

# By Night They Dance



*Monsters of the Wetlands,  
Volume 2.1*

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## INTRODUCTION

What started out seven years ago as an attempt to “fill in the gaps” in the Official Amtgard Monster Book (the *Dor Un Avatbar*, 7<sup>th</sup> Ed.) has completely outgrown my wildest expectations. The first volume of *Monsters of the Wetlands* was a lasting success, the original books having long since gone the way of the dinosaur, giving way to copies of copies handed down through the years. For a time, I thought to make a second volume, not so much a serial continuation (with all-new, all-different creatures) as a reprinting with additional material (like a dictionary being updated with modern slang). This project never quite saw the light of day, though the electronic proof continues to circulate in many Questmaster circles.

Still, the Monsters kept presenting themselves, and still I kept a copy of everything, often writing things down from memory through the mental editorial filter. Then, when the time came to try again, another call went out for even more Monsters, and, yet again, the ideas poured forth like jellied brains. So much so, it became almost instantly apparent that there were more beasties than could be contained in one book.

Thus, the creation of *By Night They Dance*, the first in a series of smaller, self-contained battlegaming supplements. Following a common theme (in this case, all things Undead, Nocturnal and Demonic), each of these booklets will present not only Monsters to challenge Questors of every level, but ideas for scenarios, quests and optional rules for making life miserable for the players and Monsters alike.

In some very few cases, Monsters were pulled directly from the *Dor Un Avatbar*, 7<sup>th</sup> Ed. These are few and far between, but so integral to the concepts herein as to be inseparable. Where possible, all credit is given where credit is due.

In closing, I want to extend my sincerest appreciation to Denah hap Tugruk and Reginald MacGinnty, both of the Wetlands, for their invaluable contributions to these projects. Also, to Sir Ivar Nefarious of the Burning Lands for the excellent *Dor Un Avatbar*, 7<sup>th</sup> Ed., the model for all others to emulate!

*I remain,  
Sir Luke Wyngande the Stargazer*

## Battlegame Options

Listed below are a few ideas on how to make the gaming environment a little more hostile for the intrepid adventurer. Reeves should always take care to explain any new rules to all participants and to clearly mark any special encounter areas with visible ribbon.

### GRAVEYARDS

Places where the dead are buried serve to enhance the Legions of Undeath. Areas marked with black ribbon, or perhaps even foam tombstones or similar signage, can be assigned as a *Graveyard*. Any Undead dwelling in a Graveyard (or other place of interment such as a Mausoleum or Crypt) may add one additional life to their starting total. The exceptions to this are life-stealing Undead such as Vampires. These creatures do not gain an additional life, but they do gain one additional use of the Steal Life ability per game. (So, if they want an extra life, they have to go *hunt* for one!)

### UNHOLY GROUND

Demons and other summoned Beings of Great Evil can not just be called forth just any old place. The summoner must first prepare an area of Unholy Ground to make the Big Evil feel more at home. Using heinous methods best left unmentioned (and marking the area with dark red or maroon ribbons), an area may be desecrated in the name of the Dark Powers. While such areas offer no additional benefits or powers, it does prohibit the use of all resurrection and healing spells and abilities except Reanimate within it's dank confines.

### PUTRESCENCE

#### (OR THE BOG OF ETERNAL STENCH)

Imagine the worst odor possible, then throw in two dozen rotten eggs, a dead skunk, fifteen heads of overripe cabbage and ten-thousand pounds of sun-baked dirty diapers. Now multiply that stink by a hundred and fifty. Got it? Now you're beginning to get the idea of how foul the Demons of Putrescence (q.v.) can be.

1. Mark out the area with green (and it better be really ugly green) ribbons.
2. No one except Troglodytes (*DUA*), Demons of Putrescence and other “smelly” creatures, may enter without suffering the following effects:
  - a. No movement faster than a slow walk is allowed.
  - b. One hand must cover the players nose and mouth at all times or they are immediately *Stunned* (per Healer spell) until removed from the area.

### DARKNESS

Be it through nature or choice, most of the creatures in this book are nocturnal by nature. While having the occasional quest after dark is fine, most Amtgarding is done by the light of day. It requires a little imagination and a careful eye by the Reeves, but it is possible to “role play” being lost in the night.

1. Any area set aside as *Darkness* should be marked with ribbons for ease of boundary recognition.
2. No movement faster than a slow walk should be undertaken in *Darkness*. Running players (Questors) will be penalized with a leg wound to represent falling and twisting an ankle.
3. Players within 20 feet of a *Light Source* (q.v.) may move normally. If they leave the 20-foot area, the usual rule for running is invoked (see above).
4. Projectile and Thrown Weapons may not be used at a range of more than 20 feet, regardless of nearby Light Sources. Likewise, you may not fire a bow or throw a weapon into an area of darkness.
5. Nocturnal creatures, Undead and some Personas (Elves, Dwarves, etc.) may be immune to the effect of darkness. Check with a Reeve before the quest begins to clear up who is affected and who is not. Players who can “see in the dark” may lead other players as though they carried a Light Source (see #3 above) even if no light is present.
6. The range for all spells is *halved* in the Dark, and no magical attacks may take place outside of 20 feet.

### LONDON FOG

Foggy areas serve much the same function as Dark areas, only to a lesser extent. Fog can be simulated by gray or blue ribbons marking out the chosen zone, then alerting the players to the effects. All the rules for Darkness apply in the Fog, with a few minor adjustments.

- 1) Light Sources do not function in the Fog, therefore everyone must walk, including Monsters, unless otherwise specified by the Reeve.
- 2) A Fog area may be cleared by the *Wind* spell.

## THE POWER OF LIGHT

In order to survive in the darkness, intelligent creatures have developed a variety of means to combat the gloom. Torches, lanterns and the like may be simulated in an Amtgard battlegame when needed.

1. Torches may be simulated by taking a safe foam weapon and wrapping a couple of red ribbons or bandanas round the top. Real sticks should never be used, though safe props are acceptable.
2. Never carry any lantern with glass or breakable parts on to an Amtgard gaming area. Use foam to construct a suitable prop or just use the torch rule above.
3. The *Sword of Flame* or a *Flameblade* may serve as a Light Source.
4. A charged *Fireball* or *Lightning Bolt* may serve as a Light Source, but remember to recharge it every two minutes! *Remain Active Fireballs* also serve as a 20 foot Light Source until they expire.
5. Players within 20 feet of a Light Source (q.v.) may move normally. If they leave the 20-foot area, the usual rule for running is invoked (see above).
6. Multiple Light Sources in a single area may stack their effects. In other words, two torches on a questing team make a 40-foot area of light - with commensurate benefits to movement, missile fire and the like.
7. Any hand holding a Light Source may not hold a weapon or shield (except a buckler strapped to the forearm).
8. If a Light Source is used as a weapon (and it should be a safe foam weapon!) the light is immediately extinguished. The only exceptions to this are the *Sword of Flame* and *Flameblade* enchantments.
9. If a player holding a Light Source is subject to *Iceball*, *Petrify* or *Entangle*, the light goes out and is unrecoverable until the spell is ended. Likewise, if a player is slain while holding a Light Source, the party has 10 seconds to recover it or lose the benefit of the light until relit.
10. Lighting and relighting a torch or lantern takes a chant of "Lighting" x10.

## CORRUPTED PLAYERS & GAME PLAY

Powerful Undead and Demons can be very persuasive when dealing with mortals, especially if those mortals are amenable to trading their everlasting souls for earthly power. Should such a Monster convince an opposing player of the benefits of Evil through role-play, either by offering service, protection or magical enhancement, that player may switch sides of their own accord for the duration of the battlegame. There are several stipulations involved, however:

1. Check with a Reeve, first. If the switch will not seriously overbalance the quest, then it should be allowed.
2. Inform all players on all teams as to the switch. Attacking former teammates without their knowledge is not acceptable.
3. Corrupted Players automatically lose one life. That life is added to the total of the Corrupting Being.
4. The reverse of this process, called *Redemption*, may be performed by Angelic Heroes, Holy Avatars and other Beings of Purest Good. However, no life is lost in the process, but the Redeemer still gains one (just for being a Good Guy).

## WOODEN STAKES & SILVER BULLETS

The tools of every good Vampire (or Werewolf) Slayer should be readily available to questors undertaking a hunt. While the rules never mention it explicitly, several Monsters make mention of requiring Silver or Wooden weapons to cause damage to them.

1. Wooden stakes (the traditional bane of Vampires and Nosferatu) can be represented by taking any non-hinged melee weapon and tying a brown ribbon around the base.
2. Silver weapons may be noted by marking a legal weapon with a silver or gray ribbon. Even throwing, blunt and hinged weapons may be used in such a way.

Traditionally held near the Spring (Beltane) and Autumn (Halloween) Equinoxes, the Night Hunter Tournament does not begin until the last traces of sun light have faded into darkness. Once night settles in, the Populace takes up their swords and ventures into the forest to test their mettle against the finest warriors in the Kingdom. The winner of the battle is dubbed "Night Hunter" for the reign.

## RULES FOR NIGHT HUNTER:

1. Choose a forest with clear trails. Mark the edges of the playing field with white ribbon, so as to be easily seen as players enter and exit.
2. Place jack o' lanterns (for Halloween) or illuminaries (see below, for Beltane) along the trails at regular intervals. Take special care to light up any potential ground hazards and/or slippery spots. Place a few in the trees and several at the entrance(s) and exit(s).
3. All players should be made aware of any special weapon restrictions before the game begins. Some Night Hunters are single sword, some allow any melee weapons, some have allowed shields, others not. However, ALL Night Hunters are held without armor, thrown weapons, projectiles or class/magical abilities.
4. Regardless of the weaponry agreed upon, be it single sword or full ditch rules, all weapons MUST be covered in a white sock, stocking or cover. Bright yellow, neon green and other highly visible colors are acceptable, so long as they afford the same amount of visibility as the white socks. Autocrats of Night Hunter are advised to bring as many extra socks as possible, to compensate for those folks who just can't seem to remember to bring one (and believe me, there will be far more folks without than with!)
5. Each participant is given five index cards upon which to write their name. When a player is slain in fair combat (or by surprise attack) they turn over one of their cards to their killer and return *immediately* to Nirvana to check in.
6. Death count is 5 minutes (300 count), to be counted by the Nirvana Reeve. Returning players are to announce "ALIVE" loudly before reentering play.
7. There is *no running* allowed within the Night Hunter boundaries. Reeves who catch a player running are to give *one* warning, then the player is expelled from the game.
8. There is to be *no teaming up* within the Night Hunter boundaries. All players are on their own for the duration. Reeves who catch players teaming up are to give *one* warning, then all involved players are expelled from the game.

9. All battles are considered *bonor duels* until resolved. In other words, once a Life Card has exchanged hands and the defeated player has cleared out, the battles may resume anew.
10. Kills gained from hidden enemies, so long as not gained during a preexisting fight, are legal. (*i.e.*: *Bob smacks Becky in the back as she walks by unaware. Becky curses a little and hands Bob a card. Later, Bob smacks Becky while she is fighting Bill, no card is given and Bob should back up until the fight between she and Bill is concluded. Once Becky kills Bill, she may then turn and engage Bob in a fair fight.*)
11. When a player dies, he/she takes all the cards gained during that life to the Nirvana Reeve. The Reeve will tally your kills and subtract one from your life count. When only one player remains in the forest, the tourney is over. The player with the highest card tally (plus any lives remaining) is declared the winner. A new Night Hunter is born!

