

Frost Lands Persona Monster Classes

Unless otherwise noted, all standard creature abilities are non-magical in nature. Because these creatures are non-magical in nature, their powers cannot be negated by the use of magic. Natural Monster weapons are considered magical for means of attacking creatures only affected by magical weapons. All natural armor is considered sectional unless otherwise stated.

Brownie

Cat Person

Centaur- Mountain

Centaur- Plains

Drake

Dryad

Dwarf

Elf

Elf, High

Drow

Faeries

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Goblin Warrior

Halfling

Lizard Person

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Minotaur

Ogre- Mountain

Orc

Satyr

Sprite

Treefolk

Troll- regenerating

Vampire - High Blood

Werebear

Werecat (large)

Werecat(small)

Werewolf

Wererat

Werewolf

Yar

Brownie

Armor: 1 point due to size and speed.

Attacks: Either a dagger or a short sword.

Shield: None.

Abilities:

1) Flight(1/life), Circle of Protection (2/life), Teleport (Wizard, 1/life)

2) Vanish - Can blend into the landscape by saying "Oh forest hide and protect me" twice. This shows the 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 appear up to five minutes later. The use of this is unlimited.

3) May wear additional armor, but it must not be 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:

1) Lost (Healer, 1/life).

2) As above.

3) Lost twice per life.

4) Flight twice per life.

5) Lost three times per life.

6) Flight unlimited usage.

Catperson

Type: Standard Creature

Q/M Ratio: 1:1

Armor: 1 point natural. Up to 2 points worn.

Attacks: Two Short swords, as claws, or a single long sword and flail.

Abilities:

1) Tracking (1/life), as per scout ability.

2) Stealth (1/game). Say "Sneak"x5 to activate and must continually chant it to keep ability active. Stealth works as per Monk Sanctuary. May not use on a base or with game items, and is negated if Catperson has weapon in hand.

Garb: Various cat patterns and lots of fur.

Description:

Catpeople are a race of feline humanoids. This is not a type of lycanthrope. They are normally very refined in the field they specialize in, be it the arts, war, or matters of science. Catpersons have great pride in what they do. They bear resemblance to many of the great cats such as lions and tigers. The young tend to be hyperactive, and don't liked to be slowed down by the little problems of life.

Lives: 3

Levels:

1st- No additional abilities.

2nd- Immune to all charm spells.

3rd- Stealth (2/game)

4th- Immune to Sleep and Lost spells.

5th- Can cast Sleep (1/life) as per healer.

6th- Stealth (3/game)

Centaur- Mountain

Type: Standard Creature

Q/M Ratio 2:1

Armour: Up to 4 points may be worn, may use any shields.

Attacks: Any melee weapon and bows.

Abilities:

- 1) Bow skills equal to archer of equal level, as summarized below.
- 2) Tracking (1/life) as per scout ability.
- 3) May carry 2 enchantments, (2/game)
- 4) Due to mobility of Centaurs horse half, leg wounds are far less effective.
 - A) 1st leg wound has no effect.
 - B) 2nd leg wound counts as normal, wounds leg. Other limb wounds will kill.

Garb:

It's easy to do the human part but the rest will need a great imagination.

Description:

These creatures are a half-horse, half humanoid race. Rumored to have been created by a senile old wizard, unaware of his actions. Centaurs are usually neutral, and are fierce defenders of their homes, especially against uninvited guests. This breed usually stays in mountainous country, away from other races that may try to harm them.

Lives: 4

Levels:

- 1st Repair Bow (1/life) as per Archer ability.
- 2nd 1 Stun Arrow, 1 Flame Arrow, both reusable, as per Archer.
- 3rd Plus 1 point damage with all arrows.
- 4th 1 Armour Piercing Arrow (reusable) as per Archer.
- 5th Tracking (1/life) as per Scout.
- 6th Penetration Arrow (reusable) as per Archer.

Centaur- Plains

Armor: As Warrior.

Attacks: Usually a bow, club, or spear.

Shield: None.

Abilities: 1) Bow skills are equal to an Archer of equal level.

2) Tracking (Scout).

3) Gains the ability two carry two enchantments at one time (2/game).

4) Due to mobility of the horse half of the centaur, leg wounds will only be part effective.

-1st leg wound will reduce a centaur to only walking, to simulate the loss of mobility.

