

A DRUID'S MENAGERIE

How to Impress Friends and Reincarnate Others



LIZARD MAN

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(BL: Cheshire)

Type: Standard Creature

Q/M Ratio 2:1

Armour: 1 point natural armour.

Attacks: A flail or morning star (which represents a tail) and any other non-throwing melee weapon. May use a medium shield.

Abilities:

- 1) Tail acts as a Red weapon.
- 2) Immune to Poison.

Garb: Green tunic, preferably with cloth scales.

Description:

Lizard Men are dangerous, tribal people who are quite primitive, and few in number. They can be found in any climate, but prefer a more marsh-like environment. They are savage in mind, but crude in technology, which may be the only thing saving the more “civilized” races.

Lives: 4

Levels:

- 1st No additional abilities.
- 2nd Poison non-tail weapon, as per Assassin ability, 1/game.
- 3rd Additional point of natural armor (total 2).
- 4th Can use javelins (up to 5 t. in length).
- 5th Additional point of natural armor (total 3);
Poison weapon becomes 1/life.
- 6th Can wear up to 3 points additional armor.

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Type: Mystical Creature

Q/M Ratio: 2:1

Armour: None initially.

Attacks: Single Dagger.

Abilities:

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

Garb: Seductive attire adorned with leaves and twigs.

Description:

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

Lives:3

Levels:

1st As Above.

2nd 1 Point armour.

3rd May cast Heat Weapon and Warp Wood (1/life) as per druid spells of same name.

4th As above.

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6th +1 point armour (2 total).

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UNICORN

Unicorn

(BL: Naes)

Type: Mystical Creature

Q/M Ratio 1:1 (QUEST)

Armour: None.

Attacks: Short sword, considered Red, as horn.

Abilities:

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

Garb: White Cloak and golden horn.

Description:

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

Lives: 3

Levels:

- 1st As above.
- 2nd A unicorn may resurrect a dead person who is brought to their home tree (3/life).
- 3rd As above.
- 4th May cast Lost, as per healer. (1/life).
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- 5) Magical Horn, short sword, considered Bladesharp. Also versus thrusts it does 2 points of damage. May only be removed after the Unicorn has been subdued or killed. May not be destroyed, but if removed the Unicorn loses all abilities. Horn may Mend item as per Mend spell (2/life). Anyone that removes the horn may use its abilities.

Garb: White Cloak and golden horn.

Description:

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

Lives: 3

Levels:

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

Unicorn

(BL: Naes)

Type: Mystical Creature

Q/M Ratio 1:1 (QUEST)

Armour: None.

Attacks: Short sword, considered Red, as horn.

Abilities:

- 1) Heal, as per healer spell. Unlimited usage.
- 2) Teleport, unlimited usage. To Teleport, a Unicorn must pull a hood over its head. This means that the garb for a unicorn must have a hood.
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- 5th As above.
- 6th Lost (3/life).

GIANT

Giant

(BL: RAN)

Type: Standard Creature

Armour: By type.

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

Abilities: Giants come in 4 basic types:

Hill Giant

(Q/M Ratio 3:1)

- 2 points of natural armor.
- May wear up to 2 Points of additional armor.
- May hurl a boulder (as per Barbarian) as a White Siege Weapon (1/life) or a single reusable boulder as a Red weapon.

Frost Giant

(Q/M Ratio 4:1)

- 3 points natural armor
- May wear up to 3 Points of additional armor.
- Immune to Iceball and other cold-based attacks.
- May carry one reusable Iceball.

Fire Giant

(Q/M Ratio 6:1)

- 3 points natural armour.
- May wear up to 4 points of additional armor.
- Immune to all heat-based attacks.
- May carry one reusable Fireball .

Titan

(Q/M Ratio 7:1) QUEST

- 6 points of natural Invulnerability.
- Weapons used count as White Siege.
- May be combined with either Frost or Fire Giant to gain immunities.

Garb:

Hill: As a Barbarian.

Frost: Heavy cold weather garb, furs (all usually white and/or blue.)

Fire: Light cool weather garb (usually red and/or black). Red make-up.

Titan: Whatever, often more elegant versions of the above.

Description:

Hill Giants stand 15-20 feet tall. Slow and simple minded. **Frost Giants** stand 25-30 feet tall. Grim, brooding and silent, they resemble vikings but are less apt to raid or plunder. In fact they prefer solitude.

