

001 Man in Chainmail with Flail

Height 4, 12 Body Points, Attacks 1

A fairly straightforward character that combines elements of Nova's Man in Chainmail, Dwarf and Wraith. His flail is more effective at Extended Range, with weak thrusts. Swings are dangerous - the stick can be parried, but the ball keeps on coming and the chain can wrap around an opponent's arm or leg, disarming them or pulling them to the ground.

002 Man with Spear and Morning Star

Height 4, 12 Body Points, Attacks 1

With this character, we wanted to explore the possibilities of limited manoeuvre choice and partial disarming. The spear can be thrown and is used for thrusts, while the morning star is used for swing manoeuvres. With both weapons in hand, he can also feint with one and strike with the other. There are more morning star manoeuvres, but the spear moves have better modifiers.

003 Necromancer with Cursed Daggers

Height 4, 11 Body Points, 12 Grey Magic Points, 10 Command Points, Attacks 1

This character uses Grey magic, centred around undead manipulation and life-draining, which is generally nasty stuff. Like most magic-users, he has no armour, so a couple of hits will drop him. His daggers are cursed items that turn destroyed opponents into undead servants. In his revised incarnation, he has gone through a few changes that have made him more effective as a magic-user and less as a fighter. He now has Command Points to control undead and is no longer quite so skilful with the daggers.

004 Man in Scale with Two Scimitars

Height 4, 12 Body Points, Attacks 1

I picture this character as a sort of Middle Eastern warrior-type. This was the first of a series of characters armed with two identical weapons and as such requires a little explanation. Unlike the Man with Short Sword and Dagger, this character doesn't automatically stab his opponents on any parrying page. Instead he has defined manoeuvres with which he attempts to trap his opponent's weapon with one blade while he strikes with the other. These are the Parry and Strike manoeuvres. The name given to each manoeuvre describes the primary attack with which he tries to hit his opponent, while hoping to be able to block his opponent's weapon when he will strike with his other blade. Thus, if an opponent parries his P&S Thrust High, he will follow up by hitting them with a low sideswing. It is also possible that the initial attack will hit, and sometimes this allows him to wound his opponent with both blades. He gains a +1 bonus after a normal parry to represent the speed with which he can attack in the next turn using the unengaged second scimitar. He's dangerous. He's also vulnerable to an opponent who understands how the Parry & Strike manoeuvres work and takes advantage of them.

007 Man in Spiked Plate with Hand Axe and Spiked Buckler

Height 4, 12 Body Points, Attacks 1

I suppose we were picturing some sort of nasty dark knight/chaoswarrior type with this guy. Very sharp spikes all over his armour. Kicking him is not recommended. The hand axe can do some hefty damage too.

009 Berserker with Double-Bladed Axe

Height 4, 12 Body Points, Attacks 1

Combines elements of the Barbarian, Dwarf, Hill Troll, Lizard Man. The Berserker gets a +1 bonus on all manoeuvres and is able to perform a few extra tricks after inflicting or taking Body Points damage and becoming filled with battle lust. His double-bladed axe, when turned side on, is almost as good as a shield. Still, he'd better make the most of Berserking, because with no armour, he's not likely to lose Body Points on more than a couple of occasions per game.

010 Druid with Sickle

Height 4, 12 Body Points, 10 Green Magic Points, Attacks 1

Combination of the Wraith and the Fighter Mage, but uses Green magic. I can't think of much else to say about him.

011 Sorcerer with Sword

Height 4, 12 Body Points, 12 Magic Points (4 Red, 4 Green, 4 Grey), Attacks 1

This character was one of my personal favourites. We began with the idea that seems common in RPGs that sorcerers are people with innate magical abilities. They might not understand what they're doing, but that doesn't stop them trying. He has 12 magic points altogether, but they are divided equally between Red, Green and Grey magic. He's versatile, but his starting spells are necessarily weak. He restores Magic Points much more readily than the other magic users, which is useful in a prolonged fight. He also wears very light armour. Joined more recently by a female counterpart (073). Has recently swapped weapons with her.

