (8)	9	10

Skills: Command 5, Intimidate 4, Influence 6, Invocation 3, Sixth Sense 6

Equipment: Partial plate (+2), flammenschwert (2/+2), dagger (1/+2)

Cambions are the issue of human women and demons. They look like handsome human beings with a slightly demonic look, hiding their tiny horns and their monstrous feet from view to maintain the masquerade.

Centaur (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	5	4	6	3	5	3	3	5 (10)	7 (11)	8	11

Skills: Survival 5

Special: 2 attacks (melee)

Equipment: Turkish bow (2/+2/600 yd.)

Centaurs are monstrous creatures with the heads, arms and torsos of humans set atop the body of a horse. They are expert bowmen and given to wild berserk rages.

Chimera (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	6	4	9	2	5	3	I	5 (11)	-	7	14

Skills: Endure 5, Survival 3

Chimeras have the body of a lion, the heads of a lion and goat, and a snake for a tail. Chimeras have 3 attacks each combat round. The snake head does one extra point of poison damage if the victim fails and Endure check.

Cockatrice (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	2	4	4	I	4	3	I	5 (7)	-	5	8

Skills: Endure 3, Survival 2

Special: Turn to stone, flight (200' per round)

Cockatrices are kin to the basilisk, for they come from a hen’s egg that has been hatched by a toad. They look like large cockerels with bat wings and serpent tails. Their bite turns people to stone if they fail a magic resistance check.



Demons

Demon – Aerial Demon (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	4	8	5	3	4	4	4	5 (9)	5 (13)	7	9

Skills: Dodge 4, Intimidate 4, Invocation 2

Special: Armor +1 (+2 versus missiles), 2 attacks, flight (200’ per round), whirlwind

Equipment: Longbow (2/+1/300 yd.)

Aerial demons have bat wings and sometimes bird-like faces. They can exhale a whirlwind once per day. The whirlwind lasts for 3 combat rounds. All present must pass a STR check on 2D or be carried into the whirlwind, suffering 2 damage and landing prone on the ground.

Demon – Aqueous Demon (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	6	4	6	3	4	4	4	5 (11)	5 (9)	7	10



Skills: Dodge 4, Intimidate 4, Invocation 2, Swim 6

Special: Armor +1, 2 attacks, swim (60' per round), whirlpool

Equipment: Trident (2/+1)

Aqueous demons look like grotesque mermen or mermaids. They have horns on their heads and sharp teeth. By swimming at rapid speed, they can create a whirlpool. Creatures stuck in the whirlpool must pass a Swim check or suffer 1 point of damage and be sucked 10' deeper into the water.

Demon – Empyrean Demon (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	5	8	6	3	4	4	4	7 (12)	7 (15)	7	10

Skills: Dodge 7, Escape 6, Intimidate 4, Invocation 2

Special: Armor +1, 2 attacks, see in darkness

Equipment: Flaming whip (2/+1), flaming flammenschwert (3/+2)

Empyrean demons look like large, horned humanoids swathed in fire. They carry flaming whips and flammenschwerten (which they can wield one handed).

Demon – Erinyes (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
IV	6	6	10	4	6	4	3	6 (12)	6 (12)	10	16

Skills: Dodge 4, Endure 4, Invocation 4

Special: Pain, flight (120' per round), see in darkness

Equipment: Cat-o-nine tails (1/+1), short bow (1/+1/250 yd.)

The Erinyes are demons sent by God or devils to punish mortals. Also known as the Furies, they look like winged women with talons for feet. They wield cat-o-nine tails and short bows. When struck by an Erinyes' weapon, a character must pass an Endure check or be crippled with pain and lose their turn.



Demon – Demon Pig (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	5	4	6	3	6	4	2	5 (10)	3 (7)	9	12

Skills: Endure 6

Special: Armor +2, 2 attacks, 2 damage, fearless

Devil swine are feted by the tools of Satan. They are large boars with red or black bristles and yellow tusks dripping with gore. For each person a devil pig kills, it increases its CON by 1 point, to a maximum of 12.

Demon – Imp (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	3	5	3	3	3	4	4	3 (6)	3 (8)	6	6

Skills: Dodge 4, Escape 4, Gossip 5, Influence 5, Invocation 2, Legerdemain 6, Stealth 5, Wit 4

Special: Change shape, see in darkness

Imps are small, ugly little goblins with a mischievous and sometimes cruel streak. They adore human company, but their constant tricks make them difficult to associate with for long periods of time. Imps can take the shape of a black dog, black cat, lizard or toad.

Demon – Incubus/Succubus (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	5	6	5	4	6	4	9	4 (9)	4 (10)	10	11

Skills: Dodge 3, Gossip 5, Influence 7, Invocation 4

Special: Kiss, see in darkness

A succubus is a demon in the form of a beautiful woman, an incubus in the form of a handsome man. The demon charms people (magic resistance roll or fall under their enchantment). When they kiss a person, they steal the person’s soul, causing 1 point of WIL damage per round of kissing.

Demon – Malebranche (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
V	9	5	9	4	4	4	4	9 (18)	9 (14)	8	13

Skills: Break Chain 6, Command 6, Dodge 4, Intimidate 6, Invocation 6

Special: Armor +3, 2 attacks, flight (180’ per round), see in darkness

Equipment: Military fork (2/+1)

The Malebranche or “evil claws” are thirteen powerful demons of Hell. The troupe is led by Malacoda and includes Alichino, Barbariccia, Cagnazzo, Calcabrina, Ciriatto, Draghi-gnazzo, Farfarello, Graffiacane, Libicocco, Rubicante and Scarmiglione.

Demon – Terrene Demon

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	10	3	7	3	4	4	4	6 (16)	6 (9)	7	11

Skills: Break Chains 4, Intimidate 4, Invocation 2

Special: Armor +3, 2 attacks, see in darkness

Terrene demons are large, heavily armored demons with horned helms and spiked gauntlets made for smashing and crushing.

Dog – Hunting Dog (Animal)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	4	4	5	I	3	4	I	4 (8)	-	4	8

Skills: Dodge 3, Endure 3, Survival 4

Wolves stalk the highlands and woodlands of Europe. They keep no treasure.

Dog – Terrier (Animal)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	4	4	5	I	3	4	I	4 (8)	-	4	8

Skills: Dodge 3, Endure 3, Survival 4

Wolves stalk the highlands and woodlands of Europe. They keep no treasure.

Dog – War (Animal)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	4	4	5	I	3	4	I	4 (8)	-	4	8

Skills: Dodge 3, Endure 3, Survival 4

Wolves stalk the highlands and woodlands of Europe. They keep no treasure.