-2nd leg wound (on either leg) will count as normal leg wound. The next wound to any limb will result in a normal death.

Description: Centaurs are half-horse, half-human creatures that are a wonder of the natural world. Rumored to have been created by an experimenting old wizard to senile to realize what he had done. These creatures do not trust many who they meet (especially humans) and are fierce when their territory is invaded by uninvited guest.

Lives: 4

Levels: 1st- One stun arrow and one flame arrow that are reusable.

2nd- One sleep arrow (reusable).

3rd- +1 damage with all arrows.

4th- One Armor Piercing arrow (reusable).

5th- Can Gallop, once per life, and is similar to the Flight spell in effects. A Centaur must state aloud that he is going to do this.

6th- On penetration arrow (reusable).

Drake

Type: Standard Monster

Ratio: 2:1

Armor: 2 points invulnerability

Shield: none

Attacks: 2 daggers, or dagger and flail

Abilities:

Flight: unlimited, "I take to flight"x3

Immunity to control, sleep, and entangle

See drake type below for additional abilities

Description:

Human sized versions of dragons, found in many different colors

Lives: 3

Levels: None

Types:

Fire: one re-usable fireball, considered non-magical, Immunity to fireball, and fire trap

Frost: one re-usable iceball, considered non-magical, immunity to ice

Lightning: one re-usable lightning bolt, considered non-magical, immunity to lightning bolt and call lightning

Forest: one re-usable poison bolt (green spell ball), acts like assassin ability, but goes through all layers of armor, immunity to poison

Dryad

Armor: None initially.

Attacks: A single dagger.

Shield: None.

Abilities:

1) Dryads have the following spells:

-Heal (Healer, unlimited).

-Yield (Wizard, 3/life), the dryad must say "Yield thy arms and come to me" twice.

-Vanish (Brownie, unlimited).

2) Dryads must declare a home tree, and cannot be killed until the home tree is destroyed.

Description:

Dryads are beautiful, mischievous wood spirits. Little is known of them except they are able to employ powerful magic, and always demand a high price for their benevolent use. This is often an attractive member of the opposite sex.

Lives: 3

Levels:

1st- As above.

2nd- 1 point of natural armor.

3rd- Can cast Heat weapon (1/life) and Warp Wood (Druid, 1/life).

4th- As above.

5th- Heat weapon and Warp wood become 2/li fe.

6th- 2 points of natural armor.

Dwarf

Armor: 1 point natural. Up to 4 additional points may be worn.

Attacks: Axes and hammers up to 4 ft. Any other melee weapon up to 3 ft. and throwing axes/hammers.

Shield: Up to medium.

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, as is drinking.

Lives: 4

Levels:

1st- As above.

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- Basic

Type: Standard Creature

Q/M Ratio: 1:1

Armor: Up to 3 points worn.

Attacks: As Archer

Shield: Small

Abilities:

- 1) Tracking (as scout)
 - 2) Immune to sleep and charm.
- Garb: Woodland and natural colors.

Description:

Elves are a long lived, virtually immortal race. They are beautiful, lithe in form, and graceful in movement. They have pointy ears and large slanty eyes. They are 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- A) +1 damage to all arrows

B) Reusable stun and flame arrow

2nd- Pass without trace (druid 1/game)

3rd- A) Reusable armor piercing arrow

B) Improve Weapon (warrior 2/game)

4th- A) +1 damage to all arrows (+2 total)

B) Entangle Trap (scout 1/life)

5th- A) Pass without trace (2/game)

B) 5 points druid magic levels 1-3

6th- A) Improve Weapon (1/life)

B) 5 points druid magic levels 4-6

High Elf

Type: Standard Creature

Q/M Ratio: 2:1

Armor: May wear up to 3 points. (chainmail is very appropriate)

Attacks: Any melee weapons.

Shield: See below

Abilities:

1) Immune to charm and control spells and abilities.

Garb: Like standard Elves, but with a bit more refinement. Ears are encouraged.

Description:

These noble Elves stand for high ideals. They hate evil-especially evil Elves.

Vulnerabilities:

A) cannot carry enchantments, due to highly magical nature.

B) must attack deep dwellers and other "evil" Elves on sight and vice versa.

