



## INTRODUCTION

Welcome to the Kingdom of Emerald Hills Monster Manual which includes some old monsters that got lost, and monsters submitted by Celestial Kingdoms or Emerald Hills that were not included in the *Dor Un Avathar* (Seventh Edition). This second edition is in the same format as the *Dor Un Avathar* with any duplications having been removed. It is not meant to offend or infringe copyrights. In case of discrepancies, the *Dor Un Avathar* will over rule this manual.

## ACKNOWLEDGEMENTS

- First to Archangel who originally provided this information to KodiaK.
- Next to KodiaK for putting it on the Web for everyone's use.
- Next to Minx, Rockhound Bloodstorm and Kyndrian Baider of Phule's Company from the Shire of Finder's Keep for comparing this information with the current *Dor Un Avathar* (Seventh Edition) and correcting, removing duplications and updating the monsters to the same format. This allowed me to compile it into it's current format.
- And finally, to the current Guildmaster of Monsters Xugx for approving this publication.

In Service,

James T. Phule, Captain of Phule's Company

## TABLE OF CONTENTS

STANDARD CREATURES .....	1	Werecat (Puma, Leopard, Lion, Tiger, etc.) .....	14
Black Pudding .....	1	Werecat (Bobcat, Ocelot, Lynx, etc.) .....	14
Blindman .....	1	Werewolf .....	15
Chaos Fungus .....	1	Werewolf Lord .....	15
Drow .....	1	Will-O-the-Wisp .....	15
Dwarf .....	2	Xorn .....	16
Elf .....	2	Yuki-Onna (Snow Woman) .....	16
Elf Necromancer, Dark .....	2	UNDEAD CREATURES .....	17
Frogmen, Swamp .....	2	Shade .....	17
Giant, Cloud .....	3	Vampire Lord .....	17
Giant, Stone .....	3		
Goblin Hound .....	3		
Goblin, Pop .....	3		
Goblin Warrior .....	3		
Kobold .....	4		
Mangler .....	4		
Merfolk .....	4		
Ogre .....	4		
Oni-Mage .....	4		
Orc, Southern .....	5		
Purple Worm .....	5		
Quill Beast .....	5		
Satyr .....	5		
Scorpion, Big .....	5		
Uruk-Hai .....	6		
MYSTICAL CREATURES .....	7		
Angels .....	7		
Angel, Winged (1) .....	7		
Angel, Noble (2) .....	7		
Angel, Solar (3) .....	7		
Angel, High (4) .....	7		
Avatar .....	7		
Baalrogg .....	8		
Catoblepas .....	8		
Cockatrice .....	8		
Daemons .....	9		
Daemon, Spike (1) .....	9		
Daemon, Scourge (2) .....	9		
Daemon (3) .....	9		
Daemon of the Pale (4) .....	9		
Daemon Prince .....	9		
Faeries .....	10		
Genie .....	10		
Hellhound .....	11		
Homonculous .....	11		
Lamia .....	11		
Lava Man .....	11		
Minidrake .....	12		
Naga .....	12		
Paper Golem .....	12		
Shinma .....	12		
Sprite .....	13		
Sucubus/Incubus .....	13		
Wereanimals .....	13		
Werebear .....	14		

## STANDARD CREATURES

### Black Pudding

Q/M Ratio 3:1

Armor: 4 points invulnerability, non-sectional.

Attacks: 1 flail.

Abilities:

- 1) Immune to all verbals except Entangle Trap and Call Lightning.
- 2) Immune to all piercing attacks.
- 3) Immune to Poison.

Description:

The Black Pudding is a notorious danger of some wilderness areas, especially large bogs and caved areas. It is a thick, mobile mass of black gelatinous ichor, roving around digesting everything in its path. It is mindless, difficult to anger, but quick to hunger.

Lives: 2

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Flail considered Red.
- 3<sup>rd</sup> No additional abilities.
- 4<sup>th</sup> 5 points invulnerability.
- 5<sup>th</sup> 6 points invulnerability.
- 6<sup>th</sup> 3 lives.

### Blindman

Q/M Ratio 1:1

Armor: 3 points natural.

Attacks: 2 Flails as tentacles.

Abilities:

Teleport (Wizard, 1/life) by saying "Tunnelling"x5 and "Arriving"x5 to reappear.

Description:

The Blindman is also called the Netherworm or Cave Master. It is a squishy, pale mass of flesh, devoid of any features, armed with 2 powerful tentacles. The name Blindman refers to its lack of eyes; it senses vibrations and air currents to capture its prey and is surprisingly fast.

Lives: 3

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Flails considered Red.
- 3<sup>rd</sup> Armor becomes 4 points. Fight after Death (Barbarian, end of every life).
- 4<sup>th</sup> No additional abilities.
- 5<sup>th</sup> Teleport (2/life).
- 6<sup>th</sup> Armor becomes 5 points.

### Chaos Fungus

Q/M Ratio 3:1

Armor: 1 point.

Attacks: Any melee weapon up to 5ft. in length.

Abilities:

Immune to Charm, Yield, Sleep, Fear, and other mind controls.

1. Immune to all piercing attacks.
2. Immune to Subdual.
3. Infect Corpse (1/game) by touching a dead body and saying "I take thy corpse." This gives the Chaos Fungus one more life. This ability does not work on anyone killed by Fire, Sphere of Annihilation, Siege Weapons, etc., or anyone with Protection from Disease. It acts like a Sever Spirit and does not take a life from the victim.

Description:

Chaos Fungus creatures are humanoid beings, relentless and utterly inhuman in thought process. In effect, they function as a hive mind, gathering corpses to infect with their spores to create more of their kind.

Lives: 2

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Armor becomes 2 points.
- 3<sup>rd</sup> Infect Corpse(2/game).
- 4<sup>th</sup> Immunity to being held(as Barbarian) Armor becomes 3 points.
- 5<sup>th</sup> Weapons considered Red.
- 6<sup>th</sup> Infect Corpse(3/game).

### Drow

Q/M Ratio 2:1

Armor: 2 points natural. May use a small shield.

Attacks: Short swords, throwing daggers, and any bows.

Abilities:

- 1) Improve Weapon (Warrior, 2/game).
- 2) Immune to Poisons, Sleep and Charms.

Description:

The Drow are an evil offshoot of normal elves. They have the same basic form yet have black skin and silver or white hair. They are masters of deception and not to be trusted for an instant.

Lives: 3

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> +1 damage to all arrows. Poison Weapon (Assassin, 1/game).

- 3<sup>rd</sup> Antidote to Poison (Assassin, 1/life).  
Improve Weapon 1/life.
- 4<sup>th</sup> 5 points of 1st level wizard magic. Teleport (Assassin, 1/game).
- 5<sup>th</sup> 5 points of 2nd level wizard magic. Teleport 1/life.
- 6<sup>th</sup> 5 points of 3rd level wizard magic. Extra Assassin ability.

## Dwarf

Q/M Ratio 2:1

Armor: 1 point natural. Up to 4 additional points may be worn. May use a medium shield.

Attacks: Any melee weapon up to 3 ft. and throwing axes/hammers.

Abilities:

- 1) All axes are considered red.
- 2) Barbarian immunities. Also immune to Poison.

Description:

Dwarves are a short, stocky, human-like race renowned for their mining and blacksmithing abilities. They are very wise and the males have long beards. Honor is regarded very highly among this race.

Lives: 4

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Improve Weapon (Warrior, 1/game).
- 3<sup>rd</sup> Berserk on last life (Barbarian).
- 4<sup>th</sup> Mend (Wizard, 1/life). +1 point to any armor worn.
- 5<sup>th</sup> +1 life (total of 5). Improve Shield (Warrior, 1/game).
- 6<sup>th</sup> May fight after death (Barbarian berserk). Throwing axes are red.

## Elf

Q/M Ratio 2:1

Armor: Up to 3 points. May use a small shield.

Attacks: As Archer.

Abilities:

- 1) Tracking (Scout).
- 2) Immune to Sleep and Charms.

