

DOR ÛN AVATHAR

Official Sourcebook for Amtgard Monster Classes



CONVERTED & COMPILED BY THE
AMTGARD SEVEN EXPANSION GROUP

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THANKS, INTRODUCTION & CREDITS**Thanks**

I'd like to start this volume of the Dor Un Avathar with a few words of thanks. First and foremost, to the Amtgard Seven Expansion Group, for their collective hard work, dedication and insightful commentary. Truly, these folks stepped into a task which might have never seen the light of day, and gave their best efforts to make certain the project happened quickly, professionally and on a set of self-inflicted, makeshift deadlines. It has been both an honor and a privilege to witness cooperation on such a broad scale. Thank you, gentlemen. May all future ships sail as smoothly as this one.

Secondly, thanks to the Amtgard Revision Committee for allowing us the opportunity to make good our pledge to have this project ready for dispersal at, or near, the final release of the revised Handbook. As with the new ruleset, this project is an interkingdom effort, driven by motivated individuals who have the best interest of Amtgard at heart.

Thanks also to Sir Ivar Nefarious, the Grand Duke of the Dor Un Avathar, for trusting a group of diverse people to recreate that which he brought so wonderfully to us those many years ago. The 7th Edition Dor was a great piece of work, truly the first official interkingdom publication, and the model on which all other monster books have been based.

Finally, thanks to everyone else who sent in new monsters, artwork, comments and suggestions. With such an outpouring of support and talent, it is no wonder this volume took shape so well and so quickly. Keep up the great work, one and all.

Introduction

With the advent of the revised rules, it became apparent the sweeping changes brought forth in the new handbook would not only drastically change the way we play normal battlegames, it would alter the most fundamental aspect of Questing, namely Monsters. Many of the 6th Edition abilities no longer existed in the revised ruleset, or were renamed, clarified or otherwise changed.

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While the Revision Committee toiled away to bring the core rules to light, a group of unaffiliated players from across the country pooled their resources and skills to bring the Monster Rules up to par. This crew set up virtual-shop, appointed impromptu leadership, and set about the time-consuming task of converting all the beasts from the 7th Edition Dor into the format and rules presented for playtesting the revised rules. What at first seemed a molehill, proved to be a mountain and more work than I think any of us expected! Truly a labor of love!

In the spirit of Amtgard across the nation, the younger groups and players stood side-by-side with decade-long veterans to produce a piece of work which will hopefully stand the test of time. Sure, there were minor disagreements, but every person who stepped forward to help did so in a prompt and professional manner. Without further ado, we are proud to present the Dor Un Avathar, 8th Edition. Vivat Amtgard! -Luke, December 2004

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ART CREDITS & DISCLAIMER

Artists retain all copyrights to artwork published herein. All rights reserved. All images used with permission. Individual artists listed with Monster entries. Special thanks to Denah and Reynen, both of the Wetlands and true Knights of the Serpent. Without the awesome contributions of these lovely,

talented ladies, this book would be a sorry place indeed. Thanks also to the fantastic artists of Elfwood (<http://elfwood.lysator.liu.se/elfwood.html>) for their boundless generosity and support for this project. Additional art credits inside back cover.

The pictures contained herein are presented for the enjoyment of the reader in the tradition of fantasy illustrations throughout time. The editors sincerely hope these images are viewed as a positive influence to game play, as they are not meant to offend, objectify or stereotype any group, gender, race or religion. The indented goal is to provide an inspired expression of each Monster, professionally and originally illustrated. To that end, the individual artists were given a fair amount of leeway in their renditions, which we hope you will agree make for fine viewing.

RULES FOR MONSTERS

Monster Class Description

Monster is a special class. Credit in Monster can only be taken twice a month, but as you increase weeks in Monster, you increase it for all monsters. Thus if you have 13 weeks in Monster, you can play a 2nd level Monster of any type. While credit may not be earned more than twice in a month, players wishing to portray a Monster may do so, so long as they get approval from a Reeve.

Monsters are listed in much the same ways as normal classes, though they tend to have a much larger list of special Traits and Abilities. When playing a Monster you must always carry a complete description of the Monster on you, have a copy for the Reeve and wear appropriate garb. If you are summoning Monsters, note that both the garb and the descriptions are part of the magic component. There are three ways you can play a Monster in a game, detailed below.

Standard Battlegame

Before playing a Monster in a standard battlegame, you must get the Reeve's permission. You cannot play Quest Monsters, or Monsters with a 4/1 or greater ratio. If you play a Monster with a ratio of 2/1 or 3/1, when you are added to a side, the other side then gets to pick two (or three if 3/1) people for the other side. Playing Monsters with a 1/1 or less does not alter how teams are picked.

· Level: When playing a Monster in a standard battlegame, you play the Monster as your standard Monster level.

Summoned Monsters

Some Monsters can be summoned through the use of spells in a standard battlegame. These do not normally require a Reeve's permission (though a Reeve can always state what can and cannot be used in a battlegame).

When playing a Summoned Monster you will sacrifice lives to play the Monster for one life. While portraying a Summoned Monster, your persona is considered out of the game, and is not used for roleplaying purposes.

Monsters summoned by enchantments die if they enter an Anti-Magic zone or are successfully targeted with Dispel Magic.

· Level: When playing a summoned monster your level is that of the class you sacrificed lives from or your level in monster, whichever is lower. For example a 2nd level Wizard is being Transformed into a Pegasus. The Wizard also is a 4th level Monster. When summoned, he plays Pegasus as 2nd level. Were he a 4th level or higher Wizard, he could have played the Pegasus at 4th level (his monster level).

Quests:

Quests are altered battlegames with specific rules not used in standard battlegames. Quests often have special game objects, stated goals and tend to use a much wider range of Monsters than normal games. In most Quests, Monsters do not serve on a regular team and are instead placed around the playing zone to create different encounter areas. Several Monsters are limited to specific scenarios and should not be used outside of the provided context.

· Level: When playing monsters in quests and other special battlegames, the designer of the quest or the Reeve will generally set your Monster level based on what is required or desired for the scenario. Summoned Monsters still have the restrictions in level.

THINGS OF NOTE

- 1) Powerful Blows effects creatures that can only be effected by magic and magic weapons.
- 2) Spellballs and other types of magical projectiles can deal damage to those creatures that are immune to non-magical weapons. Also, any enchantment other than Stun Weapon placed upon a weapon makes it magical and function normally against such creatures.
- 3) Monsters are generally treated as classes, not races. Monsters may not stack a Class on top of a Monster race unless specified in the description.

(For example: You may not play a 6th level Lizardman Monk, but Vampire and Darklord both make provisions for granting class abilities to those who portray such creatures.)

- 4) Everyone playing a monster must carry a written copy of that monster. If the monster is capable of making other monsters, it must also carry enough copies of the class for its progeny.
- 5) Monsters may not unbalance a battlegame and must show a willingness to play in character.
- 6) Garb must be distinctive and typify the Monster played.
- 7) Certain Traits and Abilities may be removed at the Reeve's option for regular battlegame play. If an ability has this distinction, be sure to clear it with the Reeve before the game begins.
- 8) The rulebook supersedes all Monster supplements and handbooks in case of disputes.
- 9) All rulebook spells effect Monsters in the same way they would a player class, unless specified otherwise.
- 10) Creatures that require special circumstances to "take a death" may never be allowed to voluntarily take a death to speed their down time or regain per life abilities.
- 11) Monsters may not use Relics except in Quests or other special scenarios.
- 12) Spellball use is denoted as (X bolts/U), where X is the maximum number carried and U means "unlimited use." The notation (unlimited bolts) means any number of bolts may be carried, thrown or left active.

DEFINITIONS

MONSTER FORMAT DEFINITIONS

From Amtgard: Handbook on the Rules of Play 7th Edition comes the basic format and outline for presenting Monster Classes. This information is detailed below, with additions and modifications made to include the information exclusive to this volume.

Description

Herein lies a narrative regarding the Monster. This may include physical descriptions, societal behaviors and/or historical, fictional and mythological references. Role-playing tips are also included in this section.

Garb

A person playing a Monster should look as much like it as possible. The Reeve can always disallow someone from playing a Monster if they feel

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this criteria is not met. Summoned Monsters should be given slightly more latitude, but they must have the minimum garb requirements and act in character. Monsters which suggest a specific gender are merely reflecting legendary or mythological forms of the creature. All facets of Amtgard are open anyone who wishes to play the part. If a Monster is summonable, it will include the following two categories:

Summoned by

This will list the class, spell and/or number of spellpoints needed to bring the creature into the game.

Player lives/life

This is the number of lives a player has to give up to play this Monster for one life. The player cannot gain more than one life as a Monster (except for creatures with the Sheer Numbers ability, detailed hereafter) per magic cast on them. Players cannot give up lives they do not have. Monsters that are killed cannot be Reanimated. If Resurrected, or given a life by a Monk, they return as their normal class, not as the Monster. Monsters summoned through other means (like Familiars, Golems and Elementals) may buy additional lives as the Monster at the listed Player Lives/Life exchange rate, once the summoner has expended the requisite spellpoints or abilities and the initial life has been purchased. (i.e.: A Warrior with six lives elects to be a summoned Fire Elemental with a Q/M of 3/1. Once the summoner spends the required spellpoints, the Warrior sacrifices three lives to be a Fire Elemental with one life. Once slain, the player may now choose to give up his remaining three lives for one final life as an Elemental, for he may change garb and play out his last three lives as a Warrior.)

Type

There are a number of Monster Types, each with special Traits, Immunities and/or Vulnerabilities. Most Monsters possess more than one Type distinction and the effects are cumulative unless indicated otherwise in the text.

• **Animations:** The term given to any Monster brought to life through magical means other than the standard creatures summoned through Transform and Reincarnate spells. These creatures are immune to Control, Subdual, and Death schools, as well as Poison and Disease. If Dispel Magic is cast on them, they act as if under the effects of an Iceball (except they are not freed by Fireball, Release or other magical means). If placed in an Anti- Magic field, Animations are Petrified until removed from the

field, in which case they act as if just Healed from the Petrify. Animations cannot carry enchantments.

- **Arboreal:** Creatures in this category are more plant than animal. Arboreal Monsters are immune to Control, Death and Subdual magic and effects. Arboreals cannot carry enchantments.

- **Beast:** These are non-humanoid creatures, most often with more than two legs. Beasts cannot carry enchantments and all weapons are considered Natural.

- **Extra-Planar:** These creatures are not from this dimension but another, alien plane of existence. They include Angelics, Demons, and Elementals. Extra-Planar creatures are immune to Death and poison. They cannot carry enchantments except for the one used to summon them, if such is the case.

- **Fey:** The Fairy Folk of legend and myth are not immune to the Bard Charm spell or Control magic cast by a Bard, but they are immune to other forms of Control.

- **Humanoid:** Creatures in this category generally have two arms, two legs and walk upright, although there are notable exceptions (Centaurs, for example, have four legs but all the fine manipulation and functional intelligence common to this classification). Only Humanoids can use normal weapons and shields, creatures without this designation can only use Natural weapons unless detailed otherwise in their description. Humanoids may carry enchantments just like a regular class, unless otherwise stated in their description or limited by their Type.

- **Mystical:** Creatures with this distinction have an innately magical nature. Mystical Creatures hit with a Dispel Magic lose all their Magic-Like Abilities and Innate Magical Abilities for the remainder of that life. They may not use their Magical or Innate Abilities while in an Anti-Magic zone.

- **Multi-Person:** These Monsters are played by multiple people. They have a number of special rules, detailed in the Monster's description and are used exclusively in quests.

- **Standard:** Monsters of this type are generally non-magical in nature, and do not possess Magic-Like or Innate Magical Abilities.

- **Undead:** The Walking Dead are immune to Control and Death as well as Poison and Disease. Undead cannot carry enchantments except for the one used in summoning, as appropriate.

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Q/M Ratio

The Questor/Monster Ratio is a general indicator of how powerful the Monster is at any given level. It defines how many player characters of the same level as the Monster should be required to kill one. When designing quests or running battlegames, one uses this number to balance the sides. This assumes you use the 10/1 rules for magic-casters and 5/1 rules for bows.

Armor

There are several types of armor available to Monster classes, and this category will clearly detail which, if any, armor types are available to a specific Monster.

- **Armor, Invulnerable:** This armor is particular to Monsters and not normally usable by the standard classes. Each level of Invulnerable Armor will negate one physical or verbal hit. The protection is sectional, thus two points of Invulnerable Armor grants two points of protection to each limb and the torso. Magic casters must specify which area (torso, arm, leg) of Invulnerable Armor that they destroyed with verbal magic. If they fail to specify a location within 5 seconds, or in the cases of magics of mass destruction like Doomsday, the magic hits the location of the target's choice. Wounding always target's the location chosen at the time of casting. Invulnerable Armor can be Mended as normal.

- **Armor, Natural:** This armor is a part of the creature in question and cannot be removed via Pyrotechnics or similar means, except by damaging attacks. Natural Armor is treated like normal armor in all respects, except it may be Healed. If protection magics do not protect normal armor, it will protect natural armor (i.e.: a Humanoid Monster with Natural Armor can still benefit from Projectile Protection). If normal armor can be worn, it is always destroyed before Natural Armor in a given location. Likewise all immunities extend to all types of Natural Armor. Monsters with a Heal Trait (such as Ice Heal or Stone Heal) can regain their Natural armor at the rate of one point per sectional location per use of their ability. (ex.: it would take three Fireballs to heal a wounded Fire Elemental and restore both points of its armor to a single arm.)

- **Armor, Natural Invulnerable:** Natural Invulnerable Armor must be Mended instead of Healed, but otherwise has the abilities of both Natural and Invulnerable type armors. Monsters with a Heal Trait (such as Ice Heal or Stone Heal) can regain their Natural Invulnerable armor at the rate of

one point per section allocation per use of their ability. (ex.: it would take three Mends to heal a wounded Gargoyle and restore both points of its armor to a single leg.)

- **Armor, Normal:** This is the regular type of armor worn by Humanoid creatures for normal Levels of protection. All rules from the Handbook on the Rules of Play apply to Monsters who wear normal armor.

- **Invulnerability:** This type of protection differs from Invulnerable Armor in that each point of Invulnerability covers the entire creature, just like the Protect spell. Unless detailed otherwise in the Monster entry, Invulnerability cannot normally be Healed or Mended in any way (the main exception to this are Amorphous type creatures, q.v.).

- **Shields:** This section also states what kinds of shields, if any, may be used by a Monster. For a Monster to use a shield, this section must specifically state that a shield is available to it.

Weapons

Here is where you can find which specific and/or types of weapons may be used by the individual Monster. Unless the Monster holds the Humanoid descriptor, assume the weapons are Natural (see below).

- **Natural Weapons:** Cannot be Heated, Warped, or Enchanted. Things that destroy the weapon take the arm as well. Spells that destroy everything they touch (Lightning Bolt, Fireball, Sphere of Annihilation) that strike Natural weapons affect the target as though they hit them in the arm. Immunities are extended to Natural weapons. Although not removed or destroyed by combat damage, Natural weapons are assumed to have the same Natural armor and other protections as the arm wielding it. Touch-based abilities, such as Touch of Death, can be extended through Natural weapons (both ways, by the monster, and by those attacking it). If a touch-based ability is used by the creature through its weapon, the creature must denote the effect immediately following the weapon hitting the victim. No more than a one second delay is reasonable. Ability effects are always played out before melee effects. (ex.: an Assassin sneaks up and uses Touch of Death on the "claw" of an unsuspecting Troll who is wounded and in the process of regenerating an arm. The Troll dies and the Assassin is unharmed.) Monsters actively attacking with their Natural weapons deal damage even if incapacitated or slain by the touch attack. (ex.: The Assassin instead uses Touch of Death to defend against an attacking Troll.

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The Assassin calls out “Touch of Death!” and sacrifices an arm to grab the Troll’s claw. The Troll is slain, and the Assassin loses the limb.)

· **Siege Weapons:** Some weapons are termed Black, Instant-Kill or Siege weapons. These weapons will kill a person through his shield and/or normal armor in a single blow. Only Invulnerable Armor and Invulnerability can protect against these weapons.

· **Magical:** Weapons with this descriptor are treated as enchanted, even if they provide no other benefits.

Immunities

A listing of any Schools of Magic, terrain effects or specific spells or abilities to which the creature enjoys complete resistance. Immunities function as listed, unless otherwise detailed in the Monster entry.

Specific and recurring immunities are detailed below:

· **Immunity: Bladed Weapons** Monster is immune to all metal slashing and piercing weapons and may only be attacked by wooden weapons.

· **Immunity: Cold-Based Attacks** Creature is immune to Iceball, Avalanche and other cold- or ice-based attacks or effects.

· **Immunity: Control** Creature is immune to all Spells and abilities of the Control School unless otherwise detailed in the text.

· **Immunity: Death** Monster is immune to all Spells and abilities belonging to the Death School and all other Death effects.

· **Immunity: Disease** Creature is immune to all disease based attacks, as well as any/all disease which may occur in the course of a battlegame.

· **Immunity: Flame** Monster is immune to all spells and Abilities belonging to the Flame School and all other fire- and lightning based attacks.

· **Immunity: Magic** Creature is immune to all forms of magic, including the effects of enchantments. Relics still function against creatures with this immunity, however.

· **Immunity: Poison** Monster suffers no ill effects from Poison.

· **Immunity: Projectiles** Creature is immune to all projectile weapons (thrown or shot) except Siege Weapons and spellballs.

· **Immunity: Specific Spell** or Effect Monster is immune to the listed spell or effect.

· **Immunity: Sorcery** Creature is immune to all Spells listed in the Sorcery School.

· **Immunity: Subdual** Monster is immune to effects and all magics in the Subdual School. Subdual blows wound and do damage instead of incapacitating.

Natural Lives

While summoned Monsters usually only have one or two lives, Monsters used in quests use this category to determine their starting number of lives. If extra Natural Lives are gained through leveling, summoned Monsters are not given an extra life

Monster Trait & Ability Format Key

M: Materials needed

I: Incantation and/or gestures

R: Range (if any)

E: Effect

L: Limitations or Restrictions

N: Notes

Traits

Traits are special abilities the Monster displays all or most of the time. This can include more lives, the ability to regenerate, the gaining of new weapons to use, wings for flying and so on. Monsters have a much larger number of Traits than normal classes. Traits unique to this manual are detailed below. Otherwise, consult the Amtgard Handbook on the Rules of Play, 7th Edition for details.

Adamantine Weapons

All weapons used are indestructible and immune to magic, except versus Sphere of Annihilation and relics. This may not be dispelled.

Amorphous

Creature gains a certain level of Invulnerability per life, to represent a tough, rubbery body. See description for exact number. Once all Invulnerability is removed, Amorphous creatures are treated as having the Weak Vulnerability.

As One

Allows the Mount ability to effect a player at a range of 5 feet instead of touch. The player who is riding the creature must denote this by stating "riding" every 2 seconds if not touching the mount. If the rider goes more

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than 5 feet from the steed, he must remount normally. This ability also allows the rider to use both hands freely.

Aquatic

Monster may move freely through water.

Bloodless

Creature is immune to all piercing attacks, including arrows.

Bone

Much like Bloodless creatures, these Monsters are immune to all piercing attacks, including arrows. However, lightning-based spells (not fire!) do not slay creatures of Bone, but rather act as a Petrify spell in all regards.

Break Tether

One portion of a Tethered Monster may remove their harness and roam freely within a 100' range of the central portion of the Monster.

Burning Body

Whenever this Monster is struck, the weapon striking the creature is effected as per Heat Weapon. Weapons with a Flameblade or Harden enchantment and the Sword of Flame are immune to this ability.

Create Minion

M: Copies of the Minion Monster.

E: The dreaded ability to slay a victim and have them rise forevermore as a creature under the killer's control. The Monster description will detail what kind of Minion is created.

L: Only the original Monster possesses this power, unless the scenario dictates otherwise. (In other words, Minions do not spawn other Minions.) This ability should be removed for non-Quest battlegames unless dictated otherwise by the Reeve.

Conversion

M: Copies of the converted Monster.

E: A victim slain by a creature with this ability rises as a nearly identical Monster on their next life and serves the killing Monsters team until slain. Once this life is lost, the player resumes the game on his original team as his original class with one fewer life remaining.

L: This ability should be removed for regular, non-Quest battlegames unless dictated otherwise by the Reeve. Only the original Monster possesses this power, unless the scenario dictates otherwise. (In other words, Converted Monsters do not convert other players.)

Enhanced Armor

All normal armor worn is considered Invulnerable armor in the location it covers. This armor may be Mended normally.

Extend Immunities to Equipment

All immunities are extended to the Monster's equipment. This includes any protective enchantments gained during play, if applicable.

Fire Heal

Any magical fire based attack (not lightning!) will completely heal all limbs and one point of Natural armor to the creature. Creatures with Fire Heal may not use their own fire abilities to Heal itself.

Flame Weapons

Weapons used are considered to have a Flameblade enchantment. This may not be dispelled but may be subject to Anti-Magic areas. Certain weapons may be excluded, check creature entries for details.

Hard To Kill

Creature only dies once all limbs are taken, or by a killing torso shot. Wounded limbs are still useless, but fighting continues regardless of handicap.

Home Tree

Monster must declare a Home Tree to Reeves before the game. Creature returns to Home Tree instead of dying and does not lose lives as normal until Home Tree is destroyed. Trees may be destroyed by ten strikes with a hacking or slashing weapon or a single strike from a Fireball, Lightning Bolt, Sphere of Annihilation or Siege weapon.

Ice Heal

Any magical ice or cold attack will completely heal all limbs and one point of Natural armor to the creature. Creatures with Ice Heal may not use their own ice abilities to Heal itself.

Improved Rocks

Boulders thrown with two hands do 3 points of damage to armor and 2 points of thrown with one hand. In either case, these boulders are now Red weapons and can destroy shields in the usual manner.

Incorporeal

Creature is immune to all attacks except when casting magic, using abilities or otherwise interacting with the physical world. Monsters with this trait may not engage in combat except with Innate or magic- Like Abilities. They are vulnerable to attack for three seconds after casting stops or an ability is discharged. (ex.: a Wraith with Touch of Death is vulnerable

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during casting and for three seconds after casting is complete and after the attack is discharged.)

Lair

Monster must declare a Lair to the Reeves before the game. Lairs can be stationary objects (like a tree or large rock) or an area marked off with ribbon. The Lair is assumed to extend 10 feet from any single object, though if ribbon is used its boundaries are absolute. The location of a Lair must always be known to the Reeve, though a slain Monster may choose to move the Lair before coming back to life. Lairs may not be destroyed. Certain abilities may only be used in the Lair, see creature description for more information.