Fire Giants stand 25-30 feet tall. They dwell in the fiery realm of Muspell and often ignore the small races, preferring to turn their attention to wars against the Norse gods. There is, however, one recorded incident of Fire Giants charging out from Muspell and threatening the safety of Amtgard, during the reign of King Talinor... **Titan:** These Giants are akin to gods. They stand 75-100 ft. tall. The Norse hold that our world was created by the gods from the body of the Frost Joten Ymir, and the world would be destroyed by the Fire Joten Surtr. The Greeks hold that the Titans are as cousins to the gods and that it is the Titan Atlas who holds the world on his shoulders and further that it was the Titan Prometheus who introduced humans to the use of fire.

Lives: 2 (Joten/Titan: 1)

Levels: None

Giant

(BL: RAN)

Type: Standard Creature

Armour: By type.

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

Abilities: Giants come in 4 basic types:

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- 2 points of natural armor.
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- 3 points natural armour.
- May wear up to 4 points of additional armor.
- Immune to all heat-based attacks.
- May carry one reusable Fireball .

Titan

(Q/M Ratio 7:1) QUEST

- 6 points of natural Invulnerability.
- Weapons used count as White Siege.
- May be combined with either Frost or Fire Giant to gain immunities.

Garb:

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Frost: Heavy cold weather garb, furs (all usually white and/or blue.)

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Lives: 2 (Joten/Titan: 1)

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Type: Standard Creature

Armour: By type.

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Titan

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Lives: 2 (Joten/Titan: 1)

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Frost Giant

(Q/M Ratio 4:1)

- 3 points natural armor
- May wear up to 3 Points of additional armor.
- Immune to Iceball and other cold-based attacks.
- May carry one reusable Iceball.

Fire Giant

(Q/M Ratio 6:1)

- 3 points natural armour.
- May wear up to 4 points of additional armor.
- Immune to all heat-based attacks.
- May carry one reusable Fireball .

Titan

(Q/M Ratio 7:1) QUEST

- 6 points of natural Invulnerability.
- Weapons used count as White Siege.
- May be combined with either Frost or Fire Giant to gain immunities.

Garb:

Hill: As a Barbarian.

Frost: Heavy cold weather garb, furs (all usually white and/or blue.)

Fire: Light cool weather garb (usually red and/or black). Red make-up.

Titan: Whatever, often more elegant versions of the above.

Description:

Hill Giants stand 15-20 feet tall. Slow and simple minded. **Frost Giants** stand 25-30 feet tall. Grim, brooding and silent, they resemble vikings but are less apt to raid or plunder. In fact they prefer solitude.

Fire Giants stand 25-30 feet tall. They dwell in the fiery realm of Muspell and often ignore the small races, preferring to turn their attention to wars against the Norse gods. There is, however, one recorded incident of Fire Giants charging out from Muspell and threatening the safety of Amtgard, during the reign of King Talinor... **Titan:** These Giants are akin to gods. They stand 75-100 ft. tall. The Norse hold that our world was created by the gods from the body of the Frost Joten Ymir, and the world would be destroyed by the Fire Joten Surtr. The Greeks hold that the Titans are as cousins to the gods and that it is the Titan Atlas who holds the world on his shoulders and further that it was the Titan Prometheus who introduced humans to the use of fire.

Lives: 2 (Joten/Titan: 1)

Levels: None

Giant

(BL: RAN)

Type: Standard Creature

Armour: By type.

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

Abilities: Giants come in 4 basic types:

Hill Giant

(Q/M Ratio 3:1)

- 2 points of natural armor.
- May wear up to 2 Points of additional armor.
- May hurl a boulder (as per Barbarian) as a White Siege Weapon (1/life) or a single reusable boulder as a Red weapon.

Frost Giant

(Q/M Ratio 4:1)

- 3 points natural armor
- May wear up to 3 Points of additional armor.
- Immune to Iceball and other cold-based attacks.
- May carry one reusable Iceball.

Fire Giant

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Lives: 2 (Joten/Titan: 1)

Levels: None

SIREN

Siren

(BL: Naes)

Type: Mystical Creature

Q/M Ratio 3:1

Armour: None initially.

Attacks: A Single dagger.

Abilities:

- 1) Yield as per dryad ability, but with a 100 range (5/life).
- 2) Circle of Protection, similar to Wizard spell, must say Nature protect me x3 (3/life)
- 3) Sirens are tied to a specific area, and may not wander more then 50 from that are.
- 4) Additional abilities at higher levels.

Garb: Grey robes.

Description:

These beings are a race resembling human females, and something very inhuman. They sing most of their lives, luring unsuspecting travelers to their doom. To help them along, they are both incredibly seductive, and extremely beautiful. Both assets they use to give them the advantage over a weary male.

Lives: 3

Levels:

- 1st As above.
- 2nd 1 point of armour.
- 3rd 1 additional Circle of Protection. (4/life).
- 4th As above.
- 5th 1 additional Circle of Protection. (5/life).
- 6th Confusion, as per Druid spell. (1/life).

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