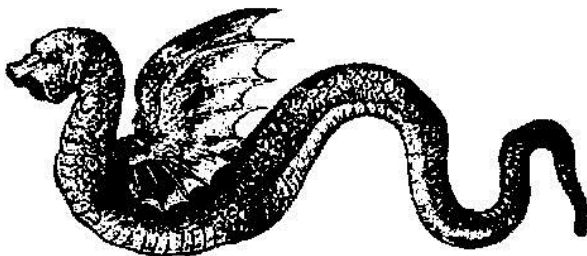
Doppelgänger (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	3	4	3	3	4	4	4	4 (7)	4 (8)	7	7

Skills: Detection 4, Hear Noises 4, Influence 5, Intimidate 4, Mimic 8

Special: Assume skills and abilities, become incorporeal

Doppelgängers (“double-goers”) are spirit doubles that have the same appearance, voice, mannerisms and memories of a living person. Nobody knows why a doppelgänger appears, but when it does appear it attempts to assume the original person’s life and eventually kill them. The doppelgänger’s eventually gains the ability score and skill scores of its double, if they are higher than the doppelgänger’s own. Each day, the scores and skills increase by +1 until they have reached those of the original.



Dragon (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
V	8	6	12	3	6	4	3	6 (14)	-	9	18

Skills: Dodge 3, Endure 6, Invocation 3, Survival 4

Special: Armor +2, Damage 2, breath fire (see below), unharmed by fire, flight (100' per round)

A dragon is a giant reptile with white scales and bat-like wings that can breathe a cone of fire (60 feet long, 30 feet wide at the base) once per hour. All within the cone of fire must pass a Dodge test or suffer 2 points of damage.

Drude (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	7	4	7	3	5	4	2	6 (13)	5 (9)	8	12

Skills: Dodge 4, Intimidate 5

Special: Nightmares

Equipment: Mail suit (+2), rondache (+1), spear (2/+1), Viking sword (2/+2)

Drudes are ugly ogresses with stringy hair and long talons. They wear cuirass and carry spear and shield. Drudes appear at night, hunting for sinful men to torture and carry to Hell. When a man is hunted by a drude, he first experiences nightmares of the pursuit. These nightmares inflict 1 point of WIL damage, which does not heal until the drude is killed. A drude is warded away with a *Drudenfuß* ("drude's foot"), and if drawn on the man's forehead is banishes the nightmares. After three nights of nightmares, the drude appears in person to carry the man away.

Eagle/Falcon (Animal)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	2	5	3	I	3	5	I	3 (5)	-	4	6

Skills: Detection 5

Special: Flight (700' per round)

Eagles and falcons are birds of prey. Falcons are sometimes tamed and used by hunters to catch small birds.

Elf, Dark (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	4	6	4	4	5	5	4	5 (9)	5 (11)	9	9

Skills: Dodge 5, Intimidate 4, Invocation 2, Legerdemain 4, Stealth 6, Survival 4

Special: See perfectly in the dark, back stab (+1 damage), poison arrows (sleep)

Equipment: Brigandine (+1), dagger (1/+2), short bow (1/+1/250 yd.)

The dark elves (*dunkel elfen*) dwell under the earth, in the company of goblins, kobolds and demons. They have dark grey to pitch black skin and scowling faces. They dress all in black and abide a deep hatred for surface peoples and their kin, the light elves. Dark elves stand about 5' tall and are very thin. Their poison arrows force victims to pass an Endure check or fall fast asleep for 1 hour.

Elf, Light (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	4	6	5	4	5	5	6	5 (9)	6 (12)	9	10

Skills: Animal Handling 4, Dodge 5, Etiquette 4, Influence 4, Prayer 2, Survival 5

Special: Glow with brilliance of daylight, track (as Hunter class)

Equipment: Cuirass (+1), rondache (+1), short sword (2/+1), longbow (2/+1/300 yd.)

The light elves (*licht elfen*) dwell within a fairyland, separate from but adjacent to Earth's dimension. They appear as tall men and women, very beautiful, wearing white or near-white clothes and equipped with antique weapons and armor.

Gargoyle (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	4	4	6	2	3	3	2	5 (9)	5 (9)	5	9

Skills: Endure 6, Intimidate 5, Stealth 4

Special: Armor +2, 2 attacks, turn to stone, water spout

Gargoyles are demons that can assume the form of ugly stone statues and water spouts. In this form they cannot be detected as alive by any means and can only be damaged with picks or pick-like weapons. A gargoyle can, once per encounter, belch a powerful stream of water as a missile attack. If it strikes, it deals 1 point of damage and staggers (see weapons) the target.

Ghost (Undead)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	I	8	4	3	6	4	4	3 (4)	3 (11)	9	10

Skills: Intimidate 6, Stealth 10

Special: Incorporeal, moan

Ghosts are incorporeal spirits of the dead who haunt the place of their death. Ghosts are known to moan, weep or scream incessantly. Those who hear this must test their courage or flee in a panic for one minute. The touch of a ghost inflicts WIL damage. If the target fails a magic resistance check, they also suffer 1 point of CON damage and their hair turns permanently white.

Ghūl (Undead)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	5	4	5	2	4	3	2	4 (9)	3 (7)	6	9

Skills: Intimidate 4, Sneak 4

Special: Iron grip

Ghūls are risen corpses with a hunger for human flesh, living or dead. They lurk in graveyards supping on the recently buried, or haunt lonely seeking victims. Ghouls have iron grips. Any hit by a ghoul in combat must pass a Break Chains or Escape check or be grabbed and held tight and bitten automatically each round until freed.

Gnome (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	3	4	3	5	6	4	4	3 (6)	4 (7)	11	9

Skills: Alchemy 4, Dodge 5, Endure 5, Invocation 2, Learning 6

Special: Move through earth

Equipment: Club (1/+1)

These wee folk dwell under the earth. Earth spirits, they can move through solid rock and loose soil as easily as humans move through air. Gnomes always look like 2’ tall old men with white whiskers, conical hats and pipes. They dress in reds and greens. Gnomes are known for their great wisdom.

Goblin (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	3	4	3	3	3	4	2	3 (6)	3 (7)	6	6

Skills: Dodge 4, Hear Noise 3, Legerdemain 3, Survival 3, Sneak 4

Equipment: Buckler, dagger (1/+2), short bow (1/+1/250 yd.)

Goblins are furry little woodland brutes with shifty, beady eyes, fanged mouths, and a violent, cruel personality. They live in dark, dank places and come out at night to cause mischief and rob travelers.

Golem (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	10	3	7	4	5	3	3	4 (14)	2 (5)	9	12

Skills: Break Chains 4, Detection 5, Hear Noise 5, Invocation 5

Special: Armor +2, 2 damage, cannot be frightened

Golems are created by rabbis using secret formulas known only to them. A Jewish cleric can create a golem by creating a humanoid sculpture of clay, about 9’ tall, and then attempting a 4D prayer to animate it. If activated on the Sabbath, or if it falls in love, a golem goes on a rampage. Rabbis know how to deactivate golems.

