

M20 SIWDCC Rules v1.0

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M20 SIWDCC is one variant among many of the Microlite20 utralite gaming system. It reinstates the traditional 6 ability scores used in the SRD and incorporates some aspects of OSR gaming. This document is written for an audience assumed to be familiar with role playing in general and the SRD in particular. Additional monsters, spells and magic items can be sourced from SRD documents.

Much of this document was built upon Microlite20 OSS 1.0 (Randall S. Stukey (<http://www.retroplaying.com/>)) and M20 Hard Core Rules v1.02 (Alex Schröder.)

Stats

<u>There are six stats</u>	<u>e.g. of modifiers:</u>
Strength (STR)	lifting things, melee damage
Intelligence (INT)	knowledge, divine magic defense
Wisdom (WIS)	intuition, arcane magic defense
Dexterity (DEX)	dodging, missile attack bonus
Constitution (CON)	health, hit point bonus
Charisma (CHA)	persona, charm person defense

Roll 3d6 for each stat. Stat bonus = (Stat-10)/2, round down.

Classes

Fighters wear any kind of armor or weapon and may use shields.

Physical Combat Bonus is level/2, round up.

Magical Combat Bonus is level/4, round up.

They add +1 to all damage (not attack) rolls. This increases by +1 at 5th level and every five levels thereafter.

Magic-Users wear no armor and can only use daggers or staves as weapons.

Physical Combat Bonus is level/4, round up.

Magical Combat Bonus is level/2, round up.

They cast arcane spells.

They can create arcane scrolls usable by magic-users and rogues at their casting level once per week at a cost of 25gp/scroll.

Clerics can wear light or medium armor and use shields, but cannot use edged weapons.

Physical Combat Bonus is level/4, round up.

Magical Combat Bonus is level/2, round up.

They cast divine spells.

A Cleric can Turn Undead with a successful Divine Magic Attack. DC is 10 + twice the Hit Dice of the undead. One undead flees per point over the roll

Rogues can wear light armor only with no shields and use any weapon but two-handed ones.

Physical Combat Bonus is level/3, round up.

Magical Combat Bonus is level/3, round up.

They can cast arcane spells from scrolls.

They add +1 to all attack (not damage) rolls. This increases by +1 at 5th level and every five levels thereafter.

They get a +2 to any DEX based skill checks on top of regular DEX bonus.

Races

Dwarves get CON +1, WIS +1 and DEX -1, and can see in the dark. Dwarves speak Dwarvish. Dwarves cannot be magic-users.

Elves get DEX +1, INT +1 and CON -1, and can see in the dark. Elves speak Elvish. Elves cannot be clerics.

Halflings get DEX +1, CHA +1 and STR -1, and can see in the dark. Halflings speak Elvish and Dwarvish. Halflings cannot be fighters.

Humans get +1 to any two stats and may take any class.

All character races speak the common tongue, their racial tongue (if any) and one additional language per every point of INT bonus.

Combat

Hit Points = 6 + 1d6/Level+CON bonus. If HP reach 0, the character is unconscious and near death. Further damage directly reduces CON. If that reaches 0, the character has died.

Surprise: At the beginning of an encounter, roll 1d6 for each side. On a roll of 1-2 you are surprised and may not act.

Initiative: is determined at the beginning of combat by rolling 1d6 + DEX bonus. Combatants act in initiative order.

Everyone can do one thing each turn; move, attack, cast a spell, etc.

Melee Attack bonus = physical combat bonus + STR bonus + Rogue bonus.

Missile Attack bonus = physical combat bonus + DEX bonus + Rogue bonus.

Armour Class (AC) = 10 + DEX bonus + armor bonus.

Armor bonus:

+2 for light armour (leather, hide, etc...)

+4 for medium armour (chainmail, scale, etc...)

+6 for heavy armour (platemail)

+1 for a shield.

Better armor is heavy, noisy, and it slows you down.

Add attack bonus to d20 roll. If equal or higher than your opponent's AC, it's a hit. A natural 20 always hits and does maximum damage; a 1 always misses.

Damage is 1d6 + Fighter bonus. Add STR bonus for melee attacks, twice that for two handed weapons, -1 damage for small weapons.

