

<p>Angelic Hero (BL: Talinor) Garb: White and gold tunic or tabard over armor. A golden phoenix on a white field must also be visible. Type: Extra-Planar Mystical Humanoid Q/M Ratio: 5/1 (QUEST) Armor: Two points Natural Invulnerable, may wear up to 4 additional points Weapons: Any melee weapon, javelins Immunities: Magic, including enchantments. This affects the Angelic Hero's items as well. Non-magical Charm and Control abilities. Natural Lives: 2 Abilities & Traits: <ul style="list-style-type: none"> Natural Flight (unlimited) Innate Ability : Enhanced Armor Innate Ability : Holy Weapon (1/life) Vulnerability : The Angelic Hero may not attack unless provoked. This generally means an opponent must attempt to strike first. Provoked does not mean using lame excuses to join combat (ie. "he was breathing my air, so I killed him" is not an appropriate response). Because of this vulnerability, playing a Angelic Hero may get boring in terms of combat (all the more reason to roleplay). Vulnerability : <i>Sever Spirit</i> treated as <i>Lost</i>. Levels: 1st As above 2nd Gains Innate Ability : Heal (1/life) 3rd Gains Innate Ability : Extend Immunities (1/life, to one person in contact) 4th <i>Heal</i> becomes (2/life) 5th Gains Innate Ability : Resurrect (1/life) 6th +1 to Natural Lives (total 3)</p>	<p>Basilisk (BL: Rakasta) Garb: Anything suggesting stone. Type: Mystical Beast Q/M Ratio: 4/1 Armor: 1 point Natural Weapons: Short sword and flail (Natural) Immunities: Poison Natural Lives: 1 Abilities & Traits: <ul style="list-style-type: none"> Magic-Like Ability : Petrify (unlimited) Innate Ability : Poison Weapon (1/life, short sword only) Innate Ability : Fear (1/life) Levels: 1st As above 2nd Gains Immunities : Sleep and Stun 3rd +1 to Natural Armor (total 2) +1 to Natural Lives (total 2) 4th Gains Strong Trait 5th +1 to Natural Armor (total 3) +1 to Natural Lives (total 3) 6th +1 to Natural Armor (total 4)</p>	<p>Brownie (BL: Naes) Garb: Brown tunic or tabard with two green scout sashes. Suggested: Pointed ears, exaggerated smile. Very short people, as brownies are one-and-a-half feet tall. Summoned: Druid 6 (<i>Reincarnate</i>) Player lives/life: 2 Type: Mystical Fey Humanoid Q/M Ratio: 1/1 Armor: 1 point Natural, may wear up to 3 additional points Weapons: May use a single dagger or short sword Immunities: Control (save for Bardic <i>Charm</i>) Natural Lives: 3 Abilities & Traits: <ul style="list-style-type: none"> Magic-like Ability: Flight (1/life) Magic-like Ability: Lost (1/life) Magic-like Ability: Teleport (1/life) Innate Ability: Camouflage (1/life) Levels: 1st No additional abilities 2nd <i>Camouflage</i> becomes (2/life) 3rd <i>Lost</i> becomes (2/life) 4th <i>Flight</i> becomes (2/life) 5th <i>Lost</i> becomes (3/life) 6th <i>Flight</i> becomes (unlimited)</p>	<p>Catperson (BL: Terarin) Garb: Various leopard prints, lots of fur. Suggested cat tail and ears. Type: Standard Humanoid Q/M Ratio: 1/1 Armor: May wear up to 3 points, small shield Weapons: Two short swords (Natural) or any melee weapon Immunities: None Natural Lives: 3 Abilities & Traits: <ul style="list-style-type: none"> Innate Ability: Tracking (1/life) Innate Ability: Stealth (1/game) Levels: 1st As above 2nd Gains Immunity : Control (save for Bardic <i>Charm</i>). 3rd <i>Stealth</i> becomes (2/game) 4th Gains Immunity : Subdual 5th Gains Innate Ability: Sleep (1/life) 6th <i>Stealth</i> becomes (3/game)</p>	<p>Centaur (BL: Naes) Garb: Furred legging and yellow or white shoes or shoe covers. Green scout Baldrick. Suggested: a horse tail, and anything that would make your lower half look more like a horse. Summoned by: Druid 6 (<i>Reincarnate</i>) Player lives/life: 2 Type: Fey Humanoid Q/M Ratio: 2/1 Armor: May wear up to 4 points, any shield Weapons: Any melee weapon, bows (no crossbows). Immunities: Control (save for Bardic Charm) Natural Lives: 4 Abilities & Traits: <ul style="list-style-type: none"> Many-Legged Innate Ability: Attuned(2/game): As per the scout ability. If summoned, may carry two enchantments in addition to the one used to summon the centaur. Innate Ability: Tracking (1/life) Innate Ability: Bowyer (1/life) Innate Ability: Stun Arrow (1/unlimited) Innate Ability: Flame Arrow (1/unlimited) Levels: 1st As above 2nd Gains Innate Ability : Accuracy 3rd Innate Magical Ability: Armor Piercing Arrow (1/unlimited) 4th Innate Magical Ability: Penetration Arrow (1/unlimited) 5th <i>Tracking</i> becomes (2/life) <i>Flame and Stun Arrow</i> each become (2/unlimited) 6th <i>Armor Piercing Arrow</i> becomes (2/unlimited)</p>
<p>Corrosion Beast (BL: Cheshire) Garb: A rust colored tunic and hood. Type: Standard Beast Q/M Ratio: 1/1 Armor: 2 points Natural Weapons: Two short swords (Natural) Immunities: Subdual Natural Lives: 3 Abilities & Traits: <ul style="list-style-type: none"> Innate Ability: Corrosion (unlimited) Innate Ability: Tunneling (unlimited) Levels: None</p>	<p>Darklord (BL: Talinor) Garb: The Darklord is generally indistinguishable from any other combatants, but to be able to distinguish him, he must have a large black favor, or armband. He should also be announced at the beginning of the scenario. Loud, incoherent evil babbling is very encouraged by Darklords and minion alike. Type: Extra-Planar Humanoid Q/M Ratio: 2/1 (QUEST) Armor: See below Weapons: See below Immunities: None Natural Lives: Unlimited (see below) Abilities & Traits: <ul style="list-style-type: none"> Player Class : Any Non-Monster Class Conversion : Create Minion (Undead) The Darklord must take an opponent (dead or alive, Darklords prefer dead), by means of subdual or dragging dead bodies, back to the Darklord lair. Once there, the opponent may either become a minion on the Darklord's team, or drop out of the game. Becoming a minion is permanent and may not be reversed. <i>Note: The Darklord is not undead, but the Minion is. The minion must now play the remainder of his/ her lives on the Darklord team. The minion plays these lives as per the class he/ she was playing when captured as normal. The minion is affected by Banish and Turn Undead.</i> Serial Immortality Levels: As Player Class</p>	<p>Deadly Slime (DS: Labrynth) Garb: Think Jell-o (tm), and try to make a costume (including weapons) that looks as amorphous as possible. Solid colored garb with matching weapons is a good idea. Type: Arboreal Beast Q/M Ratio: 5/1 Armor: None Weapons: Two flails (Natural) Immunities: Special, see traits. Natural Lives: 2 Abilities & Traits: <ul style="list-style-type: none"> Tough Strong Amorphous (4 points of <i>Protect</i>) Levels: 1st As above 2nd No additional abilities 3rd +1 <i>Protect</i> (5 total) 4th +1 <i>Protect</i> (6 total) 5th +1 <i>Protect</i> (7 total) 6th +1 <i>Protect</i> (8 total)</p>	<p>Deva (BL: Naes) Garb: Wings and angelic white robes. Type: Extra-Planar Humanoid Q/M Ratio: 2/1 Armor: May wear up to 2 points, any shield Weapons: Any sword Immunities: None Natural Lives: 3 Abilities & Traits: <ul style="list-style-type: none"> Magic-Like Ability : Heal (1/life) Magic-Like Ability : Mend (1/game) Magic-Like Ability : Awe (1/life) Magic-Like Ability : Teleport (1/life) Natural Flight (unlimited) Vulnerability : Devas may only use their <i>Heals</i> and <i>Mends</i> on others, not them on themselves. Levels: 1st As above 2nd <i>Teleport</i> becomes (2/life) 3rd No additional abilities 4th <i>Mend</i> becomes (1/life) 5th <i>Heal</i> becomes (2/life) 6th <i>Awe</i> becomes (3/life) and gains ability to <i>Heal</i> itself (1/game)</p>	<p>Azure Dragon (BL: Naes) Garb: Scales and armor in shades of blue. Type: Mystical Beast Q/M Ratio: 8/1 (QUEST) Armor: 4 points Natural Invulnerable Weapons: Two melee daggers or short swords (Natural) Immunities: None Natural Lives: 1 Abilities & Traits: <ul style="list-style-type: none"> Innate Ability : Lightning Bolt (unlimited) as breath weapon Innate Ability : Shove (1/life) as a wing buffet Very Strong Natural Flight (unlimited) Levels: 1st As above 2nd Gains Magic-Like Ability : Dispel Magic (1/life) 3rd <i>Dispel Magic</i> becomes (2/life) +1 point Natural Invulnerable Armor (total 5) 4th +1 point Natural Invulnerable Armor (total 6) Gains Magic-Like Ability : Bladesharp/Bludgeon (2/game) Gains Magic-Like Ability : Talk to Dead (1/game) Gains Magic-Like Ability : Messenger (unlimited) 5th <i>Dispel Magic</i> becomes (3/life) +1 point Natural Invulnerable Armor (total 7) 6th <i>Dispel Magic</i> becomes (4/life) +1 point Natural Invulnerable Armor (total 8)</p>