Lives: 3

Levels:

1st- Shield and 1 throwing dagger *or* bow (no crossbows)

2nd- 5 points of 1st level wizard magic

3rd- 1 spell arrow (reusable)

4th- 5 points of 2nd level wizard magic

5th- Elven Chain Mail(3 points) additional spell arrow(total of 2)

6th- 5 points of 3rd level wizard magic +1 point to any chain mail worn (simulates magical armour)

Spell Arrow: Arrow with metallic or rainbow streamers to represent the magic imbued in the arrow. The arrow itself does no damage and may be blocked by weapons and shields without penalty, but a blocked Spell Arrow still delivers the spell within it: if for instance, a Spell Arrow with Hold Person cast upon it is blocked by a weapon, shield, armour or a monk's hands, the spell still affects the person. (exception: enchanted shields and invulnerability will stop the spell.) After a spell is cast into the arrow, it remains until fired (hit or miss). When fired, if the hit is successful, the spell must be called out. Only the following spells may be cast into a spell arrow: Cancel, Shove, Hold Person, Wounding, Dispel magic, Mutual destruction, Touch of Death, Magic Bolt, Ice ball, Fire ball, and Lightning bolt.

Elven Chain Mail: This fine chain mail is usually worn beneath a tunic. The High Elf gains 3 points of torso armour, considered to be chain mail (the real chain mail would be hidden from sight) The High elf may use real chain mail if he/she chooses, but does not need to in order to be considered wearing Elven Chain. Cannot be added to real chain mail for additional armor.

Drow

Type: Standard Creature

Q/M Ratio: 2:1

Armor: 2 points natural armor.

Shield: Small

Attacks: Short swords, throwing daggers, any bows.

Abilities:

1) Improve Weapon (warrior, 2/game).

2) Immune to poison, Sleep, and Charms.

Garb: Dark colors. Ears and a white/silver wig are encouraged.

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- As above.

2nd- A) +1 damage to all arrows.

B) Poison weapon (assassin, 1/game).

3rd- A) Antidote to poison (assassin, 1/life).

B) Improve Weapon (1/life).

4th- A) 5 points of 1st level wizard magic.

B) Teleport (assassin, 1/game).

5th- A) 5 points of 2nd level wizard magic.

B) Teleport (1/life).

6th- A) 5 points of 3rd level wizard magic.

B) Extra assassin ability.

Faeries

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.

Frogmen

Armor: None initially.

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

Shield: Small.

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.

3) 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.

Goblin Warrior

Armor: 1 point natural armor; can wear 2 additional points.

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

Shield: Small.

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 too 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.

Halfling

Armor: Up to 3 points may be worn.

Attacks: Daggers, melee weapons up to 3 feet, throwing weapons (no javelins), short bow

Shield: small

Abilities:

1) All poisons take twice normal time to effect a Halfling, plus longer times at higher levels.

2) Vanish - Can blend into the landscape by saying "Oh forest hide and protect me" twice. This shows the Halfling's ability to take refuge into a forest by using his small size and speed. The Halfling must be within fifty feet of a tree. Once completed, it is gone, and may appear up to five minutes later. Usage by level.

Description:

Halflings are a small, agrarian people. Smaller than Dwarves, but taller than Brownies. They usually range from 2 1/2 to 4 feet in height.

They tend to stay within their own communities, but are skilled with thrown weapons or bows if need takes them away from home.

Lives: 4

Levels:

1st- Pass Without Trace. (Druid, 1/life)

2nd- a) Mend (Wizard, 1/life).

b) Vanish 1/game

3rd- Improved Weapon (Warrior, 1/game)

4th- a) Additional Pass Without Trace. (total 2/life)

b) +1 Vanish (total 2/game)

5th- a) +1 life (total of 5).

b) Poisons take an additional 300 count to effect Halfling.

6th- May wear two enchantments (Scout)

Lizard Person

Armor: 2 points natural, Additional armor up to 4 points. (No metal armor)

Attacks: As Warrior.

Shield: As Warrior.

Abilities:

1) Lizard men receive a flail which they can use as a red weapon.

Description:

Lizard men are a dangerous, tribal people who are quite primitive and few in number. They can be found in any climate, but they tend to prefer a warmer, more marsh-like environment. They are also known to have a rather unfortunate taste for human flesh, although they do not visibly display this often.

Lives: 4.

Levels: 1st- As above.

2nd- Improve Weapon (Warrior, 1/game).