Large

Creature does not have to go to knees in water due to their large size. May use melee weapons to attack flying players.

Lightning Heal

Any magical lightning attack (not fire!) will completely heal all limbs and one point of Natural armor to the creature. Creatures with Lightning Heal may not use their own lightning abilities to Heal itself.

Magic-Caster

Monster casts spells as a member of the listed Player Class. See entries for details and any limitations which may apply. Unless otherwise noted, these creatures must obey all the rules of magic. No additional class abilities are gained, only the use of spells.

Many-Legged

The first time a many-legged creature's leg is injured, it forces them to walk instead of dropping to one knee. A second leg shot that would injure the creature acts as normal (creature drops to one knee, and further shots to the same leg have no effect). Many-Legged creatures are immune to Wounding cast upon their legs.

Mend Heal

A Mend spell will completely heal all limbs and one point of Natural armor to the creature. Creatures with Mend Heal may not use their own Mend abilities to Heal itself.

Mount

Some creatures can carry others, and share all movement based powers and effects (beneficial and harmful). If a mount is Shoved or Teleported, for example, so is the rider and vice versa. Leg shots to a rider do not force the player to drop to their knees, but two leg shots still kill. A rider must stay

within physical contact of his mount with at least one arm to be considered mounted. Injured arms can be used for this purpose, but ones carrying weapons or a shield cannot. To use abilities that require one to stand still to activate, both rider and mount must remain stationary. Rider must declare "Mounted" x1 to saddle up and "Dismounted" x1 when climbing down or when otherwise removed from the saddle.

Natural Flight

I: Repeat x5 "I take Flight," to land repeat x5 "Landing."

E: Creature cannot be attacked by melee weapons while flying unless the attacker is also flying or Large. Creatures flying must still drop to their knees if wounded in the leg (simulates wounding the wings). Creature must flap its arms or state "Flying" every two seconds to denote this. Magic and magic-like abilities still require the being to stand still to cast. Only verbals and innate abilities can be used while flying.

L: To take off and land, the creature must stand still. Unless noted otherwise in the description, a Monster with this Trait may use it an unlimited number of times.

Neutral

Creature must be willing to treat all teams and players equally. Neutral beings may be kind or cruel, antagonistic or peaceful as befits the Monster type, but they must treat all teams and players the same way unless provoked to attack.

Player Class

The Monster may use the abilities of the listed Player Class as presented in the Amtgard Rules of Play. Limitations will be listed in the individual entry.

Regeneration

Lost limbs will grow back after a 50 count. If slain, creature will come back to life after a 50 count (this does not count towards the total lives lost). Regeneration does not function against wounds or death caused by any form of fire, magical attack (including magic weapons) or Powerful Blows. Damage to Natural armor and wounds from these attacks remain even if the Monster is slain by non-magical means and regenerates back to life. (ex.: a Regenerating Troll loses an arm to an Acid Bolt, but is slain by a normal arrow to the chest. When the Troll regenerates from death, it keeps the wounded arm.)

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Regeneration, Greater

This power functions exactly like the Regeneration ability, except limbs grow back in a 25 count, and the death count is only 25. Natural armors are restored at the rate of one point per location every 25 count. Armor begins regenerating after all wounds are healed. Player chooses the order in which armor is healed. Armor and limbs lost to magical attacks are restored after regenerating from any death caused by non-magical means.

Replication

M: Copies of the Monster to be replicated.

E: Anyone slain by the Monster will rise as a similar creature for the remainder of their natural lives under the control of the original Monster.

L: Some Monsters may need to slay a victim multiple times in order to use this power, see individual entries for details.

N: Since the effect is permanent, and Replicated Monsters also gain this ability, it could make for a veritable swarm of these Monsters, unless the Reeve dictates otherwise.

Rubbery

Creature is immune to all bludgeoning attacks, including rocks, maces, flails and quarterstaves.

Serial Immortality

Creature regenerates from death in a 100 count without a loss of life, fully healed with all armor and/or weapons replaced. Wounds may not be regenerated independently unless Regeneration is also possessed. Some immortal monsters have special vulnerabilities which may cause them to lose a life, see individual entries for details.

Sheer Numbers

Each person playing a creature with this ability is actually representing a horde of similar Monsters. When one creature dies, the player must lie down in place, only to rise again after a 50 count. See individual entries for number of lives.

Siege Boulder

This large rock is treated as an Instant-Kill siege weapon when thrown. See entry for usage limits if applicable.

Spell Mastery

This trait allows magic-using Monsters to wear their own enchantments and still cast spells without the enchantments fading. Humanoid Monsters with this trait do not lose spellpoints for weapons used unless otherwise stated in the entry.

Stone Heal

Any magical stone attack (i.e.: Petrify) will completely heal all limbs and one point of Natural armor to the creature. A creature with Stone Heal may not use their own stone abilities to Heal itself.

Strong

Melee weapons (even Natural weapons) become Red. Melee weapons that are already Red do an extra point of damage to armor (total 3)

Tough

These creatures are innately able to resist most weapons. Strikes from non-magical weapons do not affect them. Characters with Powerful Blows can attack Tough monsters with their weapons.

Very Strong

All melee weapons (even Natural ones) become Siege weapons, slaying a target even on hits to the target's equipment, shield or weaponry. Removes one point of Invulnerability or Invulnerable armor per strike. Must be marked with black ribbon.

Monster Abilities

Innate Abilities are natural functions of the Monster (like a poisonous bite), Innate Magical Abilities are special, but still natural, magic-oriented functions of the Monster (like breath weapons) and Magic-Like Abilities are just like spells which have to be activated by the Monster (like the Dread Knight's magical arsenal).

Innate Abilities

Innate Abilities have a limited number of uses. In many cases, they act just like magics. Innate Abilities require the person to stand still unless noted otherwise. If a school is listed, a magic that protects from that school, protects from the abilities. Otherwise, only Invulnerable Armor or Invulnerability will protect from the ability (though some have immunity to poison and traps, and thus are unaffected by them).

Innate Magical Abilities

Unless listed as magical, Innate Abilities are non-magical in nature. Innate Magical Abilities are cancelled or dispelled by Anti-Magic areas. Targets bearing Protection from Magic and those who are immune to magic are likewise unaffected by these abilities.

Magic-Like Abilities

Magic-Like Abilities are treated and activated in all ways as per the spell listed, except they do not cost magic points, do not require a free hand, and

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are given a set number of uses. Magic- Like Abilities cannot be used in Anti-Magic areas. Magic-Like abilities can be used with the Extension spell, if a Monster has access to both.

Abilities Defined

Animal Rights Activism

I: "I have rights too dammit!" x 5

R: 20 foot radius

E: All Barbarians, Scouts and Druids within 20 feet must come directly to the creature and aid it in battle for a 100 count, after which time the affected players are given safe passage back to their base where they may rejoin the game. Affected Barbarians go instantly Berserk (This does not count against their normal Berserk abilities) and retain that status after the effect wears off. Monsters ignore the plea for help.

Avalanche

I: "Avalanche" x 5 while stomping on ground with one foot

R: 20 foot radius

E: All victims within range are frozen in place for 150 count. The victim may not move or speak, and neither they nor their equipment can be affected in any way, except where noted below. Only beings Immune to Cold-Based Attacks and Subdual can resist this ability.

N: Creatures are immune to their own Avalanche, but not to the effects of other Avalanches. A touch from a Flameblade or the Sword of Flame will instantly negate the effect. One Fireball striking the victim or his equipment will instantly negate the effect. Multiple Fireballs striking the victim will cause the victim to be freed by the initial Fireball, and affected normally by any others. Beings protected from flame or immune to the School of Flame cannot be freed by fire or flame attacks. Shove, Teleport, and Wind may be used normally on an affected victim.

Blend

I: Repeat x10 "Forest hide and protect me." To end the effect repeat x2 "Forest release me"

E: You are considered out of the game. You may move anywhere you like, as long as you remain within 50 feet of a tree. When you wish to return to the game, recite the phrase to end the effect.

L: If you go more than 50 feet from a tree, you cannot recite the phrase to end the effect until you are again within 50 feet of a tree. Someone within 20 feet can use Tracking to “dispel” this ability.

Corrosion

I: “I rust that (metal object)” x5

R: 20 feet

E: One metal item or metal weapon is considered unusable for a 100 count. Mend will repair corroded items. Normal armor constructed with metal parts (including rings and studs) is rendered useless in one location per use of this ability

Counterspell

I: Declare “Counterspell” x1 upon activation

R: Self only

E: The caster may choose to reflect any single spell attack directed against it back to the attacker. The attack must have been directed at the caster, and does not work against bouncing or remain active Fireballs, Mass spells or abilities, Doomsday, enchantments or other battlefield effects. Verbal magic and spellball hits which are Counterspelled instantly affect the attacker regardless of protective enchantments or distance. Immunities still apply. This ability must be declared before the attack takes place.

Cuteness

I: “You wouldn’t hurt a cute little thing like me, would you?” x3

R: 20 feet

E: The victim must follow the creature around for a 100 count, and cannot attack the creature, though they may defend themselves from attack. After the 100 count expires, the victim is allowed safe passage back to their base and may rejoin the game normally.

Death Cloud

I: “Death Cloud” x5

R: 10 foot radius

E: All players (except the caster) within radius instantly die.

N: This is a Death and Poison effect. Immunities and enchantments that provide protection against either type of effect will protect against this ability.

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Extinguish

I: "Extinguish" x5

R: 20 foot radius

E: All Flame spells, enchantments, and magical abilities are dispelled. All Flame terrain effects, Traits, and Innate Abilities are rendered inactive for a 100 count. The Sword of Flame is unaffected.

Holy Weapon

Weapon is considered Red, magical, indestructible and may be used to break even Improved, Hardened and Imbued shields.

Level Drain

I: Declare x1 "Level Drain" on any melee attack which wounds the intended victim

E: Victim is immediately reduced by one class level. All spells and abilities are utilized at one level lower for the rest of the players life. Enchantments, spells and Abilities already cast or activated

(i.e.: a person who is already Petrified, enchantments which have already been cast) are not affected.

L: First level players, Peasants and Raiders are immune to this effect.

Mass Shove

I: "I shove thee all away" x3

R: 20 foot radius

E: All enemies within 20 feet must immediately move back an additional 20 feet away from the caster.

Possession

I: Repeat x3 "I dominate your will"

R: 20 feet

E: Possessed players must serve the casting creature to the fullest extent of their abilities, until either the caster or victim is slain.

L: Casters must remain within 50 feet of their victim at all times or the Possession is ended. Victims may not attempt to exceed the range on purpose, though they may be lured away by Yield spells or similar magic. The effect is dispelled if the possessing Monster is slain.

N: If the possessing Monster has the Incorporeal Trait, the Monster is assumed to be "inside" the victim. Also, such a creature using this ability

may still use the full range of its own abilities, though it may not engage or be affected by melee and is immune to all non-magical attacks during possession. Killing the victim does not kill the Monster, but does “eject” it within 10 feet of where the victim died.

Sneak

I: “Sneak” x5 to activate, chant “Sneak” every 5 seconds to continue, must repeat “Now you see me” x2 to deactivate

E: As per Monk Sanctuary, except Sneaking players may hold Natural weapons in hands. May not deactivate ability within 10 feet of another player.

Stinkball

M: Padded purple “stink ball” with streamers

I: x5 “Stinkball”

E: Targets struck by a Stinkball may neither approach nor be approached by any other player within 50 feet for a 150 count.

L: Monsters possessing this ability are immune to the effect of all Stinkballs, as are any Monsters deemed suitably foul enough to be immune to Eternal Stench.

Stinking Cloud

M: 50 foot strip of purple cloth tied into a circle

E: Players may not enter the cloud. Missile combat may still take place through the cloud. Multiple creatures with this ability can combine their strips together to make a larger zone.

N: Monsters possessing this ability are immune to the effect of all Stinking Clouds, as are any Monsters deemed suitably foul enough to be immune to Eternal Stench.

Touch of the Plague

I: “Touch of the Plague” x5

R: Touch

E: Any player touched dies from the plague in a 100 count unless protected from Disease, immune to Disease or Cure Disease is cast on them. Stopped by Invulnerability or Invulnerable armor but bypasses normal armor.

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Tunneling

I: "Tunneling" x5 to activate, "Arriving" x5 to end

R: 100 feet

E: Creature must move in a straight line to any point within 100 feet and may not engage or be engaged in combat while moving. Tunneling creatures may delay arrival for up to a 100 count once they reach the destination by continuing to chant "Tunneling" once every five seconds. May not arrive within 50 feet of a base or Nirvana. May not carry game items.

Vermin Horde

I: "I call upon an army of (animal listed in description) to devour thee" x3

R: 20 feet

E: Target is slain, consumed by a horde of mean little animals.

N: This is not a Death ability or spell. Does one point of damage to Invulnerability or Invulnerable armor, but bypasses normal armor to slay the victim.

Webs

R: 10 foot strip of white cloth

E: Tie strip between two points. Any person who crosses or touches the line is Entangled for a 150 count or until web is destroyed.

N: Both ends of the strand must be hit with a magical weapon, Fireball or Lightning Bolt before it is destroyed. Monsters are immune to their own webs and the webs of creatures of the same race. Multiple creatures with this ability can combine their strips together to make a larger zone.

Vulnerabilities:

Vulnerabilities are special magical or environmental effects that are exceptions to the rules, usually to the detriment of the creature involved. They take precedence over immunities and are meant to act as a flaw to be exploited by the Monster's enemies. For example, Air Elementals are immune to Subdual magic, but have Iceball listed as a vulnerability. As such, these Elementals are affected by the spell as described. Common Vulnerabilities are listed below:

· **Altered Effect:** A general category for spells, effects or abilities that function in an irregular and generally harmful manner against a particular Monster. See entries for complete details.

- **Aversion:** The creature will not approach within 20 feet of the listed object of its aversion. Affected creatures will not attack, nor attempt to provoke attack from any such aversion, though they may defend themselves if necessary. See entries for more details.
- **Beneficent:** Monsters with this Vulnerability may not attack unless provoked. This generally means an opponent must attempt to strike first. Provoked does not mean using lame excuses to join combat. Because of this Vulnerability, playing such a Monster may get boring in terms of combat (all the more reason to role-play).
- **Bound:** Every life, Bound individuals must choose a large, stationary object and must remain within 50 feet of that object for an entire life. Denote the chosen object to a reeve. This item cannot be one that is moveable, but should be a large rock, tree, and body of water or something similar.
- **Slow:** Monsters with this distinction may not run or jump, and must move in a generally slow manner.
- **Spell Weakness:** A general category for spells or abilities that have unusually powerful effects against a particular Monster. See entries for details, but any spell or effect listed in this Vulnerability bypasses all remaining armor and normal immunities to effect the target, leaving the armor intact.
- **Stationary:** These creatures may not move than 5 feet from a specified location. Single-player Monsters may relocate within 100 feet of their last location at the beginning of every life, but may never come within 100 feet of a base or Nirvana.
- **Tethered:** Creatures with this distinction are secured to a central location with a length of sturdy rope and may not move beyond the radius specified in the text. For larger groups, or places where rope may not be practical, safe or available, the tethered range should be marked on the ground with ribbon, chalk powder or similarly easy-to-see media.
- **Weak:** These sad critters are either so pathetic or so fragile as to die after receiving a wound to any limb.

Terrain Effects:

During the course of a battlegame or Quest, certain environmental and terrain conditions can be simulated by clearly marking the area with colored ribbon. Announce to the players what each area represents, and place Reeves near these areas to better police the action. Players should be

rewarded with short death counts and even extra lives for role-playing well in such conditions.

· **Anti-Magic Zone:** All forms of magical energy cease to function within this zone, denoted by yellow ribbon placed around the area. Elementals and Summoned Monsters who enter this area are instantly dispelled, as are all enchantments. Spells and magical abilities may not be cast and Relics do not work while within the boundaries of an Anti-Magic Zone. These areas may not be dispelled, but are otherwise like the spell of the same name.

· **Carnivorous Swarm:** Something small and annoying is eating your flesh if you enter this area, which should be marked with a red ribbon. Take a wound to any location (player's choice) after 5 seconds and die in a 10 count. Invulnerabilities are worn through all locations at the rate of one point per second after the initial 10 seconds. Normal armor is automatically bypassed.

· **Death Field:** These zones of negative energy are denoted with black ribbon. Those who are not immune to Death magic die if they enter this area.

· **Eternal Stench:** Mark out areas of foul putrescence with green (and it better be really ugly green) ribbons. No one except Troglydites, Skirit and other such creatures may enter, unless one hand covers the player's nose and mouth at all times. Players who remove their hand are immediately Stunned (per Healer spell) until removed from the area. Merely replacing a hand has no effect, the player must be removed from the area to continue.

· **Graveyards:** Places where the dead are buried serve to enhance the Legions of the Undead. Areas marked with gray ribbon, or perhaps even foam tombstones or similar signs, 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 lifestealing 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 if it is used within the boundaries of the graveyard.

(So, if they want an extra life, they have to go hunt for one!)

· **Holy Ground:** Areas marked with white ribbons represent land or places dedicated to Goodness and White Light. Paladins stationed within Holy Ground gain unlimited use of the Heal spell and all players are immune to the effects of Level Drain, Possession and Disease while within the boundaries of such an area.

- **Lava:** Denoted with orange ribbon placed around the area. These are areas of open flame. Beings without protection from or immunity to Flame are instantly killed and all their equipment destroyed if they move through it. Beings protected from Flame and all equipment they are carrying are immune to this effect. Invulnerabilities are worn through all locations at the rate of one point per second. Normal armor is automatically bypassed.
- **Sacred Groves:** These wild places are holy ground to Fey Creatures and are marked with bright green ribbon. All Fey creatures (except Deep Dweller Elves) who enter a Sacred Grove may use the Camouflage ability once per life, so long as they remain within the grove.
- **Water:** Denoted with silver tarp on ground or silver tape placed around the area. All creatures entering this area must drop to their knees while moving through it, unless they are Aquatic, Large or flying. These rules can also be used to simulate wading through muck and mud, dense foliage, or any other condition which might force players to move slowly.

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Monsters

Angelic Hero

(BL: Talinor / Art: Denah)

Description: Angelic Heroes are the spirits of knights who have been rewarded by the gods for noble service to the forces of Good. They are sent down from the heavens to aid faithful mortals in dire need, to guard an object of tremendous power or to combat evil too great for mankind to vanquish alone. They generally appear as majestic knights in glowing white armor and garb. Only Knights may play these beings.

Garb: White and gold tunic with a golden phoenix displayed.

Type: Extra-Planar Mystical Humanoid

Q/M Ratio: 5/1 (QUEST)

Armor: Two points Natural Invulnerable, may wear up to 4 additional points of normal armor, any shield

Weapons: Any single melee weapon up to Long, javelins

Immunities: Magic, Subdual, Death, Poison, Disease

Natural Lives: 2

Abilities & Traits:

- Enhanced Armor
- Extend Immunities to Equipment
- **Innate Ability:** Holy Weapon (1/life)
- **Vulnerability:** Beneficent
- **Vulnerability:** Altered Effect Sever Spirit treated as Lost.

Levels:

1st As above

2nd Gains **Innate Magical Ability:** Heal (1/life)

3rd Gains **Innate Ability:** Extend Immunities (unlimited)

4th Heal becomes (2/life)

5th Gains **Innate Magical Ability:** Resurrect (1/life)

6th +1 Natural Lives (total 3)

Animal Familiar

(WL: Wyngarde / Art: Denah)

Description: Animal Familiars are the legendary assistant, friend and servant to the Wizard and Druid. Taking the form of small, normal-looking animals, these helpful spirits exist to aid the summoner in all manner of chores, both mundane and magical. The most common forms include: cat, raven, bat, frog and owl, though Familiars come in as many varieties as the summoners themselves.

Garb: Anything to suggest the type of animal you want to portray.

Summoned By: Any Magic-Caster. Familiars cost at least one spellpoint to summon, but additional points may be spent to increase their lives and abilities. Purchasing a Familiar functions exactly like purchasing a weapon in all regards, except you cannot use Warskill to summon one. Abilities and lives purchased are cumulative. No more than three spellpoints may be spent on any single Familiar. (ex: a 3 point Familiar has 6 lives and all listed abilities.)

Player Lives/Life: 1 **Type:** Mystical Beast **Q/M Ratio:** 5/1 **Armor:** None

Weapons: One short melee weapon (Natural)

Immunities: None **Natural Lives:** See below

Abilities & Traits:

- **Sheer Numbers** For every spellpoint spent summoning a Familiar, it gains two lives to a maximum total lives to 6.

- **Innate Magical Ability:** Messenger (unlimited) Must be activated by summoner.

- **Innate Magical Ability:** Pass Without Trace (1/life)

- If a total of two or more spellpoints are spent on a Familiar, it may bear an enchantment placed by it's summoner.

- If a total of three spellpoints are spent on a Familiar, its summoner (regardless of class) can Lend one spell at a time to the Familiar. The summoner pays for the spell, not the Lend. This ability may be reused without limit. A lent spellball may be reused normally by the Familiar, but is no longer available for the summoner's use.

- **Vulnerability:** Weak

- **Vulnerability:** Familiars always come alive at their summoner, but may not come alive if the summoner is dead (they have to wait and come alive together at Nirvana) or shattered (a Familiar is removed from play when its summoner is out of lives).

Levels: None

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Banshee

(BL: Naes & Argon / Art: Reynen)

Description: Banshee are undead elven females whose hatred of life is so great, it sustains her even after death. The banshee cries out her hatred in a voice so terrible it can kill. Usually appears as a female in rotted robes of once fine fashion.

Garb: Soiled and torn finery.

Type: Undead Humanoid

Q/M Ratio: 3/1

Armor: None

Weapons: None

Immunities: Control, Death, Subdual, Poison, Disease

Natural Lives: 2

Abilities & Traits:

- Incorporeal
- **Innate Magical Ability:** Fear (2/life)
- **Innate Magical Ability:** Teleport (1/life) Self only.
- **Innate Magical Ability:** Finger of Death (1/life)
- **Innate Magical Ability:** Touch of Death (1/life) Self only.
- **Innate Magical Ability:** Doomsday (1/life) Only requires a 100 count.
- **Vulnerability:** Spell Weakness Dispel Magic will kill a Banshee instantly.