Gorgon (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	4	5	4	4	5	4	I	4 (8)	4 (9)	9	9

Skills: Intimidate 4, Invocation 4, Stealth 3

Special: Gaze turns to stone, 2 attacks

Gorgons are hideous female demons with snakes sprouting from their heads in the place of hair, and sharp talons. The monster’s gaze can be avoided by shutting one’s eyes, which requires one to roll 4D in combat against it. Otherwise, one must pass a Dodge check each round to avoid meeting its gaze.

Grave Slime (Undead)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	3	I	7	0	2	3	0	3 (6)	-	2	9

Skills: Stealth 6

Special: Armor +1, ruin items

Grave slime is a weird monster that lurks in graveyards, appearing at first to simply be muddy, squishy ground. The slime then rears up, crawling over boots and attempting to cover and suffocate a victim. Each successful attack by a grave slime deals 1 point of CON damage, and leaves the victim more covered. Items touched by the slime have a chance of being ruined. Metal items are ruined on a roll of 1 on 1D, leather and wood on a roll of 1 to 2 on 1D and cloth and paper on a roll of 1 to 3 on 1D. For a character’s clothing, reduce its value by 1D of Groschen each round.

Griffon (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	7	5	8	I	5	4	I	5 (12)	-	6	13

Skills: Endure 5, Survival 4

Special: 2 attacks, one attack deals 2 damage, flight (120’ per round)

Griffons are monsters with the body of a lion and the front legs, head and wings of a giant eagle.

Grimalkin (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	I	6	2	3	3	4	3	3 (4)	-	6	5

Skills: Detection 3, Dodge 6, Escape 5, Stealth 5

Special: Aid invocations

Grimalkins are grey fairy cats that dwell in hills and mountains. Grimalkins can speak, and they sometimes serve witches, adding +1 to her Incantation total value.

Hag (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	7	3	5	4	5	4	2	4 (11)	4 (7)	9	10

Skills: Endure 4, Fortune Telling 5, Intimidation 5, Invocation 3, Stealth 3, Swim 5

Special: Armor +1, 2 attacks, unaffected by the cold

Hags are fairy crones that represent winter and death. They dwell in lonely places like caves, ponds (they can breathe underwater) and houses made of gingerbread or bones in deep, dark forests. They look like hunched old women, with long noses and beady eyes. Hags may look withered, but they are quite strong, and have iron talons and sharp teeth. Their cackle sends chills down the spine, and forces one to test their courage to avoid running away at top speed for 1 minute.

Harpy (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	5	5	5	3	5	4	2	4 (9)	3 (8)	8	10

Skills: Dodge 5, Endure 4

Special: Shrieking, flight (180' per round)

Harpies are female monsters with the upper bodies of women and the lower bodies of birds, with talons on their feet. They have the wings of eagles. Their shriek forces one to pass a magic resistance check or lose their turn.

Hell Hound (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	5	4	7	I	4	4	I	4 (9)	-	5	II

Special: Breath fire

Hellhounds are fire-breathing dogs that dwell in the underworld or in satanic temples. Once per hour they can breathe fire in a cone 30’ long and 10’ wide (Dodge test or suffer one point of damage).

Horse (Animal)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	5	4	5	I	3	3	I	3 (8)	-	4	8

Skills: Endure 3

Special: 2 attacks or 2 damage

Horses have a land speed of 60 feet per round.

Huldra (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	3	6	4	4	5	5	7	4 (7)	4 (10)	9	9

Skills: Animal Handling 5, Endure 3, Escape 4, Influence 7, Invocation 2, Stealth 4, Survival 4

Special: Merge with tree

Huldra are forest nymphs related to the moss folk. They are beautiful creatures at first sight, but all huldra have a bestial aspect – usually a tail or the feet of an animal – which they hide. Huldra are neither good nor evil, and they can be kind to human beings at times. They have pale skin and raven hair, and wear green or grey clothes. Huldra dwell within trees. If their tree is chopped down or burned, the huldra connected to it dies.

Ignis Fatuus (Undead)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	0	10	3	4	5	5	3	-	-	9	8

Skills: Detection 5, Hear Noise 5, Influence 6

Special: Disorientation, incorporeal

The *ignis fatuus*, or “foolish fire”, is a ghostly light seen floating over swamps and marshes, or in dark woods. They might be the ghosts of travelers who died while lost in the wilderness, or damned souls being tormented by Satan. They sometimes show the location of buried or sunken treasure, though a *hand of glory* (the shriveled hand of a corpse taken from a hanged man). Folk who see an *ignis fatuus* must pass a magic resistance check or follow it for 1D x 100 yards. The monster disappears before it is reached, and the person who followed it does not remember from which way he came.

Iron Maiden (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	6	2	8	2	3	3	I	6 (12)	-	5	II

Skills: Break Chains 6, Intimidate 5, Endure 9

Special: Armor +3, 2 attacks, 2 damage

Iron maidens are torture devices that have been animated by demonic magic. The monster’s spikes now stud its iron skin. They serve evil magicians.

Kobold (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	2	4	2	3	5	4	2	3 (5)	3 (7)	8	7

Skills: Detection 4, Disarm Traps 4, Hear Noise 3, Stealth 4

Equipment: Mining pick (1/+1)

Special: Invisible, change shape, illusions (miners)

Kobolds look like tiny, ugly men. They stand 2 to 3 feet tall and have skin that ranges from cobalt blue to nearly black-blue. Kobolds can be found in one of three professions.

Domestic kobolds serve in households for a ration of milk. They are benign if treated well, but play cruel pranks when they feel insulted. Domestic kobolds dress like peasants. Ship kobolds (or kabouter) live in the wood of ships, and are expert carpenters. Like domestic kobolds, they are benign if treated well, and are always protective of their ships, even if not of the sailors. They smoke pipes and wear yellow caps and red coats. Mine kobolds are mean-spirited and evil, setting traps for human miners and adventurers. They are hunched and ugly, and wear tattered clothes and carry picks. They are expert miners and smiths.

Kobolds are usually invisible, but must become visible to interact with people or things. They can also take the form of bats, cats, roosters, snakes and black martens, or floating

flames. In their fire form, they can fly. Mine kobolds can create horrifying illusions (test courage or scream and flee the area).

Typical kobold names are Chim, Pittiplatsch, Pumuckl, Hinzemann, Chimmeken, King Goldemar, Heinzchen, Himschen, Kurd Chingen, Walther and Wolterken.

Kraken (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
V	12	3	5	1	6	4	1	4 (16)	-	7	11

Skills: Survival 4

Special: Armor +1, damage 3, must destroy eight tentacles to save ship.

Krakens are huge cephalopods that dwell in the North Sea. They are capable of wrestling entire ships under the waves, drowning and swallowing the men on board. When a kraken wraps its tentacles around a ship, the crew must destroy at least six of them in 6 combat rounds to avoid the ship being crushed and breached. The CON above represents the CON of each of its eight tentacles. The monster can attack with four tentacles each round and still maintain a crushing hold on the ship.