## HOW TO MAKE ILLUMINARIES

What You Will Need:

- A bunch of little brown paper bags (or the decorative kind, if you prefer)
- A bunch of sand or kitty litter
- A bunch of small votive candles (sometimes called "tea lights")

## DIRECTIONS:

1. Open a bag.
2. Fill it about one inch deep with sand or kitty litter.
3. Put a candle centered in each one.
4. When ready, light the candle and place in the desired location, making sure the flame is not licking the bag.
5. Place on open ground or dirt. Do not place on pine needles, dry leaves, rotten logs, propane tanks or other flammable or easily burned surface.
6. Be sure to clean up all the bags when the event is over. "Only you can prevent forest fires!"



*Travel to distant, exotic lands; meet new, interesting people and kill them. - Anonymous Combat Motto*

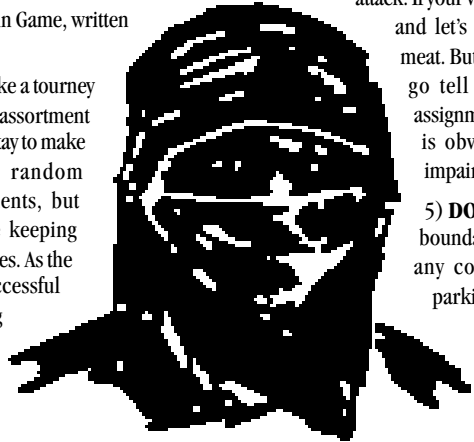
Yeah, you've seen them. You've probably even participated in one, once, a long time ago. That's right, it's Friday night at Midreign: Assassin time!

This game has been played in countless variations, and far be it from me to say which way is best. Sometimes the action is fast and furious, well-organized and managed. Other times the game is little more than a chaotic free-for-all in the dark. Usually, it falls somewhere in-between; an almost-entertaining, almost-lame excuse to do something other than go to sleep. However, if properly handled, with planning and forethought, the Assassin Game can be one of the starring highlights of your next event. Below is a short summary of some basic Do's and Dont's for running a successful Assassin Game, written with the Reeve in mind.

1) **DO** run the game more like a tourney and less like a random assortment of assignments. Oh, it's okay to make it *seem* like it's a random assortment of assignments, but *somebody* needs to be keeping track of the wins and losses. As the sneakier and more successful assassins begin moving through the ranks, pit them against one another, until only the Big Guns and Ninjas remain!

2) **DO** allow the full range of Amtgard-legal weaponry, as well as a wide assortment of safe, harmless "outside the box" weapons. Balloon traps, "poisoned" drinks, "acid" squirt guns and the like should not only be permitted, but encouraged. Make sure all such goodies are checked out by a Reeve beforehand.

3) **DO** allow all Class abilities and Rules of Play **OR** make sure everyone is playing by the same set of scenario rules. (i.e.: everyone is Full Class, everyone uses Militia Rules, all wounds are instant kill, etc.) **DON'T** feel obliged to let players be Monsters unless it's part of the scenario - and *then* make sure all participants stay within the restrictions of the scenario. (i.e.: Vampire Assassin wherein all players are Vampire+Class. Nosferatu, Ghouls and Wraiths may also be played, but no other Monster-classes



are permitted. Or War of the Fae wherein all players are Brownies, Sprites, Centaurs and Dryads vying for control of the Seelie Court. A wide assortment of Monsters could be permitted here, but Garb and Role-Play would be highly encouraged. Of course, in either variation, regular Class-only players should be permitted. Hey, gotta have *someone* to kill, right?)

4) **DON'T** involve noncombatants, the unaware, the inebriated or the sleeping! Again, it should go without saying, never attack anyone who isn't expecting an attack. If your victim has a lapse in judgement and let's his guard down, he's dead meat. But if he went to bed a hour ago, go tell a Reeve and get another assignment. Likewise, if your target is obviously drunk or otherwise impaired, tell a Reeve and move on.

5) **DO** designate clear and concise boundaries. There should never be any combat in or around tents, parking lots, bathrooms or small sleeping children.

6) **DO** make it obvious who is playing the Assassin Game and who isn't, especially if it is being held at a large event. Armbands, headbands, belt favors, colored sashes, whatever it takes to tell the assassins from the cattle. This is largely a precautionary measure, to keep overzealous assassins from randomly take a stab at passerby. Likewise, be sure to advertise the Assassin Game on the event flier, to alert the rest of the populace there will be weirdos fighting in the dark.

7) **DO** have an award ready for the winner, even if it's just a scroll or award blank with the date. **DON'T** give away good live-steel swords, fancy garb, money or other high-dollar prizes, unless you keep it a secret until the game is over. These kinds of prizes bring out the worst in people, pair that with most of the action taking place after dark and you've got a Sluff Fest waiting to happen.

What follows is the description of the format used for each monster. Clarifications for each section are described therein. In case of disputes, assume that the specific monster description is correct over any general rules listed herein.

## NAME OF MONSTER

(Here is a two-letter code for the land where the monster was discovered, followed by the name of the person who submitted, created or inspired the monster).

<i>BL</i>	<i>Kingdom of the Burning Lands</i>
<i>DS</i>	<i>Kingdom of Dragonspine</i>
<i>EH</i>	<i>Kingdom of Emerald Hills</i>
<i>GS</i>	<i>Granite Spyre</i>
<i>MS</i>	<i>Mushroom Shrine</i>
<i>SW</i>	<i>Stormwall</i>
<i>WL</i>	<i>Kingdom of the Wetlands</i>

**Type:** Animal, Civilized Race, Insect/Arachnid, Oriental Monster, Standard Creature, Servant Monster, Mystical Creature, or Undead Creature.

**Q/M Ratio:** Questor to monster ratio. This category is designed to give quest organizers an idea of how many questors it should take to kill a monster at its lowest level. If the word 'QUEST' is found after these numbers, the monster should only be used in a quest scenario and not in an average battlegame.

**Armor:** There are two types of armor, Natural and non-natural. The points of inherent armor a monster has before any additional worn armor is donned is Natural armor. Natural armor may be recovered by a *Heal* spell (recited once for each point of armor, in each location, that is being repaired). Monsters that can regenerate may recover a point of natural armor every 50 count. Natural armor also adds to armor bestowed by *Berserk* ability.

Any armor not referred to as Natural is, of course, non-natural armor. Non-natural armor is the armor we are all used to. Chainmail and studded leather are examples. Non-natural armor must be worn for a Monster to receive additional man-made protection (refer to Amtgard: Handbook on the Rules of Play, for a detailed description of non-natural body armor).

Some Monsters have a special type of armor called *Invulnerability*. *Invulnerability* is the pinnacle of protection. Every hit against invulnerable armor (whether it be a melee blow, a bolt of magic, a projectile or a verbal spell) will do a single point of damage to that location. Magics that do not do damage to a specific location (i.e.: *Sleep*) will do a point of damage to the torso.

This section also states what kinds of shields, if any may be used by a Monster. For simplicity of play, all shields are treated as if a normal Amtgard class was using them (i.e.: Warrior). For a Monster to use a shield, this section must specifically state that a shield is available to it.

**Attacks:** This section includes the weapons that the Monster may use. Any weapon that is referred to as Natural (this includes claws, tails, and the like) are considered part of the monster. Any non-melee weapon that strikes a Natural weapon will deal damage to the limb wielding it, even if the limb is simulating a tail, etc. A *Heal* spell can bring back the limb and the weapon. Spells that require a weapon as a target have no effect on Natural weapons (i.e.: *Heat Weapon*, *Pyrotechnics*, etc.)

Some weapons are termed *White* weapons. There are two types. The first are the poisonous ones. They act in exactly the same manner as an Assassin's *Poison* ability. The second type are those that do damage as a siege weapon. These weapons will kill a person through his shield and/or armor in a single blow Only the strongest of magics can protect against these weapons.

**Abilities:** This category is for any special abilities that the Monster has beyond those inherent to its type.

**Vulnerabilities:** Any specific weaknesses the Monster has are listed here.

**Garb:** Garb is a requirement for ALL Monster classes. No garb, no play. While this section suggests what type of garb may be worn by a Monster, imagination is the key. Have fun and wear the garb you and the Guild Master of Monsters feels best personifies the Monster.

**Description:** Herein is a narrative about the Monster.

**Lives:** The initial number of lives that the Monster has. Not all monsters have a limit to their number of lives.

**Levels:** Here can be found a level by level description of abilities. Some Monsters do not have levels.

Monster levels differ from other Amtgard levels. The Monarch and Guild Master of Monsters decide the level of Monster to be played in a quest. If the Monarch and GM of Monsters have allowed a Monster to be played in a battlegame, the level of the Monster is determined by the amount of credits the person playing the monster has accumulated.

Creatures in this category are generally non-intelligent in that they do not build structures, use tools, or practice “civilized” behavior. Most Beasts tend to travel in packs (or flocks) for support and protection.

Monsters in this category are afraid of open flame. Beasts will never approach more than 10 feet from a source of fire (charged *Fireball*, *Sword of Flame*, *Flamewall*, torch, etc.) unless they are cornered and forced to fight.

## WOLF, ALPHA

(SW; Corwin)

**Q/M:** 1/1

**Armor:** 2 points, non-sectional (Natural)

**Attacks:** two daggers or one short sword (Natural)

**Abilities:**

- 1) *Pass Without Trace* (1/game) (as Druid ability, may be used while running)
- 2) *Barbarian Immunities*
- 3) *Heal Self* (1/life) As Barbarian, but no herbs are required.
- 4) *Lupine Presence* (at level) Only works on wolves, wild dogs, werewolves, and other non-giant animals. This is not magical, but borne of fear and respect.
- 5) *Tracking* (as Scout, at level)

**Garb:** Gray, brown, or black fur. A big furry tail, long pointed ears.

**Description:** The strongest male wolf who leads and protects the Pack. He is also the only one allowed to mate. Only one Alpha Wolf will ever be present in a given pack.

**Lives:** 5

**Levels:**

- 1st As above
- 2nd *Lupine Presence*
- 3rd *Tracking* (1/life)
- 4th *Pass Without Trace* becomes (1/life)
- 5th Weapons become Red
- 6th Armor becomes sectional

## WOLF, PACK MOTHER

(SW; Corwin)

**Q/M:** 2/1

**Armor:** 1 point (Natural)

**Attacks:** two daggers or one short sword (Natural)

**Abilities:**

- 1) *Pass Without Trace* (1/game) (as Druid ability, may be used while running)
- 2) *Barbarian Immunities*
- 3) *Lick Wounds* (as Healer *Heal*, only usable on packmates and self, 1/life)
- 4) *Cure Poison and Disease* (as Healer, at level)
- 5) *Tracking* (as Scout, at level)
- 6) *Death Howl* (as Monk *Transfer Life*, at level) By standing over a fallen packmate and howling loudly for a 10 count, the Mother Wolf *transfers* one of her lives to the recipient. The Mother Wolf *can* sacrifice her last life in this manner.