Description:

Elves are a long lived, virtually immortal race. They are beautiful, lithe of form and graceful in movement. All have pointed ears and large, slanted eyes. They are very attuned to nature and have a high respect for it. As such, they will usually treat Druids and Scouts well, unless given a reason to do otherwise.

Lives: 3

Levels:

- 1<sup>st</sup> +1 damage to all arrows. Reusable Stun and Flame Arrow.
- 2<sup>nd</sup> Pass Without Trace (Druid, 1/game).
- 3<sup>rd</sup> Reusable Armor Piercing Arrow. Improve Weapon (Warrior, 2/game).
- 4<sup>th</sup> +1 damage to arrows (+2 total). Entangle Trap (Scout, 1/life).
- 5<sup>th</sup> Pass Without Trace 2/game. 5 points druid magic for levels 1-3.
- 6<sup>th</sup> Improve Weapon 1/life. 5 points druid magic for levels 4-6.

## Elf Necromancer, Dark

Q/M Ratio 5:1 (QUEST)

Armor: 3 point invulnerability.

Attacks: Any single sword and dagger.

Abilities:

- 1) Immune to death magic/abilities (except Vibrating Palm), Poison, traps, hold, controls, charms, Sleep, and Lost.
- 2) Regeneration: limbs and armor in 50 count.
- 3) Necromantic spells:
  - Reanimate (Wizard, unlimited)
  - Finger of Death (Druid, unlimited)
  - Reincarnate (Druid, 1/life)
  - Wounding (Healer, 4/life)
  - Summon Dead (Healer, 1/life)
  - Touch of Death (Healer, 4/life)
  - Sever Spirit (Healer, unlimited)
  - Talk to Dead (Wizard, unlimited)
- 4) After losing its last life, becomes a Lich as Wizard spell, but can move.

Description:

Normally a female dark elf who revels in death and destruction, and has given herself completely to the gods of death. The more she kills, the greater her reward will be in the afterlife. She will create an army from the dead she has slain and use them to defend her.

Lives: 1

Levels:

- 1<sup>st</sup> 5 points Druid magic per level, levels 1 - 3.
- 2<sup>nd</sup> 2 total lives.
- 3<sup>rd</sup> Can use crossbow with poisoned arrows.
- 4<sup>th</sup> 3 total lives.
- 5<sup>th</sup> 5 points of Wizard magic per level, levels 1 - 3.
- 6<sup>th</sup> 5 points of Wizard magic per level, levels 4 - 6.

## Frogmen, Swamp

Q/M Ratio 3:1

Armor: None initially. May use a small shield.

Attacks: Two daggers(claws), short melee weapons, and javelins.

**Abilities:**

- 1) Spit Paralyzation poison (1 bolt/unlimited) - must declare " Paralyzation poison!" then throw gray spell ball. Victim is paralyzed for a 100 count.
- 2) Immune to entangle, traps, charm, and hold, magical or otherwise.
- 3) Immune to poison.
- 4) Leap(U)- Similar to Flight but must state loudly "Leap." Can leap up to 50' away, then must land before 'leaping' again.

**Description:**

Men shaped like frogs and have gained the gift of poisons. They are formidable fighters, known for their glorious death runs.

**Vulnerabilities:**

Except when berserk, afraid of fire and ice.

**Lives:** 4

**Levels:**

- 1<sup>st</sup> Spit Poison.
- 2<sup>nd</sup> 1 point natural armor.
- 3<sup>rd</sup> Berserk on last life.
- 4<sup>th</sup> Poisoned melee weapon (Assassin, 1/game).
- 5<sup>th</sup> 2 points natural armor.
- 6<sup>th</sup> Spit poison becomes lethal after a 30 count.

**Giant, Cloud**

**Q/M Ratio** 4:1

**Armor:** 2 points natural, and may wear up to 2 additional points.

**Attacks:** Any Melee (count as Red due to strength).

**Abilities:**

- 1) Iceball (Wizard, 1 bolt/unlimited).
- 2) Lightning Bolt (Wizard, 1 bolt/unlimited).
- 3) Shove (Wizard, 2/life).

**Lives:** 2

**Levels:**

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> No additional abilities.
- 3<sup>rd</sup> Berserk on last life.
- 4<sup>th</sup> 3 total lives.
- 5<sup>th</sup> No additional abilities.
- 6<sup>th</sup> Berserk 2/game .

**Giant, Stone**

**Q/M Ratio** 3:1

**Armor:** Stoneskin (no additional armor allowed).

**Attacks:** Any Melee (count as Red due to strength).

**Abilities:**

Petrify (Druid, 3 bolts/unlimited).

**Lives:** 2

**Levels:** None.

**Goblin Hound**

**Q/M Ratio** 1:1

**Armor:** 1 Point natural

**Attacks:** 2 Short swords as claws.

**Abilities:**

- 1) Tracking (Scout, 1/life).
- 2) Jump (Wizard Flight,1/life) by saying "Jump". Hound must move in a straight path and land within a 5 count.
- 3) May climb Thorn Walls.

**Description:**

Occasionally described as half wolf, half rat, and three quarters lizard. They are ugly, cunning, and very fast. Some humanoids keep them as pets; the Hound's vicious nature makes them excellent guards and hunters, if you don't mind fighting them for the catch.

**Lives:** 2

**Levels:**

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Jump (2/life).
- 3<sup>rd</sup> 3 Lives.
- 4<sup>th</sup> Jump (3/life). Armor becomes 2 points.
- 5<sup>th</sup> Claws considered Red.
- 6<sup>th</sup> Tracking (2/life).

**Goblin, Pop**

**Q/M Ratio** ½:1

**Armor:** None.

**Attacks:** Any short melee weapon, short bow, and javelin.

**Abilities:** After 100 count regenerates from death with a loud popping noise. This ability represents the mass numbers of goblins that attack an area.

**Vulnerabilities:** Any wound kills.

**Lives:** Unlimited. A limit may be places for game purposes.

**Levels:** None.

**Goblin Warrior**

**Q/M Ratio** 1:1

**Armor:** 1 point natural armor; can wear 2 additional points. May use a small shield.

**Attacks:** Short melee weapons, short bow, polearms, javelins.

**Abilities:**

- 1) Vanish (Brownie, 1/life).
- 2) Detect Magic (U)- can track magic- using classes, monsters and Faeries.

**Description:**

Ugly with green molten skin. They are always trying to find treasure and will hunt down Faeries at any cost. They are extremely greedy and not to smart, which makes them easy to bribe.

**Vulnerabilities:**

They fight in disorganized packs with no strategy and are fearful of magic.

Lives: 6

**Levels:**

- 1<sup>st</sup> Flame Arrow (Archer, 1/life).
- 2<sup>nd</sup> +1 damage with arrows.
- 3<sup>rd</sup> Poison Weapon (Assassin, 1/game).
- 4<sup>th</sup> Armor Piercing Arrow 1/game.
- 5<sup>th</sup> Poison Weapon 1/life.
- 6<sup>th</sup> Vanish 2/life.

**Kobold**

Q/M Ratio 1:1

Armor: None initially.

Attacks: One non-hinged weapon under 3 ft., or two daggers.

Abilities: Traps (Assassin, unlimited).

**Description:**

Small, 3-4 ft. humanoids resembling a scaly dog. They have a skinny, rat like tail and beady eyes. They smell like old earth and are rust brown in color. They are weak, but are tenacious and will not retreat from battle. Often, they will have many traps set to protect them. They will band together under anyone willing to protect them.

Lives: 5

**Levels:**

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Entangle Trap (Scout, 1/life).
- 3<sup>rd</sup> 6 lives. May wear 1 point of armor or small shield.
- 4<sup>th</sup> 7 lives. May wear 2 points of armor and use a small shield.
- 5<sup>th</sup> No additional abilities.
- 6<sup>th</sup> No additional abilities.

**Mangler**

Q/M Ratio 2:1

Armor: 3 points natural.

Attacks: 2 Short Swords as claws and/or Flail as tail.

**Abilities:**

- 1) All attacks considered Red.
- 2) Cure Poison(Healer, 1/life) no incantation.