Lamia (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	5	6	8	4	5	4	3	4 (9)	-	9	13

Skills: Dodge 4, Influence 4, Invocation 4, Sneak 3, Survival 4

Special: Armor +2, 2 damage, drain blood

Lamias have the heads of women and the bodies of scaled lions. When a lamia successfully attacks a living creature, it must pass a Break Chains or Escape check or be grappled and have its blood drained. This deals 1 point of CON and WIL damage per round until the grapple is broken or the lamia is successfully attacked by another creature.

Lich (Undead)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
IV	3	4	9	7	7	5	2	5 (8)	5 (9)	14	16

Skills: Alchemy 5, Command 6, Detection 4, Dodge 4, Hear Noise 4, Hypnotize 6, Influence 4, Intimidate 5, Invocation 8, Learning 6, Sixth Sense 6

Special: Frightful appearance, chilling touch

Liches are the undead remains of powerful, damned magicians, cursed to serve the powers of evil for all eternity. They are hateful creatures, but no less power hungry than they were in life, and utterly unafraid of destruction. They often use their powers to make themselves look like (somewhat) normal human beings.

A lich’s appearance is so terrifying that those who see them must test their courage or flee for 1 minute. Those who roll a “2” are frozen with fear and cannot move. The touch of a lich chills one to the bone, dealing STR, AGI and CON damage with each hit.



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Lindworm (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	8	3	6	2	4	4	2	7 (15)	-	6	10

Skills: Detection 5, Endure 5, Hear Noise 5, Intimidate 6, Sixth Sense 3

Special: Armor +2, 2 attacks, 2 damage, flight (100’ per round)

Lindworms are bipedal dragons with large wings. Although stupid, they are have an insatiably lust for gold and maidens, and know very well how to satisfy it. Lindworms keep treasure hoards.

Manticore (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	6	4	9	3	5	4	1	4 (10)	-	8	14

Skills: Endure 4, Intimidate 5, Survival 4

Special: 3 attacks, bite does 2 damage, claws 1 damage, tail has poison (Endure check or paralyzed 1 to 6 rounds), roar (magic resistance check or lose turn), flight (120’ per round)

Manticores look like red lions with the faces of men with three rows of teeth and tails like scorpions. There is a 3 in 6 chance a manticore will have bat wings and fly at double its land speed.



Minotaur (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
IV	7	3	9	2	6	4	2	6 (13)	4 (7)	8	15

Skills: Armor +1, 2 damage, charge at full speed for +1 Fighting

Minotaurs are 8’ tall humanoids with the heads of bulls. They dwell in mazes, and instinctively know how to find their way through them.

Moss Folk (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	2	4	2	4	4	4	2	3 (5)	3 (7)	8	6

Skills: Dodge 4, Healing 5, Legerdemain 4, Sneak 6, Survival 4

The moss people, or wood people, are small folk who dwell in the woods. They are grey-skinned, and are clad in moss. Moss folk men have old, wrinkled faces, while some moss folk maidens are quite pretty. They are a mild-mannered folk, but easily angered if their generosity is not appreciated, or their tendency to “borrow” without asking offends. Moss folk can inflict people with diseases when they are angered. Moss folk dwell in trees, and if their tree is destroyed, they are killed. Their queen is *Buschgroßmutter*.

Mule (Animal)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	5	3	4	I	3	3	I	3 (8)	-	4	7

Skills: Endure 4, Survival 2

Mules are the progeny of horses and donkeys. They are stubborn, but loyal.

Nachzehrer (Undead)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	6	4	6	3	4	3	2	5 (11)	4 (8)	7	10

Skills: Intimidate 4, Sneak 4

Special: Armor +1, change shape, iron grip, feast from grave

Nachzehrer are a more powerful form of ghūl. Most are the undead remains of people who committed suicide. They can change their shape into large, pale boars with red eyes. Like ghūls, they have iron grips; anyone hit by a nachzehrer in combat must pass a Break Chains or Escape check or be held tight and bitten automatically each round until freed. Nachzehrers must return to their graves in the daytime, but are dangerous even then. They are psychically connected to the last person they bit the night before, and continue to feast on their life energy. The victim, unless they are blessed by a priest or the nachzehrer is killed, loses 1 point of STR per hour. At 0 STR, they begin to lose 1 point of CON per hour until they die. The nachzehrer can only be killed by placing a coin in its mouth and then cutting off its head.

Night Hag (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	6	3	6	3	5	4	3	6 (12)	6 (9)	8	11

Skills: Hypnotize 4, Intimidate 6, Invocation 2, Sixth Sense 5, Stealth 5

Special: Armor +1, 2 attacks, become incorporeal, nightmares

Night hags are the astral forms of heretical old women. They creep from their flesh at night and terrorize the regions in which they live. A night hag can become incorporeal, and in this form she enters a home. She again becomes corporeal and sits on a person's chest, giving them terrible nightmares that inflict 1 point of WIL damage. A person cannot heal ability scores normally while suffering these nightmares. When a person's WIL is reduced to 0, they go completely mad.

Night Raven (Monster)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	5	6	4	3	4	4	3	5 (10)	-	7	8

Skills: Detection 4, Dodge 4, Intimidate 6, Legerdemain 5, Sixth Sense 3, Stealth 6, Survival 4

Special: Armor +1, 2 attacks, flight (180' per round), see in darkness

Night ravens are giant, nocturnal ravens. They are known for abducting and devouring children and small animals. The gaze of a night raven forces a person to pass a magic resistance check or be unable to speak in the raven's presence.

Nixie (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	3	5	4	3	4	4	7	2 (5)	3 (8)	7	8

Skills: Escape 4, Influence 7, Invocation 2, Perform 6, Swim 6

Special: Breathe water, shape change, charm, unharmed by cold

Nixies (the males are called nix) are uncommonly beautiful merfolk that live in rivers and lakes. The males can change shape into fish, snakes and humans. The women can assume the forms of human women (though the hems of their clothes are always wet) for up to 1 hour, and their songs charm men, who must make a magic resistance check or follow them into the water where they will drown unless rescued. Nixies are known to live in the Rhein – Lorelei, Wellgunde, Woglinde and Flosshilde are especially famous – and Danube rivers, and the lakes of Switzerland.

Ogre (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	7	4	7	2	4	3	2	4 (11)	3 (7)	6	11

Skills: Break Chains 4, Endure 5, Intimidate 6, Survival 3

Special: Armor +1, 2 damage, bloodlust

Ogres are giant cannibals. Once they deal damage in combat, their bloodlust kicks in and they make 2 attacks per round.

