

A Fantasy Adventure Game

QUESTORON II™



WIZARDWORKS

A Fantasy Adventure Game

QUESTRON II

COMMAND CARD

I. Getting Started

A. BOOTING INSTRUCTIONS

1. **For All Computers:** Make a copy of the game disk with a commercial copy program or your computer's disk copy routines. Put your original aside and play off of your copy. You may save the game to your copy of the game disk or on a blank formatted diskette. Keep your command card and history book handy; from time to time you'll have to use them to look up the answer to protection questions. Certain copy programs may produce defective copies on the Commodore. If you experience any problems, call the SSI Technical Hotline at (415) 964-1200, for a list of copy programs which work.

2. **Apple Family:** Insert the game into your disk drive with the "Boot" side facing up. Turn on your computer.

3. **Commodore Family:** Plug your joystick in port 2. Turn on your disk drive and then your computer. On the Commodore 128 hold down the Commodore Key while turning the computer on. Insert the game disk into the disk drive with the "Boot" side facing up. Type LOAD**",8,1 and press RETURN.

4. **IBM and Compatibles:** Start your computer with the DOS diskette. If you don't see the A prompt (A>) type A: and press ENTER. Insert the game in your A disk drive. Type START and press ENTER. Most game operations that can be done with the keyboard can also be done with a standard mouse.

5. **Atari ST Family:** Insert your copy of the game disk into your disk drive. Turn on your computer. The game will self boot from this point. Most game operations that can be done with the keyboard can also be done with the mouse.

6. **Amiga Family:** Boot your system using Kickstart 1.2 or greater. When the computer asks for the Workbench disk insert your copy of the game disk. The game will self boot from this point. Most game operations that can be done with the keyboard can also be done with the mouse.

II. Game Control

A. INTERACTING WITH YOUR COMPUTER

Questron II can be played from the keyboard (all computers), with a joystick (Apple II and Commodore 64), or with a mouse (IBM, Atari ST, and Amiga).

1. **Movement in Overhead View:** In overhead view you can move up, down, right, and left. With a joystick push in the direction you wish to go. With a mouse place the pointer on the window in the direction you want to go and click the left button. From the keyboard you use the cursor keys to move. The Commodore 64 can use the "@" key to move up, "." to move left, ";" to move right, and "/" to move down. The Apple II+ can use the RETURN key to move up, the arrow keys to move left and right, and the "/" key to move down.

2. Movement in Dungeons: In dungeons you can move forward, turn right, turn left, or turn around. With a joystick move right or left to turn, push forward to walk forward, and pull back to turn around. With a mouse place the pointer to the right or the left of the window to turn, to the top of the window to move forward, and to the bottom of the window to turn around. From the keyboard you can use the right and left cursor keys to turn, the up cursor key to move forward, and the down cursor key to turn around. The Commodore 64 can use the "@" , ".", ",", and "/" keys to move and turn. The Apple II+ can use the RETURN key, arrow keys, and "/" key to move and turn.

3. Giving Commands: All current commands are listed on screen. To choose a command with a joystick hold the button (Button 1 on the Apple II) down until the commands are highlighted. Use the joystick to position the cursor over the command you want and push the button (Button 0 on the Apple II). With a mouse, position the pointer over the command name and click the left mouse button to choose the command. From the keyboard, press the first letter of a command's name to choose that command.

4. Making Other Choices: Throughout the game you'll be presented with small, self-explanatory menus. If there is a highlighted cursor use the joystick or cursor up and down keys to move the cursor to the command. Press the button or type RETURN/ENTER or SPACE to make a choice. With a mouse, move the pointer to the command and click the left mouse button to choose. When a menu is numbered, type the command's number.

B. COMMAND LIST

These commands are always listed on screen when they are available. Some commands may be unavailable or deactivated in some situations.

ARM - Grab a weapon from your inventory. A weapon won't help you in combat until you are armed.

BOARD - Mount transportation. You can also board transportation by walking onto it.

CLIMB - Move up and down in dungeons on ropes, ladders, and such.

DISMOUNT - Get off of your transportation.