<p>Crimson Dragon (BL: Naes) Garb: Scales and armor in shades of red. Type: Mystical Beast Q/M Ratio: 8/1 (QUEST) Armor: 4 points Natural Invulnerable Weapons: Two melee daggers or short swords (Natural) Immunities: None Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Innate Magical Ability : Fireball (unlimited) as breath weapon ▪ Innate Ability : Shove (1/life) as a wing buffet ▪ Very Strong ▪ Natural Flight (unlimited) <p>Levels: 1st As above 2nd Gains Magic-Like Ability : Dispel Magic (1/life) 3rd <i>Dispel Magic</i> becomes (2/life) +1 point Natural Invulnerable Armor (total 5) 4th +1 point Natural Invulnerable Armor (total 6) Gains Magic-Like Ability : Bladesharp/Bludgeon (2/game) Gains Magic-Like Ability : Talk to Dead (1/game) Gains Magic-Like Ability : Messenger (unlimited) 5th <i>Dispel Magic</i> becomes (3/life) +1 point Natural Invulnerable Armor (total 7) 6th <i>Dispel Magic</i> becomes (4/life) +1 point Natural Invulnerable Armor (total 8)</p>	<p>Emerald Dragon (BL: Naes) Garb: Scales and armor in shades of green. Type: Mystical Beast Q/M Ratio: 8/1 (QUEST) Armor: 4 points Natural Invulnerable Weapons: Two melee daggers or short swords (Natural) Immunities: None Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Innate Magical Ability : Acid Ball (unlimited) as breath weapon ▪ Innate Ability : Shove (1/life) as a wing buffet ▪ Very Strong ▪ Natural Flight (unlimited) <p>Levels: 1st As above 2nd Gains Magic-Like Ability : Dispel Magic (1/life) 3rd <i>Dispel Magic</i> becomes (2/life) +1 point Natural Invulnerable Armor (total 5) 4th +1 point Natural Invulnerable Armor (total 6) Gains Magic-Like Ability : Bladesharp/Bludgeon (2/game) Gains Magic-Like Ability : Talk to Dead (1/game) Gains Magic-Like Ability : Messenger (unlimited) 5th <i>Dispel Magic</i> becomes (3/life) +1 point Natural Invulnerable Armor (total 7) 6th <i>Dispel Magic</i> becomes (4/life) +1 point Natural Invulnerable Armor (total 8)</p>	<p>Opal Dragon (BL: Naes) Garb: Scales and armor in shades of white. Type: Mystical Beast Q/M Ratio: 8/1 (QUEST) Armor: 4 points Natural Invulnerable Weapons: Two melee daggers or short swords (Natural) Immunities: None Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Innate Magical Ability : Iceball (unlimited) as breath weapon ▪ Innate Ability : Shove (1/life) as a wing buffet ▪ Very Strong ▪ Natural Flight (unlimited) <p>Levels: 1st As above 2nd Gains Magic-Like Ability : Dispel Magic (1/life) 3rd <i>Dispel Magic</i> becomes (2/life) +1 point Natural Invulnerable Armor (total 5) 4th +1 point Natural Invulnerable Armor (total 6) Gains Magic-Like Ability : Bladesharp/Bludgeon (2/game) Gains Magic-Like Ability : Talk to Dead (1/game) Gains Magic-Like Ability : Messenger (unlimited) 5th <i>Dispel Magic</i> becomes (3/life) +1 point Natural Invulnerable Armor (total 7) 6th <i>Dispel Magic</i> becomes (4/life) +1 point Natural Invulnerable Armor (total 8)</p>	<p>Sable Dragon (BL: Naes) Garb: Scales and armor in shades of black. Type: Mystical Beast Q/M Ratio: 8/1 (QUEST) Armor: 4 points Natural Invulnerable Weapons: Two melee daggers or short swords (Natural) Immunities: None Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Innate Magical Ability : Sphere of Annihilation (unlimited) as breath weapon ▪ Innate Ability : Shove (1/life) as a wing buffet ▪ Very Strong ▪ Natural Flight (unlimited) <p>Levels: 1st As above 2nd Gains Magic-Like Ability : Dispel Magic (1/life) 3rd <i>Dispel Magic</i> becomes (2/life) +1 point Natural Invulnerable Armor (total 5) 4th +1 point Natural Invulnerable Armor (total 6) Gains Magic-Like Ability : Bladesharp/Bludgeon (2/game) Gains Magic-Like Ability : Talk to Dead (1/game) Gains Magic-Like Ability : Messenger (unlimited) 5th <i>Dispel Magic</i> becomes (3/life) +1 point Natural Invulnerable Armor (total 7) 6th <i>Dispel Magic</i> becomes (4/life) +1 point Natural Invulnerable Armor (total 8)</p>	<p>Dragon, Great (BL: RAN) Garb: Garb or armor with the suggestion of scales. Type: Mystical Beast Q/M Ratio: 8/1 (QUEST) Armor: 5 point Natural Invulnerable Weapons: Two short swords (Natural) Immunities: None Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Natural Flight (unlimited) ▪ Innate Magical Ability : Fireball (unlimited) ▪ Innate Ability : Shove (unlimited) as a wing buffet ▪ Magic-Caster : Wizard (by levels) Great Dragons may cast spells as a Wizard of the same level as the Monster. ▪ Very Strong <p>Levels: 1st As above 2nd +1 point Natural Invulnerable Armor (total 6) 3rd +1 Natural Lives (total 2) 4th +1 point Natural Invulnerable Armor (total 7) 5th +1 Natural Lives (total 2) 6th +1 point Natural Invulnerable Armor (total 8)</p>
<p>Dread Knight (BL: Terarin) Garb: Armor and a skull mask. Type: Mystical Undead Humanoid Q/M Ratio: 6/1 (QUEST) Armor: 2 points Natural, may wear up to 4 additional points, any shield Weapons: Any melee weapon and javelins Immunities: Magic Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Magic-like Ability: Heat Weapon (1/life) ▪ Magic-like Ability : Pyrotechnics (1/life) ▪ Magic-like Ability : Sleep (1/life) ▪ Magic-like Ability : Stun (1/life) ▪ Magic-like Ability : Finger of Death (1/life) ▪ Magic-like Ability : Reanimate (1/life) ▪ Magic-like Ability: Honor Duel (2/life) ▪ Innate Magical Ability: Fear (1/life) ▪ Innate Magical Ability: Touch of Paralyzation Must say "Paralyze" x1 before striking (1/life) <p>Levels: 1st As above 2nd <i>Heat Weapon</i> and <i>Sleep</i> become (2/life) +1 Natural Life (total 2) 3rd <i>Stun</i>, <i>Pyrotechnics</i> and <i>Paralyzation</i> become (2/life) 4th <i>Finger of Death</i> and <i>Stun</i> increase to (2/life) +1 Natural Life (total 3) 5th <i>Honor Duel</i> becomes (unlimited) <i>Reanimate</i> and <i>Fear</i> become (2/life) 6th <i>Heat Weapon</i>, <i>Sleep</i> and <i>Paralyzation</i> become (4/life) +1 Natural Life (total 4)</p>	<p>Dryad (BL: Naes) Garb: Seductive attire adorned with leaves and twigs. Suggested: Pointed ears, sparkling green makeup. Summoned by: Druid 6 (<i>Reincarnate</i>), Wizard 6 (<i>Transform</i>) Player lives/life:2 Type: Mystical Fey Humanoid Q/M Ratio: 1/1 Requirement: Only females should play a Dryad Armor: None Weapons: Single melee dagger Immunities: Control (save for Bardic Charm) Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Magic-like Ability : Commune (Unlimited) ▪ Magic-like Ability : Heal (Unlimited) ▪ Magic-like Ability : Yield (3/life) ▪ Home Tree <p>Levels: 1st No additional abilities 2nd Gain 1 point of Natural Invulnerable Armor 3rd Magic-like Ability : Heat Weapon (1/life) Magic-like Ability : Warp Wood (1/life) 4th No additional abilities 5th <i>Heat Weapon</i> and <i>Warp Wood</i> both become (2/life) 6th Natural Invulnerable Armor increases to 2 points.</p>	<p>Dwarf (WL: Margul) Garb: Metal armor, helmets, fake beards or mustaches. Type: Standard Humanoid Q/M Ratio: 1/1 Armor: May wear up to 4 points, small or medium shields Weapons: Any one-handed melee weapon under 3' length, any melee axe, any melee hammer Immunities: Subdual, Poison, Disease Natural Lives:3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Innate Ability : Improve Weapon (1/life) Either for self or another, takes 100 count. ▪ Innate Ability : Sprint (1/game) The dwarf may jump to his feet and run normally for a 10 count. May be combined with <i>Fight After Death</i>. ▪ Innate Ability : Fight After Death (last life only) ▪ Vulnerability: Short All Dwarf players must fight from their knees. Leg shots still count, but not if the strike lands below the knee. Players who are naturally under 5' tall do not have to kneel, but must take leg shots normally if they choose to fight standing up. ▪ Vulnerability : Players may not carry more than one Dwarven Improvement at a time. Only Dwarves themselves are the exception to this rule, as they may wear any number of their own Improvements (or the improvements of other Dwarves) without penalty. <p>Levels: 1st As above 2nd <i>Improve Weapon</i> becomes (2/life) Gains Innate Ability : Improve Shield (1/life) Either for self or another, takes 100 count. 