Poltergeist (Undead)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	4	3	3	I	6	3	I	-	4 (7)	7	9

Skills: None

Special: Incorporeal, throw objects

Poltergeists are incorporeal undead that haunt rooms or passageways. They attack by psychically throwing objects. A poltergeist can throw up to 3 objects each round for 1 point of damage each, or one large object for 2 points of damage.

Remora (Fairy)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	6	4	6	I	3	3	I	3 (9)	-	4	9

Skills: Dodge 4, Endure 4, Sneak 5

Special: Cold

Remoras are large lizards that radiate a deep chill. Touching the monster’s skin causes 1 point of CON damage from the freezing cold. Just being in melee combat with a remora carries a 1 in 6 chance each round of contact. When exposed to snow or freezing water, they regenerate 1 point of CON each round. Smearing oneself with the monster’s blood makes you immune to damage or discomfort from the cold for 1 day.

Rübezahl (Fairy)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	6	4	6	4	5	3	3	5 (11)	4 (8)	9	11

Skills: Animal Handling 4, Climb 7, Endure 4, Intimidate 5, Invocation 3, Sixth Sense 4, Survival 4

Special: Illusions, control weather

Equipment: Quarterstaff (2/+1)

Rübezahls are mountain satyrs, half-man and half-stag. Each prefers to be addressed as “Lord of the Mountains”, and goes into a rage when he is not. Rübezahls are capable of creating illusions and controlling the weather in their mountains.

Salamander (Fairy)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	3	4	4	3	3	3	2	4 (7)	-	6	7

Skills: Dodge 4, Endure 4, Sneak 5

Special: Poisonous, fiery

Salamanders are lizards with oily, poisonous skin. Touching the monster’s skin causes 1 point of CON damage. Just being in melee combat with a salamander carries a 1 in 6 chance each round of contact. When exposed to fire, they regenerate 1 point of CON

each round. Smearing oneself with the monster’s blood makes you immune to damage from fire for 1 day.

Satyr (Fairy)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	4	5	4	3	4	3	5	4 (8)	4 (9)	7	8

Skills: Dodge 4, Endure 4, Influence 5, Invocation 2, Perform 5

Special: Charm with pipes

Equipment: Club (1/+1), short bow (1/+1/250 yd.)

Satyrs are creatures that are human from the waist up, and have the hindquarters of goats. They also have small horns on their heads. Satyrs are known to be excessively passionate with members of the opposite sex. When they play their pipes, they can charm members of the opposite sex who fail a magic resistance check.

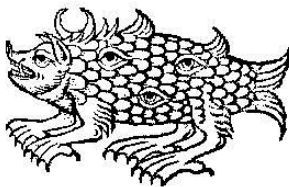
Schweynwal (Demon)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
IV	8	3	10	1	4	3	1	4 (12)	-	5	14

Skills: Endure 6, Swim 8

Special: Armor +2, 2 attacks, 3 damage, cannot be surprised

Schweynwals are sea monsters that look like whales with four legs, with feet that are webbed and tipped with talons. They are enormous creatures, who sometimes wander up on land to hunt and plunder. They have large eyes on their flanks, so they cannot be surprised.



Sea Serpent (Monster)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
IV	11	4	12	1	5	3	1	4	-	6	17

Skills: Endure 6, Swim 9

Special: Armor +2, 3 damage

Sea serpents are large snakes that dwell in lakes and the ocean. They are known for attacking ships and carrying away sailors to be devoured underwater.

Skeleton (Undead)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	3	4	4	2	3	3	I	3 (6)	3 (7)	5	7

Equipment: Shield (+1), spear (2/+1), short bow (1/+1/250 yd.)

A skeleton is an undead human skeleton, animated by black magic.

Soldier – Cavalry

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	4	3	4	3	3	3	3	4 (8)	4 (7)	6	7

Skills: Carouse 3, Endure 3, Riding 4, Survival 2

Equipment: Varies with the type of soldier

Cavalry soldiers are trained to fight on horseback.

Soldier – Infantry

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	4	3	4	3	3	3	3	4 (8)	4 (7)	6	7

Skills: Carouse 3, Endure 3, Survival 2

Equipment: Varies with the type of soldier

Infantry soldiers are trained to fight on foot. Some ride mounts to get to the battlefield, but dismount when it is time to fight.

Spectre (Undead)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	I	8	6	3	7	4	4	6 (5)	6 (14)	10	13

Skills: Intimidate 6, Stealth 10

Special: Incorporeal, terrible touch, sight causes terror

Spectres are powerful ghosts. They are quiet and quick, and enjoy a +1 bonus on their initiative rolls. The sight of a spectre forces people to test their courage or flee for 1 hour. The touch of a spectre inflicts CON and STR damage. If the target fails a magic resistance check, they also suffer 1 point of WIL damage.

Swan Maiden (Fairy)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	4	5	4	3	4	3	5	7 (11)	7 (12)	7	8

Skills: Command 3, Dodge 4, Endure 4, Influence 2, Invocation 2, Survival 4

Special: Shapechange, flight (as swan) (800' per round)

Equipment: Longsword (2/+2), longbow (2/+1/300 yd.)

Swan maidens are earthbound Valkyries who wear feathered cloaks that allow them to take the form of swans. If their cloaks are stolen, they must marry the thief and live a miserable life as a normal human.

Sylph (Fairy)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	4	5	4	3	3	4	4	4 (8)	5 (10)	6	7

Skills: Acrobatics 3, Dodge 4, Stealth 3, Survival 4

Special: Walk on wind (as flight, 300' per round)

Equipment: Longbow (2/+1/600 yd.), dagger (1/+1)

The sylphs are airy spirits. The females are called sylphids. They are taller and rougher than humans, with pale skin and icy eyes. Their hair is platinum blond. Sylphs are capable of walking on the wind. Their chief is Ariel.

Troll (Fairy)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
III	9	3	7	2	4	3	2	5 (14)	4 (7)	6	11

Skills: Break Chains 4, Detection 4, Intimidate 4, Sneak 2, Survival 4

Special: Afraid of lightning, turned to stone by sunlight, throw boulders

Equipment: Club (2/+1)

Trolls are large green or grey warty-skinned giants who eat people and Billy goats whenever the opportunity arises. They dwell in caves, under bridges and in the dungeons under old castles, usually in small families, and tend to be grumpy and unhelpful. Trolls are frightened by lightning, and they are turned to stone by sunlight, but may attempt a magic resistance check each round to resist this while they scurry for the shadows. Trolls can heave boulders up to 100 yards away that deal 3 points of damage.