**Garb:** Gray, brown, or black fur. A big furry tail, long pointed ears.

**Description:** Pack Mothers are the Alpha Females who treat the ills of the pack. She is usually the mother of many of the cubs in her pack and is accorded almost as much respect as the Alpha Male.

**Lives:** 4

**Levels:**

- 1st As above
- 2nd *Cure Poison* OR *Cure Disease* (1/life)
- 3rd One additional *Lick Wounds* (total 3/life)
- 4th Natural weapons considered Red
- 5th *Tracking* (1/life)
- 6th *Death Howl* (1/game)

## RUNNING WITH THE PACK

A Pack of Wolves is nothing to take lightly. Just because they don't have flashy powers or tons of armor doesn't mean they can not be a force to be reckoned with. A challenging Pack should always contain one Alpha Male, one Pack Mother and one normal Wolf per active Questor. Toss in a Werewolf Lycanthrope to even things up on the Packs side, or, if things look bad for the Questors, loose any Natural armor the Wolves have to balance things out.

Now suppose you want to have a lot of Wolves, but don't have the on-hand personnel to make it feasible. Then what? The all-purpose fixed-enchantment-style solution! Mark off an area and designate it to be the Pack's "Hunting Grounds." Put one or two Wolves inside, any Questor who takes a leg wound is considered slain (when they fall to the ground, the imaginary Pack gobbles up the crippled and weak!). Or don't bother with any Monsters at all, just make it so anyone who enters the area takes a leg wound in 5 seconds and is eaten in 10.



## WOLF

(WL; Various)

**Q/M:** 1/1

**Armor:** 1 point, non-sectional (Natural)

**Attacks:** two daggers or one short sword (Natural)

**Abilities:**

- 1) *Pass Without Trace* (1/game) (as Druid ability, usable while running)
- 2) *Barbarian Immunities*
- 3) *Heal Self* (1/life) As Barbarian, but no herbs are required.

**Garb:** Gray, brown, or black fur. A small furry tail, long pointed ears.

**Description:** Uh...they look like mean dogs with more hair.

Wolves also travel in packs for safety.

**Lives:** 4

**Levels:** One additional *Pass Without Trace* (total 2/game) at 3rd level.  
One additional point of non-sectional armor (total 2) at 5th level.

# Civilized Races\*\*

The creatures detailed below are only "Monsters" in the absolute loosest sense of the word. Some of them are not true "races" at all, but tribes of mankind who have somehow separated themselves from the whole of humanity. The only unifying factor of the creatures in this section is that they all use tools, build shelters and clothe themselves.

## ELF, NIGHT

### Elf, Night

(WL; Inspired by Warcraft III)

**Q/M:** 2/1

**Armor:** May wear up to three points, small or medium shield

**Attacks:** Any non-hinged melee weapon, javelins, any bow (except crossbows)

### Abilities:

- 1) *Entangle* (as Druid, by levels) Only male Night Elves have this ability.
- 2) *Invisibility* (as Brownie, at level) Only female Night Elves have this ability, usable for up to 500 count in a battlegame.
- 3) *Pass Without Trace, Mend, Commune, Heal* and *Barkskin* (as Druid, by levels)
- 4) May wear enchantments and wield Relics.

### Vulnerabilities:

- 1) Night Elves hate Orcs, Goblins, Trolls and generally any race which harms the environment without giving anything back (including particularly wasteful humans). These beings can expect no mercy, and Night Elves will attack these enemies relentlessly.

**Description:** One of the First Elven Nations, long forgotten by Man, the Night Elves have served as eternal protectors of the most ancient forests of Amtgardia. Night Elves are reclusive in the extreme, shunning even High Elven Court except during time of war. Only in the last few yews have these xenophobic shadow-walkers been seen again in the Kingdoms. Their skill as master infiltrators have earned them a reputation as sneaky and vicious mercenaries. Couple that with a penchant for wiping entire Orcish caravans from existence, just for fun, and the Elves of the Night have begun to make quite a name for themselves in a short period of time.

**Garb:** Elves are intelligent hominids and clothe themselves in the manner of Mankind, though cloaks are worn frequently to help disguise Elven heritage while passing amongst humans. Night Elves revel in their oneness with nature and dress accordingly: browns and greens for daytime and dark blue and black for after dark.

**Lives:** 3

### Levels:

- 1st *Pass Without Trace (1/life)*  
*Entangle (1/life, reusable)* or *Invisibility (100 count per game)*
- 2nd *Heal* and *Mend (1/life)*
- 3rd *Barkskin (1/game, may place on self if wearing no additional armor)*
- 4th *Commune (1/game)*  
*Entangle (now 2/life, reusable)* or *Invisibility (now 200 count per game)*
- 5th *Barkskin (now 2/game, may place on self if wearing no additional armor)*  
*Heal* and *Mend (now 2/life)*
- 6th *Entangle (now 4/life, reusable)* or *Invisibility (now 300 count per game)*

## GYPSEY

(GS; Fionnghal)

**Q/M:** 1/1

**Armor:** Up to 1 point (at 5th level).

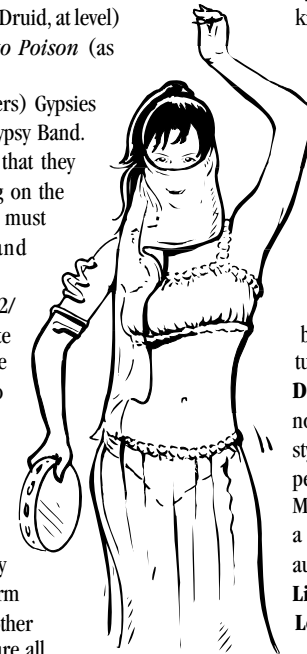
**Attacks:** Short swords, daggers and throwing daggers only.

### Abilities:

- 1) *Steal Object* (as Thief, by levels)
- 2) *Sleep Powder* (at level) One purple padded *Sleep Powder Bolt*. (Reusable. Only one can be carried at a time.) To charge, hold in hand and say "Sleep Powder" x5 Upon a hit, the victim must *Sleep* for 300 count and cannot be attacked. Since this simulates the victim being drugged, only Berserkers and those immune to poisons are immune to this ability. *Cure Poison* or *Antidote to Poison* removes the effects of *Sleep Powder*.
- 3) *Prophecy* (at level) Enchantment. Once per game. Must hold a yellow ribbon in hand and say "I foresee a disaster" x10, tie on ribbon. Will negate only one (1) physical hit or magical attack. Usable on oneself or another. This simulates the Gypsy "foreseeing" the future for himself or another, and thus allowing the barer to avert disaster.
- 4) *Dying Gasp Curse* (at level) 20' range. When the Gypsy is killed he/she has the option of cursing his/her opponent upon his/her last dying gasp. Gypsy states upon dying "I curse thee with my last dying

gasp" x1. Will kill after a hundred (100) count unless removed by *Remove Curse* or if the victim is bearing *Protection from Death* enchantment. Only 5th level or higher monks are immune.

- 5) *Evil Eye* (at level) Once per Game. 50ft range. (As per Druid *Finger of Death* in that it is instantaneous death.) Point finger at victim and say "(Name or class) I call for your Death" x5. Only 5th level or higher monks are immune or if the victim is bearing *Protection from Death* enchantment.
- 6) *Luck Point (1/life)* This must be indicated with a purple or multicolored ribbon and is negated if the Gypsy wields a sword until 5th level.
- 7) *Pass without Trace* and *Heal* (as Druid, at level)
- 8) *Poison Weapon* and *Antidote to Poison* (as Assassin, at levels)
- 9) *Gypsy Band Powers* (by numbers) Gypsies on the same team can form a Gypsy Band. Gypsies in a band have powers that they collectively can utilize depending on the size of the band. Gypsy Bands must remain stationary to use Band Powers.
  - a) *Perform* (2 or more Gypsies, 2/ game) The Gypsies must state collectively "Come one, come all, We the Gypsies are about to Perform" x3. They must then either dance, perform music, sing or tell stories, tell jokes etc.. During which the Gypsy Band cannot move from their places, be harmed nor can they harm others. They must perform no more than 4 ft from one another and *Perform* ends when they are all are simultaneously silent for more than five seconds or when one or more separate further then 4 feet from the others. Note: Once *Perform* is begun, no more Gypsies may join.
  - b) *Gypsy Charm* (4 or more Gypsies, 20ft range, 2/ game) The Gypsies must state collectively to intended victim (Name or Class) "Come and run away with the Gypsies" x3 Victim is then charmed by the gypsies for 300 count and must do their bidding. One reasonable request, and cannot be harmed by Gypsies while charmed. Those immune to charm magic are immune.



- c) *Plead for Sanctuary* (6 or more Gypsies, 1/game) Victim must be visibly a Knight, Squire, Royalty, or Nobility (i.e. wearing a circlet, cornet or crown denoting rank and/or a white or red belt, unadorned chain or spurs.) Gypsies must surround the victim in a circle of no more than a 20' radius, kneel before him/her and state collectively "We plead for your protection, O mighty and fearless one" x3. The victim must then defend the Gypsy Band for the rest of that life. No one is immune.

### Vulnerabilities:

- 1) Gypsies cannot attack other Gypsies, their kinship to one another is too strong.
- 2) Affected by *Bardic Presence* as per Barbarian (Due to the kinship they have with Bards.)
- 3) Gypsies are most comfortable with knives and prefer close combat. Any gypsy would most likely prefer to sell a sword seeing it more for its monetary value than its advantage in the field.

**Garb:** Must wear a multicolored bandanna that covers the head and a bright tunic.

**Description:** Gypsies are a race of human nomads who have adopted a particular lifestyle. Gypsy bands travel the countryside, performing for the nobles and peons alike. Most of these performances merely provide a cover for the Gypsies to rob their audiences.

**Lives:** 4

### Levels:

- 1st *Steal Object (1/life)*  
*Luck Point (1/life)*
- 2nd *Pass without Trace (2/game)*
- 3rd *Sleep Powder* OR *Poison Weapon (1/game)*  
*Antidote to Poison (will cancel Sleep Powder)*
- 4th *Prophecy (1/game)*  
*Heal (1/game)*
- 5th May use a sword without loss of *Luck Point*.  
*Dying Gasp Curse (1/game)*  
May wear up to 1 point of armor.
- 6th *Evil Eye (1/game)*

Note: There can only be one 6th level Gypsy in a game.

# Civilized Races\*\*



## SKIRIT

(WL: Inspired by Warhammer 40K)

**Q/M:** 1/1

**Armor:** May wear up to 2 points, small or medium shield

**Attacks:** Any short melee weapon

**Abilities:**

- 1) Immune to *Poison* and *Disease*
- 2) *Poison Weapon* (as Assassin, at level)
- 3) *Improve Armor* (as Warrior, at level)
- 4) *Sneak* (as Monk *Sanctuary*, at level) The Skirit have made a science of skulking about unseen. They may carry one small melee weapon in hand while *Sneaking*.
- 5) *Tracking* (as Scout, at level)

**Vulnerabilities:** Skirit may not enter an *Anti-Magic* area.

**Description:** The Skiriti Nation hold sovereign rule of the cess pits and garbage dumps of the Wetlands. The Skiriti are a race of bipedal rats, filthy vermin thriving in the darkest and foulest places where others pile their refuse. Skiriti are unhygienic to a fault, socially backward and the only manners they seem to have are all bad. They have long rat snouts, beady black eyes and are covered in black or brown fur, except for the ears and tail, which are bald. A lone Skirit is not much to worry about, two are a nuisance, three is trouble and five is an invasion. They fight to survive and run when outnumbered.