012 Gnome with Short Sword and Crossbow

Height 3, 10 Body Points, Attacks 1

The first of my characters to carry a short stabbing sword – more effective thrusts, less effective swings. He also carries a single shot crossbow whose moves carry +5 and +6 modifiers – almost a game-ender if it hits.

013 Birdman with Lance and Net

Height 4/6, 10 Body Points, Attacks 1

He flies. Yes. And he has a net. What else? I can't really tell you, because for some reason he was really unpopular and was scarcely play-tested. Oh, that's right, because he flies. Ugh.

015 Demon with Scimitar, Shield and Daggers

Height 5, 13 Body Points, Magic Resistance 1, Attacks 1

I suppose this is the sort of character that you can only do if you don't bother with those pesky illustrations. It's a sort of minor demon that's like two figures squashed together back to back.. double feet, knees that bend both ways, four arms, two faces looking in opposite directions. Getting to p.21 doesn't matter in the slightest. One side holds a scimitar and shield, the other has two daggers. He's not all that tough as far as the demon characters go.

016 Man in Plate Mail with Broadsword

Height 4, 12 Body Points, Attacks 1

A blending of the Man in Plate and the Barbarian. A tough all-round fighter. Provided the base line set of restrictions to which the Vampire (023) should be compared.

018 Prophetess with Long Knife

Height 4, 9 Body Points, 8 Magic Points (any colours), Attacks 1

This is my favourite of the old characters. So long as she's concentrating, she can tell roughly what her opponent is going to do next. The opponent picks his manoeuvre, then tells her what colour it is (treating Black/White and Green/Yellow as single colours) - and then she decides what to do. This is crippling against an opponent with few manoeuvres. There are three down sides - one, a sneaky opponent can bluff you; two, if she's hit or even off balance, she can't foresee the future for several turns; and three - playing as the Prophetess ruins your regular game! She also has a degree of magical ability - only 8 Magic Points and she can't do Great Magic. This is where I feel the original magic system wins over the newer implementations. I allow a single Prophetess character to take 8 Magic Points in any colour, or to split 4 and 4 in any two colours, except both Grey and White. She has only 2 starting spells either way.

020 Goblin in Chainmail with Scimitar and Shield

Height 3, 9 Body Points, Attacks 1

If there are Giant Goblins, there are obviously normal-sized ones as well. This character was influenced by the Giant Goblin, the Halfling and the Skeleton. Like the Halfling, he lacks Protected Attack Downswing. He was intended to be a fairly easy opponent, but as usual I ended up designing in some quirks that make him tougher than he looks. In particular, his shield is as tall as he is.

023 Vampiress with Broadsword

Height 4, 15 Body Points, 10 Command Points, Attacks 1

Very fast, wields the broadsword as if it were a feather. Command Points can be used to dominate other undead or to hypnotise living opponents. At Extended Range, she has a Fear attack which provides one route to her Hypnotise ability. The other route is via p. 45, when an opponent is foolish enough to lock eyes with her. Hypnotic powers either have various game effects or cause a stubborn opponent to lose Body Points fighting off her influence. She also regenerates Body Points on p. 57 and can only be destroyed by a Body Wound with a wooden weapon ("stake" through the heart) or a Daze with any weapon (head comes off). If things go wrong for her, she can Transform into mist and Escape or reappear behind an opponent. She drops her broadsword if she does this, however. Paradoxically, the Transform manoeuvre is one of the better ways of retrieving an already dislodged weapon.

024 Paladin with Magic Sword

Height 4, 13 Body Points, 7 White Magic Points, 7 Warding Points, Attacks 1

Nothing special, just your common or garden consecrated holy knight sworn to uphold good, specialising in wiping out undead. Comes complete with magic sword, light plate armour, a smattering of magical power courtesy of his deity, a somewhat feeble Holy Blessing, and the ability to ward off ('turn' in D&D-speak, I hear) undead.