Undine (Fairy)

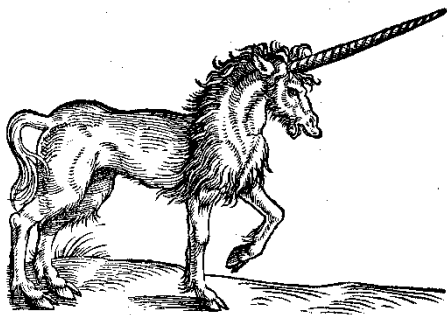
Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	4	4	4	3	3	3	3	3 (7)	3 (7)	6	7

Skills: Animal Handling 3, Influence 6, Survival 4, Swim 6

Special: Love song

Equipment: Trident (2/+1), dagger (1/+1)

Undines (also called mermaids or sirens), are female fairies who dwell in the sea. They have unearthly beautiful voices. When a man hears an undine singing, he must pass a magic resistance test or fall in love with her. The issue of these unions always looks human, but carries some physical characteristic that marks them as half-undine.



Unicorn (Fairy)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	5	6	5	3	4	4	5	3 (8)	-	7	9

Skills: Dodge 4, Endure 3, Prayer 1

Special: 2 attacks, charge for 2 damage

Unicorns look like a cross between a horse and a goat. They have a single long horn on their heads. Unicorns only permit virgins and saints to approach and touch them. Their

horn, if used as a drinking vessel, neutralizes poison. Their tears can also be used as a salve or elixir to neutralize poison, or make one immune to poison for 1 hour.

Vampire (Undead)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
IV	6	5	9	4	6	5	5	5 (11)	5 (10)	10	15

Skills: Command 5, Dodge 5, Hypnotize 6, Intimidate 5, Influence 3, Invocation 4, Survival 4

Special: Drain blood, vulnerabilities, summon wolves, change shape, control people

The vampire is a living corpse that feeds on human blood. When a vampire successfully attacks a living creature, the victim must pass a Break Chains or Escape check or be grappled and drained of blood. This deals 1 point of CON and WIL damage per round until the grapple is broken or the vampire is successfully attacked by another creature. Vampires suffer 1 point damage per round from sunlight, cannot cross running water and suffer acid damage from holy water. They despise mirrors, for they have no reflection and this is sure way of revealing a vampire for what it is.



Vampires can summon 1D of wolves each night to be their loyal servants. A vampire can take the form of a bat, wolf or cloud of gas at will. They must return to their coffins each night to regenerate lost ability score points.

Once a vampire has supped on a creature's blood, he enjoys a +3 to his Hypnotize checks with that person. If the vampire forces a person he has bitten for 3 nights in a row to drink his or her blood, they will become vampires themselves the next night under the control of the vampire that created them.

Villager (Human)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	3	3	3	3	3	3	3	2 (5)	3 (6)	6	6

Skills: Endure 3, Survival 2

Equipment: Club (1/+1) or staff (1/+1)

Villagers are common laborers, farmers and craftsmen.

Werewolf (Demon)

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	5	5	5	3	3	4	2	5 (10)	4 (9)	6	8

Skills: Endure 4, Hear Noise 4, Intimidate 5, Stealth 3, Survival 4

Special: Poison claws, paralyzing gaze, vulnerabilities

Werewolves are people who use the dark magic of a satanic pact to take the form of a large, terrifying wolf. In human form, their eyebrows meet, their fingernails are curved, their ears are low-set and they exhibit a loping stride. In wolf form, they have no tail, and retain their human eyes and voice. Werewolves have a hunger for animals, children and the recently dead.

Werewolves have poisonous claws (Endure check or 1 point of additional damage), and they can paralyze people with their gaze (magic resistance check or cannot move for one combat round).

Werewolves in human form can be cured with wolfsbane, by striking their heads with knives (which may kill them), hammering nails through their hands, or exorcism. Silver weapons do one additional point of damage to werewolves, and silver objects thrown over their heads force them to pass a magic resistance check or return to human form. Their human form is an aristocrat, brigand, soldier or villager, with all the stats and abilities of that creature (though not equipment) and the werewolf's remaining CON.



Wiedergänger (Undead)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	5	3	5	3	5	4	2	4 (9)	4 (7)	8	10

Skills: Break Chains 4, Intimidate 4

Special: See in the dark

Wiedergänger are revenants, undead that crawl from their graves at night to terrorize the living. In the daytime, they must sleep like vampires, and are vulnerable to attack. Wiedergänger have a frightful appearance that forces people to test their courage or flee for one minute.

Wildermann (Human)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	5	3	4	2	3	4	2	4 (9)	4 (7)	5	7

Skills: Climb 4, Detection 4, Endure 4, Hear Noise 3, Sneak 3, Survival 5

Equipment: Club (+1 fight)

Wild men are hairy humanoids that dwell in woodlands. They are primitive and can be savage, but are no more inclined to violence than humans. Wild men arm themselves with simple clubs, staves and sometimes spears. They can track as well as hunters.

Wolf (Animal)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	4	4	5	I	3	4	I	4 (8)	-	4	8

Skills: Dodge 3, Endure 3, Survival 4

Wolves stalk the highlands and woodlands of Europe. They keep no treasure.

Zwerg (Fairy)

Lvl	Str	Ag	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	4	3	5	3	5	3	2	4 (8)	3 (6)	8	10

Skills: Break Chains 2, Carouse 6, Disarm Trap 3, Endure 5, Haggle 4, Pick Lock 3

Special: See in darkness, resistance to magic +2

Equipment: Miner's pick (2/+1), light crossbow (1/+0/250 yd.)

The zwergs are small bearded men who dwell beneath hills. They are miners by trade, and seemingly handy in all crafts. Zwergs are inoffensive folk for the most part, though they have a powerful thirst for revenge when they have been wronged.

Interesting People of the Period

Albrecht von Wallenstein (1583-1634) | Bohemian Catholic Knight

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	4	4	3	6	3	2	6	5 (9)	2 (6)	9	6

Skills: Carouse 1, Command 6, Endure 6, Etiquette 5, Influence 1, Learning 1, Riding 4

Special: Charge

Equipment: Full Plate (+3), Cavalry Sword (2/+2), Dagger (1/+2), Lance (3/+1)

Albrecht von Wallenstein became Imperial Generalissimo to the Holy Roman Emperor and supreme commander of the Hapsburgs, as well as Admiral of the Baltic Sea. He was assassinated in 1634 with the Holy Roman Emperor’s approval after several losses to the Protestants.



Armand Jean du Plessis, Cardinal Richelieu (1585-1642) | French Catholic Courtier

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	3	3	4	6	5	3	6	3 (6)	5 (8)	11	9



Skills: Command 3, Etiquette 5, Gossip 5, Influence 4, Learning 5, Wit 5

Special: Spread rumors

Equipment: Stiletto (1/+1)

Cardinal Richelieu was the true power of France in the period of the religious wars, and though a Catholic Cardinal, he supported the Protestants in the Thirty Years War to check the power of the Hapsburgs. The Cardinal’s musketeers wear red, the King’s blue.