Resting for 30 minutes recovers all hit points lost. One day of rest recovers one point of CON.

Skills/Saving Throws

There are no named skills or saving throws per se, all random actions should be resolved through combat rolls, stat checks or the following general skill check:

Primary Skill Roll: 1D20 + Stat Bonus + Class Level if the character is attempting something directly related to their class or background.

Secondary Skill Roll: 1D20 + Stat Bonus + (Class Level/2, round up) if the character is attempting something only loosely related to their class or background.

Minor Skill Roll: 1D20 + Stat Bonus + (Class Level/3, round down) if the character is attempting something not really related to their class or background.

When the GM calls for a skill roll, he will declare the type of skill roll, which stat the skill roll falls under, and any situational modifiers and the player will make a skill roll.

Roll higher than the GM assigned Difficulty Class to succeed:

Easy	10	Legendary	30
Moderate	15	Improbable	35
Difficult	20	Unbelievable	40
Extremely Difficult	25		

Magic

Every spell has a Spell Level. The maximum Spell Level for a spellcaster is Level/2, rounded up (Level/3, rounded up for rogues casting spells from scrolls.) Casting a spell of any kind cost hit points (HP), except if they are cast from scrolls. Magic items that allow anyone to cast spells (e.g. a sword that allows the user to cast light) does cost the caster HP. The cost is 1 + double the level of the spell being cast.

There is no need to memorize spells in advance. Spellcasters can pick a favorite spell on every Spell Level. These spells are easier to cast due to familiarity, costing 1 less HP to use.

Spell Level	0	1	2	3	4	5	6
HP Cost	1	3	5	7	9	11	13
HP Cost if favorite	0	2	4	6	8	10	12
Min. Caster Level	1	1	3	5	7	9	11

Arcane Magic Attack bonus = magical combat bonus + INT bonus.

Divine Magic Attack bonus = magical combat bonus + WIS bonus.

Arcane Magic defense = 10 + WIS bonus + appropriate stat bonus (DEX for magic missile, STR for hold person, CON for petrify, etc...)

Divine Magic defense = 10 + INT bonus + appropriate stat bonus (CON for cause light wounds, WIS for curse, Cha for charm, etc...)

Add attack bonus to d20 roll. If equal or higher than your opponent's defense, the spell works. A natural 20 results in the maximum effect. Damage dealing effects still deal half damage on a failed attack.

Beyond the attached spell list it is of course possible to research further arcane spells and to ask a patron deity for further divine favors. Take a look at the SRD for inspiration. Spells can be reversed.

Equipment

Suggested starting packs for new characters:

Pack A	Pack B	Pack C
backpack	backpack	backpack
bedroll	bedroll	bedroll
hooded lantern	10 torches	tent
5 oil flasks	5 oil flasks	10 torches
flint & steel	flint & steel	flint & steel
shovel	chalk	hammer
2 sets of caltrops	10 ft. pole	10 iron spikes
signal whistle	mirror	grappling hook
pen & paper	crowbar	50 ft. rope
waterskin	waterskin	waterskin
iron rations (4days)	iron rations (4days)	iron rations (4days)
small knife	small knife	small knife

Finally, add the following, based on your Class:

Fighter: medium armor (AC +4), a one handed weapon + shield, or a two handed weapon, and 5 gold pieces

Wizard: A scroll with a 1st level spell, either a dagger or a staff, and 5 gold pieces

Cleric: Silver holy symbol, light armor (AC +2), a one handed weapon + shield, and 5 gold pieces

Rogue: Lockpicking tools or a scroll with a 1st level arcane spell, light armour, one handed weapon + dagger or missile weapon + dagger, and 5 gold pieces.

Encumbrance: Characters can carry 12 items in addition to backpack, clothes, armor, primary weapon, and possibly a shield; six items can be readily available dangling from a belt or slung over the shoulders, but everything else goes into the backpack. Small collections of things (e.g. 5 flasks, 20 arrows, 50 gems, 100 gold pieces, or small amounts of a combination of these items) count as a single item. Add one item per point of STR bonus.