3rd- May use javelins

4th- Improve Shield (Warrior, 1/game), Improve Weapon 1/life

5th- Repair (Warrior, 1/life)

6th- +1 to any armor

Mantis Warrior

Type: Standard Creature

Ratio: 2:1

Armor: 2 points natural

Shield: none

Attacks: polearm, short sword, and dagger, throwing axes

Abilities:

A) Natural protection from projectiles in armored areas.

B) Dagger is poisoned, as per assassin ability

Description:

Man sized intelligent mantis creatures. Natural enemies of the Yar.

Vulnerabilities:

The protection from projectiles is part of the natural armor. When the armor is gone from an area, then projectiles can do normal damage.

Lives: 4

Levels:

- 1) as above
- 2) +1 point of armor, total 3
- 3) all weapons are considered poisoned
- 4) +1 point of armor, total 4
- 5) all weapons are considered warrior improved
- 6) Flight: 1/life, "I take to flight"x5

Minotaur

Type: Standard Creature

Q/M Ratio 2:1

Armour: 2 points.

Attacks: As per warrior (excluding javelins and hinged weapons).

Abilities:

- 1) Cannot be made Lost.
- 2) Immune to magics that charm or control.
- 3) All weapons used by Minotaur considered to be Red.
- 4) Tracking (2/life) as per Scout.

Garb: Brown tunic and/or fur, and a brown headband or mask.

Description:

These savage creatures of legend have the head of a bull and the body of giant man. They are always dangerous, unpredictable, and completely merciless; and only a fool would challenge one in its own lair.

Lives: 3

Levels:

- 1st No additional abilities.
- 2nd +1 pt. armor (total 3).
- 3rd No additional abilities.
- 4th Fight After Death (1/life) as per Barbarian.
- 5th Immune to Entangle and Iceball
- 6th Additional life (total 4).

Ogre- Mountain

Type/Ratio: standard/ 3:1

Armor: 2 points natural, can wear up to 2 additional points

Shield: none

Attacks: large clubs, considered red

Abilities:

Hurl boulder: 1/life, boulder is considered red

Immune to charm, yield, entangle

Lost had double duration, due to low intelligence

Description:

Ogres are a mutation of the already mutated Orc. They are large, standing between 8' to 12' in height, and very strong. Ogres are not the brightest of creatures, but make up for it in strength and toughness.

Garb: Crude clothing, scraps of leather, fur, random armor. Off brown skin, horns, and tusks.

Lives: 3

Levels:

- 1) no additional abilities
- 2) ignores shove, force walls, and stun
- 3) can wear an additional point of extra armor, total 3
- 4) no additional abilities
- 5) can throw one additional boulder per life, 2/life
- 6) clubs are now considered white siege weapons

Orc

Type: Standard Creature

Q/M Ratio 2:1

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:

- 1) No additional abilities.
- 2) 1 additional life (5 total).
- 3) a) Fight After Death when Berserk (as per the Barbarian ability).
b) 1 Flame Arrow (as per a Scout), is reusable.
- 4) May wear up to 3 points of additional armour.
- 5) May carry a medium shield.
- 6) a) Improve Weapon (as per the Warrior ability) 1/game.
b) +1 point of natural armour (2 total).

Satyr

Armor: 1 point natural.

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

Shield: None.

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. The males 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.

Sprite

Armor: 2 points natural.

Attacks: Dagger and short bow.

Shield: None.

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.

Levels: None

Treefolk

Type: Normal

Ratio: 1:1

Armor: 4 pts natural barkskin

Shield: none

Attacks: clubs as branches

Abilities:

Immune to non-fire based magic

An Entangle acts as a heal/mend, restoring all lost armor and wounds

Lives: 3

Levels:

- 1) as above
- 2) vanish: 2/life, as per brownie ability
- 3) +1 additional point of barkskin, total 5
- 4) weapons are considered red
- 5) +1 additional point of barkskin, total 6
- 6) +1 additional point of barkskin, total 7

Troll- Regenerating

Armor: 1 point natural..

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

Abilities:

1) Regeneration. All Limbs lost will grow back after a 20 count. After a death shot, the troll will come back to life (without the loss of one) in a 50 count. Regeneration is negated if the troll is hit by any form of fire or a magical weapon.

2) Scare (Death Knight, 2/life).

Description:

The hide of a troll is a nauseating mixture of moss green, mottled green, and many forms of gray. These creatures are disgusting to look at, and are very relentless when attacking due to their pea sized brains.