Elizabeth Báthory, The Blood Countess (1560-1614) | Hungarian Vampire

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
IV	4	5	11	4	6	5	5	5 (11)	5 (10)	10	15

Skills: Command 5, Dodge 5, Hypnotize 6, Intimidate 5, Influence 3, Invocation 4, Survival 4

Special: Drain blood, vulnerabilities, summon wolves, change shape, control people

Born to incredible wealth and social position in the nation of Hungary, Elizabeth Báthory was one of history’s most terrible serial killers. She and four of her servants tortured and murdered hundreds of adolescent peasant girls. Báthory was known to have bathed in the blood of her victims. The stats above depict the Blood Countess as a vampire.



Gustavus Adolphus, King of Sweden (1594-1632) | Swedish Protestant Knight

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	4	4	3	5	5	2	4	6 (10)	3 (7)	10	8

Skills: Command 6, Endure 5, Etiquette 6, Influence 3, Riding 5

Special: Charge

Equipment: Full Plate (+3), Rapier (2/+2), Dagger (1/+1)

Gustavus Adolphus was known as “the Great”, “The Golden King”, “The Lion of the North” and the “Lion of Midnight”. He commanded the forces of Sweden during the Thirty Years War very ably. He was an innovative tactician, combining infantry, cavalry, artillery and logistics into a military whole. He was said to enter battle unarmored, claiming that “The Lord God, is my armor!” His daughter Christina succeeded him after he died at the Battle of Lützen.



Henricus Khunrath (1560-1605) | German Catholic Magician

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	2	3	4	6	6	4	4	0 (2)	0 (3)	12	10

Skills: Alchemy 4, Etiquette 6, Flee 1, Fortune Telling 4, Healing 6, Invocation 8, Learning 6

Special: Use grimoires

Equipment: Dagger (1/+2), two grimoires

Doctor Henricus Khunrath was a hermetic philosopher, alchemist and physician. He earned his degree from the University of Basel and practiced medicine in Dresden, Magdeburg and Hamburg. He traveled widely, and served for a time at the Imperial Court in Prague as guest to Emperor Rudolf II.



Hercule-Savinien Cyrano de Bergerac (1619-1655) | French Musketeer

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
IV	6	6	6	6	6	4	5	8 (14)	5 (11)	12	12



Skills: Carouse 4, Dodge 5, Learning 4, Perform 6, Wit 6

Special: Careful aim

Equipment: Cuirass (+2), musket (3/+1/260 yd.), rapier (2/+1), main gauche (1/+1)

Hercule-Savinien Cyrano de Bergerac (1619-1655) was made famous in the play by Rostand. He was a scientist, poet, swordsman and soldier. It is known that he was present at the Siege of Arras in 1640 between French and Spanish forces. While ostensibly a Catholic, as a Frenchman, Cyrano would likely serve with French forces as allies of the Protestants.

You can present Cyrano as the teenager he would have been during much of the Thirty Years War, or as the fictional Cyrano of Rostand's play.

Johann Tserclaes, Count of Tilly (1559-1632) | French Catholic Landsknecht

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	4	4	5	6	5	2	6	5 (9)	5 (9)	11	10

Skills: Command 6, Carouse 5, Endure 4, Etiquette 5, Riding 4

Special: Weapon skill

Equipment: Full plate (+3), cavalry sword (2/+2), dagger (1/+2)

Johann Tserclaes, Count of Tilly commanded the Catholic forces during the Thirty Years War, putting together a string of victories over the Protestants until he tangled with King Gustavus Adolphus (q.v.). Born in Brabant, he was educated in Cologne and joined the Spanish army at 15. He fought against the Dutch during the Eighty Years War, then against the Ottoman Turks in Hungary and Transylvania as a mercenary, and became a field marshal in only 5 years. He served Emperor Rudolf II until he was appointed commander of the Catholic League forces by Maximilian I, Elector of Bavaria.



John Dee (1527-1609) | English Protestant Magician

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
II	1	2	4	6	6	4	3	0 (1)	0 (2)	12	10



Skills: Alchemy 6, Flee 5, Fortune Telling 4, Invocation 9, Learning 6, Navigation 5, Prayer 5

Special: Use magic books

Equipment: Stiletto (1/ +1), vial of acid, vial of poison

John Dee was an English alchemist, scholar, philosopher, imperialist and advisor to Queen Elizabeth I. He straddled the study of science and magic, and authored the Hermetic work *Monas Hieroglyphica*. He claimed to know of hidden occult treasure in the Welsh Marches. He possesses a crystal-gazer, with which he communes with angels.

Kenelm Digby (1603-1665) | English Catholic Courtier

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	3	3	4	6	6	3	4	I (4)	I (4)	12	10

Skills: Alchemy 4, Etiquette 4, Gossip 4, Influence 5, Invocation 3, Navigation 3, Wit 4

Special: Spread rumors

Equipment: Dagger (1/ +2)

Kenelm Digby was an English courtier, diplomat, and natural philosopher. Digby spent time on the continent, where Marie de Medici fell madly in love with him, and later was a privateer, sailing against the Spanish in his flagship *Arabella*. Because his religion hampered his ambitions, he became an Anglican and a member of King Charles I's Privy Council. As an alchemist, he pursued the "powder of sympathy".



Simplicius | German Picaro

Lvl	Str	Agi	Con	Int	Wil	Per	Cha	F	Mk	MR	Cou
I	3	3	4	3	4	5	3	3 (6)	3 (6)	7	8

Skills: Carouse 2, Dodge 4, Gossip 6, Legerdemain 6, Wit 6

Special: Uncanny fortune

Equipment: Spear (2/ +1)

Simplicius is the fictional hero of the picaresque novel *Simplicius Simplicissimus*, written in 1668 by Hans Jakob Christoffel von Grimmelshausen. Simplicius is a rogue that traverses the Germany of the Thirty Years War. He is a fine model of a vagabond adventurer in a Thirty Years War campaign.

TREASURES

Monsters usually have treasures. Minor monsters (threat levels I to III) have individual treasures, while major monsters (threat levels IV and V) have treasure hoards.

For each monster, roll 1D a number of times equal to the monster's threat level. Begin rolling on Table I.

Table I – Coins

Roll	Individual Treasure	Treasure Hoard
1	Groschen (1D x 10)	Groschen (1D x 100)
2	Groschen (2D x 10)	Groschen (2D x 100)
3	Groschen (3D x 10)	Groschen (3D x 100)
4	Thaler (1D)	Thalers (1D x 10)
5	Guilders (1D)	Guilders (1D x 10)
6	Roll on Table II	Roll again, and roll on Table II

Table II – Jewels

Roll	Individual Treasure	Treasure Hoard
1	Rock Crystal (1 guilder)	Emerald (6 guilders)
2	Turquoise (2 guilders)	Sapphire (7 guilders)
3	Pearl (3 guilders)	Ruby (8 guilders)
4	Amethyst (4 guilders)	Diamond (9 guilders)
5	Silver jewelry (5 guilders)	Gold jewelry (10 guilders)
6	Roll on Table III	Roll again, and roll on Table III

Table III – Magic Items

Roll two dice, using the first as the ten's place and the second as the one's place. A roll of "4" and "2", for example, would be read as "4-2". Magic items in *italics* are unique items that can only be found once. Rolling an item that has already appeared in the game means you must roll again.