**Garb:** Mickey Mouse ears, rat-face makeup, brown fur and hodgepodge armor.

**Lives:** 5

**Levels:**

- 1st As above
- 2nd May *Poison Weapon* (1/life)  
*Sneak* (1/game)
- 3rd May use throwing weapons
- 4th *Sneak* (now 1/life), *Tracking* (1/life)
- 5th *Improve Armor* (1/game)
- 6th May wear up to 4 points armor  
OR use a short bow,  
One additional life (total 6)

## THIEF

(Dragonspine; Alaeric Sigurdsson)

**Q/M:** 1/1

**Armor:** Up to 2 points initially. The armor must be made of cloth or leather, but may include studs, rings, or scales.

**Attacks:** Any single-handed sword under 4 feet in length, any single-handed club under 3 feet in length, melee daggers and throwing daggers. The Thieves Bag may be filled with foam and used as a Stun-only weapon, but the bag itself must be held (i.e.: can not be swung by the drawstring) The Bag may be used to block and takes damage as a weapon.

**Abilities:**

- 1) *Steal Object* (by levels) Range 20 feet, must say "I steal that (specific object)" x3. The object may be retrieved from the thief within a 100 count by making the thief return or drop the item. The thief may drop an object at any time during the initial 100 count by saying, "I drop this (object)" x1. The owner may then stop for a count of 5 to retrieve the object. If the object is not retrieved within the 100 count, the object and any enchantments are considered lost. The player must return to base for another 100 count to retrieve a new object. This ability only *simulates* theft, it does not allow the thief access to other people's personal equipment. Once something has been stolen, it is unusable unless it is retrieved, dropped, or the 100 count is made at a base. The victim does *not* give the equipment to the thief (unless the victim is agreeable to such a thing, always ask first before using someone else's belongings) This ability does not work on game items, garb, armor, Enchanted shields, or any item that is in use when the thief Steal chant began. (i.e.: a Warrior engaged in combat could not have his sword stolen, but if the Warrior is just standing around, it can be stolen. A spellbook is considered "in use" only if the victim is actively casting magic.)
- 2) *Hide in Shadows* (by levels) Thief must enter shadows, let go of their weapons, and say "Hide in Shadows" x2. Under no circumstances may a thief carry weapons in his hand or under his arms, and must maintain a chant of "Hiding..hiding..." (much like Monk *Sanctuary*) the entire time they are hidden. Shadows must be fairly large and completely stationary (i.e.: one may not hide in the shadow of a

large person, but parked cars are acceptable) While hiding, the thief may move freely, so long as they remain within the shadows, maintain the chant, and do not approach within 15 feet of an enemy that is *not* hidden (i.e.: may only approach those who are *Teleporting*, *Passing without Trace*, inside a *Circle of Protection* or *Plant Door*, or *Communing*, though they are still unable to affect those players) If an enemy comes within 15 feet, the thief must either remain still or move away without breaking any other restrictions. Thieves may not Hide in Shadows while carrying game items or for a 100 count after stealing a special object, such as a spellbook or an enchanted item.

- 3) *Find and Disarm Traps* (by levels) The thief can determine the presence of any trap. The thief must say "Find traps" x5, and then call for a reeve to determine the presence of any traps. To disarm a trap, the thief must say "Disarm trap" x10. The trap is then rendered nonfunctional. The thief may locate any trap, including magical ones (i.e.: fixed enchantments), but may only disarm non-magical ones. This ability may be used to render the thief immune to Scout *Entangle Trap*, simply inform the Scout that the ability is being used, and the effect is canceled out. Both Scout and Thief lose their per life ability, though.
- 4) *Hindrance* (by levels) To get away while being chased, the thief may say "Slip away" x3. This may be said while moving. All pursuers must then halt for a 10 count while they try to "figure out which way" the thief went. Scouts of 4th level and higher are immune to this ability.
- 5) *Escape* (by levels) The thief may escape after having been captured or subdued by saying "Slip these bonds" x10. The thief may then leave at their leisure, though they may feign incarceration as well. This ability is not detectable by anyone hearing or watching the thief.
- 6) *Climb Surfaces* (by levels) Thieves may scale any wall (tree, cliff, boulder, etc.) by saying "Climb walls" x10. The thief is then considered to be on top of the surface in question and may only be attacked by ranged attacks and spells. Also, the thief can only throw daggers as an attack while "on top of" the surface. To climb down again, the thief must say "Climb walls" x10. This ability may be combined with Hide in Shadows.
- 7) *Open Locks* (by levels) The thief may open any

locked chest or door by saying "Open Lock" x20. The thief may then pass through the door, claim the contents of the chest, etc. To close the lock again, say "Close Lock" x20. This ability does not remove any traps associated with the lock.

8) *Cover Trail* (by levels) By saying "I cover my trail" x10, the thief become immune to Tracking for a 300 count and can not be tracked after that time if they remain stationary. This ability may be combined with Hide in Shadows and Climb Walls.

9) Immune to all forms of *Honor Duel*

**Vulnerabilities:** Thieves can not be with out their bags for more then a 300 or they revert to first level Warriors for the remainder of that life or until the bag is regained.

**Garb:** A dark colored tunic or tabard. Thieves must carry a medium- to large-sized bag.

**Description:** Thieves are... well, they're thieves. They steal from those who have what they want (usually money food or weapons). Thieves congregate in guilds, families and gangs for mutual support, protection, and to form a network of informants. Not all thieves are evil. Some, like the mythical Robin Hood, rob from only corrupt nobles and the like.

**Lives:** 4

**Levels:**

- 1st *Steal Object* (1/life)  
*Hide in Shadows* (1/life)
- 2nd *Find and Disarm Traps* (1/life)  
*Hindrance* (1/life)
- 3rd Additional *Steal Object* (total 2/life)  
*Escape* (1/game)  
*Climb Surfaces* (1/life)
- 4th Additional *Hide in Shadows* (total 2/life)  
*Open Locks* (1/life)
- 5th May wear up to 3 points of armor  
(class restrictions still apply)  
Additional *Escape* (total 2/game)
- 6th *Cover Trail* (1/life)  
Additional ability from lower level, choices limited to: *Steal Object*, *Hide in Shadows*, *Hindrance*, and *Escape*

# Mystical Creatures

Mystical creatures are exactly the same as standard creatures except they all have one common vulnerability. Due to their extreme magical nature, the Wizard enchantment *Anti-magic* reduces the monster's level by one (Note: a Monster can not be reduced below first level).



# Mystical Creatures

## ARACHNAE (SPIDER, GIANT INTELLIGENT)

(SW: Wyngarde)

**Q/M:** 3/1

**Armor:** 1 point Natural

**Attacks:** one short sword (Natural)

**Abilities:**

- 1) *Climb Surface* (as Thief, modified) The Arachnae can only use *Entangle* bolts as an attack while "on top of" the surface. To climb down again, the Spider must say "Climb walls" x10.
- 2) *Entangle* (unlimited) To simulate spinning webs. Arachnae can attack targets inside their web without penalty. Hold bolts and declare "Entangle" x5 before throwing.
- 3) *Set Traps* (as Assassin, unlimited) Spider *Traps* must be struck at 10 times on all arms and legs before victim is freed.
- 4) Spellpoints gained by level. May cast spells as any one type of spellcasting class (Wizard, Healer, Druid, or Bard) though the creature's natural weaponry does not cost spellpoints. Additionally, Arachnae may not cast any spell requiring a spellball except their own *Entangle*, see above), but are exempt from using a wand. Arachnae are Ambidextrous.

**Garb:** Black garb, multiple arms. Big red bug eyes.

**Description:** These fell creatures of darkness are an abomination to the other intelligent races. Arachnae are twisted and evil, reveling in the terror and mayhem they are capable of inflicting. Once thought to be peaceful, these treacherous beasts have made pacts of trade with local human communities, only to betray that trust at the first sign of weakness.

**Lives:** 3

**Levels:**

- |     |   |
|-----|---|
| 1st | 5 spellpoints (1st level spells only)         |
| 2nd | 10 spellpoints (5 points, 1st and 2nd levels) |
| 3rd | 15 spellpoints (5 points of 1st - 3rd level)  |
| 4th | 20 spellpoints (5 points of 1st - 4th level)  |
| 5th | 25 spellpoints (5 points of 1st - 5th level)  |
| 6th | 30 spellpoints (5 points of 1st - 6th level)  |

### A STICKY SITUATION

This seems like a good time to remind potential Quest Masters that Monsters, in and of themselves, are often not enough to challenge an experienced group of players. The Arachnae, above, are a fine example of an encounter that can be made more lethal, not by adding more creatures, but by making the encounter area itself more hazardous. In the case of any Spider-type Monster, take a roll of blue flagging tape and run it back and forth between trees until you have a nice cobweb pattern. Any player who tries to climb through is stuck fast until *someone else* frees them ... of course, the race is on to save them before the spiders come for a snack!

## LYCANTHROPE

(BL: Naes)

**Q/M:** 2/1

**Armor:** 2 points Natural

**Attacks:** 2 Short swords (Natural, Red)

**Abilities:**

- 1) *Tracking*, as per Scout ability.
- 2) May go *Berserk* as per Barbarian.
- 3) Lycanthropes may only be harmed by magical or silver weapons, and these will only deal normal damage, with no side affects.
- 4) Immune to *Sleep* and *Yield*.

**Vulnerabilities:**

- 1) A *Cure Disease* will cause a Lycanthrope to revert into its original form for the rest of that life. Note: original form should be considered a peasant warrior, unless the were is an infected one.

**Garb:** Varies as per the animal portrayed.

**Description:**

These are the are the feared creatures of legend who may change their form from human, to not-so-human. They may be wolves, bears, tigers, rats, or any animal. There are two types of Lycanthropes:

- a) The natural Lycanthrope, which was born with the ability to shift form. They have full control over their changes, and are cunning to the extreme.
- b) Those who have been infected with the disease by the bite of a true Lycanthrope, and are doomed thereby. They have no conscious control over their actions or changes, attacking anything blindly and are usually controlled by a true Lycanthrope. Any one killed 3 times by a Lycanthrope, will become one of these, for the remainder of their lives, under the control of the one who transformed them.

**Lives:** 3

**Levels:**

- |     |                                |
|-----|--------------------------------|
| 1st | <i>Berserk</i> on last life    |
| 2nd | As above                       |
| 3rd | <i>Fear</i> (1/life)           |
| 4th | <i>Berserk</i> on last 2 lives |
| 5th | As above                       |
| 6th | <i>Berserk</i> on last 3 lives |



# Mystical Creatures

## MIMIC

(GS: Fahj)

**Q/M:** 1/1

**Armor:** As Class

**Attacks:** As Class

**Abilities:**

- 1) *Mimic* (as Bard, modified, 1/life) At the start of every life, the Mimic chooses which class it will play for the remainder of that life. The level of the chosen class is set at the same level of the Monster (i.e.: a 4th level Mimic may be a 4th level Healer on one life, a 4th level Monk on the next, and a 4th level Assassin on the one after that). Classes must change every life and no class may be played more than once in a battlegame. Paladins, Anti-Paladins (and Raiders) may not be Mimicked by this Monster. All class requirements must be met in order play a chosen class (i.e.: garb, sashes, spell lists, etc.)