Lives: 2

Levels:

1st- As above.

2nd- As above.

3rd- 2 points of natural armor.

4th- One additional life.

5th- 3 points of natural armor.

6th- As above.

High Blood Vampire

Armor: 1 point natural.

Attacks: Short swords and/or daggers

Shield: None.

Abilities:

1) Yield (Wizard, 50 ft. range).

2) Teleport (Wizard). Simulates gaseous form.

3) Regenerate limbs after 60 count.

4) Immune to all non-magical attacks except any wooden stabbing weapons (arrows, polearms, javelins, etc.) or fire. Killing blows with magical weapons send the vampire back to its base for a 150 count without the loss of a life.

5) Immune to the following:

Yield, Touch of Death, Lost, Feeblemind, Fear, Resurrect, Heal, Reanimate, Transform, Reincarnate, Vibrating Palm, subduals, poison.

Petrify will force a vampire into gaseous form and return back to base for a 150 count as above. Summon

Dead will act as a Resurrect.

Banish will act as a Lost.

6) Weapons are considered to be Wizard Bladesharpended.

7) Anyone killed by a vampire three times and states: "I turn you" x5 will become one for the remainder of their lives and fight on the original vampire's team as a Turned Vampire (see Vamp rules).

Description:

Vampires are undead who must drink the blood of the living in order to survive. They are pale humanoids who roam the night usually dressed in dark clothing. They are weakened from direct sunlight and usually only found in haunted keeps or graveyards from which they conduct their nightly hunt for prey. High Blood Vampires are created by a Vampire Lord.

Lives: 3

Levels:

1st- Yield 1/life.

2nd- Teleport 1/life.

3rd- Yield 2/life.

4th- As above.

5th- As above.

6th- Teleport 2/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 and then infected. Being a disease, if Cure Disease is cast on a lycanthrope, it will revert to a human form for one life. Anyone killed by a lycanthrope three times and the were-creature states: "I infect you" x5 will become a turned were-creature of the same type for the remainder of their lives and fight on the original lycanthrope's side.

Werebear

Armor: 3 points natural.

Attacks: Two short swords considered red.

Shield: None.

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- As above.
- 3rd- Scare (Death Knight, 1/life).
- 4th- Berserk 2/game.
- 5th- As above.
- 6th- Berserk 3/game.

Werecat [large] (Puma, Leopard, Lion, Tiger, etc.)

Armor: 2 points natural.

Attacks: 2 short swords as claws considered red.

Shield: None.

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 both claws (Warrior, 1/game).
- 3rd- Scare (Death Knight, 1/life).
- 4th- Lick Wounds 2/life. Sprint 2/life.
- 5th- Improve both claws 1/life.
- 6th- Armor becomes 3 points.

Werecat [small] (Bobcat, Ocelot, Lynx, etc.)

Armor: 1 point.

Attacks: 2 short swords as claws, considered red.

Shield: None.

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 both 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.

Werefox

Armor: None.

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

Shield: May use small shield if not using claws.

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:

- 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

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.

Shield: None initially.

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 Bladesharp).

6th- Yield 2/life.

Werewolf

Armor: 2 points natural.

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

Shield: None.

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.

Description:

Werewolves are humanoids that can alter their physical appearance to that of a wolf.

Lives: 3

Levels:

1st- Berserk 1/game.

2nd- As above.

3rd- Scare (Death Knight, 1/life).

4th- Berserk 2/game.

5th- As above.

6th- Berserk 3/game.

Yar

Armor: 3 points natural.

Attacks: Any non-hinged melee weapons under 3 ft. Any throwing weapons (except javelins).

Shield: None.

Abilities:

- 1) Tracking (Scout) (Always on)
- 2) Natural protection from piercing weapons.
- 3) One throwing dagger is poisoned, as per assassin ability
- 4) Flight. Unlimited, "I take flight" x2 "Landing" x1

Description:

Man sized intelligent insectoid species. Natural enemies to Mantis Warriors.

Lives: 3

Levels:

- 1) As above
- 2) +1 point of armor, total 3
- 3) Flight is now stated: "Flight" x1
- 4) All throwing weapons are considered warrior improved
- 5) A) Lightning Bolt (Wizard) 2 bolts/unlimited
B) +1 point of armor, total 4
- 6) All throwing weapons considered poisoned.