

Lycanthrope

Armour: 2 points.

Attacks: 2 Short swords, considered Red weapons.

Abilities:

- 1) Tracking, as per Scout ability.
- 2) May go Berserk as per Barbarian.
- 3) Lycanthropes may only be harmed by magical or silver weapons, and these will only deal normal damage, with no side affects.
- 4) Immune to all forms of sleep and yield.

Vulnerabilities:

- 1) A cure disease will cause a Lycanthrope to revert into it s original form for the rest of that life. Note: original form should be considered a peasant warrior, unless the were is an infected one.

Lives: 3

Levels:

- 1st Berserk on last life.
- 2nd As above.
- 3rd Scare (1/life) As per troll.
- 4th Berserk on last 2 lives.
- 5th As above.
- 6th Berserk on last 3 lives.

Orc

- Armour: 1 point natural armour due to toughness. May wear up to 2 points of additional armour.
- Attacks: Any melee weapon, boulder (as per Barbarian), javelin or shortbow.
- Abilities: 1) Cure Poison on Self (as per the Scout ability), due to strong metabolism, 1/life.
2) Berserk (as per the Barbarian ability) on last life.
3) Obtain Information from subdued person (similar to the Scout ability), must "torture" subdued victim for a 100 count, 1/game.
- Garb: Crude clothing, random leather/hide armour. Greenish grey make-up, animal fangs.
- Description: These hideous creatures are members of a race descended from Elves who were twisted and perverted by evil in the mists of the past. Although they are not inherently evil, they are culturally and mentally predisposed toward hate, malice and cruelty. They are almost always uncomfortable and, aside from meal time or battle, are never happy or at peace. Orcs are heavily built, with thick hides short legs, and long arms. they have grotesque, fanged faces and random hair growth.
- Lives: 4
- Levels: 1st No additional abilities.
2nd 1 additional life (5 total).
3rd a) Fight After Death when Berserk (as per the Barbarian ability). b) 1 Flame Arrow (as per a Scout), is reusable.
4th May wear up to 3 points of additional armour.
5th May carry a medium shield.
6th a) Improve Weapon (as per the Warrior ability) 1/game. b) +1 point of natural armour (2 total).

Hill Giant

Armour: 2 points of natural armour

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

Abilities: a) Barbarian immunities.
b) May wear up to 2 Points of additional armour
c) May hurl a boulder (as per Barbarian) as a White Siege Weapon (1/life) or a single reusable boulder as a Red weapon.

Garb: As a Barbarian.

Description: Hill Giants stand 15-20 feet tall. Slow and simple minded.

Lives: 2

Levels: None

Unicorn

Armour: None.

Attacks: Short sword, considered Red, as horn.

Abilities:

- 1) Heal, as per healer spell. Unlimited usage.
- 2) Teleport, unlimited usage. To Teleport, a Unicorn must pull a hood over its head. This means that the garb for a unicorn must have a hood.
- 3) The unicorn must declare a home tree. A unicorn can wander freely about the battlefield, and is not tied to this spot. Any deaths a unicorn receives will not count against its total number of lives, until this home tree is destroyed.
- 4) Additional abilities gained at higher levels.
- 5) Magical Horn, short sword, considered Bladesharped. Also versus thrusts it does 2 points of damage. May only be removed after the Unicorn has been subdued or killed. May not be destroyed, but if removed the Unicorn loses all abilities. Horn may Mend item as per Mend spell (2/life). Anyone that removes the horn may use its abilities.

Garb: White Cloak and golden horn.

Description:

These magical creatures resemble a great white horse with a large spiraling horn protruding from its head. They are very kind hearted, and will usually help out a party in dire need. By this, they will always remain neutral.

Lives: 3

Levels:

- 1st As above.
- 2nd A unicorn may resurrect a dead person who is brought to their home tree (3/life).
- 3rd As above.
- 4th May cast Lost, as per healer. (1/life).
- 5th As above.
- 6th Lost (3/life).

Troll, Regenerating

Armour: 1 point. More at higher levels.

Attacks: 2 Short swords, count as RED weapons, due to strength.

Abilities:

- 1) Regeneration. All lost limbs will grow back after a 50 count. After a death shot, a troll will come back to life after a 50 count. (this does not count towards his total lives lost) The process of regeneration is negated by any form of fire, or by any magical weapon.
- 2) Scare must say, "I make thee afraid x2 (2/life). Victims of this must stay away from the troll for a 1000 count, and cannot attack the troll during this time. Once a person has been affected by this ability, they may not be scared again, until their next life.

Garb: Crude clothing, fur/skin loincloth. Grey make-up, tusk-like fangs.

Description:

A troll is a vicious, disgusting creature whose very presence is one which strikes fear into most. Their hide is a nauseating mixture of moss greens, grays, blacks, and mottled greens. These creatures are disgusting to look at, and are relentless when attacking, due to their pea-sized brains.

Lives: 2

Levels:

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| 1st | As above. |
| 2nd | As above. |
| 3rd | 1 additional point of armour. (2 total) |
| 4th | 1 additional life. (3 total) |
| 5th | 1 additional point of armour. (3 total) |
| 6th | As above. |

Lich

Armour:	None
Attacks:	Spells, and weapons bought from spell points (as a 6th level Wizard).
Abilities:	1) As per an Archmage (sixth level Wizard) and gain all undead abilities.
Vulnerabilities:	1) Liches, although they started as Wizards, are considered Undead when playing Lich, and are therefore affected by spells that turn the Undead, as well as by the Banish spell.
Garb:	The rags of once great wizard garb.
Description:	Liches are not a normal monster class, but are worth mentioning. To play a lich, a person must be a 6th 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 reanimated 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 him(her)self.
Lives:	As per the Lich enchantment (6th level Wizard spell).
Levels:	Special (see above.)

