

Armor: 1 point (due to size and speed)

Attacks: Either a dagger or a short sword.

Abilities: 1) Cast the following spells:

Flight (by levels), Circle of Protection (2/life), and Teleport (1/life) as per the Wizard spells; and Lost (by levels) as per the Healer spell.

2) Can blend into the landscape by saying "Oh forest hide & protect me" twice. This shows a brownie's ability to take refuge into a forest by using his small size and speed. The brownie must be within fifty feet of a tree. Once completed, it is gone, and may reappear up to five minutes later. The use for this is unlimited.

3) May wear additional armor, but it must not be made of metal, or in great quantities.

Description: These small (1 1/2' tall) creatures are distant relatives of both hobbits and pixies. They are usually very shy, but they will help strangers if treated nicely. They have elf-like (pointed) ears, and long noses. Being woodland creatures they usually wear clothing that is green and/or brown.

Lives: 3

Levels: 1st - Flight once per life, and Lost once per life.

2nd - As above.

3rd - Lost twice per life.

4th - Flight twice per life.

5th - Lost three times per life.

6th - Flight with unlimited usage.



Catperson

Armor: 1, due to amazing dexterity.

Attacks: 2 short swords, as claws, or may use a single long sword.

Abilities: 1) Poison touch (once per life), that works as normal poison. The catperson must say "poison touch" five times, similar to Touch of Death.
2) Tracking, as the Scout ability, once per life.
3) Additional abilities gained at later levels.

Description: Catpeople, or cat folk, are a race of humanoid cat men. They are normally very refined in the field they specialize, whether it is the arts, or combat, and take great pride in whatever they do. They resemble cats like tigers, panthers, lions, or any of the other great cats. They tend to be hyperactive, and don't like to be slowed down by the little problems of life.

Lives: 3

Levels: 1st - As above.

2nd - Gains an immunity to all charm spells.

3rd - Poison touch becomes twice per life.

4th - Gains an immunity to Sleep and Lost spells.

5th - Can cast the Sleep spell once per life.

6th - Poison touch becomes three times per life, and the increased dexterity gives + 1 point of

Death Knight

Armor: 2 points, and up to four points of additional armor may be worn.

Attacks: Any melee weapon, and javelins.

Abilities: 1) All swords (enchanted, Red, normal, etc.) do a single point of damage.

2) Immune to all forms of magic, and magical weapons do normal damage.

3) They have the following spells once per life:

-Heat Weapon

-Finger of Death

-Pyrotechnics

-Stun

-Sleep

-Reanimate (into zombie)

4) Scare once per life.

5) Paralyzation on touch, as per the Ghoul class.

Description: Death Knights are the spirits of knights that went against their code of ethics, and thus were punished to death, only to be brought back as an undead knight that will forever walk the earth, always under internal conflict and despair. They appear to have once been noble people, by their build, but all that is normally seen is a ghost-like skeleton, wearing highly adorned armor, and having a pair of red, glowing eyes stare from beneath their helm. They know some magic, but would prefer to face an enemy in combat, rather than slay them using a spell. These creatures may only be played in special games, and it would be better if only those who have reached knighthood should play this.

Lives: 2

Levels: 1st - As above.

2nd - Gains Honor Duel (as per the Wizard spell) with unlimited usage, and nobody is immune.

3rd - Gains an immunity to the turning of undead.

4th - One additional Scare per life.

5th - As above.