3rd May carry and use throwing axes Gains Innate Ability : Mend (2/life) only on metal weapons, armor and shields 4th <i>Improve Shield</i> becomes (2/life) Gains Innate Ability : Improve Armor (1/life) Either for self or another, takes 100 count 5th Gains Innate Ability : Harden Weapon (1/life) +1 Natural Life (total 4) 6th May <i>Fight After Death</i> on last two lives <i>Sprint</i> becomes (1/life)</p>	<p>Elemental, Air (BL: Naes) Summoned: Druid 6, Wizard 6 Garb: Thin filmy gauze, or other light, sheer materials Type: Mystical Extra-Planar Animation Q/M Ratio: 3/1 Armor: 2 points Natural Weapons: 2 short swords, covered in electric yellow or sky blue (Natural) Immunities: Flame, Control, Subdual, Poison Natural Lives: 3 Abilities&Traits:</p> <ul style="list-style-type: none"> ▪ Magic-Like Ability : Teleport (2/life) ▪ Magic-Like Ability : Call Lightning (2/life) ▪ Magic-Like Ability : Lightning Bolt (1/life) ▪ Innate Ability : Shove (unlimited) may be cast while moving. This is the ability to push with a great gust of wind. ▪ Tough ▪ Vulnerability: Air elementals can be dispelled back to their plane of origin for the remainder of their lives with a simple Wind spell. <p>Levels: None</p>	<p>Elemental, Earth (BL: Naes) Summoned: Druid 6, Wizard 6 Garb: Dark browns and reds. If you're really into it, cover yourself with mud and grass Type: Mystical Extra-Planar Animation Q/M Ratio: 3/1 Armor: 2 points Natural Weapons: Two maces, covered in green or brown (Natural) Immunities: Poison, Subdual, Control Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Strong ▪ Tough ▪ Innate Ability : Teleport (unlimited) as per wizard. Earth elemental carry it's summoner with it on a Teleport (1/life). ▪ Innate Ability : Touch of Paralysis (1/life). Must say "Stone x1" upon contact of an opponent, with weapon or hand. ▪ Innate Ability : Stone Heal Petrify will Heal lost limbs, and Mend armor. ▪ Vulnerability: A Stone to Flesh spell will completely disintegrate the elemental, dispelling it from this plane, for the rest of its lives. <p>Levels: None</p>

<p>Elemental, Fire (BL: Naes) Summoned: Druid 6, Wizard 6 Garb: Wispy reds, oranges, and yellows. Using some sheer, colored material for the flames is good. Type: Mystical Extra-Planar Animation Q/M Ratio 3/1 Armor: 2 points Natural Weapons: Single sword and a short bow, cover with orange and red flames Immunities: Flame, Magic (except for those spells mentioned below), Poison Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Magic-Like Ability : Pyrotechnics (2/life) ▪ Innate Ability : Burning Body ▪ Innate Ability : Flame Weapons (unlimited) ▪ Innate Ability : Fire Heal Any fire-based spells cast upon the elemental heals it of all wounds and mends all damaged armor. ▪ Tough ▪ Vulnerability: A single <i>Iceball</i> acts as a Banish. If hit with by <i>Iceball</i> five times in one life, it is dispelled for the rest of its lives. <p>Levels: None</p>	<p>Elemental, Water (MS: Manny) Summoned: Druid 6, Wizard 6 Garb: Blue flowing garb and a squirt gun doesn't hurt. Blue face paint is good too. Add a shimmering sheer fabric over the blue to give it a running water effect. Type: Mystical Extra-Planar Animation Q/M Ratio: 3/1 Armor: None Weapons: Two flails, covered in blue (Natural) Immunities: Magic (except those spells mentioned below), Poison Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Amorphous Water Elementals have 2 levels of <i>Protect</i> ▪ Aquatic ▪ Strong ▪ Tough ▪ Magic-like Ability : Teleport (2/life) ▪ Innate Ability : Wave (unlimited) ▪ Innate Ability : Touch of Death (1/life) touch target and say x1 "Drown." May be extended through flails. ▪ Innate Ability : Extinguish ▪ Innate Ability : Ice Heal Iceball or cold effects (like Avalanche) Heal all wounds and Mend all lost armor. ▪ Vulnerability : Being struck or caught in a fire based spell five times in one life will result in the elemental being dispelled remainder of their lives. <p>Levels: None</p>	<p>Elf, Common Sylvan (Various) Garb: Human styles with the addition of a green sash for Scouts or an appropriate colored sash for their spellcasting class Type: Fey Humanoid Q/M Ratio: 1/1 Armor: May wear up to 3 points, small or medium shield Weapons: Any melee weapon, any bow Immunities: Control Natural Lives:3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Innate Ability : Accuracy ▪ Innate Ability : Improve Weapon Only usable on long swords. ▪ Magic-Caster : Druid, Wizard or Bard OR Player Class : Scout If spellcasting is chosen, they must obey all the rules for that class (including point cost and availability of weapons). If armor is worn as a spellcaster, the cost is one spellpoint per point of armor. Elves do not gain the class abilities of the Druid (i.e.: no <i>Immunity to Poison</i> or <i>Pass Without Trace</i>). Elven Scouts may use longbows at 1st level. ▪ Vulnerabilities: Elves may not be <i>Resurrected</i> or <i>Reanimated</i>. <p>Levels: Common Elves advance in ability exactly as their chosen Class. They gain one additional life at 6th level (total 4).</p>	<p>Elf, Deep Dweller (MS: Manny) Garb: Black make-up, a white wig, black and silver combat garb. Type: Fey Humanoid Q/M Ratio: 1/1 Armor: May wear up to 3 points Weapons: Any melee weapons and short bow or hand crossbow Immunities: Control Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Innate Ability : Adamantine Weapons ▪ Innate Ability : Flame arrow (1/unlimited) <p>Levels:</p> <p>1st As above 2nd Gains Innate Ability : Poison (1/life) 3rd May use a small shield. 4th Gains Innate Magical Ability : Armor Piercing Arrow (1/unlimited) Gains Innate Magical Ability : Touch of Death (2/life) 5th Gains Innate Ability : Poisoned Weapons (unlimited, excluding specialty arrows) 6th Gains Magic-Caster : Wizard May purchase 5 total points of wizard magic from levels 1-3, with no reduction in spellpoints for weapons.</p>	<p>Entangling Mass (BL: Naes & Argon) Garb: A mass of shredded cloth, leaves etc. Type: Arboreal Beast Q/M Ratio: 3/1 Armor: None Weapons: Two short swords as natural weapons. Immunities: Flame, Subdual Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Strong ▪ Regeneration: Due to the amorphous nature of the Mass, regeneration restores a "hit" to the Mass as opposed to a lost limb. In addition to the regeneration ability. ▪ Innate Ability : Lightning Heal <i>Lightning Bolt</i> and <i>Call Lightning</i> will act as an instant <i>Heal</i>, restoring all damage to the Mass. ▪ Innate Ability : Entangle (2/unlimited) ▪ Amorphous (4 points of <i>Protect</i>) <p>Levels:</p> <p>1st As above 2nd No additional abilities. 3rd <i>Entangle</i> becomes (unlimited) 4th +1 <i>Protect</i> (total 5) 5th No additional abilities 6th <i>Regeneration</i> becomes <i>Greater Regeneration</i> +1 <i>Protect</i> (total 6)</p>