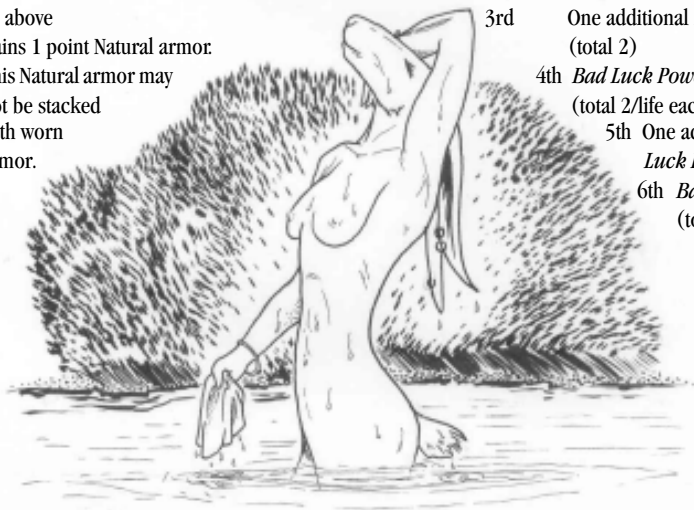
**Garb:** As Class

**Description:** Mimics, sometimes referred to as Doppelgangers, are a rare and terrifying breed of shapeshifter. Able to pass themselves off as a staggering variety of human and demi-human forms, the Mimics often slay unwary travellers and assume their forms.

**Lives:** 3

**Levels:**

- |     |  |
|-----|--|
| 1st | As above   |
| 2nd | As above   |
| 3rd | One additional life per battlegame (total 4)   |
| 4th | As above   |
| 5th | As above   |
| 6th | Gains 1 point Natural armor<br>This Natural armor may<br>not be stacked<br>with worn<br>armor. |



## POOKA

(WL: Stargazer)

**Q/M:** 2/1

**Armor:** *Luck Points* (by level)

**Attacks:** Two short swords or melee daggers (Natural)

**Abilities:**

- 1) *Luck Points* (by levels) The Pooka may ignore one physical hit to any location per Luck Point. This is proof against spellballs, but not verbal magic.
- 2) *Bad Luck Powers* (by levels) *Shove, Hold Person, Wounding, Pyrotechnics, and Heat Weapon* (as Wizard, but are not magical in nature) Invoke any power by saying "I call upon misfortune to (Shove Thee, Hold Thee, Wound Thy Left/Right Arm/Leg, Destroy Thy Weapon/Shield/whatever)" x3 All Bad Luck powers may be used while moving.
- 3) Pookas may wear and carry enchantments.
- 4) *Sneak* (as Monk *Sanctuary*)

**Garb:** As a Catperson or Lepus, other combinations possible.

**Description:** Pooka are mischievous spirits who delight in tormenting Mankind with a variety of tricks and pranks. Pooka generally assume the form of a humanoid with distinctly animalistic features (i.e.: cat-person, huge rabbit, etc.) They are not usually cruel in their humor unless the victim is particularly evil.

**Lives:** 3

**Levels:**

- |     |   |
|-----|---|
| 1st | One <i>Luck Point, Sneak</i> (1/game)<br><i>Bad Luck Powers</i> (1/life each) |
| 2nd | <i>Sneak</i> (1/life)   |
| 3rd | One additional <i>Luck Point</i><br>(total 2)                                 |
| 4th | <i>Bad Luck Powers</i><br>(total 2/life each)                                 |
| 5th | One additional<br><i>Luck Point</i> (total 3)                                 |
| 6th | <i>Bad Luck Powers</i><br>(total 3/life each)                                 |

# Servant Monsters

These Monsters are not native to the Realm of Amtgardia but may be summoned here by powerful spellcasters. A specific type of spellcaster may sacrifice spellpoints to have one (or more) of these Monsters enter the game on their team. Servant creatures will rarely betray their summoners and will serve to the best of their ability.



## DEMON

Whether known as devils, Dark Powers or hellspawn, the beings presented below are universally vile and despicable; gradually leading any mortal who would skirt the edges of damnation in their misguided quests for personal power. Demons have no place in the natural order of things, and as such, revel in their destructive power and practically unchecked conquest of human souls. While larger and more powerful demons fall under the auspice of Extra-Planar Entity (DUA7), lesser hellspawn can be summoned (through the expenditure of spell points, much like Elementals) by potent spellcasters wishing to add some firepower to one twisted plot or another (the parenthetical number following each entry is the cost in spellpoints per 10). Other times, these beasts enter Amtgardia of their own accord or those of their Dark Masters. All Demons are immune to Flame, Poison and Death magic.

## BLADES (4)

(WL; The Slayer)

**Q/M:** 3/1

**Armor:** Up to 6 points, any shield

**Attacks:** Any melee weapon

**Abilities:**

- 1) Immune to Magic of all kinds. Spells and enchantments have no effect on Blade Demons, nor any equipment used by such a demon.
- 2) *Honor Duel* (unlimited) only one player at a time may be so ensnared. This is a non-magical ability.
- 3) All weapons do +1 damage to armor when used by a Blade.
- 4) *Fear* (non-magical, by levels)
- 5) *Improved Shield and Armor* (as Warrior, at levels)

**Vulnerabilities:** Not even Heal or Resurrect works on Blades, though they may benefit from non-magical versions of these abilities.

**Garb:** Armor. The blacker and more evil-looking, the better. Black or red face-paint, horns or other symbols of hellish design.

**Description:** The Blade Demons are Hell's foot soldiers. Through continuous bloody warfare, the Blades strive to bring glory to their Dark Masters. Blades are generally tall and muscular beasts bearing all manner of fangs, talons, horns, tails and vestigial bat wings. Only Healers may summon Blades.

**Lives:** 1 (if summoned), otherwise 3

**Levels:**

- |                 |   |
|-----------------|---|
| 1 <sup>st</sup> | <i>Fear</i> (1/game)                                      |
| 2 <sup>nd</sup> | One additional <i>Fear</i> (total 2/game)                 |
| 3 <sup>rd</sup> | May Improve their own shields (1/game)                    |
| 4 <sup>th</sup> | <i>Fear</i> now (1/life)                                  |
| 5 <sup>th</sup> | Melee weapons now do +2 points vs armor                   |
| 6 <sup>th</sup> | May <i>Improve</i> their own armor<br>(maximum 7, 1/game) |

### IT SHOULD GO WITHOUT SAYING...

*But I'll say it anyway: Amtgard does not, and should not, espouse any religious beliefs. Demons, in all their fictional and philosophical forms, are creatures of evil, and many people have developed a pathological aversion to anything resembling "devil worship." If you have such players in your groups (especially if you have minors to contend with) - please, take my advice and leave the "demons" out of your games.*

# Servant Monsters

## DAEMON-MATE (3)

(WL; Various)

**Q/M:** 2/1

**Armor:** 1 point (Natural)

**Attacks:** Any melee weapon under 4'

**Abilities:**

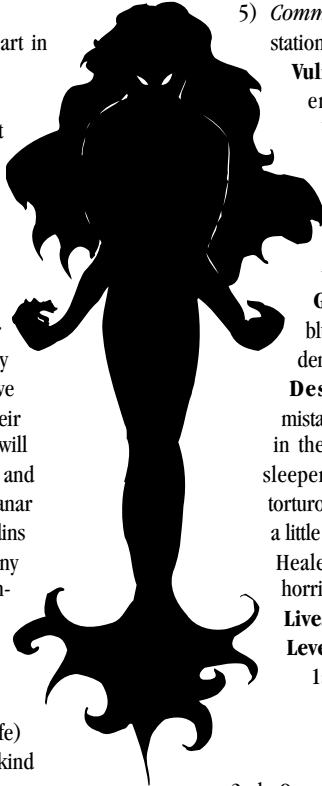
- 1) *Immune* to all forms of Magic.
  - 2) *Energy Drain* (1/life) Say "Energy Drain" x1 while touching victim, dead or alive. Victim loses one level from class for rest of game. May not be used on Paladins.
  - 3) *Awe* (at level) by saying "Thou art in awe" x2. Victim cannot run away.
  - 4) *Fear* (as Troll, at level)
  - 5) *Teleport* and *Stun* (as Healer, at level)
- Garb:** Sinister black garb, "unholy" symbols, small horns or bat wings.

**Description:** Also called Succubi or Incubi, these are the minor Daemons who harvest souls for their masters. They can take any form, but usually that of attractive member of the opposite sex of their intended victims. Succubi/Incubi will only band with others of their kind, and will readily follow any evil Extra-Planar Entity. They also enjoy hunting Paladins and other followers of Goodness. Any spellcaster may summon a Daemon-Mate.

**Lives:** 3

**Levels:**

- 1st As above
- 2nd *Awe* (1/life) or *Fear* (1/life)
- 3rd May follow anyone in any kind of *Teleport*
- 4th May attack players in *Sanctuary* or *Commune* without penalty
- 5th May take the form of any player (1/game) Gains that players class abilities, armor values, etc. Must be treated as that player (teammates will most likely not attack, etc.) If the Daemon Mate attacks a friendly teammate, the ruse is *Dispelled* instantly
- 6th *Teleport* (1/life), *Stun* (1/life)



## DREAMSTALKERS (4)

(WL; The Slayer)

**Q/M:** 3/1

**Armor:** None initially

**Attacks:** Any short weapon, plus spellballs

**Abilities:**

- 1) *Teleport* (as Wizard, by levels)
- 2) *Fear* (by levels)
- 3) *Petrify* (as Wizard, by levels, non-magical)
- 4) *Protect* (as Healer, by levels)
- 5) *Commune* (as Druid, at level, may use any stationary object, not just trees)

**Vulnerabilities:** Dreamstalkers may not enter an Anti-Magic Zone. Anyone bearing Emotion Control: Confidence is completely immune to this demon, and casting it on the demon will slay it outright (consider the range 10' unless coupled with Extension, then use the standard 20').

**Garb:** Flowing robes of white, gray or blue to denote the shadowy form of these demons.

**Description:** Dreamstalkers, often mistaken for Ghosts, are the demons of Fear in the Night. By infiltrating the minds of sleepers and subjecting them to various torturous dreams, the Stalkers hope to bring a little more suffering to the world. Wizards, Healers and Bards may summon these horrific beasts.

**Lives:** 1 (if summoned), otherwise 3

**Levels:**

- 1st *Teleport* (1/life)  
*Fear* (1/life)  
*Petrify* (1 reusable bolt)  
*Protect* (1/life)
- 2nd One additional *Fear* (total 2/life)
- 3rd One additional *Protect* (total 2/life)  
One additional *Petrify* bolt (total 2)
- 4th *Commune* (unlimited)
- 5th One additional *Teleport* (total 2/life)
- 6th Dreamstalkers of this level are immune to all non-magical weapons

# Servant Monsters

## HOUNDS OF HELL (3)

(EH, WL; Various)

**Q/M:** 3/1

**Armor:** 1 point Natural Invulnerable

**Attacks:** 2 melee daggers (Red, Natural)

**Abilities:**

- 1) *Immune* to fire based attacks, death magic, charms, controls, and holds.
- 2) Leg wounds as Centaur.
- 3) *Fireballs* act as *Heal* or a *Mend*. Own *Fireball* does not count!
- 4) *Fireball* (as Wizard, by levels)
- 5) *Flameblade* (as Druid, at 4<sup>th</sup> level) This power is non-magical

**Vulnerabilities:** *Banish* kills a Hell Hound instantly.

**Description:** Large, rust-red or black dogs that come from the lower planes of existence. They will only band with others of their kind, evil Extra-Planar Entities, and Anti-Paladins. Only Wizards and Healers may summon such Monsters.