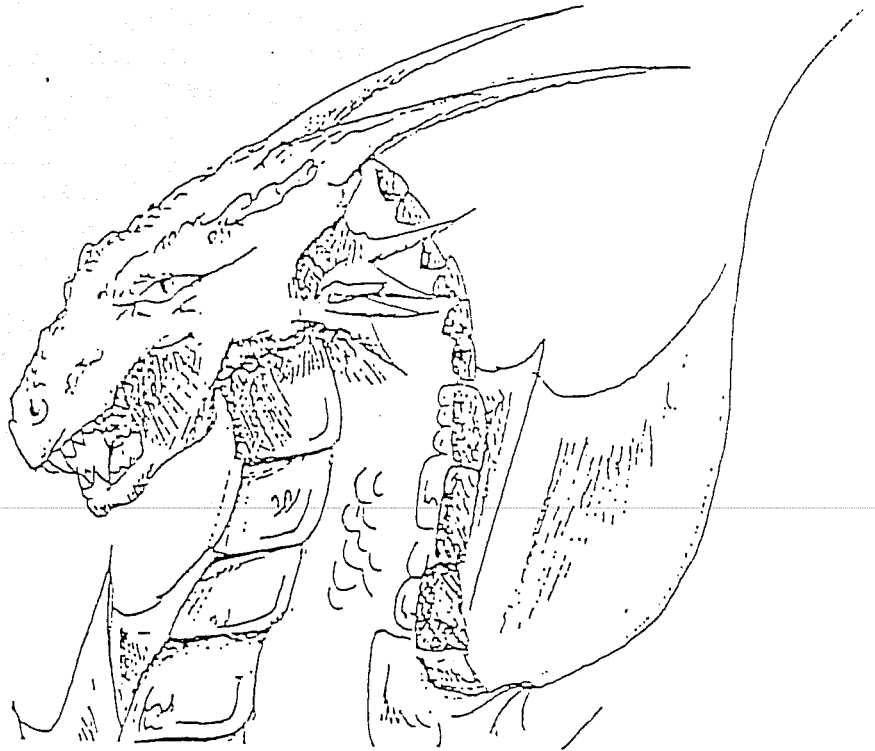
6th - One additional life, total of three.



spells: -Bladesharp/Bludgeon (2/battle)
-Talk to Dead (1/battle)
-Messenger (unlimited)
-Shove(1/life [as a wing buffet]).

5th - Dispel Magic three times per life, +1 point of armor (7 total), and Flight (as per the Wizard spell).

6th - 8 points of armor, and Dispel Magic becomes four times per life.



Deva

Armor: 2 points.

Attacks: Swords and shields, as a warrior.

Abilities: 1) Heal once per life (as per the spell).

2) Mend once per battle (as per the spell).

3) Awe twice per life, similarly to the Scare ability of the Wraith, except the Deva must say "I make thee in awe" twice.

4) Teleport once per life (as per the spell).

5) Flight (as per the Wizard spell), unlimited usage.

* NOTE - A deva can only use Heal and Mend on other people, and not itself.*

Description: The Deva are the law keepers of the Astral Plane, always upholding what is good and pure. Sometimes they appear as globes of white light, but they usually appear to us as majestic humans with large wings, sort of like angels.

Lives: 3

Levels: 1st - As above.

2nd - Total of two Teleport spells per life.

3rd - As above.

4th - Mend becomes once per life.

5th - One additional Heal per life.

ELEMENTALS

Elementals are creatures that spawn from the elemental planes. They can be summoned under certain circumstances by archmages, or by a Great Druid (both being 6th level status) when given special permission by the Guildmaster of Monsters and the Prime Minister. The creation is similar to that of Golems. To summon one, a magic-user must spend three spell points from their fourth thru sixth level spell points. Once called upon this plane they are fierce fighters, and loyal servants of the summoner, but can be ultimately be expelled to their plane by the use of simple spells, named later in the description of each elemental. There are generally four types of elementals (Air, Earth, Fire, and Water), but no Water elemental has ever been known to exist in the Burning Lands.

Air Elemental

Armor: 2 points

Attacks: Two short swords.

Abilities: 1) Teleport (as per the Wizard spell of the same name, two per life). This simulates the air elemental's ability to become total air.
2) Call Lightning (2/life) as per the Druid spell of the same name.
3) Shove (unlimited usage) as per the Wizard spell, but the elemental may be moving while casting. This simulates it's ability to "push" using a gust of wind.
4) Immune to all spells of fire, lightning, and those that charm, control, and hold (such as Entangle, Petrify, Stun, but not Ice Ball).