Prices: Don't worry about the price of mundane stuff later in the game as long as characters spent money "in totally frivolous ways".

Level Advancement

Experience Points (XP) = Hit Dice of defeated monsters.

Add +1 for each doubling of the number of foes. e.g.:

1 kobold (a 1 hit die monster) = 1 XP

2 kobolds = 2 XP

4 kobolds = 3 XP

8 kobolds = 4 XP etc.

Characters also earn a GM-assigned amount of experience points for defeating traps, solving puzzles, excellent roleplaying, and the like (usually from 1 to 5 XP).

Individual characters can also earn experience points from spending money found in treasures in totally frivolous ways. A character earns 1 XP for every 100gp so spent.

When the total XP = 20 × your current level, you've advanced to the next level. Reset the total XP to 0 after advancing.

If the level divides by four (i.e. level 4, 8, 12, etc.) add 1 point to any ability (player's choice).

Arcane Spells

0-Level Spells

Arcane Mark: Permanently inscribes or identifies a personal rune (visible or invisible).

Detect Magic: Detects spells and magic items.

Ghost Sound: Figment sounds for minutes.

Light: Object shines like a torch for hours.

Mage Hand: 5-pound telekinesis while concentrating.

1 s t -Level Spells

Alarm: Wards an area for hours.

Cause Fear: One creature of 5 HD or less flees.

Charm Person: Makes one person your friend for a day.

Comprehend Languages: You understand all spoken and written languages.

Grease: Makes area or one object slippery.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Sleep: Puts 4 HD of creatures into magical slumber.

Spider Climb: You can walk on walls and ceilings.

Ventriloquism: Throws voice.

2 nd -Level Spells

Acid Arrow: 2d4 damage for 1 round +1 round/three levels.

Command Undead: Undead creature obeys your commands.

Detect Thoughts: Allows "listening" to surface thoughts.

Draw Runes: Stores a spell that you cast in a rune you draw to be released using a simple trigger you specify. The rune has to drawn using rare ingredients.

Fly: Subject flies quickly and quietly.

Hold Person: Paralyzes one humanoid.

Invisibility: Subject is invisible until it attacks.

See Invisibility: Reveals invisible creatures or objects.

Web: Fills area with sticky spiderwebs.

3 rd -Level Spells

Dispell Magic: Cancels magical spells and effects.

Fireball: 1d6 damage per level, 20-ft. radius.

Gentle Repose: Preserves one corpse.

Haste: Allies move faster and get a second melee attack. This lasts for one round only.

Major Image: Image plus sound, smell and thermal effects.

Summon Monster: Calls extraplanar creature to fight for you.

Tongues: You speak and understand any language.

Wind Walk: Targets turn to dust and fly in a gust of wind.

4 th -Level Spells

Animate Dead: Creates undead skeletons and zombies.

Charm Monster: Makes monster believe it is your ally for a day.

Create Magic Item: Permanently enchant masterwork items including arms and armor with effects that are thematically linked to a spell you cast. The entire procedure takes a day. The item has to be custom made using rare ingredients.

Illusory Wall: Creates a permanent wall, floor, or ceiling that looks real, but anything can pass through.

Scrying: Spies on subject from a distance.

Shadow Walk: Take subjects into shadow to travel rapidly.

Shout: Deafens all within cone and deals 5d6 sonic damage.

Stone Shape: Sculpts stone into any shape.

5 th -Level Spells

Cone of Cold: 1d6/level cold damage.

Dominate Person: Controls humanoid telepathically.

Magic Jar: Enables possession of another creature.

Permanency: Makes certain spells permanent. The entire procedure takes a day.

Planar Binding: Traps extraplanar creature of 6 HD or less until it performs a task.

Polymorph: Transforms subject into harmless animal.

Seeming: Changes appearance of one person per two levels.

Telepathic Bond: Link lets allies communicate.

Teleport: Instantly transports subjects hundreds of miles.

6 th -Level Spells

Create Golem: Creates constructs made of dead material. The entire procedure takes a day.

Create Undead: Creates ghouls, ghosts, mummies, or mohrgs.

Disintegrate: Makes one creature or object vanish.