END GAME - Quit playing or save your character to disk. Note: you can only END a game outside.

EXIT - Leave an area without having to walk out. Doesn't work in tombs, dungeons, or once the guards are trying to kill you.

FIGHT - Attack creatures with your armed weapon.

GAME SPEED - This affects how long messages are on screen.

INVENTORY - View your inventory list. Objects you are wearing or armed with are highlighted.

LOAD GAME - Reload a saved game.

LOOT - Grab or steal items from people, chests, etc.

MAGIC - Use a magic spell. Certain spells only work in some areas.

SPEAK - Converse with others nearby. In many cases it is better to talk than fight.

USE ITEM - Use an item from your inventory. Some items only work in the proper time and place.

WEAR - Wear your armor. Armor doesn't provide protection until you wear it.

XAMINE - Examine the world around you for useful information. For example, you use "Examine" in the dungeon to search for and avoid traps.

C. COMBAT

The wise player soon learns to pick and choose his battles. While you will have to fight to win the game, it is unwise to attack potential friends. There are times when cutting and running is better than standing and dying.

Your success in combat depends on your attributes (strength, stamina, and agility), the weapon you're armed with, the armor you're wearing, and the strengths and weaknesses of the creature you are fighting. During battle you decide what direction to attack (if necessary) and then you see if you hit and how much damage you do. You also see the monsters you're fighting, how often they hit and how much damage they do.

III. Your Character

A. ATTRIBUTES & STATUS

Your character's status is listed on screen in the following values:

HP or Hit Points: This represents how much damage you can take before you are killed. If your Hit Points reach zero you die.

Food: This is the number of days of food you have. You buy food in towns, and you starve if you run out.

Gold: This represents how much money you have on you to buy things with. You can also have money in the bank that isn't shown here.

If you take an "Inventory" of your character's possessions you will also see your character's attributes and other status information. The status values include:

Level: This name represents how far along you are in the quest. You begin as a Plebe.

Time: This measures how long since the beginning of the quest. As it gets later your enemies become more powerful and the politics of Landor begin to change.

The character's attributes represent how fit he is in a number of areas. The attributes include:

Charisma: This helps you bargain for better prices on some goods.

Strength: This helps determine the damage you cause when attacking an enemy.

Agility: This helps determine your ability to land blows and to avoid the return blows of your opponents.

Intelligence: This helps determine how reliable your magic spells are. Only a highly intelligent character can use magic well.

B. MAGIC

You can buy 4 different kinds of spells. You pay for each use of a spell individually. The spells are:

Magic Missile: This is a single target damage spell.

Fireball: This is a more powerful single target damage spell.

Sonic Whine: This is a spell that attacks all adjacent enemies.

Time Sap: This spell slows the enemies' sense of time to "freeze" them.

C. YOUR INVENTORY

All of your equipment is divided into three categories: weapons, armor, and items. Weapons add to the damage you do and occasionally have other uses. Use the "Arm" command to get a weapon from your inventory or change weapons. Use the "Fight" command to strike at an opponent. Armor reduces the damage you'll take from opponent's blows. Use the "Wear" command to get armor from your inventory or change armor. Items include everything else you can carry. The "Use Item" command activates an item if the item is useful in your current situation.

When you begin, your choices of arms and armor are very limited. As you become more powerful you will have the chance to obtain better arms and armor. In general,

the more expensive the item the better it is. You can also accumulate many valuable items necessary to complete your quest.

IV. Landor

A. CREATURES

Over 60 different types of creatures inhabit Landor. Each type of creature looks different, reacts differently, and is best attacked with certain weapons. Some should never be attacked at all! By listening to rumors, reading the Questron II history booklet, and through bloody experience you'll learn how to deal with each different type of creature.

B. OUTDOORS

Outdoor adventure is shown on a vast scrolling overhead map. While outside you'll notice different types of terrain, as well as different symbols for towns, buildings, and other places of importance. Be sure to check out any symbols on the map by moving onto them. This allows you to visit places and board transportation. You can also learn about the terrain types by "Examining" them as you walk through. Each type of terrain has its own characteristics and unique monsters.