<p>Extra-Planar Entity (WL: Vaargard) Garb: Red fabrics, horns and a pitchfork. Face paint, bat-like wings and symbols of evil darkness optional. Type: Extra-Planar Humanoid Q/M Ratio: 7/1 (Quest) Armor: 4 points Natural Invulnerable Weapons: Two short swords (Natural) or any melee weapon Immunities: Magic (see Vulnerability below) Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Magic-Like Ability : Finger of Death (1/life) ▪ Magic-Like Ability : Confusion (1/life) ▪ Magic-Like Ability : Dispel Magic (3/life) ▪ Natural Flight (unlimited) ▪ Innate Magical Ability : Fear (1/life) ▪ Tough ▪ Strong ▪ Vulnerability : Each Entity must pick a common attack form or School of Magic to which bypasses all remaining armor and normal immunities. These attacks cause damage and/or other effects as though the Entity possessed no protection at all. Additionally, if the effect would not ordinarily cause direct damage (like a Control spell), then the Entity must take a wound to the location of the attacker's choice, and may be slain through accumulated wounds in this manner. Examples include: Blunt Weapons, Arrows and Projectiles, Subdual, Flame, Ice, etc. <p>Levels</p> <p>1st As above 2nd Gains Magic-Like Ability : Pyrotechnics (1/life) or Innate Ability : Steal Life (1/life) or Immunity : Non-Magical Weapons <i>Confusion</i> becomes (2/life) 3rd <i>Fear</i> becomes (2/life) 4th Gains Immunity : Projectiles or Magic-Like Ability : Yield (1/life) or Innate Ability : Regeneration 5th <i>Confusion</i> becomes (3/life) <i>Fear</i> becomes (3/life) 6th Gains Very Strong Trait or Magic-Like Ability : Sphere of Annihilation (1/bolt, unlimited) or Magic-Like Ability : Feeblemind (3/life)</p>	<p>Gargoyle (BL: Rakasta) Garb: Dark grays and bat-like wings Type: Mystical Animation Q/M Ratio: 3/1 Armor: 2 points Natural Invulnerable Weapons: Two short swords (Natural), rocks Immunities: Control, Subdual, Death Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Natural Flight (2/life) May carry one dead victim at a time. ▪ Innate Ability : Sever Spirit (2/life) Can only be used in lair. Simulates devouring the victim. ▪ Innate Ability : Mend Heals ▪ Lair : A Gargoyle must have a lair where victims are taken. ▪ Strong <p>Levels:</p> <p>1st As above 2nd Gains Innate Ability : Teleport (1/life) Must be within 50 of a larger-than-man-sized stonework of any type to activate this ability. The gargoyle must teleport to that stonework. 3rd <i>Natural Flight</i> becomes (unlimited) 4th +1 Natural Life (total 2) +1 point Natural Invulnerable Armor (total 3) 5th <i>Teleport</i> becomes (2/life) +1 Natural Life (total 3) 6th <i>Sever Spirit</i> becomes (unlimited)</p>	<p>Ghost (BL: Terarin) Garb: White sheet. Chains optional. Type: Mystical Undead Q/M Ratio: 3/1 (QUEST) Armor: None Weapons: None Immunities: Control, Death, Subdual Natural Lives:3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Incorporeal (unlimited unless using Abilities) ▪ Magic-like Ability: Forcewall (unlimited) May have up to two in operation at any time. ▪ Magic-like Ability: Extinguish (5/life) ▪ Magic-like Ability: Sleep (unlimited) Ghosts are encouraged to not use this ability more than four times per team encountered. ▪ Magic-like Ability: Dispel Magic (2/life) ▪ Vulnerability : May be attacked by magic and enchanted weapons while using abilities. ▪ Vulnerability : Once a Ghost begins using an ability, it must finish the incantation before taking any further action. <p>Levels:</p> <p>1st As above 2nd No additional abilities 3rd No additional abilities 4th <i>Dispel Magic</i> becomes (3/life) 5th No additional abilities 6th <i>Dispel Magic</i> becomes (unlimited)</p>	<p>Ghoul (BL: Terarin) Garb: Torn and tattered clothing. Gory make-up. Type: Undead Humanoid Q/M Ratio: 2/1 Armor: 1 point Natural Weapons: Two short swords (Natural) or any melee weapons Immunities: Subdual, Control, Death Natural Lives:3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Innate Ability: Touch of Paralyzation (2/life) Must declare "Paralyze!" to discharge. ▪ Innate Ability : Replication (unlimited) ▪ Vulnerability : Ghouls will not approach within 20 feet of a Healer or Paladin boldly presenting a symbol of faith. <p>Levels:</p> <p>1st As above 2nd No additional abilities 3rd <i>Paralyzation</i> becomes (3/life) 4th No additional abilities 5th <i>Paralyzation</i> becomes (5/life) 6th No additional abilities</p>	<p>Giant, Hill (BL: RAN) Garb: White and Brown tunic. Suggested anything that makes you look taller, a smear of white or brown face paint. Summoned By: Druid 6 (<i>Reincarnate</i>) Player Lives/Life: 2 Type: Humanoid Q/M Ratio: 1/1 Armor: 2 points Natural, may wear up to 2 additional points Weapons: Any melee weapons and boulders Immunities: None Natural Lives:2 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Large ▪ Strong ▪ Siege Boulder (1/life) or Improved Rocks (1/reusable) <p>Levels: None. These giants are far too stupid to improve their tactics or gain experience from past mistakes.</p>

<p>Giant, Fire (BL: RAN) Garb: Light cool weather garb in red and black colors. Anything that makes you look taller. Type: Standard Humanoid Q/M Ratio: 4/1 Armor: 3 points of Natural, may wear up to 4 additional points Weapons: Any Melee Weapons Immunities: Flame Natural Lives: 2 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Magic-like Ability : Fireball (1/bolt) ▪ Large ▪ Strong <p>Levels: 1st As above 2nd <i>Fireball</i> becomes (2/bolts) 3rd No Additional Abilities 4th <i>Fireball</i> becomes (3/bolts) 5th No Additional Abilities 6th <i>Fireball</i> becomes (4/bolts)</p>	<p>Giant, Frost (BL: RAN) Garb: Heavy cold weather garb and furs of blue and white in color. Suggested anything that makes you look taller. Type: Standard Humanoid Q/M Ratio: 4/1 Armor: 3 points Natural, may wear up to 3 additional points Weapons: Any melee weapons Immunities: Subdual Natural Lives: 2 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Magic-like Ability : Iceball (1/bolt) ▪ Large ▪ Strong <p>Levels: 1st As above 2nd <i>Iceball</i> becomes (2/bolts) 3rd No Additional Abilities 4th <i>Iceball</i> becomes (3/bolts) 5th No Additional Abilities 6th <i>Iceball</i> becomes (4/bolts)</p>	<p>Giant, Titan (Joten) (BL: RAN) Garb: Elegant garb using white and blue or red and black. Type: Standard Humanoid Q/M Ratio: 7/1 Armor: 6 points of Natural Invulnerable Weapons: Any melee weapon Immunities: Choose either Subdual or Flame</p> <p>Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Large ▪ Very Strong <p>Levels: 1st As above 2nd Gains Magic-Like Ability : Iceball (1/bolt) or Fireball (1/bolt) or Petrify (1/bolt) or Lightning Bolt (1/bolt) Once the bolt type is chosen, the Titan may never take the other. Hereafter this ability is referred to as <i>Spellball</i>. 3rd No Additional Abilities 4th <i>Spellball</i> becomes (2/bolts) 5th No Additional Abilities 6th <i>Spellball</i> becomes (4/bolts)</p>	<p>Giant, Thunder (WL: Wyrngarde) Garb: These sophisticated giants would never wear the furs and hides of which their barbaric cousins are so fond. As the spell-casters of the Giantish community, these creatures have acquired the same refined and somewhat pampered lifestyles common to human mages. As such, they are prone to voluminous robes, comfortable breeches, large hand-made muslin shirts, and similar citified clothing. Also, anything with a lightning bolt or zigzagging motif, yellow sashes to denote mage status, and/or hooded cloaks. A deep, booming voice doesn't hurt, either. Type: Mystical Humanoid Q/M Ratio: 6/1 Armor: 3 points Natural Invulnerable Weapons: Any one-handed melee weapon Immunities: Flame, Subdual Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Large ▪ Strong ▪ Magic-Like Ability : Lightning Bolt (2/bolts) ▪ Magic-Like Ability : Iceball (2/life) ▪ Magic-Like Ability : Call Lightning (1/life) ▪ Magic-Like Ability : Shove (2/life) ▪ Magic-Caster : Wizard Gains spellpoints as a Wizard of half the Monster's level. Spellpoints are not lost for a weapon. <p>Levels: 1st As above 2nd <i>Lightning Bolt</i> becomes (3/bolts) 3rd Magic-Like Ability : Wind (1/game) only need say the Wind chant once to cast 4th <i>Lightning Bolt</i> becomes (4/bolts) 5th +1 point Natural Invulnerable Armor (total 4) 6th <i>Call Lightning</i> becomes (2/life)</p>	<p>Goblin (BL: RAN) Garb: Crude rags, leather/hide armor. Greenish brown make-up. Type: Standard Humanoid Q/M Ratio: .5/1 Armor: May wear one point Weapons: Any short melee weapon Immunities: None Natural Lives: 8 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Innate Ability : Sheer Numbers ▪ Vulnerability : Weak <p>Levels: 1st No additional abilities 2nd <i>Sheer Numbers</i> becomes (10 lives total). 3rd May use a shortbow or up to a medium shield. 4th <i>Sheer Numbers</i> becomes (12 lives total) 5th <i>Sheer Numbers</i> becomes (15 lives total) 6th May wear up to 2 points of armor</p>