**Description:**

Manglers are giant lizard, generally at least 10 feet in length without the tail, which is very flexible and tipped with a heavy, spiked ball. Manglers are voracious carnivores and can survive almost any climate except arctic.

Lives: 3

**Levels:**

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> No additional abilities.
- 3<sup>rd</sup> 4 lives.

4<sup>th</sup> No additional abilities.

5<sup>th</sup> No additional abilities.

6<sup>th</sup> Armor becomes 4 points.

**Merfolk**

Q/M Ratio 3:1 (QUEST)

Armor: None. May use a small shield.

Attacks: Dagger, javelin, trident, and throwing weapons. May use Red versions of these.

**Abilities:**

- 1) Regeneration: Wounds in a 30 count if in water.
- 2) Submerge by saying "Submerge!" Considered under water and can not be attacked (unless scenario dictates otherwise).
- 3) Immune to all charms, controls, Confusion, and Ice based spells.
- 4) Yield, Hold, and Shove (Wizard, unlimited).

**Description:**

These are beautiful creatures with the torso of a person and the tail of a fish. They will normally help a lost ship or drowning sailors. If the must, they defend very fiercely.

Vulnerabilities: May not run when out of water.

Lives: 3

Levels: none.

**Ogre**

Q/M Ratio 2:1

Armor: 2 points natural, up to 4 additional points. May use any shield.

Attacks: As Barbarian, except no bow.

**Abilities:**

- 1) Barbarian immunities.
- 2) All weapons are considered red.

**Description:**

Huge, marauding brutes with the intelligence of a table leg. They are irrepressible bullies, but will not shy away from larger opponents. Ogres have an extreme distrust of magic and will shy away from anyone who uses it.

Lives: 4

**Levels:**

- 1<sup>st</sup> Scare (Death Knight, 2/life).
- 2<sup>nd</sup> All weapons do an extra point of damage.
- 3<sup>rd</sup> Berserk (Barbarian) on last life.
- 4<sup>th</sup> Armor becomes 3 points.
- 5<sup>th</sup> Fight after death (Barbarian) on last life.
- 6<sup>th</sup> Berserk and Fight after death on last two lives.

**Oni-Mage**

Q/M Ratio 4:1

Armor: 3 points natural.

Attacks: Any melee weapon (prefers polearms and large swords) considered red.

Abilities:

- 1) Barbarian immunities.
- 2) Presence against Ogres, Orcs, and Goblins.
- 3) Teleport (Wizard, unlimited).
- 4) Regeneration of wounds in 100 count, armor in 300 count per section.

Description:

Oni-mages are a rare form of ogre from the Orient. Their powers make them feared and obeyed by all of the lesser humanoid races in the community they belong to.

Lives: 3

Levels:

- 1<sup>st</sup> 5 points 1<sup>st</sup> level wizard magic.
- 2<sup>nd</sup> 5 points 2<sup>nd</sup> level wizard magic.
- 3<sup>rd</sup> 5 points 3<sup>rd</sup> level wizard magic.
- 4<sup>th</sup> 5 points 4<sup>th</sup> level wizard magic.
- 5<sup>th</sup> 5 points 5<sup>th</sup> level wizard magic.
- 6<sup>th</sup> 5 points 6<sup>th</sup> level wizard magic.

**Orc, Southern**

Q/M Ratio 1:1

Armor: 1 point natural. May use any shield.

Attacks: As Warriors.

Abilities: May use any throwing weapons.

Lives: 4 (Unlimited lives if there is a totem present (quests only)).

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Improve Weapon (Warrior, 1/game).
- 3<sup>rd</sup> May use shortbows. 1 extra life.
- 4<sup>th</sup> May wear additional armor up to 4 points.
- 5<sup>th</sup> Improve Weapon 1/life. Improve Shield (Warrior, 1/game).
- 6<sup>th</sup> Repair (Warrior, 1/life).

**Purple Worm**

Q/M Ratio 3:1 (QUEST)

Armor: 3 points.

Attacks: One 2-handed weapon (considered Poisoned and Red)

Abilities:

- 1) Tunneling (Wizard Teleport, 1/life) by saying "Tunneling."x5.
- 2) Immune to Wounding, Charms, Hold Person, poison, and subdual.
- 3) Limb shots count, however, the Purple Worm may still use the limbs until it dies. This represents the worm's great size and the fact that it actually has no limbs.
- 4) 5 second Fight after Death (as Barbarian).

Description:

Big,... Jelly,... Garfumduleii.

Lives: 2

Levels: None.

**Quill Beast**

Q/M Ratio 3:1

Armor: 2 points natural.

Attacks: 2 short swords as claws and throwing daggers as quills.

Abilities:

- 1) Scare (Death Knight, 1/life)
- 2) Immune to Lost and Subdual.
- 3) Tracking (Scout, 1/life).

Description:

Quill Beasts are hideous, glowing-eyed humanoids covered in a thick coat of deadly quills. They are extremely cunning and easily angered. They eat all meat including carrion or human flesh.

Lives: 3

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Tracking(2/life).
- 3<sup>rd</sup> Claws considered Red. One additional life.
- 4<sup>th</sup> Armor becomes 4 points.
- 5<sup>th</sup> Scare(2/life).
- 6<sup>th</sup> Daggers considered Poisoned.

**Satyr**

Q/M Ratio 3:1

Armor: 1 point natural.

Attacks: Any sword, staff, spear, or short bow.

Abilities:

- 1) Vanish (Brownie, unlimited).
- 2) Barbarian immunities.
- 3) Must have pipes, as spell book which may be destroyed, to cast magic.

Description:

Half man, Half goat, Satyrs are the embodiment of the wild, carefree ways of nature. They have a great love for women.

Lives: 4

Levels:

- 1<sup>st</sup> Charm (Bard, 4/life) by saying "I charm thee." 5x with a 50 ft. range.
- 2<sup>nd</sup> Sleep (Healer, 1/life) with a 50 ft. range.
- 3<sup>rd</sup> Scare (Death Knight, 1/life) with a 50 ft. range.
- 4<sup>th</sup> Armor becomes 2 points.
- 5<sup>th</sup> Yield (Wizard, 3/life) by saying "Yield thy arms and come to me." Twice with a 50 ft. range.
- 6<sup>th</sup> Sleep 2/life, Scare 2/life, Yield 4/life.

**Scorpion, Big**

Q/M Ratio 2:1 (QUEST)

Armor: 3 points.

Attacks: 1-handed weapon (as claws, Red), and flail (as tail, poisoned).

Abilities:

- 1) Tunneling (Purple Worm, 1/life).

- 2) Immune to subdual.

**Description:**

These are fairly big scorpions, about as big as you are, but not nearly as big as the Giant Scorpion found later.

Lives: 4

Levels: none.

**Uruk-Hai**

Q/M Ratio 3:1

Armor: 3 points natural armor, can wear up to 4 additional points

Attacks: Any melee weapon and javelin considered red.

**Abilities:**

- 1) Barbarian immunities.
- 2) May carry enchantments.

**Description:**

8' tall great Orc with dark green skin and red eyes.

Lives: 3

Levels:

- 1<sup>st</sup> Heal Self (barbarian, 1/life).
- 2<sup>nd</sup> Improve weapon (Warrior, 1/life).
- 3<sup>rd</sup> +1 life (total 4).
- 4<sup>th</sup> Improve shield (Warrior, 1/life).
- 5<sup>th</sup> +1 life (total 5).
- 6<sup>th</sup> Touch of Death (Assassin, 1/life).

## MYSTICAL CREATURES

### Angels

Angels represent the various servants of the deities. Angels are used mainly for good deities, and will usually be used for neutral, unless evil is severely outnumbered. A 6th level Healer who prays to his/her God when in desperate need may summon them. To effectively summon one, the Healer must spend the number of spell points listed after the angels name from each of their 3rd, 4th, 5th, and 6th level magic. Similarly to Transform and reincarnate, the level of the monster played depends on the monster level of the person playing the monster.