C. TOWNS, CATHEDRALS, & CASTLES

While outdoors, any town, cathedral, or castle can be entered by walking onto its symbol on the Outdoor map. When you enter, the scale will expand and you'll be able to walk from room to room and building to building.

TOWNS offer a place to rest, gamble, buy goods, rob stores, and otherwise partake in the joys of civilization. Your tongue will be as useful as your sword as you seek out rumors, gossip, and other information of import.

CATHEDRALS are magical places controlled by holy ones. Nothing is obvious in a cathedral; there are both traps and rewards. But you will have to discover their secrets to complete your glorious quest.

CASTLES are important centers of government in Landor. Here you can find important people, information, and items to help you on your quest.

D. TOMBS

Tombs are secret labyrinths of corridors and rooms, filled with danger, treasure, and magic. You'll have to find the tombs and brave their depths to gain information and power.

E. DUNGEONS

Dungeons are evil places, shown in three dimensional perspective. You will need to be very powerful to survive the rigors of the dungeon. The deeper one delves into the dungeon, the more powerful the monsters and traps become, but, the greater the rewards you'll find in chests, vases, coffins, and other magical devices.

When you first enter a dungeon, take a moment to become familiar with the three dimensional view. When you turn left or right you don't actually move, you just change your facing. If you stand next to an object and turn you'll always keep the object in front of you as you "circle" it.

A legendary scroll can help you navigate in the dungeons. The scroll remembers every step you take to create a "map" as you stalk the halls. The map disappears after you leave the dungeon.

HOTLINE

If you have any questions or problems regarding the program or game, please send a stamped, self-addressed envelope with your questions to:

Wizardworks

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Minneapolis, MN 55428-3590

or call: 612-537-4085

HISTORY, TALES & MONSTERS OF QUESTRON II

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Your Quest

(As told by Mesron, The Great Wizard)

"**T**hough you have completed your quest to save the land of Questron from the crazed magician Mantor and his Evil Book of Magic, the book itself still exists. The book is so evil that it cannot be destroyed by normal means. Its very presence, anywhere in our continuum, poses the threat of corruption and doom to all civilizations. You must journey back in time to ensure that this abomination is *never created*.

"I will send you back through time and space to Landor, where Mantor has enticed six mad sorcerers to create the Evil Book of Magic. I have bent my power to allow communication with Landor through the "Hall of Visions". An important early step in your quest is to search out the hall so that I can lend you my guidance. Through the hall I have learned a few scraps of information concerning the situation on that troubled world. Within these parchments I pass the information on to you.

"You have never existed on Landor, so there you will not have the title and standing you have earned on Questron. My transportation spell is limited to sending only you and a few items. You shall take along the Evil Book of Magic, for we would trust no other to guard it, and the glittering gold key. Beyond these items I can send you only the barest of equipment. Also, the temporal transition will cause the loss of some of your Questron-renowned power.

"When you get to Landor you must quickly gain equipment to improve your chances of survival. Talk to many, for you will have much to learn about the land and its situation. Regain your fighting prowess and equipment as soon as possible, for Landor is at least as dangerous as Questron. Learn how to survive in the cities, as well as the wilderness. Visit the cathedrals and learn their secrets. Venture carefully into the castles. And be ready for the dangers of the tombs and dungeons. To stop the six mad sorcerers you will have to brave the perils of all these locations."

"Your victories on Questron prove you are the only one we can send on this mission. You are our last, best hope of destroying the Evil Book of Magic. Go now; the future of all people rides with you into the depths of the past."

Theory and Practice of Time Travel

(As told by Morle the Magician in his text "Magic for the Masses")

Moving through space you accept without question. Moving through time you find impossible to believe. This is understandable, but foolish. To a wizard, time and space are but different sides of the same coin. Just because your experience forces you to see events occurring from past to future, do not be fooled into believing the grand plan operates in that way.

Among wizards, time travel is a common phenomenon. Yet it is often misunderstood. The fabric of time is self-repairing. Going back in time to prevent an event can do nothing to alter the years between the event and the moment you move back through time. Only the future after your departure will be altered. The past is but an elusive shadow - only the future can truly be changed.