<p>Golem, Flesh (BL: Naes) Garb: Try to look like Frankenstein's Monster Summoned By: Druid 6, Healer 6, Wizard 6, for (1) 5th and 6th level spellpoint Player Lives/Life: 1 Type: Mystical Animation Q/M Ratio: 3/1 Armor: 1 point Natural Weapons: Two maces (Natural) Immunities: Magic (except as noted below) Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Innate Ability : Lightning Heal ▪ Innate Magical Ability : Steal Life (1/game) Must take slain or subdued victim back to base to activate. ▪ Vulnerabilities: Fire (not Lightning) and Ice based spell will act as a <i>Hold Person</i> spell. <p>Levels: None</p>	<p>Golem, Metal (BL: Naes) Garb: Silver and gray metallic garb Summoned By: Druid 6, Healer 6, Wizard 6, for (4) 5th and 6th level spellpoints Player Lives/Life: 3 Type: Mystical Animation Q/M Ratio: 4/1 Armor: 4 points Natural Invulnerable Weapons: Single long sword or two short swords (Natural) Immunities: Magic Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Magic-Like Ability: Deathcloud (1/bolt) ▪ Innate Ability : Fire Heal Any fire-based spells cast upon the elemental heals it of all wounds and mends all damaged armor. ▪ Vulnerability : Lightning spells act as a <i>Hold Person</i>, regardless of remaining Invulnerable armor and immunities. <p>Levels: None</p>	<p>Golem, Mud (BL: Naes) Garb: Earth tones and brown make-up. Summoned By: Druid 6, Healer 6, Wizard 6, for (2) 5th and 6th level spellpoints Player Lives/Life: 2 Type: Mystical Animation Q/M Ratio: 3/1 Armor: 2 points Natural Weapons: Two maces (Natural) Immunities: Bladed Weapons, Magic (except as noted below) Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Strong ▪ Tough ▪ Vulnerability: <i>Dispel Magic</i> or <i>Pyrotechnics</i> will cause the death of a Mud Golem. <p>Levels: None</p>	<p>Golem, Rock (BL: Naes) Garb: Grays and stone like colors Summoned By: Druid 6, Healer 6, Wizard 6, for (3) 5th and 6th level spellpoints Player Lives/Life: 2 Type: Mystical Animation Q/M Ratio: 3/1 Armor: 3 points Natural Weapons: Single long sword or mace Immunities: Magic (except as noted below) Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Magic-like Ability : Hold Person ▪ Innate Ability : Stone Heal (see <i>Elemental, Earth</i>) ▪ Strong ▪ Tough <p>Levels: None</p>	<p>Golem, Scarecrow (BL/DS: Cheshire and Labyrinth) Garb: Tattered old shirt or tunic and mask. Hay sticking out of garb is a nice touch. Summoned By: Druid 6, Wizard 6, for (2) 5th and 6th level spellpoints Player Lives/Life: 1 Type: Mystical Animation Q/M Ratio: 3/1 Armor: 2 points Natural Weapons: Two short, non-hinged weapons, or a single long weapon or pole-arm (Natural) Immunities: Control, Subdual, Death, Projectiles (except <i>Flame Arrows</i> and siege weapons) Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Magic-like Ability: Sanctuary (1/life) Represents an eerie aura of terror so frightening that other players may not approach within 20'. Instead of the usual <i>Sanctuary</i> chant, the Scarecrow must repeat "Aura of Fear" to maintain the ability. ▪ Innate Magical Ability : Fear (4/life) ▪ Tough <p>Levels: None</p>

<p>Gremlin (BL: Rakasta) Garb: White fur and face paint, or dark green scales and a mohawk Type: Mystical Humanoid Q/M Ratio: 1/1 Armor: None Weapons: Single melee dagger or short sword Immunities: None Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Magic-Like Ability : Teleport (4/life) ▪ Magic-Like Ability : Heat Weapon (4/life) ▪ Magic-Like Ability : Warp Wood (4/life) ▪ Magic-Like Ability : Pyrotechnics (1/life) ▪ Magic-Like Ability : Dispel Magic (4/life) ▪ Vulnerability : Attracted to complex machinery and members of the opposite sex. <p>Levels: 1st No additional abilities 2nd <i>Heat Weapon</i> becomes (5/life) 3rd <i>Warp Wood</i> becomes (5/life) May wear one point of armor 4th +1 Natural Life (total 2) 5th <i>Dispel Magic</i> becomes (unlimited) 6th <i>Teleport</i> becomes (unlimited) +1 Natural Life (total 3)</p>	<p>Griffon (BL: Terarin) Garb: Feathers and a good imagination Type: Standard Beast Q/M Ratio: 4/1 Armor: 3 points Natural Weapons: Two short swords (Natural) Immunities: None Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Innate Ability : Shove (1/life) ▪ Natural Flight (unlimited) <p>Levels: 1st As above 2nd May be used as a Mount while in <i>Flight</i> 3rd Gains Innate Ability : Heal Self (1/life) 5th Gains Strong Trait 5th Can carry two passengers while in <i>Flight</i> 6th +1 point of Natural armor (total 4)</p>	<p>Harpy Garb: Any shirt or tunic with feathered wings in a dull color. Type: Standard Humanoid Q/M Ratio: 1/1 Armor: None Weapons: Two short swords (Natural) Immunities: None Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Natural Flight (unlimited) ▪ Innate Ability : Fear (1/life) ▪ Innate Ability : Poison Weapon (1/life) <p>Levels: 1st As above 2nd Gains one point Natural armor 3rd <i>Fear</i> becomes (2/life) 4th <i>Poison Weapon</i> becomes (2/life) 5th +1 point Natural armor (total 2) 6th Gains Innate Ability : Attuned (1/game)</p>	<p>Hydra (WL: Vaargard) Garb: Scales and metallic fabrics. Type: Mystical Multi-Player Beast Q/M Ratio: 8/1 (QUEST) Armor: 4 points Natural Invulnerability Weapons: One long sword per head; tail must use flail (all Natural) Immunities: None Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Innate Ability: Fight After Death Tail section only. ▪ Magic-Like Ability : Iceball (1/bolt) or Magic Bolt (1/bolt) or Entangle (1/bolt) Only one head may use this ability. ▪ Magic-Like Ability : Fear (2/life) Only one head may use this ability. ▪ Large ▪ Strong ▪ Vulnerability : The tail automatically dies if all heads are slain. <p>Levels: 1st As above 2nd +1 point Natural Invulnerability (total 5) 3rd Gains Magic-Like Ability : Lightning Bolt (1/bolt) Only one head may use this ability. 4th +1 point Natural Invulnerability (total 6) 5th Gains Magic-Like Ability : Fireball (1/bolt) or Petrify (1/bolt) Only one head may use this ability. 6th All parts gain Innate Ability : Regeneration or one head gains Magic-Like Ability: Hypnotic Gaze (unlimited)</p>	<p>Kraken (WL: Vaargard) Garb: Dark green tunic or robes. Type: Standard Multi-Player Beast Q/M Ratio: 25/1 (QUEST) Armor: 4 points Natural Invulnerability Weapons: One flail per tentacle, one great weapon for the beak Immunities: Flame, Contol, Subdual Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> ▪ Aquatic ▪ Strong All of the tentacles have this Trait. ▪ Very Strong Only the beak has this Trait. ▪ Magic-like Ability: Fear (2/game) ▪ Innate Ability : Fight After Death Only the tentacles have this ability ▪ Innate Ability : Sever Spirit (unlimited) Only the beak has this ability ▪ Vulnerability : Stationary Kraken are unusual in that it can not move around the battlefield. The Kraken's "beak" is stationary and anchors its "tentacles." While the beak may not move, it serves as the reference point for which the tentacles may roam. Subdued enemies may be carried to the beak for consumption. <p>Levels: 1st As above 2nd One tentacle may throw <i>Seige Boulders</i> 3rd No additional abilities 4th Gains Innate Ability : Mass Shore (1/life) Only the beak may activate this ability. 5th Two tentacles may remove their harness and roam freely within a 100' range. 6th +1 <i>Mass Shore</i> (total 2/life).</p>