### Angel, Winged (1)

Q/M Ratio 3:1  
Armor: May wear up to 4 points. May use any shield.  
Attacks: As Warrior.  
Abilities: Flight (Wizard, unlimited) by saying "I take to flight."x5.

Lives: 2

Levels:

- 1<sup>st</sup> Improve Weapon (Warrior, 1/life).
- 2<sup>nd</sup> Improve Shield (Warrior, 1/game).
- 3<sup>rd</sup> Mend (Healer, 2/life).
- 4<sup>th</sup> Heal (Healer, 2/life).
- 5<sup>th</sup> Weapons considered Red (may still use Improve Weapon on them).
- 6<sup>th</sup> Heal unlimited.

### Angel, Noble (2)

Q/M Ratio 4:1  
Armor: May wear up to 6 points.  
Attacks: Any 2-handed weapon.  
Abilities:  
1) Flight (Wizard, unlimited) by saying "I take to flight."x5.  
2) Weapons are considered magical in nature.

Lives: 2

Levels:

- 1<sup>st</sup> Awe (2/game) by saying "I make thee in awe."x2. Will make person fight on side of angel.
- 2<sup>nd</sup> Weapons are considered Bladeshaped/Bludgeoned (Wizard).
- 3<sup>rd</sup> Weapons are considered enchanted (Wizard Enchant Weapon).
- 4<sup>th</sup> Banish (Healer, 1/game).
- 5<sup>th</sup> ALL Monk immunities.
- 6<sup>th</sup> Mend (Healer, unlimited).

### Angel, Solar (3)

Q/M Ratio 5:1  
Armor: 2 points natural, may wear up to 4 more. May use a small shield.

Attacks: Short swords.

Abilities:

- 1) Weapons considered magical in nature.
- 2) Natural protection from Flame.
- 3) Regenerates natural armor and limbs in a 60 count.

Lives: 2

Levels:

- 1<sup>st</sup> Fireball (Wizard, 1 bolt/unlimited).
- 2<sup>nd</sup> Weapons are considered enchanted (Wizard Enchant Weapon).
- 3<sup>rd</sup> Pyrotechnics (Wizard, 2/game).
- 4<sup>th</sup> Protection from Death (Healer, natural).
- 5<sup>th</sup> May carry 2 enchantments 1/game.
- 6<sup>th</sup> 5 points of Druid magic from any level.

### Angel, High (4)

Q/M Ratio 6:1  
Armor: 2 points invulnerability, may wear any additional armor.

Attacks: Daggers only.

Abilities:

- 1) Flight (Wizard, unlimited) by saying "I take to flight."x3.
- 2) Only affected by magical weapons.
- 3) Regeneration of limbs in a 30 count and natural armor in 100 count.

Lives: 1

Levels:

- 1<sup>st</sup> All poisons within 10 foot radius are ineffective. 5 points of Healer magic, levels 1 - 3.
- 2<sup>nd</sup> 5 points of Healer magic levels 4-6.
- 3<sup>rd</sup> Banish (Healer, natural) by touch.
- 4<sup>th</sup> Protection from magic (Wizard, natural). Magical weapons do normal weapon damage.
- 5<sup>th</sup> Protection from Magic will extend to anyone in touch.
- 6<sup>th</sup> Resurrect (Healer, 3/game).

### Avatar

#### Personal Incarnation

Under extreme conditions, a 6th level Healer, instead of praying for help may call upon the deity itself. This will result in the deity stepping down into the body of the Healer and acting through it. To do this, the Healer must channel ALL of its spell points to

summoning the deity. When the physical body is destroyed to a certain point, the deity will leave the body, resulting in the total loss of the Healer's lives. The Healer may not come back out by any means (no resurrection or transfer life). These beings have no levels.

Q/M Ratio 10:1

Armor: 3 points natural, and up to 3 additional points may be worn. May use any shield.

Attacks: Any one handed weapon.

Abilities:

- 1) Any weapon used by an Avatar is considered magical and does Red weapon damage.
- 2) Avatars can only be hit by magical weapons which will only do one point of damage. All other attacks will bounce off harmlessly.
- 3) Avatars have a natural Protection from Death (Healer). They are also immune to Poison.
- 4) May cast the following Healer spells 2/life.  
-Heal -Cure Poison  
-Mend -Cure Disease  
-Teleport -Call Lightning (Druid)  
-Protect -Pyrotechnics (Wizard)  
-Dispel Magic -Resurrect
- 5) May use Extension (1/life) and Lightning Bolt (1 bolt/unlimited)
- 6) By their very nature, an Avatar cannot be subdued, nor can they be stunned (magically or otherwise). They can still be held by an Iceball, Entangle, and Petrify, however.
- 7) An Avatar can represent many different type of gods and forces. Therefore, no two will ever be precisely alike. To reflect this, an Avatar may have one specialized power, determined under the following guidelines:  
-If it is a spell, the Avatar can cast it 1/life.  
-Immunities and defensive powers are permanent.  
-A power that affect the Avatar's attacks (such as white weapons) is decided on a case by case basis.

Description:

Avatars are the physical embodiment of the gods, and as such, act to carry out that deity's will. Avatars never recognize man- made titles, but recognize only religious hierarchical titles.

Lives: 2

### **Baalrogg**

Q/M Ratio 10:1 (QUEST)

Armor: 5 points invulnerability.

Attacks: Long Sword (Enchanted and Red) and Flail (Poisoned and Red).

Abilities:

- 1) Teleport (Wizard, unlimited).

- 2) Curse (Wizard, 3/life) by saying "I curse thee!"x5.

- 3) Fireball (Wizard, unlimited).

- 4) Yield (Wizard, 3/life).

- 5) Stun (Healer, 2/life).

- 6) Forcewall (Wizard, 3/life with 20' lengths, or 1/life as a 60' circumference dome).

- 7) Immune to fire, charms, and all forms of holdings.

Description:

12 foot tall winged demon, wreathed in fire with horns and fangs. Really not a nice looking guy!

Vulnerabilities:

Iceball deactivate fire abilities for a 100 count. A Banish on an unprotected area will send the Baalrogg back to the hells for a 300 count.

Lives: 2

Levels: None.

### **Catoblepas**

Q/M Ratio 3:1

Armor: 2 points natural.

Attacks: Single short sword, as poisoned claw.

Abilities:

- 1) Poison Breath (1 bolt /u) - Engulfing green spell ball that kills in a 100 count.
- 2) Death Gaze (Wizard Curse, 1/life) by saying "Gaze of Death"x3 - Range of 20 ft. and may be used while moving.

Description:

The Catoblepas is a hideous monster, as dangerous as it is ugly. It vaguely resembles some sort of random collection of animal parts stuck together and given life. It avoids most creatures and kills the ones it meets. The Catoblepas is either too powerful or stupid to consider retreat under most circumstances.

Lives: 1

Levels:

1<sup>st</sup> No additional abilities.

2<sup>nd</sup> No additional abilities.

3<sup>rd</sup> 2 Lives. Claw considered Red.

4<sup>th</sup> Gaze of Death (2/life). Immune to Poison.

5<sup>th</sup> Protection from Death(Healer, natural) Armor becomes 3 points.

6<sup>th</sup> Gaze of Death (3/life).

### **Cockatrice**

Q/M Ratio 3:1

Armor: 2 points natural.

Attacks: 2 daggers (claws), or short sword (bite) and flail (tail).

Abilities:

- 1) Petrify (Wizard, unlimited) by saying "Petrify!"
- 2) Immune to poison.
- 3) Scare (Death Knight, 1/life).

**Description:**

Large, winged stone covered lizards that prey on any living creature. Anything they cannot kill they turn to stone.

Lives: 2

Levels:

- 1<sup>st</sup> Bite is considered poisoned.
- 2<sup>nd</sup> Gains immunity to all binding magic.
- 3<sup>rd</sup> Shatter (Druid, 1/life).
- 4<sup>th</sup> Tail is considered Red.
- 5<sup>th</sup> Poison Cloud (Green Dragon, 2 bolts/unlimited).
- 6<sup>th</sup> Flight (Wizard, 2/life) by saying "I take to flight."x5.