The Six Mad Sorcerers

*(As chronicled by Lady Myranda, Historian to His Majesty,
King Kelfar of The Realm of the Sorcerers.)*

For decades the Council of Seven Sorcerers jointly ruled The Realm of Sorcerers, for no mortal king could challenge their magic and no king was allowed to be a wielder of spells. In the beginning the council's rulings were fair, but harsh. But the longer they ruled unopposed, the more despotic their decisions became.

As the council rulings became more self-serving and forced greater and greater cruelty upon the people, one member was revolted by the misuse of power. Kelfar was a junior member of the council, but he understood that the council members' vanity and suspicions were their weaknesses. He secretly gained the confidence of the common people, and dug to discover every vulnerability of the other six members of the council.

When Kelfar was finally prepared, and the rest of the council was in total disarray over a minuscule dispute, he renounced his sorcerous ways and took up a sword to become one with his followers. With the common people behind him and the scattered despots at their weakest, Kelfar struck down the power of the council members and banished them as one from the civilized areas of the realm. His joyous followers revelled in their victory and, by acclamation, proclaimed him His Majesty, King Kelfar, Lord of The Realm of the Sorcerers!

His Majesty's rule was wise and fair, but his mercy in banishing, and not eliminating, his former comrades has cost the realm dearly. For in banishing them as one, His Majesty has provided the sorcerers with a common purpose. The sorcerers have hidden themselves somewhere in the realm and even now work to bring down His Majesty's rule.

The Evil Book of Magic

(A private letter to His Majesty, King Kelfar
from Morle the Magician)

Sire,

My sorcerous eyes and ears have been very active searching out the activities of the Six Mad Sorcerers. We know some thing of their plans, but of late their mystic defenses have become much stronger. The plague of monsters that has nearly overrun the realm is but a byproduct of the hideous creatures they create to protect themselves.

What I have learned is that The Six labor as one to create a great magic tome. They continue to whisper of an Evil Book of Magic and of an other-dimensional leader who binds the group together. The name Mantor is spoken when the group believes it is alone. The Six fear Mantor, and his power, but they see him as the means to gain their revenge upon you. I fear they are nearing completion of whatever vile project they attempt.

Given your political position as the leader of your people (and the renunciation of your sorcerous powers) and my creeping infirmity, neither of us is properly equipped to challenge the Six Mad Sorcerers and their other-worldly leader. None of our own knights have been successful in finding, let alone combating, their monstrous power. I fear, your majesty, that without a hero of mystical proportions, your reign, and our realm are doomed. Heroes have come unto the land before, and we must pray that one comes to us again.

Morle the Magician

Monsters

(From an interview with Mesron the Wizard)

“**M**any new dangers await you in Landor. But, because of your lack of local knowledge you must often talk first and hope upon the good intentions of those you encounter. I have assembled the names and characteristics of people and creatures you may meet from my conversations through the Hall of Visions. Study these well.”

TRAVELING CREATURES

Sovan Priest - The members of this ancient religious order are always willing to help out fellow travellers, for but a small contribution. These tall, robed figures are not well trained in the art of battle, but are as adept in dodging physical attacks as they are at dodging theological attacks.

Gypsy Imp - Although it will act as if it's your friend, the Gypsy Imp's true character can be seen by looking at it. It is a short, hooved, devil-like creature who will sell you anything for the right price. Beware: The knife he sells you may be used to stab you in the back.

Beggar - One must feel pity for this wandering destitute soul. Through their many travels, Beggars have gained a rich knowledge in the ways of Landor. It has been proven time and time again that helping the poor can have its just rewards.

Troll - The sight of the Troll is as horrid as its stench. It stands over 9' tall and has putrid greenish-colored skin. Trolls have a keen sense of smell as well as an ability to see in the dark. It is told that some trolls will interact with adventurers, but will attack when provoked.

Brawn Warrior - The Brawn Warrior's primary love, next to making money, is a good battle. Crazed with a lust for victory, these fighters will attack relentlessly until killed. The Brawn Warrior often carries trophies from his most recent victories, but will sell them when the 'novelty' wears off.