**Garb:** Red or black garb, tails and dog ears. Spiked leather collars would be cool, too.

**Lives:** 2

**Levels:**

- 1st As above.
- 2nd Armor becomes 2 points Natural Invulnerability.
- 3rd *Fireball* (1 bolt/unlimited)
- 4th Daggers treated as *Flameblades*
- 5th *Fireball* (2 bolts/unlimited)
- 6th *Fireball* (3 bolts/unlimited)



## NIGHTMARE (4)

(SW; Reginald Macginnnty)

**Q/M:** 4/1

**Armor:** 1 points Natural Invulnerable initially

**Attacks:** 2 long swords (natural, Red)

**Abilities:**

- 1) *Teleport* with rider (as Wizard, by levels)
- 2) *Many legged* first hit that would injure a leg causes nightmare to walk. Treat all further injuries to legs as normal.
- 3) *Fear* (by level)
- 4) May pass freely through *Forcewalls* and *Thornwalls* while carrying rider
- 5) Immune to non-magical weapons.

6) *Regeneration* (at level) Nightmares regain lost limbs or armor at the rate of one limb or point per 100 count.

**Vulnerabilities:**

- 1) May not enter *Anti-Magic* areas.
- 2) *Banish* and *Turn Undead* both affect Nightmares, even though they are not Undead.
- 3) May never enter an area of direct sunlight. Nightmares refuse to leave the safety of shadow.

**Garb:** Black sleek fur, long mane and tail. Both long swords should be black.

**Description:** Nightmares are the preferred mounts of Dreamstalkers,

Headless Horsemen and spellcasters seeking to do evil under cover of darkness. Nightmares are intelligent and, unlike other Demons, never try to trick or mislead their summoner. Only Wizards and some powerful Monsters may summon a Night Mare.

**Lives:** 2, unless Nightmare is given a rider in a Quest then nightmare will keep coming back as long as rider is not shattered.

**Levels:**

- 1st *Teleport* (2/life)
- 2nd *Fear* (1/life)
- 3rd One additional point Natural Invulnerable armor (total 2)
- 4th *Teleport* (now 4/life)  
*Fear* (now 2/life)
- 5th *Regeneration*
- 6th *Teleport* (now unlimited)

## PUTRESCENCE (3)

(WL; The Slayer)

**Q/M:** 2/1

**Armor:** None

**Attacks:** any combination of flails and long swords (flails are Natural)

### Abilities:

- 1) *Protect* (as Healer, by levels)
- 2) *Stink Bolts* (unlimited) Green spellballs act as *Magic Bolt* for damage, but is non-magical in nature. Affected targets can not be approached by another creature for 300 count because of the stench. If it strikes a shield or weapon, it is rendered useless for a 300 count as well. Protozoans, Troglodytes and other smelly creatures are immune to this effect.
- 6) *Pass Without Trace* (as Druid, by levels)
- 7) *Poison Weapon* (as Assassin, unlimited) any flail used by these beasts is considered *Poisoned*, to represent the toxic mass of their foul bodies.
8. *Revulsion* (as Fear, by levels)

**Vulnerabilities:** *Cure Poison* cast on these noxious creatures *Stuns* them as the Healer spell. Three such castings will shatter the beast and remove it from the game.

**Garb:** Heh. Yuck. Good luck. Try cutting a hole in a plastic trash bag and wearing it like a tabard. Of course, disgusting makeup, tattered clothes or anything in chartreuse.

**Description:** The sheer disgust these odorous creatures instill in mortals defies description. Imagine the most disgusting blob of muck and filth possible, throw in some bubbling sewerage and rotten fish and then give the whole thing arms, legs and a bad attitude. Oh, yeah, and they really stink. Only Wizards and evil Healers dare to bring such foulness into the world.

**Lives:** 1 (if summoned), otherwise 3

### Levels:

- 1st As above
- 2nd *Protect* (1/life)  
*Revulsion* (1/game)
- 3rd *Pass Without Trace* (1/game)
- 4th One additional *Protect* (total 2/life)
- 5th *Revulsion* now (1/life)
- 6th *Poisoned* weapon kills twice as fast (50 for regular games, 25 for half-count)

## GOLEM, GARBAGE (3)

(WL; The Slayer)

**Q/M:** 4/1

**Armor:** 2 points Natural

**Attacks:** Any short melee weapons (Red, Natural)

### Abilities:

- 1) *Stink Bolt* (as Troglodyte, one reusable bolt)
- 2) *Regeneration* (at level) Heals wounds and lost armor at the rate of one location or one point every 30 count.
- 3) *Corrosion* (as Wizard *Pyrotechnics*, modified, by levels) May be used on weapons, shields and any section of armor.
- 4) *Teleport* (as Assassin, by levels)
- 5) Immune to *Flame*, *Poison*, *Disease*, *Control*, *Putrescence* and *Subdual*

### Vulnerabilities:

- 1) *Cure Disease*, *Antidote to Poison* and *Stone to Flesh* will all act as a *Banish* spell. Any three uses of these abilities, in any combination, will remove a Garbage Golem from the game.

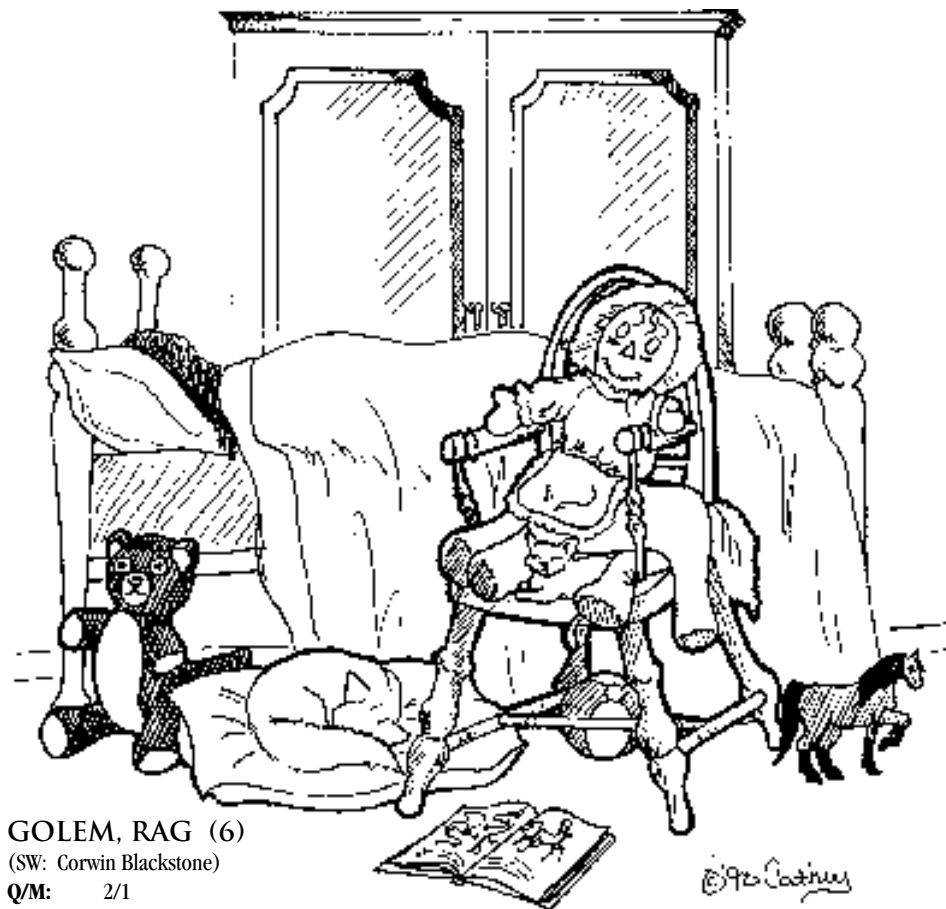
**Description:** Oh, how truly disgusting some Wizards can be! These odorous automatons are made of the stuff most of us throw away hoping to never see again. Constructed from broken kettles, rusted armor, leftover food, bits of unraveled twine and cracked wagon-wheels, the Garbage Golem is a frighteningly capable servant. Like all Golems, the Garbage version is largely unintelligent, obeying its master's commands to the best of its limited understanding. Still, these creations are tireless guardians, even if they do stink. The relatively cheap summoning cost stems from the ready availability of building materials - just raid the local dump and *voila*, instant Golem!

**Garb:** A plastic trash can (or garbage bag) with arms and head-holes cut out. Cardboard boxes might also suffice, as would heaps of mismatched dirty clothes.

**Lives:** 1 (if summoned, otherwise 3)

### Levels:

- 1st *Corrosion* (1/life)
- 2nd *Stink Bolt* (now total 2 reusable bolts)
- 3rd +2 points Natural armor (total 4)
- 4th *Corrosion* (now 2/life)  
*Teleport* (1/life)
- 5th *Regenerate* wounds and armor
- 6th Armor now considered Natural Invulnerable  
*Stink Bolt* (now total 4 reusable bolts)



## GOLEM, RAG (6)

(SW; Corwin Blackstone)

**Q/M:** 2/1

**Armor:** 1 point Natural Invulnerable

**Attacks:** one melee dagger (Red)

### Abilities:

- 1) *Visit* (1/game) The Rag Golem may take its owner and self into a *Visit*, which exactly replicates the Bard spell of the same name.
- 2) Immune to *Death Magic and Abilities*, *Charm and Control Magic*, *Blunt Weapons*, *Piercing Weapons and Poison*.
- 3) Begin the game bearing *Protection from Flame* enchantment, but this may be *Dispelled* normally.

**Vulnerabilities:** A *Lightning Bolt*, *Fireball*, or blow from a *Flameblade* will kill a Rag Golem outright once the *Protection from Flame* has been removed.

**Garb:** A Raggedy-Ann or Raggedy-Andy costume, Any doll-type garb with lace and ruffles, a lace bonnet

**Description:** Wizards who wish to protect children from the dangers of the world create these Golems. Rag Golems are sentient dolls, brought to life through an act of magic and love. They always resemble a child's plaything, be it a doll, stuffed dog, or teddy bear, until the child it threatened or harmed in any way. The Golem them springs to life, using its powers and attacks to defend its young charges.

**Lives:** 1

**Levels:** None



# The Undead

All Undead creatures are immune to the following unless otherwise noted: *Charm, Subdual blows, Stun Arrow, Stun Weapon, Sleep, Mass Sleep, Poison, Touch of Death, Curse, Mutual Destruction, Finger of Death, Doomsday*, and class abilities that steal lives. Any Undead creature that is successfully *Banished* or *Turned*, as per Healer or Monk, three times in one life loses that life. Undead are NOT immune to their own magics.