**Daemons**

Daemons are much like angels, except that they are used to portray the servants of an evil deity. They are all naturally evil and not to be trusted, but they will never attack the team they were summoned by until they are the only team left to fight. Their creation is identical to that of angels.

**Daemon, Spike (1)**

Q/M Ratio 1:1

Armor: 1 point natural.

Attacks: As Warrior and throwing daggers.

Abilities: Immune to fire.

Lives: 2

Levels:

- 1<sup>st</sup> Improve Weapon (Warrior, on all weapons).
- 2<sup>nd</sup> Spikes become poisoned.
- 3<sup>rd</sup> Armor becomes 2 points.
- 4<sup>th</sup> Immune to death magic, charms, and controls.
- 5<sup>th</sup> Armor becomes 3 points.
- 6<sup>th</sup> Pyrotechnics (Wizard, 1/game).

**Daemon, Scourge (2)**

Q/M Ratio 3:1

Armor: 2 points natural. May use a small shield.

Attacks: Short swords.

Abilities:

- 1) Immune to all Fire and Ice.
- 2) Weapons are considered Bladeshaped/Bludgeoned (Wizard). This means they are also considered magical.

Lives: 2

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Poison weapon (Assassin, 1/game).
- 3<sup>rd</sup> Regenerates armor and limbs in a 60 count.
- 4<sup>th</sup> Armor becomes 3 points.
- 5<sup>th</sup> Protection from Death, Charms, and Controls.

- 6<sup>th</sup> Reanimate (Wizard, 2/game) into a Zombie (non-viral, cannot be transmitted).

**Daemon (3)**

Q/M Ratio 5:1

Armor: 4 points natural.

Attacks: 2 Short swords as claws, considered magical.

Abilities:

- 1) Protection from Flame.
- 2) Regenerate limbs in 20 count, armor in 60 count per point per location.
- 3) Scare (Death Knight, 2/life).

Vulnerabilities:

A demon may never be brought back to life. A Dispel Magic will kill them. They cannot enter an Anti-Magic Zone.

Lives: 3

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Claws become Red.
- 3<sup>rd</sup> Soul Steal (Anti-Paladin, 1/game).
- 4<sup>th</sup> Soul Steal 2/game. Natural Protection from Death (Healer).
- 5<sup>th</sup> Claws gain Flameblade (Druid) effects (still only 2 points damage).
- 6<sup>th</sup> 5 points wizard magic, any level. Natural Protection from Magic.

**Daemon of the Pale (4)**

Q/M Ratio 7:1

Armor: 4 points natural.

Attacks: 2 short swords as claws, considered magical.

Abilities:

- 1) Protection from Flame and Death.
- 2) Regenerates limbs in a 20 count and armor in a 60 count.
- 3) Scare (Death Knight, 2/life).
- 4) Only damaged by magical weapons which do normal weapon damage.

Lives: 1

Levels:

- 1<sup>st</sup> Weapons are considered Flamebladed (Druid).
- 2<sup>nd</sup> Protection from Magic (Wizard, natural).
- 3<sup>rd</sup> Sever Spirit (Wizard, 4/game).
- 4<sup>th</sup> 5 points of Wizard magic, levels 1 - 3.
- 5<sup>th</sup> Teleport (Wizard, 2/life).
- 6<sup>th</sup> Soul Steal (Anti-Paladin, 2/game).

**Daemon Prince**

Q/M Ratio 7:1

Armor: 4 points, may wear up to 2 more points.

Attacks: 2 Short Swords as Claws, considered magical.

Abilities: A Daemon Prince has all of the abilities of a normal Daemon, plus the following:

- 1) Natural Protection from Magic, Fire, Disease, Poison, and any other abilities that charm or control. They also may only be hit by magical Weapons which do normal weapon damage.
- 2) Sever Spirit (Wizard, 1/life). This represents the total destruction of a person's soul.
- 3) The claws are considered Poisoned (Assassin) and Flamebladed (Druid).
- 4) 5 points of Wizard magic from any level. Also, Circle of Protection (2/game), Messenger (1/life), Dispel Magic (1/life), and Teleport (2/life).
- 5) As the Daemon Prince has no soul, it cannot be brought back to life by any means. Also, Talk to Dead and Summon Corpse do not work.
- 6) The most terrifying power of a Daemon Prince is its ability to possess the minds of its enemies. By subduing an opponent, the Daemon Prince may inflict its will over the victim, making the victim an absolute slave. The Daemon Prince must say "I subvert thy will and control thy mind"x5 while the victim is subdued. This causes the person to fight and be completely loyal to the Daemon Prince, but does not change their powers or abilities in any way. Monks are immune to this and a Sever Spirit will free the victim's mind. The Daemon Prince may do the 2/life, and the Death of the Daemon Prince does not negate the effect.

**Description:**

The Daemon Princes are the virtual rulers of the Netherworld, second only to the legendary Overlord of Hell. They are the most feared and the most dangerous of the otherworldly horrors, and should not be trifled with. Daemon Princes are very well mannered, and are the most deceptive beings in existence. Most will offer their victims a deal that actually puts the victim worse off than he was before.

**Vulnerabilities:**

Daemon Princes are extremely vulnerable to Dispel Magic, being intensely magical creatures. If hit by Dispel Magic, they are banished back to the hells for a 500 count. They then reappear at the point from which they were banished. If hit by 2 Dispel Magics in one life, they are killed. The also may not enter an Anti-Magic Zone.

Lives: 2

**Faeries**

Q/M Ratio 3:1

Armor: 1 point due size and speed.

Attacks: Short Sword.

**Abilities:**

- 1) Flight (Wizard, unlimited) by saying "I take to flight." and "Landing." To land.
- 2) Vanish (Brownie, unlimited).
- 3) Charm (Bard, 4/Life) by saying "I charm thee."x5 with a 50' range.
- 4) Entangle Trap (Scout, 2/life).
- 5) Faerie Dust (1 bolt/unlimited) by saying "Faerie Dust." Causes victim to portray one emotion in extreme {happy, drunk, sleepy, etc.} The Faerie has control over which emotion and will never choose anger. Effects last for 100 count. Barbarians, Druids above 4th level, and Monks above 2nd level are immune.

**Description:**

Faeries are legendary for their mischief, love of the forest, and wars with goblins. They are typical of any kind of forest, and get along well with Druids and other forest dwellers.

Lives: 4

**Levels:**

- 1<sup>st</sup> Lost (Healer, 2/life).
- 2<sup>nd</sup> Yield (Healer, 1/life).
- 3<sup>rd</sup> Bless (Healer, 2/life).
- 4<sup>th</sup> Confusion (Druid, 1/life).
- 5<sup>th</sup> Lost 4/life.
- 6<sup>th</sup> Yield 2/life.

**Genie**

Q/M Ratio 3:1 (QUEST)

Armor: 4 points invulnerability.

Attacks: Spells only.

**Abilities:**

- 1) Genie must have a vessel of some kind and may not be more that 20' from it.
- 2) Immune to all offensive magic except Banish (sends it into its vessel), Sphere of Annihilation, magical weapons, and relics.
- 3) Wish (unlimited). Grants any Wizard enchantment, Emotion Control, Heal, or Mend. Limit of 3/person/life. No wishing for more wishes!
- 4) Vanish (unlimited) by saying "vanishing."x5. By doing this, the Genie retreats back into his vessel and may not be affected at all until someone rubs its vessel to release it.
- 5) Regeneration. When the Genie is in its vessel, it regains all limbs and armor.
- 6) Lightning Bolt (Wizard, unlimited); Charm (Bard, 1/life); Confusion (Druid, 4/life); Dispel Magic (Wizard, 2/life); Wind (Wizard, 1/life); Call Lightning (Druid, 2/life); Forcewall (Wizard, 4/life).

**Description:**

A Genie is an interdimensional entity who is bound to this plane by a specific vessel. It can grant 3

wishes to anyone in possession of the vessel. They are usually not very dangerous, but can become lethal if forced to defend.

**Vulnerabilities:**

Genies may only attack those who are trying to steal the vessel or who attack first (may not attack those in possession of the vessel).