Description: Air elementals are creatures summoned to this plane of existence from the elemental plane of air. Sometimes they appear as whirling cyclones, while other times they appear as seemingly transparent humanoids wearing lightly colored clothing. They are quite intelligent, and will always obey the orders of their summoners.

Vulnerabilities: A Wind spell will send an air elemental back to it's home plane, completely removing it from game play for the remainder of it's lives.

Lives: 3



Ghoul

Armor: 1 point

Attacks: 2 claws (short swords) or possibly other weapons.

Abilities: 1) Paralyzation (as a subduing blow) on touch, with uses depending on level. Must say "Paralyze" before striking, no damage will be inflicted.

2) Anyone killed by a ghoull will become one for their next life, similarly to zombies.

Description: Ghouls are undead creatures that are very cunning, though mindless. They feed on human corpses to sustain "life". The only fear they know is holiness.

Vulnerabilities: They can easily be affected by most of all magic, except for any form of sleep, charm, or yield.

Lives: 3

Levels: 1st - Paralyzation twice per life.

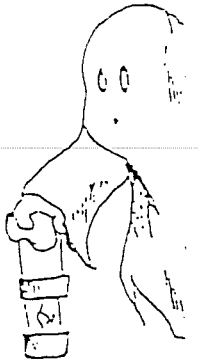
2nd - As above.

3rd - Paralyzation three times per life.

4th - As above.

5th - Paralyzation with unlimited uses.

6th - As above.



Ghost

Armor: Special

Attacks: Spells only (see below).

Abilities: 1) Ghosts have the following spells:

Force Wall (as the Wizard spell, unlimited), but may not have more than three at a time.

Extinguish: By saying five times "extinguish", any fires, bolts, or flames within fifty feet are extinguished.

Sleep, only four spells per team in a game.

Dispel Magic (as per the Wizard spell, with uses depending on levels).

2) A ghost is immune to all physical attacks, except when casting a spell. When casting, only magic, or an enchanted weapon, will harm a ghost.

Description: These creatures are the life force of an restless dead being. Ghosts spend much of their time incorporeal, and in such a state cannot be harmed. They are occasionally tied to a single area, but many times they are totally independent. They are pranksters, and are rarely dangerous, unless provoked.

Lives: 3

Levels: 1st - Dispel Magic twice per life.

2nd - As above.

3rd - As above.

4th - Dispel Magic three times per life.

GOLEMS

Golems are huge, lumbering monsters created by the use of a powerful, ancient spell, known only by a few arch-mages. The formula for the creation of a golem is rumored to be found in the Tome of the Ancient Mage. Under special circumstances, an archmage may create one of these monsters by spending magic points (divided into the fifth and sixth level spell points, evenly) for their creation. The cost of the spell is in parenthesis next to the type of golem. An example of this is the Clay Golem, which costs four total spell points to make (two points from fifth level spell points, and two points from sixth level spell points).

Flesh Golem (2)

Armor: 1 point

Attacks: 2 fists (non-hinged maces)

Abilities: 1) Immune to all forms of magic. Magic weapons do normal weapon damage.
2) Fire based and Ice based spells act as a Hold Person spell.
3) Lightning spells act as a Heal spell, healing lost limbs and mending armor.

Description: These are monsters similar in type to Frankenstein's monster. They are pieces of flesh and bone animated by magic.

Clay Golem (4)

Armor: 2 points

Attacks: Single fist (any mace)

Abilities: 1) Immune to all bladed weapons.
2) Immune to all magic (like Flesh Golem), except for Dispel Magic and Pyrotechnics, which will cause the death of the golem.

Description: These are monsters created exactly like their brethren the Flesh Golem, except that these are constructed of a wooden frame, and are covered with clay, then animated by magic.