Levels:

1st As above

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2nd Fear becomes (4/life)

3rd +1 Natural Lives (total 3)

4th Finger of Death becomes (2/life)

5th Touch of Death becomes (unlimited)

6th Doomsday becomes (2/life)

Basilisk

(BL: Rakasta / Art: Tim O'Brien, Elfwood)

Description: Basilisks are large stone-covered lizards that prey on all living creatures. They are foul-tempered, always hungry and relentless in battle.

Garb: Gray or green scales, anything suggesting stone or rocky textures, a tail and/or horns.

Type: Mystical Beast

Q/M Ratio: 3/1

Armor: 1 point Natural

Weapons: One short sword and one flail (both Natural)

Immunities: Poison

Natural Lives: 2

Abilities & Traits:

- **Innate Ability:** Poison Weapon (1/life, short sword only)
- **Innate Ability:** Fear (1/life)
- **Magic-Like Ability:** Petrify (unlimited bolts)

Levels:

1st As above

2nd Gains Immunity: Subdual

3rd +1 Natural Armor (total 2)

+1 Natural Lives (total 3)

4th Gains Strong Trait

5th +1 Natural Armor (total 3)

+1 Natural Lives (total 4)

6th +1 Natural Armor (total 4)

Gains the Tough Trait

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Bear

(Various / Art: Denah)

Description: These giant, furry omnivores can be found in nearly any climate or environment where food and fresh water are plentiful. The claws of a full grown bear can shred a tree or a man with equal ease. Fortunately, bears are not usually aggressive unless hunting, hungry or near their lair.

Woe be unto any creature foolish enough to come between a bear and its next meal or who so much as come close to its cubs. Bears who befriend a Druid serve as a fearless and powerful guardian and combatant.

Garb: Brown, black or white fur tunic, hood and leggings. Suggested: Large, hairy people.

Summoned By: Druid (3), (4 spellpoints, deducted from the Druid's total just like purchasing a weapon) Bears are non-magical companions and are not removed from the game if targeted with Dispel Magic.

Player Lives/Life: 2

Type: Standard Beast

Q/M Ratio: 2/1

Armor: 4 points Natural

Weapons: Two long melee weapons (Natural)

Immunities: Control, Subdual

Natural Lives: 3

Abilities & Traits:

- Strong
- Hard To Kill

Levels: None

Brownie

(BL: Naes / Art: Denah)

Description: Small (18 inch tall) beings that are distant relatives of Elves and Fairies. They are usually shy and leery of strangers, but can be helpful if treated well. They have pointed ears and long pointed noses. Being creatures of the woods, they typically wear clothing of brown, green and other earthly tones.

Garb: Brown tunic or tabard with two green scout sashes. Suggested: Pointed ears, exaggerated smile. Very short people.

Summoned By: Druid (6), Reincarnate

Player Lives/Life: 2

Type: Mystical Fey Humanoid

Q/M Ratio: 1/1

Armor: 1 point Natural, may wear up to 3 additional points of normal armor

Weapons: May use a single dagger or short sword
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Immunities: Control (except Charm)

Natural Lives: 3

Abilities & Traits:

- **Innate Ability:** Camouflage (1/life)
- **Innate Ability:** Blend (unlimited)
- **Magic-Like Ability:** Flight (1/life)
- **Magic-Like Ability:** Lost (1/life)
- **Magic-Like Ability:** Teleport (1/life)

Levels:

1st As above

2nd Camouflage becomes (2/life)

3rd Lost becomes (2/life)

4th Flight becomes (2/life)

5th Lost becomes (3/life)

6th Flight becomes (unlimited)

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Calimarin

(WL: Wyngarde / Art: Reynen)

Description: “Squid head” is the best description for the Calimarin. They are evil creatures who delight in the pain and suffering of intelligent beings. Calimarin are psionically awakened. The favorite meal of Calimarin are the brains of freshly slain humans. It bears noting; all of the Calimarin’s powers are non-magical in nature and are usable within an Anti-Magic Zone.

Garb: Brown robes and a purple headband.

Type: Standard Humanoid

Q/M: 4/1

Armor: None

Weapons: One short melee weapon

Immunities: Control

Natural Lives: 3

Abilities & Traits:

- **Innate Ability:** Hold Person (2/life)
- **Innate Ability:** Charm (2/life) “By the power of my mind, I dominate your will” x2
- **Innate Ability:** Teleport (1/life) Self only.
- **Innate Ability:** Finger of Death (1/game)
- **Innate Ability:** Lightning Bolt (2 bolts/U) Bolts of raw mental energy.
- **Innate Ability:** Heat Weapon (2/life)

Levels:

1st As above

2nd Heat Weapon becomes (4/life)

3rd Gains one point of Natural armor

4th Gains Immunity: Magic

5th Hold Person becomes (4/life)

6th Finger of Death becomes (1/life)

Gains **Innate Ability:** Possession (1/life)

Catperson

(BL: Terarin / Art: Diego & Reynen)

Description: Catpeople are a race of feline humanoids that resemble many of the great cats such as lions, tigers or leopards. They are normally very refined in the field that they specialize in, be it the arts or war-oriented sciences. Catpeople take great pride in whatever they do.

Garb: Various leopard prints, lots of fur. Suggested: cat tail and ears.

Type: Standard Humanoid

Q/M Ratio: 1/1

Armor: May wear up to 3 points of normal armor, up to a small shield

Weapons: Two melee daggers (Natural) or any melee weapons up to long

Immunities: None

Natural Lives: 3

Abilities & Traits:

· **Innate Ability:** Tracking (1/life)

· **Innate Ability:** Sneak (1/game)

Levels:

1st As above

2nd Becomes a Fey Type

3rd Sneak becomes (2/game)

4th Gains Immunity: Subdual

5th Gains Strong Trait

6th Sneak becomes (unlimited)

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Centaur

(BL: Naes / Art: Denah)

Description: The wise and proud Centaurs, the fabled horse-bodied men of myth, roam the plains and forests of Amtgardia's wildest places. These mighty philosopher-warriors generally shun the civilized lands, but maintain a healthy respect for the Elven Nation.

Garb: Furred legging and yellow or white shoes or shoe covers. Green scout baldric. Suggested: a horse tail, and anything that would make your lower half look more like a horse.

Summoned By: Druid (6), Reincarnate

Player Lives/Life: 2

Type: Fey Humanoid

Q/M Ratio: 2/1

Armor: May wear up to 4 points, any shield

Weapons: Any melee weapon, bows (no crossbows).

Immunities: Control (except Charm)

Natural Lives: 4

Abilities & Traits:

· Many-Legged

· **Innate Ability:** Attuned (2/game) May carry two enchantments in addition to the one used to summon it, if applicable.

· **Innate Ability:** Tracking (1/life)

· **Innate Ability:** Bowyer (1/life)

· **Innate Ability:** Stun Arrow (1/unlimited)

· **Innate Ability:** Flame Arrow (1/unlimited)

Levels:

1st As above

2nd Gains Accuracy Trait

3rd Gains **Innate Magical Ability:** Armor Piercing Arrow (1/unlimited)

4th Gains **Innate Magical Ability:** Penetration Arrow (1/unlimited)

5th Tracking becomes (2/life)

Flame and Stun Arrow each become (2/unlimited)

6th Armor Piercing Arrow becomes (2/unlimited)

Corrosion Beast

(BL: Cheshire / Art: Reynen)

Description: This pudgy little creature is arguably one of the most troublesome and annoying beasts to have to fight. Ever hungry for the taste of metal, it will follow those who have it to the ends of the earth if need be, retreating only if severely beaten. Ungainly on its feet, it is an amazingly fast digger and thus able to get into the most secure areas.

Garb: A rust colored tunic and hood.

Type: Standard Beast

Q/M Ratio: 2/1

Armor: 2 points Natural

Weapons: Two short swords (Natural)

Immunities: Subdual, Poison

Natural Lives: 4

Abilities & Traits:

- **Innate Ability:** Acid Bolt (unlimited bolts)
- **Innate Ability:** Corrosion (unlimited)
- **Innate Ability:** Tunneling (unlimited)

Levels: None

Darklord

(BL: Talinor / Art: Xger)

Description: Darklords are particularly evil individuals. They want to rule the world and have the means to do it. Darklords exude an evil aura (roleplaying evil does not mean being a hazard on the field). In general appearance, Darklords hardly differ from any other individual of the civilized races. They do, however, occasionally babble to themselves about being evil and taking over the world.

Garb: The Darklord is generally indistinguishable from any other combatants, but to be able to distinguish him, he must have a large black favor, headband or armband. He should also be announced at the beginning of the scenario. Loud, incoherent and evil babbling is very encouraged by Darklords and Minions alike.

Type: Extra-Planar Humanoid

Q/M Ratio: 2/1 (QUEST) **Armor:** Per Player Class

Weapons: Per Player Class **Immunities:** Per Player Class

Natural Lives: Unlimited (see below)

Abilities & Traits:

- Create Minion (Undead Players) The Darklord must take an opponent (dead or alive, Darklords prefer dead), by means of subdual or dragging dead bodies, back to the Darklord's lair. Once there, the opponent may either become a Minion on the Darklord's team or drop out of the game. Becoming a minion is permanent and may not be reversed. Note: The Darklord is not undead, but the Minion is. The Minion must now play the remainder of his/her lives on the Darklord team. The Minion plays these lives as per the class he/she was playing when captured as normal. The Minion is affected by Banish and Turn Undead and gains the Undead Type.
- Lair
- Serial Immortality
- Player Class: **Magic-Caster** or Class Abilities: Darklords were once normal humans, and as such, retain all class abilities they had in before being corrupted by evil. Each Darklord must choose a class and play it at a level they have attained.

Levels: Per Player Class

THE DARKLORD SCENARIO

Materials: Black headbands for the Darklord and his Minions.

Set-up: Send the Darklord into the woods, with or without any Minions. The rest of the populace makes up the other team. The Darklord should be a tough, experienced player.

Object: A lesson in futility. The Darklord has unlimited lives, and anyone who is slain by the Darklord becomes a minion for the remainder of their lives. Eventually the Darklord's team will win, but the fun comes from seeing who survives the longest. Remember though, only the Darklord can make Minions! Minions still use their normal life allotment; they just switch teams until shattered.

Notes: The Darklord should not be used outside of this battlegame. If the Darklord is playing a spellcasting class, his spells run out as normal.

Options:

- 1) Give the Questors a chance. Make this scenario part of a larger battlegame or Quest and provide some means for the Darklord's ultimate destruction.
- 2) Give the Questors a means to reconvert slain Minions. The battle then takes on a Tug-O-War approach, with players switching sides every life. In this version, all Questors should be given two headbands or markers at the outset to make changing sides manageable.
- 3) Allow Minions to convert Questors, too (despite the usual restrictions against it). This makes the action even faster and more furious. Be sure everyone understands whether or not this option is being used, as it will make all the difference in how quickly teams change.

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Deadly Slime

(DS: Labrynth / Art: Torg)

Description: Deadly Slimes are amorphous, amoeboid creatures generally considered more terrifying for their lack of form than for any shape they could possibly have. They range in size from only one foot to over five feet in diameter, in color from chalk white to jet black and in translucency from opaque to very nearly transparent. Very primitive creatures, deadly slimes have no mind of which to speak. They exist only to reproduce: an exhausting process of cellular fission that requires vast amounts of food.

Garb: Think Jell-OTM, and try to make a costume (including weapons) that looks as amorphous as possible. Solid colored garb with matching weapons is a good idea.

Type: Arboreal Beast

Q/M Ratio: 3/1

Armor: None

Weapons: Two hinged melee weapons (Natural)

Immunities: Control, Subdual, Disease, Poison

Natural Lives: 3

Abilities & Traits:

- Amorphous (4 points of Invulnerability)
- Strong
- Tough

Levels:

1st As above

2nd Gains **Innate Ability:** Acid Bolt (2 bolts/U)

3rd +1 Invulnerability (5 total)

4th +1 Invulnerability (6 total)

Gains Regeneration Trait (Invulnerabilities are regenerated instead of lost limbs)

5th +1 Invulnerability (7 total)

6th +1 Invulnerability (8 total)

Deva

(BL: Naes / Art: Rick Blackwell, Elfwood)

Description: These brilliant beings are the protectors of law and good, always upholding that which is pure and innocent in nature and life. They sometimes appear as globes of brilliantly colored light, but usually as tall humanoids with large white wings.

Garb: Feathered wings and angelic white robes.

Type: Extra-Planar Humanoid

Q/M Ratio: 3/1

Armor: May wear up to 2 points, any shield

Weapons: A single short or long non-hinged melee weapon

Immunities: Death, Poison

Natural Lives: 3

Abilities & Traits:

- Natural Flight
- **Innate Magical Ability:** Holy Weapon (1/life)
- **Magic-Like Ability:** Heal (1/life)
- **Magic-Like Ability:** Mend (1/life)
- **Magic-Like Ability:** Awe (1/life)
- **Magic-Like Ability:** Teleport (1/life) Self only.
- **Vulnerability:** Altered Effect Devas may only use their Heals and Mends on others, not on themselves.
- **Vulnerability:** Beneficent

Levels:

1st As above

2nd Teleport becomes (2/life)

3rd Gains Immunity: Subdual

4th Mend becomes (2/life)

Gains Tough Trait

5th Heal becomes (unlimited)

Gains Immunity: Flame

6th Awe becomes (3/life)

Gains ability to Heal itself (1/game)

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Dragons

One of the most intensely beautiful yet terrifying creatures in existence, a dragon is usually only encountered by the foolish or unlucky. These huge beasts are found in all climates gathering their huge piles of treasure to sleep upon or out hunting. Species are divided along specific colors and personality types. They have a tendency to eliminate anyone who enters their territory, whether it was knowingly or accidental, so it is considered prudent not to attack them. These beasts are so huge and ferocious that it is considered quite an achievement to slay one.

Dragon Mount Option: At some point, players will want to use a Dragon for a mount, either for a large Quest or dramatic aerial combat. If so desired, and approved by the reeve, Dragons may be given the Mount Trait. All players should be made aware if this option is used in a battlegame. Keep in mind, players mounted on flying creatures may engage in melee with other flyers, avian mounts and their riders as well. Note: going into melee against a Monster with Natural Siege Weapons is not a really good idea.

Azure Dragon

(BL: Naes / Art: Diego)

Description: Azure Dragons are intelligent flyers who use their coloration to blend into the open skies to better get the drop on their enemies. Azure Dragons lair in hot, sandy regions, usually far beneath the surface.

Garb: Scales and armor in shades of blue.

Type: Mystical Beast

Q/M Ratio: 8/1 (QUEST)

Armor: 4 points Natural Invulnerable

Weapons: Two short melee weapons (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- Natural Flight
- Large
- Very Strong
- **Innate Magical Ability:** Lightning Bolt (unlimited bolts) as breath weapon
- **Innate Ability:** Shove (1/life) as a wing buffet

Levels:

1st As above

2nd Gains **Magic-Like Ability:** Dispel Magic (1/life)

3rd Dispel Magic becomes (2/life)

+1 point Natural Invulnerable Armor (total 5)

4th +1 point Natural Invulnerable Armor (total 6)

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Shove becomes (unlimited)

Gains Immunity: Flame

5th Dispel Magic becomes (3/life)

+1 point Natural Invulnerable Armor (total 7)

Gains **Magic-Like Ability:** Mend (2/life)

6th Dispel Magic becomes (4/life)

+1 point Natural Invulnerable Armor (total 8)

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Crimson Dragon

(BL: Naes / Art: Diego)

Description: Crimson Dragons are lazy and pompous brutes who while away the centuries on mounts of golden loot. Crimson Dragons lair in high, mountainous regions, lords and masters of all they survey.

Garb: Scales and armor in shades of red.

Type: Mystical Beast

Q/M Ratio: 8/1 (QUEST)

Armor: 4 points Natural Invulnerable

Weapons: Two short melee weapons (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- Natural Flight
- Large
- Very Strong
- **Innate Magical Ability:** Fireball (unlimited) as breath weapon
- **Innate Ability:** Shove (1/life) as a wing buffet

Levels:

1st As above

2nd Gains **Magic-Like Ability:** Dispel Magic (1/life)

3rd Dispel Magic becomes (2/life)

+1 point Natural Invulnerable Armor (total 5)

4th +1 point Natural Invulnerable Armor (total 6)

Shove becomes (unlimited)

Gains Immunity: Flame

5th Dispel Magic becomes (3/life)

+1 point Natural Invulnerable Armor (total 7)

Gains **Magic-Like Ability:** Mend (2/life)

6th Dispel Magic becomes (4/life)

+1 point Natural Invulnerable Armor (total 8)

Emerald Dragon

(BL: Naes / Art: Denah)

Description: Emerald Dragons are consummate villains, evil and greedy to the core. Emerald Dragons lair in verdant, forested areas, often near human trade routes; humans make fine valuables to plunder and a tasty midnight snack at the same time.

Garb: Scales and armor in shades of green.

Type: Mystical Beast

Q/M Ratio: 6/1 (QUEST)

Armor: 4 points Natural Invulnerable

Weapons: Two short melee weapons (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- Natural Flight
- Large
- Very Strong
- **Innate Magical Ability:** Acid Ball (unlimited bolts) as breath weapon
- **Innate Ability:** Shove (1/life) as a wing buffet

Levels:

1st As above

2nd Gains **Magic-Like Ability:** Dispel Magic (1/life)

3rd Dispel Magic becomes (2/life)

+1 point Natural Invulnerable Armor (total 5)

4th +1 point Natural Invulnerable Armor (total 6)

Shove becomes (unlimited)

Gains Immunities: Poison and Disease

5th Dispel Magic becomes (3/life)

+1 point Natural Invulnerable Armor (total 7)

Gains **Magic-Like Ability:** Mend (2/life)

6th Dispel Magic becomes (4/life)

+1 point Natural Invulnerable Armor (total 8)

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Opal Dragon

(BL: Naes / Art: Gerno)

Description: Opal Dragons are ignorant savages, more interested in mealtime than money. Opal Dragons roam frozen tundra and arctic mountain peaks in their eternal search for food.

Garb: Scales and armor in shades of white.

Type: Mystical Beast

Q/M Ratio: 6/1 (QUEST)

Armor: 4 points Natural Invulnerable

Weapons: Two short melee weapons (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- Natural Flight
- Large
- Very Strong
- **Innate Magical Ability:** Iceball (unlimited bolts) as breath weapon
- **Innate Ability:** Shove (1/life) as a wing buffet

Levels:

1st As above

2nd Gains **Magic-Like Ability:** Dispel Magic (1/life)

3rd Dispel Magic becomes (2/life)

+1 point Natural Invulnerable Armor (total 5)

4th +1 point Natural Invulnerable Armor (total 6)

Shove becomes (unlimited)

Gains Immunity: Cold-Based Attacks

5th Dispel Magic becomes (3/life)

+1 point Natural Invulnerable Armor (total 7)

Gains **Magic-Like Ability:** Mend (2/life)

6th Dispel Magic becomes (4/life)

+1 point Natural Invulnerable Armor (total 8)

Sable Dragon

(BL: Naes / Art: Reynen)

Description: Sable Dragons give dragons a bad name; they are ruthless, vile-tempered and possess an insatiable lust for gold, jewels and treasure in any form. Sable Dragons make their homes in dank caverns, often beneath a swamp or other body of foul water.

Garb: Scales and armor in shades of black.

Type: Mystical Beast

Q/M Ratio: 9/1 (QUEST)

Armor: 4 points Natural Invulnerable

Weapons: Two short melee weapons (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- Natural Flight

- Large

- Very Strong

- **Innate Magical Ability:** Sphere of Annihilation (unlimited bolts) as breath weapon

- **Innate Ability:** Shove (1/life) as a wing buffet

Levels:

1st As above

2nd Gains **Magic-Like Ability:** Dispel Magic (1/life)

3rd Dispel Magic becomes (2/life)

+1 point Natural Invulnerable Armor (total 5)

4th +1 point Natural Invulnerable Armor (total 6)

Shove becomes (unlimited)

Gains Immunity: Death

5th Dispel Magic becomes (3/life)

+1 point Natural Invulnerable Armor (total 7)

Gains **Magic-Like Ability:** Mend (2/life)

6th Dispel Magic becomes (4/life)

+1 point Natural Invulnerable Armor (total 8)

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Dragon, Great

(BL: RAN / Art: Xger)

Description: These mighty reptilian beasts are cunning and cruel creatures of reason and magic. Nothing pleases a Great Dragon more than to sack a kingdom, hoard all of its treasures in one place and nest on the pile for a century or two.

Garb: Garb or armor with the suggestion of scales.

Type: Mystical Beast

Q/M Ratio: 10/1 (QUEST)

Armor: 5 point Natural Invulnerable

Weapons: Two short melee weapons (Natural)

Immunities: None

Natural Lives: 1

Abilities & Traits:

· Natural Flight

· Large

· Very Strong

· **Innate Magical Ability:** Fireball (unlimited bolts) as breath weapon may not remain active.

· **Innate Ability:** Shove (unlimited) as a wing buffet

· **Magic-Caster:** Wizard (by Levels) Great Dragons cast spells as a Wizard of the same level as the Monster.

1st As above

2nd +1 point Natural Invulnerable Armor (total 6)

3rd +1 Natural Lives (total 2)

4th +1 point Natural Invulnerable Armor (total 7)

5th +1 Natural Lives (total 3)

6th +1 point Natural Invulnerable Armor (total 8)

Dread Knight

(BL: Terarin / Art: Xger)

Description: Dread Knights are the spirits of heroes who committed an immensely evil act. They were executed only to be brought back as undead knights, cursed to forever walk the earth and lament their weakness. Though they were once noblemen, all that remains is a ghostly skeleton wearing ornate armor. Glowing red eyes staring from deep beneath their helms. Dread Knights possess an impressive magical arsenal, but prefer to slay their foes in melee combat. It is preferred that only Knights play one of these creatures.

Garb: Armor and a skull mask. **Type:** Mystical Undead Humanoid

Q/M Ratio: 5/1 (QUEST) **Armor:** 2 points Natural, may wear up to 4 additional points of normal armor, any shield

Weapons: Any melee weapon and javelins **Immunities:** Magic

Natural Lives: 2

Abilities & Traits:

- Enhanced Armor
- **Magic-Like Ability:** Heat Weapon (1/life)
- **Magic-Like Ability:** Pyrotechnics (1/life)
- **Magic-Like Ability:** Sleep (1/life)
- **Magic-Like Ability:** Stun (1/life)
- **Magic-Like Ability:** Finger of Death (1/life)
- **Magic-Like Ability:** Reanimate (1/life)
- Magic-Like Ability:** Honor Duel (2/life)
- **Innate Magical Ability:** Fear (1/life)
- **Innate Magical Ability:** Touch of Paralyzation (1/life)

Levels:

1st As above

2nd Heat Weapon and Sleep become (2/life)

+1 Natural Lives (total 2)

3rd Pyrotechnics and Touch of Paralyzation become (2/life)

4th Finger of Death and Stun become (2/life)

+1 Natural Lives (total 3)

5th Honor Duel becomes (unlimited)

Reanimate and Fear become (2/life)

6th Heat Weapon, Sleep and Touch of Paralyzation become (4/life)

+1 Natural

Lives (total 4)

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Dryad

(BL: Naes / Art: Lori Lemerond, Elfwood)

Description: These creatures are beautiful, mischievous wood spirits. Little is known about them except they command powerful magic and always demand a high price for their benevolence. This price is often a male who is seldom seen again.