Lives: 3

Levels: None.

**Hellhound**

Q/M Ratio 4:1 (QUEST)

Armor: 3 points invulnerability.

Attacks: 2 daggers as Red claws and teeth.

**Abilities:**

- 1) Immune to fire based attacks, death magic, charms, controls, and holds.
- 2) Leg wounds as Centaur.
- 3) Fireballs act as a heal or a mend.

**Description:**

Large, rust-red or black dogs that come from the lower plane of existence. They will only band with others of their kind, daemons, and Anti-Paladins.

**Vulnerabilities:** Banish kills instantly.

Lives: 2

**Levels:**

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Armor becomes 4 points invulnerability.
- 3<sup>rd</sup> Fireball (Wizard, 1 bolt/unlimited).
- 4<sup>th</sup> Firewall (Druid, 1/life).
- 5<sup>th</sup> Fireball 2/unlimited.
- 6<sup>th</sup> Firetrap (Druid, 1/life).

**Homonculous**

A Homonculous is a magical construct of an Archmage. The Wizard must sacrifice 4 points of 3rd level magic to create the homunculus, which becomes a servant to the wizard. At the time of creation, it gains a spell list identical to the remaining spells of the Wizard that created it.

Q/M Ratio 3:1

Armor: 1 point invulnerability.

Attacks: Poisoned flail (Scorpion-like tail).

**Abilities:**

- 1) Flight (Wizard, unlimited), if created with wings.
- 2) Wizard magic. May use the spells on its list, provided it is of sufficient level.

**Description:**

Each homunculus is different, but all are generally 2-3 feet tall with a long tail.

**Vulnerabilities:**

It dies every time the wizard that created it dies. It must also obey every word of its creator, even if it

means the loss of its life. May not cast magic above 3rd level.

**Lives:** Equal to the wizards remaining lives at time of creation.

**Levels:**

- 1<sup>st</sup> May cast first level spells.
- 2<sup>nd</sup> May cast 2nd level spells. Messenger (Wizard, unlimited) to creator.
- 3<sup>rd</sup> May cast 3rd level spells. Teleport (Wizard, 2/life) to creator.
- 4<sup>th</sup> Teleport 4/life to creator.
- 5<sup>th</sup> Immune to poison.
- 6<sup>th</sup> Teleport unlimited to creator.

**Lamia**

Q/M Ratio 3:1

Armor: None.

Attacks: Shortsword and Flail as natural attacks.

**Abilities:**

- 1) Shortsword is considered Poisoned, Flail is considered Red.
- 2) Regenerates limbs and armor after a 50 count.
- 3) Yield(Wizard, 2/life).

**Description:**

The Lamia, also called the serpent mother, is a sinister, serpentine creature that feeds on the flesh of the good and pure. This creature takes on the form of a lovely woman and lures unsuspecting victims to be devoured. Some Lamias prefer to eat children, while others insist on a diet of noble warriors; none will consider eating a foe who is evil, selfish, or corrupt.

Lives: 2

**Levels:**

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Gains 1 point natural armor.
- 3<sup>rd</sup> armor becomes 2points. Hold Person(Wizard, 1/life).
- 4<sup>th</sup> Armor becomes 3 points. Shortsword also considered Red.
- 5<sup>th</sup> Armor becomes 4 points. Yield(3/life).
- 6<sup>th</sup> Steal Life(Anti-Paladin, 1/game).

**Lava Man**

Q/M Ratio 2:1

Armor: 3 points natural.

Attacks: Single Short Sword.

**Abilities:**

- 1) Lava Men and all their equipment are immune to flame, Heat Weapon, and the like.
- 2) All attacks are considered flame based. If target is immune, they take normal damage.

**Description:**

Lava Men are bizarre creatures often found near volcanoes, or at rifts leading into other planes. They are humanoids of living, molten rock. Their lives are

most inscrutable to others, but seem to center around fashioning their unique flaming weapons.

Lives: 3

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Flameblade (Druid, 1/game) natural.
- 3<sup>rd</sup> 4 Lives. May wield Javelins.
- 4<sup>th</sup> Flameblade (1/life) sword only. Weapons as Warrior.
- 5<sup>th</sup> Medium Shield. Repair (Warrior, 1/life).
- 6<sup>th</sup> Fireball (Wizard, 1bolt/u)by saying "Fireball."

### Minidrake

Q/M Ratio 5:1

Armor: 2 point invulnerability.

Attacks: 2 daggers (claws) or dagger and flail (bite and tail).

Abilities:

- 1) Sleep stinger in tail- must state "Sleep" before strike and it will cast sleep (Healer) on the target and do no damage.
- 2) Flight (Wizard, unlimited) by saying "I take to flight." three times.
- 3) Hide (Brownie, 3/life) by saying "Surroundings hide and protect me." twice.
- 4) Messenger (Wizard, unlimited). Works on self only.
- 5) Immune to Lightning, Ice, and Entangle.

Description:

These mischievous little beasts are always flitting about looking to antagonize anyone. On occasion they choose a companion to annoy (accompany) until they find something better to do. They look, of course, like small dragons.

Vulnerabilities: Sweets/Food.

Lives: 3

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Mend armor (Warrior, 1/game).
- 3<sup>rd</sup> May transfer immunities to one person in contact. Entangle breath weapon (Druid, unlimited).
- 4<sup>th</sup> Hide becomes unlimited.
- 5<sup>th</sup> Tail becomes red.
- 6<sup>th</sup> Fireball breath weapon (Wizard, 1/life).

### Naga

Q/M Ratio 3:1

Armor: 2 point natural on the legs. May wear up to 3 points on torso and arms. May use a small shield.

Attacks: Short swords and/or short bow.

Abilities: Poison Weapon (Assassin, 1/life)

Description:

These creatures have a human torso and the lower body of a large snake, much like gorgons. They usually dwell underground in caves near water.

Lives: 4

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Hold Person (Wizard, 1/life). Must be standing still to use.
- 3<sup>rd</sup> May use throwing daggers.
- 4<sup>th</sup> Touch of Death (Assassin, 2/game).
- 5<sup>th</sup> May use any weapon up to 4' in length.
- 6<sup>th</sup> All weapons are considered poisoned.

### Paper Golem

Q/M Ratio 1:1

Armor: 1 point invulnerability, due to size and speed.

Attacks: 2 daggers.

Abilities:

- 1) Windblown - Player must say "Garbage"x5. This simulates the Golem's ability to compact itself into a paper wad and hide. Treat as Wizard Flight except player must wander aimlessly for a 300 count to simulate being windblown. Use of this is unlimited.
- 2) Paper Cuts (Wizard Wounding, 1/life).

Description:

Created by novice mages wishing to apprentice to the Ancient Mage, Paper Golems are six inches tall and resemble a human in general shape. Easily constructed, their creators often use too much magic, resulting in rather durable constructs. These golems make excellent guards and assassins, capable of avoiding most blows and bypassing obstacles due to their size.

Vulnerabilities:

A Fireball or Flame Arrow will destroy one of these immediately.

Lives: 3

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> 4 Lives.
- 3<sup>rd</sup> Barbarian Immunities.
- 4<sup>th</sup> Weapons considered Red. May use 1 Wizard Spell from levels first through third.
- 5<sup>th</sup> 5 Lives.
- 6<sup>th</sup> One additional Spell from 1-3.

### Shinma

Q/M Ratio 6:1 (QUEST)

Armor: 2 point invulnerability.

Attacks: Any melee weapon or throwing weapon. May also use 2 daggers as claws considered magical.

Abilities:

- 1) Immune to all non-magic weapons, disease, poison, charm, or subdue.

- 2) Immune to all magic except enchantments, Magic Bolt, Lightning Bolt, Fireball, Sphere of Annihilation, Call Lightning, Dispel Magic, Banish, and Stun.
- 3) Stun acts as Hold Person and Banish sends them back to their dimension.
- 4) All melee weapons considered Red.
- 5) Levitate (unlimited) by saying "Rise."x3 and "Descend." to do so. Cannot move around, only up.
- 6) Teleport (Wizard, unlimited) by saying "Teleport"x3 and "Arriving."x3.
- 7) Regenerates armor/limbs in an 80 count/point/location.
- 8) Steal Life (Anti-Paladin, 4/life). Maximum of 8/game.
- 9) Vibrating Palm (Monk, 1/life).
- 10) Finger of Death (Druid, 2/life).