025 Marilith with Bow and Scimitars

Height 5, 40 Body Points, 10 Grey Magic Points, Magic Resistance 2, Attacks 1

Originally a Gorgon, superseded by Greysea's Medusa character, she was revised as a four-armed Naga, then redesigned as a 6-armed Marilith. Two arms hold scimitars, two hold a short bow and arrow, one reloads the bow, and the last is used for Grey magic. She's another of my "two equal weapons" characters, with the dangerous Parry and Strike manoeuvres that can sometimes lead to the double blade attack page from which your opponent is wounded twice. The Marilith is probably one of the three most deadly characters I've designed.

026 Man in Heavy Plate with Halberd

Height 4, 12 Body Points, Attacks 1

Very heavy plate armour - this character doesn't have manoeuvre 18, and is sloooow, but can take quite a battering. If he falls over, however, he might not get a chance to recover. He carries a rather large axe with a big spike on the end and is lethal at Extended Range.

028 Siren with Daggers

Height 4, 11 Body Points, Magic Resistance 1, Attacks 1

There really ought to be a booklet for this half-naked seductress. She starts with 3 daggers, which she can (draw and) throw. Human opponents need to take extra care because they are susceptible to her singing.

029 Alchemist with Short Sword

Height 4, 10 Body Points, 8 Red Magic Points, Attacks 1

This character falls somewhere between the Fighter Mage and the new Witch character (056). His magic is weaker than that of either and unlike the Witch, he's limited to Red magic. However he has a better weapon than she does and carries a better selection of alchemical potions that can have a wide range of effects.

030 Kobold with Spears and Buckler

Height 2, 6 Body Points, Attacks 1

This is really a new character, replacing an original Kobold with Morning Star and Shield which I discovered was very similar to Ursa the Bugbear. An attempt at a feeble easily beaten opponent. He's certainly not a powerful character, although he can inflict a nasty wound with a lunge or spear throw. His buckler is strictly defensive, giving him more options while he tries to ready a new spear.

035 Dwarf in Chainmail with Hand Axe and Shield

Height 3, 14 Body Points, Attacks 1

Tougher than the original Dwarf, with a wider range of manoeuvres. Better at close range, heavier chainmail. Otherwise, pretty ordinary.

036 Dwarf in Chainmail with Sword

Height 3, 14 Body Points, Attacks 1

The original Nova Dwarf, if he discarded his axe and used the sword that appears in his illustrations. More interesting than you'd think, since there isn't a sword-wielder slower than the Man in Chainmail, so far as I can recall.

037 Wight with Sword

Height 4, 8 Body Points, 8 Grey Magic Points, Attacks 1

A step up from the Wraith. Takes partial damage from most weapons. Has a Fear attack, limited magic use, a curse, and drains life. Originally wielded a mace; has been altered so the character is less similar to Kharis the Royal Mummy.

038 Man with Scimitar and Shield

Height 4, 12 Body Points, Attacks 1

It always struck me as strange that there was no standard scimitar user in LW since the skeleton and lizardman both had very quirky matrices. I finally got around to making one. With his different modifiers, he makes a satisfying alternative to the Man in Chainmail with Sword and Shield. He's slightly faster, but less well armoured. Saracen sort of feel to him, like the Man with Short Sword and Dagger.

042 Giant Scorpion

Height 1, 1 Body Point / Height 2, 9 Body Points / Height 3, 17 Body Points / Height 4, 25 Body Points / Height 5, 33 Body Points

9 Body Points is the standard, but you could introduce larger or smaller Giant Scorpions as required. Watch out for the sting. This character does not use 40 in its first yellow slot.