Garb: Seductive attire adorned with leaves and twigs. Suggested: Pointed ears, sparkling green makeup. Suggestion: only females should play Dryad.

Summoned By: Druid (6), Reincarnate; Wizard (6), Transform

Player Lives/Life: 2

Type: Mystical Fey Humanoid

Q/M Ratio: 1/1

Armor: None

Weapons: Single melee dagger

Immunities: Control (save for Bardic Charm)

Natural Lives: 3

Abilities & Traits:

- Home Tree
- **Magic-Like Ability:** Commune (unlimited)
- **Magic-Like Ability:** Heal (unlimited)
- **Magic-Like Ability:** Yield (3/life)

Levels:

1st As above

2nd Gains 1 point of Natural Invulnerable Armor

3rd Gains **Magic-Like Ability:** Heat Weapon (1/life)

Gains **Magic-Like Ability:** Warp Wood (1/life)

4th No additional abilities

5th Heat Weapon and Warp Wood become (2/life)

6th +1 Natural Invulnerable Armor (total 2)

Dwarf

(WL: Margul / Art: Marton Nagy, Elfwood)

Description: Short and powerfully built, Dwarves have a reputation that defies their small size. Capable of the finest metal and stone crafting known to man, these bearded warriors are not to be taken lightly. As a race they possess a grim determination and an amazing constitution against threats both magical and mundane.

Garb: Metal armor, helmets and fake beards or mustaches. Short people. Dwarves use maces, axes or hammers whenever possible.

Type: Standard Humanoid

Q/M Ratio: 1/1 **Armor:** May wear up to 4 points, up to medium shields

Weapons: Any short melee weapons

Immunities: Subdual, Poison, Disease **Natural Lives:** 3

Abilities & Traits:

· **Innate Ability:** Improve Weapon (1/life) Either for self or another, takes 100 count. May be combined with Warrior Improve.

· **Innate Ability:** Fight After Death (last life only)

· **Vulnerability:** Players may not carry more than one Dwarven

Improvement at a time. Only Dwarves themselves are the exception to this rule, as they may wear any number of their own Improvements (or the improvements of other Dwarves) without penalty. Dwarven Improvements are not magic, do not count as enchantments, and may be carried by any class.

Levels:

1st As above

2nd Improve Weapon becomes (2/life)

Gains **Innate Ability:** Improve Shield (1/life) Either for self or another, takes 100 count.

3rd May use throwing axes or throwing hammers

Gains **Innate Ability:** Mend (2/life) only on metal equipment.

4th Improve Shield becomes (2/life)

Gains **Innate Ability:** Armor of Quality (1/life) Either for self or another, takes 100 count

5th Gains Adamantine Weapons Trait

+1 Natural

Lives (total 4)

6th May Fight After Death on last two lives

Gains **Innate Ability:** Counterspell (1/life)

Elementals

Elementals are creatures spawned from the elemental planes. They can be summoned under special circumstances by 6th level spellcasters, if given permission by the Reeve or game designer. The summoning of an Elemental is similar to the creation of a Golem. (q.v.) To bring one into play, the spellcaster must spend 3 spellpoints from every 10 points available, just as if purchasing a weapon.

Once called into this plane, Elementals are fierce combatants who remain loyal to their summoner until slain or banished back to their plane of origin (see individual entries). Elementals may not enter an Anti-Magic area, but since they are not the product of an enchantment, they are not removed from the game if targeted with Dispel Magic.

Air Elemental

(BL: Naes / Art: Diego)

Description: These are creatures brought forth from the element of air. They appear as either a whirlwind or a transparent humanoid in light, airy clothing.

Garb: Thin, filmy gauze or other light, sheer materials in white, yellow or blue.

Summoned By: Druid (6), Wizard (6) **Player Lives/Life:** 3

Type: Mystical Extra-Planar Animation **Q/M Ratio:** 3/1

Armor: 2 points Natural **Weapons:** 2 short weapons (Natural)

Immunities: Flame, Control, Subdual, Poison, Death, Disease

Natural Lives: 3

Abilities & Traits:

· Lightning Heal

Natural Flight

· Tough

· **Innate Magical Ability:** Teleport (2/life)

· **Innate Magical Ability:** Lightning Bolt (1 bolt/U)

· **Innate Ability:** Shove (unlimited) may be cast while moving. This is the ability to push with a gust of wind.

· **Vulnerability:** Spell Weakness Air Elementals can be dispelled back to their plane of origin and removed from the game for the remainder of their lives with a Wind spell.

Levels: None

Earth Elemental

(BL: Naes / Art: Diego)

Description: These are massive beings of solid, animated dirt and stone who are brought into Amtgardia from the Plane of Earth.

Garb: Dark brown weapons and garb. If you're really into it, cover yourself with mud and grass

Summoned By: Druid (6), Wizard (6)

Player Lives/Life: 3

Type: Mystical Extra-Planar Animation

Q/M Ratio: 3/1

Armor: 2 points Natural

Weapons: Two short bludgeoning weapons (Natural)

Immunities: Subdual, Control, Poison, Disease, Death

Natural Lives: 3

Abilities & Traits:

- Stone Heal
 - Strong
 - Tough
 - **Innate Ability:** Tunneling (unlimited) Earth Elemental may carry its summoner with it (1/life)
 - **Innate Ability:** Petrify (1 bolt/U)
 - **Vulnerability:** Spell Weakness Three Release spells will completely disintegrate the Elemental, dispelling it from this plane and the game for the rest of its lives.
 - **Vulnerability:** Slow
- Levels:** None

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Fire Elemental

(BL: Naes / Art: Bill Sinclair, Elfwood)

Description: These Elementals come forth from the Plane of Fire. They appear as majestic humanoids carrying weapons made of pure, living flame. Fire Elementals are generally quick to action and enter combat willingly, pleased with the chance to catch something aflame.

Garb: Wispy reds, oranges and yellows. Using some sheer, colored material for the flames is good. Weapons and arrows should be covered with orange and red flames.

Summoned By: Druid (6), Wizard (6)

Player Lives/Life: 3

Type: Mystical Extra-Planar Animation

Q/M Ratio: 3/1

Armor: 2 points Natural

Weapons: Single short sword, short bow (all Natural)

Immunities: Flame, Control, Death, Subdual, Poison, Disease

Natural Lives: 3

Abilities & Traits:

· Burning Body

Flame Weapons

· Fire Heal

· Tough

· **Innate Ability:** Flame Arrows (unlimited)

· **Magic-Like Ability:** Pyrotechnics (2/life)

· **Vulnerability:** Spell Weakness A single Iceball acts as a Banish. If hit with by Iceball three times in one life, it is dispelled for the rest of its lives.

Levels: None

Water Elemental

(MS: Manny / Art: Stuart Gormley, Elfwood)

Description: Although rare in other kingdoms, Water Elementals are in abundance in the Wetlands, Mystic Seas and the Valley of Silver Rains. Massive, living waves, the elementals are as changeable as the substance of which they are formed.

Garb: Blue weapons and flowing garb. Blue face paint is good too. Add shimmering sheer fabric over the blue for a running water effect.

Summoned By: Druid (6), Wizard (6)

Player Lives/Life: 3

Type: Mystical Extra-Planar Animation

Q/M Ratio: 3/1

Armor: None

Weapons: Two flails (Natural)

Immunities: Control, Subdual, Death, Disease, Poison

Natural Lives: 3

Abilities & Traits:

· Amorphous (2 points of Invulnerability) Treat as Hard To Kill instead of Weak once all Invulnerability is gone.

· Aquatic

· Ice Heal

· Strong

· Tough

· **Innate Ability:** Shove (unlimited) say "Wave" x 3 to activate

· **Innate Ability:** Touch of Death (1/life) Self only. Touch target and say x1 "Drown." May be extended through flails.

· **Innate Ability:** Extinguish (unlimited)

· **Magic-Like Ability:** Teleport (2/life) Self only.

· **Vulnerability:** Spell Weakness A single Fireball acts as a Banish. If hit with by Fireball three times in one life, it is dispelled for the rest of its lives.

Levels: None

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Elf, Common Sylvan

(Various / Art: Nyan)

Description: Elves are the longest lived of all the civilized races. Their thin limbs and beautiful features cause many races to underestimate the Elven Nation - much to the dismay of any enemy who has lost a war to the graceful elves.

Garb: Elegant human styles in woodland colors like green and brown.

Suggested: pointed elf ears.

Type: Mystical Fey Humanoid

Q/M Ratio: 3/1

Armor: May wear up to 2 points of normal armor, up to a medium shield

Weapons: Any short or long melee weapons, any bow

Immunities: Control

Natural Lives: 3

Abilities & Traits:

· Spell Mastery

· Accuracy

· **Magic Caster:** Druid Sylvan Elves begin with 5 spellpoints which may only be spent on 1st and 2nd level Druid magic. May never purchase neutrals with spellpoints.

Levels

1st As above

2nd Gains **Innate Ability:** Improve Weapon (1/game)

Gains **Innate Ability:** Bowyer (1/life)

3rd Gains **Innate Ability:** Pass Without Trace (1/life)

Spellpoints become 10, may purchase up to 4th level Druid spells.

4th Improve Weapon becomes (1/life)

Gains **Innate Magical Ability:** Blend (unlimited)

5th Gains **Innate Ability:** Armor of Quality (1/life)

Spellpoints become 15, may purchase up to 6th level Druid spells

6th Gains **Innate Magical Ability:** Magical Projectile (unlimited)

All arrows are treated as magical and gain +1 additional damage. This ability may not be simulcast or combined with any other ability or enchantment except Accuracy.

Elf, Deep Dweller

(MS: Manny / Art: Reynen)

Description: Deep Dweller Elves are the descendants of Common Sylvan Elves. Long ago, they were driven out of the High Elven cities and forced underground because of their worship of evil gods. Deep Dweller Elves take great pleasure at the destruction of anything good or bright, especially their surface dwelling cousins and their arboreal homelands.

Garb: Black make-up, white wig, black and silver garb. Spider or web-motif patterns, dark capes and cloaks

Type: Mystical Fey Humanoid

Q/M Ratio: 3/1

Armor: May wear up to 3 points of normal armor

Weapons: Any melee weapons, short bow

Immunities: Control

Natural Lives: 3

Abilities & Traits:

· Adamantine Weapons

· **Innate Magical Ability:** Flame Arrow (1/unlimited)

Levels:

1st As above

2nd Gains **Innate Ability:** Poison Weapon (1/life)

3rd May use up to a small shield

4th Gains **Innate Magical Ability:** Armor Piercing Arrow (1/unlimited)

Gains **Innate Magical Ability:** Blend (1/life) Instead of trees, this ability works with shadows. Replace all instances of “forest” and “tree” to “shadow” and “shadowed area” in the abilities description.

5th Poison Weapon becomes (unlimited, may even Poison arrows, but not specialty arrows)

6th Gains **Magic-Caster:** Wizard May purchase 5 total points of Wizard magic from Levels 1-4

Gains Spell Mastery Trait

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Entangling Mass

(BL: Naes & Argon / Art: Reynen)

Description: These creatures are heaps of rotting vegetable matter, but despite appearances are actually forms of life. An Entangling Mass is 7 feet in height with a girth of 6 feet at the base and 2 feet at the summit.

Garb: A mass of shredded cloth, leaves and/or vines

Type: Arboreal Beast

Q/M Ratio: 3/1

Armor: None

Weapons: Two short melee weapons (Natural)

Immunities: Control, Death, Flame, Subdual

Natural Lives: 3

Abilities & Traits:

- Amorphous (4 points of Invulnerability)
- Lightning Heal
- Strong
- Regeneration: Due to the amorphous nature of the Mass, this restores a level of Invulnerability to the Mass instead of a lost limb.
- **Innate Ability:** Entangle (2 bolts/U)

Levels:

1st As above

2nd Entangle becomes (4 bolts/U)

3rd Entangle becomes (unlimited bolts)

4th +1 Invulnerability (total 5)

5th Gains **Innate Ability:** Commune (unlimited)

6th Regeneration becomes Greater Regeneration

+1 Invulnerability (total 6)

Extra-Planar Entity (WL: Vaargard / Art: Denah)

Description: Evil Extra-Planar Entities come in as many forms as they have names: Demons, devils, daemons, Great Old Ones and the like are all mythical examples of the horrid forms of life teeming in the dark realms beyond our own. All seek to use their powers to corrupt or eradicate any person, place or object dedicated to Goodness.

Garb: Red fabrics, horns and a pitchfork. Suggested: face paint, bat-like wings and symbols of evil darkness.

Type: Extra-Planar Humanoid **Q/M Ratio:** 7/1 (QUEST)

Armor: 4 points Natural Invulnerable

Weapons: Two short melee (Natural) or any melee weapons

Immunities: Magic (see **Vulnerability** below) **Natural Lives:** 1

Abilities & Traits:

- Natural Flight

- Strong

- Tough

- **Innate Magical Ability:** Fear (1/life)

- **Magic-Like Ability:** Finger of Death (1/life)

- **Magic-Like Ability:** Confusion (1/life)

- **Magic-Like Ability:** Dispel Magic (3/life)

- **Vulnerability:** Each Entity must pick a common attack form or School of Magic which bypasses all remaining Extra-Planar Entity armor and immunities. If the effect would not ordinarily cause damage (like a Control spell), the Entity must take a wound (attacker's choice) and may be slain through wounds in this manner. Examples: Blunt Weapons, Projectiles, Subdual, Flame, Ice, etc.

Levels

1st As above

2nd Gains **Magic-Like Ability:** Pyrotechnics (2/life)

or **Innate Ability:** Steal Life (1/life)

3rd Confusion becomes (2/life)

Fear becomes (2/life)

4th Gains Immunity: Projectiles

or **Magic-Like Ability:** Yield (1/life) or Regeneration Trait

5th Confusion becomes (3/life) Fear becomes (3/life)

6th Gains Very Strong Trait

or **Magic-Like Ability:** Sphere of Annihilation (1 bolt/U)

or **Magic-Like Ability:** Feeblemind (3/life)

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Fairy

(Various / Art: Diana J. Brinkley)

Description: Fairies (Faerie, Fae, Pixie, Sprite - all names for the same creature) are tiny woodland spirits who live in the deepest sylvan forests, far from the eyes of mortal men. Fairies are generally fun loving pranksters, and their natural abilities make for being excellent spies.

Garb: Translucent wings, brightly-colored garb.

Summoned By: Bard, Druid (3 spellpoints, deducted from the caster's total just like purchasing a weapon) Fairies are willing companions and are not removed from the game if targeted with Dispel Magic.

Player Lives/Life: 1

Type: Mystical Fey Humanoid

Q/M Ratio: .5/1

Armor: None

Weapons: Any single short melee weapon

Immunities: Control, Projectiles

Natural Lives: 3

Abilities & Traits:

· Natural Flight

· **Innate Magical Ability:** Visit (1/life) If summoned, this ability treats the summoner as the Fairy's Nirvana and takes effect immediately upon being declared.

· **Innate Magical Ability:** Messenger (unlimited) Must be activated by the summoner.

· **Magic-Like Ability:** Charm (2/life)

· **Vulnerability:** Weak

Levels: None

Gargoyle

(BL: Rakasta / Art: Reynen)

Description: Strange, living statue-like beasts, Gargoyles take extreme pleasure in tormenting creatures whose flesh is weaker than their own stony hides. Gargoyles are fearsome, winged guardians and tireless foes in battle.

Garb: Dark grays and bat-like wings.

Type: Mystical Beast

Q/M Ratio: 3/1

Armor: 2 points Natural Invulnerable

Weapons: Two short swords (Natural), boulders

Immunities: Control, Subdual, Death, Poison, Disease

Natural Lives: 2

Abilities & Traits:

- Lair
- Mend Heal
- Natural Flight May carry one dead victim at a time.
- Strong
- **Innate Ability:** Sever Spirit (2/life) Can only be used in Lair. Simulates devouring the victim.

Levels:

1st As above

2nd Gains **Innate Ability:** Camouflage (1/life) "Become one with the stone!" x2 to activate.

3rd No additional abilities

4th +1 Natural Lives (total 3)

+1 point Natural Invulnerable Armor (total 3)

5th Camouflage becomes (2/life)

+1 Natural Lives (total 4)

6th Sever Spirit becomes (unlimited)

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Ghost

(BL: Terarin / Art: Reynen)

Description: Hopelessly wandering the earth, these creatures are the life force of a restless, dead being. Ghosts spend most of their unlives in a state of continual incorporeality, during which times they cannot affect nor interact with the world of the living. Some Ghosts are occasionally tied to a specific area, but many are free-roaming apparitions. Ghosts come in as many dispositions as mortals, though their personalities tend toward the extremes and have been known to swing wildly from somber and gentle to cruel and spiteful, from weeping melancholy to raucous insanity, at a moments notice.

Garb: White sheet or robe. Suggested: chains, white face paint.

Type: Mystical Undead

Q/M Ratio: 3/1 (QUEST)

Armor: None

Weapons: None

Immunities: Control, Death, Subdual

Natural Lives: 2

Abilities & Traits:

· Incorporeal

· **Magic-Like Ability:** Forcewall (unlimited) May have up to two in operation at any time.

· **Magic-Like Ability:** Extinguish (5/life)

· **Magic-Like Ability:** Sleep (unlimited)

· **Magic-Like Ability:** Dispel Magic (2/life).

Levels:

1st As above

2nd +1 to Natural Lives (total 3)

3rd Extinguish becomes (unlimited)

4th Dispel Magic becomes (3/life)

5th +1 to Natural Lives (total 4)

6th Dispel Magic becomes (unlimited)

Ghoul

(BL: Terarin / Art: Reynen)

Description: These are undead creatures roaming graveyards for carrion and unlucky travelers. They are cunning, but mindless. They feed on human corpses to sustain their lives. The only thing a Ghoul fears is the holy purity of the White Light.

Garb: Torn and tattered clothing. Gory make-up.

Type: Undead Humanoid

Q/M Ratio: 3/1

Armor: 1 point Natural

Weapons: Two short swords (Natural) or any melee weapons up to Long

Immunities: Subdual, Control, Death, Disease, Poison

Natural Lives: 3

Abilities & Traits:

· Conversion (1/life) Converted Ghouls fight for the original Ghoul's team.

· **Innate Ability:** Touch of Paralyzation (2/life)

· **Vulnerability:** Aversion Ghouls will not approach within 20 feet of a Paladin nor will they enter Holy Grounds.

Levels:

1st As above

2nd May use up to a medium shield

3rd Touch of Paralyzation becomes (4/life)

4th +1 Natural armor (total 2)

5th Touch of Paralyzation becomes (unlimited)

6th Conversion becomes (2/life)

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Giant, Fire

(BL: RAN / Art: Hay)

Description: Fire Giants stand just over 20 feet tall. They are a brutally militant race of Giants who wage seemingly endless war against any intelligent race crossing their paths. Fortunately, this continual warfare tends to keep their numbers limited, so they never manage to hold territory for long.

Garb: Light, cool weather garb in red and black colors.

Type: Standard Humanoid

Q/M Ratio: 4/1

Armor: 3 points Natural, may wear up to 4 additional points of normal armor

Weapons: Any melee weapons, boulders

Immunities: Flame

Natural Lives: 2

Abilities & Traits:

- Large
- Strong
- **Magic-Like Ability** : Fireball (1/bolt/U)

Levels:

1st As above

2nd Fireball becomes (2 bolts/U)

3rd Gains **Innate Ability:** Flameblade (1/life)

4th Fireball becomes (3 bolts/U)

5th Gains **Innate Ability:** Flamewall (1/life) Use red ribbon for wall.

6th Fireball becomes (4 bolts/U)

Giant, Frost

(BL: RAN / Art: Bill Sinclair, Elfwood)

Description: Frost Giants stand 15-20 feet tall. Grim, brooding and silent, they resemble Vikings but are less apt to raid or plunder. In fact, they prefer solitude to the bustle of civilization.

Garb: Heavy cold weather garb and furs of blue and white.

Type: Standard Humanoid

Q/M Ratio: 4/1

Armor: 3 points Natural, may wear up to 3 additional points of normal armor

Weapons: Any melee weapons, boulders

Immunities: Subdual

Natural Lives: 2

Abilities & Traits:

- Large
- Strong
- **Magic-Like Ability:** Iceball (1 bolt/U)

Levels:

1st As above

2nd Iceball becomes (2 bolts/U)

3rd Gains **Innate Ability:** Avalanche (1/life)

4th Iceball becomes (3 bolts/U)

5th Gains **Innate Ability:** Mass Shove (1/life)

6th Iceball becomes (4 bolts/U)

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Giant, Hill

(BL: RAN / Art: Iain Scott Davis, Elfwood)

Description: Standing 10-15 feet tall, Hill Giants are slow and simple-minded brutes resembling nothing so much as gargantuan Neanderthals.

Garb: White and brown tunic. Suggested: anything that makes you look taller, a smear of white or brown face paint.

Summoned By: Druid (6), Reincarnate

Player Lives/Life: 2

Type: Standard Humanoid

Q/M Ratio: 1/1

Requirement: Must be a 2nd level Monster to play a Hill Giant. If summoned, the class sacrificed does not have to be 2nd level, but the player must be a 2nd level Monster to play a Hill Giant.

Armor: 2 points Natural, may wear up to 2 additional points of normal armor

Weapons: Any melee weapons, boulders

Immunities: None

Natural Lives: 2

Abilities & Traits:

· Large

· Strong

Levels: None. These giants are far too stupid to improve their tactics or gain experience from past mistakes.

Giant, Sea (WL: Wyngarde / Art: Vaargard)

Description: These huge undersea menaces are the stuff of sailor's nightmares. Hulking, ignorant brutes bent on destruction, Sea Giants are known to accumulate large sums of giant pearls, precious shells, and other treasures of the deep.