## DARKE STEED

(MS: Drax)

**Q/M:** 3/1

**Armor:** 3 points Natural

**Attacks:** Two short swords  
(Red, Natural)

### Abilities:

1) *Flight* (unlimited) May carry one rider while in flight, but may use no other abilities.

2) *Sever Spirit* (1/life, as Healer)

3) *Fireball* (as Wizard)

4) *Trample* (by level) Treat as Wizard *Curse*, except no one is immune, range is 20'. Darke Steed must declare target and say, "I trample thee" x5. This power may be used while moving.

5) *Immune* to all forms of Magic, except as described under Vulnerabilities.

**Vulnerabilities:** A *Resurrection* spell will transform a Darke Steed into a thankful Unicorn or Gryphon (at the Reeve's discretion) who will serve the person who freed it for one life.

**Garb:** Black or red wings, a black mane, and dark garb.

**Description:** Darke Steeds are the corrupted counterparts of living Unicorns and Gryphons, plunged into Undeath by the forces of evil. These creatures are intelligent, cruel and revel in causing chaos and panic, especially in those they would ordinarily fight to protect (Druids, Scouts, Maidens, Elves).

**Lives:** 1 (unless *Resurrected*)

### Levels:

- 1st May cast and carry 1 reusable *Fireball*
- 2nd *Trample* (1/game)
- 3rd May cast and carry 2 reusable *Fireballs*
- 4th *Trample* (2/game)
- 5th As above
- 6th *Trample* (3/game)

## HEADLESS HORSEMAN

(SW: Reginald Macginnty)

**Q/M:** QUEST

**Armor:** 1 point Natural Invulnerable

**Attacks:** Any long sword, pumpkins

### Abilities:

1) Always rides a Nightmare or Darke Steed (q.v.)

2) *Pumpkins* (by levels) Orange spellballs or specially-made throwing weapons. Pumpkins do 2 points of damage to armor and destroy any weapon they hit, otherwise treat as *Magic Bolt* (as Wizard)

3) Immune to *Iceball*, *Entangle* and *Petrify*

4) *Fear* (as Troll, by levels)

**Vulnerabilities:** These Horsemen can not cross running water or over bridges.

**Garb:** High necked long coat, preferably in black or some other dark color, buttoned up over the head.

**Description:** The Headless Horseman rides down unwary travelers who have tarried too long in the night. The only hope for the wayward traveler is to cross the bridge into town before the Headless

Horseman runs him down.

**Lives:** 4

### Levels:

- 1st *Pumpkin* (1/life, reusable)
- 2nd *Pumpkins* (now 2/life, reusable)  
*Fear* (1/life)
- 3rd One additional point Natural Invulnerable armor (total 2)
- 4th *Pumpkins* (1/life, reusable)  
*Fear* (now 2/life)
- 5th +1 point Natural Invulnerable armor (total 3)  
Long sword now does +1 point vs armor
- 6th *Pumpkins* (unlimited, reusable)



## NIGHT DRAGON

(SW: Slyddur Rahbet)

**Q/M:** 8/1

**Armor:** 4 points Natural Invulnerable

**Attacks:** two daggers or short swords (Natural, White)

### Abilities:

1) *Fear* (by levels) 20 foot range, declare target and repeat "I make thee afraid" x3.

2) *Sphere of Annihilation* (unlimited) As a breath weapon, a cone of inky black negative energy.

3) May cast spells as a Wizard of the same level (must have a spell list! Wands are not required.)

4) Death Magic or abilities cast or performed on a Night Dragon only make it stronger (at 3rd level). Any opponent who uses these abilities on a Night Dragon add an extra point of Invulnerable armor to its total, or Heal it of one point if it already wounded. A Night Dragon may gain no more than 1 point of armor this way, but may be *Healed* of any amount of damage.

### Vulnerabilities:

1) Blunt Weapons do two point of damage per strike, even against Invulnerable armor.

2) *Lightning Bolt* acts like *Iceball*, even through Invulnerable armor.

**Garb:** Black, white, and gray scales, wings and a tail.

**Description:** Night Dragons are the reanimated spirits of long-dead Dragons, who through some act of malignant magic have secured themselves a place in the Afterlife. Appearing first as a pile of bones, the Night Dragon will spring into unlife to surprise unsuspecting adventurers.

**Lives:** 1

### Levels:

- 1st As above, *Fear* (2/life)
- 2nd 1 additional point of Invulnerability (total 5)
- 3rd Death Magic used against the Night Dragon  
*Heals* Invulnerable armor
- 4th 1 additional life (total 2), *Fear* now (3/life)
- 5th 1 additional point of Invulnerability (total 6)
- 6th 1 additional life, *Fear* now (4/life)

## NOSFERATU

(BL: Naes)

**Q/M:** 4/1

**Armor:** 1 point Natural

**Attacks:** Short swords and/or melee daggers

### Abilities:

1) *Yield* spell, as per wizard, 50 range. Usage per levels.

2) *Teleport*, as per wizard. Simulates ability of vampire to turn gaseous in form. Uses per levels.

3) Nosferatu are immune to all non-magical attacks, with the exception of wooden stabbing weapons (i.e.: arrows and javelins) Note: Enchantments put on a weapon make that weapon magical for the purpose of affecting a vampire.

4) Nosferatu regenerate lost limbs in a 50 count.

5) Only fire, arrows, or other wooden stabbing weapons will kill a Nosferatu. Killing blows with a magical weapon will cause a Nosferatu to turn to gaseous form, and return to its lair (or home base) for a 150 count. This does not use its teleporting abilities, but is merely an escape mechanism. For the mechanics of game play, Lightning spells count as fire.

6) Nosferatu are immune to the following spells: *Yield, Touch of Death, Lost, Sleep, Confusion, Feeblemind, Fear*; and all Bardic magics. Nosferatu are immune to the following abilities: *Touch of Death, Vibrating Palm*, and *Poison*. Note: *Petrify* and *Flesh to Stone* will turn a Nosferatu into gaseous form (see #5)

7) *Summon Dead* will bring a dead Nosferatu back to life, as if it were a *Resurrect* spell.

8) A Nosferatu may never be subdued.

9) Any weapon wielded by a Nosferatu does 2 points of damage to armor, as though *Warrior Improved*.

10) Anyone killed by a Nosferatu 3 times in one game, will become a Nosferatu for the remainder of their lives, under the control of the original Nosferatu. The Nosferatu must have black headbands, and additional copies of the Nosferatu class to give to the new Nosferatu.

**Garb:** Black garb.

**Description:** These are foul undead beings who are forced to drink the blood of the living in order to survive. They are fearsome, vicious creatures, who roam the night and are always notable by their large canines and tendency toward dark clothing. They are weakened by direct exposure to sunlight, and are usually found in graveyards, haunted keeps, and other unseemly places, from which they hunt.

**Lives:** 3

### Levels:

- 1st *Yield* (1/life)
- 2nd *Teleport* (1/life)
- 3rd *Yield* (2/life)
- 4th No additional abilities
- 5th No additional abilities
- 6th *Teleport* (2/life)

## SHADE

(WL: The Slayer)

**Q/M:** 3/1

**Armor:** None

**Attacks:** one short sword or melee dagger (Natural)

**Abilities:**

- 1) *Touch of Death* (as Assassin, unlimited) No incantation, declare "Touch of Death!"
- 2) *Teleport* (as Wizard, non-magical, only through shadows, unlimited)
- 3) *Sphere of Annihilation* (as Wizard, one reusable bolt)
- 4) *Fear* (by levels)
- 5) *Sever Spirit* (as Wizard, by levels)

**Vulnerabilities:** May not leave Fog, Dark or shadowed areas.

**Description:** Shades are the restless spirits of those unfortunate souls who were slain by Negative energy attacks like Sphere of Annihilation. They are cursed to roam the world feeding off the living light of healthy souls. Shades have no real language, but whisper unintelligibly to one another and their unlucky victims.

**Garb:** Black and shades of dark gray. A full face mask to hide the features.

**Lives:** 3

**Levels:**

- 1st *Fear* (1/life)
- 2nd *Sever Spirit* (1/game)
- 3rd *Fear* (now 2/life)
- 4th May use *Touch of Death* through weapon (1/life)
- 5th *Sever Spirit* (now 1/life)
- 6th Gains 1 point of Natural armor (total 1)

## SKELETAL CHAMPION

(SW: Corwin)

**Q/M:** QUEST

**Armor:** 2 points Natural, may wear up to 4 points additional

**Attacks:** as 6th level Warrior

**Abilities:**

- 1) *Immune to all verbal magic* (including *Banish*)
- 2) *Improve Weapon* (as Warrior, 1/game)
- 3) *Improve Shield* (as Warrior, 1/game)
- 4) *Fear* (1/life) 20' range. Victim may not attack or otherwise approach the Champion for 1000 count.
- 5) *Enchant Weapon, Wounding, Touch of Death, Mend, Sphere of Annihilation* (as Wizard, by levels)
- 6) May wear any number of own "enchancements" without penalty. All enchantment-type abilities should be marked with a black ribbon. These abilities are non-magical in nature.

**Vulnerabilities:** No such luck! This encounter is not to be taken lightly!

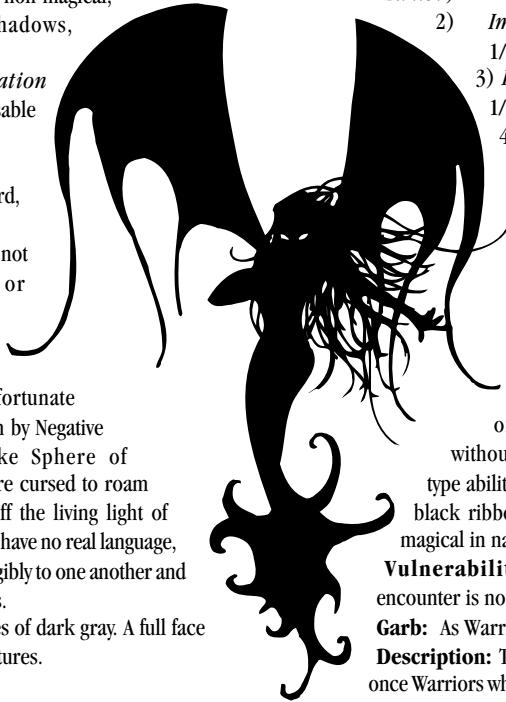
**Garb:** As Warrior, plus skeletal mask.

**Description:** These fearsome Undead were once Warriors who were sworn to protect their Kingdom but failed. They are now cursed to walk the earth until he or she can fulfill their oath.