<p>Lich (BL: Arimithris and Tawnee) Garb: Yellow Sash. Suggested: a skull mask or other "undead" looking garb and makeup. Summoned by: Wizard 6 (<i>Lich</i>) Player lives/life: 0. Wizards who become Liches gain additional lives. Type: Undead Humanoid Q/M Ratio: 2/1 Armor: None Weapons: As per Wizard Immunities: Control, Death, Poison Natural Lives: 1 per spell purchased Abilities & Traits:</p> <ul style="list-style-type: none"> • Neutral • Magic-Caster: Wizard Becoming a Lich is treated as an additional life for the Wizard for all purposes, including magic. Liches who use Mutual Destruction kill their target, but do not lose a life, instead they act as if <i>Banished</i>. Liches who use the Transform spell can only transform beings into undead monsters • Vulnerability : Bound: Liches are bound to within a circle made by a 10 ft piece of yellow cloth. This cloth must be placed on the battlefield within 100 ft of where they last died. Thus each time a lich dies, it can move its circle up to 100 ft from where it last was. If cannot be within 100 ft of a base or nirvana. They may not leave this circle. <p>Levels: None</p>	<p>Lizardman (BL: Cheshire) Garb: Green tunic, preferably with cloth scales. Suggested: Green face paint and green cloth covered flail. Summoned by: Druid 6 (<i>Reincarnate</i>) Player lives/life: 2 Type: Standard Humanoid Q/M Ratio: 1/1 Armor: 1 point Natural, small or medium shield Weapons: Single flail (Natural) and/or melee weapons Immunities: Poison Natural Lives: 4 Abilities & Traits:</p> <ul style="list-style-type: none"> • Strong <p>Levels: 1st No additional abilities 2nd Gains Innate Ability : Poison Weapon (1/game) 3rd +1 to Natural armor (total 2) 4th May now use javelins 5th +1 to Natural armor (total 3) <i>Poison</i> becomes (1/life) 6th May wear up to 3 points of additional armor</p>	<p>Lycanthrope (BL: Naes) Garb: Per the were-animal portrayed. Type: Mystical Beast Q/M Ratio: 3/1 Armor: 2 points Natural Weapons: Two short swords (Natural) Immunities: Control Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> • Player Class : Peasant (Quests Only) A "natural lycanthrope" can begin each life in human form if they so choose. In this form they have none of the Traits or Abilities listed below, though they retain their immunity to Control. To assume were-form, the player need only don the appropriate garb and arm themselves accordingly. Once beast form is assumed, they may not turn back unless slain or cured of their disease. • Strong • Tough • Innate Ability : Berserk (on last life) This ability adds the 2 points of Berserk armor to the Lycanthropes own Natural armor (total 4 points) • Innate Ability : Tracking (1/life) • Innate Ability : Conversion (unlimited) • Vulnerability : Cure Disease forces a Lycanthrope to revert to a Peasant for the rest of that life. <p>Levels: 1st As above 2nd No additional abilities 3rd Gains Magic-Like Ability : Fear (1/life) 4th <i>Berserk</i> now on last 2 lives 5th No additional abilities 6th <i>Berserk</i> on every life</p>	<p>Manticore (DS: The Rogue's Guild) Garb: Tabard of orange, tan or yellow with featherless wings, and a wig or paper lion's mane. Type: Standard Beast Q/M Ratio: 2/1 Armor: 2 points Natural Weapons: Two short swords (Natural) and throwing daggers (Natural) Immunities: Poison Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> • Innate Ability : Natural Flight (unlimited) • Innate Ability : Poison Weapon (1/life) <p>Levels: 1st As above 2nd Gains Innate Magical Ability : Fear (1/life) 3rd +1 point of Natural armor (total 3). 4th Throwing daggers are now <i>Poisoned</i>. 5th Gains the Strong Trait 6th Gains Immunity : Control</p>	<p>Medusa (BD: Nithanalorn) Garb: Elegant garb with snakes added to hair. Type: Mystical Humanoid Q/M Ratio: 3/1 Armor: 2 points Natural Weapons: Single short sword, any bow Immunities: Poison, Subdual Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> • Innate Ability : Poison Weapons (unlimited) • Magic-Like Ability : Petrify (unlimited) Striking the <i>Shield of Reflection</i> will cause the effect to reflect back on the Medusa. • Magic-Like Ability : Touch of Paralyzation (1/life) no charge required, may extend through weapon, declare "Stone!" x1 upon contact with victim to activate <p>Levels 1st No additional abilities 2nd Gains Innate Magical Ability : Fear (1/life) 3rd No additional abilities 4th No additional abilities 5th <i>Fear</i> becomes (2/life) 6th <i>Touch of Paralyzation</i> becomes (2/life)</p>

<p>Minotaur (BD: Cheshire) Garb: Brown tunic and/or fur, and a brown headband or mask. Type: Standard Humanoid Q/M Ratio: 2/1 Armor: 2 points Natural Weapons: Any non-hinged melee weapons Immunities: Control, <i>Lost</i> Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> • Strong • Innate Ability : Tracking (2/life) <p>Levels 1st As above 2nd +1 point Natural armor (total 3) 3rd No additional abilities 4th Gains Innate Ability : Fight After Death (1/life) 5th Gains Immunity : Subdual 6th +1 Natural Lives (total 4).</p>	<p>Mummy (BL: Morbid) Garb: Mostly wrapped in bandages. Summoned by: Wizard 6 (<i>Transform</i>) Player lives/life: 4 Type: Undead Humanoid Q/M Ratio: 3/1 Armor: 1 point Natural Weapons: Single short sword Immunities: Control, Death, Sorcery, Subdual, Poison Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> • Innate Ability : Touch of Death (unlimited) • Bloodless <p>Levels: 1st As above 2nd Gains the Strong Trait 3rd +1 point Natural armor (total 2) 4th +1 point Natural armor (total 3) 5th Gains Innate Magic-Like Ability : Fear (2/life) 6th Gains Magic-Like Ability : Heal (2/life) Self only. This represents rejoining its body parts.</p>	<p>Nosferatu (BL: Naes) Garb: Black garb. Type: Undead Humanoid Q/M Ratio: 4/1 (QUEST) Armor: 1 point. Weapons: Two short swords or melee daggers Immunities: Control, Death, Subdual Natural Lives:3 Abilities & Traits:</p> <ul style="list-style-type: none"> • Strong • Tough • Innate Ability : Conversion • Innate Ability : Regenerate • Innate Ability: <i>Summon Dead</i> will bring a dead Nosferatu back to life, as if it were a <i>Resurrect</i> spell. • Magic-like Ability : Yield (1/life) • Vulnerability : Nosferatu may not be <i>Resurrected</i>, <i>Healed</i>, <i>Reanimated</i>, <i>Transformed</i> or <i>Reincarnated</i>. <p>Levels: 1st As above 2nd Gains Magic-Like Ability : Teleport (1/life) 3rd <i>Yield</i> becomes (2/life) 4th No additional abilities 5th No additional abilities 6th <i>Teleport</i> becomes (2/life)</p>	<p>Orc (BL: RAN) Garb: Crude clothing, random leather/hide armor. Greenish grey make-up, animal fangs. Type: Standard Humanoid Q/M Ratio: 2/1 Armor: 1 point Natural, may wear up to 2 additional points Weapons: Any melee weapons, rocks, javelins, shortbow Natural Lives: 4 Abilities & Traits:</p> <ul style="list-style-type: none"> • Innate Ability : Cure Poison (only on self, 1/life) • Innate Ability : Berserk (on last life) • Innate Ability : Truth (1/game) <p>Levels: 1st No additional abilities. 2nd +1 Natural Lives (5 total) 3rd Gains Innate Ability: Fight After Death (on last life) Gains Innate Ability : Flame Arrow (1/arrow) 4th May now wear +1 point of additional armor (total 3) 5th May carry a medium shield 6th Gains Innate Ability : Improve Weapon (1/game) +1 point of Natural armor (2 total)</p>	<p>Pegasus (BL: Cheshire) Garb: A pair of white feather wings and white fur leggings. Summoned by: Wizard 6 (<i>Transform</i>) Player lives/life: 2 Type: Mystical Beast Q/M Ratio: 1/1 Armor: 1 point Natural Weapons: Two short swords or maces (Natural) Immunities: Control Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> • Many-Legged • Natural Flight (unlimited) • Innate Magical Ability: Awe (1/life) <p>Levels: 1st No additional abilities 2nd Gains Mount : May carry one rider. 3rd <i>Awe</i> becomes (2/life) 4th Gains Innate Magical Ability: Charm (1/game) 5th <i>Charm</i> becomes (1/life) 6th <i>Awe</i> becomes (3/life)</p>