045 Warrior Monk

Height 4, 13 Body Points, 5 Inner Force, Attacks 2/1

This one was agonising to develop. Originally we gave him a stave to fight with in addition to the punches and kicks. Finally we decided to make him a completely unarmed fighter. Then we had the problem of naming the manoeuvres without falling into parody. Obviously he's intended to be an oriental, shaolin, kungfu type character. He can parry and block blades with iron rods sewn into his sleeves. He suffers from rather poor base modifiers, but he has many opportunities to increase them. His kicks are more powerful, but also more risky because he can't easily parry. The skilful use of Inner Force to increase a damage modifier at the right time can make him quite dangerous. Inner Force has other uses too. The monk can have real trouble against life-draining undead opponents.

046 Acrobat Warrior with Sword

Height 4, 10 Body Points, Attacks 1

Picture her as a swash-buckling tumbling juggling thieving rogue. She was designed immediately after the Warrior Monk and took his expanded use of Jumps a step further. She has seven Jumps! She rolls, she flips, she slips behind, she jumps clean over her opponent's head. She has six acrobatic combat moves that combine sword strikes with evasive manoeuvres such as rolling, leaping or dodging. She can also Strike Behind when Turned Around, which might catch an unwary opponent off guard. Also, her sword can never be dislodged - at least not for more than a moment. What self-respecting juggler wouldn't be able to catch it again before it hit the ground? She can also catch her opponent's dislodged one-handed weapon and throw it out of combat range.

047 Fighting Priest with Mace

Height 4, 12 Body Points, 10 White Magic Points, 10 Warding Points, Attacks 1
In accordance with the priestly injunction against shedding blood, he carries a whacking big mace. He's one of the primary White (clerical) magic users. His Holy Blessing is more powerful than the Paladin's, and he has more Warding points. Overall, he's pretty solid and very handy against undead opponents.

049 Lich with Magic Staff

Height 4, 10 Body Points, 15+5 Red and Grey Magic Points, 12 Command Points, Attacks 1/2.

What becomes of a mage with severely unresolved issues. One of the major undead characters. Great magic at close range, bonus Magic Points from the staff, with points used simultaneously for Red and Grey, chilling touch, ability to command undead, has an effective ~20 Body Points against non-magical weapons. Not to be trifled with. And this guy is supposed to be a weak lich, just recovering from the transformation to undeath.

051 Man with Stone Axe and Blowpipe

Height 3, 12 Body Points, Attacks 1

Pygmy jungle savage, if we may be excused the phrase. Poison darts of varying sorts.

053 Wizard with Magic Staff

Height 4, 10 Body Points, 15+5 Red Magic Points, Attacks 1

Nova always said Mages and Wizards use Red magic only, but the Wizard never appeared, so my brother and I eventually made one for ourselves. I've since dropped him to 10 BP and lowered his mods, to make becoming a fighter-mage more of a sensible career move. If he has the right spells (cough lightning bolt cough), he's the master of the instant kill.

055 Man with Spear and Shield

Height 4, 12 Body Points, Attacks 1

A character without 28, 10 or 2. Whatever is the world coming to? Perhaps he makes up for it with his +2 and +3 thrusts and lunges.

056 Witch with Dagger and Familiar

Height 4, 10 Body Points, 6 Green Magic Points, 6 other Magic Points, Attacks 1

A Witch must have 6 Green MP, but has a free choice for her other 6 depending on whether she's the sort who spends time studying books (Red), praying to good deities (White), invoking the powers of darkness (Grey) or communing with nature (more Green). She has a familiar to give her a helping claw – an owl or cat, each with 3 Body Points. When the Witch can do only Green or Yellow, the familiar is there to fend off her attacker. The Witch also carries potions like the Alchemist (029).