**Lives:** 2

**Levels:**

- 1st As above
- 2nd *Enchant Weapon* (1/game)  
*Wounding* (1/life)
- 3rd *Touch of Death* (1/life)  
One additional life (total 3)
- 4th *Improve Shield* becomes (1/life)  
*Improve Weapon* becomes (1/life)
- 5th *Wounding* becomes (2/life)  
*Mend* (4/life)
- 6th *Touch of Death* becomes (2/life)  
*Sphere of Annihilation* (1 reusable bolt)



## UNDEAD JESTER

(SW: Hedgehog Znutz)

**Q/M:** 3/1

**Armor:** None. May use shields.

**Attacks:** Any melee weapon under 4 ft., Throwing Daggers, Short Bows

**Abilities:**

- 1) *Immune to Charm, Control, Stun, Honor Duel, Yield, and Sleep* spells.
- 2) *Consume Soul* Invoke by saying "I swallow your soul." x 5 while touching a dead victim. Victim loses one additional life while Jester gains one. (1/life)
- 3) *Touch of Death* (as per Assassin)
- 4) *Uncontrollable Laughter* Invoke by saying "Hocus Pocus Jokus" x 5 directed toward one target. Target then must stop, remain stationary and laugh for a 150 count. Target can not attack or be attacked. May be cast while running. (2/life)
- 5) *Reanimate*: Invoke by placing left hand on the head of a dead victim and repeating "Welcome to the Big Top." x 5. Victim then must fight as a follower of the Jester for their next life. If Jester dies, control is released (by levels)

**Garb:** Evil Clown makeup or skull mask. Bizarre or multicolored hat (Jester 3-point hat preferred).

**Description:** Undead Jesters are the reanimated corpses of Court jesters put to death, and bear an incredible hatred for all things living (Especially in the Kingdom of which the jester was put to death). Undead Jesters are all members of the Dark Carnival that is prophesied to sweep across the land and bring the Apocalypse and deaths of all living creatures.

**Lives:** 2

**Levels:**

- 1st *Uncontrollable Laughter* (1/life)  
*Reanimate* (1/life)
- 2nd *Uncontrollable Laughter* (2/life)  
*Reanimate* (2/life)
- 3rd *Reanimate* (3/life)
- 4th *Touch of Death* (1/game)
- 5th *Touch of Death* (2/game)
- 6th *Touch of Death* (3/game)

## VAMPIRE

(BL: RAN)

**Q/M:** 2/1

**Armor:** None

**Attacks:** By Class

**Abilities:**

- 1) Abilities as per a normal Amtgard class and level. Vampires are master infiltrators.
- 2) May not be harmed by any means other than fire/lightning attacks or by thrust/stab weapons (normal or enchanted).
- 3) *Steal Life*, as per the Anti-Paladin ability, once per life.
- 4) Optional: Anyone killed by a vampire and robbed of a life by the same will become a vampire under the control of the original vampire.

**Garb:** White makeup with a black arm-band.

**Description:** Vampires are the ultimate form of parasite. They sustain their undead immortality with the blood of the living. Provided with regular 'meals' a vampire could live virtually forever.

**Lives:** 1

**Levels:** By Class

### THE ELUSIVE VAMPIRE LORD

So, you want to be the leader of a your own Coven of Vampires, but there is no ultra-powerful version of the Monster to let you become the walking testament of Undead Might you truly desire to be?

Well, there is, but it's not called "Vampire Lord" or "Undead Ancient" ... it's called "Nosferatu" and it can be found in the *Dor Un Avathar, 7th Ed.* and is reprinted here for your convenience.

The Nosferatu's ability to turn it's victims into obedient slaves is not "Optional" like the Vampires (Meaning, you don't have to ask a Reeve to use it). Likewise, it has an assortment of innate Powers, like *Yield* and *Teleport*. Oh sure, you can play a Wizard/Vampire and get more of them as Spells, but things like *Protection from Magic* and *Anti-Magic* zones can put a damper on those, whereas natural abilities will still function despite those hindrances. Finally, the Nosferatu have more immunities, a free point of Natural armor, regenerative ability and more powerful attacks. All in all, a far superior choice to the run-of-the-mill Vampire.

Now ... where did I put that garlic?

# Battlegame Options

The Monsters in this tome are hardly the only nocturnal Monsters in Amtgardia. Many creatures from the *Dor Un Avathar*, 7th Ed. can be considered to be either nocturnal by nature, or otherwise immune to the effects of Darkness (because they have no eyes or otherwise use senses not based on sight).

## FROM THE DOR UN AVATHAR:

Standard Creatures	Mystical Creatures
Catpeople	Basilisk
Corrosion Beasts	Dragons (All)
Deadly Slime	Elementals (All)
Deep Dwellers	Extra-Planar Entities
Entangling Mass	Gargoyles
Goblins	Mud, Rock and Metal Golems
Lizardmen	Darklords
Minotaurs	Gremlins
Orcs	Hydrae
Scalors	Medusae
Troglodytes	Scarecrows
Wyvern	Trolls (All)

Likewise, all **Undead Monsters** are resistant to the effects of Darkness, as their senses do not rely on vision.

## FROM THE MONSTERS OF THE WETLANDS BOOKS

Beasts	Standard Creatures
Cave Bears	Amphiboids
Great Cats	Bog Imps
Great Birds	Carnivorous Plants
Flail Snails	Chaos Fungus
Giant Worms	Crabmen
	All Drakes
Servant Creatures	Pop Goblins
Elemental Guardians (All)	Muck-Dwellers
Ephreet	Netherworms
Genies	Ogres
Golems (All)	Protozoans
	Quillions
Mystical Creatures	Shemeshoes
Dweomalgn	Un-Humans
Gossamyr	
Sprites, Faeries & Pixies	
Windigo	
Great Wyrms	

Likewise, all **Giant Insects and Arachnids**, **Elemental Servants** and **Undead Monsters** are resistant to the effects of Darkness, as their senses do not rely solely on vision. Additionally, **Oriental-style Monsters** will be discussed thoroughly in *The Jade Vision* booklet.

## ZOMBIE BATTLE AND DARKLORD SCENARIO

While not reprinted in this book, the lowly Zombie (*DUA, Undead section*) and the much-vaunted Darklord (*DUA, Mystical section*) can make for two of the best battlegames a small- to medium-sized chapter can hold. Like so many other games, these battles are a lesson in futility, as the Legions of Darkness will inevitably triumph in the end. The fun comes from seeing how long the Questors can survive against constantly worsening odds.

For the Darklord Scenario, assign one tough player as the Darklord and turn him loose in the playing area. It might take a life or two on the Darklord's part, but eventually he will slay a Questor and spawn a Minion. Now, with added firepower, the Questors will begin to fall more steadily until only one remains. The last survivor can be the Darklord for the next round. Remember though, only the Darklord can make Minions! Minions still use their normal life allotment; they just switch teams until shattered. Variations can include:

- 1) Give the Questors a means to re-convert slain Minions. The battle then takes on a Tug-O-War approach, with players switching sides every life.
- 2) Allow Minions to convert Questors, too. This makes the action even faster and more furious.

The Zombie Battle can start with one or more Zombies as the Populace warrants. This battle goes much faster than the Darklord version because any Zombie who kills a Questor spawns another Zombie. Zombies have infinite lives and come back in a 30 count. Variations on this game can include:

- 1) Designate one Zombie as the Zombie Master. Only the Master can create more Zombies. Basically, this is a low-powered version of the Darklord Scenario.
- 2) Slain Questors only become a Zombie for their next life, unless they are shattered. Shattered Questors join the Zombies with unlimited lives.

## THE PACK ATTACK

A renegade Pack of Wolves is roaming the countryside, slaying farmers and disrupting the trade routes leading to town. Only a band of brave adventurers can root out the true cause of the attacks! Divide the Populace into two teams: one team is the Adventurers, the other team is the Pack. The Adventurers less numerous, but full class. The Pack has more players, but they are all Wolves. Fight this as a Mutual Annihilation Battle for an easy game, or use one of the variations below:

- 1) Bounty Hunt-style with each of the Wolves carrying a set number of "tails" (gray or black ribbons, or some other token). The Adventurers are made up of small teams, like three or four members tops. The Teams compete to bring in the most "tails" to win the Bounty.
- 2) Soup up the Pack with the addition of one or more of the following: Alpha Male, Pack Mother, or Werewolf. Let the tougher Monsters lead the Pack into battle.

## THE SPIDER'S WEB

This is another easy game to set up and play. Get a couple rolls of blue flagging tape and mark out either a flat web-shaped maze on the ground or a obstacle-course style maze through the trees. In the center of the maze place an odd-numbered set of flags or other markers. Divide the Populace into two equal teams. The center of the web is guarded by a Giant Spider (*DUA, Standard*) or an Arachnae (q.v.). The Spiders have infinite lives and regenerate lives in a 50 count. The first team to get a majority of the flags wins the round. Set up and start again.

## ICHABOD'S BRIDGE

One end of the field is Town, the other end is the Haunted Woods, and a Bridge connects the two. In the middle, hunting for grisly trophies, roams the Headless Horseman and his ferocious mount (a Night Mare or Darke Steed, at the Reeve's discretion). All the Questors start out on the farthest end of the Haunted Woods and are sent forth, one at a time, toward Town. Anyone making the trek is safe once they cross the Bridge, otherwise they're fair game! Variations include:

- 1) Questor's may not run through the Haunted Woods.
- 2) Questor's may wait at the Bridge to help other Questor's combat the Horseman.
- 3) Questor's must move on their knees, while the Horseman may move normally. This simulates the superior speed of the Horseman.

# Battlegame Options

- 4) Give the Questor's some tokens to move from the Woods into Town. The Questor's win once they move a set number of tokens, the Horseman wins if he collects more tokens than the Questors.

## INVASION

For whatever reason, a force of Monsters has set their sights on taking over the Village. One team is made up of villagers, the other team is the Invading Horde. This is a Mutual Annihilation Battle with a theme. Possible Monsters include:

- 1) A tribe of Skirit, led by an evil Wizard. They want to move out of the sewers and into town. The Wizard has also summoned a Garbage Golem to assist in his endeavor.
- 2) The Night Elves have grown tired of the Villager's wasteful ways and decide to eradicate the threat to their ancestral trees.
- 3) A Skeletal Champion, Nosferatu or Extra-Planar Entity, riding a Night Dragon, decides to set himself up as Tyrant. The Tyrant's team is made up of Zombies, Vampires or Demons, as fits the scenario.

## GYPSY CARAVAN

A troupe of Gypsies have a special game item (a relic, a child princess, an ancient jewel, whatever) they need to take to the Gypsy King on the other side of the Bandit Woods. The Gypsies hire some Adventurers to help them escort the Treasure through the Woods, past all manner of Thieves and Brigands.

## THE BOUNTY HUNT

Here's a really easy game to run. Two (or more) small teams of Questors compete against one another to see who can slay the most Monsters. Each Monster has a number of Life Tokens which must be turned over to the team responsible for slaying it. The variations on this theme are as limitless as the imagination:

- 1) See *The Pack Attack* (q.v.) for the Wolfen version.
- 2) Set up a complex "sewer system" using flagging tape. Skirit have infested it and need to be exterminated.
- 3) A "Gate Between Wyrlds" has opened in the woods, letting in all kinds of Demons. Slay the Demons for a few points or destroy the Gate for lots of points.
- 4) Vampires make great fodder for a Hunt, as do Assassins, Anti-Paladins and other icons of Evil.



## THE MONSTERS OF THE WETLANDS BOOKS CONTINUE TO GROW

with each passing year. If you have ideas for Monsters, Battlegames or Optional Rules, jot them down and send them to the e-mail address below. Be sure to include your name, the park you play at, and any inspirational material you might have plundered. You never know, the next time these books are revised, you just might see your suggestions included. Also, if you are an aspiring artist and would like to see your work published, contact the editor at the below address to make arrangements on how to best send your electronic or hard copies to the production office.

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