Troll

OCEAN DWELLERS

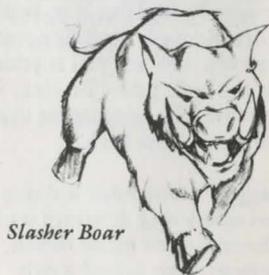
Wave Slapper - The Wave Slapper is best disguised on a stormy day when the sea is turbulent. It looks like a rising wave crashing on to the bow of your vessel. The Slapper has exceptional intelligence, and a lust to destroy any intruder within its domain. Sailors who have successfully driven away the Wave Slapper claim that a long, light, maneuverable blade is the best weapon to use in countering the Slapper's clumsy attacks.

Mutant Carp - This fish looks like a deformed, overgrown carp. It has four long tentacles or 'whiskers' which protrude when provoked. Known to lock itself to a vessel with its sharp teeth and powerful jaws, it flails its poisonous tentacles about, lashing its enemies to death. Large weapons or powerful magic are the only effective weapons against this abomination.



Hull Bore - The Hull Bore is also known as the "Unicorn Sea Serpent" because of the spiral 'horn' protruding from its head. It is said to be one of the most powerful of the known sea monsters. This giant sea snake punctures the underside of a vessel, then waits for it to sink. From this, sailors have become the Hull Bore's favorite delicacy.

Spincer - This huge crab-like creature inhabits the rocky areas of shallow waters. The Spincer prefers to hide in shallow water, peeking out with its eye stalks, hoping to catch a victim by surprise. It has a very thick 'armor' which makes it difficult to injure. During combat, the Spincer makes rapid skittering movements, making it very difficult to hit. The Spincer has become known as one of the most agile sea/land creatures.



GRASSLAND CREATURES

Mavin - The Mavin is ape-like in appearance, although much larger, stronger and hungrier. In combat it prefers to knock its victims senseless with its powerful fists. Contacts with other adventurers have proven the Mavin to be carnivorous. In fact, human flesh is claimed to be its favorite meal.

Snooper Slink - This mon-goose-like squirrel has a black shiny coat, red glowing eyes, and razor-sharp fangs. It lives near or in dark forests, high up in twisted and gnarled trees or in underground nests. It has been said that the Snooper Slink's greatest weakness is its overwhelming curiosity.

Slasher Boar - The Slasher Boar is a hog-like creature with large, sharp tusks and a bad temper. Like all boars, this creature will eat anything it can find, including adventurers. Tales say the tusks of the boar have been known to slice people in half. A spear is the classic weapon used to hunt boar.

Antisaur - Although not as common as it used to be, the Antisaur is still seen in Landor. The insect resembles a giant ant, but with a much thicker, stone-like exoskeleton. When cornered, the Antisaur can burrow quickly as an escape, but will just

as often attack by squirting digestive acid from between its mandibles.

Grub Snuffler - The grub snuffler is an ever-hungry marsupial. It resembles an armadillo, and has thick, metal-like 'armor' plating. It has a snout like an aardvark which it uses to sniff out trash, or whatever else it can find to eat. Grub Snufflers are not known to attack humans unless they are extremely hungry.

Vipod - Vipods are in constant search of food, burrowing deep beneath the ground. When it senses movement on the surface above, it will immediately move in for the kill. Being blind, it can 'feel' where its opponents are and often attack them by surprise. Before the Vipod emerges to the surface, however, the experienced adventurer may feel a deep, low rumbling from below.

Ramdart - Ramdarts can be found wandering the grasslands aimlessly. Unlike normal rams, the Ramdarts have proven themselves to be carnivorous. With a victim in sight, the Ramdart will charge at high speed, attempting to impale him with its sharp horns.

FOREST CREATURES

Swine Swallow - This large, intelligent plant-like creature is a cross between a clam and a Venus fly trap. With its eye stalks, it can easily spot approaching victims. It also has tendrils which extend out from its body, allowing it to sense as well as entangle unwary travellers. The piercing fangs of the Swine Swallow can cause paralysis when plunged deeply into its victim.