057 Stone Golem with Hammer

Height 5, 25 Body Points, Magic Resistance 1, Attacks 2

My base Golem character from which the others differ in various ways, although in fact I didn't make this one first (I've reused a free number slot). In addition to attacking with its hammer, the Golem can strike with its other heavy fist or drop its weapon to carry out two-handed attacks - shoving an opponent, grabbing and throwing them to the ground, or grabbing and crushing them. There's also the very nasty Flatten attack, in which the Golem simply topples over onto an opponent to crush them to death. It won't hit very often and it's rather an all or nothing thing for the Golem. It is incredibly slow and stupid, but feels no pain. Being a magical construct, a Golem character can never increase its starting Body Points, though it improves manoeuvres as usual. It has very low wounds, as befitting something made from solid stone. There's a very small chance that a blow to the head will destroy the Golem instantly by obliterating its activating forehead rune. I've set aside my usual dislike of random elements in LW to simulate this with a dice roll. This is the easy way to win, but don't bank on it. The Stone Golem is worth 50 Experience Points, not 25. Ordinarily, I'd just double the BP and double the wounds, but that wasn't an option due to some negative wound scores in this and especially the Iron Golem character.

058 Lizard Man Shaman with Spear

Height 4, 15 Body Points, 12 Magic Points, Attacks 1

At this point, I'd had enough of human magic users (the newer Chessex and Greysea books had rectified this, but I didn't know). This Lizard Man works the same way as the original in terms of tail whips and adrenaline bonuses and general speed, but he - or she, I suppose - is also a versatile, though not particularly powerful, magic-user. In the revised version, he has a completely free choice of magic colours. Unlike most magic-users, he has enough Body Points and low enough wounds that he might even have time to use his spells!

059 Wererat with Knife

Height 3, 10 Body Points, Attacks 1

I designed this character at the request of and with the assistance of my friend Tina. It's only seriously hurt by silver (or magical) weapons. Wounds from other weapons heal almost instantaneously. Any damage from these is restored at the rate of 1 BP in any turn the Wererat does not lose Body Points. In practice, unless you have a silver weapon, you have to hit the Wererat hard and fast and often to keep it down. If you don't press your advantage, it will soon be back to full strength. On the bright side, its wounds are high and its knife is not very impressive. But it can also bite, claw and spring at an opponent, or sneakily slip behind them. If you're bitten by a Wererat and then subsequently lose the combat, there is a small chance you'll become a Wererat. It hasn't been playtested using human players, but I don't think it's tough enough. With moves determined by rolling of dice, the Man in Plate defeats it easily.

060 Clay Golem with Mace

Height 5, 20 Body Points, Magic Resistance 1, Attacks 1

The Golem has only 20 Body Points but is undoubtedly tougher than the Hill Troll, so it's a good job that this Golem is worth 40 Experience Points. It's made of unfired soft wet clay, so is more easily damaged than the Stone Golem. But blunt heavy-ended weapons just compress the clay (so do less damage than normal) and pointed or edged weapons, particularly when thrust, can become lodged in the clay and have to be pulled free or abandoned.

061 Wild Mage with Knife

Height 4, 10 Body Points, 20 Red Magic Points, Attacks 1/2

Well, I introduced one little roll of the dice as an integral part of a character, and then I just went crazy. The Wild Mage has the potential to be the most dangerous of magic users. She starts with 20 Magic Points and the entire Red Tome as her starting spells (32 of them, more if you use the new spells), she can cast Great Magic at close range and she can cast two spells at once. The catch is that all this power is uncontrolled. Neither she nor her opponent knows which spells will be unleashed. They may be deadly. They may sometimes be of little use to her situation. They may sometimes require more power than she can channel and fail entirely, dissipating her magic uselessly. But with no armour, a feeble knife and only 10 Body Points, she'd better try.

062 Imp

Height 2/4, 4 Body Points, 6 Red and Grey Magic Points, Magic Resistance 2, Attacks 1

The Imp is a minor demon, the sort you'd find perched on the shoulder of an evil wizard. It carries no weapon except its claws and barbed tail. It can fly (which I feel generally makes a creature easier to hit). Its major offensive capacity lies in its use of spells. It has seven spell manoeuvres. In addition, it can open a portal to its home plane in order to Escape or replenish its Body and Magic Points. It should be easy to kill with one or two hits, but you should hit it quickly, before it has a chance to use magic against you. It has recently been made a little less dangerous by reducing both its BP and MP.