**Description:**

Supernatural, interdimensional beings from Japanese mythos who feed on blood, souls, energy, and dreams of those on this plane. Some are feared as demons while others are revered as gods. Some look human, others hideous. A shinma tends not to be total good or evil. Since they have escaped from their plane, they will try not to call too much attention to themselves in fear of being banished.

**Vulnerabilities:** Banish kills instantly.

**Lives:** 2

**Levels:**

- 1<sup>st</sup> Charm (Bard, unlimited) by saying "I charm thee."x5 with a 50' range. Lightning Bolt (Wizard, unlimited).
- 2<sup>nd</sup> Forcewall (Wizard, 4/life) by saying "Forcewall." May give a stolen life to another player.
- 3<sup>rd</sup> Armor becomes 4 points.
- 4<sup>th</sup> Yield (Dryad, 4/life). Fireball (Wizard, unlimited).
- 5<sup>th</sup> Stun (Healer, 2/life). Defend (Wizard, 1/life).
- 6<sup>th</sup> 5 points of Wizard magic, any level. Gate (1/game): Brings them back to this plane from their own.

*Notes: Shinma are immortal creatures that can only be killed on their own plane. After their last life on this plane, they are banished and get sent back to their own. They may escape this by using Gate, or by touching an active Circle of Protection.*

**Sprite**

**Q/M Ratio** 2:1

**Armor:** 2 points natural.

**Attacks:** Dagger and short bow.

**Abilities:**

- 1) Vanish (Brownie, unlimited).

- 2) All arrows will do damage only to armor. Instead of wounding, an arrow will put target to sleep for 300 count.
- 3) Flight (Wizard, unlimited) by saying "I take to flight." once.
- 4) Can carry sleeping victims in Teleport.

**Description:**

Small winged humanoids who protect their woodlands. They usually do not kill, but instead put their victims to sleep and remove them from the forest.

**Lives:** 4

**Levels:**

- 1<sup>st</sup> Teleport (Wizard, 1/life).
- 2<sup>nd</sup> No additional abilities.
- 3<sup>rd</sup> All arrows become armor piercing.
- 4<sup>th</sup> Teleport 2/life.
- 5<sup>th</sup> Teleport 3/life.
- 6<sup>th</sup> Teleport 4/life.

**Sucubus/Incubus**

**Q/M Ratio** 1:1

**Armor:** 1 point natural.

**Attacks:** Any melee weapon under 4 ft.

**Abilities:**

- 1) Innate protection from magic.
- 2) Energy Drain 1/life. Say "Energy Drain." while touching victim, dead or alive. Victim loses one level from class for rest of game. May not be used on Paladins.

**Description:**

Demons who harvest souls for their masters. They can take any form, but usually that of attractive member of the opposite sex of heir intended victims. They will only band with others of their kind, and will readily follow any demon. They also enjoy hunting Paladins.

**Lives:** 3

**Levels:**

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Awe 1/life by saying "I make thee awed." twice. Victim cannot run away or Scare (Death Knight, 1/life) both with a 20 ft. range.
- 3<sup>rd</sup> May follow anyone in any kind of teleport.
- 4<sup>th</sup> May attack players in Sanctuary or Commune.
- 5<sup>th</sup> May take the form of any player 1/game. Gains that players class abilities, armor values, etc. Must be treated as that player (teammates will most likely not attack).
- 6<sup>th</sup> Teleport (Wizard, 1/life) Stun (Healer, 1/life).

**Wereanimals**

All normal lycanthropes have the following in common: In human form, they bear a vague resemblance to the type of creature they become. All

can create others of their own kind. There are 2 kinds of lycanthropes- True: those born with lycanthropy, and diseased: those affected with lycanthropy by being killed three times by a lycanthrope. Being a disease, if Cure Disease is cast on a lycanthrope, it will revert to a human form for one life.

### **Werebear**

Q/M Ratio 3:1

Armor: 3 points natural.

Attacks: Two short swords considered red.

Abilities:

- 1) Tracking (Scout), also can attack those in sanctuary and commune.
- 2) Fight after death when berserk.
- 3) Only harmed by magical weapons, which do normal damage.
- 4) Immune to all forms of yield and sleep.

Description:

Humanoids with ability to take bear form due to lycanthropy.

Lives: 3

Levels:

- 1<sup>st</sup> Berserk (Barbarian, 1/game).
- 2<sup>nd</sup> No additional abilities.
- 3<sup>rd</sup> Scare (Death Knight, 1/life).
- 4<sup>th</sup> Berserk 2/game.
- 5<sup>th</sup> No additional abilities.
- 6<sup>th</sup> Berserk 3/game.

### **Werecat (Puma, Leopard, Lion, Tiger, etc.)**

Q/M Ratio 3:1

Armor: 2 points natural.

Attacks: 2 short swords as claws considered red.

Abilities:

- 1) Tracking (Scout).
- 2) Immune to all non-magic attacks.
- 3) Barbarian immunities.
- 4) Sprinting - a sudden burst of speed. Cannot be attacked by anyone within 20 ft. To use chant "Sprinting" (like Sanctuary). (at 4th level).

Description:

Large werecats are more of a solitary hunter, as they are in the wild.

Lives: 3

Levels:

- 1<sup>st</sup> Lick Wounds (Barbarian heal, 1/life).
- 2<sup>nd</sup> Improve 'claws' (Warrior, 1/game).
- 3<sup>rd</sup> Scare (Death Knight, 1/life).
- 4<sup>th</sup> Lick Wounds 2/life. Sprint 2/life.
- 5<sup>th</sup> Improve claws 1/life.
- 6<sup>th</sup> Armor becomes 3 points.

### **Werecat (Bobcat, Ocelot, Lynx, etc.)**

Q/M Ratio 2:1

Armor: 1 point.

Attacks: 2 short swords as claws, considered red.

Abilities:

- 1) Tracking (Scout).
- 2) Immune to all non-magic attacks.
- 3) Barbarian immunities.
- 4) Escape - chant "Run, Scamper, Scamper, Scurry" 3x. As Druid Pass Without Trace.

Description:

Small werecats are well known for using woodlands to hide in and are able to escape easier than their larger cousins.

Lives: 3

Levels:

- 1<sup>st</sup> Lick Wounds (Barbarian heal, 1/life).
- 2<sup>nd</sup> Improve claws (Warrior, 1/game).
- 3<sup>rd</sup> Escape 1/life.
- 4<sup>th</sup> Lick Wounds 2/life. Entangle Trap (Scout, 1/game).
- 5<sup>th</sup> Sprint (Larger Werecat, 1/life).
- 6<sup>th</sup> Escape 2/life. Sprint 2/life.

### **Werefox**

Q/M Ratio 2:1

Armor: None. May use small shield if not using claws.

Attacks: 2 daggers as claws, considered red, or any melee weapon under 5 ft.

Abilities:

- 1) Immune to Poison, Entangle, and Movement Controls.
- 2) Tracking (Scout).
- 3) Sprinting (Werecat).
- 4) Immune to non-magic attacks.

Description:

Distantly related to werewolves but much less aggressive. If forced to fight, they will usually use their cunning and speed to stay ahead of their enemies. Their lycanthropy can be transmitted but it is usually only done to willing subjects. Werefoxes are usually neutral, but if they are forced to choose a side, they will usually pick the more benign side.

Lives: 4

Levels:

- 1<sup>st</sup> Sprinting 3/life.
- 2<sup>nd</sup> Heal Self (Monk, 1/life).
- 3<sup>rd</sup> +1 life (total 5).
- 4<sup>th</sup> Charm (Bard, 3/life).
- 5<sup>th</sup> +1 life (total 6).
- 6<sup>th</sup> Circle of Protection (Wizard, 1/life) to simulate hiding still (in a bush).