Stone Golem (6)

Armor: 3 points

Attacks: Single Red weapon sword

Abilities: 1) Cast Hold Person (as per the Wizard spell, 4/game), with a 25 foot range
2) Immune to all magic, magic weapons do normal weapon damage.
3) Flesh to Stone or Petrify spells will heal all lost limbs, and mend all armor.

Description: Man-like shape constructed by means of a magical tome. They are made of solid stone, and are animated by magical means.

GRIFFONS

Armor: 3 points

Attacks: Two short swords, as claws.

Abilities: 1) Flight (as to normal rules) by saying "I take flight" once, with unlimited uses.
2) Shove (as per the Wizard spell) once per life, as a wing buffet.
3) Hits to the legs count the same as per the centaur (see centaur for more details).

Description: Griffons are the mythological, half-lion, half-eagle beasts from Greek and Roman literature. They are viscous carnivores, but would rather eat horses than wandering travellers. Young griffons usually bring a large amount of money on the open, and black markets.

Lives: 3

Levels: 1st - As above.

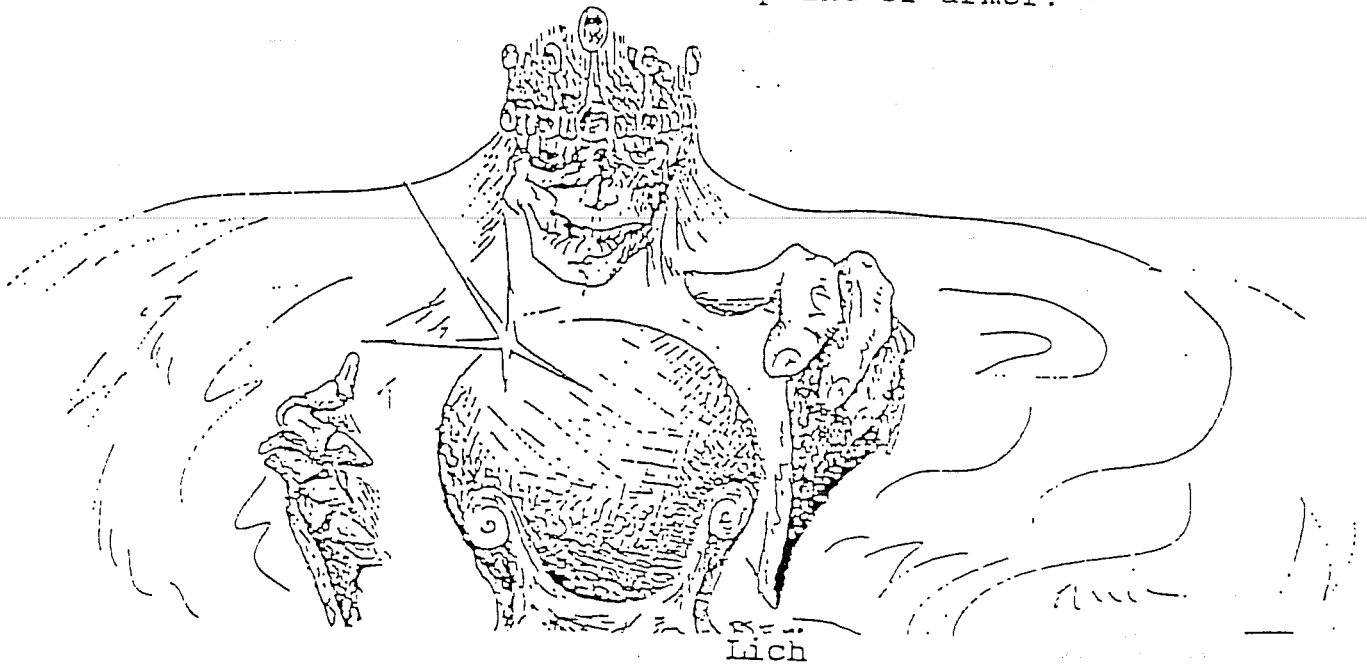
2nd - Can carry a passenger once per life while in flight.

3rd - Can heal themselves once per life.