Garb: White sash, trident

Type: Standard Humanoid

Q/M Ratio: 5/1

Armor: 3 points Natural Invulnerable

Weapons: Any polearm or spear

Immunities: Subdual, Control

Natural Lives: 3

Abilities & Traits:

· Aquatic

· Create Minion (Zombies, p. 53, 1/life) This represents the Sea Giants ability to summon the bodies of long-dead sailors and pirates to do its bidding. May only be used once on any given player. Zombies summoned in this fashion gain the Aquatic Trait and lose the Slow Trait while in water areas.

· Large

· Very Strong

· **Vulnerability:** Slow Only on land. Sea Giants move normally through water areas.

Levels:

1st As above

2nd May now throw normal boulders

3rd +1 point Natural Invulnerable armor (total 4)

4th Boulders become Improved Rocks

5th Create Minion becomes (2/life)

6th Improved Rocks become Siege weapons

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Giant, Thunder

(WL: Wyngarde / Art: Greywind)

Description: Thunder Giants are the largest and most intelligent of all the earthbound Giants. They are generally reclusive in their cloud top citadels, shunning visitors to study magic and the forces of nature. Thunder Giants dislike their boorish cousins, and have particular distaste for barbarians as a whole. Humans can expect little notice from Thunder Giants, unless they are threatening or offering great rewards.

Garb: Elegant garb, robes or cape. Yellow sash. Lightning patterns.

Type: Mystical Humanoid

Q/M Ratio: 6/1

Armor: 3 points Natural Invulnerable

Weapons: Any single short or long melee weapon

Immunities: Flame, Subdual, Projectiles

Natural Lives: 3

Abilities & Traits:

- Large
- Spell Mastery
- Strong
- **Magic-Like Ability:** Lightning Bolt (2 bolts/U)
- **Magic-Like Ability:** Iceball (2 bolts/U)
- **Magic-Like Ability:** Call Lightning (1/life)
- **Magic-Like Ability:** Shove (2/life)
- **Magic-Caster:** Wizard Gains spellpoints as a Wizard of half the Monster's level (round down).

Levels:

1st As above

2nd Lightning Bolt becomes (3 bolts/U)

3rd Gains **Magic-Like Ability:** Wind (1/game) only need say the Wind chant once to cast

4th Lightning Bolt becomes (4 bolts/U)

5th +1 point Natural Invulnerable Armor (total 4)

6th Call Lightning becomes (2/life)

Giant, Titan

Giant, Titan (BL: RAN / Art: Xger)

Description: These Giants are akin to gods. They stand over 30 feet tall. The Norse hold that our world was created by the gods from the body of the Frost Titan Ymir, and the world will be destroyed by the Fire Titan 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 the Titan Prometheus who introduced humans to the use of fire.

Garb: Elegant garb in Greco-Roman or Norse-Viking style.

Type: Standard Humanoid

Q/M Ratio: 7/1 (QUEST)

Armor: 4 points of Natural Invulnerable, any shield

Weapons: Any melee weapon, boulders

Immunities: Flame, Subdual, Projectiles

Natural Lives: 3

Abilities & Traits:

· Large

· Very Strong

Levels:

1st As above

2nd Gains **Magic-Like Ability:** Iceball (1 bolt/U) or Fireball (1 bolt/U) or Petrify (1 bolt/U) or Lightning Bolt (1 bolt/U)

Once the bolt type is chosen, the Titan may never take the others. Hereafter this ability is referred to as Spellball.

3rd +1 Natural Invulnerable armor (total 5)

4th Spellball becomes (2 bolts/U)

5th +1 Natural Invulnerable armor (total 6)

6th Spellball becomes (4 bolts/U)

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Goblin

(BL: RAN / Art: Westerric & Diego)

Description: Goblins are small, primitive descendants of Orcs. As their most famous trait is physical frailty, they tend to move in groups for protection. Goblins are cruel, jealous, petty, ambitious, selfish and suspicious. They hate all races, including other Orc and Goblin tribes, as intertribal cannibalism is the norm. Goblins are also incredibly stupid; often using a single twig to “hide behind” or fainting dead at the mere sight of a terrible beast or powerful spellcaster.

Garb: Crude rags, leather/hide armor. Greenish brown make-up.

Summoned By: Wizard (6), Transform

Player Lives/Life: 0.5. Players who are summoned as Goblins, sacrifice 1 life to gain 2 lives as Goblins. Treat this as though the player was enchanted and created two separate Goblins, each with the enchantment on them.

Type: Standard Humanoid

Q/M Ratio: 0.5/1

Armor: May wear one point

Weapons: A single short melee weapon

Immunities: None

Natural Lives: 8

Abilities & Traits:

· **Innate Ability:** Sheer Numbers

· **Vulnerability:** Weak

Levels:

1st As above

2nd Sheer Numbers becomes (10 lives total)

3rd May use a short bow or up to a medium shield

4th Sheer Numbers becomes (12 lives total)

5th Sheer Numbers becomes (15 lives total)

6th May wear up to 2 points of normal armor

A Few Words About Pop Monsters In Battlegaming:

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The term "Pop" generally refers to any Monster in which the player has many lives, is slain on any wound and returns quickly from a death count. The most common such beast is the infamous Pop Goblin, the original and simplest form, but just because they are the most popular and widespread doesn't mean they are the only available specimen. Other variations should follow a few simple guidelines:

1. Pop Monsters all possess the Weak Trait. This above all things must never change. Pop Monsters are supposed to be easy to kill.
2. Pop Monsters should have the Sheer Numbers Trait. Six to eight lives to start, fifteen to twenty at 6th level is about right.
3. Death count should never be more than 60. The faster, the better in most cases, especially if the creature doesn't have many additional abilities.
4. Make any additional abilities both level-dependant and of relatively low power.

A single Poisoned weapon, a single nonlethal spellball, use of throwing weapons and use of a shield are all good examples of such abilities. High level abilities might include use of a single point of armor, archery skills or a single Red weapon. Under no circumstances should even a 6th level Pop Monster be more powerful than the average 1st level Class. Keep in mind, these Monsters are not meant to be individually powerful. In fact, the whole point is to present more of a nuisance than a threat - at least one at a time. In groups of five or more, Pop Monsters can be a deadly encounter for any group of adventurers.

Golems

Golems are the creations of an ancient spell known only to the most powerful spellcasters. Under special circumstances, a 6th level spellcaster (type denoted under individual entries) may create one of these by sacrificing spell points (cost likewise noted under the entries) to create a Golem. Spellpoints spent purchasing Golems are subtracted from every 10 spellpoints available, just like buying a weapon. Golems have no Levels and must be approved by the Reeve prior to entering the game. Golems may not be Resurrected, nor may they receive lives from a Monk. Golems may not enter an Anti-Magic area, and must immediately exit any such area that is cast around them. Since they are not the product of an enchantment, Golems are not removed from the game if they are targeted with Dispel Magic. Players may spend more of their Natural Lives to gain additional lives as a Golem, at the listed Player Lives/Life ratio. (i.e.: A Warrior with 6 lives can opt to play a Flesh Golem on every life.)

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Golem, Flesh

(BL: Naes / Art: Reynen)

Description: These Golems are created through an unspeakable process of fusing several fresh cadavers together. Flesh Golems are not Undead, though the resemblance to a Zombie is more than just passing.

Garb: Try to look like Frankenstein's Monster. Pale and/or gory face make-up, tattered clothing and a shambling walk.

Summoned By: Druid 6, Healer 6, Wizard 6, for 2 spellpoints

Player Lives/Life: 1 **Type:** Mystical Animation **Q/M Ratio:** 1/1

Armor: 2 points Natural

Weapons: Two short bludgeoning weapons (Natural)

Immunities: Control, Death, Disease, Poison, Subdual

Natural Lives: 3

Abilities & Traits:

· Lightning Heal · Strong

· **Innate Magical Ability:** Steal Life (1/game)

· **Vulnerability:** Aversion (Fire) Will not approach an active Fireball, Flameblade, Sword of Flame or other such game item.

Levels: None

Golem, Metal

(BL: Naes / Art: Reynen)

Description: These massive animations are colossi of metal worked into human shapes and brought to life with intense magical energies.

Garb: Silver and gray metallic garb.

Summoned By: Druid 6, Healer 6, Wizard 6, for 4 spellpoints

Player Lives/Life: 3 **Type:** Mystical Animation **Q/M Ratio:** 3/1

Armor: 4 points Natural Invulnerable

Weapons: Single long sword or two short swords (Natural)

Immunities: Magic, Control, Death, Disease, Poison, Subdual

Natural Lives: 3

Abilities & Traits: · Fire Heal · Strong · Tough

· **Magic-Like Ability:** Death Cloud (1/life)

· **Vulnerability:** Altered Effect Lightning spells act as a Hold Person, bypassing remaining Invulnerable armor and immunities.

· **Vulnerability:** Slow

Levels: None

Golem, Mud

(BL: Naes / Art: Reynen)

Description: These creatures are massive frames of wood, covered in clay, and then animated with magic.

Garb: Earth tones and brown make-up.

Summoned By: Druid 6, Healer 6, Wizard 6, for 3 spellpoints

Player Lives/Life: 2

Type: Mystical Animation

Q/M Ratio: 2/1

Armor: None

Weapons: Two short bludgeoning weapons (Natural)

Immunities: Bladed Weapons, Control, Death, Disease, Subdual, Poison

Natural Lives: 3

Abilities & Traits:

· Amorphous (4 points of Invulnerability)

· Mend Heal

· Strong

· Tough

· **Innate Ability:** Entangle (1 bolt/U)

· **Vulnerability:** Spell Weakness Pyrotechnics will cause the death of a Mud Golem.

· **Vulnerability:** Slow

Levels: None

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Golem, Rag

(WL: Corwin / Art: Denah)

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 then springs to life, using its powers and attacks to defend its young charges.

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

Summoned By: Bard (6), Wizard (6), for 3 spellpoints

Player Lives/Life: 2

Type: Mystical Animation

Q/M Ratio: 2/1

Armor: 1 point Natural Invulnerable

Weapons: One melee dagger

Immunities: Control, Subdual, Death, Poison, Disease

Natural Lives: 1

Abilities & Traits:

· Strong

· Tough

· **Innate Magical Ability:** Charm (4/life)

· **Innate Magical Ability:** Legend (1/life) Must tell bedtime stories.

· **Magic-Like Ability:** Visit (1/game)

· **Vulnerability:** Weak Only against Flame and fire-based attacks. Such attacks bypass all armor and slay the Golem.

Levels: None

Golem, Rock

(BL: Naes / Art: Reynen)

Description: These Golems are animated statues of incredible power. Like most other Golems, they are slow and ponderous, with unnaturally stiff movements. Rock Golems never hurry anywhere.

Garb: Grays and stone like colors and patterns.

Summoned By: Druid (6), Healer (6), Wizard (6), for 4 spellpoints

Player Lives/Life: 2

Type: Mystical Animation

Q/M Ratio: 3/1

Armor: 3 points Natural Invulnerable

Weapons: Single long melee weapon

Immunities: Magic, Control, Death, Disease, Poison, Subdual

Natural Lives: 3

Abilities & Traits:

- Stone Heal
- Strong
- Tough
- **Magic-Like Ability:** Hold Person (4/life)
- **Vulnerability:** Slow

Levels: None

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Golem, Rope

(WL: Dr. Phlogiston / Art: Denah)

Description: Created to serve mages stationed aboard sea vessels, Rope Golems are living constructs of ship lines, hemp ropes, and guy wires. The Druid version of this Golem, used to protect Sacred Groves, is called a Vine Golem, though the abilities are identical in all respects.

Garb: Lots of ropes and rope-like appendages. Baggy garb in brown or tan.

Summoned By: Druid (6), Wizard (6), for 2 spellpoints

Player Lives/Life: 1

Type: Mystical Animation

Q/M Ratio: 1/1

Armor: 2 points Natural

Weapons: Two hinged melee weapons (Natural)

Immunities: Control, Subdual, Death, Projectiles

Natural Lives: 3

Abilities & Traits:

· Amorphous (4 points of Invulnerability) Treat as Hard To Kill instead of Weak.

· Powerful Blows

· Strong

· **Innate Ability:** Earthbind (4/life)

· **Innate Ability:** Camouflage (unlimited)

· **Innate Ability:** Entangle (4 bolts/U)

· **Vulnerability:** All attacks that would injure an opponent are considered subdual blows. Treat attacks as normal against targets who are immune or resistant to subdual.

Levels: None

Golem, Scarecrow

(BL/DS: Cheshire & Labyrinth / Art: Reynen)

Description: These golems are one of the oldest forms of sentries, used by village shamans as guardians of crops and fields. Certain spellcasters discovered that these lumps of hay, if granted magical life, were capable of scaring more than just the birds.

Garb: Tattered shirt and mask with hay sticking out.

Summoned By: Druid 6, Wizard 6, for 3 spellpoints

Player Lives/Life: 2

Type: Mystical Animation

Q/M Ratio: 3/1

Armor: 2 points Natural

Weapons: Two short non-hinged weapons or a single long or reach weapon (Natural)

Immunities: Control, Subdual, Death, Projectiles (except Flame Arrows and Siege weapons)

Natural Lives: 3

Abilities & Traits:

· Mend Heal

· Tough

· **Innate Magical Ability:** Fear (4/life)

· **Magic-Like Ability:** Vermin Horde (Crows, 1/life)

· **Magic-Like Ability:** Teleport (1/life) Self only.

Levels: None

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Great Bird

(WL: Porthos / Art: Denah)

Description: These huge birds are the lords of the winds, using their keen eyesight to spot unsuspecting prey miles away.

Garb: Feathered wings or big flapping cape, avian mask or make-up

Summoned By: Druid (3), (3 spellpoints, deducted from the caster's total just like purchasing a weapon) Great Birds are non-magical companions and are not removed from the game if targeted with Dispel Magic.

Player Lives/Life: 2

Type: Standard Beast

Q/M Ratio: 2/1

Armor: None

Weapons: Two short melee weapons (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

- Missile Block, Only while in flight. This simulates the great bird's ability to dodge missile weapons while in the air.
- Mount for one additional spellpoint (total cost of 4), the great bird may serve as a mount for its summoner.
- Natural Flight Aside from regular usage, Great Birds can activate and deactivate this ability while moving (1/life), allowing them to strafe into and out of melee with non-flying enemies.

Levels: None

Gremlin

(BL: Rakasta / Art: Reynen)

Description: Gremlins exist to amuse themselves. They are lying, thieving pranksters, but not generally dangerous unless provoked. They appear as either sickly green goblins or happy faced fuzzies. In either case, they have a very warped sense of humor.

Garb: White fur and face paint, or dark green scales and a Mohawk

Type: Mystical Humanoid

Q/M Ratio: 1/1

Armor: None

Weapons: Single melee dagger or short sword

Immunities: None

Natural Lives: 2

Abilities & Traits:

- Neutral
- **Magic-Like Ability:** Teleport (4/life)
- **Magic-Like Ability:** Heat Weapon (4/life)
- **Magic-Like Ability:** Warp Wood (4/life)
- **Magic-Like Ability:** Pyrotechnics (1/life)
- **Magic-Like Ability:** Dispel Magic (4/life)
- **Vulnerability:** Weak

Levels:

1st As above

2nd Heat Weapon becomes (5/life)

3rd Warp Wood becomes (5/life)

May wear one point of normal armor

4th +1 Natural Lives (total 3)

5th Dispel Magic becomes (unlimited)

6th Teleport becomes (unlimited)

+1 Natural Lives (total 4)

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Gryphon

(BL: Terarin / Art: Reynen)

Description: Gryphons are the mythological half-lion, half-eagle beasts from Greek and Roman literature. They are vicious carnivores, but would rather eat horses than wandering travelers.

Garb: Feathered wings, furry breeches and a leonine tail.

Type: Standard Beast

Q/M Ratio: 3/1

Armor: 2 points Natural

Weapons: Two short swords (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

· Natural Flight

· **Innate Ability:** Shove (1/life)

Levels:

1st As above

2nd May be used as a Mount, even while in Flight

3rd Gains Regeneration Trait

+1 point Natural armor (total 3)

5th Gains Strong Trait

5th Shove becomes (2/life)

6th +1 point of Natural armor (total 4)

Harpy

(BL: Cheshire / Art: Ryan Bourret, Elfwood)

Description: Harpies are avians of the worst temperament. Both their bodies and minds are only partially human. This means they consider humans and other 'no- wings' to be both expendable and tasty. They are not easily recruited but those who secure a Harpy's aid often find it is they who are being used. Flat out, Harpies are amongst the most vile and evil creatures around.

Garb: Feathered wings. Cape, tunic or garb in black or gray.

Type: Standard Humanoid

Q/M Ratio: 1/1

Armor: None

Weapons: Two short non-hinged melee weapons (Natural), javelins (only while flying)

Immunities: None

Natural Lives: 3

Abilities & Traits:

· Natural Flight

· **Innate Ability:** Fear (1/life)

· **Innate Ability:** Poison Weapon (1/life)

Levels:

1st As above

2nd Gains one point Natural armor

3rd Fear becomes (2/life)

4th Poison Weapon becomes (2/life)

5th +1 point Natural armor (total 2)

6th Gains **Innate Magical Ability:** Charm (unlimited)

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Hydra

(WL: Vaargard / Art: Frederik Andersson, Elfwood)

Description: Hydras are huge, usually reptilian, monsters invariably equipped with two or more heads. They are always vicious, hungry creatures, wreaking havoc upon their surroundings. There should be from two to eight heads and a single tail.

Garb: Scales and metallic fabrics.

Type: Mystical Multi-Player Beast

Q/M Ratio: 2/1 per Head/Tail (QUEST)

Armor: 4 points Natural Invulnerability (all players)

Weapons: One long sword per Head; Tail must use flail (all Natural)

Immunities: None

Natural Lives: 1

Abilities & Traits:

- Large, All parts gain this Trait.
- Strong, All parts gain this Trait.
- **Innate Ability:** Fight After Death Tail section only.
- **Magic-Like Ability:** Iceball (1 bolt/U) or Magic Bolt (1 bolt/U) or Entangle (1 bolt/U) Only one Head may use this ability. A Head may only ever use one type of spellball.
- **Magic-Like Ability:** Fear (2/life) Only one Head may use this.
- **Vulnerability:** The Tail automatically dies and enters Fight After Death if all Heads are slain.
- **Vulnerability:** Tethered Range should be no more than 20 feet.

Levels:

1st As above

2nd +1 point Natural Invulnerability (total 5)

3rd One Head gains **Innate Magical Ability:** Lightning Bolt (1 bolt/U)

4th +1 point Natural Invulnerability (total 6)

5th One Head gains **Innate Magical Ability:** Fireball (1 bolt/U)

6th All parts gain Regeneration Trait

Kraken (WL: Vaargard / Art: Reynen)

Description: Kraken are huge squid-like creatures which plague the seas of the world. They flail their mammoth tentacles about hoping to snare a quick morsel from ship or shore.

Garb: Dark green tunic or robes.

Type: Standard Multi-Player Beast

Q/M Ratio: 2/1 per Tentacle/Beak(QUEST)

Armor: 4 points Natural Invulnerable

Weapons: One flail per Tentacle, one great weapon for Beak (all Natural)

Immunities: Flame, Control, Subdual

Natural Lives: 1

Abilities & Traits:

- Aquatic
- Strong All of the Tentacles have this Trait.
- Very Strong Only the Beak has this Trait.
- **Innate Ability:** Fear (2/game)
- **Innate Ability:** Fight After Death Only the Tentacles posses this ability.
- **Innate Ability:** Sever Spirit (unlimited) Only the Beak possesses this ability.
- **Vulnerability:** Stationary Beak only. Subdued enemies may be carried to the Beak for consumption. (Sever Spirit)
- Tethered Tentacles only. Range should be no more than 20 feet.

Levels:

1st As above

2nd One Tentacle may throw boulders as a Siege weapon

3rd One Tentacle gains the Very Strong Trait

4th Gains **Innate Ability:** Mass Shove (1/life) Only the beak may activate this ability

5th Two tentacles may Break Tether

6th Mass Shove becomes (2/life)

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Lepus

(WL: Slyddur Rahbet/ Art: Rabbit)

Description: Imagine a hugely-muscled humanoid rabbit standing over six feet tall, dressed in a loincloth and wielding a blood-stained two-handed sword. Then imagine a whole ARMY of them, leaping into battle with a howling cry and snatching incoming arrows out of the air with their feet. Scary? In truth, the Lepus are a peace-loving and life affirming people, content to live in touch with nature far from the grasp of mankind. Their leaders are wise and have perfected spiritual harmony and balance. The remainder of the populace is semi-barbaric, nomadic forest-dwellers, living in thatch-roofed burrows on the fringes of civilized nations. The Lepus as a race is known to despise the Undead, and go out of their way to destroy such creatures of darkness.

Garb: Rabbit ears, fluffy tail, loincloth, bone jewelry and such other "savage" clothing.

Type: Standard Humanoid

Q/M Ratio: 1/1

Armor: May wear up to 2 points of normal armor, any shield

Weapons: Any melee weapons, javelins, short bow Immunities: Subdual

Natural Lives: 4

Abilities & Traits:

· **Innate Ability:** Pass Without Trace (1/life) May be used while moving.

· **Innate Ability:** Berserk On last life only.

Levels:

1st As above

2nd Gains **Innate Ability:** Tunneling (1/game) May be used while moving.
+1 Natural Lives (total 5)

3rd Gains Missile Block Trait

May now go Berserk on last two lives

4th Tunneling becomes (1/life)

Gains Accuracy Trait

5th Gains Greater Missile Block Trait

+1 Natural Lives (total 6)

6th Gains **Innate Ability:** Fight After Death OR may trade all Berserk and Tunneling abilities to become a 6th level

Magic-Caster: Druid. If Druid is chosen, the Lepus must obey all the rules for casting, including purchasing weapons with spellpoints.

Lich

(BL: Aramithris & Tawnee / Art: Westerric)

Description: Liches are wizards who have used their Art to prolong their existence by becoming undead.

Garb: Yellow Sash. Suggested: a skull mask or other “undead” looking garb and makeup.

Summoned By: Wizard (5), Lich

Player Lives/Life: 0, Wizards who become Liches gain additional lives, one life per use purchased.

Type: Undead Humanoid

Q/M Ratio: 2/1

Armor: None

Weapons: As per Wizard

Immunities: Control, Death, Poison

Natural Lives: 1 per spell purchased

Abilities & Traits:

· Neutral

· Magic-Caster: Wizard Becoming a Lich is treated as an additional life for the Wizard for all purposes, including magic. Liches who use Mutual Destruction become Banished rather than losing a life. Liches who use the Transform spell can only transform beings into Undead Monsters.