Boll Rot - This animal blends in well with the forest due to its green, mossy hide. From what has been told about it, the Boll Rot is a leprous snake-like creature. When struck, pieces of its body will fall off, but the Boll Rot will continue to fight, undaunted.



Swine Swallow

Tangler - This vine-like creature hangs down from trees, hiding amongst normal vines. When stepped on or passed by, the Tangler wraps itself around its prey and pulls it up into the air. The struggling victim is then squeezed to death. A very short blade has the best chance of cutting a struggling adventurer free.

Hornet Cloud - This mass of small insects attacks only when the nest is threatened or disturbed by careless wanderers. It is not advised to 'rough house' beneath the hornets' nest.

Baboon - These beasts are rumored to live in tribes, although they can be encountered alone. Easily the swiftest of the forest creatures, this fun-loving tree swinger loves to 'play' with its victims by tearing off their limbs. However, the baboon will quickly tire of such fun once all signs of life are depleted.



Baboon

SWAMP DWELLERS

Ball Slime - This oozy horror lurks in swamps. It resembles damp, dark stone. It has a 'head' protruding from the center of its 'body', possibly being the source of its central nervous system. Some Ball Slime have been known to reach a size larger than a full grown man. Beware: the digestive juice of the Ball Slime is assumed to have the ability to eat through armor, as well as human flesh.

Carriion Creeper - A cross between a millipede and an octopus, the Carriion Creeper is usually found in stagnant areas like swamps. It is carnivorous, though its primary diet consists of waste materials left by other creatures. The Carriion Creeper's powerful attacks are in stark contrast to its vulnerabilities. Adventurers have been known to dispatch Creepers in a single shot.

Jelly Nymph - When first seen, the Jelly Nymph appears to be a young woman trapped in the muck of the swamp. The muck is actually part of her body, being half-nymph, half-slime. She will attempt to lure wanderers to her by pleading for help. Once within range, the victim becomes entrapped in the slime. Jelly Nymphs have been known to feel compassion for their victims and release them, but this is very rare.

Giant Cockroach - This sleazy insect is an incredibly huge counter-part to its cousin, the common cockroach, being over 11' long. The roach is drawn to any kind of food it smells, and will swiftly move in to feast. The fauchard has been known to work effectively against an attack by one of these wretched beasts.

Stink Worm - Dubbed as the 'Worm of Hate', a Stink Worm may first be detected by a pungent, sulfur-like odor in the nearby area. It has a large, suction cup-like opening for a mouth similar to that of a leech. The worm has the ability to render its victim senseless by emitting a noxious gas from its tail. This allows the worm to attach itself to the victim's body and drain its blood.



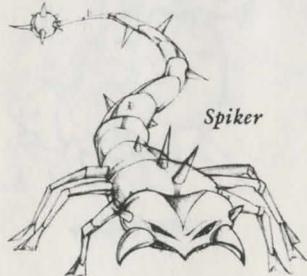
Carriion Creeper

MOUNTAIN CREATURES

Hurler - These large, ape-like creatures live high in the cliffs in the mountain ranges of Landor. This reclusive creature keeps intruders away from its lair by tossing down large boulders of ice or rock. The Hurlers can be heard late at night by their long and lonely drawn out howling.

Ice Urchin - This creature is usually found in cold climates, first appearing as a frozen bush. It can sense heat sources and attacks by ejecting frozen needles of ice. These 'icicles' kill by impaling their victim or freezing him to death. Once the victim stops moving the urchin will crawl down and begin to devour it.

Cloud Creeper - Best seen at night, the Cloud Creeper is a misty, vaporous entity. It wafts along the ground like a small patch of fog, in search of victims to drain life from. Once a victim inhales its deadly vapor, he cannot breathe and most likely will choke to death.



Spiker

Spiker - This is a large scorpion-like insect. It has many venomous spikes protruding from its tail which it fires when provoked. When hit by one of these spikes, the victim begins to feel very dizzy and confused. Speed and impact are the only effective weapons against a Spiker; it can ignore most bladed weapons and avoid large, slow, bashing weapons.