<p>Plaguer (MS: Manny) Garb: As per normal class. The plague hides itself well. Type: Standard Humanoid Q/M Ratio: 3/1 Armor: None Weapons: None Natural Lives:5 Abilities & Traits:</p> <ul style="list-style-type: none"> • Innate Ability : Touch of the Plague (unlimited) • Innate Ability : Conversion (unlimited) • Vulnerability : <i>Cure Disease</i> will turn a Plaguer into a 1st level Warrior who is so grateful to the person who cured them that they will gladly die for them for the rest of their life, as per Bardic <i>Charm</i>. • Vulnerability : All Plaguer attacks are countered by <i>Protection from Disease</i> or <i>Protection from Death</i>. <p>Levels: 1st As above 2nd No additional abilities 3rd Gains Innate Ability: Fight After Death (1/life) 4th No additional abilities 5th Gains Hard To Kill Trait 6th Gains Innate Ability : Touch of Death (1/game)</p>	<p>Poltergeist (BL: Cheshire) Garb: Tie-dyed robes. Type: Undead Humanoid Q/M Ratio: 3/1 Armor: None Weapons: Single short sword Immunities: Control, Subdual, Death, Poison Natural Lives:3 Abilities & Traits:</p> <ul style="list-style-type: none"> • Magic-like Ability: Touch of Death (3/life) • Magic-like Ability: Wounding (1/life) • Magic-like Ability : Teleport (3/life) • Vulnerability : If <i>Banished</i> three times in one life, they are considered "Exorcised" and are ejected from the game. <p>Levels: 1st As above 2nd Gains one point Natural armor <i>Wounding</i> becomes (2/life) 3rd <i>Wounding</i> becomes 3/life. 4th No additional abilities 5th Gains Magic-Like Ability : Conversion (unlimited) 6th Gains Magic-like Ability : Possession (1/life)</p>	<p>Scalor (WL: Wyngarde) Garb: Anything green, blue, or murky brown would denote the color of these amphibious fish-men. Also, scale mail could add a touch of realism, as would a fish motif mask (I have seen them so they are out there). In a pinch, some of those joke glasses with the big plastic googly-eyes might suffice. Make lots of bubbling and gurgling sounds. Walk slumped over to emulate the slow gait these creatures exhibit on land. Type: Standard Humanoid Q/M Ratio: 1/1 Armor: 1 point Natural, may wear up to 2 additional points Weapons: Any one melee weapon, javelins Immunities: None Natural Lives:5 Abilities & Traits:</p> <ul style="list-style-type: none"> • Innate Ability : Entangle (2/bolts) Simulates intricate netting. • Vulnerability : Slain by any hit with a <i>Magic Bolt</i> or any weapon bearing an enchantment. This is to represent the Scalors legendary vulnerability and ignorance of the arcane arts. <p>Levels: 1st As above 2nd May now throw rocks 3rd <i>Entangle</i> becomes (3/bolts) 4th No additional abilities 5th <i>Entangle</i> becomes (4/bolts) 6th Gains Innate Ability : Poison Weapon (1/life)</p>	<p>Siren (WL: Seductive gray, blue, or green dress. Aquatic looking if possible. Suggested: Blue and green glitter makeup. Summoned by: Druid 6 (<i>Reincarnate</i>) Player lives/life:1 Type: Mystical Humanoid. Q/M Ratio: 1/1 Requirement: Suggested to be female to play a siren Armor: None Weapons: Single melee dagger Immunities: None Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> • Magic-like Ability : Circle of Protection (1/life) • Magic-Like Ability : Yield (2/life) • Vulnerability : Bound: Sirens are bound to within 50 ft of a single object that is chosen each life. Denote the chosen object to a revee. This item cannot be one that is moveable (very large rock, tree, body of water, etc). <p>Levels: 1st As above 2nd May now wear one point of armor 3rd <i>Circle of Protection</i> becomes (2/life) 4th <i>Yield</i> becomes (3/life) 5th <i>Circle of Protection</i> becomes (3/life) 6th Gains Magic-Caster : Bard Gain any two Bard spells.</p>	<p>Skeleton Garb: Skull Mask and Bones Type: Undead Humanoid Q/M Ratio: 2/1 Armor: May wear up to 2 points Weapons: Any melee weapons Immunities: Control, Death Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> • Magic-like Ability : Lightning Bolt acts as an <i>Iceball</i> due to bones fusing. • Innate Ability : Regeneration • Vulnerability : Crushing attacks, such as those by a mace, cause double damage. <p>Levels: 1st As above 2nd May wear +1 point of armor (total 3) 3rd +1 Natural Life (total 2) 4th May wear +1 point of armor (total 4) 5th May use any shield 6th +1 Natural Life (total 3)</p>

<p>Spectre (BL: Rakasta) Garb: Black sheet. Type: Mystical Undead Q/M Ratio: 2/1 Armor: None Weapons: None Immunities: Control, Death, Subdual Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> Incorporeal (unlimited unless using Abilities) Magic-like Ability : Consume Soul (1/life) For the sake of game balance, a Spectre may never take more than two lives from any one person with this ability. However, the victim will still loose a life and have their spirit severed. Thus a Spectre has a maximum of three lives. Innate Ability : Sever Spirit (unlimited) Anyone slain by a Spectre is automatically considered <i>Severed</i>. Magic-like Ability: Forcewall (unlimited) May have up to two in operation at any time. Magic-like Ability : Dispel Magic (2/life) Innate Ability : Touch of Death (2/life) <p>Levels 1st As above 2nd Gains Magic-like Ability : Extinguish (1/life) 3rd <i>Extinguish</i> becomes (2/life) 4th <i>Dispel Magic</i> becomes (3/life) 5th Gains Magic-Like Ability : Sleep (1/life) 6th <i>Dispel Magic</i> becomes (4/life)</p>	<p>Skirit (WL: Wyngarde) Garb: Mickey Mouse ears, rat-face makeup, brown fur and hodgepodge armor. Type: Standard Humanoid Q/M Ratio: 1/1 Armor: May wear one point, small or medium shield Weapons: Any short melee weapon Immunities: Poison, Disease Natural Lives: 5 Abilities & Traits:</p> <ul style="list-style-type: none"> Innate Ability : Sneak (1/life) Innate Ability : Poison Weapon (1/life) Vulnerability : Skirit <i>Poison</i> may be cancelled with either <i>Cure Poison</i> or <i>Cure Disease</i>. <p>Levels: 1st As above 2nd Gains Innate Ability : Tracking (1/game) May wear +1 point of armor (total 2) 3rd Gains Innate Ability : Improve Armor (1/game) 4th <i>Sneak</i> becomes (2/life) 5th <i>Tracking</i> becomes (1/life) 6th May wear +1 point of armor (total 3) or May use a short bow <i>Improve Armor</i> becomes (1/life)</p>	<p>Sphinx (DS: Labrynth) Garb: Fake fur trousers and sleeves over a nude leotard would give the basic sphinx body. Wings could be attached to the upper arms or by a harness to the back. Type: Mystical Humanoid Q/M Ratio: 3/1 (QUEST) Armor: 2 points Natural Weapons: Two short swords (Natural) Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> Magic-Caster : Wizard or Bard (3 Spellpoints) The Sphinx's spell list may be chosen from either Wizard or Bard spells of up to double the Monster level. (ex: a 3rd level Sphinx can cast 6th level spells) May bear enchantments as a normal player. May bear own enchantments without penalty. Strong <p>Levels 1st As above 2nd Gains Magic-Like Ability : Counterspell (1/life) 3rd +3 Spellpoints (total 6) 4th Gains Magic-Like Ability : Confusion (2/life) <i>Counterspell</i> becomes (2/life) 5th Gains Magic-Like Ability : Dispel Magic (2/life) Gains Innate Ability : Attuned (unlimited) 6th +3 Spellpoints (total 9)</p>	<p>Spider, Giant (BL: Cheshire) Garb: Black tunic with some kind of web pattern on it (no cartoon costumes please). Type: Standard Beast Q/M Ratio: 1/1 Armor: 1 point Natural Weapons: Two melee daggers (Natural) Immunities: <i>Entangle, Wounding, Hold Person, Poison</i> Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> Innate Ability : Entangle (2/unlimited) Innate Ability : Poison Weapons (unlimited) Innate Abilities : Webs (8/life) <p>Levels: 1st As above 2nd +1 point Natural armor (total 2) 3rd Can use two short swords instead of daggers 4th <i>Poison</i> kills in a 50 count instead of 100 5th +1 point Natural armor (total 3) 6th Gains Innate Ability : Vermin Horde (Spiders)</p>	<p>Stormraven (DS: The Rogue's Guild) Garb: A dark, feathered tunic or tabard. Type: Mystical Beast Q/M Ratio: 2/1 Armor: 2 points Natural Weapons: 2 short swords (Natural) Natural Lives: 4 Abilities & Traits:</p> <ul style="list-style-type: none"> Innate Ability : Shove (unlimited) Innate Ability : Wind (1/life) Magic-like Abilities : Call Lightning (2/Life) Natural Flight (unlimited) <p>Levels: None</p>