063 Gremlin with Dagger

Height 2, 5 Body Points, Magic Resistance 4, Attacks 1

The Gremlin is another tiny creature with few Body Points. It has no Magic Points. It looks very easy to defeat. But when you fight a Gremlin, you'll find that your luck has deserted you - and that the Gremlin is as lucky as you thought you were. If a Gremlin were faced by several opponents at once, it could be very lucky indeed. You might find that you're not hitting it when you thought you would. As the fight continues, you may find all sorts of misfortune occurring - dropped weapons, items going missing, armour falling apart. The horrible little creature keeps taunting you and tricking you into looking over your shoulder. A pack of them could be really really annoying, though not as annoying as those players who insist on using Luck cards. This guy's dedicated to you. ;)

065 Satyr with Thyrsus and Pipes

Height 3, 8 Body Points, Attacks 1

Not very interesting. Plays pipes to charm, panic, or lull some opponents. Can butt with horns, if not very effectively. The Kick manoeuvre with its apparently low -1 mod, you may be interested to learn, redirects to p. 13 to represent the dagger-sharp hooves.

066 Giant Skeleton with Scythe

Height 5, 14 Body Points, Attacks 1/2

The skeleton of a giant, with some hand-to-hand ability, and a problem with staying upright when its legs are hit.

068 Priest with Staff

Height 4, 11 Body Points, 15 White Magic Points, 20 Warding Points, Attacks 1

The pre-eminent White magic user. Capable of blasting a mummy or ghoul out of existence. Superior Holy Blessing. Carries a vial of holy water which can come in handy.

069 Mage-Priest with Staff

Height 4, 10 Body Points, 6 Red and 6 White Magic Points, 8 Warding Points, Attacks 1/2

Combines faith with wizardry, at the cost of being not particularly good at anything when he starts out. Other priests get jealous when he casts Fireball.

070 Skeletal Warrior in Plate Mail with Two-Handed Sword

Height 4, 7 Body Points, Attacks 1

Remember how thrusts are useless against the original Skeleton, but that any solid hit defeats it? This skeleton wears a breastplate for added protection, but thrusts can no longer miss its body.

071 Hordling with Mace

Height 3, 6 Body Points, Magic Resistance 1, Attacks 1.

Small, easily killed, cannon-fodder demon. Fights with a mace, mostly, but is very stupid and gets over excited when it uses its claws and teeth. Boils off ichor once wounded. Can open a portal to allow in another Hordling, which can open a portal to allow in another Hordling, which can open a portal to.... Should be killed quickly before their numbers multiply out of control, and cleanly so you don't breathe too much noxious vapour.

072 Harrower Demon with Barbed Broadsword

Height 4, 19 Body Points, Magic Resistance 1, Attacks 1.

Demon, like a skeleton covered in black leather and dripping pink slime. Mean. Suffers less damage from non-magical weapons.

073 Sorceress with Scimitar

Height 4, 9 Body Points, 15 Magic Points (5 Red, 5 Green, 5 Grey).

A counterpart to the Sorcerer with Scimitar (011), worth the same number of Experience Points, trading lower BP for more magic. Recently swapped weapons with the Sorcerer, because with a sword she was better overall at both magic and blade work. Now they are better balanced.

074 Death Knight with Magic Sword

Height 4, 12 Body Points, 8 Grey Magic Points, 8 Command Points, Attacks 1

Probably not as dangerous as it should be, given their reputation, but even a Death Knight has to start somewhere. A souped up undead anti-paladin.