Vulnerability: Bound: Liches are bound to within a circle made by a 10 foot piece of yellow cloth. This cloth must be placed on the battlefield within 100 feet of where they last died. Thus each time a Lich dies, it can move its circle up to 100 feet from where it last was. It cannot be within 100 feet of a base or Nirvana. They may not leave this circle.

Levels: As Wizard class.

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Lizardman (BL: Cheshire / Art: Reynen)

Description: Lizardmen are dangerous, tribal people who are quite primitive and few in numbers. They can be found in any climate, but most often in marshes and swamps. They are savage in mind and crude in technology.

Garb: Green tunic. Green face paint and green cloth covered flail.

Suggested: Scales or snakeskin.

Summoned By: Druid (6), Reincarnate

Player Lives/Life: 2

Type: Standard Humanoid

Q/M Ratio: 1/1

Armor: 1 point Natural, up to a medium shield

Weapons: Single flail (Natural) or any melee weapons

Immunities: Poison

Natural Lives: 4

Abilities & Traits:

· Strong

Levels:

1st No additional abilities

2nd Gains **Innate Ability:** Poison Weapon (1/game)

3rd +1 to Natural armor (total 2)

4th May now use javelins

5th +1 to Natural armor (total 3)

Poison Weapon becomes (1/life)

6th May wear up to 3 points of additional normal armor

Manticore

(DS: Crosser / Art: Diego)

Description: The blending of a lion and a demon, the manticore is a vile and tough opponent. Large and powerful, the beast can take to the air on leathery wings, has the fangs of a rattlesnake, and a tail covered with large iron-like quills, which it can fling a considerable distance.

Garb: Tabard of orange, tan or yellow with featherless wings, and a wig or paper lion's mane.

Type: Standard Beast

Q/M Ratio: 4/1

Armor: 2 points Natural

Weapons: Two short swords (Natural), throwing daggers

Immunities: Poison

Natural Lives: 3

Abilities & Traits:

· Natural Flight May use throwing weapons while in Flight.

· **Innate Ability:** Poison Weapon (1/life)

Levels:

1st As above

2nd Gains Innate Magical Ability: Fear (1/life)

3rd +1 point of Natural armor (total 3)

4th Throwing daggers are now Poisoned

5th Gains the Strong Trait

6th Gains Immunity: Control

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Medusa

(BD: Nithanalorn / Art: Reynen)

Description: An evil combination of woman and snake, the Medusa is a creature so vile in aspect that her mere visage is enough to turn a man to stone. Instead of hair, snakes writhe upon her skull and her lower body is often that of a giant serpent.

Garb: Elegant garb with snakes added to hair. It is suggested only females play a Medusa.

Type: Mystical Humanoid

Q/M Ratio: 3/1

Armor: 2 points Natural

Weapons: Single short sword, any bow

Immunities: Poison, Subdual

Natural Lives: 3

Abilities & Traits:

· **Innate Ability:** Poison Weapon (unlimited)

· **Innate Magical Ability:** Petrify (unlimited bolts)

· **Innate Magical Ability:** Touch of Paralyzation (2/life) No charge required, may extend through own melee weapons, declare "Stone" x1 to activate. Medusas can use Petrify on victims of her

Touch of Paralyzation!

· **Vulnerability:** Altered Effect A Medusa who strikes the Shield of Reflection with a Petrify bolt becomes Petrified herself.

Levels

1st As above

2nd Gains **Innate Magical Ability:** Fear (1/life)

3rd Gains **Magic-Like Ability:** Stun (2/life)

4th Fear becomes (2/life)

5th Natural armor becomes Natural Invulnerable Armor

6th Touch of Paralyzation becomes (unlimited)

Minotaur

(BD: Cheshire / Art: Bill Sinclair, Elfwood)

Description: These savage creatures of legend have the head of a bull and the body of a giant man. They are dangerous, unpredictable and merciless. Only a fool would challenge one in its own lair, for they dwell in trap-infested mazes where few have been known to escape.

Garb: Brown tunic and/or fur and a brown headband or mask.

Type: Standard Humanoid

Q/M Ratio: 2/1

Armor: 2 points Natural

Weapons: Any non-hinged melee weapons

Immunities: Control, Subdual

Natural Lives: 3

Abilities & Traits:

· Strong

· **Innate Ability:** Tracking (unlimited)

Levels:

1st As above

2nd +1 point Natural armor (total 3)

3rd May now wear up to 2 points of normal armor

4th Gains **Innate Ability:** Fight After Death (1/life)

5th May now use any shield

+1 point Natural armor (total 4)

6th +1 Natural Lives (total 4)

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Mummy

(BL: Morbid / Art: Bill Sinclair, Elfwood)

Description: Mummies are undead creatures that are the corpses of humanoids, wrapped in bandages, and filled with preserving fluids. They are usually associated with a curse. If something concerning the mummy has been desecrated, the mummy may track down and kill the guilty party. Other times, it is merely a spirit that has inhabited a body to wreak havoc. They are quite mindless, and will destroy anything that gets in their way.

Garb: Mostly wrapped in bandages. Any Egyptian-style garb.

Summoned By: Wizard (6), Transform

Player Lives/Life: 4

Type: Undead Humanoid

Q/M Ratio: 3/1

Armor: 1 point Natural

Weapons: Single short sword

Immunities: Control, Death, Sorcery, Subdual, Poison

Natural Lives: 3

Abilities & Traits:

· **Innate Ability:** Touch of Death (unlimited)

· Bloodless

Levels:

1st As above

2nd Gains the Strong Trait

3rd +1 point Natural armor (total 2)

4th +1 point Natural armor (total 3)

5th Gains Innate **Magic-Like Ability:** Fear (2/life)

6th Gains **Magic-Like Ability:** Heal (2/life) Self only. Simulates rejoining body parts.

Nosferatu

(BL: Naes / Art: Denah)

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.

Garb: Black garb, white face paint, fangs.

Type: Undead Humanoid

Q/M Ratio: 5/1 (QUEST)

Armor: One point Natural

Weapons: Two short swords or melee daggers

Immunities: Control, Death, Subdual, Poison, Disease

Natural Lives: 2

Abilities & Traits:

- Create Minion (Vampires, p. 57, 1/life)
- Regeneration
- Serial Immortality
- Strong
- Tough
- **Innate Ability:** Steal Life (1/life)
- **Magic-Like Ability:** Yield (1/life)
- **Vulnerability:** Altered Effect Nosferatu may not be Resurrected, Healed, Reanimated, Transformed or Reincarnated.
- **Vulnerability:** Wooden stabbing weapons deal normal damage to a Nosferatu. Such weapons and Flame attacks are the only way to kill one of these Monsters. Damaged armor and wounds lost to wooden weapons do not Regenerate, nor does their Immortality extend to deaths caused by wooden weapons, fire or magic.
- **Vulnerability:** Aversion (Holy Ground)

Levels:

1st As above

2nd Gains **Magic-Like Ability:** Teleport (1/life)

3rd Yield becomes (2/life)

4th Gains **Innate Magical Ability:** Vermin Horde (Rats, 1/life)

5th Vermin Horde becomes (2/life)

6th Teleport becomes (2/life)

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Oaken (WL: Wyngarde & Tater/ Art: Rabbit)

Description: Oaken are magical plant-like creatures who live for centuries, yet never move from the place of their birth. Their natural magic resistance and the effect they spread to nearby grounds is highly valued by Druids, who often raise them from seedlings to protect their groves. Players portraying an Oaken are actually representing its powerful and prehensile Branches.

Garb: Browns and greens, leaves and floral prints. Stand very still and speak very slowly.

Type: Mystical Arboreal **Q/M Ratio:** 2/1 per Branch (QUEST)

Armor: 4 points Natural **Weapons:** Two short melee weapons (Natural)

Immunities: Projectiles, Subdual, Control **Natural Lives:** 3 per Branch

Abilities & Traits: · Home Tree · Mend Heal · Neutral · Strong

· Tough

· **Innate Ability:** Entangle (2 bolts/U) The bolts may be divided between any active Branches.

· **Innate Magical Ability:** Anti-Magic Zone (unlimited) This ability must be centered on the Home Tree and may not be Dispelled. At 1st level this ability extends 10 feet in all directions from the trunk of the tree. This zone also represents the range of the player(s) portraying the Branches (see Bound, below)

· **Innate Magical Ability:** Lore (unlimited) This represents the wisdom demonstrated by these creatures. Reeves should answer any questions the Oaken might have regarding the scenario and provide clues which might be useful in a Quest.

· **Vulnerability:** Bound Branches may not move outside the range of its Anti-Magic Zone.

Levels:

1st As above

2nd May now use long weapons

Anti-Magic Zone becomes 20 foot radius

3rd Anti-Magic Zone becomes 30 foot radius

4th Gains the Multi-Player Type. One additional player may now be a Branch. From this level forward, all Branches are considered to be the same level as the highest level Branch.

5th One additional player may be a Branch (total 3)

Entangle becomes (3 bolts/U)

One Branch may use a reach weapon

Anti-Magic Zone becomes 40 foot radius
6th One additional player may be a Branch (total 4)
 Entangle becomes (4 bolts/U)
 One Branch may use up to a medium shield
 Anti-Magic Zone becomes 50 foot radius

Ogre

(Various / Art: Ryan Bourret, Elfwood)

Description: Ogres are the largest of the Goblinoid races (others include Goblins, Hobgoblins, and Orcs). They are misshapen brutes, standing over 9 feet tall, with blotched and mottled skin and sparse black hair. Ogres are generally cruel creatures who delight in the suffering of smaller races. They make their living by raiding caravans and sacking farming communities.

Garb: Skins, hides and rough leathers. Brown or green face make-up, tusks.

Type: Standard Humanoid

Q/M Ratio: 2/1

Armor: 2 points Natural

Weapons: Any melee weapons or two short melee weapons (Natural)

Immunities: Subdual, Poison

Natural Lives: 3

Abilities & Traits:

· Strong

· **Innate Magical Ability:** Fear (1/game)

· **Innate Ability:** Berserk On last life. This ability grants two additional points of armor to the Ogre's Natural armor

Levels:

1st As above

2nd May now use boulders

3rd Fear becomes (2/game)

4th Boulders become Improved Rocks

5th Fear becomes (1/life)

Gains **Innate Ability:** Fight After Death (on last life)

6th All Natural armor (including Berserk armor) becomes Natural Invulnerable

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Orc

(BL: RAN / Art: Diego)

Description: These hideous creatures are members of a race descended from Elves who were twisted and perverted by evil in the mists of the past. Although they are not inherently evil, they are culturally and mentally predisposed toward hate, malice and cruelty. They are almost always uncomfortable and, aside from mealtime or battle, are never happy or at peace. Orcs are heavily built with thick hides, short legs and long arms. They have grotesque, fanged faces and random hair growth.

Garb: Crude clothing, random leather/hide armor. Greenish grey make-up, animal fangs.

Type: Standard Humanoid

Q/M Ratio: 2/1

Armor: 1 point Natural, may wear up to 2 points of normal armor

Weapons: Any melee weapons, rocks, javelins, short bow

Immunities: Poison

Natural Lives: 4

Abilities & Traits:

· **Innate Ability:** Berserk (on last life) Berserk armor stacks on top of Natural armor

· **Innate Ability:** Truth (1/game) Only on subdued enemies.

Levels:

1st As above

2nd +1 Natural Lives (5 total)

3rd Gains **Innate Ability:** Fight After Death (on last life)

Gains **Innate Ability:** Flame Arrow (1/reusable)

4th May now wear up to 3 points of normal armor

5th May now use up to a medium shield

6th Gains **Innate Ability:** Improve Weapon (1/game)

+1 point of Natural armor (2 total)

Pegasus

(BL: Cheshire / Art: Denah)

Description: Pegasi are some of the most beautiful and well-known creatures in all creation. These winged horses are extremely intelligent beasts who generally choose to ignore most races, though they will go out of their way to annoy Harpies.

Garb: A pair of white feather wings and white fur leggings.

Summoned By: Wizard (6), Transform

Player Lives/Life: 2

Type: Mystical Beast

Q/M Ratio: 1/1

Armor: 1 point Natural

Weapons: Two short hacking or bludgeoning melee weapons (Natural)

Immunities: Control

Natural Lives: 3

Abilities & Traits:

- Many-Legged
- Natural Flight
- **Innate Magical Ability:** Awe (1/life)

Levels:

1st As above

2nd Gains Mount Trait: May carry one rider.

3rd Awe becomes (2/life)

4th Gains **Innate Magical Ability:** Charm (1/game)

5th Charm becomes (1/life)

6th Awe becomes (3/life)

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Phoenix

(IM: Matthias/ Art: Justin T. Short, Elfwood)

Description: The Phoenix is a legendary eagle-like bird that destroys itself in fire at the end of its five-hundred-year lifetime, and from whose ashes springs a new Phoenix. It is a symbol of immortality and of Amtgard, therefore only someone who has become a Knight may play a Phoenix.

Garb: Feathered wings and garb of red, orange and yellow. Flame patterns, a beak.

Type: Mystical Beast

Q/M Ratio: 10/1 (QUEST)

Armor: 6 points of Natural Invulnerable

Weapons: Two short melee weapon (Natural, Magical)

Immunities: Flame, Magic

Natural Lives: Unlimited (see below)

Abilities & Traits:

- Burning Body
- Flame Weapons
- Greater Regeneration
- Natural Flight
- Neutral
- Serial Immortality
- Strong
- **Innate Magical Ability:** Presence (unlimited) Only against Paladins and Anti-Paladins.
- **Innate Magical Ability:** Extend Immunities (unlimited)
- **Magic-Like Ability:** Resurrect (unlimited) May not use this ability on the same player more than once per game.
- **Magic-Like Ability:** Heal (unlimited)

Levels: None

Plaguer

(MS: Manny / Art: Greywind)

Description: These are diseased humans whose minds have been twisted by the plague they bear. They live only infect others with their insanity and disease.

Garb: Any normal garb. The plague hides itself well.

Type: Standard Humanoid

Q/M Ratio: 3/1 (QUEST)

Armor: None

Weapons: Any short or long melee weapons

Immunities: Disease, Poison

Natural Lives: 5

Abilities & Traits:

· **Replication (unlimited)** This ability may be limited or altered by a Reeve for a specific scenario. Any victim slain by a Plaguer, or who dies under the effect of a Plaguer's disease, spends the rest of the game as a Plaguer unless Cure Disease is used upon them.

· **Innate Ability:** Touch of the Plague (unlimited)

· **Vulnerability:** Cure Disease will turn a Plaguer into a 1st level Warrior who is so grateful to the person who cured them that they will gladly die for them for the rest of that life.

· **Vulnerability:** All Plaguer abilities are countered by appropriate immunities, Protection from Disease or Protection from Death.

Levels:

1st As above

2nd Gains **Innate Ability:** Touch of Death (1/game) Self only.

3rd Gains **Innate Ability:** Fight After Death (1/life)

4th Touch of Death becomes (1/life)

5th Gains Hard To Kill Trait

6th Touch of Death becomes (unlimited)

Note: Due to the infectious nature of the Plague, an entire populace could very well succumb to its effects unless some provision is made for curing players on a mass scale. Thus, it is suggested Plaguers only be used in games or Quests where such is made possible, unless slowly killing the entire populace is your goal. (Which is fine, just let everyone know.)

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Poltergeist

(BL: Cheshire / Art: Reynen)

Description: Poltergeists are similar in background to Ghosts, but are the spirits of violent persons whose lust for blood could not be quenched in the afterlife. Poltergeists are plain and simply put, evil in one of its purest forms and should be avoided whenever possible.

Garb: White or tie-dyed robes, white face paint.

Type: Undead Humanoid

Q/M Ratio: 3/1

Armor: None

Weapons: None

Immunities: Control, Subdual, Death, Poison, Disease

Natural Lives: 3

Abilities & Traits:

· Incorporeal

· **Magic-Like Ability:** Touch of Death (4/life) Self only.

· **Magic-Like Ability:** Wounding (2/life)

· **Vulnerability:** Spell Weakness If Banished three times in one life, the Poltergeist is removed from the game.

Levels:

1st As above

2nd Gains **Magic-Like Ability:** Possession (1/game)

3rd Wounding becomes (4/life)

4th Gains **Magic-Like Ability:** Hold Person (2/life)

5th Hold Person becomes (4/life)

6th Possession becomes (1/life)

Touch of Death becomes (unlimited)

Satyr

(WL: Wyngarde / Art: Denah)

Description: These hearty creatures have the torso of a man and the lower legs of a goat. Their love of partying and rampant displays of drunken vulgarity are legendary.**Garb:** Small horns, furry leggings, bare chests, pan flutes**Summoned By:** Druid (6), Bard (6), for 3 spellpoints, just like purchasing a weapon. Satyrs are willing companions and are not removed from the game if targeted with Dispel Magic.**Player Lives/Life:** 2**Type:** Mystical Fey Humanoid**Q/M Ratio:** 1/1**Armor:** None**Weapons:** Any short melee weapons**Immunities:** Control, Poison, Subdual**Natural Lives:** 3**Abilities & Traits:**

· Tough

· **Magic-Like Ability:** Charm (2/life)· **Magic-Like Ability:** Legend (1/life)· **Innate Magical Ability:** Commune (unlimited)· **Vulnerability:** Wine and Song Any player who is actively singing, dancing, or playing music will not be harmed by a Satyr nor will they attack any player who presents them with a tasty beverage. In either case, they will defend themselves if necessary.**Levels:****1st** As above**2nd** Legend becomes (2/life)

Gain one point of Natural armor

3rd May now use javelins

+1 Natural Lives (total 4)

4th Gains **Magic-Like Ability:** Extension (unlimited)**5th** Gains **Innate Magical Ability:** Pass Without Trace (1/life)**6th** Gains Strong Trait

+1 point Natural armor (total 2)

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Scalor

(WL: Wyngarde / Art: Reynen)

Description: The Scalor are a barbaric race of humanoid fish. They are the mortal enemies of humans and mer-folk alike, as the Scalors detest everything they cannot eat, destroy, or subjugate. These cunning fish-men have developed ambush tactics, use of undersea nets to capture prey, and basic metal working skills. Make lots of bubbling and gurgling sounds. Walk slumped over to emulate the slow gait these creatures exhibit on land.

Garb: Green or blue garb. Suggested: scales, scale mail and fins.

Type: Standard Humanoid

Q/M Ratio: 1/1

Armor: 1 point Natural, may wear up to 2 additional points of normal armor

Weapons: Any single short or long melee weapon, javelins

Immunities: None

Natural Lives: 5

Abilities & Traits:

· Aquatic

· **Innate Ability:** Entangle (2 bolts/U) Simulates intricate netting.

· **Vulnerability:** Weak Only against magical attacks. They are so afraid of magic they are even slain by Subdual and Control spells. Non-magical weapons injure Scalors as normal.

Levels:

1st As above

2nd May now use throwing weapons

3rd Entangle becomes (3 bolts/U)

4th May now use spears and polearms

5th Entangle becomes (4 bolts/U)

6th Gains **Innate Ability:** Poison Weapon (1/life)

Siren

(BD: Nithanalorn / Art: Reynen)

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

Garb: Seductive gray, blue, or green dress. Aquatic looking if possible.

Suggested: Blue and green glitter makeup, must be female to play a Siren.

Summoned By: Druid 6 (Reincarnate)

Player Lives/Life: 1

Type: Mystical Humanoid

Q/M Ratio: 1/1

Armor: None

Weapons: Single melee dagger

Immunities: None

Natural Lives: 3

Abilities & Traits:

· **Magic-Like Ability:** Circle of Protection (1/life)

· **Magic-Like Ability:** Yield (2/life)

· **Vulnerability:** Bound

Levels:

1st As above

2nd May now wear one point of armor

3rd Circle of Protection becomes (2/life)

4th Yield becomes (3/life)

5th Circle of Protection becomes (3/life)

6th Gains **Magic-Caster:** Bard Gain any two Bard spells. May not take enchantments or neutrals.

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Skeleton

(BL: Rakasta / Art: Reynen)

Description: Skeletons are the animated bones of a corpse. They are mindless and follow the directions of their creators without fear or question. They tend to interpret orders in the most literal way.

Garb: White skull mask or face makeup and black tunic. Suggested: skeleton-like gloves, anything that makes you look more skeletal.

Summoned By: Wizard (6), Transform

Player Lives/Life: 1

Type: Undead Humanoid

Q/M Ratio: 2/1

Armor: May wear up to 2 points of normal armor, any shield

Weapons: Any melee weapons.

Immunities: Control, Death, Poison

Natural Lives: 1

Abilities & Traits:

· Bone

· Regeneration Only from death. Wounds do not regenerate.

· **Vulnerability:** Weak

· **Vulnerability:** Altered Effect If Resurrection used on a skeleton (save those summoned by the spell Transform), it is forced to play out that life as a warrior of the same level as the skeleton.

Levels

1st As above

2nd +1 Natural armor (total 3)

3rd +1 Natural Lives (total 2)

4th +1 Natural armor (total 4)

5th May now use javelins

6th +1 Natural Lives (total 3)

Skeleton Warrior (MS: Manny / Art: Diego)

Description: Formerly powerful fighters, skeleton warriors are undead lords forced into their nightmarish states by powerful wizards who trapped their souls in golden circlets. The sole reason that skeleton warriors remain on this plane is to search for and recover the circlets that contain their souls.

Garb: Skull mask or face paint, anything that makes you look more skeletal, black armor and/or helmet. Required: a circlet (see below)

Type: Undead Humanoid **Q/M Ratio:** 5/1 (QUEST)

Armor: One point Natural, may wear up to 5 additional points of normal armor

Weapons: Any melee weapons **Immunities:** Control, Death, Flame, Sorcery

Natural Lives: 1

Abilities & Traits: · Serial Immortality · Bone · Neutral

· **Vulnerability:** Control Circlet The possessor of the circlet may control the Skeleton Warrior. The controller must have the circlet on their head to control the Skeleton Warrior. If nobody has the circlet on their head, the Skeleton Warrior has free will. If the Circlet goes more than 200 feet from the Skeleton Warrior, or the Skeleton is out of sight of the Circlet, then control is lost. Once lost, a controller may not regain control the same Skeleton Warrior for the remainder of the game. When out of control, the Skeleton Warrior heads directly for the most recent controller, killing anyone in its path. It will not stop until that person is dead, or someone else gains control the circlet and meets the necessary criteria for activating it. (Usually nothing more than coming within 50 of the rampant Monster). If the Circlet is placed on the Skeleton Warriors own head, it will disappear into dust. This is the only way to truly kill a Skeleton Warrior. This is considered a game item.