<p>Troglodyte (WL: Wyngarde) Garb: Green and / or yellow clothing to symbolize the putrid hide of the notorious Trogs. Also, fins are big with the Troglodyte set, head fins, dorsal fins, swimming / diving fins (on your feet). Scale mail is suitable. Also, bandoleers are a Trog fashion statement, so a brown or black sash across the chest could be used to represent one. Type: Standard Humanoid Q/M Ratio: 2/1 Armor: 2 points Natural, may wear up to 2 additional points Weapons: Any melee weapons, javelins Immunities: <i>Entangle, Wounding, Hold Person, Poison</i> Natural Lives: 4 Abilities & Traits:</p> <ul style="list-style-type: none"> Innate Ability : Stinking Cloud (2/life) Innate Ability : Stink Bolt (1/bolt) <p>Levels: 1st As above 2nd Gains Innate Ability : Entangle (1/bolt) 3rd No additional abilities 4th <i>Stink Bolt</i> becomes (2/bolts) 5th No additional abilities 6th <i>Stink Bolt</i> becomes (2/bolts)</p>	<p>Troll, Regenerating (BL: Cheshire) Garb: Dirty green or gray tunic with fur/skin loincloth. Suggested: Crude clothing, tusk-like fangs. Summoned by: Druid 6 (<i>Reincarnate</i>) Player lives/life: 4 Type: Mystical Humanoid Q/M Ratio: 3/1 Armor: 1 point Natural Weapons: Two short swords (Natural) Immunities: None Natural Lives: 2 Abilities & Traits:</p> <ul style="list-style-type: none"> Regeneration Strong <p>Levels 1st No additional abilities 2nd Gains Magic-Like Ability: Fear (1/life) 3rd +1 to Natural armor (total 2) 4th +1 Natural Lives (total 3) 5th +1 to Natural armor (total 3) 6th <i>Fear</i> becomes (2/life)</p>	<p>Troll, Stone (BL: RAN) Garb: Crude clothing, fur loincloth, gray make-up, tusks or fangs Type: Mystical Humanoid Q/M Ratio: 3/1 Armor: 2 points Natural Invulnerability Weapons: Any melee club, mace or hammer; boulders Immunities: Subdual, Control Natural Lives: 2 Abilities & Traits:</p> <ul style="list-style-type: none"> Strong Innate Ability : Petrify Heals Vulnerability : Lightning-based attacks act as a Petrify spell when cast upon a Stone Troll, regardless of it's remaining armor. <p>Levels 1st No additional abilities 2nd +1 Natural Lives (total 3) 3rd +1 point Natural Invulnerable armor (total 3) 4th May use any melee weapon 5th +1 Natural Lives (total 4) 6th +1 point Natural Invulnerable armor (total 4)</p>	<p>Unicorn Garb: White hooded cloak and golden horn. White fur leggings. Suggested: as horse-like as possible. Summoned by: Druid 6 (Reincarnate) Wizard 6 (Transform) Player lives/life: 3 Type: Mystical Fey Beast Q/M Ratio: 2/1 Armor: None. Weapons: Single natural magical short sword that deals 2 points thrusting and slashing- represents the unicorn's horn. Immunities: Control (save for Bardic Charm) Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> Many-Legged Magic-like Ability : Heal (unlimited) Magic-like Ability : Teleport (unlimited) Requires the unicorn put its hood over its head in addition to the normal incantation. Home Tree <p>Levels: 1st As above 2nd Gains Innate Magic-like Ability: Resurrect (1/life) Requires bringing the dead to the unicorn's home tree and having them and the unicorn touch it while casting the spell. 3rd <i>Resurrect</i> becomes (2/life) 4th Gains Innate Magic-like Ability: Lost (1/life) 5th <i>Resurrect</i> becomes (3/life) 6th <i>Lost</i> becomes (3/life)</p>	<p>Vampire Garb: White make-up with a black arm-band Type: Undead Humanoid Q/M Ratio: 2/1 Armor: By Class Weapons: By Class Immunities: All (Exception: Fire/Lightning attacks and/or thrust/stab weapons) Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> Magic-Caster or Class Abilities : Vampires were once normal humans, and as such, retain all class abilities they had in life. Each Vampire must choose a class and play it at a level they have attained. Innate Ability : Steal Life (1/life) Innate Ability : Conversion (this ability may be removed at the Reeve's option for standard battlegames) <p>Levels: As Class portrayed.</p>

<p>War Horse Garb: Tan Tunic and brown or black fur leggings. Suggested: Look as horse-like as possible. Summoned by: Wizard 6 (<i>Transform</i>) Player lives/ life: 1 Type: Beast Q/M Ratio: 1/1 Armor: 1 point Natural, may wear one additional point Weapons: Two maces up to 5' long (Natural) Immunities: None Natural Lives: 5 Abilities & Traits:</p> <ul style="list-style-type: none"> • Many-Legged • Mount: May carry one rider. • Innate Ability: Gallop (1/life) <p>Levels 1st As above 2nd May wear +1 point of armor (total 2) Gains Innate Ability: Personal Mount (1/game) 3rd <i>Mounted</i> players gain Innate Ability : Improved Weapons (thrusting weapons only) 4th May wear +1 point of armor (total 3) <i>Personal Mount</i> becomes (2/game). 5th Gains Innate ability: As One (unlimited) 6th May wear +1 point of armor (total 4)</p>	<p>White Rabbit (BL: Cheshire) Garb: A white, furry bunny suit complete with ears. What, were you expecting something dignified? Type: Mystical Beast Q/M Ratio: 10/1 Armor: 8 points Natural Invulnerable Weapons: Two short swords (Natural) Immunities: Control, Subdual Natural Lives: 1 Abilities & Traits:</p> <ul style="list-style-type: none"> • Innate Ability : Animal Rights Activism • Innate Ability : Cuteness <p>Levels: None</p>	<p>Wraith Garb: Black robes. Type: Undead Humanoid Q/M Ratio: 3/1 Armor: 2 points Natural, may wear up to 4 additional points Weapons: Any melee weapon Immunities: Control, Death, Subdual Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> • Magic-like Ability : Wounding (1/life) • Magic-like Ability : Fear (1/life) • Magic-like Ability : Teleport (1/life) • Magic-like Ability : Sever Spirit (1/game) • Vulnerability: <i>Banish</i> will disrupt a Wraith's energies, resulting in its death. <p>Levels 1st As above 2nd <i>Sever Spirit</i> becomes (2/game) 3rd Gains Magic-Like Ability : Heat Weapon (1/life) 4th <i>Sever Spirit</i> becomes (1/life) 5th <i>Fear</i> becomes (2/life) 6th Gains Innate Ability : Level Drain (unlimited) Wraiths may not use this ability on any single player more than once.</p>	<p>Wyvern (WL: Kaboth) Garb: As Dragon but have a porcupine-like tail. Type: Standard Beast Q/M Ratio: 5/1 Armor: 2 points Natural Invulnerable Weapons: Two long swords (Natural), throwing daggers (Natural) Natural Lives: 4 Abilities & Traits:</p> <ul style="list-style-type: none"> • Strong • Innate Ability : Natural Flight (unlimited) • Innate Ability : Poisoned Weapons (unlimited) <p>Levels: 1st As above. 2nd +1 point Natural Invulnerable armor (total 3) 3rd No additional abilities 4th +1 point Natural Invulnerable armor (total 4) 5th No additional abilities 6th +1 Natural Life (total 5)</p>	<p>Yeti (Abominable Snowman) Garb: White garb; fur would be nice. (Old silk hat and cornucob pipe are optional.) Type: Standard Beast Q/M Ratio: 5/1 Armor: 1 point Natural Weapons: Two short swords or melee daggers (Natural) Immunities: Cold-based attacks (i.e: <i>Iceball</i>, <i>Avalanche</i>, Opal Dragon breath, etc.) Natural Lives: 3 Abilities & Traits:</p> <ul style="list-style-type: none"> • Innate Ability : Iceball (1/unlimited) • Innate Abilities : Avalanche (1/game) <p>Levels: 1st As above 2nd <i>Iceball</i> becomes (2/bolts) +1 point Natural armor (total 2) 3rd <i>Iceball</i> becomes (2/bolts) <i>Avalanche</i> becomes (2/game) 4th <i>Iceball</i> becomes (2/bolts) Natural weapons become Natural Red 5th <i>Iceball</i> becomes (2/bolts) <i>Avalanche</i> becomes (1/life) 6th <i>Iceball</i> becomes (2/bolts) Gains Innate Ability : Berserk (on last life) Gains Innate Ability : Fight after Death (on last life)</p>
<p>Zombie Garb: Rags, and the more gore the better. Type: Undead Humanoid Q/M Ratio: 8/1 (QUEST) Armor: None Weapons: Any melee weapon Immunities: Death, Subdual, Control Natural Lives: Unlimited Abilities & Traits:</p> <ul style="list-style-type: none"> • Immortal • Innate Ability : Conversion (unlimited) • Innate Ability: Regenerate • Vulnerabilities: Flame spells and abilities will instantly kill a <i>Zombie</i>. <i>Cure Disease</i> spell will turn a <i>Converted Zombie</i> back to normal. <p>Levels: None.</p>				