075 Monk with Flail

Height 4, 12 Body Points, 15 Warding Points, Attacks 1/2

Not an oriental-style monk (see 045 Warrior Monk for that). More of a jolly Friar Tuck, or if you prefer, a grim monk of the inquisition. Not an intellectual chap, that magic stuff that the priests do is completely beyond him, but his faith is firm nonetheless, and all that working in the fields threshing wheat has made him quite useful with a flail (or perhaps it was that time spent questioning heretics. Also carries scrolls, which he has presumably spent the afternoons copying and illuminating. A combination Arcanthus the Sage with my Man in Chainmail with Flail and Priest with Staff.

076 Vulture Demon with Glaive

Height 5, 23 Body Points, Magic Resistance 1, Attacks 1.

Another character based on tana'ari. Doesn't fly, but does flutter up to bring its talons into play. Has a bunch of demonic special abilities.

077 Iron Golem with Sword

Height 5, 30 Body Points, Magic Resistance 1, Attacks 2

Good news: he's worth 60 Experience Points, and his hand-to-hand attacks aren't as damaging as those of the Stone and Clay Golems, because he does them one-handed. Bad news: he does them one-handed because his enormous razor-sharp sword can't be dislodged. Also on the bad news front, his base wound values are -3 and -4. On the bright side, the Score for each body location (Head, Body, Left Arm, Right Arm, Legs) increases by 1 point, to a maximum of Score 2, each time you hit the same spot and begin to weaken the metal or damage a joint. Eventually, he'll be easier to damage than the Stone Golem. And you'll be a greasy spot on the floor.

078 Paper Golem

Height 4, 8 Body Points, x Magic Points, Magic Resistance 3, Attacks 1

Good news: you can slice this guy to bits but good. Bad news: you're not using a blunt weapon, are you? The Paper Golem is unlikely to hurt you much with its claw paper cuts or rolled-up newspaper arm whacks, but it is partly made from spell book pages and magical scrolls, so can launch magic at you. It can also unfold into several thinner Paper Golems, all fluttering and flapping around you, while the Wizard you were actually after makes his escape.

079 Reaper Demon with Short Sword

Height 4, 14 Body Points, 12 Grey Magic Points, Magic Resistance 2, Attacks 1

Demon-assassin, good at back-stabbing and draining life with its touch. It can 'steal death' from an opponent, condemning them to undeath as a Skeleton or Zombie if they are ever reduced to a mere -4 BP while the demon still lives. It can also subsequently 'bestow death' on a different opponent, who then risks becoming a Wraith. Resistant to non-magical weapons.

080 Glass Golem with Longsword

Height 4, 11 Body Points, x Magic Points, Magic Resistance 1, Attacks 1, 3, 7(!)

Ooo.. shiny. Like a stained glass window knight come to life. Surprisingly resistant to thrusts from a sword, which might only chip a single pane, but susceptible to being smashed with a mace. Shards go flying everywhere. When the Golem is struck by a Red, Purple, Green or Grey magic spell, it gains the ability to cast that spell on one future occasion at the same level and using the same number of Magic Points. It is almost certainly a bad idea to confront one of these Golems on a bright sunny day.

081 Dwarven Berserker with Warhammer

Height 3, 15 Body Points, Attacks 1

Brimstone the Fire Giant has a beard-pulling move. This dwarf has a countermeasure that is just as idiotic, but very effective against male opponents of a certain height.

082 Man with Throwing Knives

Height 4, 12 Body Points, Attacks 1

A specialist knife-thrower, with 6 knives to start. They're not really much good for anything except throwing, so it's fortunate that he can aim his knives a little better than the other dagger-throwing characters, and that he has several trick-shot moves, including the classic "knife through the opponent's wrist" and "knife through the crack in the armour into the throat."

083 Barbarian Woman with Two-Handed Axe

Height 4, 10 Body Points, Attacks 1

Heh. This is a character that doesn't wear lightning-deflecting magical chainmail bikinis that protect as a full suit of armour. Apart from that, I just wanted to see how a character with the basic set up of the original Nova Dwarf would do if she were fast, trading speed and agility for armour and BP.