## Wererat

Q/M Ratio 3:1

Armor: 2 points natural, and can wear up to 2 points more.

Attacks: 2 short swords as claws. May also use other swords and daggers.

Abilities:

- 1) Tracking (Scout), also can attack those in Sanctuary and Commune.
- 2) Immune to all non-magic attacks.
- 3) Claws are Poisoned and Diseased. To cure requires a Cure Poison and a Cure Disease.
- 4) Immune to Lost, Charm, and Yield.

Description:

Wererats seek to control anyone around them. Treacherous and deceitful, they hunt in packs.

Lives: 3

Levels:

- 1<sup>st</sup> Yield (Wizard, 1/game).
- 2<sup>nd</sup> Scare (Death Knight, 1/life).
- 3<sup>rd</sup> Can use a small shield. Yield 1/life.
- 4<sup>th</sup> Scare 2/life.
- 5<sup>th</sup> Magical red sword 1/life (as Wizard Bladesharp).
- 6<sup>th</sup> Yield 2/life.

## Werewolf

Q/M Ratio 3:1

Armor: 2 points natural.

Attacks: 2 short swords, considered claws that count as red weapons.

Abilities:

- 1) Tracking as the Scout ability.
- 2) Berserk as the barbarian ability.
- 3) May only be harmed by magic weapons which will do normal weapon damage, or by magic.
- 4) Immune to all forms of Yield and Sleep.
- 5) Anyone killed by a werewolf three times will become a turned werewolf for the remainder of their lives and fight on the original werewolf's life.

Description:

Werewolves are humanoids that can alter their physical appearance to that of a wolf. There are two kinds of werewolves, natural and turned. Natural werewolves have control over their power and turned werewolves are usually more ravenous.

Lives: 3

Levels:

- 1<sup>st</sup> Berserk 1/game.
- 2<sup>nd</sup> No additional abilities.
- 3<sup>rd</sup> Scare (Death Knight, 1/life).
- 4<sup>th</sup> Berserk 2/game.

5<sup>th</sup> No additional abilities.

6<sup>th</sup> Berserk 3/game.

## Werewolf Lord

Q/M Ratio 6:1 (QUEST)

Armor: 4 points natural, 6 points if Berserk.

Attacks: 2 short swords or daggers that are considered Red and magical.

Abilities:

- 1) Tracking (Scout, unlimited).
- 2) Berserk (Barbarian, 3/game), only at will.
- 3) Barbarian immunities, immune to poison, Cure Disease, and silver.
- 4) May only be hurt by magical weapons, magic, and Berserk Barbarians. All weapons do only 1 point of damage.
- 5) May carry enchantments.
- 6) Summon Wolves (3/life) by saying "Come to me, my wolvern kin; tear this mortal limb from limb."x3 with a 50' range. Only stopped by Protects, Stoneskins, and Defend.
- 7) Cure Disease (Healer, 3/game).
- 8) Pass without Trace (Druid, 1/life).
- 9) Sever Spirit (Wizard, 1/life).
- 10) Can make and control lesser werewolves.

Description:

They are the leaders of a wolf pack, have complete control over their own actions, and can control the pack as well.

Lives: 2

Levels: None.

## Will-O-the-Wisp

Q/M Ratio 2:1

Armor: 1 point invulnerability.

Attacks: Spells only.

Abilities:

- 1) Immune to all nonmagical attacks and death magic.
- 2) Leg shots do not count.
- 3) Yield (Dryad, 1/life).
- 4) Lightning Bolt (Wizard, unlimited).

Description:

These are the interdimensional entities that roamed the forests of England. Not much is known about them, except that they usually appeared as glowing blue lights.

Lives: 3

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> Yield 2/life. Teleport (Wizard, 2/game).
- 3<sup>rd</sup> Circle of Protection (Wizard, unlimited).
- 4<sup>th</sup> Fireball (Wizard, 1 bolt/unlimited).
- 5<sup>th</sup> Armor becomes 2 points invulnerability.
- 6<sup>th</sup> Teleport unlimited.

## **Xorn**

Q/M Ratio 2:1

Armor: 1 point invulnerability.

Attacks: By levels.

Abilities:

- 1) Barbarian immunities. Also immune to all who and cold based spells.
- 2) Teleport (Wizard, 1/life).

Description:

Xorn are creatures from the elemental plane of earth. They eat precious metals and can smell them at 20'. Xorn will ask for precious metals first, and then kill for them.

Vulnerabilities:

Stone to Flesh will remove 1 point of armor on all locations.

Lives: 2

Levels:

- 1<sup>st</sup> Two short swords.
- 2<sup>nd</sup> Armor becomes 2 points.
- 3<sup>rd</sup> Teleport 2/life.
- 4<sup>th</sup> Any two swords.
- 5<sup>th</sup> Armor becomes 3 points.
- 6<sup>th</sup> One additional life (total 3).

## **Yuki-Onna (Snow Woman)**

Q/M Ratio 8:1 (QUEST)

Armor: 2 points invulnerability.

Attacks: Spells only.

Abilities:

- 1) Immune to all non-magic attacks and all magic except fire based.
- 2) Vibrating Palm and Sanctuary (Monk, unlimited).
- 3) Vanish (Brownie, unlimited). Must state "Visible" and does not have to be near a tree.
- 4) Iceball (Wizard, unlimited), Teleport, Sleep, Lost (Healer, unlimited), and Charm (Bard) by saying "I charm thee."x5 with a 50' range.
- 5) Yield (Dryad, 4/life).
- 6) Iceball acts as a Heal or Mend.
- 7) Steal Life (Anti-Paladin, 8/game).

Description:

A supernatural, Japanese female with pale blue skin, wearing white. Hates all humans, who she lures into cold weather to kill them. Only appears in snow storms or other icy weather.

Lives: 1

Levels: None.

## UNDEAD CREATURES

### Shade

Q/M Ratio 2:1

Armor: None.

Attacks: Single short sword.

Abilities:

- 1) Protection from Death(Healer).
- 2) Touch of Death(Assassin, unlimited -no charge necessary).
- 3) Only harmed by magic or magical weapons.
- 4) Teleport(Wizard,1/life) by saying "Vanish"x10
- 5) Immune to Iceball, Entangle, and Petrify.

Description:

Shade are insubstantial undead that resemble shadows. Some say they are restless dead consumed with hate, while others claim they are animate forms of an otherworldly darkness. They do not speak, but whisper unintelligibly.

Lives: 3

Levels:

- 1<sup>st</sup> No additional abilities.
- 2<sup>nd</sup> No additional abilities.
- 3<sup>rd</sup> Teleport(2/life).
- 4<sup>th</sup> No additional abilities.
- 5<sup>th</sup> Gains 1 point natural armor.
- 6<sup>th</sup> Teleport(3/life).

### Vampire Lord

Q/M Ratio 6:1 (QUEST)

Armor: 2 points natural.

Attacks: Swords only, considered red.

Abilities:

- 1) All Abilities of normal vampires.
- 2) Yield is unlimited with a 100 ft. range.
- 3) Flight (Wizard, unlimited) by saying "I transform and take to flight." three times.
- 4) Natural Protection from Death (Healer).
- 5) Summon Rats 3/life by saying "I call upon armies of rats to devour thee." three times. This has a range of 50 ft. and is not affected by Protection from Death.
- 6) May turn humans into vampires 2/life by taking a person it killed and, while touching, say "I transform thee nosferatu." ten times. This person becomes a normal vampire with full lives and will fight for the vampires team.
- 7) Shove (Wizard, 3/life) with a range of 30 ft. Simulates great telekinetic ability.
- 8) Messenger (Wizard, 2/life). Simulates great telepathic ability.

Description:

Vampire lords are the oldest and the most powerful of all the vampiric undead. They are feared by all mankind as one of these foul creatures could endanger an entire community. Only the bravest and most skilled individuals should ever attempt to confront one of these fiends. Vampire lords are not weakened by sunlight but still avoid it.

Lives: 2

Levels: None.