4th - Claws become Red weapons.

5th - Can carry up to two people, twice per life.

6th - One additional point of armor.



Lich

Armor: None.

Attacks: Spells, and weapons bought from spell points (as a sixth level Wizard).

Abilities: As per an Archmage (sixth level Wizard).

Description: Liches are not a normal monster class, but are are worth mentioning. To play a lich, a person must be a sixth level Wizard, and have bought the spell called Lich. They are, however, still a monster that should be noted. They are actually a corpse of a powerful Archmage that has been re-animated by the Archmage's spirit, thus giving it an undead status. They are always very cunning, extremely intelligent, and disgusting to be near. Their attitudes depend on the wizard itself.

Vulnerabilities: Do to becoming undead, a Lich becomes vulnerable to any turn undead abilities, or to the Banish spell.

Lives: As per the Lich spell

Minotaur

Armor: By levels

Attacks: As a warrior, all weapons considered Red weapons.

Abilities: Always considered beserk (as per the barbarian ability) but does not get the additional armor allowed.

Description: These are the savage bull men of legend. They have the head of a bull and the body of a giant man. They are always dangerous, unpredictable, and completely merciless.

Lives: 4

Levels: 1st - 1 point of armor.
2nd - As above.
3rd - 2 points of armor.
4th - As above.
5th - 3 points of armor.
6th - As above.



Medusa

Armor: 1 point

Attacks: Short bow, and a dagger.

Abilities: 1) Medusa have the natural ability to cast the Flesh to Stone spell (as per the Druid spell) with unlimited usage. By simply stating "Petrify" the medusa can throw a grey, padded bolt at an enemy and that person is turned to stone if it strikes. If a petrify bolt should hit the Shield of Reflection the casting medusa is turned to stone.

Description: Medusa are humanoid women whose hair is a writhing coil of snakes. Sometimes they have the lower body of a snake, too, but are always ugly, and have a great hatred for humanity.

Lives: 2

Levels: 1st - As above.
2nd - Fire Arrow (once per life).
3rd - Poison Arrow (like normal poison) reusable.

Armor: None initially.

Attacks: Single dagger.

Abilities: 1) Yield (unlimited usage), similarly to the same ability the Dryad class has, but with a range of 100 feet.

2) Circle of Protection (three per life), and is similar to the Wizards' spell, but all that is needed to be said is "Nature protect me" three times.

3) Sirens are tied to a specific area, and may not move more than fifty feet away from it.

4) Additional abilities gained later.

Description: Sirens are a race of creatures that resemble human females, and something very inhuman. They sing most of their lives, luring unsuspecting travellers to their doom. To help them along, they are incredibly seductive, and extremely beautiful. Both assets they use to give them an advantage over a weary male.

Lives: 3

Levels: 1st - As above.

2nd - 1 point of armor.

3rd - One additional Circle of Protection per life.

4th - As above.

5th - One additional Circle of Protection per life, total of five per life.

6th - Confusion (as per the Druid spell) once per life.

Troll

Armor: Up to 3 points

Attacks: 2 claws (short swords), treated as Red weapons due to strength.

Abilities: 1) Regeneration. All limbs lost will grow back after a twenty count. After a death shot, a Troll will come back to life (with out the loss of one) within a fifty count. The process of regeneration will be negated if the Troll is hit by any form of fire, or by a magical weapon.

2) Scare (2/life), The Troll must say "I make thee afraid" twice. Any victim of this will tend to remain at a great distance from the Troll, and cannot attack the Troll for a one thousand count. Once a person has been scared, he may not be scared again until his next life.

Description: The hide of a Troll is a nauseating mixture of a moss green, a mottled green, and a form of grey colors. These creatures are disgusting to look at, and are very relentless when attacking due to their pea sized brains.

Lives: 2

Levels: 1st - 1 point of armor.

2nd - As above.

3rd - 2 points of armor.

4th - One additional life (3 total).

5th - 3 points of armor.

