Races

# Salamander

Molts 4 (once on creation) times, any magic type, can spit that type of breath, gain resistance to that element/damage type.

strength 1.4 strength 2  
vitality .80 vitality -1   
willpower 1 willpower   
dexterity .80 dexterity -1   
perception 1 perception   
intelligence 1.2 intelligence 1   
arcana 1.4 arcana 2  
charisma .65 charisma -2   
luck .75 luck -2

Progression:  
1 molt  
10 special quest for wings  
15 molt quest (kill elemental boss chosen as molt)  
25 molt quest  
40 molt quest

Intrinsic flat bonus (+2) to spells they molt into.  
Alignment: 40 base (altered by each molt)

# Minotaur

Cannot wear helmets, horns automatically attack with you 30% of the time in melee damage base d on strength and level. Start with bull rush ability, charge and stun enemy within 8 tiles, 4 turn cooldown.

strength 1.8 strength 4  
vitality 1.4 vitality 2   
willpower 1 willpower   
dexterity .90 dexterity -1   
perception .75 perception -2   
intelligence .45 intelligence -5   
arcana .35 arcana -6  
charisma .25 charisma -7   
luck 1 luck

Progression:  
10 Maze Quest (weapon)  
20 Maze Quest (weapon)  
30 Maze Quest (weapon)  
40 Maze Quest (weapon)  
50 Maze Quest (choice of any random loot piece)

Bonuses to 2 handed weapons, combat mastery, combat brutality  
Alignment: 35 base

# Human

1 bonus stat point per level, very slight bonuses to all weapon types, all magic types

strength 1 strength   
vitality 1 vitality   
willpower 1 willpower   
dexterity 1 dexterity   
perception 1 perception   
intelligence 1 intelligence   
arcana 1 arcana   
charisma 1 charisma   
luck 1 luck

Alignment: 50 base

# Dwarf

**Mountain Dwarf**

Stoneskin spell, on command as the spell. Passive bonus to AC. Bonus to axes and heavy armor.  
  
Alignment: 82  
  
**Deep Dwarf**

Invisibility on command, access to underworld merchants.  
  
Alignment: 32

# Elf

**Wood Elf**

Bonus to bows, wilderness bonus to all stats, bonus to light armor  
  
Alignment: 82

**High Elf**

Bonus to swords, medium armor bonus, crossbows  
  
Alignment: 75  
  
**Dark Elf**

Bonus to infernal spells (+2), access to underworld merchants, gains flying and fairy fire. Frail status effect permanently.  
  
Alignment: 25

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