Levels:

1st As above

2nd Gains **Innate Ability:** Improve Weapon (1/life)

3rd May now use any shield

4th May now use javelins

5th Gains Innate **Magic-Like Ability:** Touch of Death (1/life) Self only.

6th Gains Immunity: Magic

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Skirit

(GV: Pollux / Art: Tim O'Brein, Elfwood)

Description: Skirits are a race of bipedal rats, filthy vermin thriving in the darkest and foulest places where others pile their refuse. Skirits are unhygienic to a fault, socially backward and the only manners they seem to have are all bad. They have long snouts, beady black eyes and are covered in black or brown fur except for their bald ears and tail.

Garb: Pointy ears, rat-face make-up, fur and hodgepodge armor.

Type: Standard Humanoid

Q/M Ratio: 1/1

Armor: May wear one point of normal armor, up to a medium shield

Weapons: Any short melee weapons

Immunities: Poison, Disease

Natural Lives: 5

Abilities & Traits:

· **Innate Ability:** Sneak (1/life)

· **Innate Ability:** Poison Weapon (1/life)

· **Vulnerability:** Skirit Poison may be cancelled with either Cure Poison or Cure Disease.

Levels:

1st As above

2nd Gains **Innate Ability:** Tracking (1/life)

May wear +1 point armor (total 2)

3rd May now use throwing weapons

4th Sneak becomes (2/life)

Gains **Innate Ability:** Stinkball (1 bolt/U)

5th Gains **Innate Ability:** Touch of the Plague (1/life)

6th May wear +1 point of armor (total 3) or

May use a short bow

Spectre

(BL: Rakasta / Art: Reynen)

Description: Spectres are a malicious and evil form of ghost with that preys upon the very soul of the dead and dying.

Garb: Black sheet or robe, black faceless mask or black make-up

Type: Mystical Undead

Q/M Ratio: 4/1

Armor: None

Weapons: None

Immunities: Control, Death, Subdual

Natural Lives: 1

Abilities & Traits:

· Incorporeal

· **Innate Magical Ability:** Steal Life (1/life) A Spectre may never gain more than two lives with this ability. However, the victim will still lose a life and have their spirit Severed. Thus a Spectre has a maximum of three lives.

· **Innate Magical Ability:** Sever Spirit (unlimited) Anyone slain by a Spectre is automatically considered Severed.

· **Innate Magical Ability:** Forcewall (unlimited) May have up to two in existence at any time.

· **Innate Magical Ability:** Dispel Magic (2/life)

· **Innate Magical Ability:** Touch of Death (unlimited)

Levels:

1st As above

2nd Gains **Magic-Like Ability:** Extinguish (1/life)

3rd Extinguish becomes (2/life)

4th Dispel Magic becomes (3/life)

5th Gains **Magic-Like Ability:** Level Drain (1/life) May not use this ability on a player more than once per game.

6th Dispel Magic becomes (4/life)

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Sphinx

(DS: Labrynth / Art: Reynen)

Description: Sphinxes are large, desert-dwelling Monsters with the limbs of a lion, wings of an eagle and the torso and head of a human or ram. Sphinxes are master riddlers and strong in the ways of magic.

Garb: Fake fur trousers and sleeves over a nude leotard or tan tunic, feathered wings, lion's mane

Type: Mystical Humanoid

Q/M Ratio: 4/1 (QUEST)

Armor: 2 points Natural

Weapons: Two short swords (Natural)

Immunities: Subdual, Disease

Natural Lives: 3

Abilities & Traits:

· **Magic-Caster:** Wizard and Bard (5 spellpoints total) The Sphinx's spell list may be chosen from both Wizard and Bard spell lists of the same level as the Monster. May not purchase neutrals.

· Natural Flight

· Neutral

· Spell Mastery

· Strong

Levels

1st As above

2nd Gains **Magic-Like Ability:** Counterspell (1/life)

3rd +5 Spellpoints (total 10)

4th Gains **Magic-Like Ability:** Feeblemind (2/life)

Counterspell becomes (2/life)

5th Gains **Magic-Like Ability:** Dispel Magic (2/life)

Gains **Innate Ability:** Attuned (unlimited)

6th +5 Spellpoints (total 15)

Spider, Giant

(BL: Cheshire / Art: Anonymous Elfwood Artist)

Description: Much larger and far more intelligent than their household counterparts, Giant Spiders are some of the most dangerous Monsters around. They are cunning, ruthless blood drinkers and are often found as the guardians of powerful Vampires or other evil Undead.

Garb: Black tunic with web patterns or red hourglass shape on it.

Type: Standard Beast

Q/M Ratio: 2/1

Armor: 1 point Natural

Weapons: Two melee daggers (Natural)

Immunities: Poison

Natural Lives: 3

Abilities & Traits:

· Many-Legged

· **Innate Ability:** Entangle (2 bolts/U)

· **Innate Ability:** Poison Weapon (unlimited)

· **Innate Ability:** Webs (4/life)

Levels:

1st As above

2nd +1 point Natural armor (total 2)

+1 Natural Lives (total 4)

3rd Can use two short weapons instead of daggers

Webs become (6/life)

4th Poison Weapon kills in a 50 count instead of 100

5th +1 point Natural armor (total 3)

+1 Natural Lives (total 5)

6th Gains **Innate Ability:** Vermin Horde (Spiders, 1/life)

Webs become (8/life)

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Stormraven

(DS: Crosser / Art: Reynen)

Description: Some say the Stormraven is a melding of crow and the elemental sky. Others claim it is the living embodiment of an ancient tribal spirit. Perhaps both are right, but the Stormraven isn't telling, busy as it is in its vigil over the wind and storms.

Garb: A dark tunic or tabard, black feathered wings

Type: Mystical Beast

Q/M Ratio: 4/1

Armor: 2 points Natural

Weapons: 2 short swords (Natural, Magical)

Immunities: Flame, Cold-Based Attacks, Projectiles

Natural Lives: 4

Abilities & Traits:

- Lightning Heal
- Natural Flight
- Tough
- **Innate Magical Ability:** Shove (unlimited)
- **Innate Magical Ability:** Wind (1/life) Need only say chant once.
- **Innate Magical Ability:** Call Lightning (2/Life)

Levels: None

Troglodyte

(WL: Wyngarde / Art: Tim O'Brein, Elfwood)

Description: Troglodytes are an offshoot of the original Lizard Man race. The troglodytes adapted to a more aquatic environment, resulting in the fins that are the traditional source of racial pride.

The fact that Trogs smell horrible permeates their dealings with other races. They know others find them repulsive and have an inferiority complex about it. If treated kindly or approached unarmed, the Trogs can be quite pleasant.

Garb: Green or yellow tunic, fins, head fins, dorsal fins, swimming flippers. Also any scale pattern or two crossed brown sashes.

Type: Standard Humanoid

Q/M Ratio: 2/1

Armor: 2 points Natural, may wear up to 2 additional points of normal armor

Weapons: Any melee weapons, javelins

Immunities: Subdual, Poison

Natural Lives: 4

Abilities & Traits:

· **Innate Ability:** Stinking Cloud (1/life)

· **Innate Ability:** Stinkball (1 bolt/U)

Levels:

1st As above

2nd Gains **Innate Ability:** Entangle (1 bolt/U)

3rd May now use up to a medium shield

Stinkball becomes (2 bolts/U)

4th Stinkball becomes (3 bolts/U)

5th Gains Strong Trait

May place a second Stinking Cloud

6th Stinkball becomes (4 bolts/u)

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Troll, Regenerating

(BL: Cheshire / Art: Diego)

Description: A troll is a vicious, disgusting creature whose very presence is one which strikes fear into most. Their hide is a nauseating mixture of grays, blacks and mottled greens. They are relentless when attacking due to their pea-sized brains.

Garb: Dirty green or gray tunic with fur/skin loincloth. Suggested: crude clothing, tusklike fangs.

Summoned By: Druid (6), Reincarnate

Player Lives/Life: 4

Type: Mystical Humanoid

Q/M Ratio: 3/1

Armor: 1 point Natural

Weapons: Two short melee weapons (Natural)

Immunities: None

Natural Lives: 2

Abilities & Traits:

· Regeneration

· Strong

Levels

1st No additional abilities

2nd Gains **Magic-Like Ability:** Fear (1/life)

3rd +1 to Natural armor (total 2)

4th +1 Natural Lives (total 3)

5th +1 to Natural armor (total 3)

6th Fear becomes (2/life)

Troll, Stone

(BL: RAN / Art: Frederik Andersson, Elfwood)

Description: Stone Trolls are as tough and dumb as rocks. They live in order to eat and play. Eating means fresh meat, raw or cooked, and play means killing and pillaging. Stone Trolls are huge, immensely strong brutes, standing over 10 feet tall and weighing in near half a ton. Their thick bodies are covered with hard, rocky protrusions. All in all, a disgusting mixture of strength and barbaric habits out to eat and kill everything in its path.

Garb: Crude clothing, fur loincloth, gray make-up, tusks or fangs

Type: Standard Humanoid

Q/M Ratio: 5/1

Armor: 2 points Natural Invulnerable

Weapons: Any bludgeoning melee weapon; boulders

Immunities: Subdual, Control

Natural Lives: 2

Abilities & Traits:

· Strong

· Stone Heal

· **Vulnerability:** Altered Effect Lightning-based attacks act as a Petrify spell when cast upon a Stone Troll, regardless of its remaining armor.

Levels:

1st As above

2nd +1 Natural Lives (total 3)

3rd +1 point Natural Invulnerable armor (total 3)

4th May now use any melee weapon

5th +1 Natural Lives (total 4)

6th +1 point Natural Invulnerable armor (total 4)

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Ursunid

(WL: Wyngarde / Art: Ryan Bourret, Elfwood)

Description: Ursunid is the term given to huge, bipedal bear-men.

Ursunids walk on two legs, averaging over ten feet in height and weighing in excess of a ton of thick fur and dense muscle. Most of these thoughtful and cunning creatures range in coloration from blue-black to rich brown, though a clan of pure white Ursunids is rumored to live in the Frozen North. Ursunids are intelligent and have entered the earliest stages of civilization; they craft tools, practice language, and have learned the finer points of agriculture and food preparation. Ursunids make the strongest honey wine in the known world.

Garb: Fur ... and lots of it.

Type: Standard Humanoid

Q/M Ratio: 2/1

Armor: 2 points Natural

Weapons: Two short melee weapons (Natural)

Immunities: Subdual

Natural Lives: 3

Abilities & Traits:

- Lair
- Regeneration Only functions while in Lair.
- Strong

Levels:

1st As above

2nd May use one long or reach melee weapon instead of Natural weapons

3rd May now use any shield

+1 point of Natural armor (total 3)

4th Gains Hard To Kill Trait

5th +1 point of Natural armor (total 4)

6th Regeneration becomes Greater Regeneration. Still only functions in Lair.

Unicorn

(BL: Nashomi / Art: Reynen)

Description: Unicorns resemble great white horses with a golden horn springing from its head. They are kindhearted and will help those in need. They often shy away from violence.

Garb: White hooded cloak and golden horn. White fur leggings.
Suggested: as horse like as possible.

Summoned By: Druid (6), Reincarnate; Wizard (6) Transform

Player Lives/Life: 3

Type: Mystical Fey Beast

Q/M Ratio: 2/1

Armor: None.

Weapons: Single short sword (Natural, Magical)

Immunities: Control (save for Bardic Charm)

Natural Lives: 3

Abilities & Traits:

- Home Tree
- Many-Legged
- Strong
- **Magic-Like Ability:** Heal (unlimited)
- **Magic-Like Ability:** Teleport (unlimited) Self only. Requires the unicorn put its hood over its head in addition to the incantation.

Levels:

1st As above

2nd Gains Innate **Magic-Like Ability:** Resurrect (1/life) Requires bringing the dead to the unicorn's home tree and having target and unicorn touch the tree while casting the spell.

3rd Resurrect becomes (2/life)

4th Gains Innate **Magic-Like Ability:** Lost (1/life)

5th Resurrect becomes (3/life)

6th Lost becomes (3/life)

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Vampire

(BL: RAN / Art: Diego)

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 virtually live forever.

Garb: White make-up with a black arm-band, fangs

Type: Undead Humanoid

Q/M Ratio: 3/1

Armor: Per Player Class

Weapons: Per Player Class

Immunities: Death, Control, Subdual, Disease, Poison

Natural Lives: 1

Abilities & Traits:

· Conversion (1/life) (This ability may be removed at the Reeve’s option for standard battlegames) Players protected from or immune to Disease are immune to this ability.

· **Magic-Caster** or Player Class: Vampires are humans who have died while infected with a mystical disease. They retain all class abilities they had in life. Each Vampire must choose a class.

They play that class at a level they have attained in that class. The remainder of the Vampire’s powers are an addition to the normal class abilities. The Vampire must abide by all limitations and restrictions of their chosen class.

· Tough

· **Innate Ability:** Steal Life (1/life)

· **Vulnerability:** Wooden stabbing weapons do normal damage to vampires

Levels: Per Player Class

Voidstalker

(WL: Blackwolf / Art: Ognjen Popovic, Elfwood)

Description: The mere sight of a Voidstalker is rumored to be a portent of one's death. These fell, malicious demons lurk between the physical world and the Plane of Shadow, drawing sustenance from the fear and panic which follows in their wake. Though their skeletal visage and haunting demeanor appear undead in origin, the Voidstalkers are a variety of independent Elemental, since all attempts to summon one have ended in the untimely demise of a foolish wizard.

Garb: Black robe with hood, skeleton mask or make-up

Type: Mystical Extra-Planar Humanoid

Q/M Ratio: 4/1

Armor: None

Weapons: A single polearm or spear

Immunities: Control, Disease, Magic, Poison, Projectiles

Natural Lives: 3

Abilities & Traits:

- Strong

- Tough

- **Innate Magical Ability:** Blend (unlimited) Instead of trees, this ability works with shadows. Replace "forest" and "tree" with "shadow" and "shadowed area" in the abilities description.

- **Innate Magical Ability:** Fear (1/life)

- **Innate Magical Ability:** Level Drain (1/life)

- **Innate Magical Ability:** Sphere of Annihilation (1 boltU)

- **Innate Magical Ability:** Touch of Death (1/life) No incantation needed. May extend this through its polearm.

Levels: None

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War Horse

(Amtgard 6.5 Handbook / Art: Denah)

Description: These are the powerful horses knights ride into battle. They are disciplined, and obey the commands of their rider without hesitation. War Horses are strong, steadfast combatants, and a worthy companion for any hero or villain.

Garb: Tan tunic and brown or black fur leggings. Suggested: Look as horse like as possible.

Summoned By: Anti-Paladin 5, Paladin 5 (instead of 5th level Innate Abilities, the Knight may summon a steed)

Player Lives/ Life: 1

Type: Standard Beast

Q/M Ratio: 1/1

Armor: 1 point Natural, may wear one additional point of normal armor

Weapons: Two long bludgeoning weapons (Natural)

Immunities: None

Natural Lives: 5

Abilities & Traits:

· Many- Legged

· Mount: Only the War Horse's summoner may ride.

Levels:

1st As above

2nd May wear +1 point of normal armor (total 2)

3rd Gains As One Trait

4th May wear +1 point of normal armor (total 3)

5th May wear +1 point of normal armor (total 4)

6th War Horse gains the natural immunities of its summoner while being ridden

Werewolf

(BL: Naes / Art: Reynen)

Description: Werewolves are the most well-known and notorious of the Lycanthropes. Natural Werewolves rarely stay in one place for long, preferring the life of wandering gypsy over long stays in civilization. These werewolves manage to keep some semblance of cunning intellect while in beast form. Afflicted Werewolves are little more than bestial, ravening brutes, trapped in a dark, personal prison of bloody dreams and bloody deeds.

Garb: Fur and fangs, canine face paint.

Type: Mystical Beast

Q/M Ratio: 4/1

Armor: 2 points Natural

Weapons: Two short swords (Natural)

Immunities: Control, Subdual

Natural Lives: 3

Abilities & Traits:

· **Conversion (unlimited)** This ability should be removed for normal battlegames. May be used while Berserk. If allowed in the game, treat the Q/M Ratio as 6/1.

· Lycanthropy (see sidebar, next page)

· Strong

· Tough

· **Innate Ability:** Berserk (on last life) This ability adds the 2 points of Berserk armor to normal Natural armor (total 4 points)

· **Innate Ability:** Tracking (1/life) May be used while Berserk.

· **Vulnerability:** Altered Effect Cure Disease forces a Werewolf to revert to a Peasant for the rest of that life.

Levels:

1st As above

2nd Gains **Innate Magical Ability:** Fear (1/game)

3rd No additional abilities

4th Berserk now on last 2 lives

5th Fear becomes (1/life)

6th Berserk on every life

Gains Regeneration Trait, even against wounds inflicted by magical attacks or Powerful Blows. (Please note: this does not bring the Werewolf back from death caused by such wounds.)

Bark at the Moon: Lycanthropy in Battlegames

Feared creatures of legend who change form from human to beast, Lycanthropes are known to come in a variety of predatory animal forms. Amongst the most common are wolves, rats, bears, tigers, boars and foxes - though many other, rare species are known to exist. Lycanthropes are generally of evil disposition, enjoying the primal nature of the hunt and pursuing humans as the tastiest meal of all. The most infamous Lycanthrope, Werewolves, are detailed in this volume. Other variations are certainly possible, with minor differences based on the type of were-animal portrayed. In Amtgard terms, Lycanthropy is a special trait only available to were-creatures. Regardless of animal form, there are two basic kinds of Lycanthropes:

1) Natural Lycanthropes were born with the ability to shift form. They have full control over their changes, and are cunning to the extreme. For the sake of game play, Natural Lycanthropes may only change shape once per life. See Player Class: Peasant ability below for more details. In any pack of Lycanthropes, at least one, usually the leader will be natural.

2) Afflicted Lycanthropes are those doomed souls who have been infected with the disease by the bite of a true Lycanthrope. They have no conscious control over their actions or changes, attacking everything blindly, though they are always nominally controlled by infecting Lycanthrope. Players afflicted with Lycanthropy during a game assume beast form until slain or cured and are normally controlled by the infecting lycanthrope.

The Lycanthropy Trait generally bestows the following abilities and weaknesses:

- **Player Class:** Peasant (Quests Only) A Natural Lycanthrope can begin each life in human form if they choose. In this form they have none of the Traits or Abilities listed below, though they retain immunity to Control. To assume were-form, the player need only don appropriate garb and arm themselves accordingly. Once beast form is assumed, they may not turn back unless slain or cured.
- **Natural Weapons** (any two short melee weapons)
- **Immunities:** Control, Subdual
- Tough
- **Innate Ability:** Berserk (on last life) This ability adds the 2 points of Berserk armor to any normal Natural armor
- Conversion (unlimited) This ability should be removed for normal battlegames. May be used while Berserk.

· **Vulnerability:** Altered Effect Cure Disease forces a Lycanthrope to revert to a Peasant for the rest of that life.

Examples:

Werebear: As Werewolf except starts with 4 points of Natural armor. Move Regeneration to 2nd level, move 2nd level Fear to 3rd .

Wereboar: As Werewolf except they are Berserk and Fight After Death on every life. Lose the Tracking and Fear abilities.

Wererat: As Werewolf, except has no Natural armor or Fear abilities. Gains Immunity to Poison and Poison Weapon (unlimited)

White Rabbit

(BL: Cheshire / Art: Reynen)

Description: From the lowest depths of Hell emerges the most fearsome creature of all: the WHITE RABBIT! Well, it is vicious. Honest, I'm not lying. It has BIG teeth! Well, look at the bones! Don't say I didn't warn you.

Garb: A white, furry bunny suit complete with ears. What, were you expecting something dignified?

Type: Mystical Beast

Q/M Ratio: 10/1 (QUEST)

Armor: 8 points Natural Invulnerable

Weapons: Two short swords (Natural)

Immunities: Control, Subdual

Natural Lives: 1

Abilities & Traits:

· **Innate Ability:** Animal Rights Activism (1/life)

· **Innate Ability:** Cuteness (4/life)

· Strong

Levels: None

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Wraith

(BL: Terarin / Art: Reynen)

Description: These vile beings are a form of undead hailing from the Negative plane of existence. They are destructive, and live for the terror they cause their victims. Wraiths appear as dark, shadow-like humanoids surrounded by a black mist.

Garb: Black robes or cloak, black face paint.

Type: Mystical Undead

Q/M Ratio: 4/1

Armor: 2 points Natural

Weapons: Two short melee weapons (Natural)

Immunities: Control, Death, Subdual, Poison, Disease

Natural Lives: 3

Abilities & Traits:

- Tough
- **Innate Magical Ability:** Wounding (unlimited)
- **Innate Magical Ability:** Fear (1/life)
- **Innate Magic Ability:** Sever Spirit (1/life)
- **Magic-Like Ability:** Teleport (1/life) Self only.
- **Vulnerability:** Spell Weakness Banish will disrupt a Wraith's energies, killing it instantly.
- **Vulnerability:** Aversion (Holy Ground)

Levels:

1st As above

2nd Gains **Innate Ability:** Level Drain (1/life) May not use this ability on a player more than once per game.

3rd Gains **Magic-Like Ability:** Heat Weapon (1/life)

4th Sever Spirit becomes (unlimited)

Teleport becomes (2/life)

5th Gains **Innate Magical Ability:** Circle of Protection

6th Level Drain becomes (unlimited)

Wyvern

(WL: Kaboth / Art: Samantha Jones, Elfwood)

Description: Wyverns are the evolutionary precursor of dragons. They have been known to carry off cattle for food. Occasionally, they have picked up humans during their foraging, leading to the poor reputation these beasts have developed.

Garb: Scale patterns or brown tunic and a barbed tail, wings.

Type: Standard Beast

Q/M Ratio: 5/1

Armor: 2 points Natural Invulnerable

Weapons: Two long swords (Natural), throwing daggers

Immunities: None

Natural Lives: 4

Abilities & Traits:

· Natural Flight

· Strong

· **Innate Ability:** Poison Weapon (unlimited)

Levels:

1st As above

2nd May use throwing weapons while in Flight

3rd +1 point Natural Invulnerable armor (total 3)

4th Gains Immunity: Subdual

5th +1 point Natural Invulnerable armor (total 4)

6th +1 Natural Lives (total 5)

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Yeti

(DS: Egil Njalsson / Art: Ryan Bourret, Elfwood)

Description: These creatures of the high mountain ranges are rarely seen. They tend to be territorial, attacking only if their turf is invaded; but have also been known to range far and wide if roused.