Dream World: Creates a permanent portal to a new pocket dimension.

Geas: Commands subject for a year and a day.

Petrify: Turns subject creature into statue.

Plane Shift: Subjects travel to another plane.

True Seeing: Lets you see all things as they really are.

Divine Spells

0-Level Spells

Cure Minor Wounds: Cures 1 point of damage.

Detect Poison: Detects poison in one creature or object.

1 s t -Level Spells

Brew Potion: Store a spell you cast in a potion to be released when quaffed.

Bless: Allies gain +1 on attack rolls.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Shield: AC +2 +1/6 level.

2 nd -Level Spells

Augury: Learns whether an action will be good or bad.

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Zone of Truth: Subjects within range cannot lie.

3 rd -Level Spells

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Remove Curse: Frees object or person from curse.

Speak with Dead: Corpse answers one question/two levels.

4 th -Level Spells

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration: Restores level and stat drains.

5 th -Level Spells

Mass Cure Light Wounds: Cures 1d8 damage +1/level for many creatures.

Raise Dead: Restores life to subject who died as long as one day/level ago.

Hallow: Designates location as holy.

Commune: Deity answers one yes-or-no question/level.

Monsters

Creation:

Pick a name

Assign a level, hit dice = level

Hit points = 1d6 per level

Magic defense = 10 + level

All attack bonuses = level

Damage = 1d6 for ordinary claws, bites, and weapons, 2d6 for large maws, giant clubs, 3d6 for dragon bites and the like

AC = armor equivalent

Pick special abilities as the level increases.

Special attacks act like magic attacks against an appropriate defense.

ANT, GIANT: AC: 16 HD: 3d6 AT: bite +3 (1d6) S: acid (2d6)

BASILISK: AC: 15 HD: 6d6 AT: bite +6 (1d6) S: petrifies onlookers

BLACK PUDDING: AC: 13 HD: 10d6 AT: slam +10 (2d6) S: immune to everything but fire, divides when hit

BLINK DOG: AC: 14 HD: 4d6 AT: bite +4 (1d6) S: teleports

BUGBEAR: AC: 14 HD: 3d6 AT: weapon +3 (1d6) S: surprise foes on a 1-3

CENTAUR: AC: 14 HD: 4d6 AT: 2 kicks +4 (1d6), weapon +4 (1d6)

CENTIPEDE, GIANT: AC: 16 HD: 6d6 AT: bite +6 (2d6) S: poison (1d6 DEX)

CHIMERA: AC: 15 HD: 9d6 AT: 2 claws +9 (1d6), goat gore +9 (1d6), lion bite +9 (1d6), dragon bite +9 (2d6) S: breathes fire (3d6), flies

COCKATRICE: AC: 13 HD: 5d6 AT: bite +5 (1d6) S: petrifying bite

DJINN: AC: 14 HD: 7d6 AT: slam +7 (2d6) S: flies, whirlwind, creation of things, create illusions, invisibility, immune to mundane weapons

DOPPELGANGER: AC: 14 HD: 4d6 AT: claw +4 (1d6) S: imitate humanoids, immune to sleep and charm

DRAGON, BLACK: AC: 17 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (1d6) S: breathes line of acid (7d6)

DRAGON, BLUE: AC: 19 HD: 9d6 AT: 2 claws +9 (1d6), bite +9 (3d6) S: breathes line of lightning (9d6)

DRAGON, GREEN: AC: 18 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (3d6) S: breathes cloud of chlorine gas (8d6)

DRAGON, RED: AC: 20 HD: 10d6 AT: 2 claws +10 (1d6), bite (4d6) S: breathes cone of fire (10d6)

DRAGON, WHITE: AC: 16 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: breathes cone of cold (6d6)

DRYAD: AC: 14 HD: 2d6 AT: no S: charm

EFREET: AC: 16 HD: 10d6 AT: slam +10 (2d6) S: flies, wall of fire, creation of things, create illusions, invisibility, immune to mundane weapons

ELEMENTAL, AIR: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: whirlwind, extra damage against foes in the air

ELEMENTAL, EARTH: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: tear down stone, extra damage against foes standing on the ground (1d6)

