



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.

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In Service,

James T. Phule, Captain of Phule's Company

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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:

- 1st No additional abilities.
- 2nd Flail considered Red.
- 3rd No additional abilities.
- 4th 5 points invulnerability.
- 5th 6 points invulnerability.
- 6th 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 or 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:

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

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

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

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

- 1st No additional abilities.
- 2nd Improve Weapon (Warrior, 1/game).
- 3rd Berserk on last life (Barbarian).
- 4th Mend (Wizard, 1/life). +1 point to any armor worn.
- 5th +1 life (total of 5). Improve Shield (Warrior, 1/game).
- 6th 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:

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

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

- 1st Spit Poison.
- 2nd 1 point natural armor.
- 3rd Berserk on last life.
- 4th Poisoned melee weapon (Assassin, 1/game).
- 5th 2 points natural armor.
- 6th 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:**

- 1st No additional abilities.
- 2nd No additional abilities.
- 3rd Berserk on last life.
- 4th 3 total lives.
- 5th No additional abilities.
- 6th 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:**

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

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

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

- 1st No additional abilities.
- 2nd No additional abilities.
- 3rd 4 lives.

4th No additional abilities.5th No additional abilities.6th 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 con 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:**

- 1st Scare (Death Knight, 2/life).

- 2nd All weapons do an extra point of damage.

- 3rd Berserk (Barbarian) on last life.

- 4th Armor becomes 3 points.

- 5th Fight after death (Barbarian) on last life.

- 6th 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:

- 1st 5 points 1st level wizard magic.
- 2nd 5 points 2nd level wizard magic.
- 3rd 5 points 3rd level wizard magic.
- 4th 5 points 4th level wizard magic.
- 5th 5 points 5th level wizard magic.
- 6th 5 points 6th 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:

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

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

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

1st Heal Self (barbarian, 1/life).

2nd Improve weapon (Warrior, 1/life).

3rd +1 life (total 4).

4th Improve shield (Warrior, 1/life).

5th +1 life (total 5).

6th 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:

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

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

- 1st Fireball (Wizard, 1 bolt/unlimited).
- 2nd Weapons are considered enchanted (Wizard Enchant Weapon).
- 3rd Pyrotechnics (Wizard, 2/game).
- 4th Protection from Death (Healer, natural).
- 5th May carry 2 enchantments 1/game.
- 6th 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:

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

- 1st No additional abilities.
- 2nd No additional abilities.
- 3rd 2 Lives. Claw considered Red.
- 4th Gaze of Death (2/life). Immune to Poison.
- 5th Protection from Death(Healer, natural) Armor becomes 3 points.
- 6th 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:

- 1st Bite is considered poisoned.
- 2nd Gains immunity to all binding magic.
- 3rd Shatter (Druid, 1/life).
- 4th Tail is considered Red.
- 5th Poison Cloud (Green Dragon, 2 bolts/unlimited).
- 6th 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 the 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:

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

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

- 6th 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:

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

- 1st Weapons are considered Flamebladed (Druid).
- 2nd Protection from Magic (Wizard, natural).
- 3rd Sever Spirit (Wizard, 4/game).
- 4th 5 points of Wizard magic, levels 1 - 3.
- 5th Teleport (Wizard, 2/life).
- 6th 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. They 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:

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

1st No additional abilities.

2nd Armor becomes 4 points invulnerability.

3rd Fireball (Wizard, 1 bolt/unlimited).

4th Firewall (Druid, 1/life).

5th Fireball 2/unlimited.

6th Firetrap (Druid, 1/life).

Homunculus

A Homunculus 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:

1st May cast first level spells.

2nd May cast 2nd level spells. Messenger (Wizard, unlimited) to creator.

3rd May cast 3rd level spells. Teleport (Wizard, 2/life) to creator.

4th Teleport 4/life to creator.

5th Immune to poison.

6th 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:

1st No additional abilities.

2nd Gains 1 point natural armor.

3rd armor becomes 2points. Hold Person(Wizard, 1/life).

4th Armor becomes 3 points. Shortsword also considered Red.

5th Armor becomes 4 points. Yield(3/life).

6th 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:

- 1st No additional abilities.
- 2nd Flameblade (Druid, 1/game) natural.
- 3rd 4 Lives. May wield Javelins.
- 4th Flameblade (1/life) sword only. Weapons as Warrior.
- 5th Medium Shield. Repair (Warrior, 1/life).
- 6th 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:

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

- 1st No additional abilities.
- 2nd Hold Person (Wizard, 1/life). Must be standing still to use.
- 3rd May use throwing daggers.
- 4th Touch of Death (Assassin, 2/game).
- 5th May use any weapon up to 4' in length.
- 6th 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 on of these immediately.

Lives: 3

Levels:

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

- 1st Charm (Bard, unlimited) by saying "I charm thee."x5 with a 50' range. Lightning Bolt (Wizard, unlimited).
- 2nd Forcewall (Wizard, 4/life) by saying "Forcewall." May give a stolen life to another player.
- 3rd Armor becomes 4 points.
- 4th Yield (Dryad, 4/life). Fireball (Wizard, unlimited).
- 5th Stun (Healer, 2/life). Defend (Wizard, 1/life).
- 6th 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:

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

- 1st No additional abilities.
- 2nd 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.
- 3rd May follow anyone in any kind of teleport.
- 4th May attack players in Sanctuary or Commune.
- 5th 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).
- 6th 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 shortswords 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:

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

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

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

Wrefox

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. Wrefoxes are usually neutral, but if they are forced to choose a side, they will usually pick the more benign side.

Lives: 4

Levels:

- 1st Sprinting 3/life.
- 2nd Heal Self (Monk, 1/life).
- 3rd +1 life (total 5).
- 4th Charm (Bard, 3/life).
- 5th +1 life (total 6).
- 6th 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:

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

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

5th No additional abilities.

6th 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 wolven 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:

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

- 1st Two short swords.
- 2nd Armor becomes 2 points.
- 3rd Teleport 2/life.
- 4th Any two swords.
- 5th Armor becomes 3 points.
- 6th 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:

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