Lich

Type: enchantment

Materials: 10 ft. strip of yellow or black cloth

Effect: after having died his last natural death, the wizard returns as a lich. A lich is bound to the place where he died, trapped within a small circle of earth. They are neutral, but like any monster, can be bribed or convinced for help or enchantments. A lich may cast the circle of protection by saying its incantation only 3 times.

Limitations: may not be within 100 ft. of a base. May never move nor be moved except when dead, and then never within 100 ft. of a base or more than 100 ft. from its original location.

Notes: a lich has all the wizards per life spells, as well as any other magic the wizard had left. A sever spirit or dispel will kill a lich. A lich is still considered to be a wizard and may still die from normal means.

Gargoyle

Armour: 2 points of Invulnerability.

Attacks: 2 short swords (both are red weapons) and a rock.

Abilities:

- 1) Flight twice a life (may carry one dead victim.) "I take flight" x5 "Arriving" x5 before melee
- 2) Sever spirit (2/life) to simulate the devouring of the dead. Can only be used at lair.
- 3) Mend spell heals wounds.

Vulnerabilities:

- 1) Stone to Flesh will kill a gargoyle.
- 2) The gargoyle must have a lair where victims are taken.
- 3) A gargoyle's rock may only be used while in Flight.

Garb: Dark grays and bat-like wings.

Description:

An animated statue, the gargoyle is vicious, finding extreme pleasure in the torment of those whose flesh is weaker than his stony hide. Found in any color that is appropriate to stone, gargoyles are winged.

Lives: 1

Levels:1st As above.

2nd Blend with Stone (1/life). Say "May this stone hide and protect me."x2 within 50 feet of larger than man-size stonework of any type and Gargoyle teleports to that stonework (similar to the Wizard Teleport enchantment).

3rd Flight becomes unlimited.

4th Gains one life, for a total of two and one point of Invulnerability (total 3).

5th Blend with Stone becomes twice per life. +1 life (total 3).

6th Sever Spirit becomes unlimited (see above.)

Dryad

Armour: None initially.

Attacks: Single Dagger.

Abilities:

- 1) Vanish (3/life) effects as per Brownie camouflage ability, must say oh forest, hide and protect me. x3. Must state Forest release me. to reappear. May stay hidden for up to a 300 count.
- 2) May cast the following spells: Heal (unlimited) as per healer, Yield (3/life) as per wizard. Must state Yield thy arms and come to me. x3 with a range of 30ft.
- 3) Dryads must declare a home tree, and cannot finally be shattered until their home tree is destroyed.
- 4) Additional abilities gained later.

Garb: Seductive attire adorned with leaves and twigs.

Description:

These creatures are beautiful, mischievous wood spirits. Little is known of them, except for that they command powerful magic, and always demand a high price for their benevolence. This price is often an attractive member of the opposite sex, who is seldom seen again.

Lives:3

Levels:

- 1st As Above.
- 2nd 1 Point armour.
- 3rd May cast Heat Weapon and Warp Wood (1/life) as per druid spells of same name.
- 4th As above.
- 5th Heat Weapon and Warp Wood (2/life)
- 6th +1 point armour (2 total).

Dragon, Chromatic

Armour: 4 points. Up to 8 points. at higher levels.

Attacks: 2 daggers or short swords as claws, considered White Siege Weapons.

Abilities:

- 1) All armour is considered Invulnerability, as per Druid Stoneskin. Note, that this is non-magical and may not be dispelled.
- 2) May cast the following spells: Dispel Magic (per levels) as per Wizard, and Mend (3/life) as per Healer.
- 3) Unlimited use of a breath weapon. The type of breath weapon is dependent on what type of dragon is being played.

Garb: Scales and armour.

Description:

One of the most intensely beautiful, yet terrifying creatures in existence, a dragon is usually only encountered by the foolish or unlucky. These huge beasts are found in all climates, gathering their huge piles of treasure to sleep upon, or hunting. They are of different colors, according to their species, and each has its own personality. They have a tendency to eliminate anyone who enters their territory, whether it was knowingly, or accidental, so it is considered prudent not to attack them. These beasts are so huge and ferocious, that it is considered quite an achievement to slay one.

Emerald Dragon: This type of dragon bellows a Death Cloud Bolt, that poisons a target upon contact with the person or anything they are holding, with only a 50 count until death. Must state Deathcloud x3 before throwing a green spellball.

Lives: 1

Levels:

- 1st 4 points natural armour.
- 2nd Dispel Magic (1/life)
- 3rd Dispel Magic (2/life)
+1 point natural armour (5 total)
- 4th +1 point natural armour (6 total)
May cast the following spells:
Bladesharp/Bludgeon (2/game)
Talk to Dead (1/game)
Messenger (unlimited)
Shove (1/life) as a wing buffet
All as per Wizard spell of same name.
- 5th Dispel Magic(3/life)
+1 point natural armour (7 total)
Flight (unlimited) as per wizard spell
- 6th Dispel Magic (4/life)
+1 point natural armour (8 total).