ELEMENTAL, FIRE: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: ignite materials

ELEMENTAL, WATER: AC: 19 HD: 12d6 AT: slam +12 (2d6) S: overturn boats, extra damage against swimming foes (1d6)

GARGOYLE: AC: 14 HD: 4d6 AT: 2 claws +4 (1d6), bite +4 (1d6), horns +4 (1d6) S: fly

GELATINOUS CUBE: AC: 11 HD: 4d6 AT: slam +4 (2d6) S: touch paralyzes, immune to lightning and cold, surprise foes on a 1-4

GHOUL: AC: 13 HD: 2d6 AT: 2 claws +2 (1d6), bite +2 (1d6) S: touch paralyzes, humans slain by ghouls rise again as ghouls in 24h

GIANT, CLOUD: AC: 15 HD: 12d6 AT: Morningstar +12 (4d6) or +12 hurl rocks (3d6) S: only surprised on a 1.

GIANT, FIRE: AC: 15 HD: 11d6 AT: sword +11 (5d6) or +11 hurl rocks (3d6) S: immune to fire

GIANT, FROST: AC: 15 HD: 10d6 AT: great axe +10 (4d6) or +11 hurl rocks (3d6) S: immune to cold

GIANT, HILL: AC: 15 HD: 8d6 AT: spear +8 (2d6)

GIANT, STONE: AC: 15 HD: 9d6 AT: stone club +9 (3d6) or +9 hurl rocks (3d6)

GIANT, STORM: AC: 17 HD: 15d6 AT: great sword +15 (8d6) S: call thunderstorm in 10min, then call lightning (15d6)

GNOLL: AC: 14 HD: 2d6 AT: weapon +2 (1d6)

GOBLIN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: -1 to hit in sunlight

GOLEM: AC: 18 HD: 9d6 AT: 2 slams +9 (2d6) S: hit only by magic weapons, immune to magic, healed by lightning

GORGON: AC: 17 HD: 8d6 AT: gore +8 (2d6) S: breathes petrifying gas

GREY OOZE: AC: 11 HD: 3d6 AT: slam +3 (2d6) S: acid destroys armor in one round, deals automatic damage after the first hit, immune to fire and cold

GRIFFON: AC: 14 HD: 7d6 AT: 2 claws +7 (1d6), bite +7 (2d6) S: flies

HARPY: AC: 12 HD: 3d6 AT: 2 talons +3 (1d6), weapon +3 (1d6) S: flies, siren-song

HELL HOUND: AC: 15 HD: 5d6 AT: bite +5 (1d6) S: breathe fire (5d6)

HIPPOGRIFF: AC: 14 HD: 3d6 AT: 2 claws +3 (1d6), bite +3 (1d6) S: flies

HOBGOBLIN: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

KOBOLD: AC: 12 HD: 1d6 AT: weapon (1d6)

LIZARDMAN: AC: 15 HD: 2d6 AT: weapon (1d6)

LYCANTHROPE, WEREBEAR: AC: 17 HD: 6d6 AT: 2 claws +6 (2d6), bite +7 (2d6) S: lycanthropy, extra 2d6 dam. if both claws hit

LYCANTHROPE, WEREBOAR: AC: 15 HD: 4d6 AT: tusk +6 (2d6) S: lycanthropy, attack +6 instead of +4 because of rage

LYCANTHROPE, WERERAT: AC: 12 HD: 3d6 AT: bite +3 (1d6) S: lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WERETIGER: AC: 16 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (2d6) S: lycanthropy, surprise foes on a 1-4

LYCANTHROPE, WEREWOLF: AC: 14 HD: 4d6 AT: bite +4 (2d6) S: lycanthropy

MANTICORE: AC: 15 HD: 6d6 AT: 2 claws +6 (1d6), bite +6 (2d6) S: flies, six tail spikes +6 (1d6) per round, 24 spikes in total

MEDUSA: AC: 11 HD: 4d6 AT: weapon +4 (1d6) S: onlookers turns to stone, averting eyes reduces to hit by 4 and grants +2 to medusa attacks