Venom Ant - Also known as the 'fire ant', the Venom Ant can move and attack very rapidly. This insectoid is noted for its fiery, glowing red color, hence its nickname. It has bone-crushing mandibles, and a stinger which secretes a deadly, burning venom.



Hurler

Creatures of The Realm of Sorcerers

Some say that the monsters living in The Realm of Sorcerers are similar to those found on the primary continent of Landor. However, legends say that there are terrors existing here which are much more evil and hideous than those of the first continent. Since most of those who have travelled to The Realm of Sorcerers have never returned, there are no 'confirmed' tales of its inhabitants.

DUNGEON DWELLERS

Very few intrepid adventurers have entered the dungeons in search of the legendary unclaimed wealth and untold fortunes therein. Of those who were brave enough to descend into the darkness, very few survived the clutches of the unspeakable horrors within. Little is known about these foul beasts, but the legendary rumors give some hints.



Hell Hulk

Shape Shifter - A Shape Shifter once 'chameleoned' itself as a member of a dungeon exploration team, having previously devouring the original member when he was alone. One by one, it preyed upon each member of the group until all were dead.

Hell Hulk - The Hell Hulk has metallic claws allowing it to burrow quickly through rock and earth. It surprises unwary adventurers by crashing through the dungeon walls or floor.

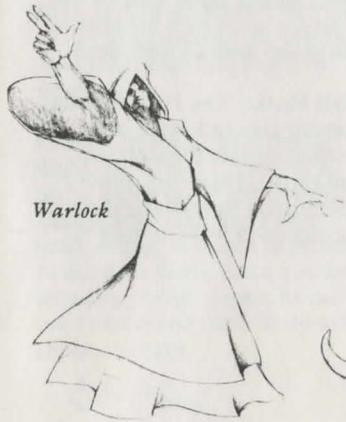


Shape Shifter

Soul Seeker - This undead wanderer maintains its existence by its sheer hatred of good. It feeds upon the life forces of those with good will.

Warlock - The Warlock is a dark and independent sorcerer. His strong lust for power allows him no allies. His overwhelming thirst for magic draws him to attack anyone possibly carrying enchanted items.

Winsel - After killing its victims, this powerful and deadly carnivore proceeds to drain them of all of their blood.



Warlock

Thunder Lizard - This large and powerful reptilian nightmare has been given its name for the sound it makes as it charges from the darkness.

Mindless Drone - Mindless Drones now wander the dungeon halls aimlessly, paying the price for once opposing the ancient, evil mystics.

Zabor - This incredibly violent feline will gore with its horns, slash with its claws and tear with its teeth until there is nothing left of its victim.

Mind Zap - This predator has the ability to 'short circuit' every neuron in a victim's brain, leaving him alive but in a 'vegetable' state.



Mindless Drone



Thunder Lizard

Disembowler - There are those who believe that the tongue of the Disembowler can lash out and strike its victims from far away, leaving them paralyzed.

Death Wraith - The touch of the Death Wraith will chill its victims, causing their life energy to be withdrawn from their bodies. The 'true' destruction of the Death Wraith can only be achieved by exposing it directly to sunlight.

Shredder Serpent - This relentless reptile will bite into and hold its victims, while ripping them apart with the end of its powerful tail.

Vision of Paradise - The kiss of this beauty causes any man to fall in love with her. This charm cannot be broken, even when he sees her true identity and nature.



Zabor

Rotan Knight - Failing the lawful-good tests of true knight-hood, the Rotan Knights have pledged themselves to the triumph of evil and the desecration of law and order.

Squealer - The high, piercing scream of this beast has caused those who opposed it to fall to the ground in intense pain, rendering them senseless.

Churl Ogre - These ugly humanoids have been known to leave the depths of the dungeons to raid small towns, abducting innocent people for what purpose no one knows.



Disembowler

The Guardians of The Tombs

There is very little known about the tombs or their whereabouts. Assuming that the rumors of vast, ancient treasure within the tombs are true, it can be assumed that the guardians within are most forbidding.

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