085 Boneless Husk with Flensing Knife

Height 4, 5 Body Points, Attacks 1

What's left when you remove the skeleton from a corpse and dry it out so it's leathery-tough. You get two undead servants for the price of one, and no problems with zombie-stains all over your carpets. Armed with a flensing knife for evil irony. What all the top Necromancers are doing this year.

086 Worm-that-Walks

Height 4, Body Points 8, 10 Grey (and something else) Magic Points, Attacks 1

The spirit of an evil magic-user that controls the swarming mass of maggots that devoured him after his death. They're still hungry, and he's not too cheerful either.

087 Undead Unicorn

Height 4, 15 Body Points, Magic Resistance 3, Attacks 1

Who knows what foul magic can create one of these? Actually, it took me just a couple of hours with Microsoft Word. Exactly like the Unicorn with fewer BP, some mod changes, the usual skeletal creature's immunity to thrust attacks, and a sinister twisting of the erstwhile Magical Charm.

088 Tabanus Fly Demon

Height 3/6, 15 Body Points, Magic Resistance 1, Attacks 1

Enormous fly-demon. For once, a flying creature that is as good or better in the air than on the ground (I hope). I had to rearrange the order of the coloured slots to make this one work (actually, you'll see I only had to shift the 40 slot upwards to the usual 22 slot, and everything else stayed the same). The Tabanus's droning buzz can cause opponents to fall asleep. There's a small chance of this occurring in any turn in which the demon is flying.

089 Dancing Bones with Short Sword

Height 4, 7 Body Points, Attacks 1

Not your usual skeleton. This one isn't a mindless re-animated collection of bones. It's under the control of an immaterial spirit thing which isn't harmed by weapons. Each time you knock it to 0 to -4 BP, the skeleton gets back to its feet and comes after you again. You have to practically grind it to powder unless you can get the big kill at -5 BP or below. 7 Body Points, verging on 28.

090 Skeletal Mage with Staff

Height 4, 5 Body Points, 6 Red Magic Points, Attacks 1

Not a Lich. This is just a reanimated skeleton retaining faint vestiges of its skills in life. It begins with 2 spells and although it can increase its Magic Points, it can never gain any new spells, being almost entirely mindless.

091 Dark Priestess with Sickle

Height 4, 10 Body Points, 10 Grey Magic Points, 15 Command Points, Attacks 1

This Priestess has taken an even shorter short-cut to power than the Necromancer. She communes with dark powers that give her access to the entire Grey Tome. There's a down side, of course. They demand a sacrifice of Body Points whenever she casts a spell, and if she's killed or brought near death while attempting to cast magic, she rises as a Wraith. She can attempt to Command undead and has an Unholy Curse with which she can heal them or herself.

092 Silver Golem with Daggers

Height 4, 15 Body Points, Magic Resistance 1, Attacks 1

Smaller and faster than most other golems, in the form of a woman, with a dagger built into each hand. Base wound values start low but increase with each hit, as with the Iron Golem. Stabs or slashes with the offhand dagger after some parries. Has less in the way of brute force attacks, but can still try for a double stab. Worth 30 Experience Points.

093 Dwarf in Chainmail with Throwing Axes

Height 3, 14 Body Points, Attacks 1

Another Dwarf, this one with 4 throwing axes and light chainmail.

094 Goblin Shaman with Staff

Height 3, 7 Body Points, 15 Magic Points, Attacks 1

Little goblin rabble-rouser, with a staff topped with a skull. No armour. More Magic Points than the Lizard Man Shaman, but much easier to kill. Completely free choice of magic colours, so can have 3, 4 or 5 starting spells.

095 Bullywug with Spear and Club

Height 2/5, 7 Body Points, Attacks 1

Evil little frog-like humanoid. Good at jumping – has a Leap Over move, has 3 attacks which work at Height 5 instead of 2. A little faster than the Lizard Man.