The yeti is very physically strong, and stands 8 (young adult) to 11 feet (mature) tall.

Garb: White tunic trimmed with white fur.

Type: Standard Beast

Q/M Ratio: 3/1

Armor: 1 point Natural

Weapons: Two short swords or melee daggers (Natural)

Immunities: Cold-based Attacks, Subdual

Natural Lives: 3

Abilities & Traits:

· **Innate Ability:** Iceball (1 bolt/U)

· **Innate Ability:** Avalanche (1/game)

Levels:

1st As above

2nd Iceball becomes (2 bolts/U)

+1 point Natural armor (total 2)

3rd Iceball becomes (3 bolts/U)

Avalanche becomes (2/game)

4th Iceball becomes (4 bolts/U)

Gains Strong Trait

5th Iceball becomes (unlimited)

Avalanche becomes (1/life)

6th Gains **Innate Ability:** Berserk (on last life) Berserk armor stacks with Natural armor (total 4)

Gains **Innate Ability:** Fight after Death (on last life)

Zombie

(BL: Nashomi / Art: Reynen)

Description: Foul unfortunate creatures that are destined to wander the earth as Undead. They are corpses who have been doomed to ever roam in search of brains to eat. There are two types of Zombies: the cursed ones, who know no more than the lust for blood and the need to wander, and those who were raised by an evil spell of some sort, and now exist only as animated corpses.

Garb: Rags and the more gore the better.

Summoned By: Wizard (6), Transform (or 3 spellpoints, deducted from the caster's total just like purchasing a weapon)

Player Lives/Life: 3

Type: Undead Humanoid

Q/M Ratio: 2/1

Armor: None

Weapons: Two short bludgeoning weapons (Natural)

Immunities: Death, Subdual, Control, Poison, Disease

Natural Lives: 3

Abilities & Traits:

- Regeneration
- Rubbery
- **Vulnerability:** Slow

Levels:

1st As above

2nd +1 Natural Lives (total 4)

3rd +1 Natural Lives (total 5)

4th Gains Strong Trait

5th Gains one point of Natural armor

6th +1 Natural Lives (total 6)

Note: This is a summoned or normal battlegame Zombie. For details on the Zombie Battle version of this Monster, see page 130.

BATTLEGAMES FOR MONSTERS

This section details several battlegames in which Monsters are presented as the main object or theme. In many cases, these scenarios call for a large number of Monsters to be on the field at a time, or for all participants to portray a particular Monster. In these cases, the Reeve or Questmaster can suspend the need for everyone to have a copy of the Monster and ease the stringent garb requirements.

Battlegame Key

Materials: A description of the physical objects, other than players and equipment, needed to run the game.

Set-up: An explanation of how to get the game started.

Object: A narrative on the goal(s) of the game, other than the obvious “kill the other team and don’t die.”

Options: Variations on the theme and suggestions on how to make things more interesting. Also includes ways to change the difficulty level for less experienced or veteran players.

Bounty Hunt

Materials: Monster garb and “point-value” tokens.

Set-up: Choose and garb the Monsters, set them loose in the playing area. Divide the remaining populace into two or more equal teams.

Object: Capture or kill as many Monsters as possible before the rival teams do or time runs out. Each Monster should be worth a predetermined number of points based on power and ability. For example: Goblins might be worth only 1 point per life, Orcs may be worth 3, an Iron Golem worth 8, and a 6th level Dragon worth 20. Be consistent and if possible, post the point values publicly. When a Monster is slain, it gives the slaying team a number of point-tokens equal to their value. The game is over when all the Monsters have been shattered or a pre-set time ends. The final points are totaled and the team with the highest number of points wins the game.

Options:

- 1) Establish alternate goals that are worth points as well: recover an artifact for 10 points, bring a live Monster back for double the normal points, etc.
- 2) Use water and Aquatic Monsters to shake things up a little bit, or mark off an area as Lava and populate it with flame-dwelling creatures. This makes for a deadly variation for the unprepared!

3) Turn the tables on the Questors and assign a point value to them. Monsters then compete to accumulate points too.

4) Use the Hunt as a springboard for a series of Quests, with the results of each successive Hunt setting the stage for the next weeks game. Example: Week One is a simple Bear Hunt where the

Questors collect fur “tails” for points. Week Two: a team of renegade Ursunids seek revenge against the populace for killing their pet Bears. Week Three: the Baron forms a Hunting party to enter the woods to root out the Ursunids and any other Monsters living therein (like a tribe of Lepus, or a pair of White Rabbits).

Feed The Monsters

(Class, Militia, or Ditch)

Materials: Foam pieces to represent various foodstuffs, as described below.

Set-up: See individual scenarios.

Object: To feed the Monsters! The variations below are both different.

Options:

1) **Rock Muncher Scenario:** Each team choose one player to portray their Rock Muncher (see below). Two or more large chunks of foam represent gold bars. To score a point, a team must get one of the gold bars and feed it to their Rock Muncher (who holds it in both hands, with no weapons, and says “Eating” x10). The Reeve then tosses the gold bar back onto the field, or holds it until all gold bars have been eaten and then tosses them all out onto the field. Players other than the Rock Muncher may be regular classes, Monsters or Peasants, as the Reeve decides.

2) **Sandwich Scenario:** Divide the populace into three teams and assign one player on each team to play a 1st level Goblin. Each team is given a foam sandwich component at their base. (Two are Bread, one is Filling) Each team is trying to feed its Goblins. When one team has all three parts assembled into a sandwich, they must guard their Goblin while it, unarmed, eats the sandwich by saying “Eating 1, Eating 2...” up to “Eating 20”. That team then scores a point; the Reeve calls a hold; foam pieces are redistributed, and counts are advanced. If a team is ahead of all others by 2 points, another player becomes a Goblin, and both Goblins must eat the sandwich, counting in unison. If ahead by three points, a third player becomes a Goblin, and so on. If an eating Goblin dies or moves their feet before the count is finished, no point is scored and play continues.

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The Rock Muncher

Type: Standard Beast

Q/M Ratio: 1/1

Armor: None

Weapons: A single short melee weapon (Natural)

Immunities: None

Natural Lives: 3

Abilities & Traits:

· Amorphous (2 points of Invulnerability)

Levels: None

Goblin Games

(Goblins Only!)

Materials: Two rolls or so of surveyors ribbon.

Set-up: Mark out the field and choose two equal teams. The field for both Goblin Games is a large rectangle (see below). For Daggerball, divide the field in half (short-wise). For Feetsball, mark the in-zones.

Object: In Goblin Games, all players participate as a Pop Goblin. All players come back to life after a 30 count and a loud "POP!" Players are encouraged to giggle madly and make like a damn fool Goblin throughout the game.



Daggerball

The Goblins divide into two equal teams, one team on each side of the center line. Each Goblin is then given one throwing weapon (only!) with which to play. The teams then throw their weapons back and forth across the centerline at members of the opposing team, in no particular order or fashion. A Goblin is "out" when one of two things happen: a) the Goblin is wounded in any way by any weapon thrown through the air or b) if a Goblin on the other team catches a weapon that has been thrown, the thrower is ejected. Goblins may catch weapons without injury so long as the catch is clean and the weapon does not hit the ground. Sides refresh after all the Goblins on one side are dead.

Goblin Feetsball

You can use any number of people; just split them evenly. This battle is best held in an open field (i.e.: no trees or other obstacles). Mark out a rectangular field as large as you have room for, or as appropriate for the number of players participating. As in many informal football games, it is recommended that the defense waits 3-5 seconds before charging the line, and that the number of rushers be limited. Mark the boundaries as clearly as possible, including the outer edges of the end zones. Once a person steps out of bounds, they cannot re-enter that play. (There is no such thing as being "forced out", since you have a weapon to take care of anyone who approaches, and there is no physical bumping...)

Rules of Feetsball:

- 1) All participants are members of two goblin clans, which are at war over a most treasured object. (A tub of candy or something similar works well and the team is welcome to do as it pleases with this treasure after the game.) To avoid injury to innocent family members and needless property damage to the villages, the leaders of the goblin tribes have agreed to settle their disputes on the feetsball field.
- 2) Armbands, headbands or war paint will mark membership in the clans (teams). For a football: if you have a foam or stuffed football that would work great. Otherwise, make an elongated spellball or use a normal spellball or throwing dagger or anything that can be thrown and caught easily and safely.
- 3) To score a point, a team member must have possession of the football beyond the opponent's goal line, without having stepped out of the marked

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boundaries. A “safety” is counted the same number of points (i.e.: one) as a touchdown. There are no ways to score by kicking.

4) More or less regular football rules apply (including things like “offside” and “pass interference”), except that instead of tackling or blocking each other, each player has a single short or long melee weapon (may be hinged), with no armor, shields, magic or projectiles. Any wound kills. Dead players are asked to signal their death clearly and quickly and to do their best to avoid interfering with those who are still alive. Deaths last until the beginning of the next down. (See below.)

5) After gaining possession of the football, a team has four plays (“downs”) to score. (If the field is large enough, there may be a certain distance they need to go to gain a “first down”). On the fourth down, they may choose to

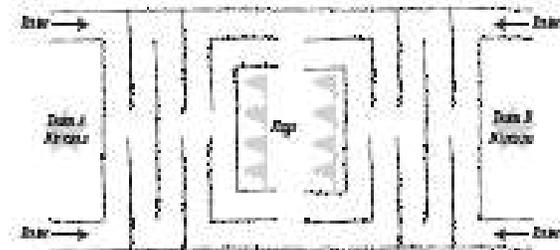
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forfeit the ball by throwing or kicking it to the other team (this must be announced in advance). (Initial or post scoring kickoffs are also conducted this way: the ball can be kicked or thrown.)

6) Both leaders have huge numbers of Goblins at their call. As players die, they are “replaced” on the next play by another family member who looks a lot like them. (In other words, the same Amtgardian is now representing a relative of the goblin who just died.) All participants have one life per play for as long as the game lasts.

7) The game may continue as long as the Reeve or the two captains are willing to let it, but a general guideline of one hour is recommended. At the Reeve or captains’ discretion, teams may change ends of the field halfway through. (Halftime shows are optional.)

Maze Craze



Materials: Lots and lots of bright ribbon or rope! Monster garb

Set-up: Lay out the maze on a large area of flat and debris-free ground. The pattern is unimportant, just so long as it is large, fairly well-marked and has plenty of dead-ends and/or extra openings. Below is an example, but by no means the absolute rule on how to design one: Be creative, the only limits are imagination and the amount of ribbon you have available. Once the layout is done, place a few suitably powered Monsters in the maze.

Object: Variable. Just pick one, two or more of the Options below with a well-designed maze and you have an instant afternoon's entertainment. All ribbons are Forcewalls and may not be crossed or fought through. Remember that it is likely that any teams will gang-up to destroy the

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Monsters first, before resolving the mutual conflict. Be certain your Monsters are up to the task of getting pounded upon as they will be at the center of every combat.

Options:

- 1) Teams enter from opposite ends and must battle their way past the other team and the Monsters to touch the opposing base, score a point and reset.
- 2) Place a treasure in the center of the maze. Teams follow Option 1, but must return to their own base with the prize, instead of touching a base.
- 3) Place lots of little flags all over the maze. The team who collects the most flags and returns them to their base wins the round. Each player may only carry one flag at a time.
- 4) As Option 3, but each team may only control one flag at a time.
- 5) Place a Neutral Monster in the center or remote hallway. Teams then compete against one another to get the Monster back to their own bases. Feel free to bestow the Neutral Trait on any Monsters desired for this battlegame, as all teams should have an equal chance at the new ally. The Monster must use its abilities to aid whatever team is currently controlling it, though it need not engage in melee.
- 6) Make the Maze an obstacle course. One player at a time makes their way through the maze and whatever mundane hazards or Monsters the Reeve puts in his way. Choose an object or goal (touch the base on the other side, carry a glass of water to the pail in the middle, collect the five colored balls and place them in order on the ground, etc.) and the winner is the player who completes the maze first wins.
- 7) As Option 6, but use small teams of two or three players at a time.

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8) You might choose to not use ribbon at all, but rather a well-defined trail or woodland area. Instead of confining the Monsters to hallways, give them large areas in which to roam. Be certain Questors and Monsters are aware of the boundaries and legal walking areas. In this type of game, encounters can be set up in a series of independent scenes, or be allowed to overlap one another.

Quest Types: Freeform Vs. Linear

There are two major categories all Quests fall into, the Freeform Quest and the Linear Quest. Both have strengths and weaknesses, but managed properly, either can provide a fulfilling day of fighting and role-playing. And I'm talking about real Quests, not battlegames or other scenarios disguised as a Quest...

The Freeform Quest

This is the type of Quest where everyone has a part, and plays that part for the entire game. Players portray their classes, a Monsterplayer Troll stays a Troll and the NPC Innkeeper maintains that role for the entire day. Encounters are usually set up across the playing area in no particular order, allowing players to roam freely from place to place in search of clues or just a good scuffle. These Quests should be designed so they can be solved without having to resort to the "do this first, do this next, then this, and finally fight the Monster to win" mentality (see Linear Quest). The greatest strength of the Freeform Quest is versatility, situations can be solved or experienced in any order, allowing for a great range of experiences and tales between Questors. Freeform Quests are far more work for the Reeves, however, as several areas may require their attention at once, or the conditions in one area might have unforeseen consequences on other areas. Good advice: Get some walkie-talkies!

The Linear Quest

Far simpler to manage on a small scale, the Linear Quest is more akin to tabletop role-playing than the Freeform Quest. The Reeve sets up a series of encounters and walks with a team of Questors from one zone to the next, describing things all along the way. One team of Monsters can actually challenge multiple teams and play multiple parts, because they only encounter one group at any given time. The Monsters fight in one area, then move ahead of the questors to prepare for the next. While this might

seem an extremely basic way of questing, it is the best way to run a quest for groups of 20 people or less. Also, the Linear Quest presents a much greater opportunity for players to get good information and descriptions from the Reeve, enhancing the fantasy role-play atmosphere in ways that a Freeform Quest never could. The best part of this kind of game is the near-total control the Reeve has over the action, allowing for changes to be made on the spot and giving the players an instant information source.

Monster Hunt

Materials: Monster garb, as appropriate.

Set-up: Pick a Monster that the populace can handle (check out the suggested Q/M Ratio for a hint) and let it loose in the countryside.

Object: The populace must band together to defeat the menace, once and for all. This is a great way to playtest new Monsters and/or introduce new players to the Monster classes of Amtgard.

Options:

Suggested Monsters include:

- 1) Goblins (approximately 2 Goblins per Questor, a great time if the Goblins play "in character")
- 2) Zombies (this gets ugly quickly as the Zombies start to infect populace and turn the populace against itself. Still a lot of fun, though.)
- 3) The Plague! Secretly place a Plaguer amongst the players and watch the squabbling as the plague spreads its insidious evil through the teams.
- 4) A pair of Giants or even a Dragon as the abilities and Levels of the populace increase.
- 5) Mix different types of Monsters, creating a theme of sorts. A Sable Dragon with a band of loyal Skirits, a tribe of Orcs led by a mighty Stone Troll or a nest of low-level Vampires under the command of a powerful Nosferatu.
- 6) Give the Monster some human assistance in the form of like-minded players. If the Monster is a renegade Deva, perhaps a couple of Paladins and Healers have come to lend aid. A wicked Siren might have a few devoted followers of any class, so long as they were males.

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Zombie Land

Materials: A field with a few spread out big trees.

Set-Up: Divide the populace into two equal teams plus one neutral Zombie (any Monster with Conversion or Replication will do).

Object: It's really bright and sunny. The trees create shadows that define shapes on the ground. Each team starts out at the two shadows that are the farthest apart within the bounds of the game and can only fight inside the shadows. The Zombie must stay in the light and can only fight (and be killed) in the light. The light becomes like Ether, the Zombie Land. In Zombie Land: You might have noticed that the shadows don't all connect. In fact, the sparser the field of trees, the better the game. Players may only run through the light. They can come and go as they please from the shade to the light, but they must run in the light. Any player that walks in the light becomes a zombie in 3 seconds. If a player is legged, scampering is considered "running." The players' objective is to kill off the other team, but they must also be aware of the Zombie (who should have something like unlimited lives) who attacks the players at will. The Zombie's goal is to make Zombies. The light is an Anti-Magic Zone.

Other Rules:

- 1) Players may not attack each other in the light, they can only attack each other in the shade.
- 2) Projectiles cannot be thrown/shot into the light. The shot is dead at the light.
- 3) A player is considered in the shadow when any part of him or her in the shade.
- 4) For the sake of reeving, sword swings and skirmishing half in the light and half out will be allowed to continue until one player is out of the shade or slain.
- 5) It is up to the Reeve and players to police rules of the shade. As always, battlegaming done on the honor system.

Zombie Battle Materials: Zombie garb

Set-up: Choose one skilled fighter to be the Zombie and set him loose on the field. The rest of the populace makes up the other team. Sounds like a mosh, right? Well not exactly. See, this Zombie has all the regular abilities and a few extra tricks. It has unlimited lives, gains Replication (unlimited) and does not have the Slow trait. Also, this Zombie comes back to life in a

10 count! Replicated Zombies keep their normal life count, number of lives and gain the Slow trait, but they also get Replication (unlimited).

Object: This is really a low-powered version of the Darklord Scenario. Eventually the players will all become Zombies, and the fun comes from seeing who hangs on as the last survivor. The last player to survive starts as the Zombie for the next round. Be sure to encourage good role-play from Zombies; they should be dragging their feet, howling out “Brains!” and moaning like a good undead corpse.

Options: Don’t let Replicated Zombies convert their victims - only players slain by the original Zombie become Monsters. Allow Replicated Zombies to drag subdued or slain victims back to the original Zombie to do his dirty work! This will slow down the game time considerably.

MONSTER CREATION

Creating New Monsters As you flip through the pages of the Dor Un Avathar and see all the Monsters, remember some are new, some old, some are changed, some remain basically the same. But wait! The Monster that you thought for sure would be in here isn’t. Now what do you do? Well, you could do two things: Whine and complain, or make it yourself. If you really want to, then whine, but nobody likes a whiner. So your other option is to play Amt-god and create this new creature yourself.

Congratulations! This is a great way of participating in a non-combat aspect of the club. Now, there are some general guidelines that should be followed if you have decided to make a new monster yourself. These are just guidelines, but they will increase your chances of getting your Monster completed, done well, approved by your local monster’s guild, and passed by an Althing. These guidelines are fairly simple and often common sense, yet must be stressed. You may see some things that are stated almost directly from the Amtgard: Handbook on the Rules of Play. Again, these are things that must be stressed. And now, on to creating your new Monster:

Guidelines

1) Follow the basic format. The format is the way that the Monster is drawn up on paper. The format presented in this book is a good place to start. It allows for a clean presentation of the Monster and covers just about everything. It is well organized and easy to read, and recognizable as the

basic Monster format. In the event that your Monster is passed by an Althing, having this format will make it easier to add into a Monster book.

2) Don't create a Monster that could be played more easily by role-playing one of the player classes. Basically, this means that a Monster should be unique to itself. It lessens both the class it is similar to, as well as the creature itself, if it is too similar to a class. If such is the case, then play the class, and have some fun role-playing. Wear your Monster garb along with your required class garb. It's fun for you and for the other people playing.

3) Don't copy copyrighted material. This is a tricky one. Most of the creatures in this book can be found in other sources as well, be it mythology, role-playing games, movies or books. It is imperative that although you like the monsters in other material, you try to make it somewhat unique. In the case of mythological monsters, you may attempt to make it as accurate as possible. In the case of monsters from non-mythological material, you should make sure there are differences. Never use specific names found only in that source's material. This may seem overcautious, but it doesn't hurt to do it.

4) Determine whether your Monster is a Quest-only monster or if it may be played during standard battlegames (with permission, of course). This will affect a number of things. This decides the Monster's overall power, and the Questor/Monster Ratio (the number of average combatants that the monster should be able to confront successfully). If a Monster is extremely powerful, it will usually have fewer lives or even only one. Generally, the more powerful a Monster is, the more likely it is to be Quest-only.

5) Try not to create totally new Abilities or Traits. While you are determining a Monster's powers, try to find abilities already created and in use. This cuts down on confusion when the Monster is being played. In some cases, a new ability is justified, but those are rare instances. All abilities should be easily understood and not alter the basic rules of Amtgard. Feel free to include a brief explanation of what the ability simulates (i.e.: breath weapon, chilling aura of fear, etc.) This helps people understand the Monster better, and can often make the Monster seem much more interesting. This type of description is often called "flavah" text, because it gives a specific twist to a rather generic power or ability.

6) Try to balance the Monster's power. When creating a Monster, keep his power in check by balancing it against the basic classes at the same level. For a basic any-weekend Monster, there should be a Questor/Monster Ratio of no more than 3/1 and generally no less than 1/1. This means your

average grunt should be on a one to one basis, or maybe a one to two basis against most classes of the same level. If your creature can handle more than three people of the same level as the Monster at the same time, then he's not "average" and should either be toned down, or made a Quest-only Monster.

7) Submit your Monster for play-testing. When and if the Monster is play-tested, someone should be specifically designated to keep an eye on it to see how it fares on the field. This should usually be a Reeve, but can also be another dedicated noncombatant watching the game. The individual watching the Monster should note how well the it works, and determine whether the Monster is more powerful than necessary or found lacking somehow. The Monster should be play-tested several times and by as many different people as possible. Naturally, Monsters should only be play-tested with a Reeve's permission.

8) Always be willing to rework your Monster. Even if the play-test decides it's good, it will still need the approval of an Althing to become official on a local level. If an Althing votes it down, then this simply means it needs to be reworked further. Don't give up hope and try not to get frustrated. If your Monster has already gotten this far, then odds are that a little more work and some perseverance will eventually pay off. By following those guidelines, you should have a nifty new Monster that is well balanced and ready for playing. Remember, always use common sense and always play in the spirit of the game. Do not use loopholes or gray areas to derive an advantage on the battlefield. The Amtgard : Handbook on the Rules of Play always takes precedence in any dispute. Finally, you should always role-play while at Amtgard, but when you're playing a Monster, it's doubly important. Have good garb and enjoy yourself. Happy Monstering!

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SUBMISSIONS & ADDITIONAL CREDITS

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Look for upcoming volumes with all new Monsters, battlegames,
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Send submissions of art or text to above address for possible inclusion in
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