Roll	Magic Item
1-1	<i>Alberich's ring</i> – Permits a person to become invisible for up to 10 minutes per day
1-2	<i>Almace</i> – Arming sword, extra +1 Fighting, extra 1 damage against demons
1-3	Amulet – Endure +1 against disease and undead abilities
1-4	Apple of Idunn – Restores 6 lost ability points
1-5	Bag of wind – Navigate +1, Armor +1 vs. missiles; use once per day
1-6	<i>Blodgang</i> – Arming sword, extra 1 damage

- 2-1 Crystal skull – Can see things up to 100 miles away; gain 1D damnation points
- 2-2 *Curtana* – Arming sword; +1 Fight; will not kill, only knock people unconscious
- 2-3 Dragon blood armor – Armor +1, immune to fire
- 2-4 Dragon fang – Dagger, adds weapon trick of poison (Endure check or lose 1D Con)
- 2-5 *Durandal* – Viking sword with extra +1 Fighting vs. dragons
- 2-6 Fechtbuch – Fighting +1 after reading entire book and rolling “1” on 1D (takes 1 week)
- 3-1 *Fortunatus’ Purse* – Can produce 1 groschen per day
- 3-2 *Gram*, Siegfried’s sword – Viking sword with extra +2 Fighting vs. dragons.
- 3-3 Grimoire – Invocation +1; includes such volumes as the *Book of Simon Magus*, *Galdrabok*, *Grand Grimoire*, *Key of Solomon*, *Munich Manual of Demonic Magic*, *Picatrix*, *Pseudomonarchia Daemonum*, *Shams al-Ma’arif*, and the *Three Books of Occult Philosophy*
- 3-4 *Hatheloke* – Arming sword with extra +1 Fighting
- 3-5 *Hildebrand’s shield* – Armor +1 and negates weapon tricks except for grapples
- 3-6 Holy Mother’s breast milk – One dose, restores life to recently deceased
- 4-1 Lucky rabbit’s foot – Increase starting luck to 7 each game
- 4-2 Magic bell – The sound forces fairies to pass a magic resistance check or flee for 1 minute
- 4-3 Magic bullets – In lots of seven; six grant a +2 bonus to Marksmanship, and the seventh automatically hits a target chosen by Satan (or the Game Master, in our case)
- 4-4 *Mimung* – Arming sword; Fighting +1, Break Chains +1
- 4-5 *Nægling* – Arming sword; Fighting +1, glows brightly like a torch
- 4-6 Nail of the Passion – Armor +1, +2 vs demons
- 5-1 Philtre – Magic resistance check or fall deeply in love
- 5-2 Phylactery – Armor +1 vs. the demons and undead
- 5-3 Piece of the Crown of Thorns – Magic Resistance +1, +2 vs demon magic
- 5-4 *Pied Piper’s pipes* – Perform check to control rats (2D) or children (4D)
- 5-5 *Pier Gerlofs Donia’s sword* – Zweihander requires Str 9 to wield; Fight +3, 3 damage
- 5-6 Potion – Magic resistance check or fall sound asleep for 8 hours
- 6-1 Reliquary – Holds a bone fragment of a saint; Prayer +1
- 6-2 *Seven League boots* – Once per week, you can step 21 mles
- 6-3 Splinter of the True Cross – Prayer +1 for exorcisms
- 6-4 Talisman – Endure +1 vs. poison and demon abilities
- 6-5 Unicorn’s tears – One dose, negates poison
- 6-6 *William Tell’s crossbow* – Light crossbow, extra +2 Marksmanship

Greater Holy Relics

There are a number of more powerful holy relics held in abbeys and churches. If held by the commander of an army, all troops in the command get Courage +1.

Blood of Christ (Bruges): Prayer +3

Holy Coat (Trier): Armor +1, +2 vs. demons and the undead

Iron Crown of Lombardy (Milan): Magic resistance +2, +3 vs. demons.

Knife of Jesus (Venice): Cuts a loaf of bread endlessly.

Mary Magdalene's Arm (Fécamp): Prayer +3 for exorcisms, touch heals 1 point of CON or WIL damage per day.

Shroud of Turin (Turin): When laid on a damaged person, they heal all CON and WIL.

Spear of Destiny (Vienna): Fight +3, 3 damage; demons must pass magic resistance check or be cast back to Hell.

Swaddling Clothes (Zagreb): Touch grants +2 magic resistance for 24 hours.

THE END



Reference – Chances of Success

Target Value	2D	3D	4D
1	3%	*	*
2	3%	*	*
3	8%	*	*
4	17%	2%	*
5	28%	5%	*
6	42%	9%	1%
7	58%	16%	3%
8	72%	26%	5%
9	83%	38%	10%
10	92%	50%	16%
11	97%	63%	24%
12	100%	74%	34%
13	100%	84%	44%
14	100%	91%	56%
15	100%	95%	66%
16	100%	98%	76%
17	100%	100%	84%
18	100%	100%	90%
19	100%	100%	95%
20	100%	100%	97%

* Indicates a chance of success less than 1%

Reference – Monsters by Level and Type

Level	Type	Monsters
I	Animal	Boar, eagle, falcon, mule, wolf
	Demon	Imp
	Fairy	Gnome, goblin, grimalkin, huldra, kobold, moss folk, nixie
	Human	Brigand, villager
	Monster	Doppelgänger
	Undead	Poltergeist, skeleton, wiedergänger
II	Animal	Bear, horse
	Demon	Aqueous demon, black goat, cambion, gorgon, hell hound, incubus, succubus, terrene demon, werewolf
	Fairy	Buckrider, hag, ogre, remora, rübezahl, salamander, satyr, sylph, undine, unicorn, zwerg
	Human	Aristocrat, soldier
	Monster	Centaur, cockatrice, harpy, night raven
	Undead	Barrow wight, ghost, ghül, grave slime, ignis fatuus
III	Demon	Aerial demon, demon pig, drude, empyreal demon, night hag
	Fairy	Dark elf, light elf, swan maiden, troll
	Monster	Basilisk, chimera, gargoyle, golem, griffon, lamia, lindworm, mantichore
	Undead	Nachzehrer, spectre
IV	Demon	Erinyes, schweynwal
	Monster	Minotaur, sea serpent
	Undead	Vampire
V	Demon	Malebranche
	Monster	Dragon

Character Sheet

Name:

Class:

Allegiance:

Religion:

Ability Scores

STR:

INT:

AGI:

WIL:

CON:

PER:

CHA:

Skills & Special Abilities

Gear

Money:

Equipment:

Notes

Notes



JOHN M. STATER