MERMAN: AC: 13 HD: 1d6 AT: weapon +1 (1d6) S: breathe water, swim

MINOTAUR: AC: 13 HD: 6d6 AT: Head gore +6 (1d6), weapon +6 (1d6)

MUMMY: AC: 16 HD: 5d6 AT: slam (2d6) S: mummy rot curse if hit (no more healing), hit only by magic weapons, spells, and fire, immune to charm, sleep, and hold spells

NIXIE: AC: 12 HD: 1d6 AT: weapon (1d6) S: swims, charm

OCHRE JELLY: AC: 11 HD: 5d6 AT: acid strike +5 (2d6) S: a hit destroys organic material, lightning and weapon damage divides jelly into three jellies, each doing +2 (1d6) damage

OGRE: AC: 14 HD: 4d6 AT: weapon +4 (2d6)

ORC: AC: 13 HD: 1d6 AT: weapon +1 (1d6)

OWLBEAR: AC: 14 HD: 5d6 AT: 2 claws +5 (1d6), bite +5 (1d6) S: hug for additional 2d6 if both claws hit

PEGASUS: AC: 13 HD: 2d6 AT: 2 hooves +2 (1d6) S: flies

PURPLE WORM: AC: 13 HD: 15d6 AT: bite +15 (2d6), sting (1d6) S: poison sting (1d6 STR), swallows whole on a natural 20, swallowed creatures take 3d6 automatic damage every round

ROC: AC: 17 HD: 12d6 AT: 2 claws +12 (1d6), bite +12 (3d6)

SALAMANDER: AC: 17 HD: 8d6 AT: 2 claws +8 (1d6), bite +8 (1d6) S: heat does 1d6 to nearby creatures, immune to fire, hit only by magic weapons

SHADOW: AC: 12 HD: 2d6 AT: touch (1d46) S: drains 1 STR per hit, hit only by magical weapons, immune to charm and sleep spells, surprise foes on a 1-5, creatures reduced to 0 STR will rise 24h later as a shadow

SKELETON: AC: 12 HD: 1d6 AT: weapon +1 (1d6) S: immune to charm and sleep spells

SPECTER: AC: 17 HD: 6d6 AT: touch +6 (1d6) S: immune to charm, sleep and hold spells, drains 2 levels per hit, creatures reduced to 0 levels will rise 24h later as a specter

STIRGE: AC: 12 HD: 1d6 AT: sting +1 (1d6) S: attaches on a hit and will deal 1d6 automatically damage every round

TOAD, GIANT: AC: 12 HD: 2d6 AT: bite +2 (1d6) S: surprise foes on a 1-3, swallows small creatures whole on a natural 20, swallowed creatures take 1d6 automatic damage every round, long tongue

TROLL: AC: 15 HD: 6d6 AT: 2 claws (1d6), bite +6 (2d6) S: regenerate 3 per round

VAMPIRE: AC: 17 HD: 9d6 AT: bite +9 (1d6) S: immune to charm, sleep and hold spells, hit only by magical weapons, regenerate 3 per round, drains 2 levels per hit, gaseous form at will, shape change into bat, charm gaze, avoids garlic and mirrors, immobilized and apparently dead if a stake is driven through its heart, drowns under water in one round

WIGHT: AC: 14 HD: 3d6 AT: claw +3 (1d6) S: immune to charm and sleep spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise some days later as a wight

WILL-O-THE-WISP: AC: 27 HD: 9d6 AT: 1 shock +9 (1d6+4)

WOLF: AC: 12 HD: 2d6 AT: bite +2 (1d6)

WORG: AC: 13 HD: 4d6 AT: 1 bite +4 (2d6)

WRAITH: AC: 16 HD: 4d6 AT: touch +4 (1d6) S: immune to charm, sleep, and hold spells, hit only by magical or silver weapons, drains a level per hit, creatures reduced to 0 levels will rise 24h later as a wraith

WYVERN: AC: 16 HD: 7d6 AT: bite +7 (2d6), sting +7 (1d6) S: poison sting (1d6 STR), flies

ZOMBIE: AC: 11 HD: 2d6 AT: claw +2 (1d6) S: immune to charm and sleep spells, always lose initiative

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